

Atari ST  
Amiga  
CBM 64/128  
Spectrum  
Amstrad  
+ more

# ACE

ADVANCED • COMPUTER • ENTERTAINMENT

Digipaint  
Vs.  
Deluxe  
Paint II

The ultimate  
paintboxers



## See how they run

ATARI ST  
ARCHIMEDES  
AMIGA



Where to  
place your bet  
in the upgrade stakes.

**Terrorpods**  
- Tripod trouble  
from Psygnosis



**ACE  
RATED**

**Addictaball**  
- another clone  
breaks out



**Thundercats**  
- Elite on heat!

**Buyers' Guide:**  
We pick 15  
games that  
fight  
back.

**strategy**



Rainbird's Universal  
Military Simulator

Dark Sceptre - Mike Singleton/Firebird

**Grab that  
sound!**

We sample  
the samplers



# GET TO GRIPS WITH



CBM 64/128  
£9.99 C £14.99 D  
AMSTRAD  
£9.99 C £14.99 D  
SPECTRUM  
£7.99 C  
ATARI ST  
£19.99

## DEFLEKTOR

No heroes. No Foe. Only pure skill and technology as you guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls, deflect it through lenses, ever calculating the angles, carefully judging it's path towards the home receiver and then.....another 59 levels of frustration and mind boggling intrigue. Addictive. Compulsive. Only for those who can withstand defeat.



## BASIL THE GREAT MOUSE DETECTIVE

From the basement of 221b Baker Street, Basil and his faithful bloodhound Toby venture forward in search of the dastardly Ratigans hideout where poor Dr. Dawson is held against his will. What clues do they uncover amongst London's famous landmarks? What disguises do they adopt in moving around the rodent underworld? It's elementary my dear enthusiast, the answers are in the game. The question is do you have the skill to unearth them!

CBM 64/128  
£9.99 C  
£14.99 D  
AMSTRAD  
£9.99 C  
£14.99 D  
SPECTRUM  
£7.99 C

# IT'S A SHATTERING EXPERIENCE

# A GREMLIN GAME!!

CBM 64/128  
£9.99 C £14.99 D  
AMSTRAD  
£9.99 C £14.99 D  
SPECTRUM  
£7.99 C  
MSX  
£9.99 C



## MASK TWO TWO



### MASK II

Action packed adventure of the heroic Mask team in more danger filled missions against the evil forces of Venom. Man and machine in valiant defence of the world and it's treasures. An exhilarating challenge to all gamers whatever their interests.

### TOUR DE FORCE

From the instant the starter shouts "Gentlemen start your pedals" to the last gruelling moments, you'll be banging heads with five of the meanest, toughest bikers to ever pump pedals. And if that's not enough the course is something special too:- Potholes, Manholes, Cakeholes, Aceholes, Bolders, Skunks, Snakes, Chasms, Oilslicks, Icepatches, Bridges, Bear traps and much more. So climb aboard your Velo Mark IV and set off in pursuit of that coveted

Yellow Jersey and experience the agony and ecstasy of international cycling as it really happens.

CBM 64/128  
£9.99 C £14.99 D  
AMSTRAD  
£9.99 C £14.99 D  
SPECTRUM £7.99 C  
ATARI ST  
£19.99



## EXPERIENCE

# GREMLIN

## INTERFACE

### 7 News

The first millionaire programmer? New video standards? Get your ear to the ground and catch the latest whispers from the world of computer entertainment.

### 14 Previews

Our technicolour crystal ball checks out the stunning 16-bit *Eco* from Ocean plus Ariolasoft's *Werewolves of London*, Rainbird's *Carrier Command*, and many more.



Eco-evolutionary game

### 23 Letters

Praise, protest, passion...We give you the space, you give us the punchlines.

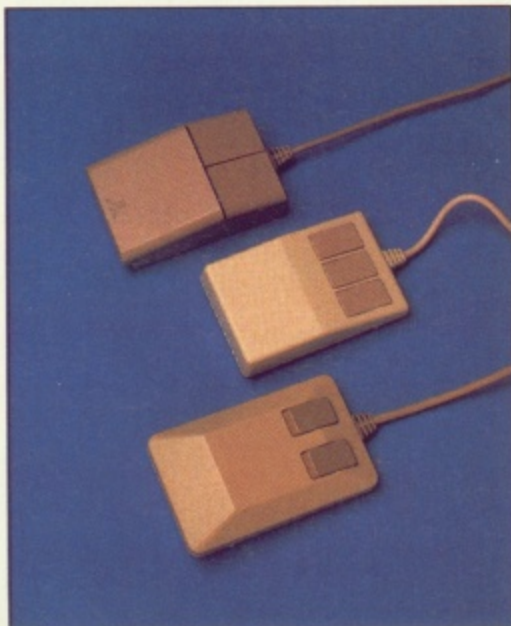
### 122 The Blitter End

Just when you thought it was safe to put down the magazine...plus news of the ACE Christmas Cracker.

## SPECIALS

### 38 The Upgrade Stakes

Check out *all* the facts before placing your bets in the Atari/Amiga/Archimedes steeplechase – otherwise you could end up a loser.



# ACE 3

### 20 Great Computer Disasters

Forget the usual blather about micro awards – this is one ceremony which the winners definitely won't be attending.

### 85 Of Strategic Importance

Fifteen games that fight back featured in our Strategy Buyer's Guide, plus previews of Rainbird's *Universal Military Simulator* and Mike Singleton's *Dark Sceptre*.



### 36 One Man Band

Roland's MT32 gives you a whole orchestra to play around with. Michael Downey investigates.

## GAMEPLAY

### 51 Screen Test

The Christmas assault on your wallet is hotting up. Check out our 22 page guide to the latest contenders.



Moggy mayhem from Elite

### 28 Arcade Ace

Afterburner and Skywolf – how do these uprights stand up to the ACE treatment?



Afterburner: hot stuff

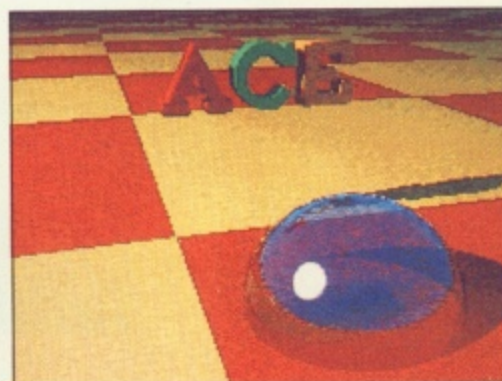
## SIGHT...

### 45 Pictures at an Exhibition

Stunning Amiga arrivals at the PCW Show – but watch out for 4096 colours on your Atari ST.

### 47 Paint Boxing

*Digipaint* and *Deluxe Paint II*. In fierce competition? Or just good friends?



ACE makes the most of Digipaint and Deluxe Paint 2

## ...AND SOUND

### 31 Sampling Safari

Forget the beeps and squeaks of your micro's sound chip – sampling enables you to capture real-life sounds from the big bad world. Mark Jenkins shows you how to pack barks into bytes.

## 82 Updates

Latest format conversions, including *Super Sprint* for the C64; *Gunship* for the PC; and *F15 Strike Eagle* for the ST.

## 102 Postal Orders

ACE puts its stamp on **Play-By-Mail** games. Find out how 18p can lead to the conquest of another galaxy.

## 107 Tricks 'n' Tactics

Make this your **highest scoring month** yet with our six-page guide to *Red LED*, *Skulldiggery*, *Boulderdash*, *Dizzy*, and many more.



The slippery slope to success...Find out how the programmers do it in *Red LED*.

## 93 Adventures

*Gnome Ranger* presents Ingrid Bottomlow. Or is it the other way round? Plus *Yes*, *Prime Minister*, and a peek at *Jinxter* from Magnetic Scrolls.

## BUY LINES

### 120 Special Offers

We must be **mad** to offer you up to **£4 discount** on these games. Get your order in before the **men in white coats** arrive to take us away...

### 119 Subscription Offer

Join the elite band of readers who are **gloating** over a year's subscription to ACE and an extra **£10** off those amazing mail-order bargains.

## COMPETITION

### 26 Emergency eye treatment

You've seen the competition on the cover and you can't believe your eyes. Don't panic. Do not adjust your set. Just grab a pen and go for it.

# Now we are three...

## School Report

**Pupil:** ACE Magazine

**News:** Good to see young ACE broadening its coverage to include **important issues** of concern to games players, and not just new releases. Am **shocked** to read how much these programmers earn. Must apply for a rise...

**Specials:** Excellent coverage, but cannot agree with the **Upgrades** article – still maintain that my MSX3 machine is **yonks better** than Amiga or ST.

**New Sections:** New dedicated sections for **music** and **graphics**?? Cannot remember authorising this **shocking extravagance**. See me behind the gym tomorrow morning. (PS Bring copy of *Star Trek* with you).

**Strategy Buyers' Guide:** Rubbish. If *Space Invaders* was good enough for me, it's good enough for the readers. The only strategy around here is a swift, sharp stroke of the **birch**. See me behind the gym tomorrow morning. (PS Bring an ST to run it on as well).

**Games:** Very distressed about this. I thought I had made it quite clear that at least 90% of the coverage should be devoted to educational software for the under 5's. Bitterly resent inclusion of **colour preview pages**, **play-by-mail**, and complete waste of six colour pages on **tricks'n'tactics**. See me behind the gym tomorrow morning. (PS Bring colour monitor while you're about it).

**Great Computing Disasters:** At last! A **serious** article, despite wicked slur on reputation of **Oric Atmos** – an **excellent machine** which I had the good fortune to purchase. Still play *PacPerson* on it every evening. (Note: How about including the Oric in the Release Boxes?).

*Never!*

### ADVANCED COMPUTER ENTERTAINMENT

Future Publishing

4 Queen Street

BATH BA1 1EJ

☎ 0225 446034

Fax 0225 446019

Telecom Gold84:TXT152

Prestel/Micronet 045 874 011

# ACE

Co-editors Peter Connor

Steve Cooke

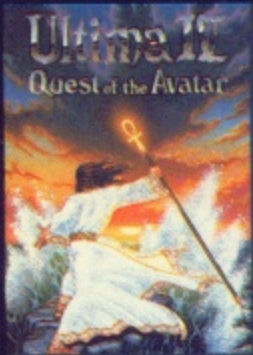
Reviews Editor Andy Wilton

Staff Writer Andy Smith

Art Editor Trevor Gilham

Publisher Chris Anderson

**SUBSCRIPTIONS & SPECIAL OFFERS** Carrie-Anne Porter, The Old Barn, Somerton, Somerset TA11 7PY ☎ 0458 74011 ● **COLOUR ORIENTATION** Wessex Reproduction, 352a Wells Road, Bristol BS4 0QL ● **DISTRIBUTION** SM Distribution, 16/18 Trinity Gardens, London SW9 8DX ☎ 01-274 8611/5 ● **PRINTING** Chase Web Offset, Plymouth ● Copyright **FUTURE PUBLISHING LTD 1987** ● No part of this publication may be reproduced in any form without our permission.



The latest adventure in the award winning Ultima saga



# Ultima V

## Warriors of Destiny



### An Adventure of Epic Proportions

Origin Systems' Lord British, one of fantasy gaming's most imaginative and respected authors, brings you Ultima V: Warriors of Destiny, the latest in the award-winning Ultima series.

Over four man-years have been spent developing Ultima V, making this labyrinth of mystery and intrigue your greatest challenge yet!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expedition's fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

The Ultima series of fantasy role-playing games, from Origin Systems Inc, is brought to you by Microprose Software Limited.



THE START OF SOMETHING NEW



ULTIMA I: CBM 64/128 £19.95; IBM, APPLE £24.95. ULTIMA III: CBM 64/128, ATARI XE/XL £19.95; MAC, IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA IV: CBM 64/128, ATARI XE/XL £19.95; IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA V CBM 64/128 £19.95; APPLE £24.95.

Please send \_\_\_\_\_ copy/ies of \_\_\_\_\_ Format \_\_\_\_\_ Price \_\_\_\_\_  
Name (block capitals) \_\_\_\_\_ Address \_\_\_\_\_  
Post Code \_\_\_\_\_

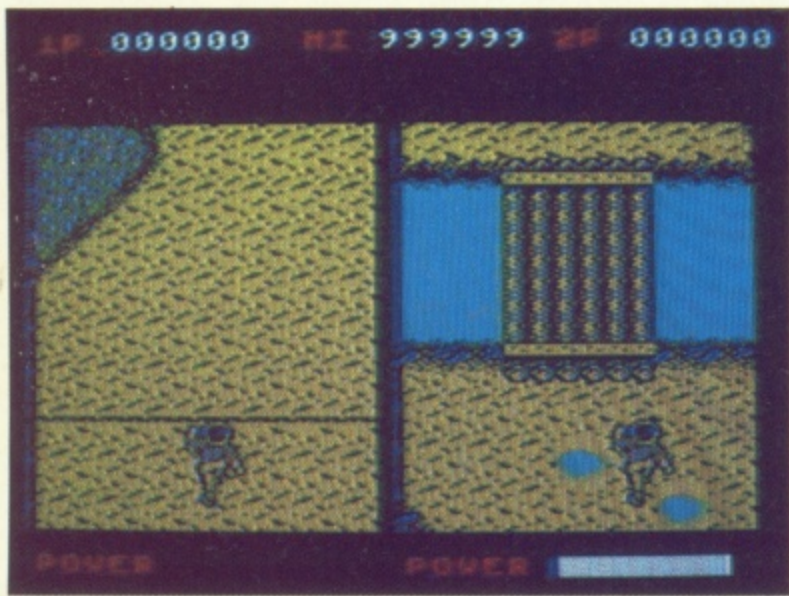
I enclose £ \_\_\_\_\_ including £1.00 P&P. UK Only. (Overseas £2.00) Cheques payable to MicroProse Software Ltd.  
or debit my Access/Visa card. Expiry date \_\_\_\_\_ No.

For more information on the Origin range please tick box

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.



# Multi-load mania



Combat School (Amstrad): take walls in your stride.

Even 8-bit machine owners are beginning to benefit from the sudden growth in the 16-bit software market, though the advantages may be offset by increased loading times. Realising that the market is being bombarded by disc-based 16-bit programs featuring snazzy graphics and extended gameplay, 8-bit programmers are hitting back in the only way they can – multi-load games.

Check out *Indiana Jones* from US Gold (reviewed this issue), *Road Runner*, Infogrames' *Passengers on the Wind* and others released to date, but the real evi-



Gryzor (Spectrum): blast the security panels to knock out that forcefield.



Gryzor (Amstrad): wreck the defence computer before... too late! It got you first.

dence that multi-load may soon be standard for full-price releases comes from Ocean, who are putting their weight behind extended 8-bit software with this year's big winter releases.

The impressive graphics of *Game Over* and *Renegade* were too bulky to fit into a low-memory 8-bit machine in one go, and Ocean's new titles continue this trend: three big coin-op conversions – *Combat School*, *Gryzor* and *Rastan's Saga* – and the film tie-in *Platoon* will all load in several separate stages on the C64, 48K Spectrum and Amstrad 464/664. For people with disk drives or 128K Spectrums this doesn't pose too much of a problem, but the rest of you will just have to put up with mid-game loading delays. "You just can't do justice to games like *Gryzor* or *Combat School* without multiload", explained software manager Gary Bracey. "It's the only way to get the graphics and the game size."

There's another slant to the multi-load game that's worth bearing in mind. Competition between budget labels and full-price companies has been hotting up in the last few months, with the latter constantly being called upon to justify their higher prices. Given the economics of budget companies, multi-load is a province that could remain the prerogative of the full-price merchants and add value to their products without necessarily adding too much in the way of programming costs.

# ACE NEWS

## Mastertronic empire building

Mastertronic are getting their hands on some hot properties these days – not content with the Sega machine, Melbourne House, and Arcadia, the company will now be producing the 8-bit versions of Psygnosis games.

If you've got a Spectrum, Amstrad or C64, therefore, and have been drooling over 16-bit titles like *Deep Space*, *Barbarian* (not the Maria Whittaker one) or *Terrorpods*, then drool no more: the 8-bit conversions are due real soon now. The games will carry the name Psygnosis, but this is largely a matter of 'badge engineering' since they will be written, packaged and marketed by the budget goliaths.

Meanwhile, on the talent-snatching front, Arcadia have managed to pick up veteran programmers Andy Walker and Paul Hodg-

son – the duo behind defunct C64 software house TaskSet of *Super Pipeline* fame. With their first title for the system, *Road Wars*, their programming careers come full circle: in pre-TaskSet days they wrote coin-op games, back when that normally meant *Frogger* or *Centipede* clones.

Walker described working for the arcades again as 'tremendous', and said of the Amiga-ish console 'It's not an ideal piece of hardware – it only really has eight sprites, for example – but there's a lot to be thankful for. The Amiga is definitely a games machine at heart even if Com-

modore don't want to present it as such. I'm well pleased that there's a good future for the machine now, after the rough patch it went through.'



Psygnosis snarl-em-up Barbarian on the ST: will Mastertronic's 8-bit versions come up to scratch?



Walker & Hodgson's Road Wars, the first Arcadia title – out on home micros soon, too!

# PROGRAMMERS – RICH & FAMOUS?



David Braben – 100000 good reasons for that contented grin.

**Y**ou too can make a fortune working from home! Turn your hobby into a profitable pastime! Yes, writing computer games can make you rich and famous!

Well, can it? Hundreds, if not thousands, of people are hard at work coding games in this country, but how many of them make a decent living? How many are rich? And how many are seeing little or no return for their labours?

Let's start with one of those success stories that first of all warms the very cockles of your heart and then sets you to thinking you could do that too – David Braben. He's 23, and for the past two years has earned £100,000.

From – yes, you guessed – *Elite*. How did he do it? David's an unassuming type of chap; he just reckons he was 'in the right place at the right time', although he does think his science background (he's a Cambridge man) has made him 'more familiar with the maths needed for 3D programs.'

One reason why David Braben might have got a slightly better deal than some other programmers – apart from writing a superb game, of course – is that his business interests are handled by an agent. Along with 30 or so more of the UK's top programmers David Braben is 'handled' by Jacqui Lyons of the the Marjacq Agency; she negotiates

contracts and places any original games her clients come up with.

The advantages for the programmer are clear; you just get on with the job while a toughish cookie with years of deal-making experience sorts out the financial and contractual side (for a percentage, naturally). Jacqui Lyons is, of course, pretty reticent about what her indi-

are; but what if you're just a lone-some figure running your own freelance life? The worries here are threefold; that you just can't get your act together, that you don't get a good price for the job or even that you get ripped off when you've done it. The last of these happens much more rarely now than a few years ago; but there are still sad cases of

## The Professionals

**W**hat have the good programmers got that the others haven't? Jacqui Lyons of Marjacq has forthright views on the kind of people she'll take on board: 'They must be machine code programmers. They must understand what it means to be professional in the market. We do not deal with amateurs.' What she means is knowing what you're doing and then doing it – properly and on time. So if you can't get your act together – forget it.

The kind of people who have got their act together and are signed up as clients include the aforementioned David Braben, the Electric Pencil Co. (of *Zoids* and *Fourth Protocol* fame) and Argonaut Software (of *Starglider*).

viduals or teams earn, but she did say that £6-7.5K would be a reasonable fee for a game conversion from Z80 to 6502 by a programmer with a good reputation. She also added that Marjacq clients could expect to earn 'a good professional salary – in excess of £20,000 a year.'

That's Marjacq clients – see the box for what kind of people they

programmers being taken for a ride.

Nigel Brooks of newish development house Smart Egg thinks the best way to start off is by making a little money from your hobby – a budget game put out on one of the myriad small labels might net you £1000. It doesn't sound much, but when you consider that out of the £1.99 retail price the programmer gets around 10-13p it's a lot of copies to sell. Things change if you have a budget bestseller – 50 Mastertronic games are reputed to have sold in excess of 100,000 copies – but then we're talking about something a bit special.

The professional programmer's life, says Nigel, is 'very, very hard work. A game doesn't sell itself. You've got to go around the publishers selling yourself and your work.' Unless you're prepared to put that kind of effort in, you're unlikely to make that £20K salary that seems to be the point where you cease to be an amateur and start to be a pro.

## Darling Code Masters

**P**rogramming might be one way to earn a living, but if you want to make a *real* fortune wouldn't you be better of starting your own software house? That's what Richard and David Darling did with Code Masters – and haven't they done well? The software *wunderkinder* started off programming for Mastertronic. In the space of two years they wrote 20 games and, estimates David Darling, made around £100,000. Their own budget label rapidly acquired a reputation for quality



David and Richard – Darlings of the budget industry.

games, and is now worth, David reckons, over a million pounds. And business is still boomin'; the

recently released Spectrum version of *Grand Prix Simulator* sold 12,000 copies – on its first day.

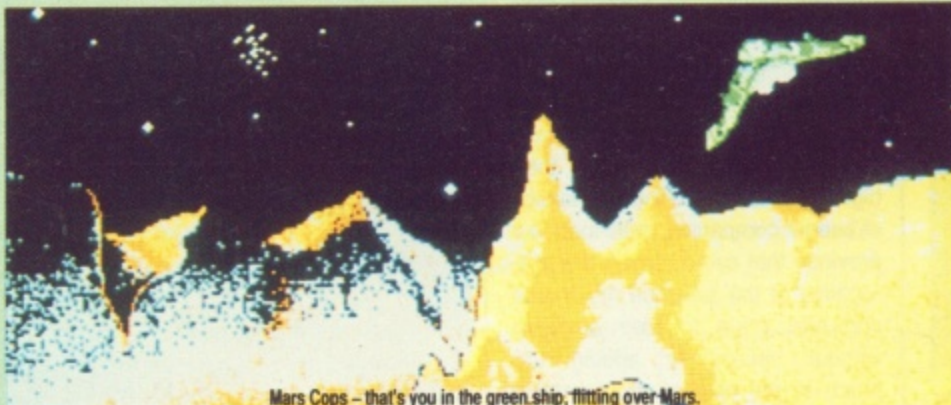
## Tough Talkin' Arcana

**M**aking bold claims about the quality of your software before it actually hits the shops is one way of setting yourself up to be hoist with your own petard. But it doesn't bother Bristol-based software house Arcana; they're claiming that their imminent Amiga and ST release *Mars Cops* 'is destined to set the standard for 16-bit software that others will have to meet.'

Them's fightin' words, boys – but if the game plays as well as this preview screenshot looks they might just have a point. *Mars*

*Cops* is a 3-phase space shoot-em-up which involves you in chasing UFOs through space and down trenches before a *Lunar Landing-*

style sequence rounds it off. No, the scenario isn't exactly original, but who cares? If the action's as slick and exciting as promised it could be one to watch. There should be a review in your next issue of ACE. Also coming soon from Arcana are the 16-bit versions of *Powerplay*. This is a quiz-cum-strategy game, originally released to good reviews on Amstrad and C64 about a year ago. Arcana say the game has been souped up considerably in terms of graphics and number of questions.



Mars Cops – that's you in the green ship, flitting over Mars.

## Don't forget your LipStik

If you thought November's piece was the last you'd hear for a while on the subject of joysticks, you'd be wrong. Adverts are now appearing in US mags for yet another 'revolutionary' game control gizmo – the LipStik Plus, a 'voice-activated control headset'. The headset with mouthpiece acts as 'another fire button'; you shout "Fire!", or "Die slimy aliens!". or whatever takes your fancy instead of hitting the trigger.

The manufacturers, Access Software, claim that it works with 95% of games that use a joystick and with machines including C64, Amiga, Atari ST and IBM PC. In the States it's sold at \$24.95 or \$29.95. US Gold will be distributing the

LipStik over here from next spring, but as yet there's no word on the likely price.

Access Software are promoting the LipStik by including it with their game *Echelon*, a flight sim based on the Lockheed C-104 Tomahawk fighter; that too will touch down here from US Gold next year.



All-American boy wearing LipStik.

## Upgrading your TV...

Let's face it, there are times when the creepy-crawly, fuzzy image on your telly just doesn't do justice to your latest copy of Multi-Colour Mutant Midgets. Shelling out on the latest hi-res colour monitor will solve the problem, but it will probably bankrupt you as well. What's the solution?

The answer at the moment is a visit to the optician, but take heart because just round the corner lies a revolution in TV display standards. Sony have developed a high-definition video standard that uses a display of 1125 lines, instead of the normal 625 lines on yer average British telly. The screen display is 5:4 ratio, which gives it a cinema-type display format as opposed to the normal squat, square ratio of standard TVs.

The quality is so good that although the system has yet to be adopted by the world's soap corporations, the film business has already started to use it for shooting movies. Rather than film your next block-buster on expensive celluloid, you can now use the Sony system to film on video, edit it far more cheaply, and then transfer the results to film for the cinemas. *Julie Julia*, starring Sting and Kathleen Turner, used this system and is now on general release in the States.

Implementing the system on a national basis is going to present problems, since we're talking about a completely new approach to TV broadcasting that demands more than a simple upgrade of existing equipment. There's little doubt, however, that the system, or an equivalent, will eventually be adopted, though it may take one of the new independent organisations to take the leap first.

Meanwhile, you can try out ED-Beta, another Sony development that gives twice the resolution of normal video tape recorders and rock-steady freeze frames – should be available here in the New Year. Or the XVT600, pictured here, which uses the MSX standard as the heart of a scanner/editor, allowing you to scan images and edit them on a 15 colour, 320\*200 pixel display. If you can afford the £600 for it, however, you can probably afford a decent hi-res monitor, so perhaps better to wait for the new TV standard after all.



Sony's XVT600 – MSX in wolf's clothing

## Snippets...

### Captain Courageous

English software.

C64 £8.95 cs £12.95 dk



Blasting jungle combat game – survive sniper and crocodile attacks and race for the helicopter. Imminent release expected.

### The Stratton Air Terminal

CRL

C64 £9.95 £14.99 dk

A fully computer controlled air terminal has been hit by terrorists and is in a shambles. Due out in this month, the player must de-activate the central computer and release the trapped passengers.

### Night Raider

Gremlin

C64 £9.99 cs £14.99 dk

Atari ST £19.99 dk

Combining flight sim with shoot-em-up, your objective is to sink the Bismarck, dodge the flak and return safely. Spectrum and Amstrad versions are due in the new year.

### He-Man

Gremlin

C64/128 £9.99 cs £14.99 dk

Spectrum £7.99 cs Amstrad

£9.99 cs £14.99 dk

Join He-Man in this good versus evil arcade adventure. Gremlin try to recreate the forthcoming feature film for the benefit of home micro owners. Due mid-December.

### Gary Lineker's Superstar Soccer

Gremlin

Spectrum £7.99 cs Amstrad £9.99

cs £14.99 dk C64/128 £9.99 cs

£14.99 dk Atari ST £19.99 dk

A footballing sim that tests the players management, coaching and goal scoring abilities. Imminent release expected – could even be out as you read this.

### Terramex!

Quicksilva

Play the part of Albert Eyestrain in this action packed arcade adventure game that is awash with tortuous puzzles. Avoid the dive bombing Pteradactyls and dodge the acid rain. Price unknown but should be available in January for Atari ST, Amiga, Spectrum, Commodore and Amstrad.

### Power Pyramids

Quicksilva

Spectrum £7.99 cs

Send your spheroid through 128 screens of arcade adventure where you don't move the ball but move the landscape instead. Dash across the space – time continuum for a few light years, deliver your goods and get your docket signed before you return to pick up your pay cheque. Expect to get your hands

## Electric Dreams throttle up....

The sequel to Sega's *Hang-on* coin-op has been licensed to Electric Dreams for the conversion to home micro. Four different courses, four skill levels and conversions for 8 bit micros are well under way with the Spectrum version likely to be the first, swiftly followed by C64 and Amstrad. Prices around £9.99 for cassette versions and £14.99 for Commodore and Amstrad disks. There are plans for 16 bit versions but these are a while off yet.

Not content with the one coin-op conversion, Electric Dreams are also converting the Data East games *Fire Trap* and *Karnov*, due to appear in early '88 with price tags off £9.99 and £14.99 for cassette and disks respectively.



Hanging on in Super Hang-On



**CHUCK YEAGER'S ADVANCED FLIGHT TRAINER**



The instinct to survive. Out of control, screaming towards Earth at Mach 3, just 8 seconds and 20,000 ft left! Fly aileron rolls, Cuban 8's, even hammerhead stalls. Simulation so realistic you may just blackout. Remember - test pilots are only wrong once.

CLIMB INTO THE COCKPIT WITH THE GREATEST TEST PILOT EVER - CHUCK YEAGER. FLY 14 DIFFERENT AIRCRAFT INCLUDING EXPERIMENTAL JETS, COMPETE AGAINST 6 ADVERSARIES.



DYNAMIC INSTRUMENTATION, BLACK BOX RECORDERS AND 10 VIEWPOINTS WITH ZOOM UP TO 256X.



UNLEASH THE POWER OF YOUR IMAGINATION

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM PC and compatibles, Spectrum and Amstrad. Electronic Arts products are available from good software stockists and especially where you see this sign.

ELECTRONIC ARTS<sup>®</sup>  
AUTHORISED DEALER

For a full broadsheet describing the complete range or information on your nearest stockist write to: Electronic Arts, 11-49 Station Road, Langley, Berkshire SL3 8YN, England. Or call our Customer Services Dept. on 0753 46465.

ELECTRONIC ARTS

## Infocom shorts out

Infocom's latest release, *Nord and Bert Couldn't Make Head or Tail of It* must be an all-time adventure first. Instead of the usual adventure scenario, they've come up with a series of eight short stories on one disk.

There are eight scenarios involved, and you can move at will between seven of these. To play the eighth, however, you need seven passwords, gathered by successfully completing the other sections.

There are, however, even more shocks for the hardened adventurer. Instead of solving puzzles based around using objects or commanding characters, you'll be confronted by baffling puns, wordplay, and verbal trickery. For example: 'There are

some lurching mobsters here', to which you might reply, 'Munching Lobsters'. Of course you would, wouldn't you?

Other changes include the absence of directions to go in. The program simply names adjacent rooms, and you type 'Kitchen' or 'Stable' to go there.

We'd like to promise a review for next month, but the Pilgrim has been behaving a little strangely since receiving the game...

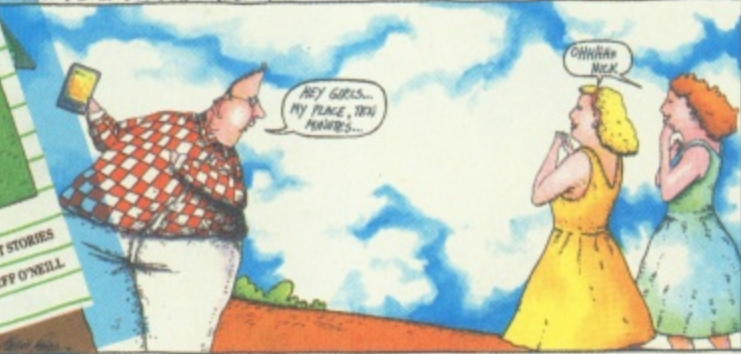
### Nord and Bert Couldn't Make Head or Tail of It

Eight Tales of Cliches, Spoonerisms, and Other Verbal Trichery



INFOCOM  
COMMODORE 64/128

NICK NEVER GOT ANY CHICKS, UNTIL HE BOUGHT THOSE INFOCOM GAMES



## 3-D Digital Integration

Just round the corner from Surrey simulation fiends Digital Integration are three winter whoppers, all in glowing 3D. For the 8-bit micros there'll be the highly seasonal *Bobsleigh*, a sports game involving team funding as well as sleigh control, and *ATF*, an aerial combat game based on Lockheed's YF-22 advanced tactical fighter.

*ATF*'s aimed, DI claim, at 'a brainy shoot-em-up audience'. Do they mean us?

Don't feel left out if you're an ST owner - you should be getting the fastest, slickest version of DI's third winter release *F-16 Combat Pilot*. The first Fighting Falcon simulator into the shops, *Combat Pilot* sees DI again scooping US heavy-

weights MicroProse on an all-American fighting machine: they previously beat 'Prose to the draw over the F-15 (*Fighter Pilot* v. *F-15 Strike Eagle*) and the Apache attack helicopter (*Tomahawk* v. *Gunship*). Wonder who will be first out with *Trident*?

## Yak attack!

Jeff Minter, that Camel, Sheep, Yak and LLama loving maestro of the C64 has turned his affections toward the 16 bit machines and is currently working on two Llamasoft products. The first release will probably be a game called *Die, Filth!* and will be available on the ST. It's an all action shoot-em-up featuring nine special weapons that the player collects to enhance his firepower, including the 'Vortex' which puts 15 planetoids around the player's ship (Yak shaped) in true *Nemesis* style. Should be ready for Christmas, and though the price is not yet fixed, the author hopes the game will retail for under a tenner.

Also in progress is the next development in the *Colourspace* series of 'Light synthesisers'. *Light Mage* for the ST allows the user to create, interactively, dazzling light displays that accompany the user's favourite music. *Light Mage* will take advantage of the ST's built in MIDI port by allowing up to five machines to be linked together. Look out for it in early '88.



Digital Integration's Bobsleigh

## Dark Castle

Can you survive the Haunted House on the Hill? If you think you might be able to, or have some interest in trying, Mirrorsoft's latest import from the US of A could be your cup of poison. *Dark Castle* by 360 Pacific Inc. appears on PC, Amiga and ST. It's an arcade



adventure; a first and very brief look indicates pretty graphics, but somewhat antiquated gameplay; you run around caves and leap on platforms chucking a handful of rocks at your pursuers. There'll be a full review in the next ACE.



## Look no heads!

No decapitation sequences in the follow-up to *Barbarian*. Mary Whitehouse will be pleased to hear. Palace programmer Steve Brown, responsible for the aforementioned blood-letting beat-em-up, has turned his attention to more conventional methods of destruction.

*Rimrunner* is a multi-lane scrolling landscape shoot-em-up in which you control an Insectoid warrior in conflict with the malevolent Arachnoids. Frantic boogying alien-killing anthems from Richard Joseph accompany the action. Expect the C64 version soon, with Spectrum, Amstrad, and Amiga conversions shortly afterwards.



Rimrunner C64: Insectoid vs Arachnid from the programmer of Palace's Barbarian.

# MORE FUN THAN HAVING A GOOD TIME!

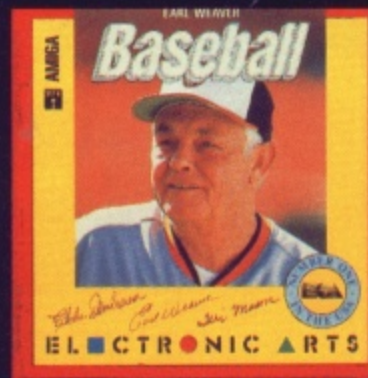
Tell the coach you can't make training tonight. Tell your girlfriend you're washing your hair.  
Tell your friends you've taken up karate.

Because Electronic Arts, the number one computer games company in the USA are launching over 12 new games per month for the next year! These are just some of our new releases:

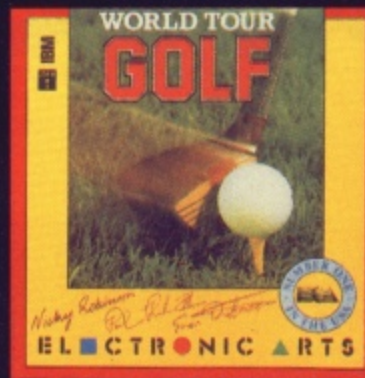
Electronic Arts - available from  
good software stockists!  
Where you see this sign.

**ELECTRONIC ARTS**  
AUTHORISED DEALER

Electronic Arts software is  
available on a wide range of home  
computers including Commodore  
C64, Commodore Amiga, Atari ST,  
IBM PC and compatibles,  
Spectrum and Amstrad.



EARL WEAVER BASEBALL™



WORLD TOUR GOLF™



MARBLE MADNESS™



STARFLIGHT™



ARCTIC FOX™



THE BARD'S TALE I™

- ABC/CONSTRUCTION SOFTWARE**  
135 St. Leonards Rd., Leicester 0533 700190
- ADAMSWORLD OF SOFTWARE**  
779 High Rd., North Finchley, London N12 01-446 7170
- BITS & BYTES COMPUTERS**  
18 Central Station, Ranelagh St., Liverpool 051-709 4486
- CASTLE COMPUTERS**  
5 Frances Passage, Lancaster 0524 61133
- CAVENDISH COMMODORE CENTRE**  
66 London Rd., Leicester 0533 550993
- CHIPS COMPUTER SHOP**  
151-153 Linthorpe Rd., Middlesbrough 0642 219139
- COMCAN (SCOTLAND)**  
11 Bath St., Glasgow 041 3325147
- COMPUTER MAJIC**  
24 Crown St., Ipswich, Suffolk 0473 50965
- COMPUTER MAJIC**  
51 St. Andrews St. South, Bury St. Edmunds, Suffolk  
0284 702305.
- COMPUTER WORLD**  
42 Market St., Longton, Stoke-on-Trent 0782 319144
- COMSOFT**  
48 Duke St., Coldstream, Scotland 0890 28542979
- COMTAZIA**  
204 High St., Dudley, W. Midlands 0384 239259
- CWMBRAN COMPUTER CENTRE**  
349 Llantarnam Rd., Cwmbran 06333 60996
- G&B COMPUTER ELECTRONICS**  
13 Tottenham Court Rd., London W1 01-580 3702
- GAMER**  
71 East St., Brighton, E. Sussex 0273 728681
- GAMES ROOM**  
In-shops Unit 15, Market Hall, Epsom 0372 44465
- GB MICROLAND**  
7 Queens Parade, London Rd., Waterlooville 0705 259911
- GOEL COMPUTER SERVICES**  
45 Boston Rd., Hanwell, London W7 01-579 6133
- GREENS PHARMACEUTICAL**  
22 Market Way, Coventry 0203 520464
- GULTRONICS**  
223 Tottenham Court Rd., London W1 01-323 4612

- HI-VOLTAGE**  
53-59 High St., Croydon 01-686 6362
- LAN COMPUTER SYSTEMS**  
1063 High Rd., Chadwell Heath, Romford 01-599 0961
- MEGABYTE**  
12 Etnick Square, Cumbernauld, Scotland 0236 738398
- MICRO ANVIKA**  
220A Tottenham Court Rd., London W1 01-636 2547
- MICROBYTE**  
36 County Arcade, Leeds 0532 450529
- MILES BETTER SOFTWARE**  
219-221 Cannock Rd., Chads Moor, Cannock 05435 3577
- MPC SOFTWARE**  
72 Julian Rd., West Bridgford, Nottingham 0602 820106
- ONE STEP BEYOND**  
11a Castle Meadow, Norwich 0603 663796
- R.S.C.**  
75 Queens Rd., Watford 0923 243301
- SILICA SHOP**  
1-4 The Mews, Hatherley Rd., Sidcup, Kent 01-300 3399
- SILICA SHOP**  
Lyon House (1st Floor), 227 Tottenham Court Rd.,  
London W1 01-580 4839
- SILICA SHOP**  
Selfridges (1st Floor), Oxford St., London 01-629 1234
- SOFTCENTRE**  
The Parade, Cwmbran Town Centre, Cwmbran,  
06333 68131
- SOFTWARE CITY**  
3 Lichfield Passage, Wolverhampton 0902 25304
- SOFTWARE EXPRESS**  
514-516 Alum Rock Rd., Alum Rock, Birmingham,  
021 3283585
- SOFTWARE PLUS**  
72 Worth St., Romford, Essex 0708 765271
- SOFTWARE PLUS**  
336 Chantwell Sq., Victoria Circus, Southend,  
0702 610784
- SOFTWARE PLUS**  
The Boulevards, Howard Centre, Bedford 0234 66598
- SOFTWARE PLUS**  
22 St. Matthews St., Ipswich, Suffolk 0473 54774
- SOFTWARE PLUS**  
35 High St., Gravesend 0474 333162
- SOFTWARE PLUS**  
Liberty Shopping Hall, East Sq., Basildon 0268 27922
- SOFTWARE PLUS**  
The Boulevard, Wellington Centre, Aldershot 0252 29862
- SOFTWARE PLUS**  
15 Kingsway, Colchester 0206 760977
- SOFTWARE PLUS**  
49 High St., Gillingham 0634 579634
- STRATEGIC PLUS SOFTWARE**  
188 Fulmer Close, Hampton, Middx 01-979 2987
- THE COMPUTER SHOP**  
Unit 250, Victoria Centre, Nottingham 0602 410633
- THOUGHTS & CROSSES**  
33 Market St., Heckmondwike, W. Yorks. 0924 402337
- TRICOMPUTER SOFTWARE**  
161-169, Uxbridge Rd., Ealing, London W13 01-874 3418
- Y2 COMPUTING**  
111 St. Albans Rd., Watford 0923 50161
- YORK COMPUTER CENTRE**  
9 Davygate Centre, Davygate, York 0904 641862

**ELECTRONIC ARTS**

Not all titles are available on every machine format. Please consult your stockist for availability. Electronic Arts products are available from good software stockists. For a full broadsheet describing the complete range or information on your nearest stockist write to: Electronic Arts, 11-49 Station Rd., Langley, Berkshire SL3 8YN, England. Or call our Customer Services Dept. on 0753 46465.

# STAND BY FOR ACTION!

## Western Games Magic Bytes

It's open season on sports games all of a sudden, with software houses falling over each other to release spoof athletics titles. German giants Ariolasoft weigh in with this cowboy six-eventer on their new Magic Bytes label, out soon on ST, Amiga, C64 and Amstrad: prove you're the meanest arm-wrestlin,

tobacco-spittin' hombre north of the Rio Grande in a gruelling Wild West wobble- em-up, or look very silly in the attempt. Can you eat more beans? Can you milk the cow faster? Can you shoot more beer? Can you Can-Can? Find out in the full ACE review, real soon now pardners!



(Amstrad) Ready to rattle? Great colour from the CPC here, as you prepare to bust your biceps.



(Amstrad) Time to put your money where your mouth is: judge the distance right and you'll hit the spittoon at your rival's feet; overshoot, and you've got one mean hombre on your hands!

'Real soon now' is a phrase we've all grown to know and love over the years – but the juicy stuff on these pages is coming soon; and most of these games should be ready for review in our next issue. So don't miss it.



(ST) Out on patrol over one of Carrier Command's 64 islands, in plane no. 1.

## Carrier Command Rainbird

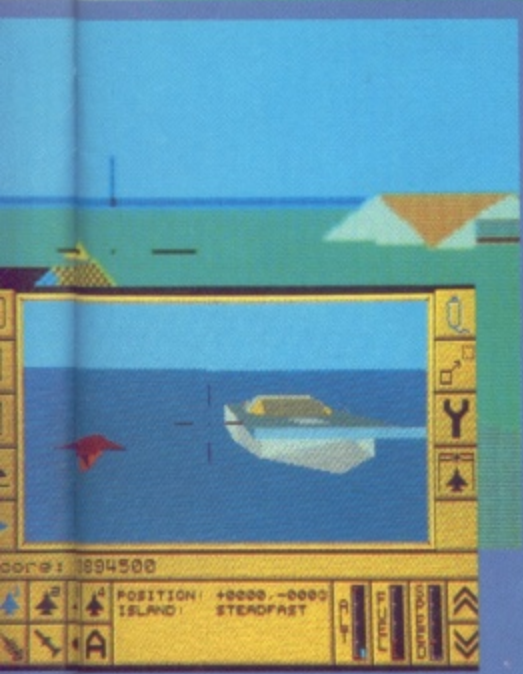
This arcade/strategic biggie for Spectrum, Amstrad and various 16-bit machines hails from 3D specialists Real Time, and very impressive it looks too. It's you, an aircraft carrier, four planes and a whole load of ground forces against an identically equipped enemy task-force. You're fighting for control of an archipelago – 64 islands in all – and it isn't going to be easy. You don't just give orders: you actually fly the missions and fight the battles, all in Real Time's amazing solid 3D graphics. *Carrier Command's* ambitious stuff, but if the demos are anything to go by then *Rainbird* are surely on to a winner.



((Amstrad) Down in the tube station at midnight, and you're hungry for sloanes. Is that a snack I see before me?

### Werewolves of London Viz Designs

There's a touch of the gruesome about this first title from Ariolasoft label Viz Designs. Taking its inspiration in roughly equal parts from *American Werewolf in London* and a whole load of old Hollywood shockers, *Werewolves* has you scouring the capital for food. Because you're a werewolf, 'food' means human flesh - Sloane Rangers, preferably - so you can expect some trouble with the law along the way. Your Fiona-hunt takes in rooftops, tube stations, parks and sewers: with 120-plus locations on C64 and Amstrad and over 200 on the Spectrum, there's room for a fair old slice of the Smoke.



(T) Your pal's over, and it's back home to 'Mother' for refuelling and arming. Futuristic carrier's the centre of operations, and one of the game's eye-catching features too.



You're zooming in to enemy territory - but your stealth indicator (the bars) is too high; you've got to be sneakier than that. The map (lower left) shows your position relative to the target, while the radar display alerts you to the presence of enemy planes. On the right is a display of the weapons you're carrying.



### Project: Stealth Fighter Microprose

Prose's latest C64 combat-simulator looks pretty tasty stuff - assuming you can stomach 'Wild' Bill Stealey's 1950s-style Cold War politics. You pilot the erstwhile top-secret US fighter/bomber in any of a possible 100 missions. Using the plane's stealth technology you have to nip in, destroy installations and then nip out again.

The flight sim elements are there, but there's a whole lot of other stuff to occupy your mind as well - such as which selection from your possible 20 weapons you should take with you. Success means a return to base and a back-slapping reunion with your buddies over a few snorts of Jack Daniels. Failure means a gloomy drink alone as you mull over your ineptitude.

Mission accomplished, so it's drinks all round!

### Airborne Ranger Microprose

This is a kind of souped-up *Commando*, giving you 12 missions around the world on your C64. You're parachuted down into enemy territory and have to take out missile bases, rescue hostages etc. Terrain differs; arctic, jungle and desert are some of the options offered. On your mission you'll have to skirt minefields, take out pill-boxes and wriggle through trenches. As you play you can add to your character's attributes, save them and use them in the next game. *Airborne Ranger* looks to have what it takes to make an exciting action game; we hope to have a full review in our next issue.



You're pinned down in a trench by the hostiles' fire. Could it be time for a grenade?

**Eco**  
Ocean/Denton Designs

If you want a game that looks good and plays strange, just wait till this one hits the shops. (Don't hold your breath if you've got an 8-bit machine, mind you - Ocean tell us it'll be ST and Amiga only.) *Eco* is all about evolution: you start as an amoeba, and over successive genera-

tions must shuffle your genes around until you (as a species) reach human form.

Of course, it's not all breeding and mutating (though there's a fair amount of both). New-born offspring have to find food and avoid predators until mating time, so each stage in

the evolutionary process must be have the necessary qualities for survival: freaks designed simply to get you human fast (or give you a few very cheap laughs) probably won't stay the course.

**The Pink Panther**  
Magicbytes

Another German-programmed game on the new Ariolasoft label, this hefty cartoon tie-in should bring that gentleman, scholar and acrobat to the screens of all the major home micros early in the New Year. And that ain't all, folks: hot on those pink heels will be the equally mammoth *Tom and Jerry* license.



(ST) Genetic engineering for a better way of life: design your own offspring, tailored to their environment - or your own aesthetic senses.

(ST) Here's one I made earlier: a vector graphics hominid is the end of the line for *Eco*. What next - cave paintings?

SOMETHING HORRIFYING AND INE

SCHWARZENEGGER

PREP



(ST) Heads you lose: our pink hero's taking a risk sitting in that chair - and the owner's taking a sleep walk!

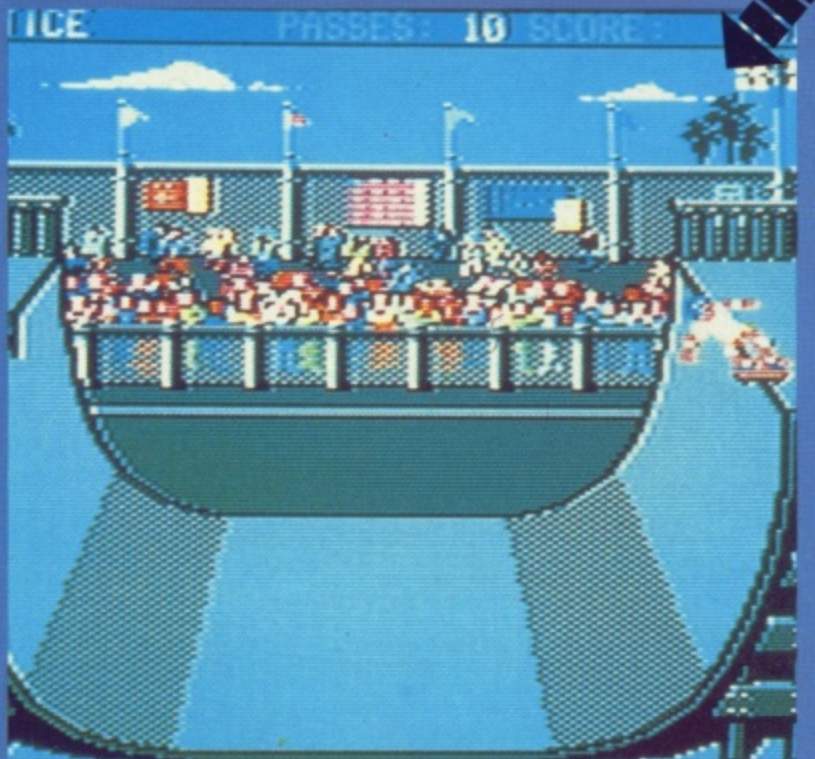


(ST) Earth-moving equipment: want a big planet that's close to the sun? Want to fine tune that equatorial diameter? No problem!

### Skate or Die Electronic Arts

If you thought skateboarding was a nice peaceful pastime, EA have got a nasty surprise lined up for you. Their incoming C64 skate sim features some rather odd events alongside the standard ramp and downhill events.

How about an Inner City Downhill Battle against computer opponents Poseur Pete or Aggro Eddie? How about a Pool (cue) Joust with the formidable Lester? Well heck - you didn't think they meant 'die of old age' did you?



Practice makes perfect on those ramp moves - you hope!

# UNEXPLICABLE IS GOING TO HAPPEN.....

# ACTIVISION™

ACTIVISION

© 1987 Twentieth Century Fox Film Corp. All rights reserved. Trademarks owned by Twentieth Century Fox Film Corp and used by Activision Inc. under authorisation.

# 24 HOUR

# COMPUTER REPAIRS

## SINCLAIR

QUALITY APPROVED REPAIR CENTRE

## COMPUTER SPARES



### HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

CALL IN AT OUR MANCHESTER CITY CENTRE BRANCH FOR WHILE YOU WAIT REPAIRS AND SPARES

SPECTRUM (only) KEYBOARD REPAIRS £10.00 THE CHEAPEST AROUND

ORDER NOW USING ACCESS

#### SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

#### SPECIAL OFFER!

Why not upgrade your 18K Spectrum to a 48K for as little as £17.95 including VAT post and packing. If you would like us to fit the kit for you just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.



**Update Your Rubber Keyboard to a New Spectrum+**  
Fitted for only £29.95 + £1.50 post & packing.  
(Also D.I.Y. Kit available for only £24.95 + £1.50 p & p)  
Same day service LIMITED OFFER



THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

WHILE YOU WAIT SERVICE CALL FOR APPOINTMENT

### TEN ★ REPAIR SERVICE

- While you wait Spectrum repairs £22.50.
- Also spare parts over the counter
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting). (Mail order only)
- Discounts for schools and colleges.
- Six top games worth £39.00 for you to enjoy and play with every Spectrum repair.
- We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- The most up to date test equipment developed by us to fully test and find all faults within your computer.
- Keyboard repairs, Spectrum rubber key boards only £10.00.
- 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

BEST SERVICE - BEST PRICES!

### ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we gave you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:

FREE

#### OVERHAUL WITH EVERY REPAIR WE DO:-

We correct Colour, sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

**URGENT NOTICE** Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.



### NEW THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 2x18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

# VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: 04574-66555/67761 Head Office & Access orders, queries.  
Manchester 061- 236 0376 while you wait repair centre only.

© COPYRIGHT VIDEOVAULT LTD No. 789003 FAX No. 04574 68946

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals  
**£10.95** plus £1.50 p & p

SOUND THROUGH YOUR T.V. WITH MEGASOUND  
Want better sound through your T.V? Hear sounds you've never heard before? Then you need "MEGA-SOUND" Play games with unbelievable mega sound.  
**£10.95 plus £1.50 p & p**

REPLACEMENT POWER SUPPLY



Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

JOYSTICK & INTERFACE PACK

The Cheetah 125+ Rapid Fire joystick and competition pro 200 Dual Port interface normal recommended retail price £21.95 - purchase together special offer price **£18.25**. Joystick available as separate item **£8.95** or interface available as separate item **£12.95** plus £1.50 p & p

KEYBOARD MEMBRANES

Spectrum keyboard membranes **£5.50** plus £1.50 p & p  
Spectrum Plus spare keyboard membranes **£12.90** plus £1.50 p & p  
ZX 81 membranes **£5.00** plus £1.50 p & p

COMMODORE POWER SUPPLY



Commodore replacement power transformer **£29.00** plus £1.50 p & p

ON-OFF SWITCHES FOR THE SPECTRUM AND SPECTRUM +

ORDER No 1067 SPECTRUM 1067A SPECTRUM+ **£4.95** + 1.50 p + p

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2 SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM + 2 COMPUTERS TO MOST JOYSTICKS



ORDER No 1062 SELECTOR SWITCH R.R.P. £5.95 + 1.50 p + p

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

OPEN 7 DAYS A WEEK MANCHESTER MON-SAT ONLY

SPECIAL OFFER NOW

**6 GREAT FREE GAMES**  
NORMAL RECOMMENDED RETAIL PRICE YOURS FREE WITH EVERY SPECTRUM REPAIR  
**£39.00**

You have found treasure beyond  
your wildest dreams

# GOLD GOLD

SOFTWARE'S GREATEST HITS

GAUNTLET

ACE OF ACES

LEADERBOARD

WINTER GAMES

INFILTRATOR

A classic compilation of software's greatest hits. GAUNTLET ... this No.1 smash hit recreates all the excitement and gameplay of the arcade sensation.

ACE OF ACES ... a magnificent and enthralling blend of flight simulation and arcade "shoot 'em up" action.

LEADERBOARD ... "the sports simulation of the year, if not the decade, that makes all other Golf simulations look clumsy" Zap.

WINTER GAMES ... an outstanding location for a competition, a superb combination of testing events, an unrivalled classic No.1.

INFILTRATOR ... action, strategy and simulation in one spy action thriller, "Like being in an action film" Sinclair User.



U.S. Gold Ltd.,  
Units 2/3 Holford Way,  
Holford,  
Birmingham B6 7AX  
Tel: 021 356 3388

**CBM 64/128**  
£9.99 TAPE  
£14.99 DISK

**SPECTRUM**  
£8.99 TAPE

**SPECTRUM +3**  
£14.99 DISK

**AMSTRAD**  
£9.99 TAPE  
£19.99 DISK

# GREAT MICRO DISASTERS

## THE NATIONAL MICRO DISASTER AWARDS 1987

**Pete Connor and Steve Cooke staggered from the Exhibitor's Bar at the PCW Show, took a wrong turning on Level 9, and stumbled into the splendour of the Sir Clive Sinclair Suite, secret venue of the National Micro-Disaster Awards. Flicking the switches on their concealed Living Daylights-style miniature tape recorders, they were able to compile this exclusive report...**

The assembled company includes Jeff Minter, Tony Crowther, Richard Branson, a Klingon, Samantha Fox, Jack Tramiel, an unidentified alien, Basil the Great Mouse Detective, Gary Lineker, Conan the Barbarian, a yak, and Maria Whittaker...

Enter JUDGE DEATH, brandishing a neuron whip.

DEATH: Attention punks, this meeting is now in session and I AM THE LAW...!

(CONAN THE BARBARIAN faints).

DEATH: We are gathered here together to pass judgement on the computer industry; to purge it of unwashed, spotty, ineffectual juves; and to elect the Greatest Computer



The Good Old Days: Mark Butler and Dave Lawson of Imagine pose in front of the original Liver Birds.

Photo: Computer Trade Weekly

Disasters of all time. The meeting will come to order and I call upon Mr Richard Branson to read out the nominations.

BRANSON rises to his feet, grinning broadly. Cameras flash. He grins again, displaying that perfect set of teeth. Again the cameras flash as he attempts a third grin - but JUDGE DEATH lashes out with the neuron whip and restores order...

BRANSON: The first nomination is...

BRUCE EVERISS: Imagine! The old Imagine company, Eugene Evans, *Wacky Waiters*, the mega-games, the Ferraris...and Bruce Everiss!



Kirk and Spock wait for the game to beam down

(There is a loud moaning, cut short by a quick communal caress from the neuron whip...)

BRANSON: (grins cheesily) The first nomination is...

KLINGON: Come on chaps! There's no competition - what about *Star Trek*? We've been

### Star Trek - beam me down, please!

This was going to be the licence to end them all; the cult TV prog was going to become a real 'mega-game', stunning the punters with its graphic brilliance and absorbing gameplay - all of it featuring your old pals Kirk, Scotty, Spock, Uhuru et al. Well, two years on they're still waiting to beam down to your local software store. For two successive PCW shows the program has been promised; neither show has seen it delivered. Why?

The reasons are shrouded in mystery. Some say that despite the reputedly enormous amounts of money spent on the design and programming (£60,000 to one individual, the story goes) the early versions were naff. Others murmur about clauses in the licence contract giving Paramount the right to veto any part of the game, from the shape of Spock's ears to the picture on the packaging. Will we ever learn the truth? Who knows. Will we ever see the game? Yes, we certainly will - and real soon now. The ST version will be around before Christmas, 8-bit versions in the new year. In fact, if you want to see it right now, just mosey on down to your friendly local pirate - ST versions have been available on the hackers network for quite some time, making *Star Trek* the most widely seen unreleased game of all time. How this will affect the game's sales remains to be seen.

waiting for that game out in sector 238 since Star Date 1985. I distinctly remember that Kirk fellow threatening me with it. But where is it, eh?

### Imagine

Back in '83 Imagine were big, big, big. They were one of the snazziest companies around, with classy packaging and more publicity than Madonna. In fact, self-promotion was probably their strongest point. One of their juve programmers - Eugene Evans - made the *Daily Mirror* as an example of the new superstar, the whizz-kid programmer. Eugene posed nonchalantly by his Lotus sports car while figures of £50,000 were bandied about as his salary. Rumours spread about amazing 'mega-games' that would usher in a new era of computer fun - on the Speccy.

Well, it all ended in tears. One fine day - while the BBC just happened to be up in Liverpool filming a documentary about the company - the bailiffs came a-calling. Imagine sank under the weight of debts and dreams, while the name was bought to live on as Ocean's arcade label. Where are they now?

Bruce Everiss - once the Voice of Imagine - is now working for budgeteers Code Masters as a one-man Think Tank.

Dave Lawson and Ian Hetherington, erstwhile Imagine directors, are now directors of 16-bit software house Psynosis.

Eugene Evans is now programming for Mirrorsoft. His game *The Bermuda Triangle* should be around before Christmas.

**SOFTWARE PIRATE:** I've got a copy! Had one for yonks!

**KLINGON:** Yes, you and every other dirty pirate in the solar system. And honest games players like me are still waiting. It's a disgrace, a shambles. It's just not cricket.

**BRANSON:** And the first nomination is...

**THE YAK:** *Owzat!* One of your very first games, Mr. Branson. Do you remember how in this cricket prog - written in BASIC, I might add - you had to EDIT line 100 if you wished to change your team? Do you remember how the white on green graphics meant that the game was virtually impossible to watch for more than five minutes? Do you remember...

### World Cup Carnival

More of an embarrassment than a genuine disaster. Basically, Brian, US Gold released an old Artic game with three 'enhancements' - practice screens - and a stack of pretty posters and badges. The soccer game itself was pretty poor, but what made some people sick as parrots was the fact that US Gold didn't mention the game's origins; they bought the game only to discover it was the Artic game they already owned. And it cost them two quid more than the original. Some carnival.

**BRANSON:** Oh, shut up! The first nomination is....

**SOFTWARE PIRATE:** *The Great Space Race* - the only game I could never be bothered to copy.

**JACK TRAMIEL:** Jeez, you guys don't know what a real disaster is! Let's talk some serious hardware glitches here - like that great British success the Oric Atmos.

### The Oric Atmos

The Oric was a totally British computer; the Atmos was an upgrade that looked to have a Spectrum-beating specification. There was a slight problem, however; the operating system ROM contained a bug. Oric cleverly (?) got round this problem by bundling a cassette with the machine that you loaded before loading your program. So all you had to do to load a tape was - load another tape first. Neat, eh? **Fact:** the Oric was relaunched this year in France. Funny people, those French.



The Oric Atmos

Photo: What Micro?

### The Great Space Race

Launched by software house Legend after selling a rumoured 150,000 copies of *Valhalla*, this game was expected to conquer the charts in the Christmas of 1984. Carried away by the general mood of enthusiasm, Personal Computer Games magazine commissioned a £1000 artworked cover and offered the original drawing (worth considerably more) as a prize in their Great Space Race Competition. Imagine the faces of Anderson, Cooke, & Connor when the game actually arrived. The industry shrieked in disbelief, buyers of the game shrieked with horror, and Legend never recovered, disappearing into obscurity a short while later.

Rumour has it that the last few remaining copies of *The Great Space Race* were shipped to a far-off country for an undisclosed sum, believed to be around 20p per copy. Even at that price, no-one in the UK would be likely to buy it.



Photo: Computer Trade Weekly

**CHORUS:** The what?

**J.T.:** The Oric Atmos, you dimbos. You know what I'm talkin' about; neat little red and black box that was supposed to take on and beat that Spectrum thing of yours.

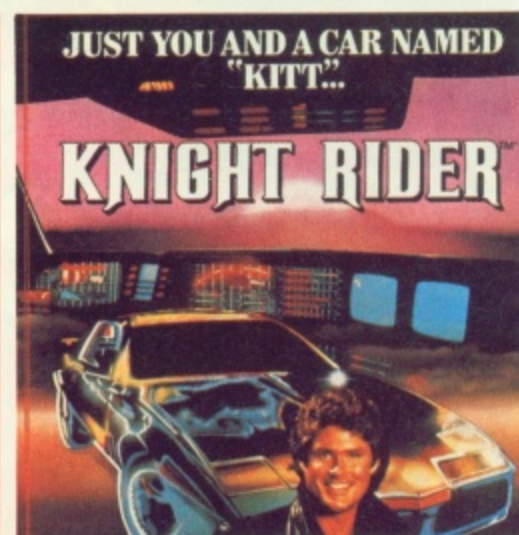
**SAM FOX:** Well how about something that combines hardware and software, big boy? Like that cute Mikrogen Dongle?



The dongle that almost killed a company. Mikrogen's *Shadow of the Unicorn* boosted your Speccy's memory to 64K, but cost the company a fortune. The game didn't live up to either the idea or the expense - neither did the sales.

**BRANSON:** Let's keep it clean, please - as Mrs. T said to me only a few months ago. Now, the first nomination is...

**GARY LINEKER:** Out in Barcelona the fans are still talking about *World Cup Carnival*. A real own goal, that one was.



**BASIL THE GREAT MOUSE DETECTIVE:** Come on Gaz. If you really want to talk about own goals try those two licensed games from Ocean - *Knight Rider* and *Street Hawk*. It seemed like they were advertised for years before they actually appeared - and when they did make it, what a disappointment! They were pretty bad. Of course, the whole business did some good; Ocean stopped advertising games so far in advance, and they vastly improved the quality of software produced from licences.

**JUDGE DEATH:** Get lost, creep! And you get on with it Branson, or you'll taste the gentle touch of my neuron whip!

**BRANSON:** Aye, aye sir! The first nomination is....

**JACK TRAMIEL:** Hey, what about that C5 thing that your Sir Clive used to peddle? Now that was one Lulu of a catastrophe. It really tickled us stateside.

**BRANSON:** Irrelevant - it's not a computer disaster. The first nomination is...

**BRUCE EVERISS:** Imagine! The old Imagine company. Eugene Evans, *Wacky Waiters*..

**JUDGE DEATH:** That's it punks! You're finished! I've had as much of this as I can take. I declare this meeting finished, kaput, over, closed. I'm going to terminate the lot of you! (The neuron whip cracks and whimpers of pain - or is it pleasure? - ripple through the assembled worthies as they are herded out in to the harsh realities of the real world.)

# RED L.E.D.

**RED L.E.D. IS A CHALLENGE  
NOT TO BE MISSED.  
— COMMODORE USER**

**"GO OUT AND GET THIS GAME —  
IT'S SOMETHING REALLY SPECIAL!"  
— JULIAN RIGNALL: ZAPP 64**

**C.U.  
Screen  
Star**

**STARLIGHT**



## **REAL ARCADE ACTION AT ITS BEST!**

The year is 2379: Earth's vast resources are finally running out (again!). You must bridge the path to the much needed matter supplies, using three ZMX all-purpose battle-droids to link up the vital cosmic-interface grid.

### **SPECIAL FEATURES:**

- Full 3D smooth scrolling action
- 37 different landscapes
- Bonus levels, teleport pads and enemy generators
- Graphics by Pete James
- Sound FX by Tony Crowther.

**STARLIGHT**  
SOFTWARE

C64/128 cass £9.99 C64/128  
disk £12.99 AMSTRAD cass  
£9.99 AMSTRAD disk  
£14.99 SPECTRUM £8.99



### ■ Touché

My first reaction after reading D Webb's letter (*Missing MSX*, issue 2) was to fall down in an uncontrollable fit of laughter. But after about half an hour I became suddenly weak at the knees again, not with laughter, but with utter horror at the thought that he could conceivably be serious!!!!

Who's he trying to kid? Himself? The Commodore 16 has probably sold more units, never mind the rest he quoted! The last figure that I read about the C64, of which I am an owner, is 10 million (world wide total). In the weeks September 25 to the 9 October, covering two weeks' issues of PCW they announced the following New Releases.....

Machine:	Total New Releases
Amstrad CPCs	19
Atari XL/XE	1
Spectrum	29
BBC B	5
Atari ST	3
IBM PC & C'tibles	4
CBM16/+4	1
CBM64/128	35

It really speaks for itself! Doesn't it, D. Webb? A total of 97 new releases over eight machines and not one of them an MSX! I see that the software companies are falling over themselves producing programs for the machine. To be fair, a lot of the new releases are re-releases under a new label and price but I think the point is adequately made.

Don't get me wrong, D. Webb. I sympathise with you and hope the software for your machine increases but you can't blame ACE, or any other magazine come to that, if there is no software to review can you? My advice to you is do the same as I did when I bought a C16 then found out that that machine was a contender for the golden turkey award; it was easier to find the proverbial needle in the haystack than software. Cut your losses, sell the MSX and buy one of the better supported machines. The moral of the above is: don't buy a Pig in a Poke (excuse the pun, but I couldn't resist it) then moan when it doesn't grunt!

Whew! Now to the magazine, it's very good, reviews & rating system. I hope, nay trust, you keep up the good work!

**Peter Leswell  
Glenrothes**

*I thank you for your research; you've made my point much better than I could ever have done. I don't think I'd have been quite so cutting, though.....*

### ■ First timer

This is the first time I've written into a magazine and I thought that I'd congratulate you, it's fab! just what I like to see. I have an Amiga and disliked the rude message in the workbench V1-2. Could you tell me who invented the Amiga? and why that message was included? Do you think the Risc Machine (Acorn's) will be successful? I am an 18 year old male seeking a female Amiga user to swap programming tips, games, etc,

**Neil Chubbock  
59, Woodcock Road  
Norwich**

*That 'etc.' sounds a bit fishy to me, but here's wishing you luck anyway. The Amiga was originally conceived and designed by an American company called Amiga Inc., set up by three Florida doctors with a spare \$7 million to invest. The machine was developed, the company got in to serious financial difficulties and, after a whole lot of wheeler-dealing involving the figure of Jack Tramiel, became the Commodore Amiga. Why the naughty message was included is a mystery to me; but nothing connected with programmers is surprising, is it?*

### ■ Silly letters

At last, a multi-machine magazine that supplies a thundering good read in addition to the many multi-colour adverts that magazines like yourselves need to carry in order to survive. You seem to have got the balance just about right. Although a dedicated machine magazine is perhaps a must for ANY micro owner, it is refreshing and informative, not to mention entertaining, to keep abreast of all the latest software and hardware developments on both 8 bit AND 16 bit machines.

I only hope the multi-machine format does not move the 'my machine is better than yours' element into a spate of silly letters. I have owned a whole range of machines in my time, (I'm over 35, wheeze) and everyone of them had their own good or bad points. Let us all simply support the machine that we prefer, and can afford, and not enter into letters page slanging matches with people who may prefer, or can afford, OTHER machines.

One small request with regard to your content. Can we PLEASE have a wargame/strategy game section. Most computer mags either forget altogether, or have a column or two every four months or so. Good games of this genre ARE

# ACE LETTERS

**All human life is here in ACE Letters; the man who bought a CBM Plus 4 to run a free game, the man who makes mincemeat of the MSXers, the man whose cat all but destroyed his computer. Read them, and then send your own opinions to ACE Letters, 4 Queen Street, Bath, BA1 1EJ**

around, and can give many HOURS of mind-taxing entertainment, so how about some page space please?

**Dave Tremlin  
Chard**

*No, we won't be going for any 'Commy v. Speccy' debates, but we will keep readers abreast of the latest machines and try to provide them with the information on which to base their buying strategy. Talking of strategy, I hope you like this month's buyers' guide. We hope to be reviewing strategy games in a section of their own in future issue.*

### ■ Sound and graphics nut

Welcome to the battlefield. I know you guys here have all 'been-there' before but welcome anyway and good luck. If issue 1 is the standard you maintain you'll have no problems; it was superb. I'm a sound and graphics nut and found the midi and graphics sections extremely well done. It's nice to have reviewers talking sense instead of talking down to us as if we were all \*\*\*\*\*s and not the people who fork out the cash!

I intend sending you samples of my *Deluxe Paint* work but would really like the disk back. How about if we use re-useable Jiffy's with

## Controversy of the Month?

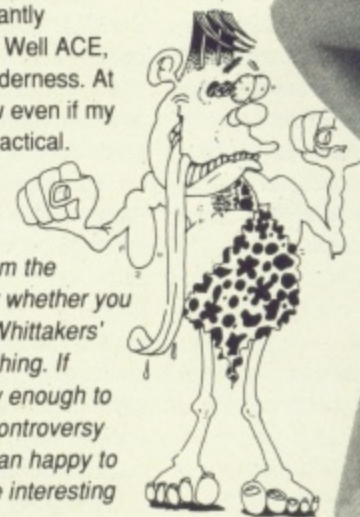
### ■ Bulging

Don't you think it might be an idea to include in your ACE Letters section a debating issue, some subject readers have voiced their view on. eg. I believe strongly in the deliberate abuse of the female sex in advertising. The subject has cropped up time and time again and I'd be interested to know what everyone else thinks about it. Do you agree in 'bulging' Maria Whittaker or extravagantly 'undressed' Athenas? Well ACE, am I a voice in the wilderness. At least tell me your view even if my 'debating' idea is impractical.

**Demetri Panayi  
Harrow**

*It's not quite clear from the wording of your letter whether you think 'bulging Maria Whittakers' are a good or a bad thing. If anyone feels strongly enough to join in and stir up a controversy then we'll be more than happy to print their letters (the interesting*

*ones, at least). Personally, I feel that a more intriguing issue is that of explicit violence; cop a load of the Rygar ads around, in which a circular saw is just beginning its journey through the torso of some poor geezer. Do readers feel this is just 'cartoon' violence, or do they think such images in both ads and games may have a pernicious effect?*



S.A.E, label and return postage included?

I hope you run a regular galley for readers art work; maybe you could offer a nice inkjet/laser print out of the months' best piece! The chances of the average 'binary warhol' getting high quality hard copy of his/her work are (at the present) very remote indeed. Come on Ace, what do you say!

**Barry Walsh**  
Bury

*There'd have been some readers' pics in this issue's Graphics section - if we hadn't run out of space. Next month, we promise. The jiffy bag idea's not bad; we will try to send back disks as soon as we can.*

■ **Amiga airing**

Having recently bought an Amiga, I have come across a few annoying points that I wish to air in your magazine.

1) Having upgraded from a 64, it is apparent to me that software houses are converting from 8 to 16-bit machines and are therefore reproducing identical software costing an extra £15 for a 16-bit

program and for the privilege of a disk-based program!

2) Mostly the software available for the Amiga is adventure-based. Where are all the good arcade conversions, such as a four player version of *Gauntlet*?

3) The Amiga's graphical powers greatly surpass anything capable of an 8-bit machine so, therefore, software should be written on 16 bits and then converted down to 8 bits, not vice versa (this would keep the quality of software up on both formats).

4) On trying to purchase Amiga software in the Cambridge area, all retailers said that they had no plans to stock Amiga software although they were already stocking ST Software. What is happening to the distribution of the few Amiga products which have been written?

5) The Amiga is the most powerful home system within an affordable price range, and yet the ST is attracting interest from the major software houses who are now starting to produce quality products, all of which could be improved on an Amiga!

6) I hope you will receive and review more Amiga software in the near future because a large

magazine can make or break a computer depending on the way it is portrayed within its pages. Given a chance the Amiga will become the most popular 16-bit machine. It is not getting the support it deserves from software houses and the popular computing magazines.

**Earl Alexander**  
Cambridge

*You should find that software is now starting to be developed on 16-bit machines and then ported down; e.g., Mastertronic's Arcadia label, which produces games in the first instance for arcade machines - but on Amiga boards. And next month we should have a bumper crop of 16-bit titles for review. As for buying the stuff, you could always try a reputable mail order service.*

*And, by the way, are you a real aristocrat or were you just christened that way?*

■ **What is a poke?**

I'm sure I speak for many computer owners when I ask 'What exactly is a poke?' I'm sure hundreds of people just type them in, knowing it'll make something weird happen in the game. For example, infinite lives, invulnerability etc. Would it be possible for you to start a monthly write-in to help people with pokes and to give them information on how to make their own? Just think, you'd have to extend your 'tricks and tactics' section. You may also find there would be a lot more top tipsters.

**P Norton**  
Skelmersdale

*Look in Tricks 'n' Tactics next month and you should find an explanation by A. Boffin of just what is involved in Pokeing.*

■ **Down to business**

Firstly I'd like to say that you've got a winner with this mag, it leaves the rest standing. The only thing that I would like to see introduced is a small business section similar to the ones on graphics and music. I have recently bought an Amiga to use for a variety of reasons, from game playing to business. What I would like to know is if there are plans to make the 500 emulate PC's like the Atari 520 can?

Also, do you think that there is any justification in the prices of Amiga and Atari ST software? Is it likely that the prices will come down eventually?

**Adam Morely**  
Leicester



*Sorry, but we definitely won't be covering any of that spreadsheety business stuff; you're in a tiny minority in asking for it. In fact, if you started a business users' club among ACE readers you'd probably be the only member. There is a PC emulator card under development for the Amiga, but we suspect it will work only in the 2000. Prices of 16-bit software are very high at the moment; next year they should come down substantially.*

■ **Bland, ordinary, boring**

Did you like my last letter? I didn't. I thought it was bland, ordinary, boring...

*Just like this one - which is why we aren't printing any more of it.*

■ **Where is it?**

Firstly, a word of praise. I think your mag is absolutely fantastic. Your new rating system is excellent, all praise to the person who thought up that idea. Secondly, I have just read your section on budget software and noticed that it said *Rebelstar* is out for the C64. Please tell me if this is a printing mistake or whether it is true because however hard I look I can't find it in any of the shops.

**M T Alchorne**  
West Yorkshire

*It's a mistake sure enough; Rebelstar isn't available for the C64, which is why you can't find it in the shops. Our apologies.*

■ **What wuz dat?(Ed) 2**

Your magazine is the best around, at least the best I've read. And in relation to this mag, some freak writes in and says your mag is boring! What does he want!! I'd like to tell R.R.MORANZANI (see *Drab and Boring* in issue 2) that if he

**Freebies**

■ **Bubble Bobble bug?**

There was a bug in *Bubble Bobble*. If you press keys 4-9 all at the same time player two will come on to the screen at any part of the game. Other than that, it is a brilliant idea having a game on the front cover.

**Tony Pole**

■ **Weird happenings**

I'm writing to you about some unexplained weird happenings in issue 2's *Bubble Bobble* game. Apart from enjoying myself to pieces, I'm wondering firstly, why a huge apple appeared at the bottom of the screen and what it was I must have picked up and secondly, why did rows of pulsing hearts appear and everything else disappear just when I was enjoying myself the most? Even more wow than that, when I got all the hearts the thrilling message 'PERFECT' appeared on the screen and then, da-da daaa! GAME OVER was printed underneath.

**Joanne Walls**  
Great Dunmow

■ **Beat that!**

On *Blue Max*. I got 7430 and on *Bubble Bobble* I got - wait for it -

an amazing 456,000. Beat that! This is how I got that amazing score. All I did was eat the objects that looked like soda bottles, then eat all the symbols that appear like musical notes or oranges. If you eat all the symbols within 30 seconds you get 100,000 points added to your score. Keep up the good work.

**Robert Barbour**  
Trowbridge

■ **Cheesed off**

I'm fed up! On the cover of Issue 1, you gave BLUE MAX away for my computer - I already owned it. But, as if that wasn't bad enough, you put a 5 screen demo of BUBBLE BOBBLE on issue 2's cover - and, of course, I already had it. It's just not fair. The excellent content of the magazine made up for it though, so I'll let you off. Your questionnaire was great, though a little easy (I managed to score 86 out of the 88). Please do some more in future issues, and make them harder. The reviews are top class - though they looked a mite boring in the first issue (The second issue was a great improvement).

**R Troughton**  
Keighley

wants to read things like 'What wuz dat?' (ED) then he should go out and buy that rubbish elsewhere, and not try to convert one of the few serious magazines around into average run-of-the-mill drivel. If he wants to read that it is up to him, but there are quite enough of those magazines on the market and I do not want to see ACE degenerate into such childish pulp.

**D.L. Muncaster**  
Coniston, Cumbria

*Will R.R. Moranzani fight back? Buy our next issue to get another thrilling instalment of 'What wuz dat?' (ED)*

### Desperate for Art

I have just read with great interest your article The Graphics Scene. As an addicted graphics man I was interested in the mention of *The Advanced Art Studio* for the Spectrum. I live on the Isle of Wight and cannot obtain this program anywhere. Could you please advise me where I can obtain one, and at what cost?

**D. Chenery**  
Ryde, IOW

*If you can't get one in a shop down there, try a decent mail-order supplier. As a last resort you could try the suppliers, Rainbird. AAS costs around £16.00.*

### Smart buy?

I was lucky enough to get a copy of ACE last week and wishing to try out your free *Blue Max* game I bought a second hand Commodore Plus 4 computer. However, when I tried to load the program following your instructions I only got the following message on my TV:

DEVICE NOT PRESENT  
ERROR  
READY  
RUN  
BREAK  
READY

Can you help me? Does this mean that my Commodore Plus 4 will not accept anything but C16/Plus 4 software? Can you let me know who supplies this?

**Name unknown**  
Glasgow

*You've got a bit of a problem here. Blue Max is a C64 program, and will run only on a C64, or C128 in C64 mode. The Commodore Plus 4 is a different kettle of fish altogether and can only run software specially written for it - of which, I'm afraid, there is not a lot about.*

### Helpline

Firstly, thank you for the excellent publication, it is a pleasure to purchase and read. Secondly, in response to Mr Hammond's letter (ACE Issue 2), an adventure helpline would be useful but my view is that this would limit the precious space needed for reviews etc.

I would like to recommend a couple of excellent fanzines aimed at adventure players only (No not a rival magazine!) They contain everything about adventures (tips, maps, reviews, letters etc) for beginners to the most seasoned player. They are called *Adventure Probe* and *Soothsayer* and at £1.00 each are in my opinion, the

'Adventurer's Bibles'. The address to write to is: Mrs Sandra Sharkey, 78, Merton Road, Wigan, Lancashire. WN3 6AT.

**David Brown**  
Portsmouth

### Split Pilgrim

I just thought I'd write to say how brilliant your magazine is, the first issue anyway. I haven't found the second in any shops yet, but I'm subscribing so I'll get the third. Is the Pilgrim the same one as in AA? I had *Gauntlet* on disc but I formatted it accidentally. If I sent it back do you think it would be replaced?

Will there be any articles on

sprites in the future? I would like to use them in my programs, but I haven't a clue how. I hope the mag stays brilliant.

**Smurf**  
Dublin

*Yes the Pilg is the same as in AA. If you explain clearly what happened to your disk, then the supplier will probably replace it. We may well be covering sprite creation in the Graphics section in the future.*

### Binders

Now that ACE has gained a loyal following due to the magazine's conciseness and humour (??) how

## The Woes of Amstrad

### Whoopee!

Whoopee! I have just received the second copy of ACE and what is this I spy on the front? Yes, it is another one of those fantastic free computer games (well the first 5 screens anyway) but there is one tiny problem. Yep, you guessed it. I'm one of those people who own an Amstrad: but not to be dismayed I gave the tape away to someone less fortunate, who does not buy your mag.

The point of my letter is, please could you think of all the Amstrad owners and give us a tape with something to Zap on it? It really is depressing when you have already spent this week's wages on all the special offers you were offering - at full price down the local computer shop.

**Martyn Ayson**  
Plymouth

### Poor student

Browsing through the Student's Union newsagent's I happened to come across a magazine called 'ACE'. Picking up the mag I quickly glanced through the pages. So far so good. Turning to the front cover a free tape, even better. I then looked at the price - £1.50, not so good. Being a student, money has to go on more important things (such as beer!). Also the tape was for the Spectrum and Commodore only. Definitely not so good (being an Amstrad CPC owner) After much pondering, I handed over half my grant and bought ACE issue two. After hours of reading I was pleased that I had bought it.

However, I think it would be a good idea if you made it so that the buyers (Amstrad owners in particular, since you don't put an

Amstrad selection on the 'free' tape) could have the option of buying ACE with or without the 'free' tape. Hence the magazine without the tape would be cheaper.

**D Williams**  
Newtown

### Deep regret

I was from the moment I picked up ACE annoyed! why! - well, a nice free tape. *Blue Max*, a game I have always required, the other side Gift of the Gods, very kind of you. So why am I annoyed, I will tell you why, the free gift is for COMMODORE users AGAIN. They get free tapes often on THEIR own mags, they get cheap reduced games in all local shops, they get hundreds of new games released for Commodore. We AMSTRAD 464 owners (tape) get very few new games out, our mags are the last to appear on the newsagent shelves, we get far fewer war games and flight combat games. What do you do for us? Give a nice free cassette to the Commodore users. What's wrong with AMSTRAD users, we never get a free game? I like BLUE MAX, I like ACE 2 but you never give nothing to us Amstrad owners. Your ad for ACE 2 says available for every computer except AMSTRAD owners. I deeply regret I ever chose Amstrad Computer, I didn't realise the Commodore would be a better buy. More games available, and more free gifts.

**P Hall**  
Basildon

### Very angry

Well you're only two issues old and already you've made me angry; issues 1 and 2, free games cassettes for lucky old Speccy and Commodore users. What about all

us Arnolds? Well you say, you can have an Amstrad game at £8 off. Ok says I, here's my £6.95 send me *Star Games* on disk. Sorry, comes your reply, no *Star Games* on Amstrad disk, cop your £6.95 back. Hang on a minute though, just because you now say you can't supply what you first offered to do, why didn't I get offered a second choice? This way I feel I've been cheated out of my £8 off introduction offer. As far as I am concerned it stinks! I hope you can investigate this sad affair for me.

**R A Adams**  
Welwyn Garden City

*Well, life is pretty tough for Amstrad CPC owners these days. But we did offer a pretty good alternative to the cover games - i.e. massive savings on new games. The idea of selling the mag cheaper without the games is a nice one, but thoroughly impractical, I'm afraid. Mr. Adams' complaint about Star Games is a justified one; we were told by Gremlin that the compilation would appear on Amstrad disk, but they changed their minds - too late for us to do anything about it in the magazine. You could, of course, send the money back to our subs department and claim another game. If you feel very strongly about it - if, for instance, you subscribed simply on the strength of the Star Games bargain - then we'll refund your subscription.*

*Two final points; the amazing competition on the cover of this issue should appeal to all computer owners; and in our next issue we hope once again to have a very attractive proposition for everyone, irrespective of race, colour, creed or computer.*

about something to ensure that the magazine can still be read in the 21st century – a binder!!

I now have a rapidly growing collection of ACE and would like to preserve this in a suitable receptacle – a binder!

The above article would cost approx £4.95 and would be in a suitably tasteful colour (black, red, blue, white, gold, etc). It would have the capacity to hold up to 12 glorious issues and would be available to the public before the end of your first year.

**Philip Latham**  
Cheshire

*They're on their way – probably in a couple of issues' time. And they'll cost something like the figure you suggest.*

■ **Who's the creep?**

Your competitions are brill. I love the glossy cover. How about some typeins? And who the hell is the weirdo on the cover of the November Issue?

**Mac**  
Eastcote

*Listen, Mac – the weirdo's got your number, so don't go sayin' no more mean things about him. OK?*

■ **Are listings a bore?**

Listings are not 'a bore' – to the unemployed – which, thankfully, I am not. They help pass the time and give software to people who would not otherwise normally be able to afford anything but a little budget software. They also teach such people how programs are put together; who knows, an unemployed listings freak may succeed in writing a good game and get off the dole. Don't knock listings, please!

**Don Griffin**  
London

*You're entitled to your opinion, Don. Even if it is wrong. But we still aren't going to print listings.*

■ **Cat-astrophe**

Could you please help me? My cat came into my bedroom 2 months ago and knocked my good old Amstrad keyboard off the monitor which was on the floor and broke the Shift and Del keys. Do you know if I can buy some new ones? If so, where? Keep up the good work lads.

**Stuart Gayns**  
Welling

*We don't know of anyone in your neck of the woods; we suggest you try the shop where you bought the machine. If that doesn't bring any joy try Amstrad. Or you could phone some of the people who advertise Spectrum and Amstrad repairs in various magazines.*

■ **PC please**

Where magazines fall down is their treatment of the IBM PC. I accept that the PC has virtually no usable sound capabilities, but *Starglider* doesn't suffer when compared to the 8-bits and the gameplay is equally as good as the ST.

What I'm basically asking for is some serious coverage, not just a passing reference to a 'boring old PC clone'. How can 16-bit, 8MHz half-a-megabyte memory computer with 16 colour hi-res graphics be boring?

**Roger Cope**  
Exeter

*We're trying to provide that coverage; one PC game is reviewed in this issue, and others are mentioned in our Updates pages. We'll try to cover all PC games released.*

# COVER COMPETITION

Superlatives fail me for this latest ACE competition; brilliant, fantastic, incredible, amazing, otherworldly....they just aren't strong enough, because in conjunction with Silica Shop we're giving away FIVE Amigas, plus FIFTY superb software titles. The whole kit and caboodle is worth nearly £5,000 at street prices.

## 1st Prize

The tastiest prize in the competition is

**AMIGA 500**  
**1081 COLOUR MONITOR**  
**50 SOFTWARE TITLES**

## Runners Up

FOUR runners up will each receive

**AMIGA 500**  
**TV MODULATOR**  
**5 SOFTWARE TITLES**

That's a whole lot of entertainment for five fortunate people. But we're not giving something for nothing – you're going to have to work hard to win these prizes, and that word square on the front cover is no doddle. Full details of how to enter are on the card, but remember that the closing date for entries is Friday December 11th. Winners will be announced in our February 1988 issue, on sale real early in January of the new year.

## The Hot 50

Here's a complete rundown of the software the word-square winners will be playing on their Amigas.

All prizewinners will get

**Marble Madness, Goldrunner, Karate Kid 2, Barbarian**

In addition, the winner of the first prize will receive

- |                    |                |                    |
|--------------------|----------------|--------------------|
| Ogre               | Knight Orc     | Ninja Mission      |
| Ultima 3: Exodus   | The Pawn       | Mouse Trap         |
| Monkey Business    | Silicon Dreams | Plutos             |
| Borrowed Time      | Starglider     | Silent Service     |
| Hacker             | Winter Games   | Shanghai           |
| Mindshadow         | Championship   | Tass Times in      |
| Arena              | Baseball       | Tonetown           |
| Brataccas          | Championship   | Challenger         |
| Deep Space         | Football       | Cruncher Factory   |
| Terrorpods         | Championship   | Demolition         |
| Guild of Thieves   | Basketball     | Dr Fruit           |
| Jewels of Darkness | Gnome Ranger   | Final Trip         |
|                    |                | Phalanx            |
|                    |                | Leader Board       |
|                    |                | Leader Board       |
|                    |                | Tournament Disk    |
|                    |                | Famous Course Disk |
|                    |                | Snooper            |
|                    |                | King's Quest 3     |
|                    |                | Space Quest        |
|                    |                | Sky Fighter        |
|                    |                | Space Battle       |
|                    |                | Adventure          |



That dream prize – the Amiga 500

HOLD ON A SEC,  
JUST GOT TO FINISH  
THIS ROUND

I WON'T  
BE LONG,  
HONEST

JUST ONE  
MORE GO...

PLEASE?

© MIRRORSOFT 1987

What ARE they playing?

# IN-FLIGHT ACTION



MANOEUVRE YOUR WAY THROUGH 7 SCREENS OF FURIOUS COMBAT ACTION IN THIS NEW MULTI-ROLE ARCADE GAME. FROM JEEP TO HELICOPTER AND THEN ON FOOT YOU CROSS DESERTS AND JUNGLES TO REACH THE ENEMY HEADQUARTERS. YOUR MISSION IS FRAUGHT WITH DANGER AND EXCITEMENT - YOUR ARMAMENTS VARY FROM HAND WEAPONS TO MISSILES. YOU'RE YOUR OWN, YOU MUST SUCCEED FOR THERE'S NO TURNING BACK IN ARMY MOVES... TIME TO PLAY HERO?



**DINAMIC**

ONLY **£19.95** EACH

## ARMY MOVES



**THE BLOCKBUSTER!** SCREEN AFTER SCREEN OF ONE OF THE MOST ADDICTIVE ARCADE GAMES EVER! IT'S TRUE TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAZERS, CATS AND HOLD, ELONGATOR AND MUCH, MUCH MORE. THIS IS ARKANOID - THE REAL THING!



**IMAGINE**

FROM TAITO CORPORATION COMES THE LAST WORD IN PLANET COMBAT... MULTI SCREEN, REALISTIC GRAPHICS AND ALL THE COIN-OP FEATURES. YOU ARE THE PILOT OF THE SLAPFIGHTER ON THE EVER HOSTILE PLANET OF ORAC. TO AID YOU IN YOUR CHALLENGE COLLECT ICONS TO SUBSTANTIALLY INCREASE YOUR FIRE POWER AND SPEED. SUPERB GRAPHICS AND SPLIT SECOND TIMING GIVE THIS GAME THE ADDICTIVE EDGE.



# FOR MOMMY ATARI ST

If you have any difficulty in finding a dealer who stocks any of these products for your Atari ST then you may purchase them direct from Ocean Software by detaching and completing the order form below. Send your order together with a cheque or postal order made payable to Ocean Software Limited for the full amount direct to:  
 Ocean Software Limited,  
 6, Central Street, Manchester M2 5NS.  
 Please send me:  
 \_\_\_\_\_ copies of ARKANOID @ £19.95 per copy.  
 \_\_\_\_\_ copies of SLAPFIGHT @ £19.95 per copy.  
 \_\_\_\_\_ copies of ARMY MOVES @ £19.95 per copy.  
 Total amount enclosed £ \_\_\_\_\_  
 NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 POSTCODE \_\_\_\_\_

Screen shots taken from various computer formats.

# ARCADE ACE

Andy Smith reports from high in the skies on the latest aerial combat games zooming in to the coin-ops; *Skywolf* and *After Burner* send his adrenalin soaring to new heights.

## AFTER BURNER

Sega  
20p per game/50p for three  
Upright cabinet version

This game created something of a fuss when it appeared – largely because it was played in a rocking and rolling sit-down cabinet that gave the player a real sensation of high speed mile-high action. But how does the upright version shape up?

The unusual price set-up of the game means that for 20p you get three planes, and for 50p you get nine. These are all used up one after the other; your 50p actually gets you one mega-game rather than three separate ones.

Having deposited your choice of coin you grab hold of the large metallic joystick in one hand and the throttle control in the other and from then on it's just solid action all the way. You control a jet fighter flying low over changing scenery continually scrolling towards you. Your view of the plane is from just behind, and it stays more or less central to the screen while everything

else scrolls around it. Just in front of your plane is a small white square – your sight for firing your two weapons at the incoming jets that are hell-bent on blowing you out of the skies.

Your first weapon is the 'Vulcan Gun', basically a rapid-fire cannon. The second weapon (activated by a separate button on the joystick) is your heat-seeking missiles. When you go flying toward the enemy, your sights will lock onto a target and the machine screams FIRE at you. You then let loose with a missile which will rocket toward the target while you bank left-right in a (usually vain) attempt to dodge the missiles that have been fired against you.

In the top right corner is a very simple artificial horizon which is a guide to the position of your plane relative to the ground.

With the enemy coming at you from in front and behind, the action is sheer, unmitigated destroy-and-survive stuff. The only rest you get during the game is when a large plane flies overhead and releases a cable, allowing your plane to automatically lock onto the

cable and re-fuel. This happens whenever you get low on fuel and the player doesn't participate in any way.

*After Burner's* graphics are astounding; vapour trails from the missiles, the ground landscapes and explosions are breathtaking.

The scrolling is not quite so hot; when you're flying along at Mach 159 or whatever, then the scrolling is superb, but should you get hit and go plummeting toward Terra Firma then as you lose speed the scrolling gets worse and becomes very jerky and very blocky. For the impression of speed and no holds barred action then *After Burner* is a winner, but it will take you a fair few goes to get the hang of the controls. However, despite the

sometimes breathtaking graphics, it really is no more than an average arcade shoot-em-up if you don't play the sit-down version.



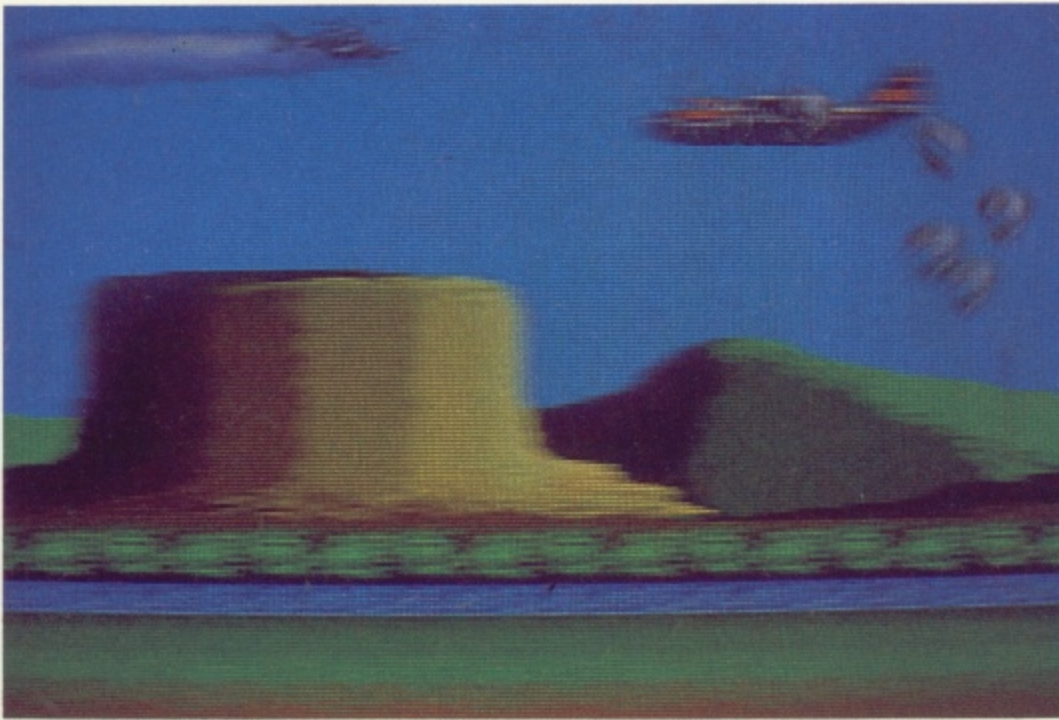
Stage One – skimming over the ocean and it's time to test the Vulcan Gun. Watch out for that incoming missile.



Stage Two – back on land and you're locked onto a target. Get ready to loose off a heat seeking missile then bank sharply to avoid incoming fire.



Stage Three – strafing the surface of the water may be fun but it won't help you to live any longer.



That Hercules is dropping pilots for the enemy jets, so blast him out of the skies.

# SKYWOLF

K&G Co.  
20p per game

This fast and furious shoot-em up has you at the controls of an up-to-the-minute helicopter whirlybirding around a number of parallax scrolling landscapes.

You're armed with two weapons, a front-firing cannon and torpedoes (activated with separate buttons) and your objective is simply to reach the end of each stage. That's not going to be easy because you're up against a constant barrage of flak from both airborne and ground-based installations. At the end of the stage a heli-pad appears and the player lands on this to re-fuel before setting off for more action.

The enemy attack using a variety of weapons including huge missiles that come flying over hills in the background, and aircraft that come screaming across the screen toward you. A quick blast with your front



cannon will soon despatch most of the airborne assailants but you'll have to drop torpedoes to destroy anything on the ground. These ground targets include tanks that rumble onto the screen and fire salvo after salvo of deadly missiles at you. Once you get a little way into the game several small people appear on the ground running smartly toward their jets which are lined up along a runway. Dropping torpedoes on these chaps may seem a little cruel but at least it means they can't climb into their cockpits and come chasing after you.

Extra weapons are available from time to time in the shape of green parachutes that appear on the screen; collecting these before they float to the ground increases your fire power and makes your job a little easier.

The scenery changes for each stage, adding variety to the game and giving you something to work toward. *Skywolf* isn't the most astounding game graphically but it's very tough and it's very addictive. Once you get used to flying your chopper and learn some of the formations of the attacking craft the game just gets better and better.



The tanks have reduced you to that pile of rubbish in the middle of the screen.



Bullseye! At the end of the first section you've despatched the last of the enemy.



Happiness is an end of level heli-pad. You don't get much of a breather though before you have to launch yourself into the next stage.

# XENOPHOBE

Red hot in the coin-ops at the moment is *Xenophobe*. If you get the chance to look over someone's shoulder while they're playing the game, you'll be confused by what appears to be a strangely deformed man blasting away at large green balls. In fact, the man is crawling around in alien-infested corridors in which he's too tall to stand up. It's an interesting game, and we hope to report on it in more detail in a future edition of ACE.

**FACT:** the word xenophobe means 'one who fears or hates foreigners.' Sick, sick, sick.



Stage Five - the tension mounts as you wait anxiously for the inevitable attack to be made against you.

# FREE SOFTWARE!

Don't forget that we're awarding software prizes for the best arcade game tips we print each month. In the last issue Paul Walsh's tips on *Rolling Thunder* earned him a free copy of *Renegade* for his Spectrum; you could be next! Send your gems, stating which computer you own, to Arcade Tips, ACE, 4 Queen Street, Bath,

# BOBSLEIGH



CASSETTES £9.95  
DISKS £14.95

AVAILABLE FOR SPECTRUM, AMSTRAD CPC & COMMODORE 64

Bobsleigh is a spectacular simulation of a fast and dangerous Winter Olympic Sport.

Equip your team, set up your bob and go for the perfect run.

Practise on all major tracks with an unrivalled feeling of speed and cornering until you are ready for the World Cup and Olympic Games.

*Join the Olympic team and go for gold!*

DIGITAL  
INTEGRATION

Watchmoor Trade Centre,  
Watchmoor Road,  
Camberley, Surrey  
GU15 3AJ



# Sampling Safari

Mark Jenkins looks into the world of sonic skullduggery...

Sound sampling has dominated the music business over the last couple of years, insinuated itself into the world of computers (both for games and 'serious' software) and looks set to provide a healthy income for a whole battery of legal types in the near future. What's cooking?

First and foremost, sampling is hot news and that means big money. What we're talking about is pinching real sounds and using them for your own applications - in music, games or business. A little discretion is required, however - if the original sound belonged to someone else for one reason or another (say, if it's an entire snatch from a song), then the owner could justifiably be annoyed at your use of it.

To 'sample' a sound you need, depending on your requirements and budget, to select your equipment from a whole range of options, from a cleverly programmed home micro to a costly dedicated musical device, or a whole computer-based keyboard system which could set you back around £100,000. We'll be looking at all three categories in the coming pages - with the emphasis firmly on the affordable end of the market.



Casio's SK2100 - 12 presets, 4 samples plus editing options for around £465. See review later in this feature.

## Sampling history

Sound sampling has been around ever since the invention of the gramophone record. John Cage in his 'Imaginary Landscapes' compositions had the musicians moving gramophone needles around on a disc years before the modern scratchin' techniques were invented in the States.

When magnetic tape became common around the time of the Second World War, composers quickly saw its potential and

began to incorporate short taped sounds or long repeated loops into classical avant-garde pieces. Karlheinz Stockhausen, Edgar Varese and Pierre Boulez were the main culprits here, and most of the results were pretty unlistenable.

This 'Musique concrete' (concrete music) developed musicians' desires to be able to use full, rich, natural sounds in their more experimental compositions. As we know, electronic musical instruments have difficulty in sounding natural and full, and it wasn't long before some compromise was achieved. This came in the form of the **Mellotron**, developed by a firm in Birmingham called Streetly Electronics. This keyboard played long sets of tape strips - one three-track tape under each key. The tapes had been laboriously recorded with sets of instruments such as Cellos/Flute/Choir, or Brass/Organ/Violins, so playing the keys could result in enormous orchestral sounds. The Musicians' Union was immediately up in arms - they saw the Mellotron replacing whole orchestras for some jobs - and certainly early users such as The Moody Blues, Tangerine Dream, Mike Oldfield and Kraftwerk were achieving effects with the Mellotron which a conventional orchestra

would be hard-put to match.

But the Mellotron had problems - the tapes stretched and snapped and the machine as a whole tended to go out of tune. Streetly tried to stabilise the instrument but what was really needed was a reliable, no-moving-parts electronic method of recording the sounds in the first place. Professionals in the audio test equipment field had already realised that it was possible to record a sound in tiny sections - 'sample' it - and store the results as a stream of numbers, but the cost of memory at that time imposed seri-

ous limitations. At first, therefore, only short sounds could be stored, which excluded choirs, flutes and strings. What the memory chips could manage, however, was a couple of drums. That's why the first commercial sampled musical instrument was a drum machine - the **Linn LM-1**. The Linn is still in use today, sounding ten times more authentic than the clicky-boom boxes previously available, and its designer Roger Linn is still around, now working for Akai.

Around the same time as the Linn, an Australian company called Fairlight launched the **CMI (Computer Musical Instrument)** which was capable of longer sampling times, allowed the user to capture sounds himself, could arrange sounds into long sequences to compose tunes, and cost around £18,000. The latest Series III CMI now costs £55,000. Next up was the **Emulator**, from the American company E-Mu. Lacking most of the Fairlight's complex facilities, it simply recorded one sound for the top half of its keyboard, one sound for the bottom, and a short sequence using one or both sounds. E-Mu too are still around and now onto their Series III model.

## Micro Sampling

As micro computers became popular, some manufacturers created sampling add-ons, but these were usually monophonic - playing only one note at a time as opposed to six, eight or even sixteen. The **Ensoniq Mirage Keyboard** smashed sampling price barriers - it doesn't have very long sampling times but arranges the available memory in very efficient ways. Then Akai's range of budget samplers, which don't have a keyboard at all (they have to be controlled from a keyboard or computer via a MIDI interface) came onto the scene, which takes us more or less up to the present day.

The emphasis in the world of sampling nowadays is fourfold; longer sampling times, higher playback quality, lower prices and larger sample libraries. The fact is that although sampling your own sounds is very satisfying, it can be time-consuming, and having hundreds of sounds already on disk ready to be called up is practically vital for the working samplenaut.

Below we've looked at a few sound samplers from a few pounds to a few thousand pounds - the field is so busy nowadays that there's a sampler to match every need!

# THE PHENOMENON CONTINUES

# GAUNTLET III™

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game.

\* Over 100 levels of pulsating action as you take on the powers of your favourite player, even if they're already in play. Discover the hidden gifts of the Secret Room, come face to face with the fearsome Dragon and watch out for the Death Curse of the evil "T". Star tiles,

acid puddles, forcefields and moving exits make your progress all the more difficult. But there are mystical amulets to be gained which will enhance your powers to repel the monsters, walk through walls or increase your fire power. You may even move some of the maze walls to your advantage. Gauntlet II is not just a further episode in this enthralling crusade, it is a whole new experience in action packed adventure.



## The mind blowing sequel to the No.1 smash hit!

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388

ATARI®  
GAMES



SCREENSHOTS FROM ATARI ST VERSION



(All features available on ST version)

SPECTRUM 48/128K  
£8.99 TAPE

CBM 64/128  
£9.99 TAPE £11.99 DISK

ATARI ST  
£19.99 DISK

AMSTRAD  
£9.99 TAPE £14.99 DISK

## SpecDrum/AmDrum

Cheetah Marketing

These two units turn either your Spectrum or Amstrad into a drum sample player (which you can use to take your own samples if you buy an optional add-on) to arrange sampled sounds and play them back in long patterns.

Both packages come with large numbers of sounds on disk or tape and are available through Boots and other well-known computer stockists. The basic package comprises an interface which acts as a digital-to-analog convertor, to turn digits back into audible sounds. The packages can cope with two sounds simultaneously, which is all you need for very convincing and powerful



Cheetah's AmDrum turns the Amstrad into a sampled drum machine



Cheetah sampler for the Spectrum

drum patterns, and can play through your micro monitor or hi-fi.

In each case you can start by choosing the sounds you want, making up basic patterns, and storing them in memory. Patterns can be composed in 'step time' (where every beat is the same length) or 'real time' (where you play in the beats 'live' and the computer shows up even the slightest mistake in your timing).

New kits of sounds for the SpecDrum and AmDrum are being released regularly, and there's even a Users' Club. You could try out the 'Latin Kit and Editor' or 'Electro Kit and Editor' which cost £3.99 and £4.99 respectively. The 'editor' section allows you to combine sounds from different kits to create your own distinctive combination of drums.

Playback quality is on a par with drum machines costing around £300, so the packages can be highly recommended.

Sampling	Optional
Editing	Pattern Editing
Ease of Use	Good
Price	£24.95

### Sampling Glossary

The world of sound sampling is full of baffling terminology – here it all is, explained as simply as possible, so you'll find it easier to understand the sales talk – and follow the user's manual once you've made your choice.

#### Sample time

The longest sound the unit can play back, as determined by the amount of memory it has available. On many samplers, the total available can be split up into two, four, or more shorter samples.

There's a trade-off with Playback Bandwidth (see below) though – you can get a longer playback if you're happy with a lower bandwidth. For example – your Akabishi SM-1 Sampling Machine may offer one second of playback with the same quality as a Compact Disc, but you'd get eight seconds if you're willing to have a sample which sounds as if it's being transmitted over a telephone line.

#### Playback Bandwidth

Otherwise known as Frequency Response, and determined by the highest pitch (or audio frequency) with which the sampler can cope. A sampler with 8kHz (eight thousand Hertz or cycles per second) bandwidth could sound fairly reasonable; 10kHz is better, 16kHz or more is ideal. Anything with around 4kHz will sound like a telephone ALL the time and shouldn't be considered for semi-professional use.

#### Sampling Rate

According to an obscure piece of physics called Nyquist's Law, a sound sampler has to look at an incoming sound at least twice as often as the highest pitch it wants to reproduce. So a sampler with an 8kHz bandwidth should have a sampling rate of 17kHz (to be on the safe side). With low-quality samplers you'll often see the Sampling Rate quoted instead of the Bandwidth – it looks better!

#### Keyboard Mode

Some polyphonic samplers such as the Akai S700 and S900 are also multi-timbral, meaning that each voice can play a different sound simultaneously. This means that you can play back a whole composition on just one sampler. Other keyboard modes include Split (a different sound on the top and bottom halves of the keyboard) and Layer (or Dual) where two sounds are played simultaneously.

## Microvox 64

Supersoft

This MIDI-compatible unit for the C64 can be played from the micro keyboard or from a synth or sequencer. It offers very high quality and several additional features such as echo and pitch shifting. The software, arranged in logical pages, allows you to take a sample, edit it to length, store it away on disk, and replay it in various ways. Although Microvox can only make one sound at a time, it is possible to make up to 16 different sounds alternate – so you can create complete drum patterns as long as no two sounds are programmed to coincide.



Microvox for the C64 – useful kit, useful price

Supersoft have issued a sample library of 123 (£29.95) sounds spread over five double-sided disks 'Orchestral and Strings', 'Wind and Brass', 'Guitars and Bases', 'Drums and Percussion', 'Keyboards and Miscellaneous'. Most of these are very impressive, and give you all you could ever want to create full orchestral pieces in conjunction with a four-track portastudio.

A complete Microvox system is around £200 but supplies are a little uneven now. There are a few about on the second-hand market and they can be highly recommended for C64 users who want to get into sampling.

Sampling	2s at 10kHz
Editing	Envelopes MIDI assignment
Ease of Use	Fair
Price	£200

## SK2100

Casio

Casio, the people who created the whole portable keyboard market, are also the people who made sampling keyboards affordable. At the budget end of their range is the SK-1, which sells for only £99 – although limited in some ways, it will teach you all the basics of sampling technique.

At the top of Casio's portable sampler range is the SK2100. The 2100 has four octaves of full-sized keys, plays eight-note polyphonically, and in traditional portable keyboard style, features melody and pattern memories, 20 auto rhythms, 2 programmable rhythms, single-finger chords, drum fill-ins and synchro-start (so that accompaniment starts as soon as you hit a key).

On the sampling side, the 2100 can record a sound through its built-in mike, loop

it, reverse it, transpose it to a new key, alter its volume envelope and store it even while the power is off. Sampled sounds can be played polyphonically and maximum sample time is just over 3 seconds at 10.113kHz sampling rate (about 5kHz playback frequency response).

You can split up the sample memory into four shorter sections and use these as additional percussion sounds. The 2100 also features 12 upper keyboard synth sounds, 10 lower keyboard synth sounds, and four built-in sampled sounds.

At £425 the 2100 offers great value for money and would be useful for home, amateur, and semi-professional applications. The two main disadvantages are that you can't save sounds to disk (you'd have to carry around a cassette tape of the original and re-sample it on stage) and that there's no MIDI input.

If you have less cash to spend, try the SK200, similar but with miniature keys and half the sample time for £279, the SK100 which has mono rather than stereo speakers for £225, or the basic SK-1, a tiny four-note polyphonic hand-held sampler for just £99.

Sampling	3.2s at 5kHz
Editing	Reverse, loop, envelope
Ease of use	Very good
Price	Under £425

## S900 System Akai

The S900, launched just over a year ago, is still flavour of the month with many pro- and semi-pro studios and musicians. You'll sometimes see it in a studio's effects rack because it doesn't have a keyboard; to play it, you'll need a micro with sequencing software and/or a MIDI mother keyboard such as the Akai AX73.

If you buy an S900, make sure you have the latest Version 1.2 firmware which allows you to use the machine more effectively for replacing drum sounds, to ignore MIDI sound change commands, to respond to MIDI volume data and so on. Also available is Software Version S9V2.0, which comes on an optional disc at around £50. This adds ten new functions which go by such arcane titles as Improved One Shot Mode, Dynamic Filtering with Attack, Adjustable Crossfade Time Skew, and Key Group Copy - to name but a few.



Akai's S900 - 12-bit sampling from 7.5kHz to 40kHz. Maximum sampling time is just over a minute.

## Sample Applications

At the basic level - such as the Music Sales C64 sampler - you'll be sound sampling mainly as a novelty. Surprise and amuse your friends by pinching their dulcet tones and playing them backwards, sideways, or three octaves higher than normal. Making someone sound like Pinky and Perky is a great social leveller.

If you're an amateur musician, some of the more advanced packages such as the Microvox sampler will be genuinely useful if you want bass guitar sounds, but can't play bass, or would like a whole orchestra to perform in your front room.

On the other hand, you can still pay quite a lot of money (for instance, for some of the Atari ST packages) for a sampler which is of no musical use at all, mainly because you can't control the pitch of the sample in any musically meaningful way. So be warned.

With a little programming knowledge you should be able to incorporate sampled sounds into micro games of your own devising, and of course being able to do-it-yourself is handy if your taste runs to screams and explosions rather more blood-curdling than the software industry is currently willing to provide. There are serious applications too - for speaking to the disabled or offering user feedback in industrial control applications where it's impossible to keep one eye on the micro's monitor.

The S900 offers eight-note polyphonic or multitimbral sampling and playback at around 16kHz response. Samples can be edited as regards tuning, audio envelope, and (with the new software) synth-like filtering, and you can save sounds to a built-in 3.5" disc drive; a large LCD display gives a fair idea of what's going on.

Maximum sampling time at telephone quality is around 19 seconds, so you can use the S900 for music, sound effects, or even entire pieces of vocals (this saves on having the backing singers do the chorus fifteen times - you just pay them to do it once, sample them, and trigger it off whenever you need it).

It takes around thirty seconds for the S900 to load a full disc of sounds (which may have up to a dozen or more sounds arranged in various different keyboard setups) but a Hard Disc option which will load any one of hundreds of sounds in seconds is on its way. For the drummer, the optional ASK-90 circuit board turns the S900 into a percussion sampler which can be played back from pads or tape clicks.

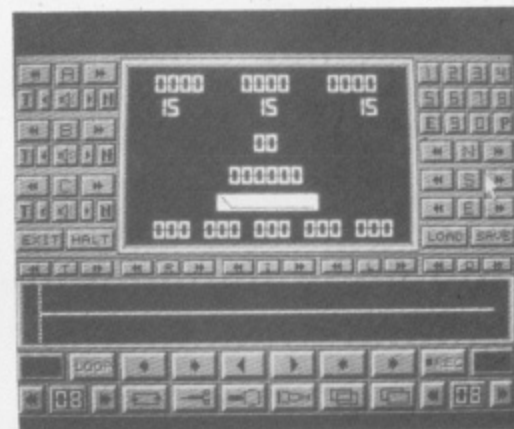
S900, AK73 Mother Keyboard, ASK-90 for the drummer and Version 2 software - at around £3000, this system represents the state of the sampler's art today.

Sampling	11s at 16kHz 63s at 3kHz
Editing	Envelopes, tuning filters, MIDI assignment, dynamic filters (opt)
Ease of use	Fair
Price	£1800

## Pro Sound Designer Eidersoft Ltd

Unlike other samplers available for the ST, the Sound Designer interface gets plugged into the printer port. A nine volt battery is required as the printer port doesn't offer any power lines. Two jacks are present on the sampler. One for input the other for output. Boot up the software and hold your breath. Delightful graphics appear. The software not only looks good, it also performs well.

Insert a lead from the headphone socket



Pro-Sound's not just a pretty face - that straight line in the upper window gives a graphic read-out of the sample pattern

of your hi-fi to the input jack of the sampler, play your Motorhead record (or recordings of your voice, the scratching of finger against beard... in fact, any sound) and watch the waveform jitter and jive on the screen. Sounds may be sampled at rates between 3Khz and 30Khz. At 30Khz reproduction is near-perfect - little distortion and no hiss, but you only have 8 seconds before memory runs out (sample time is trebled if a 1040 is used). Admirable playback can be achieved with 8Khz samples (which can last a good 30 seconds). Sounds needn't be played back at the same rate they were sampled. It's great fun to sample someone with a deep voice at 10Khz and play it back at 15Khz or more.

There are two sections: the sound sampler and the added bonus of a sound chip editor. All functions are selected by clicking on icons. Pre or post-sampling options include reverse playback, cut, transparent copy, block copy, magnify, de-magnify, loop and alter record or playback speeds. Clever use of the editing (cut-and-paste) features can produce startling effects. For example,

sections of the sample may be transparently copied (merged) which results in great echo effects - unfortunately loss of volume occurs when merging. Samples and sounds created from the chip editor may be saved and loaded at leisure. Eidersoft also allow you to incorporate creations within your own programs and listings and examples are plentiful in a variety of languages.

Both home enthusiasts and professionals - especially since a Midi sampler and sequencer package, Pro Midi at £16.95, for use with Pro Sound is available - will find Pro Sound appealing. It has everything necessary for quality sound and effects production.

Sampling	8s at 30kHz, 30s at 8kHz
Editing	Comprehensive
Ease of use	Excellent
Price	£59.95

● Mark Jenkins

## Next month...

...a Christmas extravaganza as we check out MIDI compatible keyboards. What they can do, how they sound, how much they cost, and which one you should be asking Santa for...

...PLUS the delayed final instalment of our MIDI Made Simple course and the introduction of our MIDI Panel of Experts.



Casio's CZ101: an old MIDI favourite with bags of third party support. Does your Christmas stocking deserve it? Or should you go for one of the flashier new contenders on the market? Check out next month's Buyers' Guide to find the right weapon in the sound wars.

# Band in a box.

**Michael Downey checks out an unassuming looking piece of kit that offers 32 note polyphony, eight sound patterns simultaneously, plus reverb - and all in glorious stereo.**

If you have been following the music section in the last two issues of ACE you will know that, with the correct MIDI interface and software, it is possible to compose music on your micro and play it back through up to sixteen separate synthesisers simultaneously. This

may have captivated your imagination enough to enquire about the cost of buying sixteen synthesisers (I hope you were sitting down at the time), promptly putting the idea straight in the trash can and nipping off to your local software shop to console yourself in a new game. Enter the **Roland MT-32**.

This unassuming little black box could be the most useful acquisition ever made for those wishing to produce more than just a few pops and squeaks from their micro. The MT-32 is multi-timbral and has the ability to act like eight separate synthesisers over which a maximum of thirty-two notes can be played at any one time. Hence the name. The sounds (timbres) are made up of 'partials', of which there are 32, so that shouldn't

## Conclusions

Coming up with some conclusions about the fast-moving world of sound sampling is pretty difficult, as some instrument or package is bound to be released every few weeks which could turn the whole scene on its head. However, depending on your exact needs, there are a few stand-out items around at the moment.

### Fun and Games

Best to check out the Cheetah SpecDrum and AmDrum for drum enthusiasts. You could also hunt around for a second-hand Music Sales Commodore Sound Sampler if you're keen on silly noises, echo effects, and general horsing about. Right at the bottom of the scale you'll find a £1.99 package called Micro-Rhythm from Firebird Silver for the C64, which plays back sampled drum sounds and offers basic arrangement possibilities but not - hardly surprisingly at the price - the chance to do your own sampling.

### Playing With Music

Again, the Music Sales Sound Sampler for the C64 which will store and replay short sounds and also offer echo and pitch shifting effects. It's great value for money at well under £100, but the proposed MIDI interface to make it more controllable never did appear.

### Semi-Pro Music

There are a couple of sampler add-ons for micros which are just about usable for semi-pro music - the monophonic Microvox for the C64 being one example. But your best bet here is to invest in a MIDI interface for the C64, BBC, Amstrad or Spectrum (from EMR, XRI, Steinberg, Datel or others) plus some sequencing software and a MIDI sampler such as the Akai S612 (6-note polyphonic, load-in from Quick Discs), now at £350 or so even less second-hand.

### Audio Experimentation

A few sound samplers are set up more for audio demonstrations and experimentation than for music. Examples include the Barry Box for the BBC and Master Series, and to some extent the Eidersoft Pro Sound Designer for the Atari ST.

### Serious Music

Serious samplers benefit from being controlled by a micro computer with sequencing software and a MIDI interface. Front runners are the Akai S900, the E-Mu Emax (16-note multitimbral, with or without keyboard, £2500), the Sequential Prophet 2002 Plus, or any one of a number of pro instruments available in keyboard or module form. Call Chromatix (01-229 2041) for more advice.

### Tax Avoidance

Your accountant tells you that you've earned much too much money this year. It's March 31st - the new tax year starts in the morning! Quick! You gotta offload some of that spare cash! Nip down to Turnkey (Brent View Road, London NW, 01-202 4366). Ask Dave Whittaker for a demo of the BIG Synclavier sampling system - you know, the one with the keyboard, the monitor, the quadruple Winchester hard disk drives, the built-in modem, the advanced music programming language, the polyphonic sampling and stereo output options. Write out a cheque for £100,000. Phew! That was a close one!

take you long to work out that to gain 32 note polyphony you must use simple sounds containing one partial only. The more complex, and interesting sounds can use up to 4 partials, reducing polyphony accordingly.

Also included, for good measure, are thirty sampled percussion sounds and a digital reverb to make the whole thing sound like you're playing in a large (or small) hall. All this for less than the cost of most modest synthesisers, £450 to be precise.

For your money you get an MT-32 power supply, one MIDI cable, two audio leads (suitable for connection to most hi-fi's), an owner's manual, a plastic card which lists the 128 preset timbres and two useful little booklets; 'Guidebook to MIDI', for the novice, and 'MT-32 MIDI Interpretation', for the programmer who would like to communicate more intimately with the MT-32's sound chip. Talking of sound chips, the MT-32's uses the same linear arithmetic (LA) chip as its famous big brother, the Roland D-50 digital synthesiser, which you may have heard on

certain Top 40 records and numerous TV adverts. All this means that the sound quality of the MT-32 is very professional.

The front panel contains a 20 character back-lit LCD and remarkably few (ten) switches and controls (well, control) for a machine that can do so much. This is because Roland have intended the MT-32 to be used as a simple preset synth expander with their home piano range of keyboards. On the back panel are the two audio outputs (stereo on the left and right), the power supply socket, the power on/off switch and, most important of all, the three MIDI connectors (IN, OUT, and THRU).

The front panel switches provide access to the eight synthesiser parts, which are set by default on MIDI channels 2 to 9, and the rhythm part which is set on MIDI channel 10. The 30 percussion sounds which form the rhythm part are assigned to different MIDI note numbers (see diagram) and respond to velocity for added expression. The rotary control is multi-functional and allows you to adjust the volume of each part individually, select one of the 128 preset sounds to be used by each part, adjust the overall volume (or master volume), select one of 10 reverb modes and tune the overall pitch of the machine.

By connecting the MIDI IN of the MT-32 to the OUT of a MIDI interface on your home micro and running suitably competent sequencing software that allows you to enter notes from the QWERTY keyboard or mouse, you will be able to produce complete musical compositions with very high quality

### Complementary noises...

Although the Roland MT-32 is primarily aimed at a different market it could become the number one accessory for home micro users aspiring to be musical. There are other units on the market but none offer quite so much for so little. One worthy of mention, however, is the Yamaha TX81Z. Similarly priced at £399, it will also produce eight separate synth parts but only allows one note to be played at a time by each part. It uses Yamaha's respected FM synthesis method but does not contain any rhythm part or reverb. The sounds can, however, be programmed from the front panel and it would serve as an excellent complement to the MT-32 if more than eight synth parts were required simultaneously.



### Spot the box...

The MT32 is already getting on the road - think about it, for the price of a Roland D50 synth you could get no less than **three** of the blighters. Anyone for 96 note polyphony? **Roadrunner** (pictured here) are obviously content with just one, for the moment. You can see it nestling back there beside the trusty ST. The band back up the Roland unit with an Iconix sequencer and a Casio CZ101. Graham Scott, speaking for the band, says 'We play mainly 50/60's r&r, but also more modern material. By combining the live sound of that period with the modern technology of MIDI, we are able to produce a distinctive quality live sound.' You can hear them at the Novotel computer show on the 21-23 November.

**If you're stretching MIDI equipment to its limits on stage - or even just in your basement - ACE wants to hear from you. Send us a good b&w photo and tell us all about yourself. Nothing like a spot of free publicity, eh chaps?**

sounds. These could then be recorded directly on to cassette with no further equipment needed. If you have even a basic keyboard technique, then a MIDI keyboard might be handy and can now be bought from as little as £100 or so.

All of the front panel's controls can be overridden by MIDI messages being sent from a computer. This means that, when a song or sequence is played back, each part can be programmed to revert to its original sound and volume level within the mix. What's more, aspects of the sound can be altered that are not possible from the front panel (such as adding vibrato and adjusting the stereo positioning of each part).

This all leads up to the subject of MIDI 'SysEx' commands. Inexperienced programmers may have to be content to wait for suitable editing software before embarking on their own synthesis - let's hope the software houses realise the potential market for this

product and produce some...pretty quick. The MT-32 warrants some sort of combined sequencing/sound editing software which

### Thank you letter

The MT32 is selling so fast that even Roland weren't able to locate one in time for this review. Our thanks therefore to Argents of Denmark Street, London for the loan of aforesaid instrument at very short notice.

should be released for all the popular home computers. Meanwhile, for those with a thorough grounding in basic MIDI programming techniques, the 'MT-32 MIDI Implementation' booklet will be of great value as it lists all the variable parameters with their respective SysEx codes.

● Michael Downey



Roland's MT32 - small, unassuming, neat, but bound to be a big noise in future.

# OUT OF THIS WORLD

"SUDDENLY, the jet plunged into a sea of flashing lights - Chuck gasped with horror - he had entered the Other World!.."

**FIGHT TO** survive in a hostile alien world. Collect energy-giving power pods as you fly through eight action-packed levels, and seven brilliant bonus levels.

- ▶ Features seven different weapons, including Quark Cannon, Wide Beam and Lazer.
- ▶ Amstrad 'Smooth Scroll'.



## REAKTOR

Available on Spectrum,  
Amstrad and Commodore.



**Commodore Amiga**

**PRICE (A500)**

**£499 inc VAT**

TV modulator not included

**ART GRAPHICS**

The Amiga offers the artist a range of 4096 colours. Typical art modes are: 320 dots wide x 200 lines high with 32 colours at once; 640 dots x 200 lines with 16 colours at once; or 320 dots x 200 lines and all 4096 colours available at once (though with some restrictions) in the Amiga's 'Hold-and-Modify' mode. A special monitor will offer you 400 lines per screen rather than the 200 above, and for video purposes you can extend the picture to the very edges of the screen, eliminating the border entirely.

**PROCESSING POWER**

As well as a 68000 central processor, every Amiga has a built-in blitter. The blitter is a chip designed to do repetitive, time consuming jobs far faster than the 68000 can: it's particularly good at combining graphic images, drawing lines and filling shapes.

**DISK CAPACITY**

The Amiga's disk drive is double-sided as standard, offering a hefty 880K formatted capacity.

**GAMES GRAPHICS**

The Amiga screen can be hardware-scrolled one pixel at a time either vertically or horizontally. The system's dedicated graphics chips also offer the games programmer eight 3-colour hardware sprites, four 15-colour sprites or a mixture of the two types. The Amiga's 'Copper' coprocessor lets you scroll separate screen windows in different directions, and 're-use' sprites so as to get many more than eight on screen at once.

**SOUND**

The Amiga's custom sound hardware gives it enormous musical and game-sound power. The four channels have fully definable waveforms, and can be coupled so as to produce amplitude- or frequency-modulated sounds - all this with very little processor effort. What's more the sound's stereo, with two channels each assigned to left and right.



# THE UPGRADE STAKES

**Atari ST**  
**PRICE (520 ST FM)**  
**£299 inc VAT**  
 Plugs straight into TV

### GAMES GRAPHICS

The ST has no hardware sprites. Vertical scrolling is possible in hardware, but horizontal scrolling has to be done in software – and that uses an enormous amount of processing power.

### ART GRAPHICS

The ST artist can choose from a range of 512 colours. 'Shifter', the ST's video chip, can only manage two colour screen modes: 320 dots wide x 200 lines high with 16 colours at once, or 640 dots x 200 lines in 4 colours.

### SOUND

The ST's primitive sound chip is a close relative of the AY chip used in the Amstrad CPC and Spectrum +2. Its three channels can only produce square waves, so any fancy harmonics, modulation etc have to be handled in software – at considerable cost in processing effort. On the plus side, the ST has a built-in MIDI interface making it a very attractive machine for well-equipped musicians.

### PROCESSING POWER

With a big (32K) screen to push around and some rather unhelpful display hardware, the ST's 68000 is often left looking distinctly overworked. You can add a blitter to help out on sprite operations and the like, but this lacks the Amiga blitter's line and fill functions. More seriously, because the blitter isn't built in there's very little incentive for games programmers to use its extra power.

### DISK CAPACITY

Double-sided ST drives can fit 720K onto a disk, but an awful lot of STs only have smaller 360K single-sided drives. A 720K drive can read a 360K disk but not vice versa, so commercial software is sold on the smaller format. Clearly you can't fit 520K of program on a 360K disk, so the situation's rather unsatisfactory.

**M**ore and more computer users are upgrading to 16-bit machines. Spectrum, Amstrad and C64 users are moving up to Atari STs and Commodore Amigas in droves, with the new Acorn Archimedes carrying others still further to the dizzying heights of 32-bit computing.

In the early days of the ST and Amiga, a lot of the buyers were 'propellor-heads' - the kind of techno-fiends who buy micro-chip kettles and talking cars out of a sheer love of gadgetry. Propellor-heads are never satisfied for long, and they've now moved on to the Archie (Archimedes) with at least one eye on the Next Big Thing (see box later in this article). For the rest of us, however, upgrading is rapidly becoming an essential consideration for anyone who wants to keep abreast of the latest software developments, let alone the attraction of a more powerful machine.

Most of us know what's on offer, but it's not enough to know which of the new machines you want - there's always the nagging doubt as to whether you *should* buy it. For musicians or artists the choice may be fairly clear, but for hardened games players, or those of us wanting all-round computer entertainment, the upgrade business is a good deal more complicated. Will your new investment be so much scrap plastic in a year's time? Will software houses really come up with the goods? Will there be lots of juicy add-ons for it?

One thing's obvious - you don't want to shell out a fortune for a machine and find out that no-one else is buying it. But it's not just a question of which machine sells well in the UK. Despite the great success of the ST in Britain, in the US the Amiga is now well ahead in sales. In Germany (an ST stronghold), the Amiga is also taking an increasing market share; in Scandinavia, ST sales are rumoured to be running at a poor fifth of the Amiga's.

So what?, you may say, but foreign sales can have a strong long-term effect on software availability - remember the Spectrum vs Commodore 64 battle, where US imports of games slowly gave the 64 parity with the UK machine despite its higher price? Even a high price in the UK doesn't necessarily spell death for a micro - the BBC machine (in many ways an early equivalent of the Archimedes) attracted reasonable games software support in the early days and an enormous number of peripherals.

The fact is that both the Amiga and ST are now firmly in place, and even the pricey Archimedes has a lot going for it. Certainly neither the ST or the new Commodore is going to disappear tomorrow, so you aren't going to be left with an abandoned, unsupported or superseded machine if you take the plunge now. On these pages you'll find all the information you need to help you make that vital decision.



SPECTRUM  
**7.95**  
COMMODORE  
**8.95**  
AMSTRAD  
**8.95**

**NEW!** ... An original  
game concept.



Flashpoint is not a quest to save the universe, or a mission to shoot everything in sight. Flashpoint is a game; a game of strategy and speed enabling you to change both yours and your opponent's playfield in a 3-D space-time contest. A game of lightning action and re-action, you decide where and when to do battle ... position quickly ... re-deploy ... Faster ... Scan at speed. New strategy for a new challenge ... **FLASHPOINT!**

**ocean**

Designed by Denton for maximum addiction and excitement.

### Archimedes PRICE (A305) £804 inc VAT

Has mono video signal and RGB, but you'll need a third-party modulator to use an Archie with a standard TV

### GAME GRAPHICS

The Archie has only one hardware sprite and no special games hardware as such. This really doesn't matter much, given the machine's enormous processing power.

### ART GRAPHICS

The Archie has a palette of 4096 colours. A typical art mode would be 320 dots x 256 lines with 256 colours on screen at once – much more useful than the Amiga's restricted 'Hold-and-Modify' mode – but you can get higher resolution than that if your monitor's up to it.

### SOUND

Although the Archie has sixteen sound channels arranged as eight stereo pairs, it takes a great deal of processor time and programming effort to get any sort of sound out of them at all. The hardware also has a narrow range – only six octaves – so this is definitely Archie's weak spot.

### PROCESSING POWER

The Archie uses Acorn's very own ARM chip as its central processor. The ARM can equal the Amiga's blitter on any function you could name, beats it easily at most tasks and runs rings round the poor old 68000.

### DISK CAPACITY

The Archie comes with a double-sided drive as standard, packing 800K onto a disk.

## Industry Opinions



**US GOLD:** "All our major releases will go on to the ST. We're developing *California Games* and *Gauntlet* for the Amiga at the moment, but we're not converting everything. We'll see how sales go. We've no plans for the Archimedes at present."



**OCEAN Software Manager, Gary Bracey:** "We are committing ourselves heavily to the 16-bit machines. The ST's our primary commitment, but the Amiga will be getting about 80% of the stuff that the ST does. As for the Archimedes, it will need more of a market presence before we will support it."



**MIRRORSOFT Commercial Manager Bernard Grant:** "You might say we pioneered 16-bit software in this country with product from *Mindscape*, and *Spectrum Holobyte*. We'll be putting everything on the ST and the Amiga. We've got no plans at the moment for the Archimedes."



**RAINBIRD spokesman Steve Perry** was enthusiastic about the new machines and adamant that the company would NOT simply be porting ST conversions straight over to the Amiga. 'Dick Special' was developed on the Amiga and will be converted for the ST. We also have plans for the Archimedes, but of course it depends on the size of the market. We expect it to behave a little like the Amiga did at first – starting slowly and developing over a period of time.'



**ACTIVISION ambassador Andy Wright:** "We'll be supporting the ST particularly this Christmas, but of course we have lots of stuff for the Amiga as well. We'd be looking to support the Archimedes, depending on how it sells this Christmas."

## THE NEXT BIG THING

Let's face it: if you want to impress your friends you'll need something a bit more impressive than an ST or Amiga these days. The Archie's the hip machine with techno-freaks at the moment, but devotees of processor power are always on the look-out for newer, shinier technology.

The problem is memory: the 16-bit boom has only been possible because of the drastic fall in the price of RAM chips, but cheap dynamic RAM (DRAM) is slow stuff. The Archie's ARM relies for speed on some very clever fine-tuning of cheap DRAM, but the memory really can't be pushed much further.

To get more processor power into a home micro, manufacturers will either have to find a faster form of cheap memory – at current prices a 512K fast-RAM machine would miss the £1000-and-under bracket by a mile – or break down conventional processor/memory barriers. Atari certainly know which way they're going: next year they'll be bringing out an ST-compatible machine based around Inmos's revolutionary Transputer, a chip which combines processing and RAM in one neat little package.

Transputers are the gateway to parallel processing – a group of processors working as a team, with many times the processing power an individual chip could offer. A single Transputer isn't the most powerful thing in the world, but put several of them together and you've got a machine with real clout.

## WHAT USE ARE TECH SPECS ANYWAY?

From the diagrams you can see how the machines shape up technically, but this is only half the story. Unless you're a very heavy duty programmer indeed, you'll be relying on the software you buy to use the power of your machine. This is a particular problem on the games side of things: the Amiga's blitter and copper, for example, are no use to you at all if you can't find programs that put them to work.

The main worry with the Archimedes is whether there'll be very many games written for it full stop. The Amiga problem is more subtle. If you forget about its blitter, copper, scrolling and sprites, the Amiga looks (to the programmer) just like an ST. The adjustments needed to make an ST program run on an Amiga are very slight indeed, and few programmers bother modifying their games during conversion to use the Amiga's extra hardware facilities.

There's nowhere near the same problem with art and music programs – one good art program could well be all you'll ever need, and you certainly won't be buying new music software every week – but for the games player it's important to buy a machine that's going to get plenty of support – and that means a machine lots of other people are going to buy.

Even more than the price, support is the problem with the Archimedes as a games machine. Of course, you may prefer a few very impressive games to a whole load of quite good ones: after all, if you really wanted a machine with great software support you'd buy a Spectrum!

The ST on the other hand has price and support on its side. In the UK it's the main development machine for 16-bit games: very few software houses produce Amiga games as anything other than ST by-products, and there's no sign of this changing in the immediate future.

The Amiga's a sort of middle way: if the ST wins the sales battle then you can expect

### The ACE Upgrade Checklist

Still stuck? Still can't decide which juicy byte-basher to plump for? We can't make the decision for you, but we have come up with the following checklist that may help.

All you have to do is run down through the list checking the different uses for your new computer. When you reach one that appeals to you, underline the three numbers in columns opposite your choice, then continue down the list. Each column relates to one of the machines featured in this article.

When you've finished, work your way down each column in turn, adding up the numbers that are underlined until you have a total for each machine, which you should enter in the space provided. The machine with the highest total deserves your most serious consideration. Now all you've got to do is work out whether you can afford it!

	Archimedes	Amiga	Atari ST
<b>Are you interested in:</b>			
<b>Buying more than four new games titles per month:</b>	0	4	6
<b>Using your micro for educational purposes</b>	4	1	1
<b>Impressing your friends with your new machine</b>	6	4	2
<b>Using MIDI instruments</b>	0	1	6
<b>Composing music using the computer's internal sound chip only</b>	1	6	2
<b>Adventure software</b>	0	3	3
<b>Arcade action software</b>	1	4	5
<b>Owning a state-of-the-art machine</b>	6	3	1
<b>Immense processing power</b>	6	3	1
<b>Paintbox art programs</b>	4	6	3
<b>Business software (exc. w.processing)</b>	1	2	4
<b>Word processing</b>	1	3	2
<b>Programming in BASIC</b>	6	3	2
<b>TOTAL</b>			

an awful lot of uninspired conversions, but that's a lot better than nothing; if the Amiga itself wins you should soon be seeing some very impressive games indeed; and if the Archie wins - well, everyone will be rather surprised.

But there's another side to the Amiga that the ST can't match, and it could prove decisive in the battle for support. Already,

coin op manufacturers are turning to the Amiga as a cheap source of graphics power. Mastertronic's new coin-op subsidiary Arcadia is based on machines which are, internally, Amigas. Soon Amiga owners will be able to play not just coin-op conversions but the actual coin-op

### POWERFUL STUFF

This graph gives some idea of the relative power of the new machines, with a 4MHz Z80 (as used in the Spectrum) for comparison. For the technically minded: the figures show the theoretical maximum sprite area (in memory terms) that each machine can put on the screen in one frame (a fiftieth of a second). The 'dumb' Archie figure includes looping time and is based on a very inefficient algorithm, while all the other examples assume that looping time is negligible. The figures ignore DMA time, and non-sequential access delays on the Archie's ARM. (The latter would make very little difference to the 'smart' example.)

Spectrum (Z80) 1.7K

Atari ST (68000) 12.0K

Amiga (Blitter) 17.9K

Archimedes (ARM) 'dumb' 37.6K

Archimedes 'smart' 86.5K

games themselves. Since these games are being developed directly on Amigas and need to be of arcade quality, those special hardware features should be pushed to their limits.

There's every chance that we'll see both arcade machines and cheaper home computers based on the Archie's own innards. Whether Acorn themselves will come up with a machine priced for the home market is still uncertain: they tried this with the BBC Micro and the resulting machine - the Electron - was none too successful. But the relevant chips are available to other companies right now, they're very powerful, and they're cheap too. Any such spin-off would dramatically increase Archie's chances of software support, so keep watching the skies.

80K

60K

40K

20K

# YOUR MICRO DESERVES THE BEST...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at-half these quoted prices. ★ It's the finest service available.

★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more.  
★ Join them and take up our special offer now.

Recommended and Approved by

AMSTRAD      ATARI      COMMODORE  
ACORN      SINCLAIR

## EUROPE'S LEADING COMPUTER REPAIR CENTRE



### ...AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★ With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

#### SPECTRUM SPARES

Z80 CPU	2.50
ULA 6C001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX 650	.40
ZTX 213	.40

#### Keyboard Membrane

Spectrum	3.00
Spectrum Plus	8.00
QL	9.00
Metal Templates	3.00

#### COMMODORE SPARES

6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernal ROM	15.00
906114 House Keeper	10.00
6569 - VIC	18.00
4164 RAMS - Memory	1.00

#### Power Supplies

C64	19.50
C16	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

#### HOW TO CONTACT US

★ For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting ACE/127).

★ To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote ACE/127.

Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

# Bath Computer Shack

8E Chelsea Road, Lower Weston, Bath, Avon. Tel: (0225) 310300

**"You've probably heard about us!"**

We supply and support Universities, Schools, Colleges, Government Departments, Businesses and hundreds of customers both in the UK and Europe.

OVER 600 SQUARE FEET DEVOTED TO THE ST IN OUR BATH SHOWROOM

- ★ **ST HARDWARE** – We carry the full range from mice to Megas.
- ★ **ST SOFTWARE** – Hundreds of titles always in stock.
- ★ **ST USER GROUPS** – We will be delighted to make you special offers
- ★ **ST DEALS** – Special value packs, finance and part exchange.

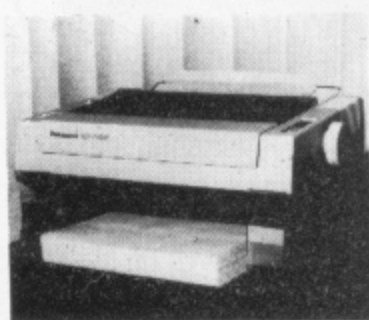
**NEW PRODUCTS – Available direct from us or dealers nationwide**



## MONITOR MASTER

This is the monitor switch that everyone has been waiting for, allows you to change from colour to mono at the press of a button. Direct connection to your stereo and TV (for ST's with a built in TV modulator) as well. Note that some cheaper monitor switches do not have a Synch switch and can cause damage to your equipment. No power supply is required.

£35.00



## UNISTAND

Now at last you know where to put the paper; directly under your printer! One of those simple but brilliant ideas. The Unistand comes in two sizes the 400 and 700, the numbers being a rough guide to the amount of listing paper that can be stacked underneath. Either size will fit any printer.

Size 400           £10.95  
Size 700           £11.95



## HANDY KAP

A tough perspex cover that sits over your ST. Protects against dust, dirt, coffee, things that go bump, tiny fingers and inquisitive cats. A very sensible accessory, much better than a soft dust cover, custom built for the ST. Handy Kap literally sucks the dust off your keyboard by static electricity.

£7.95

## MOUSEPATH Mouse Mat.

Your mouse is a piece of precision hardware but it is only as good as the surface it rolls on. Moving across the surface of the average desk can be like riding a bicycle over cobblestones to a mouse. The Mousepath mouse mat gives a smooth foam-backed ride.

£6.95

## GRAFIX from ShackSoft



**Our own new graphics program for High Resolution Monochrome Monitors only.**

A very fast and responsive art package containing a host of graphic functions. PEN, LINE, PLOT, PIXEL editing, AIRBRUSH, TEXT, BOX, BAR, CIRCLE, POLYGON, FILL, ELLIPSE, LASSOO, TAKE CHUNK, USE CHUNK, OUTLINE, MIRROR, SHEAR, ROTATE, SCALE, DISTORT, WOBBLE, MIRROR, SCRAPE, USER DEFINED fillpatterns and more.

GRAFIX has been written to outperform its rivals both in speed and ease of use. Perspective and isometric drawings are supported by the PLINE and AXILINE functions. An infinite number of brush shapes, spray patterns and erasers are available.

GRAFIX is 100% mouse driven and works on five screens. Images can be copied freely from screen to screen. DEGAS and NEOCHROME format images can be imported via a CONVERT utility which converts then to the GRAFIX bit-image format. Finished GRAFIX screens can be converted to DEGAS format. This flexibility allows screens to be exported to applications like 1ST WORD PLUS.

GRAFIX will run on all ST's with mono monitors and is Blitter compatible.

£16.50

# ShackSoft

It's the biggest show of the year – and the big guns were all there. ACE graphics reporter Brian Larkman went along to see what was on show to set your eyeballs a-tingling.

# PCW SHOW

Pictures at an Exhibition



Deluxe Paint II zooms in on a Digipic-produced portrait.



Ray-traced 3D ACE logo created using the the power of Sculpt 3D

## Commodore Village – Commodore Museum?

A bit of a shock really; it was me up there, frame-grabbed and digitised on screen. Walking round the PCW show at Olympia there are so many machines flashing their VDU eyes at you that after a while you have to blot out those of little interest and concentrate on the choice material – but when the visual banality is provided by your own face – well you just have to take notice!

Three of the sexier machines at the show have now got 'real-time' frame grabbers – Amiga, Archimedes and Atari ST – and the one on the Precision stand (**Digipic** for the Amiga) had the cheek to be digitising us punters. In a strange way this contributed to the peculiarly museum-like atmosphere of Commodore Village. Walking into it reminded me of nothing less than a childhood visit to the Science Museum Childrens' Section on a weekday morning; reverential, almost hushed tones and Victorian museum embellishments, but peppered with what were for the time being only 'high-tech' interactive toys. This feeling was helped by Commodore's display of their historic machines – including an Amiga 1000 in a cabinet, like a real museum piece.

As well as Eric Graham's **Sculpt 3D** (more of this in a moment) the enterprising Amiga Centre Scotland (031-557-4242) import its previous incarnation **Ray Tracer**. This can create sphere-based (as opposed to Sculpt's triangulated) 3D structures – like the famous juggler – and then ray trace them. If you want to know who Ray Tracer is, look in the box! At £11 this must be the greatest Amiga graphics bargain yet – though be warned, it uses the draggy CLI rather than the much easier Intuition interface. That's why it's cheap.

Other interesting and relatively new releases are **Digipaint** from NewTec (£60 from Busbyte – see review on page 47) **Videoscape Animator 3D** (£200 from Busbyte – a 3D modeller and animator from Aegis), **Animator Apprentice** (£195 from Busbyte – a cartoon animator), **Forms in Flight** (£60 from Amiga Centre – another 3D modeller), **Express Paint** (£58 Amiga Centre – sort of desktop graphics with good text handling including text file fill into any area just like pattern fill) **Butcher** (£28 Amiga Centre – versatile graphics utilities), **AiRT** (£55 Busbyte – icon-driven graphics programing) and **Deluxe Video 1.2**. (£90 Busbyte – full screen high-res videos). Busbyte (0727 56005) were

also showing the interactive **Genlock**. The star of the show, though, had to be **Sculpt 3D** published by Byte by Byte.

*Sculpt* is an "...interactive solid modelling editor". It provides a very comprehensive set of tools for creating and manipulating 3D object-orientated graphics. Using it you can

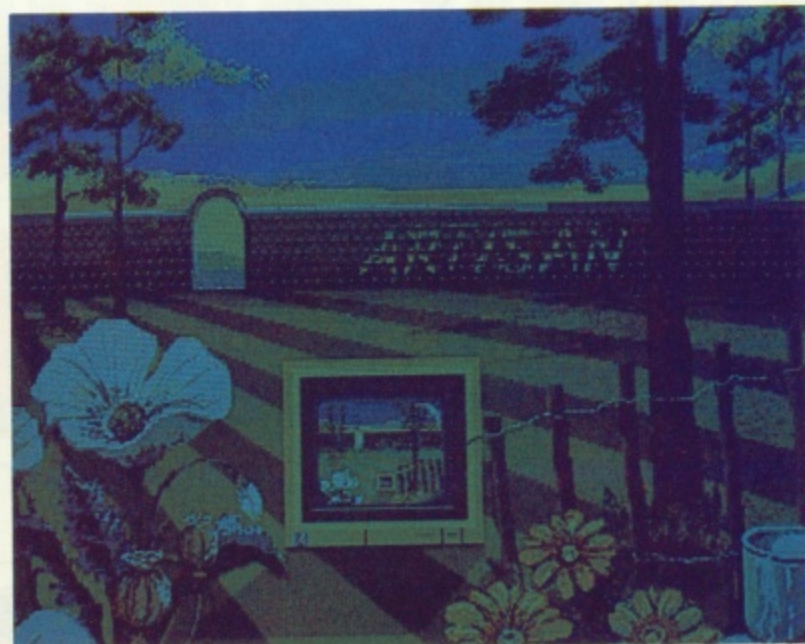
### Digitising

Most digitisers for home computers digitise an image quite slowly. This allows the scan to pick up the maximum amount of detail and convert the analogue signal into a digitised one. If it is to be in real colour three scans are necessary – one each for the red, green and blue components of the picture. This inevitably takes some time. Probably the best cheap system that uses this method is **Digi-View** by NewTec for the Amiga. This can produce a full colour picture of great accuracy.

For the animation however, at least twenty frames per second need to be sampled (digitised) if the movement of the object is to be smooth. Therefore, digitising has to be in real-time without any delay between the samples. Real-time sampling has to be in black and white because colour sampling takes too long.



That there eye appears in that there room by virtue of Clares Artisan, looking likely to be the first graphics package available for the Archimedes



Artisan again - this time a very pretty rural scene, with the same scene inset.

construct a computer simulation of any combination of objects from the editor's specs to Leeds Town Hall, provided you have enough memory. What makes *Sculpt* really special however is the ray tracing software that allows you to render the objects realistically in full colour from any position and with whatever lighting you choose, using any of the Amiga's modes.

The results are astonishing: images are created that, allowing for resolution, are comparable with those produced by the really expensive, high powered computer graphics industry 'render engines'. It can do this because a) the Amiga can display 4096 colours at once and b) ray tracing is the same method used on the high powered machines - there is no functional difference except power and hence speed of rendering.

Although *Sculpt 3D* is not in itself capable of animating an object the ability to use batch processing of a series of previously set-up scenes allows the long-winded ray-tracing operations to be taken care of with the

### Ray Tracing

No, it's not the name of the artist - Ray Tracing is the method employed in *Sculpt 3D* and the *Juggler* to create a credible simulation of the real world. It is the best simulation possible because it reproduces what actually happens in the real world.

Every object that you can see is visible because of the light reflected or radiated from it. Imagine the light radiated from a lamp at one side of this magazine onto the page. The individual rays of light reflect from the page in all directions but some pass into your eye and are detected. What you see depends on the brightness of the light and your distance from it and the page. Ray Tracing works in the same way, except that the computer calculates the colour and brightness of each ray as it hits the computer screen 'from inside', so to speak. Each pixel represents one ray from a simulated light source reflected from a simulated object and both have a known position, colour and brightness. It is a relatively simple (but very long-winded) job to calculate a colour and brightness value for each one.

computer unattended or multi-tasking another application. This means that lots of detailed frames of an animation can be drawn one after the other, automatically. These can later be delta compressed, stored in a frame buffer and displayed as an animation by screen-switching - the method used for *Juggler*.

*Sculpt 3D* represents an important step for the Amiga toward really professional image creation in a form of which no other unexpanded PC is capable. And it's only £69!

### Underneath the Archies

In time Acorn's Archimedes will probably have similar software, but at present there is not much in the way of an ordinary paintbox available. Clares (0606 48511) will probably be first with its **Artisan** program, weighing in at £39.95. It was on show at the Acorn stand right next to the **Zarch** demo - so it was pretty difficult to get close. But what was visible looked very promising. As well as the usual features it can switch the brush colours to produce stencils and - if it can be made to fit into 512K - should be able to fill an irregular shape with a rectangular brush, i.e distort a rectangular piece cut from the screen into any shape. This would result in a reasonable simulation of - for example - a flat image wrapped round a sphere.

AMS are working on **Finesse Paint** and though the version at the show was rudimentary, what they have looked very smooth acting. Unlike *Deluxe Paint 2* for instance, brush rotation is in real time; and though it's a bit of a gimmick I also like the fading menus. You Archie owners will probably see it early in '88 (Both of you.)

Hopefully, there will also be some animation packages available in '88 a la *Animator* or *Deluxe Video*. No sign at Olympia though.

What Archie did have at the show was a Watford digitiser. It will work in real-time - 50 frames per second - and play back at 20. Only B&W of course but presumably with the right software and RGB filters colour would be possible, and with Archie's 256 colours and high resolution nice things could

result. If NewTec can make a good paintbox out of the Amiga's awkward HAM mode something really good could be done with the Archimedes.

### Atari Market

Yet more digitising at Start Systems (0304 369364) with the **Silicon Animation Machine (SAM)** for the Atari ST. Like *Digipic* and *Watford*, SAM provides real time digitising, capturing images from most video sources at 25 frames per second. On a 4 meg ST, 122 frames can be stored, allowing detailed animated sequences up to 8 seconds long to be played back and mixed into other animations. Only in B&W though. Also from Silicon Solutions was the **GENE** professional Genlock providing much the same facilities as the Interactive one mentioned above.

Eidersoft (0706 852647) were showing an exciting piece of software in Atari World called **Quantum Paintbox** (£19.95). With this, 4096 colours can be generated on screen at once - well, 3375 on an Atari monitor. It works by creating 8 palettes which can be positioned to control any horizontal slice of the screen - quite how is not yet clear. All I can say now is that it is amazing to see more than 16 colours on an ST. The software seems to have most of the usual drawing functions plus colour cycling with each palette independently, colourising of B&W images and it will accept most ST files (.NEO and .pic) for colour enhancement. It also includes a "...Delta compression frame buffer... allowing hundreds of frames to be stored on a 1040." Now if all the features of this software could be used in conjunction with a digitiser...! Full review coming real soon now.

Once again, as in the Commodore Village, the most exciting offering in Atari World was a 3D solid modelling editor and animator, shown by Electric Distribution (0954 61258). **Cyber Studio** by Antic (£89.95) is based on CAD-3D, an earlier three dimensional design program for the ST. It provides many of the facilities of *Sculpt 3D* but without ray tracing as a final means or rendering the image. Instead, the package offers an excellent range of animation facilities via a

motion-control desk accessory and a complete animation-control language called Cybermate. Using these it is possible to animate a CAD-3D object in front of Degas or Neochrome images complete with sound effects. Objects can be dissolved in and out and mixed, delta-compressed and played back in real time, and viewed with SteroTek glasses. A very impressive product. Also available are 'parts' disks for Architectural design (house bits), Future Design (rockets and robots), 3D Fonts and - amazingly - Human Design!

### Olympia Let Down

Overall this year's show was a little disappointing; I was expecting much more new graphics hard- and software from the Atari camp and lots more excitement from Commodore Amiga. Nevertheless, Atari World certainly had lots going for it. That area felt a bit like the first Novotel Amstrad show; a market place with lots of people trying to sell their little bits of software into a niche in the market. A good example of this was **Animatic** from Soft Bits (01 836 2533), a nice little graphics utility designed to produce small animated frames with Fast Basic. But there is no doubt that graphically much of the current innovation is going into games. This is a great pity as the ST and especially the Mega ST have great potential - *Quantum Paintbox* and *Cyber Studio* prove it.

### 8 Bits Missing the future?

The biggest surprise of the show was the total lack of support for 8 bit machines. Only AMS seemed to have anything other than the sexy 16 bitters running graphics software and absolutely no-one had anything new. Looks like **Advanced Art Studio** is the best that the Spectrum, C64 and CPC owners can hope for in the future!

And speaking of the future, what comes next? I will stick my neck out here and declare an interest in video. All the components are there for a simple animation on video - Desktop Video if you like.... A huge proportion of computer owners also own/rent a VCR... most people have an art/paintbox program... and Animation Software is readily available and easy to operate... Realtime digitisers are rapidly dropping in price ... B&W video cameras are quite cheap to make... Even on 0.5 meg machines, compression allows lots of digitised frames to be stored and played back. Modulators are available for most machines so connection to video should be straightforward...

All it needs is an Alan Sugar to put all this together into a simple-to-operate package with one lead and coherent marketing strategy for, say, £300, and home 'desktop' video is born.



# PAINT BOXING

**DELUXE PAINT 2** and **DIGIPAIN** - friends or foes? Brian Larkman makes them play together

*"heaven is free from clouds, but of all colours seems to be..."*

Lord Byron

**Byron in a computer mag! But he's right, you know - for a graphic artist, the range of colours available on the Amiga is heavenly. Having had to make do with a palette of 2 or 4 from a range of 8, 16 or at best 27 colours on the 8 bit machines I had been using, the chance of 32 from the staggering 4000 hues that Deluxe Paint 2 on the Amiga offers has indeed been bliss. Now to make me even more ecstatic NewTek have provided Digipaint, allowing all 4000 to be on screen at once using the Amig's HAM - hold and modify - mode.**

Digipaint is one of the first of a new generation of 'paintbox' programs for the Amiga. It provides the full palette of 4096 colours and a range of facilities normally only found on dedicated graphics workstations costing 100 times as much. Nevertheless, there are some limitations to Digipaint - mostly resulting from the nature of the HAM mode itself. Anyone expecting drawing and transformation functions similar to those in Deluxe Paint will be disappointed, but as we shall see Digipaint is very different from other drawing



Some of the amazing effects you can get by combining DPaint, Digipaint and a colour digitiser.

programs and is at its best when used in conjunction with Deluxe paint 2 and a digitiser.

To show off Digipaint's unique features and the way the two D-Paints, Digi- and Deluxe, 'mesh' together I shall describe the process involved in producing the illustrations.

The first stage in producing any piece of artwork is the background. Digipaint is capable of producing the most exquisite graduated shading, giving the effect of a landscape fading into the distance; but it

### Output

There is one big problem with graphics work of the kind described here; what you do with it when you've finished work on the screen. How do you output your masterpiece? This is a problem that could inhibit the development of fully featured software for the current generation of graphics-oriented machines. In conversation with the designer of the new AMS Finesse paint package for the Archimedes I discovered that they were planning to provide only 16 colours even though 256 on-screen were possible - because of the problem of how to output the result. Hopefully they have changed their minds but you can see their point. Apart from taking photographic screen-shots (often a rather hit or miss affair) there is still no cheap and easy way to reproduce properly all of the subtleties that are now possible on screen. Until the image display technology catches up with the image production technology in terms of price, VCR's are going to fill the gap. What we need now is a really cheap VHS editing suite!



- To create the folded chequerboard:
1. Make a simple check pattern
  2. Give it perspective foreshortening and then distortion in Deluxe Paint, using 2 colours from 32
  3. To enhance the perspective, transfer the whole picture into DigiPaint, saved as a brush, then paste it down with Shaded Mode selected
  4. A gradual transition from the brush colour to the background colour in either or all directions from a 'highlight' is possible by selecting with a simple gadget

cannot rival Deluxe P when it comes to creating perspective patterns and fills, or transformations and distortions of shape.

To create the folded chequerboard I made a simple check pattern, gave it perspective foreshortening and then distorted it in Deluxe P - all this using a mere two colours from 32. C. To enhance the perspective I transferred the whole picture into Digi P saved as a brush then pasted it down with Shaded Mode Selected. This mode allows

#### 4000 Colours on Screen!

The basis of this apparent magic is the ability of the Amiga to produce HAM -'hold and modify' - screens. As a HAM display is produced, each pixel may be held momentarily and the value of one of its three primary colours changed. other words each pixel can be a different colour from its neighbour and from all other pixels, up to the maximum of 4096 hues on screen at once. The potential for highly coloured screens provided by this ability to modify colours is really great, but until recently only those who could afford a digitiser or understand the Amiga ROM Kernel Reference Manuals had any chance of creating their own HAM screens.

you to produce a gradual transition from the brush colour to the background colour in either direction or in all directions from a 'highlight' selected with a simple gadget.

The Shaded Mode works with most of DigiPaint's tools and functions and allows some very delicate effects, including the clouds (with the airbrush) and the balls/bubbles (with the circle-fill). For more complex shapes, however, Deluxe P is much more versatile, allowing rotation, bending, stretching etc. Basic, unshaded elements produced this way can then be transferred to DigiPaint.

The bubbles utilise another mode - Blend - which gives the effect of transparency by averaging the colour of a brush with the colour of the area beneath it. In a similar way (with practice) it is possible to use the other Modes to produce a whole range of effects including colourising black and white images like the digitised picture of the model above.

Because DigiPaint uses all of the Amiga's palette it is possible to have several Deluxe Paint pictures or digitised 'screen-grabs' on screen at once, even if they have different palettes. The 'boy's bedroom' is made up of a number of images, some from full-colour digitised images, some Deluxe Paintings, and some objects produced using Sculpt 3D, all manipulated to give the illusion of depth. To be of any real use to a graphic artist a paint program must be able to mix together images from a range of sources like this to produce what is known as Photo-montage; DigiPaint is the first to allow this on a relatively cheap PC.

Deluxe Paint 2, DigiPaint and Digi-View (NewTek's inexpensive digitiser system)

together would make a remarkable package providing facilities unobtainable on any other PC. The weaknesses of Deluxe Paint 2 are the strengths of DigiPaint, and vice-versa.

#### Photo-montage

The process of computerised photo-montage on the Amiga is really simple using DigiPaint, but very versatile because of the way that the Modes work with other functions. Any image on screen can be copied to a Swap storage area, which is in effect a screen behind the visible one. Any new image can now be loaded onto the front screen. Using any ready-made or captured brush, the front screen can be "rubbed through" revealing the picture below. If Blend or Tint or Shading is in operation (or any Mode) these will affect the quality of the image that is revealed. With this technique some quite remarkably sophisticated photo-montage is possible.

#### DIGIPAIN £59.95

NewTek  
UK Distributors: Hi-Voltage,  
53-59 High Street, Croydon,  
Surrey  
Tel. 01-681 3022

#### DELUXE PAINT 2 £69.95

Electronic Arts  
Langley Business Centre,  
Langley, Bucks.  
Tel. 0753-49442

# PIRATES! CHASE FAME & FORTUNE ON THE HIGH SEAS

The Action Adventure Simulation

**Pirates! The world's first swashbuckling simulation.**

*Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role – Privateer Captain, a pirate in all but name.*

*Leap into this era of turbulence and change – a time when daring adventurers can gain power and wealth.*

*Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.*

*Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and*

*negotiate the greatest profits.*

*Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?*

*Pirates! will be landing in all good software stores soon.*

**MICRO PROSE**  
SIMULATION SOFTWARE

Commodore 64/128. Disk £19.95.  
Cassette £14.95.

**1** IT'S THE 4TH JULY AND THE NATION IS SET FOR AN ALMIGHTY CELEBRATION.

**2** INTO THE COMPARENT CALM OF THE WHITE HOUSE BURSTS THE MANIC DR. MEGALOMANN. "STEP DOWN MR PRESIDENT, SUBMIT TO MY RULE OR TODAY AMERICA WILL KNOW A PLAGUE FROM WHICH DEATH WILL SEEM A HAPPY RELEASE".

SCREENSHOTS FROM COMMODORE VERSION.



HI KIDS! NO TIME TO LOSE. C.I.A. SAY THERE'S AN UNIDENTIFIED MISSILE LOCATED IN AN UNDERGROUND SILO IN THE MIDDLE OF THE CALIFORNIAN DESERT. MUST BE THE ONE! CLIMB ABOARD THE SKY CYCLE. TOGETHER WE CAN SAVE THE FREE WORLD. GOD SAVE AMERICA!

CBM 64/128  
£9.99 £11.99  
TAPE DISK

AMSTRAD  
£9.99 £14.99  
TAPE DISK

SPECTRUM £8.99

ATARI ST £19.99

# CAPTAIN AMERICA

IN:

# THE DOOM TUBE OF DR. MEGALOMANN

# SCREEN TEST

## SCREEN TEST INDEX

- 52 **OGRE** Origin Systems/Microprose
- 53 **INDIANA JONES** US Gold
- 55 **ADDICTABALL** Alligata
- 56 **ENLIGHTENMENT** Firebird
- 58 **PRO SKI SIMULATOR** Code Masters
- 61 **ZARCH** Superior Software
- 62 **THUNDERCATS** Elite
- 64 **JACK THE NIPPER 2** Gremlin
- 66 **IMPLOSION** Cascade
- 68 **XECUTOR** Ace
- 69 **TRANTOR** Go!
- 70 **GRAND SLAM** Eidersoft/Infinity
- 73 **SPORE** Bulldog
- 74 **YOGI BEAR** Piranha
- 74 **CAPTAIN AMERICA** Go!
- 77 **PHM PEGASUS** Electronic Arts
- 78 **TERRORPODS** Psygnosis
- 81 **ANGLE BALL** Mastertronic
- 81 **FRUIT MACHINE** Code Masters
- 81 **DIABLO** Diamond
- 81 **CLEAN UP SERVICE** Players
- 82 **VERSION UPDATES**

### The PIC chart explained

A new system takes a bit of getting used to, so we've cooked up some ratings for a fictional game, *Standard Issue Scrolling Coin-Op Conversion* to help you along. You know the kind of thing; good scrolling, fast and noisy action, picking up extra weapons. Now check out the ACE treatment this game gets.



**VISUAL:** What does the game look like? The more of these squares that have turned white, the higher the game's visual score is. Grey squares mean jerky animation, flickering sprites, colour clashes or a badly adjusted monitor.

**AUDIO:** How does the game sound? Are the in-game effects mighty booms and piercing screeches, or just puny blips? Do you want an LP of the title music, or would you prefer a pair of earplugs? Does that digitised speech say "Missile launched" or is it more like "Ngissiye lauged"?

**IQ FACTOR:** How much thought does the game demand? Is it an epic of strategic planning, or a mindless shoot-em-up? A low rating here doesn't mean the game's bad - but don't expect it to tax your grey matter too much.

**FUN FACTOR:** Is it playable, amusing, enjoyable? Does it make you feel like you want 'just one more go'? And then another? Can you go into a darkened room and have a good time with this game? If so, then it's got a high Fun Factor. Expect higher ratings for pure arcade action than for games based on theology books; but games requiring thought can still do well here.

**PREDICTED INTEREST CURVE, or PIC for short.** One look will give an instant idea of the game in question. The higher the curve, the more of your attention the game holds at any one time: the top of the box means total obsession, while the bottom means complete and utter indifference. In our fictional shoot-em-up here those graphics mean you'll be pretty impressed after a minute. You're even keener after an hour, thanks to those nice controls. But frustration at those sudden deaths has taken the edge off this by the end of the first day, and after a week the lack of depth is starting to show as well. By a month you've seen just about everything the game has to offer and want a new challenge, but the playability and great graphics mean you'll still be loading it up occasionally in a year's time.

**ACE RATING** is out of a possible 1000 and is directly related to the area underneath the Predicted Interest Curve. Obviously, the higher the score - the better the game. Games which are ACE Rated over 900 are really hot stuff - see Thundercats or Zarch for examples.

# OGRE

ORIGIN SYSTEMS go to war

**SET** in the 21st century, this one or two player wargame is an adaptation from the board game by Steve Jackson (he of *Autoduel* fame.) The player takes charge of the defending forces and attempts to stop the monster war machine, the Ogre.

The game display consists of the playing area (made up of a 15x21 hexagonal map) taking up the majority of the screen with a

right hand strip showing any relevant information. The player controls the sequence of play by means of menus that appear in this column, while the actual movement and firing of the pieces is selected and carried out on the playing area.

The Ogre is controlled by the computer in the single player option and its prime objective is to destroy the defending player's

then the battle commences. The Ogre makes its appearance at the bottom of the map and works its way upwards toward the player's Command Post, taking into account the distribution of the defending forces and the terrain. Once the Ogre has moved, the fire phase is initiated and if any defending pieces are within range, the Ogre attacks. Then the player gets to move his forces and attempts to make a strike against the Ogre. If the player has any Ground Effect Vehicles then he gets an additional chance to move the G.E.V's at the end of the firing phase.

Facilities to enable the player to design the battlefields and choose the effective strength of the Ogre add depth to what is essentially a wargame for beginners. The game is limited though because in the single



**BULLWHIPS** are all very well, but most people would like something a bit meaner against venomous snakes and hordes of kill-crazy cultists. Not swashbuckling archaeologist Indiana Jones though: he'll belt his way through almost anything to wrest the sacred Sankara Stone from the hands of the bad guys. Just as well really, because with things the way they are he'll have to.

The bad guys in question are thugges - worshippers of the death goddess Kali - and they're a nasty lot. They've enslaved local children to work their mines for gems, so you (as Indy) spend the first of the game's three levels freeing kids. The action here takes place in a maze of platforms, ladders and conveyor belts displayed in a rather tricky 3D. You can get around using the ladders and conveyors, take short cuts by using your whip to swing across gaps, or leap down onto lower platforms once you've learned the layout of the place.

RELEASE BOX		
C64/128	£9.99cs, £14.99dk	REVIEWED
SPEC	£8.99cs	NOV 87
AMS	£9.99cs, £14.99dk	REVIEWED
ATARI ST	£24.99dk	NOV 87

## VISUAL EFFECTS

Simple representation of pieces

## AUDIO

Sparse effects add little to atmosphere

## IQ FACTOR

It's a tough game to win

## FUN FACTOR

Engrossing - and very user-friendly



Grips from the start and keeps you at it

**ACE RATING 813**

Command Post. The idea is for the player to utilise his limited forces in an attempt to defend his Command Post. Choosing the forces is of the utmost importance to the player as it determines the player's tactics for the game. Several armoured pieces are available: howitzers have the longest range and a high attack strength but once positioned are immovable; Ground Effect Vehicles are highly manoeuvrable but have a lower attack strength.

Once the pieces have been deployed

RELEASE BOX		
C64/128	£19.95dk	REVIEWED
IBM PC	£24.95dk	REVIEWED
A MIGA	£24.95dk	REVIEWED
ATARI ST	£24.95dk	IMMINENT

When you find the cage where each of the kids is held, a quick crack of your whip will smash the padlock and set them free. The same treatment will also stun thuggee guards and kill snakes, but be warned: you need to be pretty accurate to stun guards properly, and they don't stay out for long anyway.

If you can free all eight kids without running out of lives - guards, snakes and large drops all kill you, as do the level's marauding bats and the occasional fireballs that thuggee priests fire at you - you have to dash to the exit, where you can leap into a mine car and go on to level 2. After the usual delays for disk access or tape loading, you'll find yourself trundling down the mine's railway system towards the Temple of Doom itself.

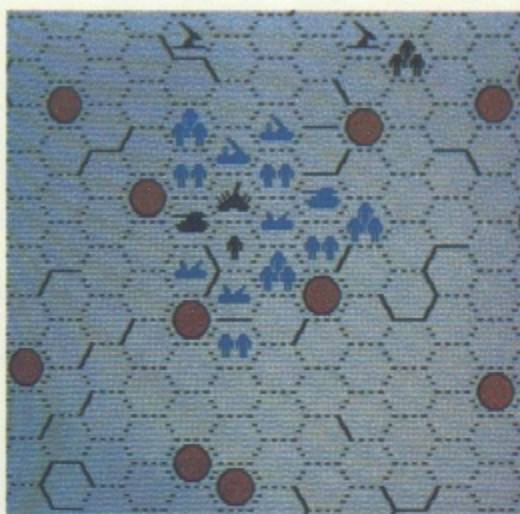
The action here's largely down to fighting off thuggee-filled mine cars with your

player option the chance to play the part of the Ogre is denied. The fact that there is only ever one enemy piece (formidable as it may be) on the board will leave the competent strategist with the feeling that his tactical abilities are not being stretched, and he will soon get bored with it.

● Andy Smith

**Kill-by-numbers**

Ogre comes very close to putting a board wargame into your computer. The display, the playing area and the sequence of phases all combine to give the player the feeling that the computer is handling all the tedious parts of a board wargame while allowing the player to concentrate on the tactical side of things.



Your chance to strike back, move your forces into position and hope your combined fire power will slow the Ogre down.

**IBM PC Version**

Very similar to the other versions, despite the colour limitations of the PC. Cursor control is jerky but not enough to detract from the game. The game runs as fast if not faster than the Amiga version.

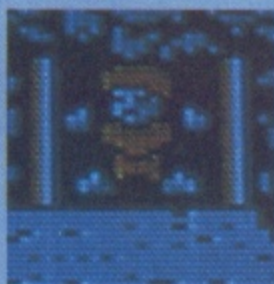
**C64 Version**

Surprisingly similar to the Amiga version, with most of the main features present. Slower and not as colourful as the Amiga version but just as playable.

# INDIANA JONES AND THE TEMPLE OF DOOM

US GOLD follow Indy underground

whip and keeping your car on the rails. The latter's harder than it sounds: you'll have to lean to one side or the other to change tracks at junctions so as to avoid dead ends or broken rails. Some rapid changes of direction are needed in places, but a little trial and error will soon get you safely to the end of the run and into the Temple.



After yet more loading you finally catch up with that Sankara Stone, though there's more whip work on snakes, guards and some very tricky gaps before you can get hold of it. The

strange forced perspective here takes a bit of getting used to, but this shouldn't cause too many gameplay problems. Of course, you only have the lives you've brought through from the earlier stages so exploration takes a great deal of loading time. Once you've got the Sankara you'll have to go round the three levels twice more to get its companion stones, before tackling the game finale.

Overall it's appealing stuff with chunky, pleasant graphics, but the gameplay's a bit lightweight in parts - level 2 is particularly

easy - and a day's play should show you most of the variety the game has to offer.

● Andy Wilton

**CPC Version**

Fewer colours and 'rollerskating' sprites make the CPC graphics look a little rough, and the scrolling isn't perfect either. It's much harder to stun thugges with your whip, but this is more a frustration than a challenge.

**VISUAL EFFECTS** ■■■■■

Chunky, but quite appealing

**AUDIO** ■■■■■

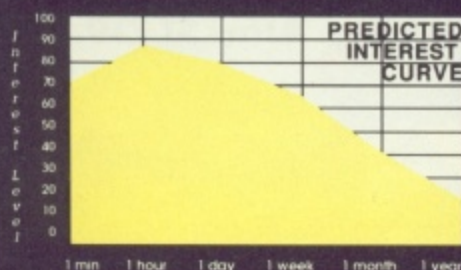
Music soon starts to grate

**IQ FACTOR** ■■■■■

Some cave layouts to memorise

**FUN FACTOR** ■■■■■

Easy to get stuck in



Yields its treasures a bit too easily

**ACE RATING 776**

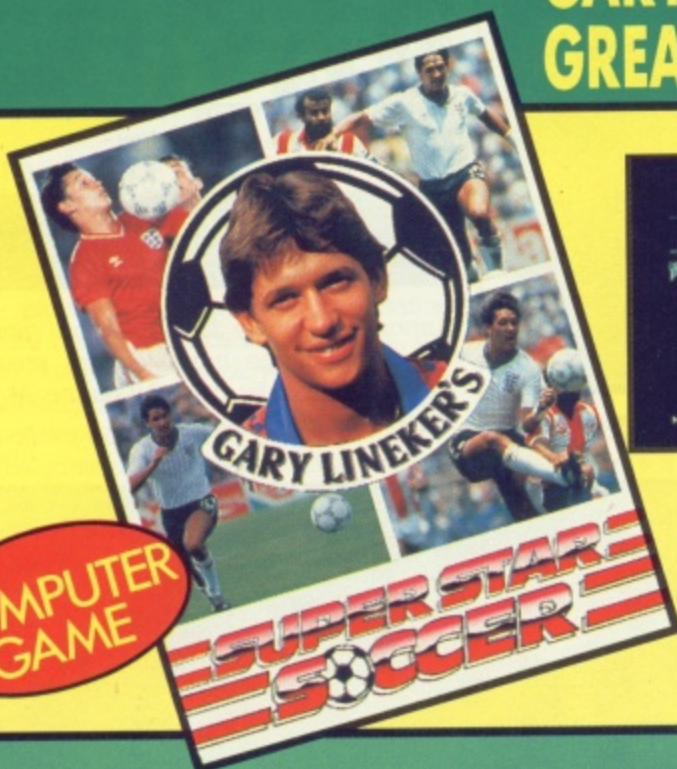
**Whipping Yarns**

The C64 Indy, and two kids he's got to free: whip those padlocks to break them loose.



# GREAT GAME GARY

GARY LINEKER PRESENTS TWO OF THE GREATEST SOCCER GAMES EVER DEvised!



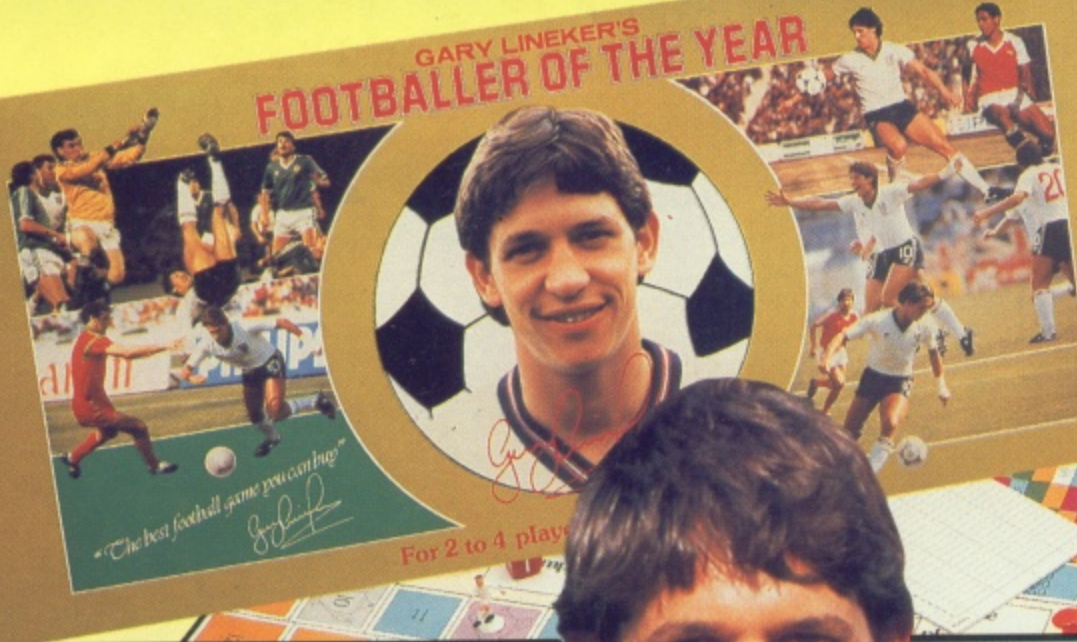
COMPUTER GAME



Take the brain teasing demands of football management, the mysterious qualities of team coach and add the explosive talents of a star striking centre

forward and you've got Superstar Soccer – an original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.

## GARY LINEKER'S FOOTBALLER OF THE YEAR



Available from all good toy shops and sports shops.

BOARD GAME

## GARY LINEKER'S FOOTBALLER OF THE YEAR

Enjoy the world of a Football League Player, suffering the pain and winning the glory, starting at the bottom and becoming a legend... A Footballer of the Year.

£14.99

## GARY LINEKER'S SUPERSTAR SOCCER

The most original computer football game of all time... Available on:

CBM 64/128  
Tape £9.99, Disk £14.99  
Amstrad  
Tape £9.99, Disk £14.99  
Spectrum Tape £7.99  
Atari ST £19.99



Gremlin Board Games Ltd.,  
Units 2/3 Holford Way,  
Holford, Birmingham  
B6 7AX

### ORDER YOUR GAMES NOW!!

If you would like us to rush one of these great games direct to your home at no extra charge fill in this coupon NOW and post to:-  
GREMLIN BOARD GAMES/GREMLIN GRAPHICS SOFTWARE LTD.  
Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

I would like ..... copies of Gary Lineker's Footballer of the Year. (Cheques made payable to Gremlin Board Games)  
I would like ..... copies of Gary Lineker's Superstar Soccer. System (Cheques made payable to Gremlin Graphics Software Ltd.)

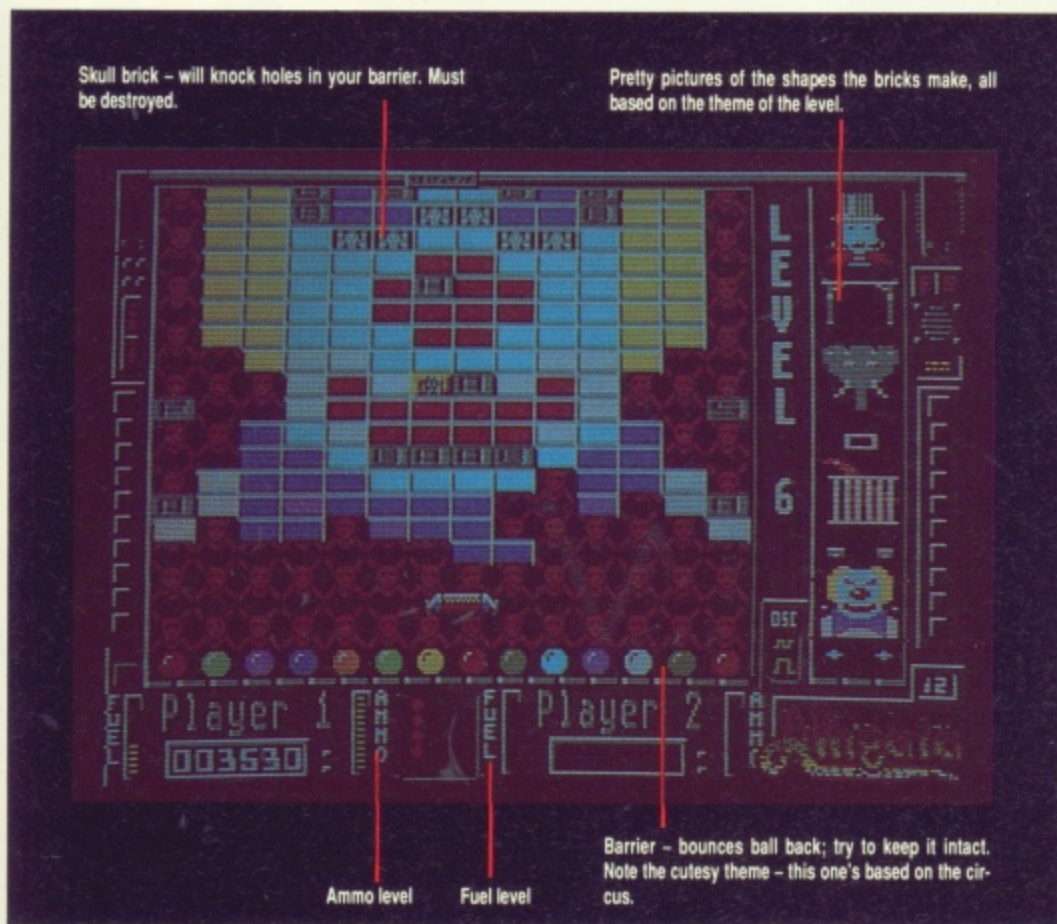
Name ..... Address .....

Postcode .....

Total Amount Enclosed £ ..... CHEQUE/P.O./OR ACCESS/VISA ONLY.  
Please debit my Access/Visa account.



Gremlin Graphics Software Ltd.,  
Alpha House, 10 Carver Street,  
Sheffield S1 4FS.  
Tel: (0742) 753423



**Brick values**

<b>Skull</b>	Skulls take out bricks from your barrier
<b>A</b>	Replenishes ammo
<b>B</b>	Rebuilds holes in your barrier
<b>C</b>	Traps ball on bat
<b>E</b>	Extra life
<b>F</b>	Fuel for your thrust power
<b>H</b>	Halts scrolling - very useful in tight spots
<b>L</b>	Gets you that essential firepower
<b>T</b>	Thrust unit
<b>S</b>	Alters ball speed - when it's whizzing you can really clean up a screen.

you are the ones giving you ammo, and the skull bricks - if you miss these they'll take out chunks of your barrier when they scroll down to it. A constant bother throughout are the firedrops released when your ball strikes certain randomly-placed bricks (which unfortunately have no special features to identify them); the firedrops also take out bricks from your barrier. Destroy them by bumping them with your bat. You can gain swift access to higher sections of a level or different levels altogether by dropping your ball inside the

# ADDICTABALL

ALLIGATA'S bouncing bat-and-ball game.

**NOT** again? Yet another *Breakout* bat, ball and brick superclone? Can it possibly be worth getting? 'Yes' is the answer to all three questions, because *Addictaball* - despite its derivative nature - really does have the elements that make you stick at it.

The game's note of originality is largely due to the fact that it scrolls vertically, with your bat at the bottom of the screen and the

bricks you must destroy moving down towards you. Beneath your bat is a single line of bricks; so you don't even have to ping the ball to stay alive - it can just bounce around *ad infinitum*. But if that thin line of bricks is pierced - and there are plenty of reasons why that might happen - your ball can disappear to lose you a life.

Since the game scrolls you don't get separate screens as such; instead, *Addictaball* offers 6 levels of around 10 screens size, each level with bricks arranged around a different theme. The theme for Level 1, for instance, is transport; the pattern of the bricks is not instantly obvious, but the pretty little motorcycle/car/steam train going back and forth as you reach crucial areas makes the point pretty clearly. Blast the thing with your ball several times until it disappears and you can progress through the level.

Your bat is slightly different from other games in the genre; you need laser power and thrust (allowing you to move up and down) throughout. Thrust may sound unnecessary, but it can come in useful for hopping over indestructible bricks and getting out of tricky situations.

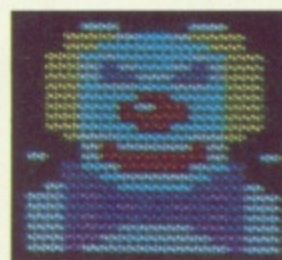
As in other *Breakout* derivatives, certain bricks will give pain or pleasure when hit (see box). Particularly important targets for

hyperspace transporters - but this is easier said than done.

Most troublesome of all though are the aliens contained in certain bricks. These little rascals buzz around most annoyingly and must be terminated with extreme prejudice; just make sure you've got lots of ammo.

*Addictaball* may not be the most original thing since *Space Invaders*, but it has enough flavour to make it worth considering even if you've already got *Arkanoid* or *Impact*. It's every bit as addictive as those two, and has an excellent balance between frustration and compulsion.

● Peter Connor



**VISUAL EFFECTS** ■■■■■■  
A lot of thought's gone into the screen design

**AUDIO** ■■■■■■  
Pings, pongs, and some jaunty intro music

**IQ FACTOR** ■■■■■■  
You'll have to think on your feet in tight spots

**FUN FACTOR** ■■■■■■  
Highly addictive - but can be very frustrating

**PREDICTED INTEREST CURVE**

Eventually you'll either solve it or get stuck

**ACE RATING 826**

RELEASE BOX		
C64/128	£6.95cs, £7.95dk	IMMINENT
SPEC	N/A	DEC 87
ATARI ST	14.95dk	REVIEWED
AMS CPC	N/A	DEC 87
AMIGA	TO BE DECIDED	
MSX	£6.95cs	IMMINENT

**HERE** we have the sequel to *Druid*, one of the more popular *Gauntlet* clones. The game looks very similar to its predecessor with the same old druid character running around a colourful scrolling maze/room background while being chased and attacked by lots of energy-draining nasties. But you soon discover that the game play has been souped up considerably.

If you need an excuse to play the game, the scenario is as follows; it's been 103 years since Acamantor was expelled from the land of Belom. Hasrinaxx the druid has

space in his spell book he may collect a spell by standing over the icon and pressing the + key. The spells are quite varied in their use; effects range from lighting up a dark area of land to obliterating all the monsters on the screen.

Rushing around blasting monsters and grabbing spells is exhausting stuff and though the druid can cast spells to protect himself from hits and drive away his foes these have very short durations. Despite replenishing your energy with Banquet spells (looking like a Colonel Sanders chicken leg)

### Druid and 2

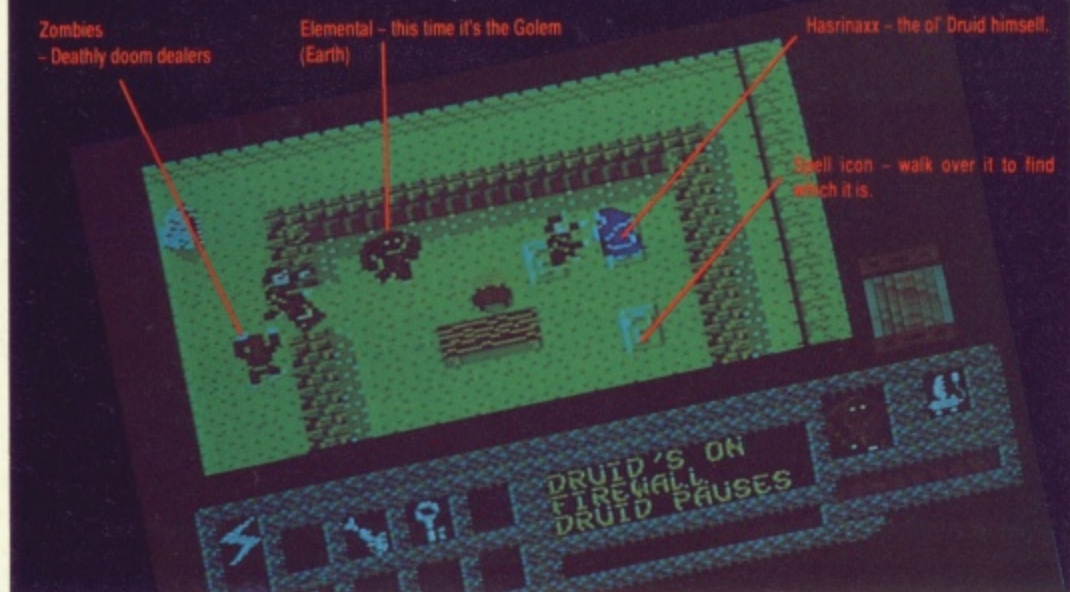
For those of you who already have *Druid* the question of *Enlightenment* justifying another ten smackeroonies instantly arises. The hordes of new spells do add new twists to the old plot, but on the whole the game-play remains very similar. It's a close thing, but unless you enjoyed the original enough to consider yourself a *Druid* fanatic £10 may just be a little too steep.

# ENLIGHTENMENT

Does FIREBIRD's wizardry lift the gloom?

## Dangerous Druid doings

Hasrinaxx and his faithful elemental, a Golem, battle their way through hordes of zombies. Just a little further to go before he reaches a new spell.



grown older and wiser with many new spells at his fingertips, and now the time has come to use them. Acamantor has returned more powerful than ever and this time expelling him is not the answer. As one of the last great druids you must find and kill the evil Sorcerer.

*Enlightenment* is rather more of a magic-based game than the original and your druid now has access to 32 different spells, though he may only have eight in his spell book at any one time. Spells are represented as icons and are distributed throughout all of *Enlightenment's* 15 lands. If the druid has a

you soon find your strength sapped by the relentless onslaught. But fear not - your druid has help on hand in the form of the 'conjure elemental' spell.

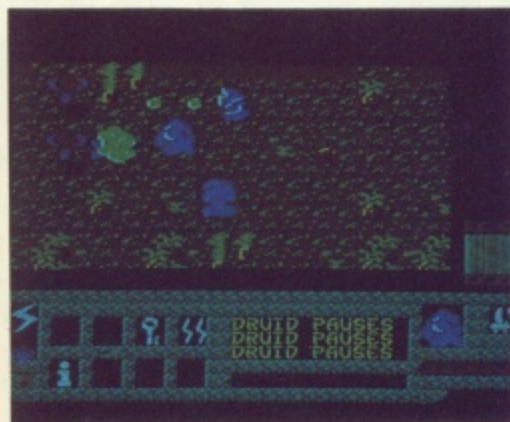
Four types of elemental can be conjured to fight on the druid's behalf; Golem, Wisp, Pheonix and Kraken representing Earth, Air, Fire and Water respectively. These can be controlled by the computer or via a second joystick - effectively making *Enlightenment* a two player game.

If the computer controls the elemental you are given a choice of three movement commands; follow the druid, send in a direction or wait. This limited choice makes the elemental a little unwieldy but still well worth the conjuring.

Each realm which the druid must travel through is largely dominated by one type of element and it is this that determines the power of your elemental. For example, the Kraken is strong in the watery marshland but weak in the desert, so it helps to keep at least one conjuring spell in reserve.

*Enlightenment* has a big play area and a large assortment of spells and foes. All this adds up to a difficult enjoyable challenge - but games of this sort are becoming very common and, though good, *Druid 2* is beginning to wear thin the old *Gauntlet* theme.

● Andy Smith



Another land and a new elemental. The druid sends his Kraken(water elemental) to deal wet death to some dastardly demons. But be careful - slime monsters are gathering!

RELEASE BOX		
C64	£8.95cs, £12.95dk	OUT NOW
SPEC	£7.95cs	IMMINENT
AMS CPC	£8.95cs, £14.95dk	IMMINENT
ST/AMIGA		UNDECIDED

## VISUAL EFFECTS

Almost identical to *Druid*

## AUDIO

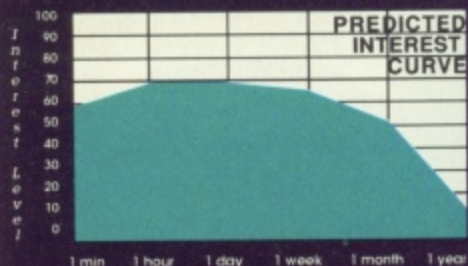
Title tune and average blast noises

## IQ FACTOR

Not too demanding - but it helps to map it

## FUN FACTOR

Jolly enough - especially in 2-player mode



Once you solve it your unlikely to return

## ACE RATING 721

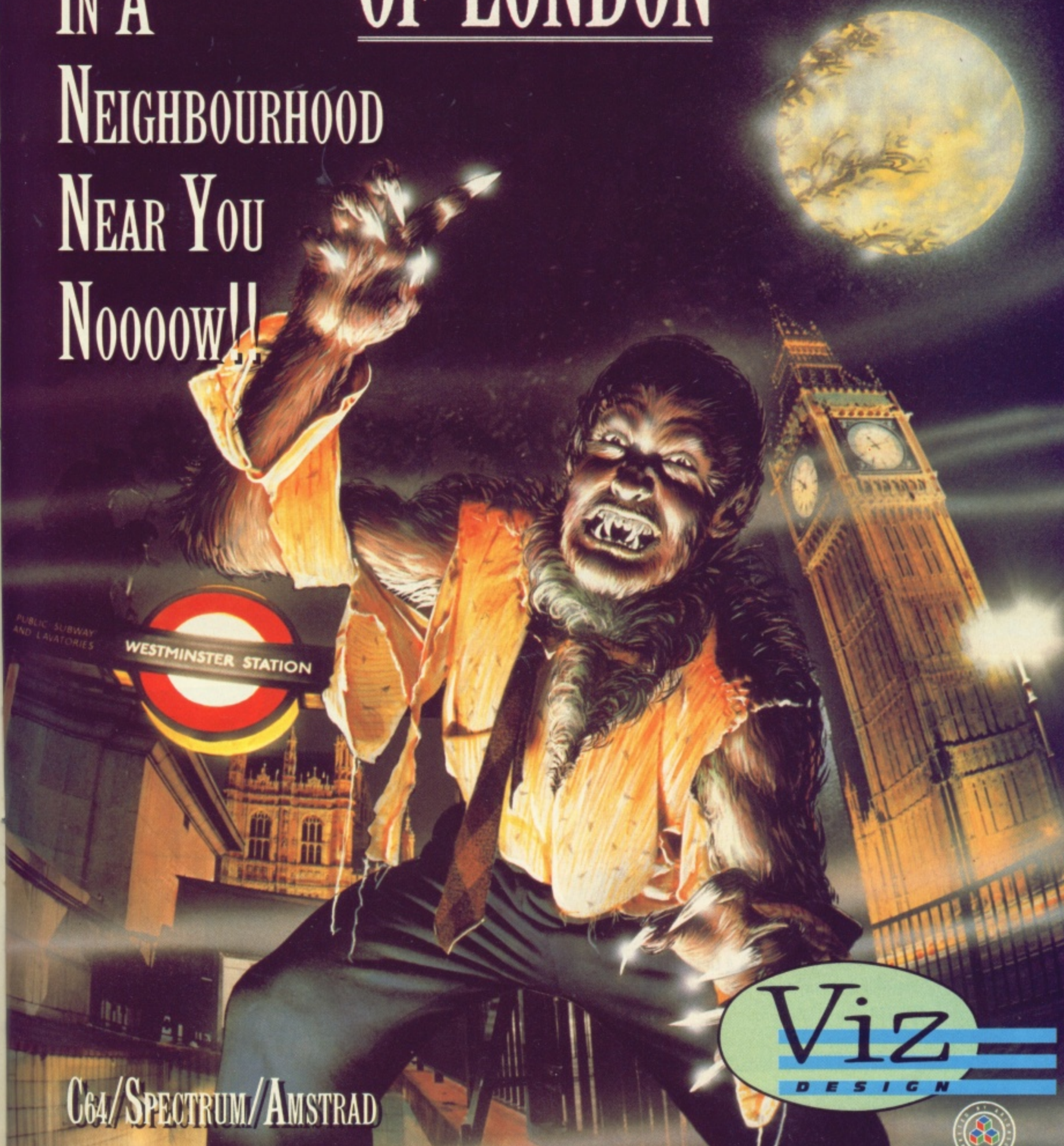
# Werewolves

IN A OF LONDON

NEIGHBOURHOOD

NEAR YOU

Noooooow!!



C64/SPECTRUM/AMSTRAD

Viz  
DESIGN



# PROFESSIONAL SKI SIMULATOR

Go snow blind with CODE MASTERS

**SHOULDER** your skis, grab an airline ticket and catch the next flight to Austria for Code Masters' latest game. *Professional Ski Simulator* follows firm-

ly in the footsteps of Codemasters' greats including *Grand Prix* and *B.M.X. Simulator*.

*Pro. Ski Sim.* is for one or two players and contains seven authentic slalom slopes.

The player starts the game at the top of the slope and uses three keys (left-right and thrust) to guide his on screen sprite toward the bottom, taking care to weave in between all the gates on the way down. Each slope has its fair share of dips and flats and the player has to use the 'thrust' key to pump his poles and propel himself along the flat sections. Holding the thrust key down while the character descends a small steep section results in the character adopting a crouched position that increases his speed.

Each course has the player racing not only the clock - you get less time for each course - but also struggling to remain on the screen. You view the game through a large on-screen window that continually scrolls down, and should you hang around for too long your character disappears off the top.



Safely at the bottom of the course. Now for the apres-ski...



Amstrad version. Piste 3: snow here is white as ...snow

“...the best racing  
played - even be

Zzap



**ELECTRIC DREAMS  
SOFTWARE**

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close,  
Finedon Road Industrial Estate, Wellingborough,  
Northampton NN8 4SR. Tel: (0933) 76768  
Copyright 1986 Sega Enterprises Inc. (USA). All rights reserved.  
Electric Dreams Software. Authorised User.

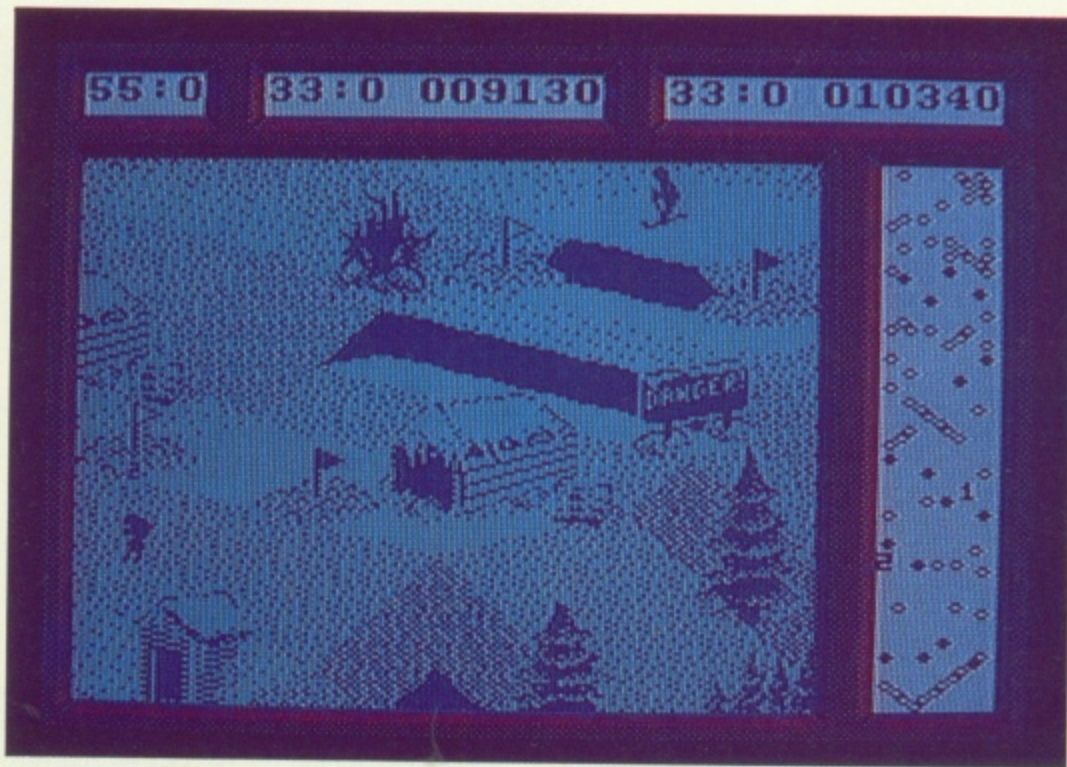
Commodore 64/128 Cassette (£9.99) and Disk (£12.99)

ZX Spectrum 48k/128k/+ (£9.99)

Amstrad CPC Cassette (£9.99) and Disk (£14.99)

Amiga Disk (£14.99)





Piste 2 (for piste read slope) on the Spectrum version: those jumps are tough to negotiate

### Amstrad Version

*Incredible but true - the snow in the Amstrad version is white, the players are in red and the game plays exactly the same (but slightly slower) than the Spectrum version. Just as addictive and just as much fun.*

If that happens then you have to refer to the radar strip to the right of the screen in order to navigate. This gives a very simple aerial view of the slope and only shows the gates and the players, not the surface features.

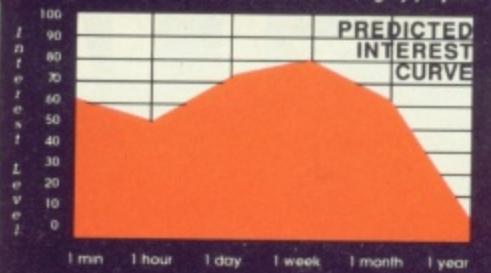
Initially, the gameplay is tough and takes a fair while to get used to. The screen design is colourful, (blue snow?) but it takes time before the player can confidently

VISUAL EFFECTS ■■■■■■ Blue all over

AUDIO ■■■■■■ Listen to that crispy snow

IQ FACTOR ■■■■■■ Learn the slopes

FUN FACTOR ■■■■■■ Addictive and thoroughly playable



ACE RATING 727

### RELEASE BOX

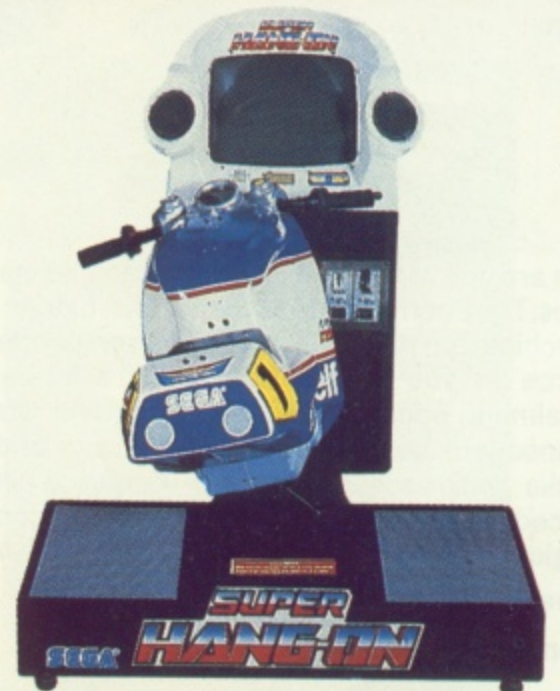
C64/128	£1.99cs	DEC 87
SPEC	£1.99cs	REVIEWED
AMS	£1.99cs	REVIEWED

recognise the terrain features. If you can get to grips with the controls and learn the layout of the slopes you're in for a lot of fun.

● Andy Smith

g game we've ever  
 etter than Out Run!"  
 ip! 64 'ANOTHER DAY AT THE ARCADES'

**UPER**  
**NG-AN**



**SEGA®**

# THE ACTION—SIMULATION

## AIRBORNE

# RANGERS™



You are one of the elite ... parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests ... you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

**AIRBORNE RANGER.** A challenging combination of danger and suspense. Available for the Commodore 64/128K. Cassette £14.95 Disk £19.95.

**MICRO PROSE**  
SIMULATION • SOFTWARE

Please send \_\_\_\_\_ copy/ies of Airborne Ranger CBM 64/128  Cassette £14.95  Disk £19.95  Further details.

Name (block capitals) \_\_\_\_\_ Address \_\_\_\_\_

Post Code \_\_\_\_\_

I enclose £ \_\_\_\_\_ including 55p P+P. Cheques payable to MicroProse Software Ltd,

or debit my Access/Visa card. Expiry date \_\_\_\_\_ No. \_\_\_\_\_



# ZARCH

SUPERIOR's high class shoot-em-up

**INFECTED** foliage? Mutated trees? It must be those unscrupulous aliens again, spraying the landscape with their nasty red virus. There's nothing for it but to get in your hoverplane, take to the skies and shoot them down. That's *Zarch* in a nutshell - and if it just sounds like a boring old shoot-em-up to you, prepare to be surprised.

There are the graphics to start with. True perspective 3D - even solid 3D, as here - is nothing new, but *Zarch's* unusual viewpoint gives it a completely different feel. *Zarch* is not a flight simulator: rather than offering the pilot's-eye view of games like *Elite* and *Mercenary*, it takes you out of the cockpit and shows you your hoverplane from a distance, keeping the view level no matter how you turn or roll.

*Zarch's* flying controls are unusual too. The game's mouse only: pressing the left-hand mouse button gives you a short blast or 'bum' on the ship's engine. At first this lifts you straight up off the landing pad, but by moving the mouse you can tilt the hoverplane in the direction you want to go - and a quick burn will have you on your way. The tilt-burn-tilt-burn flying style these controls lead to is rather reminiscent of *Thrust*, but being in 3D it's that much trickier, and that's before you even start to think of combat.

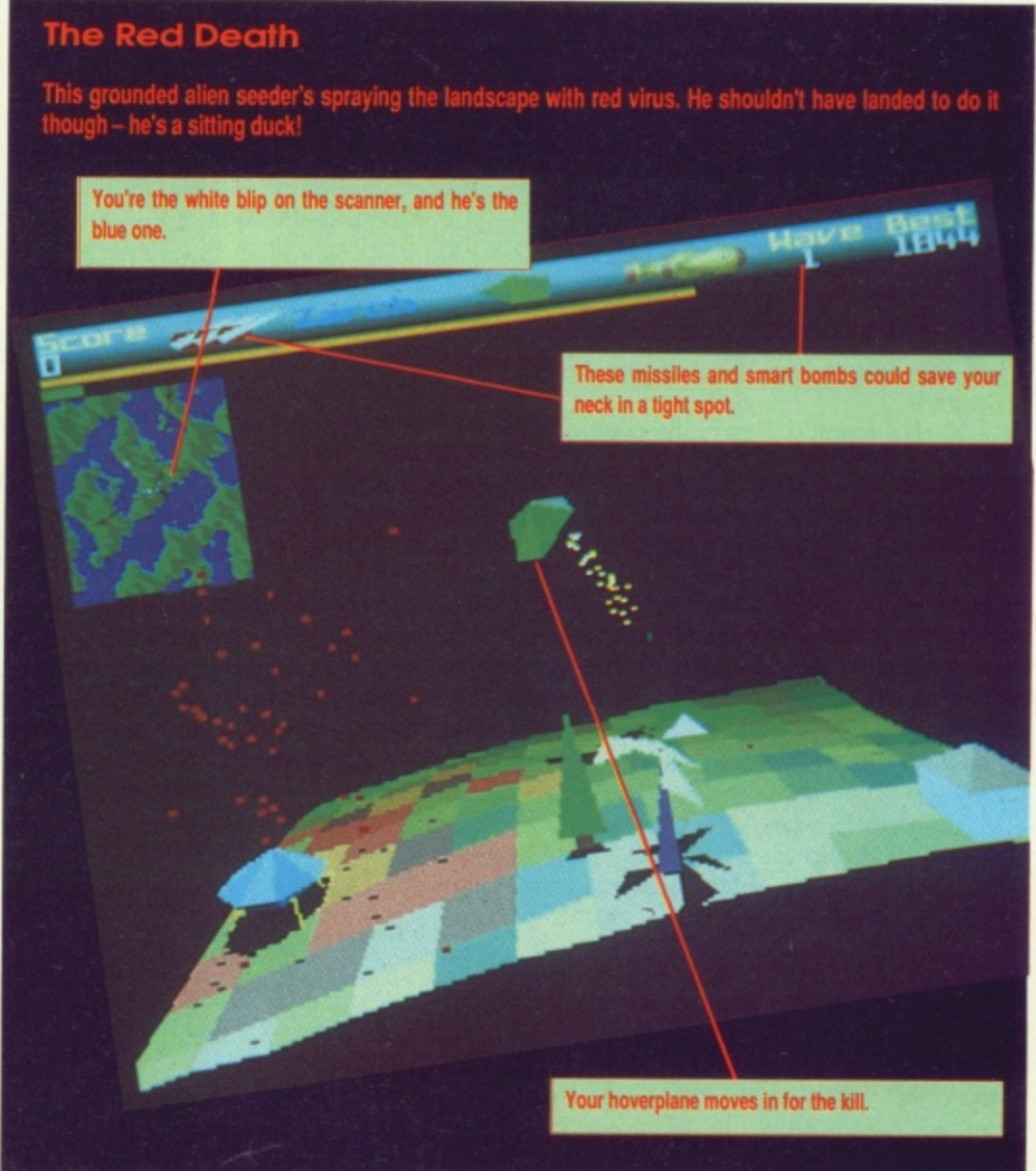
In flight the hoverplane swings freely about its midpoint as if the nose was weighted, so as to point in the direction of tilt. This gives you effective control over which way the hoverplane (and therefore its laser cannon) faces, but means that the plane is always nose down - so you must be above a craft to shoot it. That's no problem if you're after the slow, low-flying seeders which

RELEASE BOX		
ARCHI	£19.95dk	REVIEWED
AMIGA	UNDER DEVELOPEMENT	
ATARI ST	UNDER DEVELOPEMENT	
NO 8-BIT VERSIONS PLANNED		

spray the landscape with virus. Just track them down on your scanner, spiral down and spray them with bullets. One hit finishes their pollution career - and they don't fire back!

Combat height is more of a problem with the aliens' drones and mutants. These hunter-killers work along the same lines as your hoverplane, but their weaker engine power and lower rate of fire should win you the day one-on-one. For massed attacks you'll need to spray bullets wildly, or resort to more serious weapons: either homing missiles - use them wisely because you can't replace the three you start with - or smart bombs. The latter not only kill any bad guys in the area, but even reduce nearby trees to ashes!

Enemy hits won't destroy the hoverplane immediately: your shields will deflect bullets, but this costs you fuel. The heavy thrusting of combat takes its toll here too, so you'll need to refill your tanks at home base on long or violent missions.



Aside from running out of fuel or loss of control, the best way to lose one of your three lives in *Zarch* is by mid-air collision. It's easy to crash into opponents while you jostle for a height advantage, and to make matters worse the aliens send out little kamikaze pests which will try to ram you.

If you succeed in wiping out all your alien opponents - only half a dozen, at first - you'll get a hefty bonus based on the amount of landscape still unpolluted. Then you're faced with a new wave of aliens more numerous than the last, with nastier types like fighters and bombers adding to your troubles. An extra smart bomb and life every 5000 points will help keep you blasting away, but you'll need a lot of practice to get even that far.

Sound effects are poor - little more than an afterthought, really - but *Zarch's* graphic perfection and timelessly addictive gameplay make it an instant classic.

● Andy Wilton

**VISUAL EFFECTS** ■■■■■■ Poetry in motion

**AUDIO** ■■■■■■ Weak effects and not many of them

**IQ FACTOR** ■■■■■■ Never mind the depth...

**FUN FACTOR** ■■■■■■ ...feel the playability

100  
90  
80  
70  
60  
50  
40  
30  
20  
10  
0

Interest Level

PREDICTED INTEREST CURVE

1 min 1 hour 1 day 1 week 1 month 1 year

Master the controls and you're hooked

**ACE RATING 979**

# THUNDERCATS

## THE LOST EYE OF THUNDERA

ACE  
931  
RATED

Feline fury from ELITE

**PUSS** in Boots takes on a whole new meaning this Xmas, as the fruits of Elite's *Thundercats* tie-up hit the worthy chemists and thousands of other software dealers. Elite are producing three games based on the hit TV series/comic/plastic toy, this first one written by software house Gargoyle.

If the mention of their name puts you in mind of Gargoyle sideways-scrolling games like *Marsport* or *Dun Darach*, then the look of *Thundercats* won't come as a surprise: it's a side-on view scroller with all the graphic flair of old. Don't expect complex arcade adventuring though: that Elite influence has given the game buckets of good honest arcade playability instead.

The Eye of Thundera, source of the Thundercats' power, has been stolen by the evil Mumm-Ra's henchmen and somebody's got to go and get it back - you. As that heroic moggie Lion-o you'll have to fight your way into Mumm-Ra's stronghold, hacking and blasting hordes of nasties and leaping across lethal gaps which block your path.

Each of the game's 14 levels is a straight-line dash from start to finish. Though there are obstacles to leap over and platforms to run across, there's no real choice of route. Just cover the distance within sixty seconds, killing or dodging any nasties you come across, and it's onward to another, tougher level.

You start off armed with a broadsword to fend off the foe. It's a tricky weapon to use: timing is critical, and you'll need to duck while using it to hit opponents below (or shorter than) you. Lion-o stops running to use his sword, giving any pursuing nasties a

chance to catch up, so you'll need to work on turn-and-slash moves if you want to live long. You'll also have to keep moving: run out of time, and Mumm-Ra himself will polish you off very quickly indeed.

Tokens along the way can be picked up for extra lives, and also for a change of weapon. Learn which ones do what - some of them can be distinctly unhelpful - and you'll soon be blasting your opponents instead of hacking them. There are vehicles you can use too (if you can find them) to help beat those time limits, not to mention those bad guys.

As well as recovering the Eye itself, you can rescue imprisoned comrades on your mission. The game has three rescue levels, but you only get one shot at

each of them - lose a life and you're straight on to the next level, with no second chance for that hefty rescue bonus. To further vary the pace of the game, levels 4 to 7 can be taken in any order you want. Find the right order and you'll make things a great deal easier for yourself, but working that strategy out will take you plenty of time.

The pace of the game never lets up, and



### The Cat's Whiskers



### Amstrad Version

Not one version but two: 464/664 users get fewer digitised graphics, and only 11 game levels. On the 6128 you'll get all 14, but either way the game looks great and plays better.

### C64 Version - a taster

Gargoyle have always tended to specialise in Spectrum and Amstrad games, so a major C64 release is something of a departure for them. The C64 *Thundercats* is some way off being finished, with work still in progress on the crucial difficulty tuning.



In the Garden of Fire (level 4) and you're looking for a vehicle to help you on your quest.



The Caves of the Molemen (level 2): bats are a constant menace here, but the fireball weapon you've got should help fend them off.

its simple short term aim – get to the finishing line before the time runs out – combines with the toughness of the opposition to make it fiendishly addictive. The game demands your full concentration, and gets it too. More than *Green Beret*, *Ghosts and Goblins* or anything else in this style, *Thundercats* goes the distance.

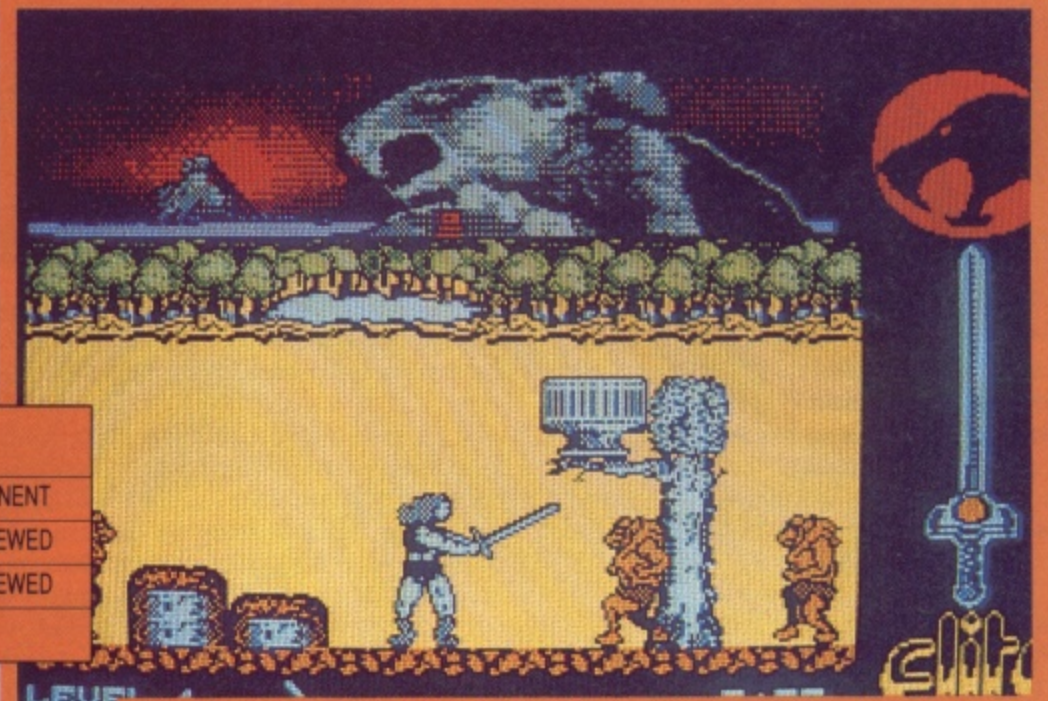
It's graphically impressive too: the animation is stylish and the scrolling impeccable, with digitised backdrops adding enormously to the game atmosphere. The enlarged 128K version uses the extra memory to store further digitised graphics for bonus

screens and the like, along with an enhanced soundtrack for Rob Hubbard devotees, but even with only 48K you'll still have a good-looking, compulsively playable game for your money.

● Andy Wilton.

**One down, two to go**  
Of the two *Thundercats* games yet to see the light of day, one's being developed in house at Elite, and so is pretty much under wraps. The other's a four way scroller with an exploration element to it, but as with *Lost Eye of Thundera* the accent's on arcade action rather than strategy. It should be ready real soon now, but the title's still undecided: obviously Elite will have to go to considerable lengths to avoid confusion, if more than one of the games is out at once.

Amstrad shot:  
The Fertile Plain: the game runs in four colour mode on the Amstrad, but there are eight colours on the screen. Clever stuff!



RELEASE BOX		
C64/128	£9.95cs, £ 14.95dk	IMMINENT
SPEC	£7.95cs	REVIEWED
AMS	£8.95cs, £14.95dk	REVIEWED

**VISUAL EFFECTS** ■■■■■■  
Great animation, lovely digitising

**AUDIO** ■■■■■■  
128's terrific, 48 none too bad either

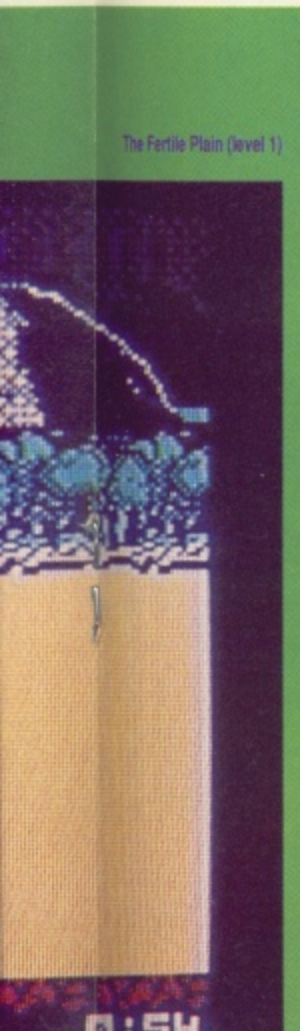
**IQ FACTOR** ■■■■■■  
Eggheads need not apply

**FUN FACTOR** ■■■■■■  
Magnificently obsessive

**ACE RATING 931**



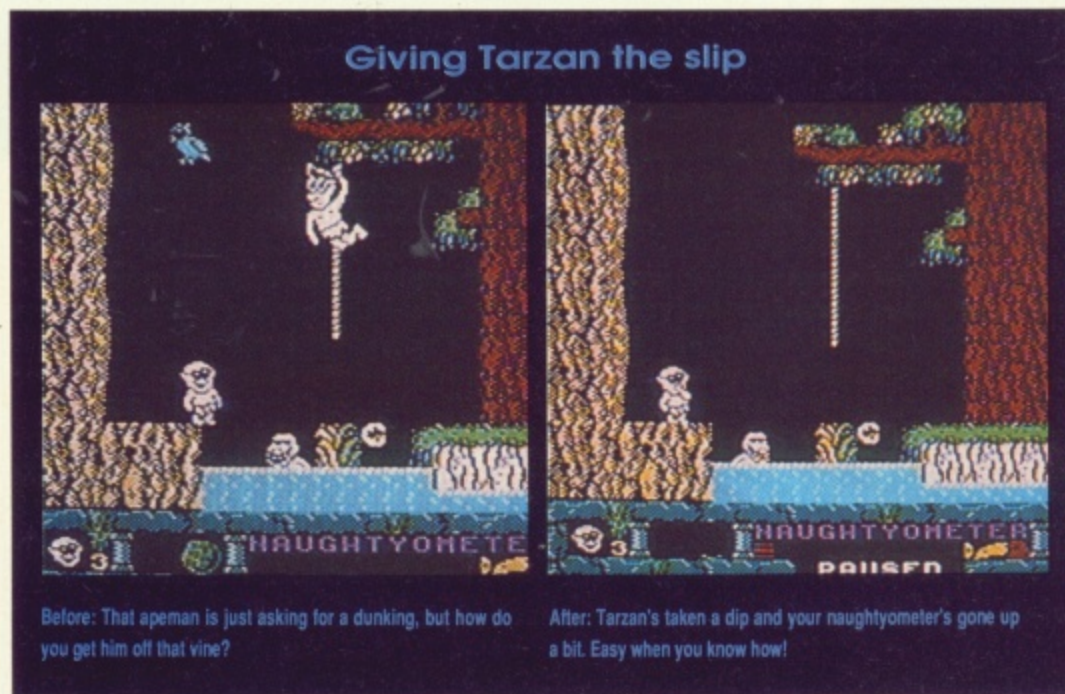
C64 shot:  
The C64 version isn't finished yet, and the Lion-O sprite may well be redrawn before release, but this should give you a fair idea of what to expect.



0:54  
0:55

# JACK THE NIPPER 2: COCONUT CAPERS

Mischief in the jungle with GREMLIN



Before: That apeman is just asking for a dunking, but how do you get him off that vine?

After: Tarzan's taken a dip and your naughtyometer's gone up a bit. Easy when you know how!

**SEQUELS** are big news at the moment: if you haven't bought *Enlightenment (Druid II)* it's probably because you're saving your money for *Gauntlet II*, *Impossible Mission II*, *Matchday II* or some such follow-up. Now here's another contender for that cash: *Coconut Capers*, being the further adventures of that troublesome tot Jack the Nipper.

After his outrageously naughty behaviour in the original game, so the scenario goes, Jack is arrested and shoved on the first plane to Australia. He bails out en route however, and parachutes into the jungle below. Now you take control of Jack, dodging or fighting the jungle's many dangerous occupants - wild animals, wild natives, wild parents and the like - and indulging in various naughty deeds.

These familiar objectives may make *Jack II* sound like it's simply a tropical reworking of the original Jack, but nothing could be further from the truth. *Coconut Capers* doesn't have the rashometer, the breakability or the unusual 3D of its predecessor. Instead it has gaps to jump, ropes and ladders to climb, and a whole load of instantly lethal creatures, objects and drops to avoid. It has timing problems with alligators and floating logs, it has vines to swing on, it has rope-bridges and tree-houses in the jungle canopy to leap between. It is - in case the penny still hasn't dropped - a platform game.

It's not just a platform game mind you - there are those naughty deeds to do, and

plentiful weapons let you shoot your way through some problems - but it is mostly a matter of judging gaps and getting your timing right. The naughty deeds involve finding useful objects - grease, pineapples or toffee for example - which you can take elsewhere and wreak havoc with. Usually the object is quite some distance from the location you need it in, so without good platform skills you probably won't make it. Of course, you could cover that distance only to find you've got the wrong object: some of the puzzles can be pretty obscure, to say the least, and you can only carry one object at a time.

Objects aren't the only things to pick up in the jungle. There are also dummies, which give you an extra life if you've lost some of the nine you started with; native shields, which give you protection against most forms of death for a limited time; and weapons, notably coconuts which you can throw at jungle nasties. As with the objects used in naughty deeds, you can only carry one weapon at a time.

Other game features like slippery slopes, lava and swamp pools, impassable fires and Indiana Jones-style mine cars all add variety to the proceedings, but the game does have its problems. The nasties are reset every time you leave a screen, even if you only do so momentarily in mid-jump, and Jack's so small he can die repeatedly while hidden from view behind tree-trunks or the like - both of these adding to the considerable frustration any platform game has to offer.

The real problem for most people won't

be minor frustrations however, but the fact that *Jack II* is largely a platform game. There's a huge mapping task to get on with - 192 screens, and no names to identify them by - and those naughty deeds are pretty tricky even when you know what you're supposed to be doing, but the gameplay is dated to say the least. Graphically it's a treat, colour clashes to one side, and the game's little musical jokes - a bit of the Stingray theme tune if you fall in the water, or a snatch of Agadoo when you pick up the pineapple - give it audio appeal too. If it's a dinosaur in gameplay terms it's a slick and very well-presented dinosaur; but you'd be hard put to call it an advance on the original.

● Andy Wilton

## Amstrad Version

The CPC *Jack II*'s very well drawn, but the use of four colours rather than sixteen lets it down a bit graphically. Good sound is the only other difference from the Spectrum version.

## RELEASE BOX

C64/128	£ 9.99cs, £ 14.99dk	IMMINENT
SPEC	£ 7.99cs	REVIEWED
AMS	£ 9.99cs, £ 14.99dk	REVIEWED

## VISUAL EFFECTS

Great cartoony graphics, but some bad clashes

## AUDIO

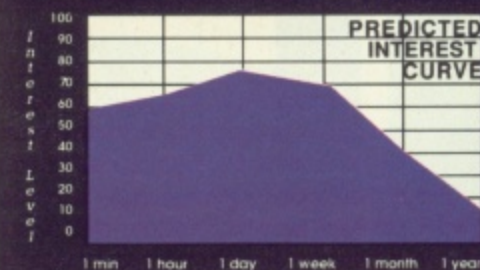
Witty snatches of tunes

## IQ FACTOR

Lots to map

## FUN FACTOR

Needs perseverance



Takes time and effort to get in to it

**ACE RATING 709**

# RAMPARTS

**FUTURE CONCEPTS**

**A MEDIEVAL SMASH 'EM UP... OF DEMOLITION & DESTRUCTION**



SCREENSHOTS FROM CBM64/128 VERSION.



Knights in shining armour you certainly are not, more like black hearted villains as your marauding trio run riot through countless medieval landscapes, laying to waste fortress after fortress, castle after castle. Obviously you can't expect to have it all your own way, there'll be resistance from the peasants and gentlefolk and Middle Age master's but let that not deter three evil minded rogues on a path of demolition and destruction. Compulsive, fast moving action that'll keep bringing you back time after time.

CBM64/128	AMSTRAD	SPECTRUM
£9.99 CASS	£9.99 CASS	£8.99
£11.99 DISK	£14.99 DISK	TAPE

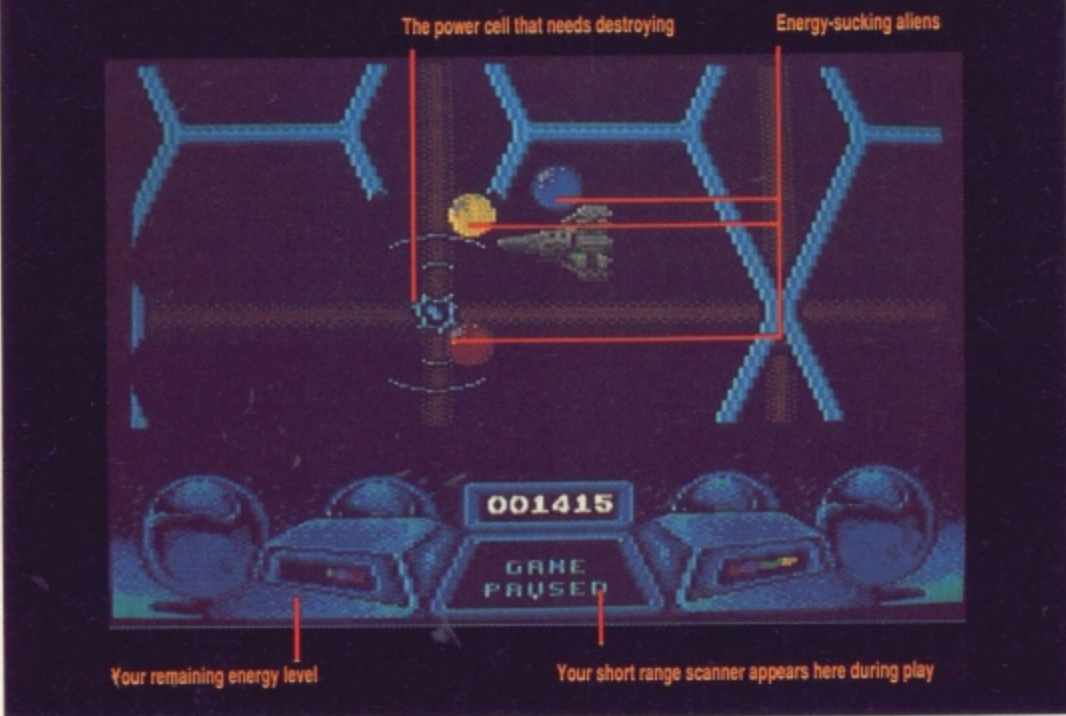


**TOMORROW'S SOFTWARE TODAY**

GO! Media Holdings Ltd., Units 2/3, Halford Way, Halford, Birmingham B6 7AX, TEL: 021 356 3388

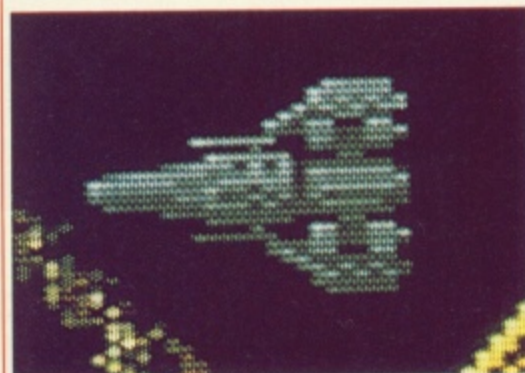
**Cell structure.**

Level one and you've got to destroy the four power cells before finding the exit.



and contact with an alien reduces your energy. Locating the power cells is achieved by consulting your short range scanner, displayed in the bottom portion of the screen. Benefits are available in the shape of pods scattered throughout the grid. Shooting a pod releases several small capsules that - if caught - can grace your ship with such goodies as Smart Bombs, extra lives and extra energy.

Control of the spacecraft is very Uridiumish; you flip over to change direction or to fly under the grids in the chase for your benefits. The spaceship stays central to the



screen and everything else scrolls around it.

*Implosion's* graphics are very good, the grids are all varied and colourful and really do convey the impression of some vast alien structure. The screen however is curiously designed; the top portion is your overhead view of the action while the bottom portion is a cockpit view of your instruments. The game grabs you because it strikes that crucial balance between addictiveness and frustration; and those eight levels should keep you going for some time.

● Andy Smith

# IMPLOSION

CASCADE's interstellar cell destructor

**PESKY** aliens! They're up to their old tricks again. This time they've only gorn an' built an artificial planet around a White Dwarf star and sent the planet on a collision course with Earth! Would you credit it?!

*Implosion* puts the player in control of a spaceship flying over the surface of a planet made up of eight levels of grids. The object is to destroy a number of power cells - with your front-firing gun - that hold the grids together.

Having destroyed the set amount of

power cells, you then have to fly your ship towards an expanding and contracting hole that looks like a camera's aperture. Position your ship over the hole, hit the space bar and you are transported to the next level.

You start the game with three lives, and a limited amount of energy for each life. Small aliens fly around the grids in packs

RELEASE BOX		
C64/128	£ 9.95cs, £14.95dk	REVIEWED
SPEC	£ 8.95cs	IMMINENT

**VISUAL EFFECTS** ■■■■■■  
Varied and colourful backgrounds

**AUDIO** ■■■■■■  
Lively spot effects

**IQ FACTOR** ■■■■■■  
Won't strain the old grey matter

**FUN FACTOR** ■■■■■■  
You can get straight in to the action

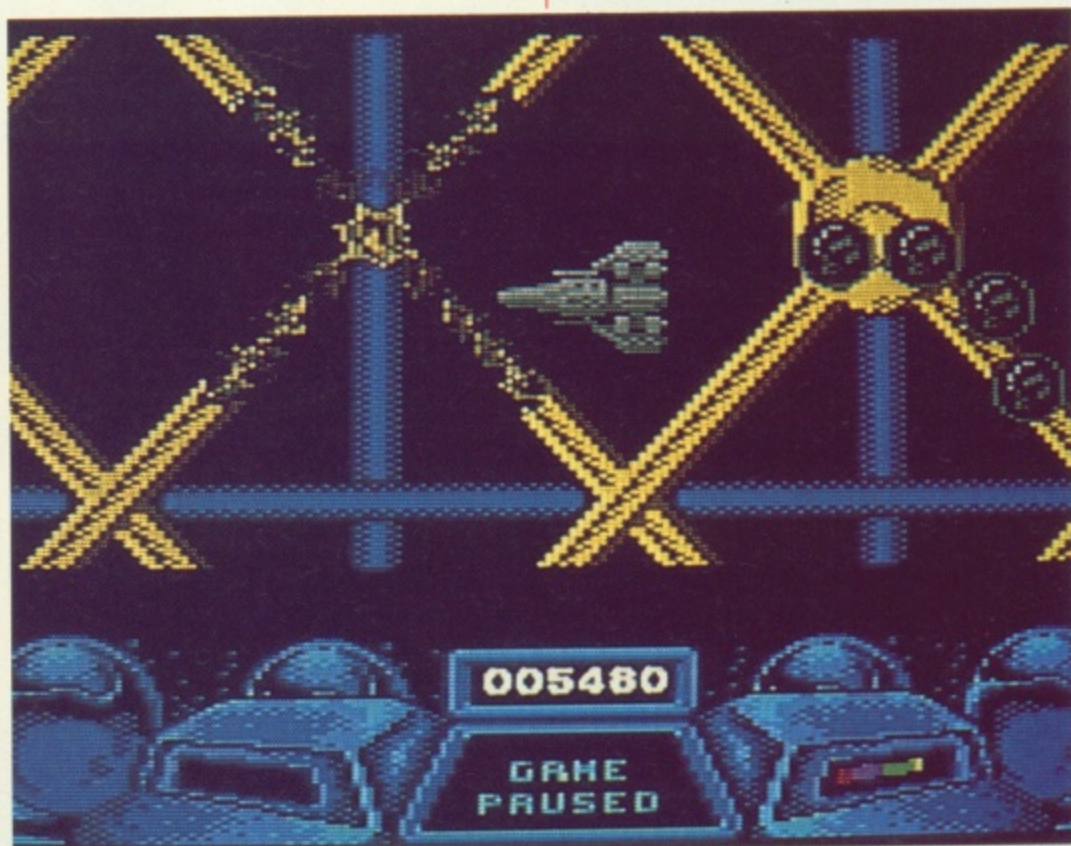
**PREDICTED INTEREST CURVE**

100  
90  
80  
70  
60  
50  
40  
30  
20  
10  
0

1 min 1 hour 1 day 1 week 1 month 1 year

With 8 levels you won't complete it in a hurry

**ACE RATING 702**



# THE FUTURE



# CRL

© M. A. Bromley 1987

MAIL ORDER For a Broad Sheet describing the complete range and information on your nearest stockist write to:

Electronic Arts, 11/49 Station Road, Langley, Berks SL3 8YX, England

CRL Group PLC, CRL House, 9 Kings Yard, Carpenters Road, London E15 2HD

# TRANTOR

Young guns GO! for it.

**ABANDONED** on an alien planet, Trantor has to fight his way to freedom in this arcade action game. You control Trantor and must guide him on his quest to collect the 8 letters of a code word that he needs in order to escape.

The sideways-on view of this alien planet takes you through several levels of tunnels, which Trantor must negotiate in his search-and-destroy quest for eight letters of a code word needed to escape the planet.

At the top of the screen is a timer which



That crippling time limit means you've got to think on your feet for this game.

counts down from 90 to zero. Each tunnel has at least one terminal containing a letter for the code word, and Trantor has to reach this before the time runs out - more than a few shades of *Impossible Mission*.

There's a flame-thrower to aid Trantor in his fight against the various flying aliens, contact with which will reduce your energy level. An energy top-up is available in the shape of hamburgers, found in lockers on the various levels. Other goodies include devices to set the timer back to 90 and fuel replenishments for the flamethrower.

Trantor has some very crisp and colourful graphics, which when combined with the smooth animation add atmosphere to the game, but this is marred by weak and uninspired sound. Trantor also lets itself down simply because the aliens are almost impossible to destroy, at least if you still hope to reach a terminal in the allotted time. The random distribution of the goodies in the lockers means that even if you know your way around it's very much left to chance whether you'll get a hamburger in time or not.

Frustration with over-frequent deaths may put you off to begin with, but once

you've overcome this initial barrier you'll find completing the game far too easy for it to provide anything like a lasting challenge.

● Andy Smith

RELEASE BOX		
C64/128	£9.99cs, £14.99dk	IMMINENT
SPEC	£8.99cs	REVIEWED
AMS	£9.99cs, £14.99dk	IMMINENT

**VISUAL EFFECTS** ■■■■■■  
Crisp, colourful, and smooth

**AUDIO** ■■■■■■  
Lively title tune but mediocre effects

**IQ FACTOR** ■■■■■■  
Needs a bit of mapping

**FUN FACTOR** ■■■■■■  
Frequent deaths put you off to start with

**PREDICTED INTEREST CURVE**

Initial frustration gives way to short-lived enjoyment

**ACE RATING 517**

Are you horrible enough  
to go on the

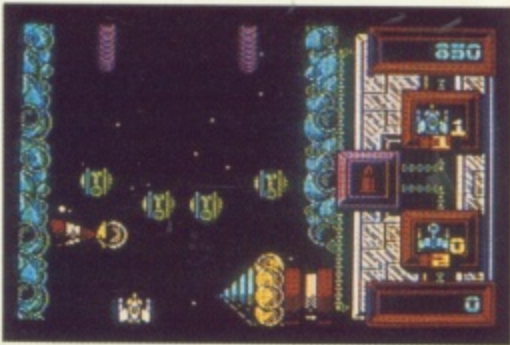
**RAM**

# XECUTOR

Have a blast on THE EDGE

**ANOTHER** vertically scrolling shoot-em-up? Another load of blasting, collecting weapons, and blasting some more? Well, yes - but don't write *Xecutor* off immediately.

It's colourful for one thing, in a field which is (on the Spectrum at any rate) mostly drab or just plain monochrome. It's also got a tremendous combo option that has



A wave of aliens dives towards you. Shoot them all, collect a token from the debris and you'll increase your rate of fire.

both players on screen at once, competing (unwise) or co-operating (much better).

The object of the game is to blast the aliens, without getting blasted yourself or

RELEASE BOX		
C64/128	£8.99cs, £12.99dk	DECEMBER
SPEC	£7.99cs	REVIEWED

rushing into the scenery. Attacking nasties descend in waves, four at a time, firing vertically down at you while defensive gun emplacements cling to the scenery and fire horizontally. Destroy an emplacement or a wave of bad guys, and a customising token appears in the debris.

When a token appears you have a choice - shoot it, or pick it up. Shooting tokens stores them away to earn you bigger, more impressive features while picking one up cashes in any you've stored and adds the appropriate feature to your ship. Increased speed, withering firepower and a handy protective shield can all be yours.

So far so good, but your initial firepower and speed are very puny indeed and this makes the game rather tough to get into. Worse still, the gameplay has senseless flaws in it: in particular, if you lose a life your craft

may well reappear in an instantly lethal position. This can cut games extremely short and could easily have been avoided.

Not tremendous stuff then for a single player, but switching to two-player mode transforms the game. You can play a combo game competitively, but with the aforementioned problems you won't get too far that way. Co-operate instead, and you'll soon get the firepower to really trash those aliens - and have a lot of fun along the way.

● Andy Wilton

## VISUAL EFFECTS

Colour and scrolling are very slick

## AUDIO

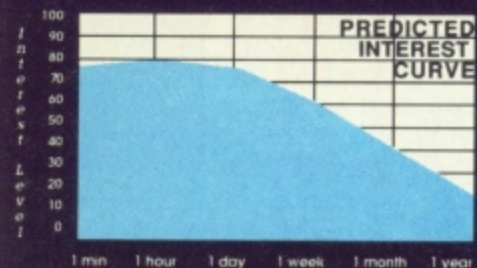
Nice enough tune but effects are sparse

## IQ FACTOR

Customising strategies to ponder

## FUN FACTOR

Dreary for one but great for two



Even for two, the fun doesn't last

## ACE RATING 757



You'll know soon enough!  
Rampage, coming to your home  
computer screen, December.

ACTIVISION  
ENTERTAINMENT SOFTWARE®

TM & ©1987 Bally Midway MFG.CO.  
All rights reserved. Activision Inc. Authorised User.

# GRAND SLAM

All-court action from EIDERSOFT

**THIS** tennis program gives you the chance to have a go at one of the biggest achievements in sport; the *Grand Slam* of French, American, Wimbledon and Australian titles. It's a tough old objective, but the game is just about good enough to tempt you to practice enough to give it a go.

*Grand Slam's* set up is very similar to tennis games that appeared on 8-bit machines some time ago; you get a view up the court from behind your player, and can move around and hit the ball in a variety of ways.

This variety of shot and the number of factors you must take into consideration are what make the game interesting. For instance, the surfaces played on include clay, grass and hardcourt; each one gives a different kind of game and requires more or less subtle adjustments in your style.

You control your player by moving the



With your sparkling whites and greasy black hair you attempt to outplay the aggressive Demon - World No. 1 - on the fast and luscious grass of Wimbledon

mouse, then pressing the button to execute the shot. Different shots can be played with the aid of the numeric keypad; 8 gives you slice, 9 a bit of that old Bjorn Borg topspin, 6 a spectacular smash.

The problem, of course, is the opposition. There are four opponents, ranging from the aggressive to the sluggish. Each one plays in a different style, so you must change your own tactics accordingly. You then have to take in to account the kind of surface you're playing on, the weather conditions and even the stringing and type of racquet you're using.

One common problem in computer tennis games - and one that *Grand Slam* hasn't solved - is that of letting you know where the ball is in relation to your racquet; sometimes you hit the ball when you think you shouldn't, sometimes you miss when you think you're on the spot. This isn't necessarily a huge problem, but it can make play a little frustrating sometimes.

These factors are what make *Grand Slam* an interesting game; you can even, if you wish, question a line-call in McEnroe fashion. The game has good but not brilliant graphics and a few digitised sound effects, such as line calls and net cords. It doesn't win by straight sets, but it puts up a pretty good show

● Pete Connor

RELEASE BOX		
AMIGA	£ 29.95dk	REVIEWED
ATARI ST	£ 29.95dk	DEC 87

**VISUAL EFFECTS** ■■■■■■  
Nice movement and neat backdrops

**AUDIO** ■■■■■■  
Some cute digitised speech

**IQ FACTOR** ■■■■■■  
A certain amount of strategy required

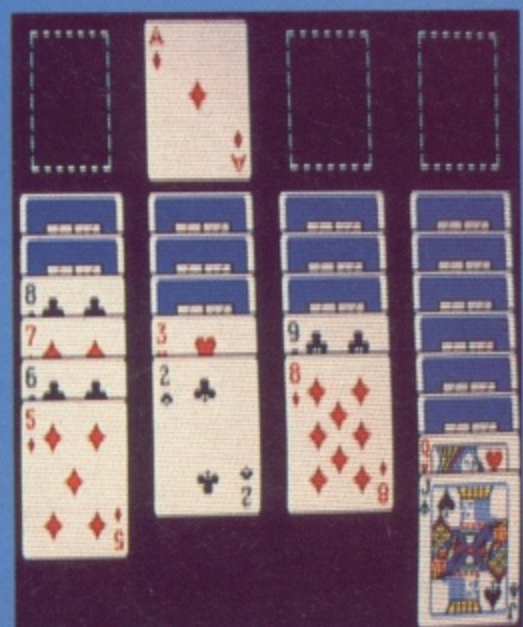
**FUN FACTOR** ■■■■■■  
Very playable and quite demanding

Will maintain long-term interest

**ACE RATING 775**

**THE** wonder of 16-bit computing just to indulge in the solitary vice of solitaire? Contrary to expectations, *Solitaire Royale* was well worth programming, and is well worth playing.

For a start, the PC graphics are excellent; even with the humble CGA adaptor the cards appear very crisp and clear, while with the EGA the multi-colour effect is superb. Then you get to play eight differ-



Difficult decisions to be made in the game of Klondike

# SOLITAIRE ROYALE

Solitary fun from MIRRORSOFT

ent games as well as a number of children's solitaire games.

The games you can play range from the familiar Patience game - here called Klondike - to the rather more complex Reno and Calculation.

The program is very easy to use and operated either by mouse or by cursor keys; pull-down menus are available at any time by pressing the ESC key, and give help, general info or access to a new game. The smooth presentation and helpful explanatory booklet make *Solitaire Royale* a classy and entertaining product.

● Pete Connor

RELEASE BOX		
IBM PC	£ 20.00dk	REVIEWED
OTHER VERSIONS TO BE DECIDED		

**VISUAL EFFECTS** ■■■■■■  
Excellent definition on court cards

**AUDIO** ■■■■■■  
OK if you like a quiet game

**IQ FACTOR** ■■■■■■  
There's more to Patience than you might think

**FUN FACTOR** ■■■■■■  
Surprisingly entertaining

Not over-exciting - but keeps you at it

**ACE RATING 760**

**ACTION · EXCITEMENT · DESTRUCTION**  
**IT IS THE WAY OF THE**

# JACKAL™

© KONAMI 1986

 **KONAMI**

Win  
an Actual Jackal  
Arcade Machine  
See pack for details

**COMMODORE DISC £14.95**  
**COMMODORE CASSETTE £8.95**  
**SPECTRUM CASSETTE £7.95**  
**AMSTRAD DISC £14.95**  
**AMSTRAD CASSETTE £8.95**  
**ATARI DISC £14.95**  
**ATARI CASSETTE £9.95**



**BOB**

**DECKAR**

**GREY**

**QUINT**

 **KONAMI**

*Another gripping Arcade Conversion*

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON W6 0PA. TEL: 01-846 9701



For subscription details please send a S.A.E. to:

**KONAMI SOFTWARE CLUB**

Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE**

**0626 56789**

# Preview The Future!

## PROJECT: STEALTH FIGHTER



Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brilliant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

**MICRO PROSE**  
SIMULATION • SOFTWARE

Please send \_\_\_\_\_ copy/ies of Project: Stealth Fighter CBM 64/128  Cassette £14.95  Disk £19.95  Further details.

Name (block capitals) \_\_\_\_\_ Address \_\_\_\_\_

Post Code \_\_\_\_\_

I enclose £ \_\_\_\_\_ including 55p P+P. Cheques payable to MicroProse Software Ltd.

or debit my Access/Visa card. Expiry date \_\_\_\_\_ No. 

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

# SPORE

ACE  
919  
RATING

BULLDOG pull out the pesticide

**GENETICALLY** altered spores are a nuisance at the best of times, let's face it, but when they overrun the base where you keep your stocks of pesticide you've obviously got to act fast. To be precise you've got to steer your ship around the beleaguered complex collecting the barrels of pesticide, blasting aggressive spores and wrecking the ubiquitous spore generators before they can produce more of the little blighters: not a job for the faint-hearted.

The game's 50 levels only take up one screen apiece, but each one is positively bulging with walls, security beam guns, reflectors and spore generators - not to mention pesticide barrels, repellants and energy flasks. To complete a level you just have to collect all the barrels on it, but this simple-sounding task will take you into the most dangerous, spore-infested corners of each layout.

RELEASE BOX		
C64/128	£1.99cs	REVIEWED
SPEC	£1.99cs	IMMINENT
AMS	£1.99cs	IMMINENT

To get all those barrels you'll need to knock out the security beams that cordon off large chunks of each level (shoot the guns), or redirect them by turning the mirrors that bounce them around the screen (shoot them). As you dismantle the beams, hordes of trapped spores will surge towards your

craft. Desperate blasting isn't enough here, if you want to avoid the massed spores seriously draining your energy: you need tactics.

Spores are only really dangerous when they attack you from several sides at once, so the trick is to get them coming at you from one direction only. If you release spores, run away from them and then turn to fire you'll find their homing instincts have left them strung out in your wake, chasing you for all they're worth. Shoot them before they can reach you, shoot their generators before a whole load more are produced and you've cleared out that area of the screen with very

little energy - assuming you had the manoeuvring room to run away.

In practice *Spore* isn't so easily beaten. In tight corners, against overwhelming odds you'll need to think and act with lightning speed. It's not just a matter of blasting skills (though these help) but also of strategy. You'll have to plan the removal of the beams carefully so as to release the spores in a controlled fashion, and the reflectors make this a very tricky business at times.

Your initial allowance of 500 energy units won't get you very far, so it's essential to pick up the energy flasks on each level. You'll also find the repellants useful - pick them up, trigger them in moments of dire need (hit the spacebar) and watch as the spores fall over each other in the rush to avoid you. This repulsion only lasts 10 seconds and then they're after your blood again, but you can get a long way in that time if you know what you're doing.

It would take an enormous playing effort to get through all 50 screens of the game without a large dose of hacking, but even if you manage it there's still more to do. An extra 20 user-defined screens offer tough challenges in their default states, and unlimited difficulty once you start altering them to your taste with the built-in editor. This and the Minter-esque loading game are lovely touches, but the winning combination of strategy, frenzied blasting and great graphics would make *Spores* a worthy full-price release anyway - and what a bargain it is at £1.99!

● Andy Wilton

**VISUAL EFFECTS** ■■■■■ Slick, polished and bright

**AUDIO** ■■■■■ Great power drainage effect: good music

**IQ FACTOR** ■■■■■ Higher levels demand careful thought

**FUN FACTOR** ■■■■■ Terrific blasting!

Interest Level

100  
90  
80  
70  
60  
50  
40  
30  
20  
10  
0

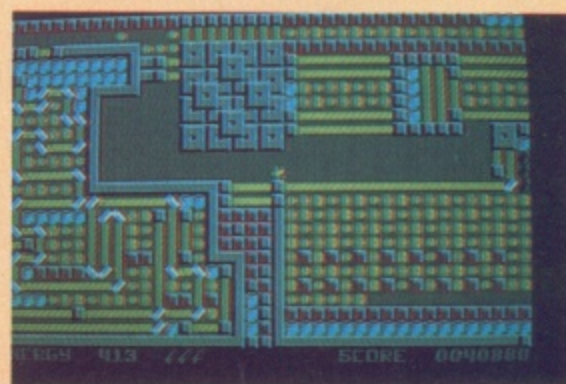
1 min 1 hour 1 day 1 week 1 month 1 year

PREDICTED INTEREST CURVE

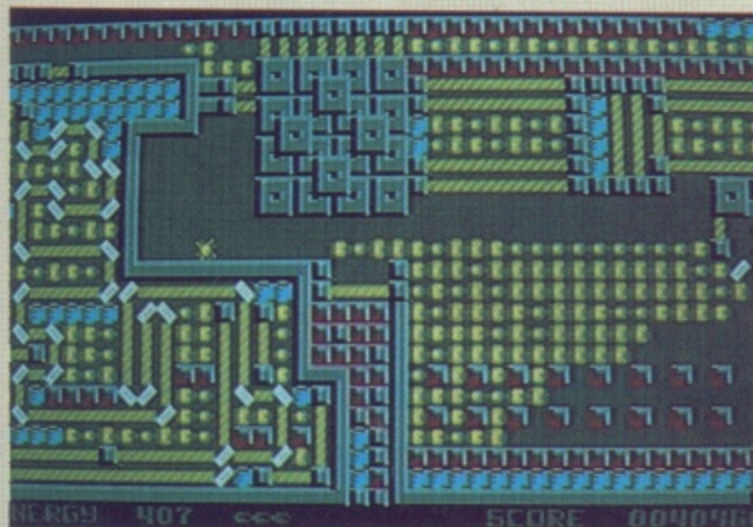
Compulsion grabs you, and the depth holds on

**ACE RATING 919**

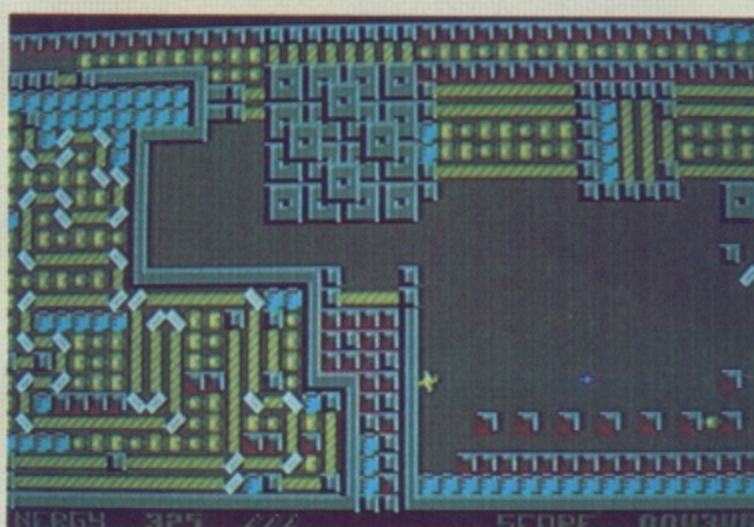
You're the little yellow 'starfish' in the middle of the screen. Below you is a security beam gun (small grey block): shoot this to turn the beam off, and then dash left to avoid the escaping spores.



## Spores Galore



The spores pour out to attack you, stringing themselves out and so making a convenient target. Turn and fire like crazy, before the little blighters overrun you.



Your feint'n'blast tactics dealt with those spores (eventually!) so now you'd better polish off the generators (small red blocks) before they build too many replacements.

# CAPTAIN AMERICA

Super heroes are GO!

**CAPTAIN** America, that overdeveloped specimen of *homo sapiens*, is leaping onto the screens in an attempt to save the good ol' U.S. of A from the evil Dr. Megalomann, who is threatening to launch a missile containing a very nasty genetic virus. Not a nice thing to do, so the President has called in the Captain himself to sort it out.



Doc Megalomann has built himself a base - called the Doom Tube - under the Mojave desert. The player controls Captain America as he tries to penetrate the five virus-ridden levels of the base. Each level has Captain A stood on a small platform

being attacked by various droids. The player can defend himself by flinging the Cap's shield around the platform and bouncing it off the droids. There are two different platforms to each level, and each level has varying levels of virus infestation.

The first platform has Captain America

**VISUAL EFFECTS** ■■■■■■  
Well-drawn and colourful sprites

**AUDIO** ■■■■■■  
Atmospheric title tune with great effects

**IQ FACTOR** ■■■■■■  
Some tricky puzzles

**FUN FACTOR** ■■■■■■  
Tough to get in to, but has its odd magic moments

**PREDICTED INTEREST CURVE**

The puzzles revive your waning interest - for a while

**ACE RATING 653**

RELEASE BOX		
C64/128	£ 9.99cs, £ 11.99dk	REVIEWED
SPEC	£ 8.99cs	IMMINENT
AMS	£ 9.99cs, £ 14.99dk	IMMINENT
ATARI ST	£19.99dk	IMMINENT

dodging two droids that move from the top of the screen to the bottom throwing a toxic bomb between them. If the Captain gets hit by the bomb it reduces his immunity levels. The second platform contains several ground-based droids which wizz around firing more toxic bombs. Destroy these and a large droid appears dealing death to anything that gets in the way of its shots. This large droid has to be destroyed before the player gets the code word which is needed for the final conflict with the Doc.

It's not easy to get straight into *Captain America*, but it is very easy to die - which is frustrating, to say the least. This is not a terrible game, but it's far from outstanding and it's certainly not the ideal game for Go! to be launching as an introduction to the label.

● Andy Smith

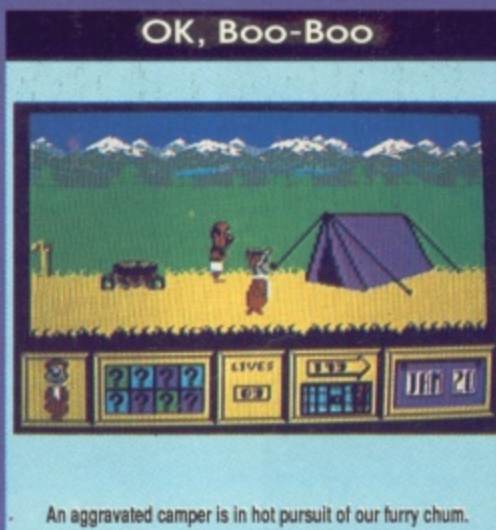
# YOGI BEAR

PIRANHA give you the bear facts

**JELLYSTONE** Park, the American home of the 'smart' cartoon bear, is the setting for Piranha's latest venture into licensed software. The player controls Yogi in his quest for poor ol' Boo-Boo, who's been bearnapped and locked into a cage by a nasty hunter.

The game scrolls from left to right as Yogi heads on his way to rescue Boo-Boo, a counter at the base of the screen counting down from 202 to zero to indicate proximity as Yogi closes in. There are various caves scattered along the route that can send Yogi nearer or further away from his buddy depending on which one you happen to enter.

RELEASE BOX		
C64/128	£ 9.95cs, £ 14.95dk	REVIEWED
SPEC	£ 9.95cs	IMMINENT
AMS	£ 9.95cs, £ 14.95dk	IMMINENT



A host of traps in the game will have adverse affects on Yogi. These include geysers which spring up everywhere and can bounce Yogi back or forward a step - if you happen to be stood next to a hole or a lake then it can have Yogi losing one of his five lives. A picture of Yogi at the base of the screen slowly disintegrates as he loses ener-

gy - but energy is easily replenished by collecting the picnic baskets that those forgetful campers have left lying around.

Great cutesy graphics add a lot of atmosphere to this extremely playable game - which is not impossible to complete. *Yogi Bear* will appeal instantly to younger games players, but has plenty of attraction for the old-timers too.

● Andy Smith

**VISUAL EFFECTS** ■■■■■■  
Cutesy and well-animated

**AUDIO** ■■■■■■  
Atmospheric tunes throughout

**IQ FACTOR** ■■■■■■  
Bear-brains should be able to cope

**FUN FACTOR** ■■■■■■  
More playable than the average game!

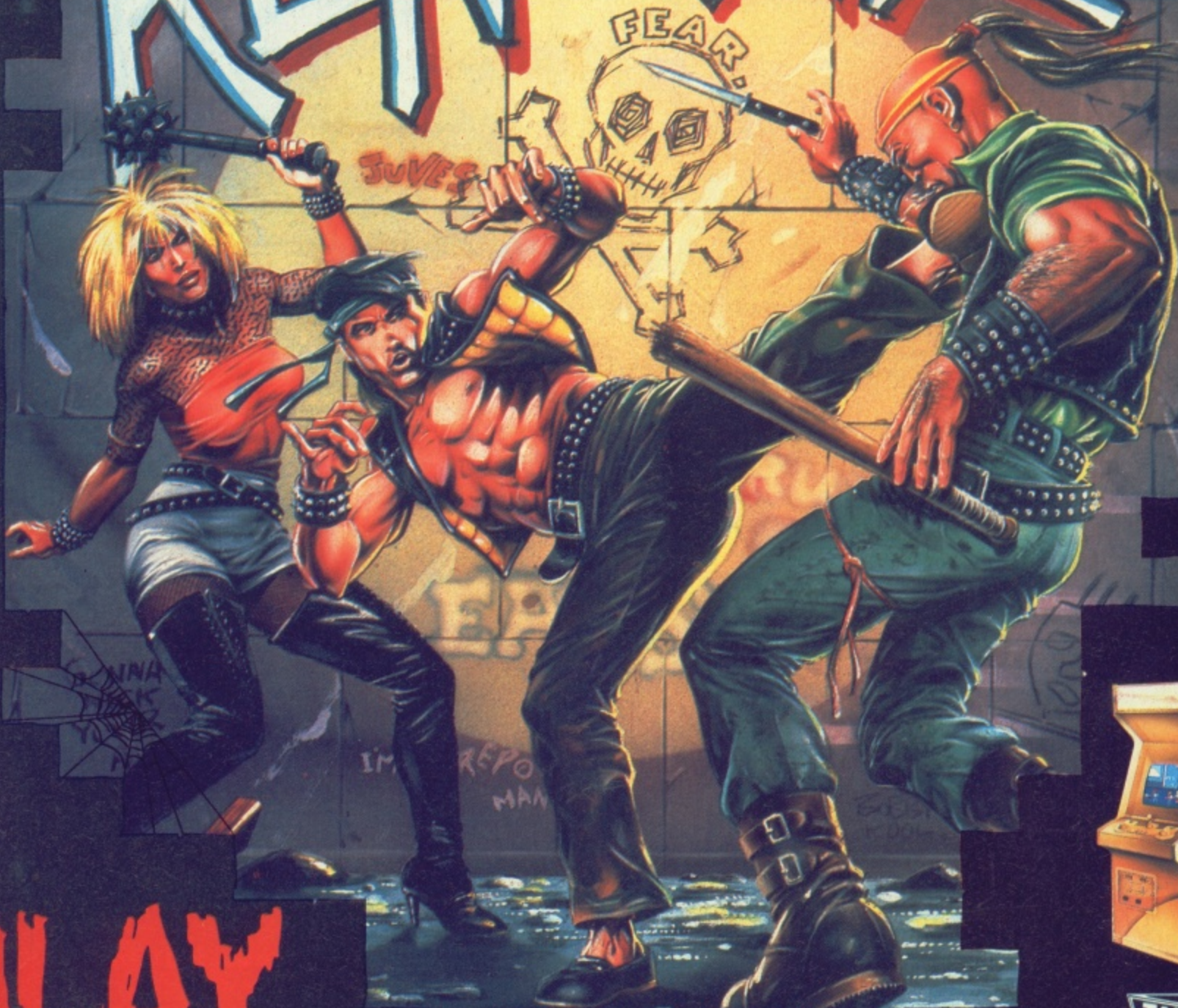
**PREDICTED INTEREST CURVE**

Gets more involving the further you explore

**ACE RATING 752**

# PLAY...

# RENEGADE



Licensed from © Taito Corp., 1986. Programmed for Amstrad, Spectrum, Commodore by Imagine Software.



**TAITO**  
COIN-OP

# PLAY MEAN!



SPECTRUM  
**7.95**  
SPECTRUM  
COMMODORE  
**12.95**  
DISK

COMMODORE  
**8.95**  
AMSTRAD  
AMSTRAD  
**14.95**  
DISK

In the knife-edge world of the vigilante there is no place to rest, no time to think—but look sharp—there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path—the Renegade.

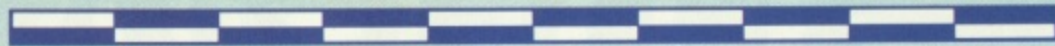
A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features. **PLAY RENEGADE...PLAY MEAN!**

**...the name of the game**

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEFAX 669277

# NIGEL MANSELL'S

# GRAND PRIX



"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

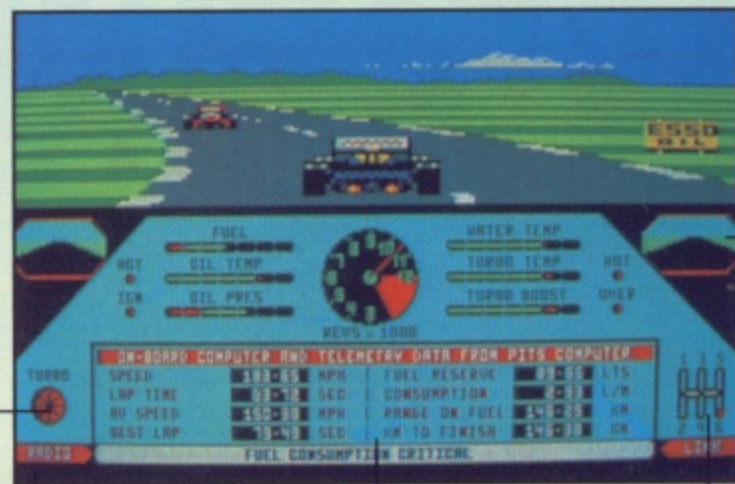
The red lights are on – *you snap into gear.*  
 The engine roars – *your grip tightens on the steering wheel.*  
 The crowd goes wild as the lights flash to green.  
 900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.  
 Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

**Nigel Mansell celebrating victory.**

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



Produced by  
**martech**

Martech is the registered trade mark of Martech Games Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE  
 TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Spectrum 48/128	Cassette	£9.99
Commodore 64/128	Cassette	£9.99
	Disc	£12.99
Amstrad CPC	Cassette	£9.99
	Disc	£14.99

**PATROL** Hydrofoil Missilecraft are super-fast torpedo boats that skim across the surface of the water with hydrofoils attached to their hulls. As commander of one such craft - The Pegasus - it's your task to successfully complete eight missions, which can be attempted in any order.

Two screen displays can be changed between at the touch of a button. The first is your operations map showing your present position relative to the surrounding shoreline, which varies depending upon your mission. This map also shows a circle around your ship(s) indicating the radar range of your vessel.

The second display is the main control screen, occupying the bottom 2/3rds of the screen. This display is split horizontally in two with the bottom half being taken up with your weapons on the right, a radar in the middle (the range of which can be altered from 2.5 miles up to 40 miles) and two elevations of your boat each divided into boxes which turn red if you're hit in order to show the damaged areas.

The top part of this display shows the sea stretching out ahead of you. The very top third of the screen only becomes filled when you press the T (for target) key; any nearby likely targets (ships or helicopters) appear in a 'through the binoculars' view with an arrow indicating the direction in which you need to move to be directly in front of them.

If you should decide to attack the enemy then pressing the space bar takes you out of manoeuvre mode and puts you in aiming mode. A cross-hair sight of the enemy appears on the binocular view; position this sight and fire.

Your choice of weapons includes a cannon, chaff rockets fired to decoy enemy mis-

siles, and your very own Exocet missiles. Strangely you can't fire missiles at anything that's on your side but you can blow them up with the cannon.

The objective for each mission varies; it can include sinking all enemy terrorists or just escaping from a war zone with as little damage as possible. Each mission has a time limit of anything from 2 to 48 hours, depending upon the main objective. Thankfully, PHM Pegasus features a time compressor which can speed time along up to 128 times faster than normal.

Again depending upon your scenario



The operations map varies for each scenario; it lets you keep an eye on all your forces and shows their radar ranges.

# PHM PEGASUS

Hydro-foiling terrorists with ELECTRONIC ARTS

you might have the aid of a number of other PHM's or helicopters which you can send on search missions independently of your own craft.

The game has some really good graphics (shells exploding in the water sending a geyser-like fountain up into the air) and the

screen layout is well designed; but the emphasis is certainly on action, and very hectic it can get at times. Simulator fans may find it's a smidgeon too simplistic to satisfy them but for action fans it's a real treat.

● Andy Smith

RELEASE BOX		
C64/128	£9.95cs, £ 14.95dk	REVIEWED
SPEC	£8.95cs,	NOV 87
AMS	£8.95cs, £14.95 dk	NOV 87

**VISUAL EFFECTS** ■■■■■■  
Good screen design with well-drawn vessels

**AUDIO** ■■■■■■  
Droning engines, but good gunfire

**IQ FACTOR** ■■■■■■  
Strategy called for at times

**FUN FACTOR** ■■■■■■  
Emphasis more on action than simulation

Blasting good fun for quite some time

**ACE RATING 831**

**Strife on the ocean wave**  
Under fire from enemy vessels you have to manoeuvre your craft in to a position to strike back with either cannon fire or missile attacks.

Your radar. Range changeable.

Binocular view of a prospective target.

A shell lands dangerously close.

Your boat showing any damaged areas.

MODE: PAUSED: MANEUVER PRESS ANY KEY TO CONTINUE

**COLIAN**, despite sounding like part of one's intestines, is actually a mineral-rich asteroid stuck on the edge of System 7 - wherever that is - which has fallen into the hands of some rather nasty aliens, collectively known as The Empire. These aliens are using the manufacturing plants on the asteroid to build their terrifying

one of six commodities. These include: Detonite, which is used to blow up the Terrorpods; Aluma, which is your means of buying the Terrorpod components; Fuel Rods, which you need to power your D.S.V. (Defense Strategy Vehicle) which is what carries you around the surface of the asteroid.

In order for the complex manufacturing

# TERRORPODS

Tripod trouble from PSYGNOSIS

war machines known as Terrorpods. You were sent to the asteroid to foil their plans, but unfortunately you were discovered (you nerd) and so The Empire are now using the Terrorpods to destroy the installations and small mechanical devices known as Spoilers to drain the installations of their vital commodities.

The object of the game is to trade with the various installations in an attempt to gain six vital parts of Terrorpod that are under construction. If you manage to get all six then you can build yourself your very own Terrorpod with which you can attempt to destroy all the other Terrorpods.

Trading with installations involves using your surface Drovers - a small buggy - that is controlled from the keyboard and aimed towards an installation. Having reached an installation you can then select to trade for

chain to continue making the vital Terrorpod parts, you have to ensure that no link is missing. A manufacturing plant can't operate without fuel and they can't get fuel if the fuel mines have been destroyed. Also, the price of the resources varies and this is where your trading abilities are put to the test. The idea is to buy and sell commodities and make enough profit to ensure you never run out of resources.

*Terrorpods* boasts some very impressive graphics and sound effects. The explosions are colourful and vivid and the scrolling is very well achieved, with smooth animation. The screeches when you fire your lasers are piercing. *Terrorpods* is an impressive game that will keep the player involved for a long time, but there are some annoying points - guiding a missile is unnecessarily difficult and it's initially very hard to get your bearings. If you like your strategy spiced with the chance to blast the odd alien then *Terrorpods* could be worth a look; if you prefer your blasting spiced with the odd chance to think then you could well get frustrated and, eventually, bored.

● Andy Smith

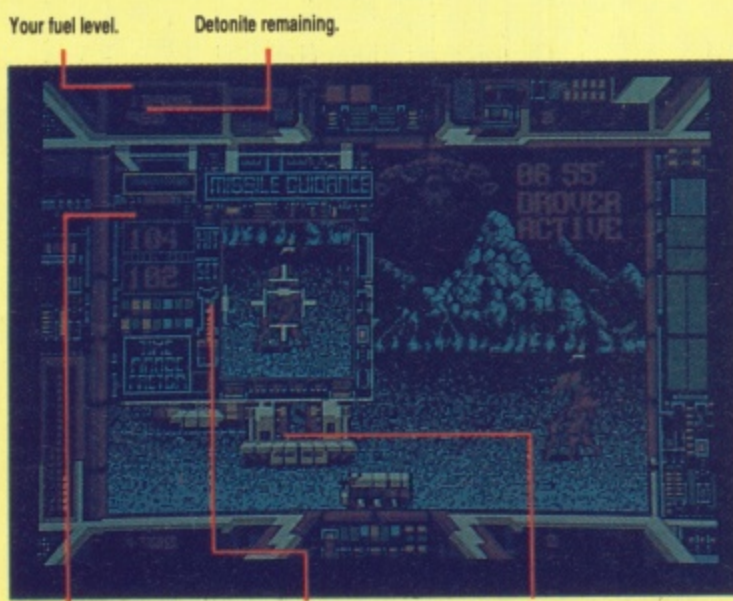


The shuttles keep the various installations supplied with the necessary resources so they can produce the all important Terrorpod pieces.

RELEASE BOX		
ATARI ST	£ 24.95dk	REVIEWED
AMIGA	£24.95dk	IMMINENT

## Die terrorpod!

The missile firing stage, it's tough to keep the wandering drift indicators on target.



## VISUAL EFFECTS

Will certainly impress

## AUDIO

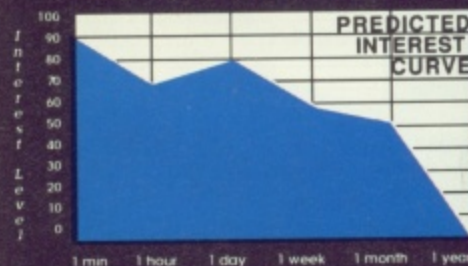
Some stunning atmospheric effects

## IQ FACTOR

Make plans if you want to survive

## FUN FACTOR

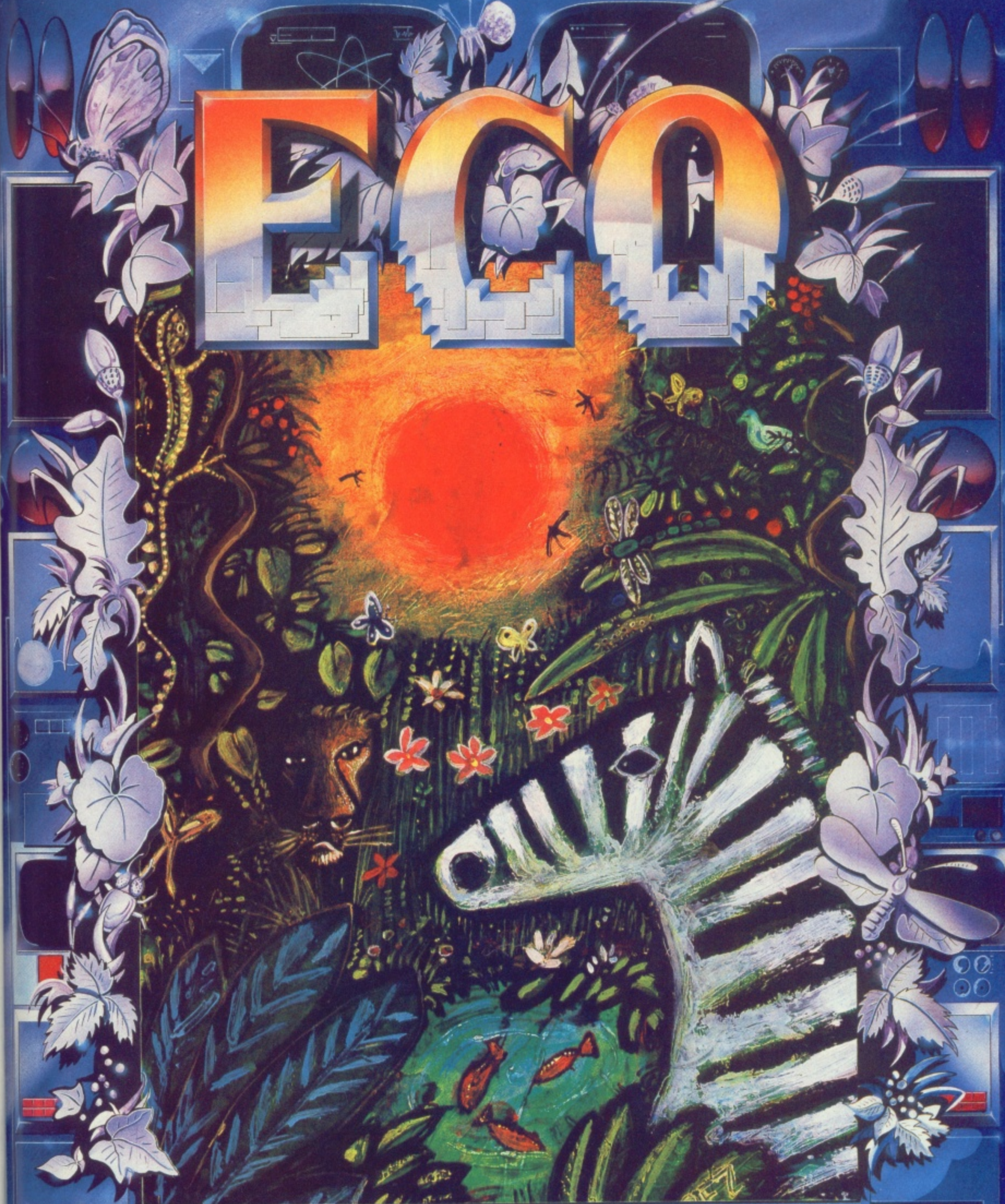
Tough to get in to but proves to be enjoyable



Graphic brilliance leads you in to engrossing strategy

**ACE RATING 752**

# ECO



AVAILABLE NOW FOR  
ATARI ST AND AMIGA  
AND SOON FOR  
PC COMPATIBLES

ATARI ST

£19.95

STUNNING 3-D VECTOR SIMULATION OF AN ECOSYSTEM - A COMPLETE WORLD WHERE YOU BEGIN AS AN AMOEBIA AND EVOLVE (IF YOU POSSESS THE SKILL AND STRATEGY) INTO THE DOMINANT INHABITANT. contend WITH GRAVITY, THE WEATHER, AND FOOD SUPPLY. GROW AND PROCREATE AS YOU GENETICALLY CHANGE THE IMPROVED OFFSPRING. BUT BEWARE, IN THE NATURAL WORLD YOU CAN BE A PRECATOR OR A TASTY SNACK FOR SOMEONE ELSE.

ECO... A GAME OF SURVIVAL

Ocean House,  
6 Central St.,  
Manchester,  
M2 5NS.

**ocean**

Telephone  
061-832 6633  
Telex  
669977



AMIGA

£24.95

KNIGHTMARE  
OFFICIAL COMPUTER VERSION  
ITV's adventure game show

# Knightmare



## YOUR BEST EVER NIGHTMARE!!



Knightmare the computer game uniquely combines the best elements of traditional adventuring with some hot arcade action and provides puzzles and riddles of a varying nature not found before in computer games.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close,  
Finedon Road Industrial Estate, Wellingborough,  
Northampton NN8 4SR. Tel: (0933) 76768

Commodore 64/128 Cassette (£9.99) and Disk (£12.99)  
ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC  
Cassette (£9.99) and Disk (£14.99) Atari ST (£14.99).



### ACTIVISION

Copyright 1987 Anglia Television. Game copyright 1987  
Activision (UK) Ltd. All rights reserved.

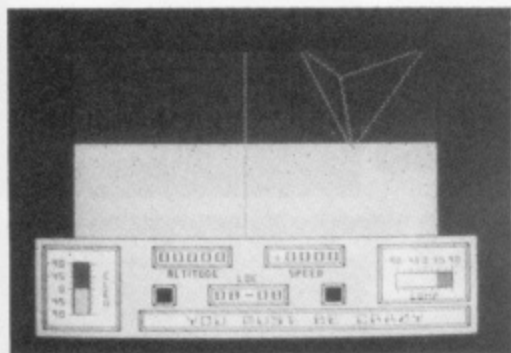
When you want to find out if those 'real soon now' games have finally made it on to your machine, this is the place to look. The ACE Updates pages bring news, mini-reviews and ratings of the latest conversions – and if we've reviewed the game on another machine you'll find a reference to the issue and the earlier rating. Don't be caught out by a duff changeover; consult these pages before you break the bank.

## SPECTRUM

**MERCENARY**  
Novagen £9.95cs

Finally the old Atari and C64 classic hits the Spectrum. The game delivers no surprises but still has all the fast, smooth wire-frame graphic action that made the original such a winner.

This game will have you glued to the screen as you fly around the city or explore the maze of passages underground and would form a worthy addition to any Spectrum owner's software collection.

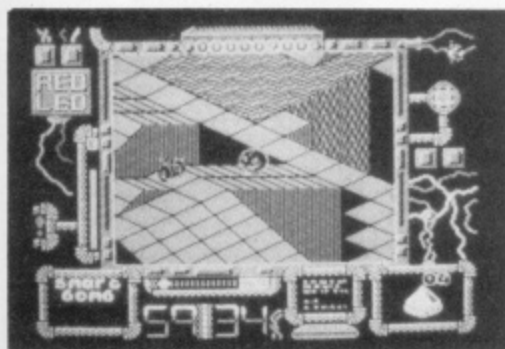


● ACE RATING 870

**RED L.E.D.**  
Starlight £8.99cs

Commodore version reviewed Issue 2 - ACE Rating 910

The wonderful *Marble Madness* clone that was reviewed on the C64 in ACE issue 2. The Spectrum version turns out

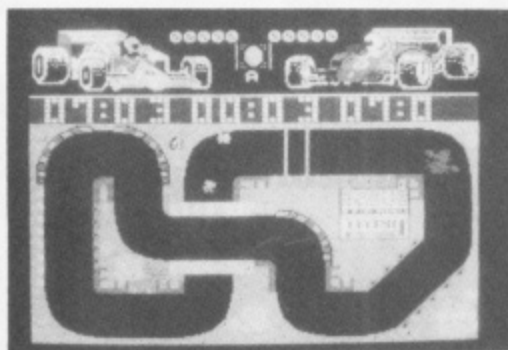


to be just as playable and just as much fun. The graphics are superb and the gameplay is compelling. *RED L.E.D.* certainly deserves the original high rating.

● ACE RATING 910

**GRAND PRIX SIMULATOR**  
Code Masters £1.99cs

The Oliver twins' Midas touch is bound to misfire occasionally, and here's a case in point. A viewed-from-above racing game, *GPS* suffers from small blobby car sprites and very unrealistic cornering. Cars crab desperately round bends, giving the game a distinctly *Thrust*-ish flavour (not to mention an air of silliness). Bright enough and quite enjoyable in its way, but even at five times the price *Super Sprint's* still worth a look.



● ACE RATING 732

## C64/128

**SUPER SPRINT**  
Activision £9.99cs  
Spectrum version reviewed Issue 2 - ACE Rating 907

*Super Sprint* has lost none of its playability in conversion to the C64. There are only three cars in the race this time and that means only one computer car if

there are two players; but competition is still as hot as on the Speccy. Graphics and sound have been improved though the tracks now load in two sets of four, but this is only a minor irritation and doesn't affect its addictiveness.



● ACE RATING 917

## ATARI ST

**RANARAMA**  
Hewson £19.95dk

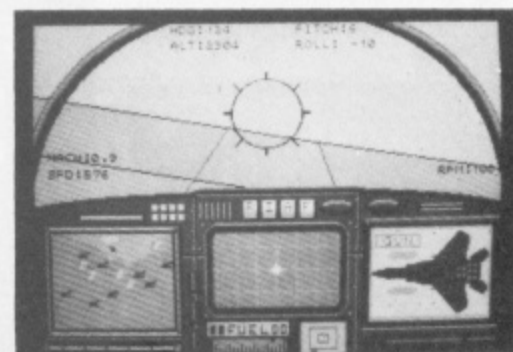
Of all the *Gauntlet*-ish overhead view magical shoot-em-ups, this was most people's 8-bit favourite - and rightly so. Now ST owners can join in the frog-featured frenzy, blasting nasties and wrestling warlocks through even brighter and better-looking dungeons. Very addictive, and cripplingly difficult.

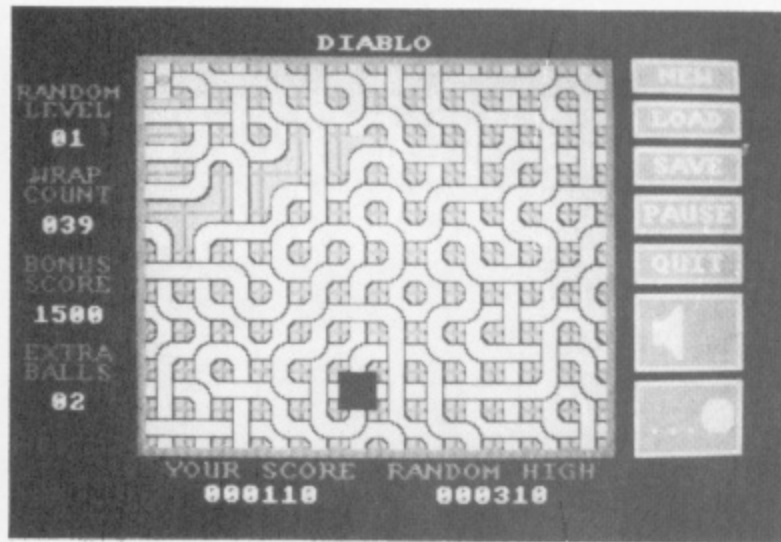
● ACE RATING 890

**F-15 STRIKE EAGLE**  
Microprose £24.95dk

With solid 3D graphics and a glowingly beautiful title screen, *ST Strike Eagle* easily outshines its 8-bit counterparts and arguably wins the ST combat simulation crown - for the time being, at any rate. Politics aside, the game's graphics are on the slow side now and could look, perhaps, very pedestrian in six months' time.

● ACE RATING 815





## DIABLO

### DIAMOND keep the ball rolling

OLD game ideas return to haunt new machines: here, you shuffle a screenful of blocks round so that the track sections on them form a continuous path for the rolling ball. The track sections disappear as the ball passes over them, so there's less and less margin for error as the game progresses. Keep the ball rolling

RELEASE BOX		
AMIGA	£19.95dk	REVIEWED
ATARI ST	£14.95dk	IMMINENT
C64/128	£7.95cs, £9.95dk	IMMINENT

until all the track is used up and you get more of the same, only the ball moves faster.

If you never played this type of game first time round you'll find it pushes your mental agility quite hard - but that's more than it does to the Amiga.

● Andy Wilton

VISUAL EFFECTS ■■■■■■  
AUDIO ■■■■■■  
IQ FACTOR ■■■■■■  
FUN FACTOR ■■■■■■

PREDICTED INTEREST CURVE

Absorbing, but lacks variety

**ACE RATING 715**



## CLEAN UP SERVICE

### Good clean fun from PLAYERS

FILTH eradication is the name of the game in this cute and very playable one or two player budget title. You play either Otto or Bobban, mole-like creatures who have been given their big chance as cleaners by the manager of the disgustingly filthy Addle Hotel. There are eight

increasingly dirty - and, therefore, difficult - levels, starting in the entrance hall and working up to the haunted attic.

On each level you must avoid the mobile garbage and make it to a box containing a number of items to help you get the job done. The key objects are dustbin lids, which will pen in the filth, but you can also make use of stun guns and brooms to flatten the dirt, as well as other clever gadgets. The game has a pretty old-fashioned feel to it, but is graphically accomplished and delivers its fun instantly and in sufficient doses to make it well worth a gander.

● Pete Connor

RELEASE BOX		
C64/128	£1.99cs	REVIEWED

VISUAL EFFECTS ■■■■■■  
AUDIO ■■■■■■  
IQ FACTOR ■■■■■■  
FUN FACTOR ■■■■■■

PREDICTED INTEREST CURVE

Very enjoyable - while it lasts

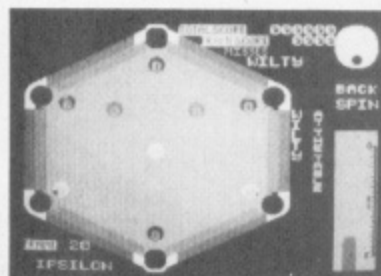
**ACE RATING 604**

## ANGLE BALL

### Crazy pool from MASTERTRONIC

PLAYED on a hexagonal table with six pockets, this basic pool game has the player competing against the computer or a friend in an attempt to win 20 different frames.

The computer opponent has three skill levels; on the easiest level he rarely manages to pot a shot but on the third level he rarely misses. When you line up for a shot you get the chance to use a variety of spins on your cue ball in an attempt to line up



the next shot.

As a variant on a clapped out theme *Angle Ball* is not at all bad, it's different enough to keep you playing for a short while at least.

● Andy Smith

RELEASE BOX		
C64/128	£1.99cs	IMMINENT
SPEC	£1.99cs	REVIEWED
AMS	£1.99cs	IMMINENT
MSX	£1.99cs	IMMINENT

VISUAL EFFECTS ■■■■■■  
AUDIO ■■■■■■  
IQ FACTOR ■■■■■■  
FUN FACTOR ■■■■■■

PREDICTED INTEREST CURVE

Not a frame that's going to last

**ACE RATING 468**

## FRUIT MACHINE SIMULATOR

### Can CODE MASTERS hold your plums?

THEY'RE all there, the familiar features that are loved by the fans of this sort of coin-op - the Cash Box, the Nudge features, the Feature Holds etc.

It's very well put together, with the spinning reels being very well animated and colourful. For up to four players, Fruit Machine Simulator could provide you with a lot of entertainment if you're a real fruit machine freak - just think, you don't have to put any money in! Of course, you never win any money either so you would have to be a real.

● Andy Smith



RELEASE BOX		
C64/128	£1.99cs	NOV 87
SPEC	£1.99cs	REVIEWED
AMS	£1.99cs	NOV 87

VISUAL EFFECTS ■■■■■■  
AUDIO ■■■■■■  
IQ FACTOR ■■■■■■  
FUN FACTOR ■■■■■■

PREDICTED INTEREST CURVE

Avoid unless you're a fruity addict

**ACE RATING 283**

**ASHCOM**

VISA

**ATARI HARDWARE**

520ST-FM Keyboard / Mouse / .5meg drive .....	259.95
1040ST-F Keyboard / Mouse / 1 meg drive .....	439.95
1040ST-F Keyboard / Mouse / 1 meg drive / mono monitor .....	519.95
1040ST-F Keyboard / Mouse / 1 meg drive / colour monitor .....	799.95
Mega ST 2 meg Ram / Mouse / mono monitor .....	854.95

Phone or write for prices of peripherals

**COMMODORE HARDWARE**

Amiga A500 + Modulator + Offer pack .....	435.95
A1081 colour monitor .....	349.95
A1010 disc drive .....	249.95

Phone or write for prices of peripherals not seen  
All hardware fully guaranteed

3.5" discs DSDD guaranteed (packed in 10) .....	12.00
25 bulk packed 3.5 inch discs DSDD guaranteed .....	25.00

**ATARI SOFTWARE**

Phone for details of special software pack

	RRP	Our Price
Fast Basic .....	89.90	69.50
Gauntlet .....	24.95	18.50
Barbarian .....	24.95	18.50
First Word Plus .....	79.95	62.95
GST C Compiler .....	59.95	49.95
Knight Orc .....	19.95	15.40
Wordwriter ST .....	79.95	62.95

**AMIGA SOFTWARE**

Fairy Tale Adventure .....	49.95	38.50
Balance of Power .....	29.95	22.50
Fire Power (New) .....	24.95	18.50
Delux Paint II .....	69.95	54.95
Space Battle .....	9.95	8.50

**AMIGA OFFER PACK**

Arena Brataccas .....	34.99	Total RRP	Offer Price
Strip Poker .....	24.99	94.97	29.95
Kings Quest III .....	34.99		

New software and hardware is constantly being added to our list at massive discounts so if you do not see what you want call us for latest products and prices.

All prices include VAT @ 15% and P&P on UK Mainland  
Send SAE for full price list

All items are dispatched within 24 hours, subject to availability  
To order send cheques / PO or Visa / Access details to the address below or call us on (0530) 411485 with your credit card details

**ASHCOM, 10 The Green, Ashby de la Zouch, Leicestershire, LE6 5JU**

# PBM. AVALON FREE

The chronicles of the 'Knights of the Avalon', is a new 100 player computer moderated Fantasy Play By Mail game from JADE Games. Startup is **FREE**, with further turns costing 70p, players outside of the UK 1.00. The game features, 1000s of player armies and fleets constantly involved in conquest, a playing area of 1,250,000 sq miles with over 100,000 locations. A highly developed class system of squires, knights, lords etc fighting to become emperor. An economic trade system with 1000+ trade items, merchant and political banks, stock markets and trade treaties. Religions based on a planet wide network of temples and monasteries. Players having the choice of accepting one of the twenty existing gods or creating their own god and religion. A hierarchy of gods capable of direct interaction with players. Alliances of trade, religion, politics and military might. + MUCH MUCH MORE, games limited only by the players imagination.

For a **FREE** startup write to:  
**JADE Games, FREEPOST, Southsea, Hants, PO4 0BR.**  
 (no stamp required).

## NOW AVAILABLE - the official Spectrum Upgrade!

# Turn your Spectrum into a Spectrum + for just £24.95

**ORDER NOW!**

**ACCESS WELCOME**

+ £1.50 p + p

- Professional full-size keyboard - includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

**The official Spectrum Upgrade.** Naturally your upgraded computer will accept all the peripherals in your Sinclair system-Interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

**Here's some exciting news for Spectrum owners ...** the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£31.90 + £1.50 p + p** we'll upgrade it for you.

**The bigger, better Spectrum keyboard**  
 The Spectrum + measures 12 1/2" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action - ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

**HOW TO ORDER BY MAIL**

- If you require us to do the upgrade for you please send **£31.90 + £1.50 p + p. Total £33.40.**
- Should you require the do-it-yourself kit just send **£24.95 + £1.50 p + p. Total £26.45.**
- If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

**VideoVault Ltd.**

Upgrade Dept, 140 High Street West, Glossop, Derbyshire SK13 8HJ  
 Tel: 04574-66555/67761 Head Office & access orders.  
 Manchester 061-236 0376 while you wait repair centre only.  
 © Copyright Videovault Ltd. No. 789003

## FOR SALE

### STORT SOFT ATARI MAIL ORDER SPECIALISTS INCREDIBLE LOW PRICES!

ALL DISKS CARRY A NO QUIBLE REPLACEMENT GUARANTEE ARE CERTIFIED 100% ERROR FREE AND COME WITH LABELS, 5/4" ALSO HAVE SLEEVES AND WRITE PROTECTS, FLIP SIDED DISCS HAVE TWO INDEX HOLES AND TWO NOTCHES

#### SPECIAL OFFER !!

25 SS 48 TPI 5.25" discs & 100 cap locking disc box .....	15.00
50 SS 48 TPI 5.25" discs & 100 cap locking disc box .....	25.00
100 SS 48 TPI 5.25" discs & 100 cap locking disc box .....	39.95
25 DS 48 TPI 5.25" discs & 100 cap locking disc box .....	17.00
50 DS 48 TPI 5.25" discs & 100 cap locking disc box .....	26.50
100 DS 48 TPI 5.25" discs & 100 cap locking disc box .....	42.00

#### LOCKING DISK BOXES

5 1/4" holds 50 .....	£7.95	5 1/4" holds 100 .....	9.95
3 1/2" holds 40 .....	£7.95	60/90 (holds 60 3" or 90 3 1/2") .....	9.95

#### 3.5 SPECIAL OFFERS

25 SS/DD 135 TPI (MF1DD) & 80 or 60/90 locking disc box .....	35.00
50 SS/DD 135 TPI (MF1DD) & 80 or 60/90 locking disc box .....	59.95
25 DS/DD 135 TPI (MF2DD) & 80 or 60/90 locking disc box .....	39.95
50 DS/DD 135 TPI (MF2DD) & 80 or 60/90 locking disc box .....	65.00

#### CUMANA DRIVES

Atari ST 1 Megabyte .....	139.00
Amiga 1 Megabyte .....	129.00

#### ATARI HARDWARE - BARGAIN PRICES

##### 520 STFM £279.95

520 STM SF354 (1/2 meg drive) .....	279.95
520 STM SF314 (1 meg drive) .....	339.95
520 STM SF354 & SM125 mono monitor .....	374.95
520 STM SF314 & SM125 .....	434.95
1040 STF & SM125 mono monitor .....	570.00
Mega ST (2 megabyte RAM & 1 meg drive) .....	845.00
Mega ST (2 megabyte RAM & 1 meg drive) & SM125 .....	935.00
Mega ST (4 megabyte RAM & 1 meg drive) .....	1095.00
Mega ST (4 megabyte RAM & 1 meg drive) & SM125 .....	1190.00

All Hardware comes with free dust covers!! All ST's come with 5 Public Domain disks including CPM emulator and the arcade game Megaroids, 5 blank disks to get you going or choose 5 additional discs from our Public Domain library. Basic language disk and manuals.

520 STM ONLY comes with 1st Word word processor and spelling checker.

Just write for more information. Cheques etc. payable to STORT SOFT (International orders remit in pounds Sterling by bank draft or international money order and send amount quoted which will be exclusive of VAT but include additional postage. Write for quote in any other currency)

ACCESS/MASTERCARD/EUROCARD/VISA accepted. CREDIT CARD ORDER LINE - 0279 89509

24 HOURS A DAY, 7 DAYS A WEEK - VAT & P.P. INC. NO HIDDEN EXTRAS - WHAT YOU SEE IS WHAT YOU PAY

18 CROWN CLOSE, SHEERING, BISHOP'S STORTFORD, HERTS CM22 7NX

## TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For —



Intellivision

IN STOCK NOW



WICO JOYSTICKS FOR NINTENDO IN STOCK NOW

The leading Video game specialists. Send for lists (state make of game)  
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

# ESCAPE™

# ACE

## Collect it!

Missed the first two issues of ACE? Don't despair. Copies can be despatched to your letterbox for just £1.50 each (postage free). Look at these highlights.

#### ISSUE ONE

- FREE cassette containing COMPLETE games worth £8-£10 - US Gold's BLUE MAX for the C64 and Ocean's GIFT FROM THE GODS for the Spectrum.

- Buyer's Guide describing the ACE all-time top 50 games.
- Large, colour reviews of XOR, Bubble Bobble, Quedex, Impact, Barbarian, Mask and more.
- Which Console? A detailed comparison of the Nintendo, Sega and Atari machines and the software available for them.

- Music. Intro to Midi and a review of Casio's Midi Guitar.
- Great playing tips on Guild of Thieves, Barbarian, Sentinel, Bouncer, Defender of the Crown and more.
- Spoof letters page!

#### ISSUE TWO

- FREE cover cassette containing the FIVE complete levels of the arcade smash BUBBLE BOBBLE (C64 and Spectrum versions)!

- Buyer's Guide to budget software - 30 top titles listed.
- Rave reviews of RED L.E.D., SUPERSPRINT, SKULLDIGGERY, and more.
- Detailed playing guides to XOR and HITCHHIKERS, plus pokes on Deathwish 3, Paperboy, Leaderboard and others.

- Features on recommended joysticks, 3D graphics and measuring your game-playing skills.



#### How to order

Just use the FREE POST Reader Offers card attached to the outside of the magazine, quoting order code A120B1 (issue 1) or A120B2 (issue 2). Or send a cheque for £1.50/issue made out to Future Publishing Ltd to:

**ACE Back Issues, Future Publishing Ltd,  
Somerton, Somerset, TA11 7PY**

# OF STRATEGIC IMPORTANCE

**T**here comes a time in every game player's life when he looks at his collection of arcade and adventure games, he looks on the shelves of the local software shop, and he asks himself 'Do I really want to spend another 10 quid on the latest horizontally-scrolling shoot-em-up?'

It doesn't happen to all of us, but those who have endured this period of transition know that either the computer has to be slung to the bottom of the wardrobe and or else you have to start looking for an alternative class of game that will provide the sort of challenge you're secretly craving. Enter the strategy game...

Most computer games are more concerned with tactics than strategy. If you're unclear what the difference is, tactics involves the development of appropriate responses to the opposition's manoeuvres during battle, whereas strategy is the process of developing a plan for securing overall victory. In your typical shoot-em-up, tactical operations are the order of the day as you learn how to dodge and destroy the opposition. Strategy is unnecessary for the simple reason that the enemy has no strategy - they just keep coming, and thus all you need to do is keep blasting.

Things are very different, however, when you're up against someone like Napoleon at Waterloo, or an ingenious alien commander who understands just what you're after and is exercising every ounce of your micro's CPU to bring about your downfall. In games like these, strategic thinking is essential

and the effort can bring a degree of involvement far beyond the average search-and-destroy mission to Alpha Centauri.

Are you up to the challenge? Let's face it, anyone can shoot aliens. The sort you come across in games haven't exactly got much in the brains department. How would you make out if your opponents started showing a bit of initiative? Imagine your response if a run-of-the-mill space invader suddenly stopped dropping bombs, sent a detachment round to the bottom of the screen, neutralised your laser, and demanded your immediate surrender. Would you have a response? Could you cut the crumpet against a real invading army, its generals, its commander-in-chief? Now's your chance to find out...



## ANNALS OF ROME

PSS

Spectrum	£12.95 cs
C64/128	£12.95 cs £17.95 dk
Amstrad	£12.95 cs £17.95 dk
Atari ST	£24.95 dk

A biggie this one. It starts in the year 273 B.C. and can continue indefinitely as the player struggles to keep his ever-expanding empire together whilst under threat from up to 13 hostile powers. Each game turn covers a period from one to 25 years and is composed of several sub-sections which allow the player to make strategic decisions concerning economics, personnel assignments and foreign or civil wars.

There is so much to this game that it will take you a long

Fed up with mindless blasting? Want an opponent worthy of your skills? The chance to develop your own campaigns for conquest and colonisation? Andy Smith presents 15 games that will really test your mettle on the battlefield.

THE REPUBLIC				
2	5	1	1	1
1	GA 2	PH 2	2	2
1	1	2	SB	1
CA	CA	GR	EG	EG
CA	CA	EG	1	
ITALIA				
NEIGHBOURING REGIONS				
AL	SA	SI	GR	
0	0	0	0	
0	0	0	0	
0	0	0	0	
15	7	1	29	
1 REGION ?				

AURELIUS	05
ANTONIUS	35
CERUSUS	35
CAESAR	45
CRUSUS	35
FABRIANUS	05
GFLAVIUS	05
HARQUIUS	35
I CASSIUS	35
J TRIBIUS	35
KODITIUS	15
L CLODIUS	45
M CRASSUS	05
N MARIUS	25
ODERO	45
P OCTAVIUS	55
Q POMPEIUS	50
R COTTA	15
S PRIMIUS	45
T SCIPIO	15
UCATO	35

time to get to grips with it, but it is well worth persevering with because the amount of available options makes it very involving to play and no two games will ever be exactly the same. For the solo wargamer it's a must, but prepare yourself for long involved sessions. Thankfully the SAVE GAME option is available at the start of each turn, so you can carry on with the campaign whenever you have the time to spare.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 850**

**ARNHEM**  
 CCS

Spectrum	£8.95 cs
Amstrad	£9.95 cs
C64/128	£9.95 cs

This one, two or three player tactical wargame is based on the 'Market Garden' operation of 1944. Montgomery's plan was to rid Holland of the Nazis and open the door to Berlin. Three allied airborne divisions were dropped behind enemy lines and attempted to capture a series of bridges for the advancing allies.

The game contains five separate scenarios, each lasting a fixed number of turns. Each day of the campaign is made up of three turns (morning, afternoon and night) and each turn is divided into three phases. The first is the mechanical phase in which motorised units can move and engage in combat. The second phase is when other units can move, and the third phase is another mechanical phase.

Despite it's age *Arnhem* is still one of the toughest, most atmospheric and involving wargames you could wish to own, and it set its author R.T. Smith on the road to fame and - who knows? - fortune.



OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 910**

**BALANCE OF POWER**  
 Mindscape

Amiga	£29.95 dk
Atari ST	£29.95 dk

For 16-biters, *Balance of Power* is the definitive strategy game. The player takes the role of one of the Superpowers while either the computer or a friend takes control of the other. Then it's a case of trying to win friends and influence people on a global scale. This can be achieved in a number of ways including supplying arms and financial aid to radical factions in the hope of toppling a government that is not receptive to either the great American or Russian dream

(which ever colour you happen to be playing.) It's complex, it's involving, it's certainly thought-provoking and it's difficult to play in ten minute sessions. Set aside a lot of time and you'll get a lot of enjoyment from the game. Absorbing stuff that gives an insight into the devious world of Geopolitics.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 950**



**Strategic scores**

We've come up with a special rating system for this section to make sure you can choose your strategy game with confidence. Here's how we sort the neat from the naff...

**OPPOSITION**

This is of utmost importance - to solo strategists especially. It is an assessment of just how intelligently the computer reacts to any moves you make during the course of the game. It also takes into account how well the computer handles its forces in an attempt to win the game. The addition of varying levels of play will win a game points in this category only if the computer appears to adopt a more aggressive attitude on the higher levels.

**DISPLAY**

Forget the packaging, this category deals with how well designed the on-screen display is. As is often the case with strategy games, you're going to sitting in front of the screen for a considerable amount of time and a poorly designed screen with minute text or glaring colours can ruin an otherwise enjoyable game. The manner in which information is displayed can also earn points in this category - well-designed maps and status screens can help a player devise more effective strategic policies.

**EASE OF USE**

This is a direct reflection on the game's operating system and how user-friendly it is. If the player has to wade through a whole series of game phases to change a single order, then it can become extremely tedious. How easy the player is able to follow what exactly is happening in the game is also considered in this category.

**GAME DEPTH**

The major consideration here is just how far the game strives to involve the player and provide for varied challenge. The ability to alter a game's parameters or the addition of 'what if' options can turn an otherwise worn-out game into an exciting challenge full of new opportunities. The packaging is included in this category as scene setting can help to give the game atmosphere - and the addition of historical notes, photographs and diagrams all help to transport the player from the armchair to the battlefield.

**BATTLE OF BRITAIN**  
 PSS

Spectrum	£9.95 cs
C64/128	£9.95 cs £14.95 dk
Amstrad	£9.95 cs £14.95 dk

Take control of Fighter Command during WW2 in this solo wargame featuring three separate scenarios. The computer assumes the role of the operations room as the player attempts to stop the invasion of Britain by the German Luftwaffe. You have to consider several factors when deciding upon which course of action you should follow, including airstrip availability, ammunition levels and flying times. Again PSS have included an optional arcade sequence which puts you into the cockpit of a Spitfire so you can dog-fight with Jerry over the Channel.

While the game boasts three scenarios, the first is meant merely as an introduction to the game for the player to familiarise himself with the games' mechanics and the second is a simulation of an all-out attack



by the Luftwaffe. But the third scenario covers 30 days of the actual battle and is as historically accurate as is possible within the constraints of game play.

An enjoyable challenge that should be on your shopping list, especially as it's now available on the Classic Conflicts label for a fraction of the original price.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 830**

**BATTLEFIELD GERMANY**  
 PSS

Spectrum	£12.95 cs
C64/128	£12.95 cs £17.95 dk
Amstrad	£12.95 cs £17.95 dk

This one or two player wargame is set just in the future and simulates a conflict between NATO and the Warsaw Pact in Western Europe. Sounds like another PSS game? Well yes, the scenario is



the same as the other PSS great *Theatre Europe*, but this game differs in a multitude of ways.

Played on a map divided into hexagonals, the play alternates with each game turn being roughly divided into three. The first phase of the turn is the Supply Phase when the computer calculates the amount of supplies that your forces can receive. It takes into account whether a clear line can be drawn back to the supply points - if that line passes through enemy held territory then the supplies just won't arrive. The next phase is the optional Nuclear phase, which gives the player the chance to use nuclear warheads on a tactical or strategic level. Next comes the action phase, this can be subdivided into three minor phases including movement, airborne movement and the attack phase. The introduction of the hexes brings a real board wargame feel to the computer, and as such it is very good. Stretches your tactical planning ability whilst remaining thoroughly playable.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 820**

**DESERT RATS**  
 CCS

Spectrum £9.95 cs  
 Amstrad £9.95 cs

The follow-up to the ever popular *Arnhem*, also written by R.T. Smith. *Desert Rats* is a one or two player wargame covering the campaign in the western desert from the arrival of Rommel in



**Setting the scene....**

If you always thought a strategy game is a strategy game is a strategy game then you could not be more mistaken. Scenarios vary widely, as does the quality with which they are implemented. Some games attempt to cover too much ground and consequently leave the player with the feeling that he is not really in control of events while others concentrate too much on nit-picking details that can impair a player's strategic thinking. The good strategy game will strike a balance between the two.

Ideally, you should be able to make as few or as many decisions in a game as you wish - a good example of this is *Balance of Power*. Many games strive toward this ideal and will allow the player to choose the weapons used, the arrival point of reinforcements, the amount of ammunition available and so on. This is the level of involvement you should be looking for.

Finding a game with the correct level of detail is difficult - hence this guide - and even then you'll find great variation in the designs of different programs. The usual format is to have the player controlling one force, with all orders issued to the various units before a button is pressed. The computer then calculates the results of the actions, moves the symbols on the screen and calculates the outcome of any ensuing combat. Then there's a pause while the computer makes its move, after which it's your turn again. Examples of this sort of game include *Vulcan*, *Napoleon at War*, and *Yankee*.

A lot of games have separate phases (for example, a 'supply' and 'attack' phase); these are dealt with in a set order and they go together to form the game 'turn'. *Theatre Europe* and *Battlefield Germany* both take this approach. Other games will deal with the units one by one, with all the moves and combat for that particular unit being dealt with before the player moves onto the next unit. *Rebelstar* is a good example of this latter category. There are advantages and disadvantages to each system, and a lot depends on the particular player's own personal preference. You'll soon find the system that best suits your own style of playing.

Tripoli to the final battle for El Alamein.

The same ordering system that was used in *Arnhem* is used again in *Desert Rats*, and why not? It is simple, efficient and very easy to work with. *Desert Rats* is a tough game to win and you're sure to spend a long time trying.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 905**

**DOOMDARK'S REVENGE**  
 Beyond

Spectrum £9.95cs  
 C64/128 £9.95cs  
 Amstrad £9.95cs

The sequel to the classic *Lords of Midnight*, written by the same author - Mike Singleton.

Following the defeat of Doomdark, his daughter (Shareth the Heartstealer) threatened to invade the peaceful lands of Midnight. Luxor set forth to the lands of the Ice-mark to rescue his son Morkin and defeat the evil Shareth. The ordering system and game concept is the same as used in

*Lords of Midnight*, but the game was greatly enhanced by the addition of several warring factions, from which the player has to recruit his armies. Although you could see a lot of *Lords of Midnight* in the game mechanics, *Doomdark's Revenge* plays completely differently and is certainly a worthy successor. All that remains now is to see whether Mike Singleton can ever find the time to write that promised third part of the trilogy *Eye of the Moon*.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 940**



**JOHNNY REB 2**  
 Lothlorien

Spectrum £9.95 cs  
 C64/128 £9.95 cs  
 Amstrad £9.95 cs

This one or two player wargame makes a greater attempt to capture the flavour of the American Civil war, rather than accurately re-create a battle. The player is allowed to alter a variety of the game's parameters including which side you control, when reinforcements should arrive, the battlefield terrain and more.

*Johnny Reb II* is definitely a worthy successor to the original *Lothlorien* game and is certainly deserving of a closer examination.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 840**

**LORDS OF MIDNIGHT**  
 Beyond

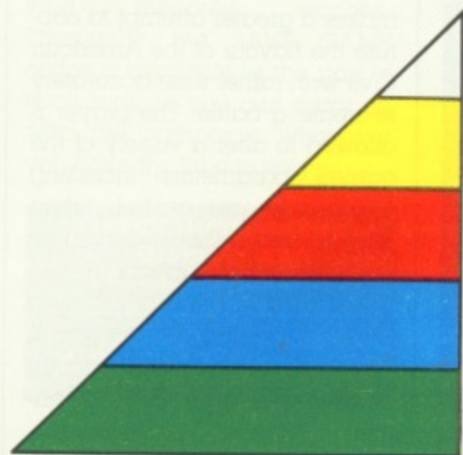
Spectrum £9.95cs  
 C64/128 £9.95cs £11.95dk

A fantasy wargame that can be played either as a wargame or as a graphic adventure. The best way to play the game is to combine the two separate elements and play as one epic.

The wargame aspect is by far the most testing and enjoyable. It involves the player controlling four characters (at the start) independently. They must scour the lands of Midnight and try to recruit the various lords in an attempt to form a large enough army to defeat the evil Doomdark, who is resident in the Citadel of Ushgarak.

This is when the strategy comes into play, as attrition plays a major part in reducing an army's fighting ability and the player must see that his forces are kept in fighting order before planning the final tactical

assault on the citadel. One of the most involving and atmospheric fantasy wargames you could hope to play, and unusual in its use of 'landscaping' - a method of presenting a view of the terrain in all directions, giving the player 32000 possible panoramic displays!



# The Worlds Finest Strategy Games

## **SPECTRUM**

Swords & Sorcery  
Falklands '82  
Iwo Jima  
Battle for Midway  
Battle of Britain  
Theatre Europe  
Tobruk  
Bismarck  
Annals of Rome  
Battlefield Germany  
Pegasus Bridge  
Sorcerer Lord  
Conflicts 1  
Conflicts 2

## **APPLE II**

Theatre Europe

## **IBM PC**

Annals of Rome

## **CBM 64**

Falklands '82  
Iwo Jima  
Battle for Midway  
Battle of Britain  
Theatre Europe  
Tobruk  
Bismarck  
Annals of Rome  
Battlefield Germany  
Pegasus Bridge  
Sorcerer Lord  
Firezone  
Fortress America  
Final Frontier  
Conflicts 1  
Conflicts 2  
Power Struggle  
Okinawa

## **AMSTRAD CPC**

Swords & Sorcery  
Battle for Midway  
Battle of Britain  
Theatre Europe  
Tobruk  
Annals of Rome  
Battlefield Germany  
Pegasus Bridge  
Sorcerer Lord  
Firezone  
Conflicts 1

## **ATARI ST**

Annals of Rome  
Fortress America  
Final Frontier  
Battlefield Germany

For a catalogue of all products call (0203) 667556, or write to:

**PSS 452 STONEY STANTON RD, COVENTRY, CV6 5DG, U.K.**

## Dark Sceptre

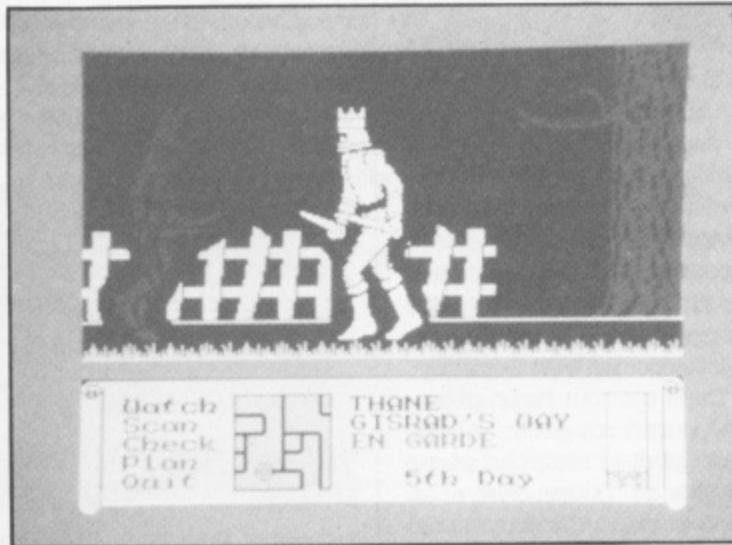
Mike Singleton of *Lords of Midnight* fame has just completed his latest game, *Dark Sceptre*. Like most of his previous releases, it takes several strategy elements and gives them a new twist to produce a promising game with a tremendous display and complex gameplay.

The *Dark Sceptre* has been stolen, and as a noble Thane (leader) you must retrieve it by issuing orders to your retainers and allying with other Thanes within the game. There are six different character types, Thrall; Reaper; Assassin; Fool; Mystic; Savage; Thane; and Herald. Each type has its particular abilities and characteristics, and each individual character has a set of eight attributes.

There are three principal display modes - a map of the land; the commands menu; and a display of the current location. The latter shows a horizontally scrolling landscape with the figure(s) present depicted in very large, smoothly animated sprites.

During the game you select characters and issue them with orders, which they will then proceed to carry out to the best of their abilities while you get on with organising the others. Fights are frequent and good use of sound is made to indicate that a fight has begun (in which case you have an option to view it) or that an enemy or neutral character has joined your side.

Some characters can accept up to three orders at once, which they will execute in succession (if they are up to it), so you could, for example, tell an Assassin to: **GO TO CYMRIL'S FORK: KILL ENEMY THANE: WAIT** and he would then go about his business. There are approximately 60 independent characters within the game, and getting to know their strengths and weaknesses as well as carefully orchestrating their manoeuvres is essential for success. There is no random element involved, so success or failure is entirely up to you.



The location display screen. Sprites move slowly, but the animation is good and colour-clash on the Spectrum is avoided by giving each sprite a black border.



There are approximately 30 different commands, which can be given to any character and which can be made to involve any third party. The only important exception are magical commands, which can only be carried out by a Mystic.

OPPOSITION ██████████  
 DISPLAY ██████████  
 EASE OF USE ██████████  
 GAME DEPTH ██████████

ACE RATING 950

## REBELSTAR Firebird.

Spectrum £1.99 cs  
 C64/128 £1.99 cs  
 Amstrad £1.99 cs

Originally released by Red-Shift as *Rebelstar Raiders*. Firebird bought the game, re-vamped it and re-released it as *Rebelstar* before it achieved the success it so richly deserved.

The player takes charge of ten or so raiders in an attempt to destroy the Isaac computer at the heart of Moonbase Delta. Either the computer or a friend can be chosen to play the part of the defenders. The playing system is very easy to use and involves selecting a member of your team who has a certain amount of Action points; these are used up depending upon what you want the character to do. Simply moving your

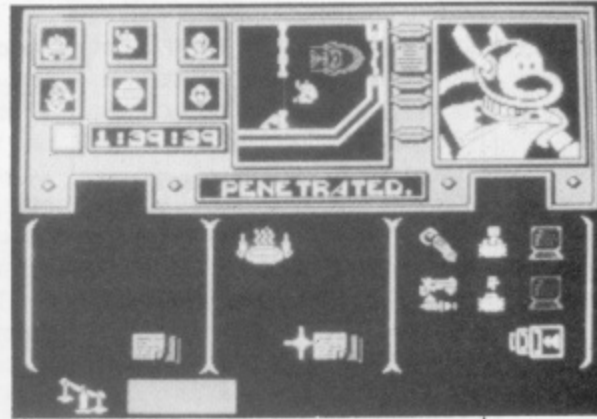
OPPOSITION ██████████  
 DISPLAY ██████████  
 EASE OF USE ██████████  
 GAME DEPTH ██████████

ACE RATING 900

character to the left or right will cost far fewer action points than an aimed shot at a target will, so how you spend each character's action points each turn can become very tricky indeed. A simple game to play but one that is very hard to put down - or win.

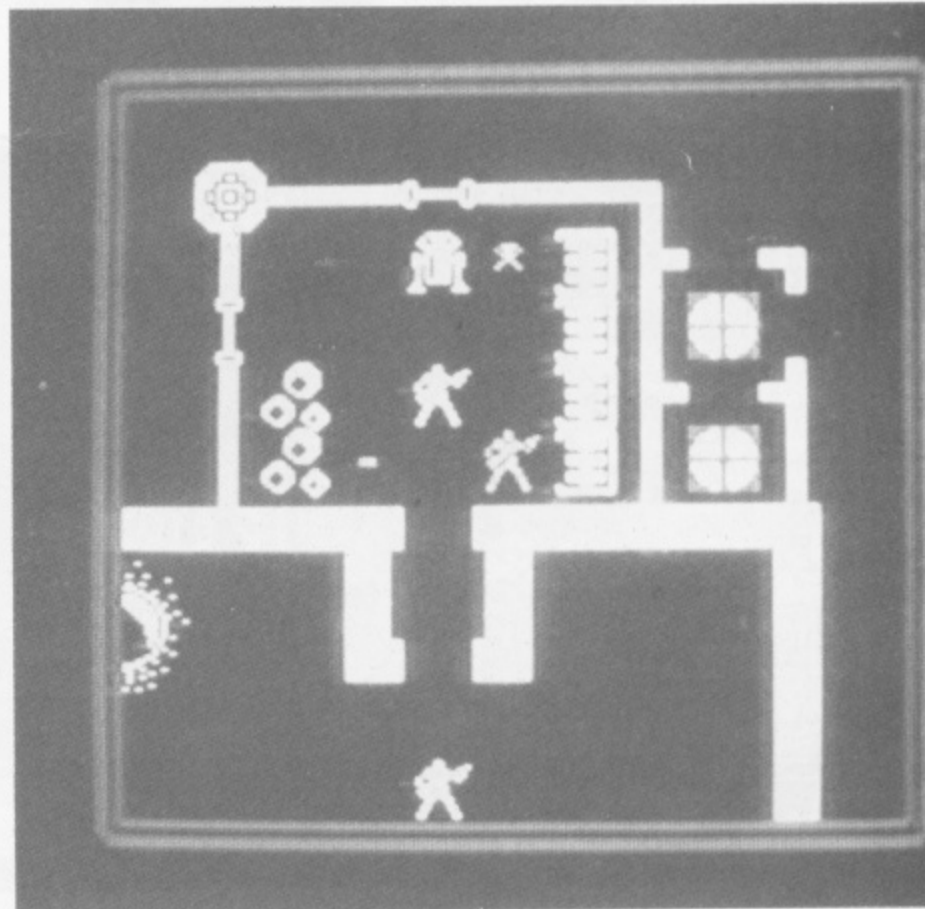
## SHADOWFIRE Beyond

Spectrum £9.95cs  
 C64/128 £9.95cs £11.95dk  
 Amstrad £9.95cs £14.95dk



This strategy game was one of the first icon-driven strategy games and is still one of the best. The player takes charge of six characters collectively known as the Enigma Force, and uses them in an attempt to rescue the ambassador Kryxix who is being held on board the spaceship Zoff 5 by that scoundrel General Zoff.

Each character is ordered separately by means of icons from various menus that can be



called up, i.e. the battle menu allows the player to choose to attack, defend, retreat etc and the movement icon lets the player decide in which direction the character should move. The various characters all have different characteristics that are peculiar to them and the player has to use each team member's special ability at key points in the game in order to survive. Played against a very tough time limit, *Shadowfire* requires the player to react swiftly under pressure and employ all his tactical ability. A great game to play that is a real challenge. It is a pity that the sequel, *Enigma Force*, is a completely different sort of game which is not as half as enjoyable as *Shadowfire*.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 890**

**VULCAN**  
 CCS

Spectrum £9.95 cs  
 Amstrad £9.95 cs

The latest game from R.T.Smith, following firmly in the footsteps of *Desert Rats*. *Vulcan* covers the Tunisian campaign from November 1942 to the end of May 1943. Again the same ordering system is employed, but this game boasts a much larger playing area than the other two games, allowing greater scope for the player. Also, an air attack phase has been added to drive home the

importance that air cover played during the real campaign. With the computer or a friend playing one side (either Allied or Axis) the game is no pushover and will keep you absorbed for a long time.

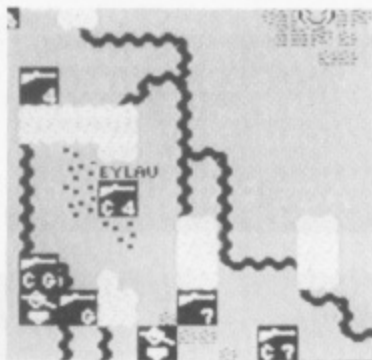
OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 930**

**NAPOLEON AT WAR**  
 CCS

Spectrum £8.95 cs

A one player wargame based on the Napoleonic battle of Eylau. The player takes charge of the French forces while the computer plays the part of the Russians and Prussians.

The player controls the battle by issuing orders either directly to the units individually or to the Corp Commanders, who will either carry out your orders to the letter or will act on their own initiative. Each game turn is divided into two - the issuing of orders and the movement and combat that is a result of those orders. If you're a fan of this peri-



od of wargaming then *Napoleon at War* is a must, and even if you're not then it's still well worth a good hard look.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 920**

**THEATRE EUROPE**  
 PSS

Spectrum £9.95 cs  
 C64/128 £9.95 cs £14.95 dk  
 Amstrad £9.95 cs £14.95 dk

This wargame is set just in the future and covers the first 30 days fighting between the



NATO alliance and the Warsaw Pact. Should you decide to play as supreme commander of NATO your objective is to prevent the invasion of West Germany - at all costs. Obviously, should you decide to play supreme commander of the Warsaw Pact then your objective is to occupy West Germany.

There are four basic phases to the game: movement phase, attack phase, resupply phase and the air phase. Before an attack is made the player also has the option to use tactical chemical weapons in attacks. The air phase allows the player to control a limited air force and struggle for air superiority by deciding where and when to make an attack behind enemy lines.

As is usual with PSS games, there is the opportunity for the player to enter an arcade style game, which means the player can actively participate in a battle. This is all very well and good if that's what you want, but frankly the game is just as good if you never opt to take part in one of the battles. Certainly the

arcade element should not be a prime reason for buying the game.

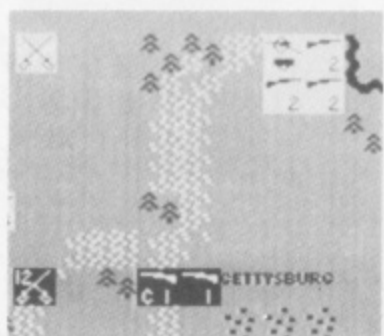
At its new knock down price, *Theatre Europe* is a gift. It comes frighteningly close to predicting the future for Europe should the unthinkable happen.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 915**

**YANKEE**  
 CCS

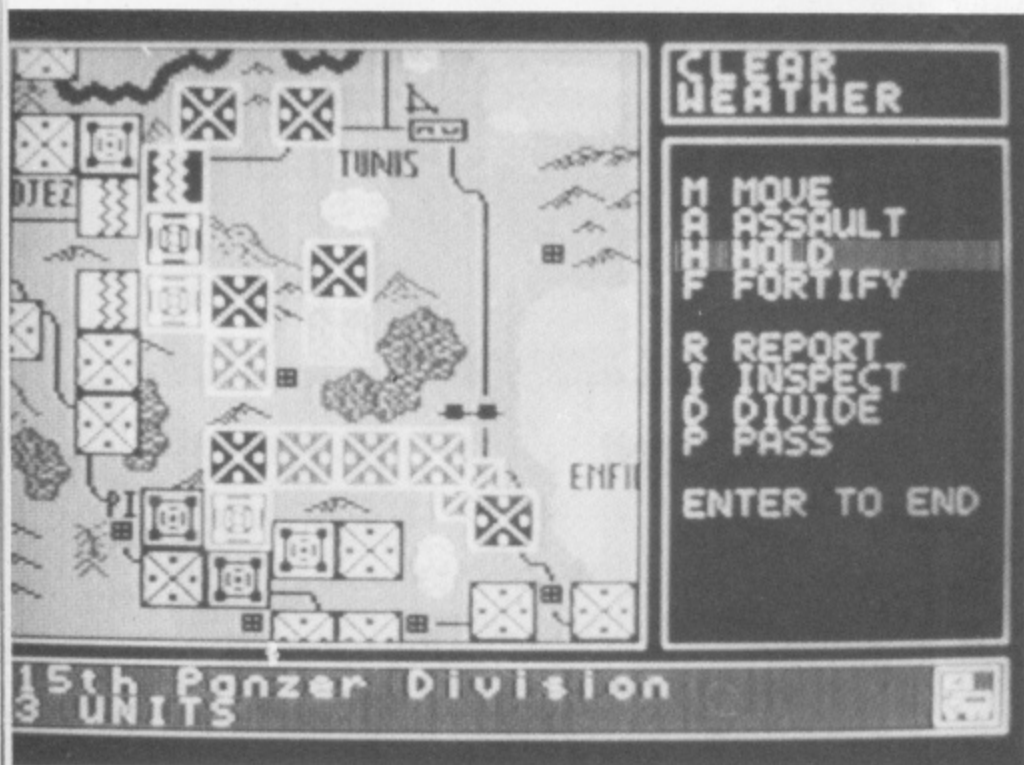
Spectrum £9.95 cs

This single player wargame set during the American Civil War of the 1860's comes with two scenarios taken from the war. The first and most famous is the battle of Gettysburg where the Union troops repelled the Confederate attack and won a decisive victory. The second scenario features the battle at Chickamauga (Georgia) where the Confederates managed to defeat the Union troops after a long and bloody battle. The sequence of play involves the player issuing orders either to



individual units or to the Corps Commanders, who can, if you desire, act on their own initiative. A very well designed screen display makes for an enjoyable game that is also a testing challenge.

OPPOSITION ■■■■■■  
 DISPLAY ■■■■■■  
 EASE OF USE ■■■■■■  
 GAME DEPTH ■■■■■■  
**ACE RATING 895**



# UNIVERSAL MILITARY SIMULATOR

**T**his new offering from Rainbird looks like being a universal military success, a game that marks a giant step in war-gaming and strategy and which promises to bring this area of gameplaying to the notice of a far wider public.

Programmed by a dedicated American wargamer who spends most of his spare time wandering across the sites of historic battlefields, pondering the fate and fortunes of armies past and present, *UMS* is notable for the total control it gives the player. Not only can you re-run five classic conflicts, ranging from the battle of Arbela in 331 BC through Marston Moor (1644) to Waterloo (1815), but you can also define your own armies, units, weapons, and even the terrain across which they face each other.

The pre-set battles each feature 3-D grid-scapes based on contemporary maps, giving an added dimension of realism to the conflicts. This sort of attention to detail is apparent throughout the program, giving you the ability to manipulate almost every conceivable element of battle. Time-scales, morale, injuries, armament, numerical force, terrain, and map design all have a bearing on the outcome of the battle, and all can be altered at any time before, during, or after the confrontation by the user.

Of course you don't have to take the historic battle approach too seriously. If life with the Jones' is really becoming too much to bear, why not plot out a 3D representation of their garden and launch an all-out strike? First person to capture the opponent's dog and feed it to the lions is the winner. Or you could stage a battle on a far-off planet, or whatever else

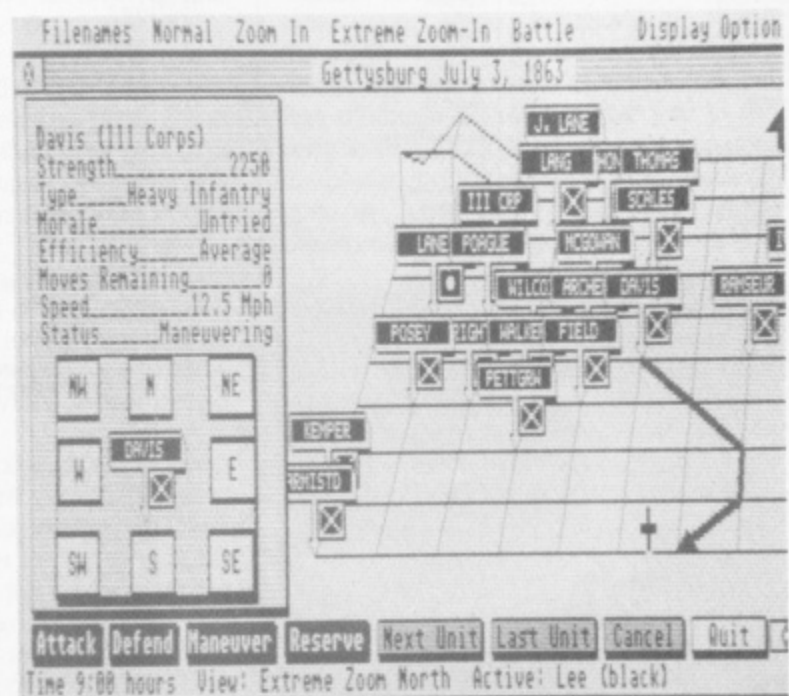
The Army set-up screen allows you to determine the exact specification of your fighting force.

takes your fancy. Seven years in the making, the program has the flexibility necessary to make this possible.

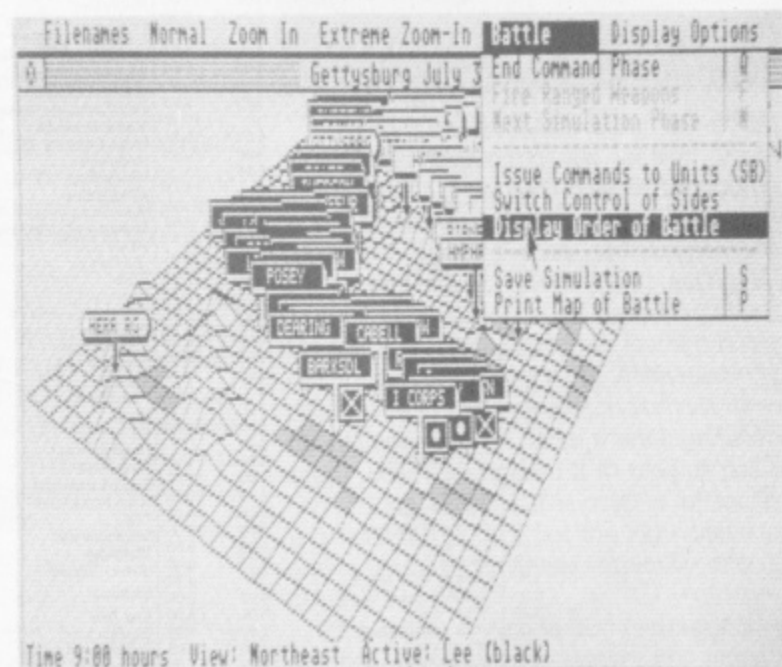
Throughout a battle the program displays sectors of the maps, showing the movement of different units and reporting on the outcome of any engagements. Naturally the pre-set battles run strictly according to history – until YOU start altering the parameters, and find out what would have happened if Napoleon hadn't had to march up that ridge, or if Wellington had been face to face with Harold at Hastings!

For the serious strategist, the ability to cancel or edit any command instruction to any unit at any time during the battle is invaluable for instant 'what-if' investigations. In this respect the program rises out of the realms of entertainment and into the realm of true education – and not only for you and me, since rumour has it that the CIA are touting for a copy for use in their training department.

The program will be released with an 80-page booklet giving details of the pre-set scenarios and a 30-page machine-specific manual. It will also be the subject of a full-scale feature in next month's ACE.



The Issuing Orders screen, where the player issues orders to an individual unit, taking into account the surrounding terrain and the opposing forces.



Display options include a multiple zooming facility, allowing you to get a close-up visual display of any area from any direction. The green areas represent woods, other features include ridges, hills, and landmarks. There's even a facility for defining a randomised map for use when you run out of ideas.



This month the Pilg embraces Ingrid Bottomlow, challenges the polls in *Yes, Prime Minister*, and previews *Jinxter*. The White Wizard also makes a (small) contribution...

# PILGRIM

## GNOME RANGER

LEVEL 9 launch Ingrid Bottomlow...

**THIS** is the second game to use Level 9's new 'interactive character' system - and things are definitely looking up. *Knight Orc* failed to stir the Pilg's blood to any great extent, though it was - by most companies' standards - a good enough program. There were an awful lot of unnecessary computer-controlled characters in the game and this - in conjunction with the lack of information about what was really going on - I for one found rather unsettling.

However, Level 9's new Managing Director, Ingrid Bottomlow, has obviously been throwing her weight around because *Gnome Ranger* puts right a lot of things that were wrong with *Knight Orc*, and does it with a sense of humour and some clever puzzles.

Some time ago, Pete Austin of Level 9 told the Pilgrim that the only way forward for adventures (he believed) was in the construction of multi-character puzzles. The days when you could just find a rod and wave it over a chasm were past and for there to be any real originality in an adventure the puzzles

were going to have to involve other NPCs (non-player characters).

Look at most of the successful games of recent months and you'll see that there's a lot of truth in this. Characters pop up in games with greater frequency than ever, and more often than not you'll have to co-operate with them, or recruit them in some way to gain your objectives.

*Knight Orc* implemented this policy with a vengeance, and one of the game's problems was that it went too far. Some of the puzzles require several characters to solve, and some of them are VERY difficult indeed. Enter *Gnome Ranger*...

The plot of the game is really pretty basic. Young Ms Bottomlow starts the game a long way from home, having been whisked away from her family by a 'faulty' teleport scroll. There is just the faintest suggestion that the affair was a deliberate ploy on behalf of her family to get rid of her, but we'll let that pass and it doesn't seem to have any bearing on the gameplay!

The game is in three parts and unlike *Knight Orc* you can't move between the parts at will - each part is a separate game unto itself and you have to solve them in order, gaining access to the next episode only when you have completed the current one.

In the first part you find yourself outside a shop, surrounded by a grassy plain. One of the Pilg's criticisms of *Knight Orc* was that there were a lot of locations which served no useful purpose. OK, so you can GO TO in Level 9's new system, but why bother to include a location if you're just going to pass through it on your way to somewhere else? No problems like that in *Gnome Ranger*, there aren't that many locations in each section and you can easily move about them at the start, getting your bearings before using the GO TO command later.

### In partnership

All the puzzles in the first part of the game involve other characters. You can make very little headway without, at the very least, recruiting the **gnymph**, and you will also encounter a rather charming **swarm of dogs**, who reminded the Pilg of the latest

Winalot advert. And then there's the **llama** (who doesn't seem particularly important), the **eagle** (who is), the **unicorn**, the **centaur**, and so on. Each of these characters has certain attributes that will enable you to succeed in your initial quest, which is to destroy the power of a wicked witch who has developed a world-wide commercial empire based on stone gnomes.

### RELEASE BOX

All versions should be available by the time you read this. A word of warning to graphics fans, however - 8-bit cassette versions will be text-only. This doesn't worry the Pilg unduly - I'll still be playing my Spectrum version, pics or no pics.

C64/128	£9.95cs, £9.95dk
SPEC	£9.95cs
ATARI ST	£14.95dk
AMIGA	£14.95dk
IBM PC	£14.95dk
MAC	£14.95dk
AMS	£9.95cs £14.95dk

If you succeed in breaking the witch's wand and shattering her power, you're through to the second part of the game. Whereas the first part centres exclusively around character puzzles and co-operation, the second part involves manipulating the ingredients for a series of magical potions. For Ingrid to continue on her journey home, she must first resurrect the Alchemist's tea plant, which for some reason shrivels up at the beginning of the game when Ingrid innocently picks a leaf from it to brew a pot of char for the old gent. The answer, of course, is a fertilising potion, but the ingredients (or one of them, at least) are extremely difficult to come by.

The potion system in part two deserves a mention. Each mixture requires four ingredients, and each ingredient is classified by nature, colour, smell/taste, and texture. Thus if you have a leaf, a yellow berry, a sweet fruit, and a hairy berry you could brew up

### Older times...Older magik

We mentioned Level 9's new *Time and Magik* release last month. Seems like it won't be ready now for at least another few weeks. One thing we didn't mention however, is that the 16-bit versions are going to feature a lot more text than the originals. That's encouraging, because the Pilg recently played a pre-release version and was dismayed by the brevity of the descriptions. Bytes were tight in those days, fellow Pilgs, but upgraders can look forward to a textual feast with the new versions - or so I am assured by Pete Austin.



Popular residences...



It.  
What now?  
The door closes behind you.  
You are at the end of a gravel drive which bends to the southwest. The grassy lawns beside the drive are edged with the vibrant colours of summer flowers. A narrow country road runs north-south.  
Exits are north, south through a door and west.  
What now? smell flowers



FRONT GARDEN  
Loading up to Ian's house. Southeast takes you into the house by means of a possible door whilst north takes you back to the orchard.  
There is a neighbour here.



FRONT GARDEN  
Loading up to Ian's house. Southeast takes you into the house by means of a possible door whilst north takes you back to the orchard.  
There is a neighbour here.

The Witch's cottage in *Gnome Ranger*. A desirable residence, complete with a unique collection of stone gnomes, dog kennel, and sitting tenant.

A shot from *Jinxter*. No compromise here, just sheer pixel perfection. Only lucky tenants should apply.

*Jinxter* again. Frankly, if the game's as good as these screen-shots then we all might as well order it now...

the same potion as you could with a leaf, a yellow fruit, a sweet berry, and a hairy caterpillar. The recipes for different potions are not difficult to find, though some are rather cryptically expressed.

Once you've resurrected the tea-plant, you're on your way to part three and the final stretch. At this stage you will find yourself sorting out peoples problems in a world dominated by mineral themes, thus completing the 'animal, vegetable, mineral' sequence. Penguins, yetis, and war between the fire people and the ice people will be your chief concerns before finally arriving home.

*Gnome Ranger* has improved on *Knight Orc* in the puzzle stakes (more logical and enjoyable), the atmosphere (more enjoyable and less confusing), the plot (more comprehensible), and the characters (more interesting). You can't ask for much more than that, except that perhaps Level 9's next game could give us more of the same. It would be good to see a slightly bigger game, in terms of locations and puzzles, but for the time being this will do nicely.

**SYSTEM** ■■■■■■  
High level commands include FIND and FOLLOW

**CHARACTERS** ■■■■■■  
Better implemented than *Knight Orc*

**CHALLENGE** ■■■■■■  
Many logical puzzles involving other characters

**LANDSCAPE** ■■■■■■  
Easy to explore but not that many outstanding locations

An improvement on *Knight Orc* that promises well for the future

**VERDICT 915**

# YES PRIME MINISTER

MOSAIC give you the keys to Number 10

**THOSE** of you aged over 50 or so will probably remember the days of Eton collars, the war, Clement Attlee, and the day when Mosaic first announced that they would be launching this game. OK, so the Pilg exaggerates a teensy bit, but let's face it, this game has been a very long time in the making. Now it's waiting on the shelves for you, clamouring for your vote and your money...does it deserve either?

No, unfortunately it doesn't. In fact, this game, based on the humorous TV show of the same name, goes down in the Pilg's book as one of the biggest missed opportunities of the year. Let's see what went wrong...

RELEASE BOX	
C64/128	£14.95cs, £19.95dk
SPEC	£14.95cs
IBM PC	£24.95dk
AMS	£14.95cs £19.95dk

First, the game uses the same basic principle of the Adrian Mole games from Level 9/Mosaic. This means that rather than move about from location to location the program tells you a story, so to speak, and pauses at opportune moments for you to select from a

number of possible alternatives. Depending on your choice, the plot then proceeds in various different directions and new situations develop.

The storyline of *Yes, Prime Minister* takes

place in five parts, each part being a day in a working week of Britain's Number One. The display shows you the interior of your office, complete with two phones, two drawers, an 'ideas box', a telex machine, a clock, an

Somehow the time always manages to slip past your next appointment while you're looking at another part of the screen.

Scroll this-a-way for the suggestions box and the poll ratings. ◀

Blotter...complete with a short memo from dearest Bernard.

Scroll this-a-way to find the teletype and the intercom, but while you're over there remember that time is still ticking by on the clock. ▶

intercom, and a blotter.

Gameplay is as follows. You have a symbol (it varies from machine to machine, but is basically a pointer of some kind) which you can move about the screen using the cursor keys or a joystick. As you move it, new areas of your office scroll into view (on the Commodore and Amstrad versions, the screen flips on the Spectrum). By 'clicking' on an object, you select it and may, occasionally, be able to interact with it...

For example, you start the game on Monday and scroll the screen to show your clock, which says 9.00am. The minutes tick by pretty rapidly, so you should find out what your appointments are for the day. This is done by clicking on the left hand drawer of your desk, which causes a diary for the day in question to be displayed. The most you'll have in a day is three appointments - sometimes there will be none. Your appointments schedule does not change from game to game, though what happens in between meetings does.

#### SYSTEM ■■■■■■

Easy to use with novel graphics interface, but still very limited

#### CHARACTERS ■■■■■■

Excellent text maintains essence of TV personalities

#### CHALLENGE ■■■■■■

Enjoyable trial and error, but not much else

#### LANDSCAPE ■■■■■■

Repetitive scenario limits scope of the game

MCS games need 20M bytes and 16-bits to win votes

## VERDICT 595

While you're doing this, you may have heard a plaintive beeping. Scroll the screen around your desk and you will notice the phone flashing. Click on it, and the screen changes to text mode, with the caller's message displayed. There's nothing for you to do except read what he has to say, then read what you say in response, and occasionally select one of several speech options at critical moments.

Whether it's the intercom beeping, or the other phone, the procedure is identical. To liven things up a bit, a memo will occasionally appear on your desk, which you can read by clicking on it, and which will probably contain some droll message from Bernard Woolley, your private secretary. You can also read incoming messages on the teletype (usually giving notice of some foreign disaster) and some rather uninteresting political platitudes that spring from the 'ideas box'.

As the clock flicks through the day, you will find yourself attending meetings in nearby offices. To get to these you click on your door and then choose the appropriate destination from the list presented. You never actually see another location, but simply read on-screen an account of what happens there. That account, as with almost all 'events' within the game, will be composed almost entirely of dialogue between yourself, Bernard, and Sir Humphrey Appleby, the Cabinet Secretary.

### Political aims

Your objective in the game is to stay in power and boost your rating in the polls, which you can check by clicking on the Union Jack in your office, to reveal a safe behind it. Clicking on the safe gives you an up-to-date poll report - you start the game with 50% and must obviously attempt to improve on that figure as the days roll by.

The manner in which you achieve that objective lies in the way you select the various options during the games. For example, suppose you have a meeting at 9.30am with Sir Humphrey. Providing you aren't busy answering the 'phone or reading a memo at the time indicated, you will be able to click on the door, select Sir Humphrey's office, and enter into dialogue with the nit-picking old busy-body.

Sir Humphrey, for example, may wish to discuss with you your plans for setting up a Ministry for Women. 'Do you not think, Prime Minister', he might say, 'that this will offend: (a) your loyal male supporters (b) your loyal female supporters'. The program then waits for you to click on one of these choices, which is somewhat strange since it's Sir Humphrey speaking and not you. Even more strange, if you make him say something inappropriate (such as (b) above), he will start getting crotchety! You then reply to him, and have a similar opportunity to direct

the flow of your own side of the conversation among the somewhat limited alternatives.

Despite the slight illogicality of being able to direct all sides of an argument, this actually adds a little to the gameplay and makes things more interesting. In fact, the text of the dialogues is really very witty in parts and every bit as good as the TV series. So what went wrong?

The biggest problem lies in the repetitive nature of the game-play. There is a basic storyline which does not alter from game to game, and on top of this various 'random scenarios' will occur. Each meeting you attend can lead you, depending on which options you choose, into different sequences. The trouble arises when you have played the game about five times (and it doesn't take long to finish, either). Despite the fact that new scenarios occasionally crop up, the variety steadily grows stale, and the bulk of the game becomes depressingly familiar. What you end up with is an initially enjoyable game, that turns out to be a disappointment. Mosaic reckon you'll want to return to it in much the same way as you would return to a book you've already read. The Pilg is not convinced, and I suspect that this sort of game needs a massive text-database, a 20meg hard disc, and more intelligence to succeed.

## Variety show

### The White Wizard ponders on multiple choice games...

I humbly beg to submit that the Pilg has missed the point with *Yes Prime Minister*. I would argue that a pure Multiple-Choice Scenario can *never* be a good game! Here is my case...

Mathematics. For an MCS to work well, it needs enough plot variations to be able to give the player the impression that his decisions are radically effecting the game storyline. What does this imply? Imagine you have three choices at each 'junction'. You start the game, and make your first choice. The computer needs to store three different scenarios - one for each choice, and you find yourself in one of these. But each of these secondary scenarios requires three further scenarios, and so on...Addicts of programming tree structures will love this, but for the rest of us I can simply state that after making ten decisions in the game, you would have to be in one of nearly sixty thousand possible alternative story-lines. Memory chips ain't that cheap, my wizardlings.

So you do one of two things...You compromise, and keep steering the reader back to the main storyline. This was the approach in the Level 9/Mosaic Adrian Mole games. Level 9 realised that to make this sort of game work, you need to provide lots of text and as many different routes for the storyline to follow as possible. The Austins managed to achieve their aims, to a certain extent, by using highly efficient text-compression routines and keeping the rest of the program as simple as possible. Thus the display presented nothing but a rudimentary graphic at the top of the screen, leaving all the processing power for the retrieval and selection of the appropriate texts.

Alternatively you compromise in another way, abandon the pure MCS format and add more command features. Wizards with very long beards may remember the game from which the screenshot below is taken - *Flight from the Dark*, based on the role-playing books by Joe Dever and Gary Chalk, and in turn derivative of the original Fighting Fantasy books of Jackson and Livingstone. This game not only had multiple choice options, but also a limited command structure using a keyboard overlay rather like *Lords of Midnight*. It did not get very far in the charts, despite a pretty face.

Neither of these compromises appeals to the Wiz overmuch, but he reckons that the second is by far the most promising. *Yes Prime Minister* has tried a bit of both, but hasn't really succeeded on either count. But then given the MCS format, I'm not surprised. Can anyone prove me wrong?



in class. As you prepare to return you see a vast cloud of black leathery creatures swoop down and engulf the monastery.

**CALL IT A SEQUEL...  
AND YOU'LL LAND UP FLAT ON YOUR BACK.**

Commodore Screens



They called International Karate the best beat-em-up so far. And who are we to argue?  
But Archer Maclean has come up with a stunner: A Third Fighter.  
Amazing animated background. New moves. Re-mixed music.  
**And Balls!**

Commodore 64/128 Cassette (£9.99) and Disk (£12.99). Coming soon for Spectrum and Amstrad home computers.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4FR. Tel: (0933) 76768  
Access, Visa and American Express Cards welcome.

Distributed by Activision (UK) Ltd



# ISSUE



# IRON HORSE



**Hands up Gringos!  
Justice waits on the old  
Iron Horse express.  
Capture the thrills and spills of  
the old prairie. The action is  
dynamite as bandits attack  
the train you guard.**

**COMMODORE DISC £14.95  
COMMODORE CASSETTE £ 8.95  
SPECTRUM CASSETTE £ 7.95  
AMSTRAD DISC £14.95  
AMSTRAD CASSETTE £ 8.95**



**KONAMI**

**Another gripping  
Arcade Conversion**

**DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON, W6 0PA  
TELEPHONE: 01-846 9701    TELEX: 94013766 NMCL G.    FAX: 01-741 2283**



For subscription details please send a S.A.E. to:  
**KONAMI SOFTWARE CLUB**  
Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE**  
0626 56789

# Pilg Preview

## Jinxter

### Magnetic Scrolls

First, *The Pawn*, great graphics, shame about the game, but still a highly significant release for British adventurers; second, *Guild of Thieves*, great pics, good game; third, *Jinxter*, stunning pics, and – by the look of a pre-release version – an excellent peregrination throughout the slightly eccentric world of Magnetic Scrollers.

Life is tough behind these pixel-perfect portrayals of Aquitanian tourist spots. The

## All the fun of the fair...

Is it the Pilgrim's imagination, or have Magnetic Scrolls adopted a slightly OTT approach to the locations in this game? OTT meaning, of course, Outrageous Textual Titillation. Here's what the VDU has to say when you start exploring the fairground in *Jinxter*:

>On the Carousel

How vividly painted this carousel is, with its golden domed roof and pink and white curling pillars. The traveller will most certainly enjoy a ride on one of the splendid animals bridled and waiting, be it the rearing unicorn, the fiery dragon or the stately pelican. Or should he shy away from these painted monsters? Perhaps a crimson fire engine or a replica of the Aquitanian State carriage drawn by six blue-bearded walruses would be more appropriate? In the middle stands a large jukebox waiting to blare out majestic band music to accompany you on your journey. Should you not feel drawn by all this splendour then be on your way! Northeast will take you back into the dreary fairground whilst southwest takes you towards a clockmakers shop.

land is threatened by the powers of evil, notably a witch by the name of Jannedor, and to restore law and order you must locate a number of lucky charms and reassemble the Bracelet of Turani.

*Jinxter* is a slightly smaller game than *Guild*, with about 90 locations, but Mag Scrolls are emphatic that the reduction in the size of the map was a deliberate attempt to pack more into each 'room'. Certainly the Pilg found that there were puzzles galore during his brief excursion into the game, and some were every bit as witty and inventive as the mynah bird in *Guild*. You'll experience problems with intoxication, operating theatres, train-roof rides and tunnels, killer buses, and bulls, to mention but a few. There's even a chance to earn a living as a musician, or to go scuba diving. Certainly enough to keep you going...

There is one particularly interesting aspect of this game. The company have tried to address the 'puzzle progress problem'. Put briefly, this problem is as follows: you need to put puzzles in a game that are sufficient to give the adventure lasting interest and present a real challenge; at the same time, however, you must also allow the player sufficient freedom to explore the game in the early stages, otherwise his/her interest may slacken off. How can you compromise between these two requirements?

Magnetic Scrolls have done it by introducing a figure called The Guardian. His potbellied appearance, complete with out-of-fashion herringbone overcoat, slightly belies this grand title, but then we've come to expect that sort of thing with Magnetic Scrolls, haven't we? His function is, quite simply, to enable the ingenuous player to bypass the puzzles his limited experience cannot solve.

For example, there you are in a field, when suddenly a large bull decides to butt you into the life hereafter. Instead of having to start again, The Guardian assists in your resurrection and you can continue from where you left off. The nitty-gritty, however, is that by-passing puzzles in this way doesn't earn you any points, so there is still a lot of incentive to take them by the horns and earn your spurs the proper way.

*Jinxter* has some great text, in part written by Georgina Sinclair, sister of the infamous Anita Sinclair from *Mag Scrolls*, with additions from other quarters. There's no doubt that the programmers and designers at the company have put a lot into the adventure, and the Pilg looks forward to giving it the usual in-depth treatment next month. It could well be their most popular release yet.

## Pat's Patch

Pat Winstanley's regular column for *QUILLing*, *GACing*, and *PAWing* adventurers. This month Pat looks at providing automatic exit printing...

Both GAC and PAW provide the facility for checking the connection table and finding out where the player can move to in a particular direction. Using these we can set up a system whereby each available exit will be printed after the room description each time the player 'looks' or revisits a room.

The system won't work for 'conditional' exits, but these can be handled by an extra message as long as you don't have too many of them. But if the vast majority of your exits are conditional you may as well forget these routines, as the result will be very messy.

This month we'll see how to implement the routine on GAC, as the method is fairly straightforward and easy to follow. PAW users will get their turn in the next issue.

### Enter in High Priority

1. IF ( SET? 0 ) MESS 'visible exits' END
2. IF ( CONN 1 > 0 AND SET? 0 ) MESS 'north' END
3. IF ( CONN 2 > 0 AND SET? 0 ) MESS 'south' END
4. IF ( CONN 3 > 0 AND SET? 0 ) MESS 'east' END
5. IF ( CONN 4 > 0 AND SET? 0 ) MESS 'west' END
6. IF ( ( CONN 1 + CONN 2 + CONN 3 + CONN 4 ) = 0 AND SET? 0 ) MESS 'none'
7. IF ( SET? 0 ) RESE 0 END

### GAC notes

Line 1. We only want the routine to work when a room description is printed, not every turn the player remains in the room, so SET? 0 is used to check this, and line 7 resets the marker until this or another room is described again.

Lines 2 to 5. Again we check marker 0, and for each possible direction, the connection table is checked for the current room. Thus CONN 3 finds out which room is east of the current room. If a connection exists, the number of that room will be returned. If no connection exists the result will be 0. Each of these conditions will succeed if a connection is found (i.e. CONN x > 0), the relevant message will be displayed, then the next condition will be considered. If the condition fails (i.e. CONN x = 0) no message will be printed.

Line 6. This covers the situation where there are no exits at all!

Graphics cause problems with long text descriptions, so if you find the text scrolling off, here's an alternative to automatic printing...! Simply set the above conditions as low priority, with a command such as EXITS to be typed by the player. You'll also need another marker, set when EXITS is typed, checked in each line of the routine, and reset on the last line. Otherwise you'll get the exits printing every time the Low Priority table is accessed.

Pat's address, if you wish to write in with a query or any other matter concerning adventure writing, is Pat's Patch, c/o Advanced Computer Entertainment, 4 Queen St, BATH, BA1 1EJ.

# The Traveller's Times

Edited by: The Pilgrim    Honorary Editor: The White Wizard    Published by: Far-Future Publishing  
Price: Free with every copy of ACE



## INFOCOM MADNESS

There was a time when Infocom titles were few and far between, anxiously awaited by addicts across the globe. Now suddenly we're faced with no less than three major releases, each in its own way quite different from what has gone before.

Readers will already know about *Plundered Hearts*, which we hoped to review this issue but arrived just a fraction too late. However, while the White Wizard's beard was trembling with passion at the sight of pirate captain Jamison's handsome visage, he was completely bowled over by the prospect of eight short stories on a disk, under the collective title *Nord and Bert Couldn't Make Head or Tail of It* (see story on page 12 of this issue).

But it's *Beyond Zork* that really has the both the Wiz and the Pilgrim panting with excitement. While the other two releases simply show different styles of adventuring, *Beyond Zork* introduces a whole new element – role-playing.

The game allows you to create your own character with six attributes: strength, endurance, compassion, luck, intelligence, and dexterity. Your status is displayed by bar charts during the game and other screen windows show your location (or you inventory). There's also an on-screen map.

This is a completely new departure for Infocom, and – as far as adventure addicts are concerned – one of great importance. Will there be, for the first time, a role playing game that also features a high-quality parser and superb game design? Watch this space...

## 8TH DAY IN HOLLYWOOD

Eighth Day Software, purveyors of numerous budget titles for over three years now, are touting *Ronnie Goes To Hollywood*. For £3.99 this little number gives Spectrum owners the chance to run world events from the White House, avoid impeachment, and maintain a good rating in the polls. Check out the mini-review next month.

## SMIRKING HORROR?

Fergus McNeill of *Boggit* and *Robin of Sherlock* fame has set up a new software development company with his fiancée, Anna Popkess. Called Abstract Concepts, the company will be developing titles for Activision, while Delta 4 will continue to source product for CRL and others. As usual, some of the plans Fergus and Anna have for future releases are wickedly satirical pokes at established adventure traditions.

During a quick tour of the ACE offices, where Fergus and Anna were entertained by the White Wizard on one of his flying visits to Bath, the young couple spoke of a possible co-operation with Level 9 and a range of humorous releases in the horror vein – titles such as *Smirking Horror* and *Nightmare on Sesame Street* are not a million miles from Fergus' evily inventive mind.

Most important of all, however, is the new adventure system being used to produce these titles. Most readers will know that earlier Delta 4 packages, such as *Robin of Sherlock*, were Quill-derivative programs using multi-load (pioneered by Fergus) and speech options. Two imminent releases, *Enchanteress* (released via CRL) and *Mindfighter*

(Activision) show a very different technical approach.

The new system, specially developed for Fergus and Anna by a third party software development team, allows for a multitude of features. These include icon driven system commands (including RAM-SAVE, SCRIPT, and STATUS), character attributes that include emotional as well as physical characteristics, real time action, variable weather patterns that affect the gameplay, full input editing, clock and calendar, combat routines and, of course, interactive characters.

*Mindfighter* puts the player in post-holocaust Southampton, and sets you the task of saving the world as you journey back in time to alter history and prevent the nuclear conflict from breaking out. The scenario involves the Gulf conflict and the player takes the identity of a young boy with the ability to see (and even travel) into past and future – which is how you found yourself in the ruined city in the first place. The game is in four sections, two set in the future and two in the present day.

*Enchanteress* rings the changes by having an all-female cast (for once) and throws a young girl into a revenge crusade after she loses both her parents. Both *Enchanteress* and *Mindfighter* should be on your shelves in January.

## ST SOUNDS OFF

*Mortville Manor* is a French game for the ST that takes adventure sound effects into a whole new dimension. Remember the digitised screams on CRL's horror numbers? *MM* gives you howling wolves, ghostly footsteps, pop music and more, combined with an icon-driven system featuring excellent graphics.

There's one big problem, however. Much of the action is relayed

via synthesised speech from the main characters. Since this is often incomprehensible, and there is no text option, how can you possibly finish the game? We'll be reviewing it next month – keep your fingers crossed that our exhaustive game testers find a solution in time. Could be the first game where you need a pack of Cotton Buds to complete it...



Mortville Manor

## Next month...

The White Wizard spills the beans about the adventure column planned for the ACE Christmas Cracker, due out on December 3rd.

Yessir, the Pilg and I have got some real treats for next month. Just wait and see what happens when the two of us really start to pull together!

First, you're getting an **Infocom Bonanza** – exhaustive reviews of three new games (*Plundered Hearts*, *Nord & Bert*, and *Beyond Zork*) plus a retrospective review of *Suspect*.

Then, while you're still reeling from the shock, you'll be treated to a **No Problem!** tips column, featuring dozens of tips on the latest and most popular games...

Plus...new **mini-reviews**, including some home-brew games, more news from **Shades**, **Pats Patch**, and a wealth of comment from the Bearded One...by which I mean myself, since the Pilg is on holiday and I'll be helping out a little more than usual. You'll also be treated to the final instalment of the Pilgrim's **Players Guide to Hitchhikers**. You were meant to get it this month, but followers of the Pilgrim will know that he is always over-writing, running out of space, and having to put things off till the next issue. Fear not! My presence on the magazine will ensure that this doesn't happen again, otherwise I'll show the Cloaked Corpuscule where he can shove his rod and staff. See you next month.

## BUBBLE BUS TRILOGY

*Curse of the Crown* is the first of a three game series launched by Bubble Bus. The company have never released an adventure before, so let's give them a big cheer for entering the market.

The program is a graphics adventure set in Leith's Kingdom, where all and sundry are under the

evil rule of the sorcerer Rathoe. Available for the Spectrum only to start with, the program features type ahead, ramsave, interactive characters, choice of text sizes, and other goodies including multiple commands plus 'all' and 'it'. To be reviewed in ACE next month, so watch out for it...

From KJC Games, Britain's leading PBM CO  
AN OFFER YOU CAN'T REFUSE!

**ABSOLUTELY FREE**  
TRY A FREE TRIAL IN THE WORLD'S MOST  
POPULAR PLAY-BY-MAIL GAME.

### IT'S A CRIME!

All you need to do is send us your name and address and we'll send you a rulebook, start position in a new game, and credit for your first two moves. If you enjoy the game, and we think you will, you can continue playing It's a Crime! for the incredibly low price of only 75p a turn.

#### THE SETTING

The game is set in New York City in the late 1990's. You role-play the part of a gangleader who controls a group of misguided youths. The city has severely deteriorated. The brave citizens who remain are now in a life and death struggle with the ever increasing number of drug-crazed street gangs. The New York Police Department is severely undermanned.

Your main goal is to become a very powerful gang. This is measured by building your gang's turf into one of the largest and by becoming one of the richest, toughest, and most notorious gangs in the city. This will allow you to enter the MOB, and maybe later, become the Godfather.

On a typical turn you could send your Pros, Punks and 'Cruits out to take over a couple of city blocks and ambush an enemy gang, rob or firebomb a building, buy and sell drugs, have yourselves a party, terrorize the residents, and much more.

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR  
FREE TRIAL OF IT'S A CRIME! THE WORLD'S MOST  
POPULAR PLAY-BY-MAIL.

WRITE TO:

**KJC GAMES,**  
PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL

## SHEKHANA COMPUTER SERVICES

ORDER BY ACCESS + VISA CREDIT HOTLINE 01-348-2907 (24 HRS)

** COMMODORE 64 **	OUR PRICE	** SPECTRUM **	OUR PRICE	** SEGA SYSTEM **	OUR PRICE
Druid II - D1	6.95	Druid II	5.95	Sega Master System	99.95
Out Run - D2	7.50	W.C. Leaderboard	6.95	Light Phaser + Game	44.95
W.C. Leaderboard - D2	7.50	Out Run	6.95	Choplifter	19.95
Elite - D3	10.95	Elite 6 Pack II	7.95	Black Belt	19.95
Gauntlet II - D2	7.50	Side Wize	5.95	Space Harrier	24.95
Imp Mission 2 - D2	7.50	Gauntlet II	6.95	Rocky	24.95
Sidewize - D1	6.95	The Last Ninja	7.50	Quarex	19.95
Galatic Games - D2	7.50	Impossible Mission II	7.50	World Grand Prix	19.95
Flying Shark - D2	6.95	Side Arms	6.95	Wonder Boy	19.95
Side Arms - D1	7.50	Flying Sharks	5.95	Out Run	24.95
Combat School - D1	6.95	Dark Septre	5.95	Enduro Racer	19.95
Knight Orc - D4	11.95	Combat School	5.95		
Elite 6 Pack II - D2	7.95	The Pawn-128K	11.95	** AMIGA **	
Flash Point - D1	6.95	Flash Point	5.95	Guild of Thieves	19.95
Mad Balls - D1	6.95	Mad Balls	5.95	The Pawn	19.95
Phantys - D2	6.95	Match Day II	5.95	Earl Weaver Baseball	19.95
Physcho Soldier - D1	6.95	Psycho Soldier	5.95	3D Helicopter Sim	19.95
Rastan - D1	6.95	Rastan	5.95	Defender of Crown	22.95
Victory Road - D1	6.95	Victory Road	5.95	California Games	19.95
Rampage - D2	7.50	Rygar	6.95	Out Run	19.95
720 - D2	7.50	Gryzor	5.95	Disk Special	19.95
Super Hang On - D2	7.50	Elite	9.95	** ATARI ST **	
Thunder Cats - D2	7.50	Rampage	7.50	Star Trek	14.95
Driller - D2	7.50	Bankok Knights	7.50	Flying Shark	14.95
Magnetron - D1	6.95	720	6.95	Bards Tale	19.95
Gryzor - D2	6.95	Super Hang On	7.50	Disk Special	19.95
Bubble Bobble - D1	6.70	Thunder Cats	7.50	UMS	19.95
Nebulus - D1	6.95	Football Director	6.95	Sentinals	14.95
Game Set + Match - D3	10.95	Driller	7.50	Bubble Bobble	14.95
Morpheus - D1	6.95	Gunship	7.95	Gauntlet II	15.95
California Games - D2	7.50	Magnetron	5.95	Carrier Command	19.95
Last Ninja Plus - D2	7.50	Nebulus	5.95	Univ Mil's Simulator	19.95
Roy of Rovers - D2	7.50	F15 - Strike Eagle	7.95	Black Lamp	14.95
Bravestarr - D2	7.50	Roy of Rovers	7.50	Trivial Pursuit	14.95
Slaine - D2	7.50	Blitzkreig	7.95	J'Stick Ext'n Lead	6.95
Infiltrator 1 + 2 - D2	7.50	Bravestarr	6.95	Jinxter	19.95
Stealth Fighter - D4	12.95	Slaine	4.99	Barbarian-Palace	12.99
Freddy Hardest - D2	6.95	Sorcerer Lord	10.95	** JOYSTICKS **	
September - D2	7.50	Bubble Bobble	5.95	Konix Joystick	11.99
Freeze Machine	27.99	September	7.50	Cheetah Mach I	14.95
F. Manager 2 - D2	7.50	Buggy Boy	5.95	Cheetah 125 +	8.95
Airbourne Ranger - D4	12.95	Knight Orc	11.95	Quickshot II	7.95
Time + Magik - D4	11.95	Kempston Interface	7.95	Comp Pro Extra	15.95
Expert + Esm	28.99	Ram Turbo Interface	12.95	Quick Shot II Turbo	14.95
Action Replay MK3	27.95	Multiface 3	44.95	Plus 2 Dust Cover	4.99
Jinxter - Disk	14.95	Carrier Command	11.95	Comp Pro 5000	14.95
Rygar - D2	7.50	Game Set + Match	10.95	AMX Mouse	64.95
Buggy Boy - D2	7.50	Freddy Hardest	5.95	10 x 3" disks	26.95
Linkers Soccer - D2	7.50	Time + Magik	11.95	10 x 3.5" disks	19.95
Shoot Em Up Kit - D4	11.99	Linkers Soccer	5.99	10 x 5.25" disks	7.95
Street Baseball - D2	7.50			Konix Autofire	12.99

DISK VERSION AVAILABLE. D1 = 10.99, D2 = 12.99, D3 = 14.99, D4 = 16.99



FOR MAIL ORDER: CHQ/P.O PAYABLE TO  
**S.C.S (Ace), 655 GREEN LANES, LONDON N8 0QY**



P-P INCLUDED IN U.K. EUROPE ADD £1 PER ITEM. ELSEWHERE ADD £2 PER ITEM  
ADD £5 PER MACHINE FOR P-P

Personal callers please produce this advert at our shops for above discounts at  
S.C.S. 221 TOTTENHAM COURT ROAD, LONDON W1R 9AF (Near Goodge Street Tube Station)  
(OPEN 6 DAYS A WEEK 10.00 - 18.00)  
or at S.C.S. 655 GREEN LANES, LONDON N8 0QY (Near Turnpike Tube Station)  
(OPEN 7 DAYS A WEEK)



ACCESS AND VISA HOT LINE PLEASE RING 01-348-2907 / 340-8565 / 631-4627  
Credit card orders despatched same day - subject to availability

### ATARI 520 STFM NOW IN STOCK FOR NEW PRICE ONLY £279.95

Includes mouse controller, manual, language disc and starter pack

	RRP	OUR
Atari 1040 ST	£499.95	£459.95
Atari 1040 ST + SM125 mono monitor	£599.95	£559.95
Atari 520 STFM	£299.95	£289.95
Atari Mega ST 2 + SM 125 mono monitor	£999.95	£894.95
Mega ST4 + SM 125 mono monitor	£1205.95	£1149.95
Atari 12" medium res colour monitor	£399.95	£369.95
Triangle 1 meg drive	£159.95	£139.95
Cumana 1 meg drive	£159.95	£144.85

Spend over £50 on Software and get a Free  
Calculator

### AMIGA A500 NOW IN STOCK FOR ONLY £449.95

With modulator + 10 public domain software discs

#### AMIGA HARDWARE

	RRP	OUR
Amiga A500 + 1081 colour monitor	£918.85	£879.95
Amiga 200	£1259.25	£1094.95
XT Bridge Card (Amiga 2000)	£573.85	£499.94
Internal 1 Meg Disc Drive (Amiga 2000)	£228.85	£199.95
1010 External Disc Drive	£286.85	£259.95
Amiga Internal 1 Meg Upgrade	£113.85	£99.95
Triangle 1 Meg Disc Drive	—	£139.95
Cumana 1 Meg Disc Drive	—	£139.95
Amiga (2000) 2 Meg RAM expansion	£458.85	£399.95
Commodore 64 C pack	—	£169.00
1 Meg Disc Drive	£110.00	£110.00

Now in stock SEGA Master Systems £99 + software now in stock  
More software than we can show please ring  
We are a Commodore appointed dealer  
All trade enquiries welcome

#### SOUND N VISION

11 Silk St, Leigh, Lancs WN7 1AW  
Phone now for details — Tel: (0942) 673689

Cheques and P/Orders payable to: Sound N Vision P&P/VAT  
INCLUDED

Visitors welcome in showroom. send SAE for price list  
Biggest selection of ST and Amiga software in North West

# BEWARE

## THE EMPTY SHELF

Don't run the risk of missing a copy of A.C.E.  
With many newsagents selling out fast, you  
should guarantee yourself a monthly copy,  
either by subscribing or by handing your  
newsagent the completed form below.

### Dear Newsagent

Please order me a monthly copy of Advanced  
Computer Entertainment magazine (A.C.E.).

Name \_\_\_\_\_

Address \_\_\_\_\_

Telephone \_\_\_\_\_

Note to newsagents. ACE is distributed by SM Distribution (Telephone  
01-274 8611). It is published the first Thursday of the month prior to  
cover date, priced £1.50.

# POSTAL ORDERS



**Fancy discovering the North Pole? Or winning World War III? Challenges like these are persuading more and more people to sample the delights of Play-By-Mail games, or PBMs. ANDY SMITH checks out what's on offer...**

Interest in PBMs has grown dramatically in the past few years. From the two-player skirmishes of postal chess to games specifically designed to involve several hundred players simultaneously in the conquest of a fantasy universe, the PBM bandwagon has grown and grown.

Nowadays the basic PBM format involves a 'base' where the umpire or Game Moderator - GM - processes the game, and it is to this address that the players send in their orders (usually called 'turns').

In most modern games, the scenarios are extremely complex and the 'turn' forms you fill in give you dozens of options for controlling your forces, manipulating your resources, and allying with other players. Each game has its own objectives. For example in *Starglobe* your objective is to become the Lord of Monde - which means, incidentally, that you get to play for free until you're deposed as well as enjoying other game privileges; in *Earthwood* the objective is to capture the other players' cities, either through alliances, corruption, or downright aggression.

Most of these games have scenarios so complex (although remaining easy to play) that it is no longer possible for them to be processed by hand. The computer-moderated game has become the norm, which makes life easier for the GMs and has also enabled games to develop in size and depth.

Over the next few months, ACE will be reviewing, commenting on, and evaluating PBMs of many different shapes, sizes, and scenarios. Furthermore, many of these games will be available with special offers to ACE readers, enabling you to save money while you play.

This month we're joining with KJC games, who have just launched *Earthwood - The Sea Kings*, a 25 player game of exploration and conquest. The player takes the role of an Island King and attempts to conquer all the other islands on the map (once they are all owned by either a player or a player alliance then the game is won). If you would like to take part you can use the coupon below to order the registration documents, the rulebook and FIVE free turns (subsequent turns cost £1.50.) for only £5.00

instead of the usual £8.00. It is a deadlined game (see box), which means you'll have to return your orders before a specific date (you'll be told on your sheet exactly when)..

## Everything you ever wanted to know about PBM's but didn't have the stamp to ask...

### 1. What do I need to play PBM's?

A pen, plus of course some money to pay for the turns. A 'phone can help but is not essential. Cunning, a vivid imagination and some spare time are essential, however.

### 2. How much does it cost?

Depends entirely upon which game you play - charges vary from as little as 25p per turn to over £5 per turn. Average turn price is between £1 and £2. But beware - although some PBMs have a fixed turn cost, extra charges may be made if you wish to do something in the game that requires extra work on the part of the GM.

### 3. What can I actually do in the game?

Almost anything you wish - you are often only limited by your imagination. The turn sheets can have you writing detailed descriptions of how you intend to rob a bank, or wandering through the crypt of some vast alien cathedral. Or again you could be juggling statistics in an attempt to deploy your forces against an incoming nuclear attack.

### 4. How long do PBM's last?

Some games have a set number of turns and at the end of those turns a winner is decided upon and announced. Other games can continue indefinitely (or as long as people are still paying to play them). Average game time is between six months to two years.

### 5. Who wins PBM's?

Some games have no winners as such, while others have definite winners who have managed to satisfy various conditions. Winning conditions are always made clear to the player before the start.

### 6. What if I join a game but soon find I don't like it?

Simple - don't play it any more. Write to the GM, politely saying you no longer wish to play - for whatever reason - and request that any remaining credit be returned to you. Most PBMs are able to cope with the inevitable 'drop outs' that occur during a game. However it can ruin some scenarios and so the GM's request you to read their rule books thoroughly before asking to join a game.

### 7. Can I contact other players in the game?

Sometimes. Game Moderators will keep your name and address confidential and will not pass it on to other players. Most games, however, have an internal posting system which allows one player to contact another through the GM. If you contact another player outside the game (which is sometimes frowned upon) then passing on any copyrighted material is a criminal offence, so beware.

### 8. How frequent are the game turns?

Some games have a 'fixed deadline'. That is, all the turns are posted to the players at around the same time and the player has to return the completed form(s) before a stated date. These deadlines vary from game to game, and can be anything from a fortnight to a month per turn. Some deadlined games will run the same game but with different deadlines, in which case you will be asked if you wish to play with a two week, three week or four week deadline. Whichever you choose, you can rest assured that the other players are governed by the same deadline. A different class of games (called 'open ended' games) allow you to submit turns as often or as infrequently as you like.

### 9. What if I miss the start of a game?

Most companies have plenty of room in existing games and new scenarios are being launched all the time. The majority of companies will run the same game for many different players, so if you decide to join a game that only allows 15 players and all places are filled then another game is created.

### ACE/KJC EARTHWOOD INTRODUCTORY OFFER

Complete this coupon and send it to:

KJC Games, P.O. Box 11, Cleveleys, Blackpool FY5 2UL

NAME \_\_\_\_\_ ADDRESS \_\_\_\_\_  
 \_\_\_\_\_ (POSTCODE) \_\_\_\_\_

Please find enclosed a £5 cheque or postal order (made out to KJC Games) which entitles me to my start-up, rulebook, and first five turns in the game EARTHWOOD - THE SEA KINGS.

Offer is limited to one application per person, and is only valid as long as KJC Games receive this coupon - NO photocopies - on or before 31st December 1987.

IN A VAST, EXPANDING UNIVERSE THE  
CHALLENGE IS SURVIVAL

**CAPCOM**™

# SPACE ARMS

The ultimate experience for  
trigger happy arcade astronauts...

The threat: the tyrannical Bozon, who aims to exterminate the earth and it's people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern wall. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentinel" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

Capcom USA Incorporated © 1987.  
All rights reserved. Manufactured  
and distributed under licence  
from Capcom USA by Go!  
Media Holdings Ltd.,  
Units 2/3 Holford Way, Holford,  
BIRMINGHAM B6 7AX.



**TOMORROW'S SOFTWARE TODAY**

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX, TEL: 021 356 3388

**CBM 64/128**  
£9.99 TAPE  
£11.99 DISK  
**AMSTRAD**  
£9.99 TAPE  
£14.99 DISK  
**SPECTRUM**  
£8.99 TAPE

**THE NEW SINCLAIR HAS ONE BIG DISK-**



**THE SINCLAIR ZX SPECTRUM +3 WITH 6 FREE GAMES AND A JOYSTICK.**

K- ADVANTAGE.



## ZX SPECTRUM +3. £199



The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tec graphics on the vast universe of games available (six of which come free). And there's a free joystick to give you ultimate control.

But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

## ZX SPECTRUM +2. £139



The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the vast universe of games available.

Every model comes complete with six free games to start you off, and a free joystick to make you super agile.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

## BE WHO YOU WANT TO BE.

Available at: Alders, Boots, Clydesdale, Comet, Connect, Currys, Dixons, John Lewis, John Menzies, Lasky's, Tandy,\* W.H. Smith, Visionhire, Wigfalls, and all good independent stores.

\*ZX Spectrum +2 only.  
Recommended retail price Sinclair ZX Spectrum +2 £139 including VAT, Sinclair Spectrum +3 £199 including VAT at 1.10.87. Prices subject to change without prior notice.

Please tell me more about the SINCLAIR ZX Spectrum +2  ZX Spectrum +3

Name \_\_\_\_\_ SA1

Address \_\_\_\_\_

Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 262326

**sinclair**

# BACKLASH

By Paul Woakes



For ATARI ST and AMIGA

£19.95

**NOVAGEN**

NOVAGEN SOFTWARE LTD  
142 ALCESTER ROAD BIRMINGHAM B13 8HS 021-449 9516

## MEGABYTE SCOTLANDS PREMIER COMPUTER CENTRE

### PROUDLY PRESENT

A line up of computer and peripheral product to suit the taste and budget of all enthusiasts from all over the United Kingdom. We pride ourselves in attempting to satisfy the needs of all your computing interests. Call us on 0236 738398 or better still come up and see us sometime.

ATARI 520STFM ..... 299.00  
ATARI 1040 STF ..... 499.99  
ATARI MEGA ST2 ..... 999.99  
ATARI MEGA ST4 ..... 1299.00  
ATARI 130XE PACK ..... 129.95  
ATARI 65XE CONSOLE ..... 119.95  
ATARI 2600 CONSOLE ..... 49.95

All Atari computers and games consoles come with free s/ware  
Phone or SAE for details

The fabulous SEGA games machine, unbelievable graphics on a T.V.  
SEGA Games console ..... 99.00  
Phasor gun ..... 45.00

The astounding NINTENDO games machine with controllers, light gun and R.O.B. the robot with two games to wet your appetite ..... 159.00  
NINTENDO games unit ..... 99.00

SINCLAIR PLUS 2 ..... 139.95  
SINCLAIR PLUS 3 ..... 199.95  
One with cassette drive, one with disk drive, the choice is yours. Both come with masses of free software. Call for details.

For the man who has everything. The husband or the father, always a problem at Christmas. Your problems are over ...  
THE PSION ORGANISER  
MODEL CM ..... 99.00  
MODEL XP ..... 135.00  
Lots of addons and software always in stock. Send for details and price list.

Commodore 64 Sports pack  
C2N Cassette, 6 Games, Joystick,  
Sports Bag ..... 169.95  
Commodore AMIGA A500  
..... £499.00 .....  
Incl. Deluxe Paint, Modulator &  
S K Y F O X

All our Computer & Games Machine come with free software. Checkout the freebies you get with the list below.

Atari ST's : 5 Disks, 5 Public Domain Disks, Neochrome, 1st Word, DB Master & Mouse Mat ... OR a 3 Game Entertainment pack (Titles may vary) ... Sinclair +2 & +3 : 6 Games and Joystick ... SEGA : "Hang on" and controllers ... NINTENDO: Mario Bros, Gyromite, duck shoot. (depends on pack)...

### MEGABYTE IS ONE STOP COMPUTING SHOPPING

Atari 2600: Free Warlord & Breakout  
Atari 65XE: Free Flight Sim II & Bughunt

12 Etrick Square, Town Centre, Cumbernauld, G67 1ND  
Telephone (0236) 738398

## CUT PRICE SOFTWARE LTD

SPECTRUM		SPECTRUM		COMMODORE 64/128 CASS DISK		COMMODORE 64/128 CASS DISK		ATARI ST		AMSTRAD 6128/464 CASS DISK	
RRP	OUR	RRP	OUR	RRP	OUR	RRP	OUR	RRP	OUR	RRP	OUR
Gauntlet 1 or 2	8.95	F-15 Eagle	9.95	Superstar Soccer	7.25	Deathscape	7.25	Trivial Pursuit	19.95	Mini Office 2	12.00
Space Harrier	7.95	Superstar Soccer	7.95	Leaderboard	7.25	Stealth Fighter	11.95	Guild Thieves	24.95	6 Pak 1 or 2	7.25
Barbarian	9.95	Slain	8.99	Alt World Games	7.25	Big 4	6.95	Side Walk	19.95	Sold a Million 3 (2)	7.25
Head over Heels	7.95	Trantor	8.99	Last Ninja	7.25	California Games	7.25	Def Of Crown	29.95	Paperboy	6.95
Enduro Racer	9.95	Sold a Mil 3	9.95	Trivial Pursuit	11.95	Sigma 7	6.95	The Pawn	24.95	Trantor	7.25
Elite	9.95	Spy Vs Spy 3	9.95	Paperboy	5.50	Living Daylights	7.25	Silent Service	24.95	California Games	7.25
Paperboy	7.95	Solomons Key	8.99	Star Fox	7.50	Auf Monty	7.95	Knight Orc	24.95	Renegade	6.50
Renegade	7.95	Centurions	8.99	Trantor	7.25	Great Escape	6.95	Subbatttle	24.99	Tai-Pan	6.50
Kon coin op	9.95	Big 4 1 or 2	9.95	Ace II	7.25	Samurai Trilogy	7.25	Tai Pan	19.95	Head over Heels	6.95
Great Escape	7.95	SideWize	7.95	Delta	7.25	World Games	7.25	Star Trex	24.95	Nemesis	7.25
Nemesis	7.95	Silent Service	9.95	Spy V Spy 3	6.95	Tank	6.50	Arkanoid	14.95	Exolon	6.50
Arkanoid	7.95	Red L.E.D.	8.99	Flunky	7.25	Star Games II	7.25	Eagles Nest	24.95	Game Over	7.25
Leaderboard	9.95	Footballer Yr	7.95	Elite	7.50	Five Star 2	7.95	Gauntlet 1 or 2	24.95	Gauntlet 1 or 2	7.25
Knight Orc	14.95	Starfox	8.99	Knight Orc	11.95	Ghost & Goblins	8.95	Ghost + Gobs	24.95	Shadows of Mordor	6.95
Trivial Pursuit	14.95	Gun Runner	7.95	Classics One	6.95	Wizball	7.25	Road Runner	24.95	Out Run	7.25
Ghost & Gob	7.95	Jack Nipp II	7.99	Coin Op	6.95	Subbatttle	N/A	Balance Power	24.95	Bubble Bobble	7.25
Alt World Game	7.95	Roy of Rovers	9.95	Pirates	11.95	WC Leaderboard	7.25	TNT	19.95	Big Four 1 or 2	6.95
Compendium	7.95	Yogi Bear	9.95	Barbarian	7.25	Silent Service	7.50	Alt W. Games	19.99	AMIGA SOFTWARE	RRP OUR
Exolon	8.95	Rebel	9.95	Compendium	7.25	Acro Jet	7.25	Blood Valley	19.99	California Games	24.95
Road Runner	8.99	Micronaut I	7.95	Gauntlet 1 or 2	7.25	Head over Heels	6.95	SuperStar Soc.	19.95	Defender of Crown	45.95
Catch 23	7.95	Stiff Lip & Co.	9.99	Sold a Mil 3	6.95	Jack Nipp II	7.25	Strip Poker	14.95	Mean 18	29.99
Out Run	9.95	Super Soccer	7.95	Road Runner	7.25	Tai Pan	7.25	Indiana Jones	19.99	Silent Service	24.95
Tank	7.95	Eagles Nest	9.95	Epyx Epics	7.25	Game Over	7.25	Solomons Key	19.99	Guild of Thieves	24.95
Xor	7.95	Victory Road	7.95	Blood Valley	7.25	Sold a Million 3	7.25	Terrorpods	24.95	Knight Orc	19.95
California Games	8.99	Hybrids	8.99	Renegade	6.95	Hit Pak	7.25	Barbarian	24.95	The Pawn	24.95
Stars on 128	9.95	Mask	7.99	Ace	7.25	Konami Coin Op	7.25	Deep Space	34.95	S.D.I	29.95
Bubble Bobble	7.95	Super Cylce	7.95	Mega Apocalypse	7.25	Exolon	7.25	Mercenary Com	24.95	World Games	24.99
Super Sprint	9.95	Living Daylights	9.95	Super Sprint	7.25	Battle Ships	7.25	Art Director	49.95	King of Chicago	24.95
Deathwish 3	7.99	Zynaps	7.95	Freeze Frame 3	Cart 33.95	Gunship	10.95	Def of Crown	24.95	Goldrunner	24.95
Prohibition	9.95	Star Fox	8.99	Expert Cart	N/A	Destroyer	N/A	Sentinel	19.95	Super Huey	19.99
Ace 2 (48k)	8.95	Hysteria	7.95	X-15	7.25	California Games	7.25	Gold Runner	24.95	Leaderboard	24.95
Ace 2 (128k)	9.95	Shadow Mordor	7.95	Centurions	7.25	Quedex	7.25	Auto Duel	24.95	Winter Games	24.99
Tai Pan	7.95	Indiana Jones	8.99	Out Run	7.25	Nemesis	6.95	Knight Orc	24.95	Barbarian	24.95
Stealth Fight	7.95	Game Over	7.95	The Pawn	N/A	Elite Hit Pak	6.95	Mean 18	29.99	Terrorpods	24.95
Flying Shark	7.95	The Tube	8.95	6 Pak 1 or 2	7.25	Side Wize	6.95	S.D.I.	29.95	Swooper	19.95
Wizball	7.95	Last Ninja	9.95	Flying Shark	6.50	Death Wish 3	7.25	Psion Chess	24.95	B. Clough Football	24.95
Gryzor	7.95	Rygar	8.99	Bubble Bobble	6.95	Graphic Adv Creator	17.95	Airball	24.95	Karate Kid II	24.95
Classics One	8.99	Deathscape	8.99	Defender Crown	N/A	Urindium/Paradroid	6.95	Hades Nebula	19.95	Music Studio	34.99
High Frontier	9.99	Sigma 7	7.95	Gryzor	6.50	Mystery of Nile	5.50	Bridge 2000	19.95	Hardball	24.95
6 Pak 1 or 2	9.95	Survivor	8.99	Zynaps	7.25	Guild of Thieves	N/A	Film Director	59.95	Hollywood Poker	19.95
Mercenary	9.95	Bangkok Knight	9.99	Shadow Mordor	7.25	Jewels Darkness	11.95	Leaderboard	24.95	Karate	19.95

(SEGA MACHINES NOW AVAILABLE £99.99 PLUS FREE NEXT DAY DELIVERY UK PLUS FREE GAME, FULL RANGE OF CARTRIDGE SOFTWARE AND PRICE LIST AVAILABLE)

P&P Inc. Overseas Orders Please add £1.00p per tape Mail Order only. Cheques/post (Sterling only please) Made Payable to

**XMAS OFFER**  
Jack Nipper 2  
+ Bubble Bobble  
£10.00  
(Spec only)

**CUT PRICE SOFTWARE LTD**  
UNIT 6, STORT HOUSE, RIVERWAY, HARLOW, ESSEX CM20 2DW  
Telephone (0279 31956) or (24433)



**XMAS OFFER**  
California Games  
+ Bubble Bobble  
£12.00  
(C64 only)

# TRICKS 'N' TACTICS

## RED L.E.D.

Hints for that slippery game – straight from the horse's mouth

**Success in this game depends on knowing the properties of the three droids and on knowing some intimate detail about the maps. Who better to reveal the inside knowledge than 'Tag' – Anthony Taglioni – one of those responsible for the design and programming of this 900+ rated masterpiece?**

### The Droids

**FANG** sticks to slopes. He's very useful for the centre (red) hexagon and also for the top-right and bottom-left green hexagons, but is uncontrollable on acid lakes – even when they are ice. Take him in to an acid world at your peril!



**HOVER** floats over the surface and so is immune to acid. Not so manoeuvrable as FANG or BALL but is a lot safer until you learn where the ice switches are. Very useful for bottom right and top left green hexagons and many others. A very handy droid.



**BALL** doesn't have the abilities of either FANG or HOVER but can manoeuvre anywhere if the acid doesn't kill him. Also he doesn't take as much damage from the nasties trying to end your game as the other two droids. A good choice for most of the 'dry' landscapes and usually safe anywhere else once you find the ice switches.

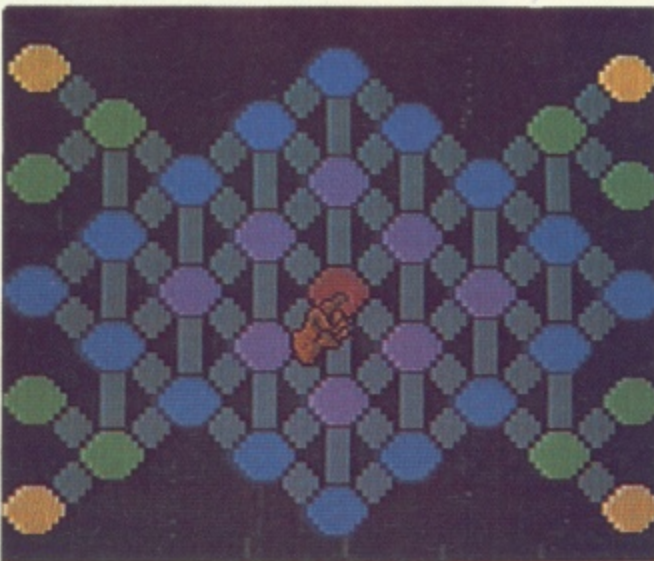


### The Maps

Learn the maps. Each of the hexagons will always go to the same landscape and on level one there are fourteen time-plus capsules. Ever needed an extra 70 minutes? You'll find a couple of handy ones in the hexagon just below centre. Just make sure you can tell the difference between the positive and negative ones. It's a good idea to have a route across the hexagon grid which takes you through as many landscapes as possible with time-plus capsules in and you can always just dive in and grab the others. Don't be afraid of aborting a level if it doesn't harm your route. It can be worth going in just to get some time or to get some energy for a weak droid on a level you know a safe spot in where you can sit and defend yourself. Always try to enter the next grid level with all the time you can get your hands on.

### The Bonus

The bonus is a critical part of playing Red L.E.D. Sometimes even that extra 70 minutes is not enough. An extra bonus letter is awarded every 10,000 points, provided you are picked up the last one. Only one is given for each hexagon. Learn where the bonus letter appears so you can take it as soon as it's there and get out for the next one. Always try to collect the 8 on the top and bottom blue hexagon as the bonus phase starts you



**Check out ACE's red-hot tips on this month's toughest assignments. Cheat modes, tactical advice, strategic directives – everything you need to make this your highest scoring month yet on games like Dizzy, Road Runner, Boulderdash, Skuldiggery, and many more.**

next to the exit for a massive 28,000 points and seven very handy minutes. Decide on your favourites and save them for that S.

### The Smart Bomb

The smart bomb really comes into its own on grids from 2 onwards. After level one the enemy droids really go for you after you collect your last energy pod.

Try to make the last one you collect the one nearest the exit (and remember that having a smart bomb on board can make all the difference as you dash for that exit). Always leave the last pod until after you have collected anything else you want to collect on the level. A good trick on a few landscapes is to shoot all generators you meet and then carry a smart bomb to the exit where there is both another generator and your last pod. Fire the smart bomb and you're all alone and safe as houses.

### Freeze devices

Droid freeze devices are a handy breather at any time but, like smart bombs, can be a real droid-saver on higher grids if you can leave them until just before collecting the last pod. Again, learn where they are.

### Learn those maps!

I'll say it again – make sure you learn the maps. A lot of landscapes have short cuts over the edge of cliffs which can make the difference between a good bonus and a poor bonus and between life and death as your last ice freeze is running out. The teleport network can also save an awful lot of running around but isn't always the quickest route – a pod that is three or four teleports away may be just over the edge of that cliff you're standing next to.



Try to make the last one you collect the one nearest the exit (and remember that having a smart bomb on board can make all the difference as you dash for that exit). Always leave the last pod until after you have collected anything else you want to collect on the level. A good trick on a few landscapes is to shoot all generators you meet and then carry a smart bomb to the exit where there is both another generator and your last pod. Fire the smart bomb and you're all alone and safe as houses.

I'll say it again – make sure you learn the maps. A lot of landscapes have short cuts over the edge of cliffs which can make the difference between a good bonus and a poor bonus and between life and death as your last ice freeze is running out. The teleport network can also save an awful lot of running around but isn't always the quickest route – a pod that is three or four teleports away may be just over the edge of that cliff you're standing next to.

# ROAD RUNNER

**How to gain an invaluable extra life on the ST version of the cartoon capers**

First get to level 2 and lose any remaining lives. Then when you restart the game you'll notice the short cut is open. Don't take the shortcut, but let the Coyote catch you. Now every time you take the short cut you'll be awarded an extra life and you'll restart from the beginning.

T. CARTER, Birmingham



# BARBARIAN

(Psygnosis)

**Amiga and ST cheat modes for indestructibility**

First, load the game. Then on the main keyboard, press 8 then 4 then the minus sign (the left one on the ST) then press 0 again, then press 8 and the minus sign again (left on the ST). Now finally press 5 then 9 and no matter what happens, Hegor just won't die.

M. GEORGIADIS, London



# DIZZY

**Playing tips on Code Masters' cute Spectrum arcade adventure.**

**Grease gun** – oils the cart and can be found in the room to the left of the first. Drop it next to the cart in the mine shaft.

**Graveyard key** – opens the graveyard door which is situated at the far right from the start. Can be found in the mine shaft.

**Plastic raincoat** – stops the rain droplets from getting to you. Can be found in the Haunted Chimney.

**Ghost buster gun** – fall onto the ghost in the Haunted Chimney with this and you'll destroy him. Found in the diamond mine.

**Miners' hard hat** – protects you from falling apples and stalactites. Found in the room to the right of the Haunted Chimney.

**Purse of gold** – drop this onto the bucket next to the hermit's house and you can then enter. Found in the room that is to the right and down of the Haunted Chimney.



**3 in 1 oil** – drop this on the winch next to the drawbridge and it will open. It's found in the secret caves.

**Bird seed** – kills the white birds. Found in the mine shaft.

**Crow bar** – opens the trapdoor which is under the spider at the bottom of the cliffs.

**Emerald** – found on top of the Crystal cliffs, it should be put in the eye of the one-eyed statue in the graveyard.

**Clove of Garlic** – kills all the red bats and is found under the trap door (that you used the crow bar to open)

**Flaming Torch** – drop this next to the cauldron at the start of the game and the fire underneath it will be lit. Found in the room to the right of the start.

**Spade** – found at the top of the tall tree, it should be dropped in the middle of the room with the hollow-sounding ground.

**Mushroom Trowel** – found in the hole the spade made, you should drop it on the mushroom that's on the left of the hole.

**Bolt Cutters** – cut the rusty chain which is holding the raft.

**Dry ice** – found on the Crystal Cliffs, it freezes the waterfall in the Mushroom Cave.

**Protective Amulet** – protects you from Zak's spells and is found past the frozen lake.

**Insecticide** – found in the graveyard, it kills the spiders.

**Duck Feathers** – found next to the drawbridge, they should be dropped in the cauldron.

**Troll brew** – found in Zak's castle. Drop it in the cauldron.

**Broken heart** – also found in the castle. It should be given to the broken-hearted woman in the Graveyard.

**Wig** – drop in the cauldron.

**Clouds Silver Lining** – drop it in the cauldron.

**Empty bottle** – found in the screen with the



Haunted Forset message, it should also be dropped in the pot.

**The Full Bottle** is what you end up with having dropped the Wig, Silver line, Feather and Brew into the pot, and this should be dropped next to Zak in his castle.

AL and RIC, Pirton

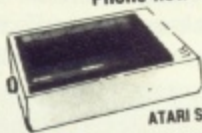
**Look at the Deal...  
Not Just the Price!**

# NEW LOWER PRICES AND... EVEN BETTER SERVICE!

Now ALL Goods Despatched SAME DAY by 1<sup>st</sup> CLASS POST-FREE!

## PRINTERS

**AMAZING PRINTER DEALS SAVE ££££'s**  
Phone now for details of our Easy Payment Scheme on all these printers.



ATARI SM 804

- 80 Column - Dot Matrix
- 80 CPS
- Friction & Tractor Feed
- 12 Month Warranty

**ONLY £189.00**  
SAVE £10!

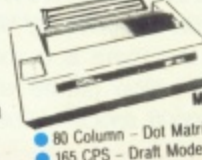
- FREE POSTAGE - All Printers
- EASY PAYMENT SCHEME



PANASONIC KX-P1081

- 80 Column - Dot Matrix
- 120 CPS - Draft Mode
- 24 CPS - NLQ Mode
- Friction & Tractor Feeds
- 12 Month Warranty

**ONLY £209.00**  
SAVE OVER £70!



MP 165

- 80 Column - Dot Matrix
- 165 CPS - Draft Mode
- 35 CPS - NLQ Mode
- Friction & Tractor Feeds
- Full 2 year Warranty

**ONLY £229.00**  
SAVE OVER £30!

All the above printers need the ST to Centronics cable to connect to your ST computer. Buy this cable with one of these printers & you pay only £14.95 — **SAVE £5!!!**

## 3-5" DISKS & STORAGE



MD 70L Storage Box

- Smoked Perspex/High Impact Plastic
- Holds max 70 - 3-5" disks
- Hinged Lockable Lid (2 keys)

**ONLY £12.95** POST FREE

TOP QUALITY BULK PACKED 3 1/2" DISKS

	10	50	100
Single Side	£13.95	£64.95	£119.95
Double Side	£16.95	£79.95	£149.95

- Fully Guaranteed
- Individually certified 100% Error Free
- Supplied in Strong White Card Boxes
- Complete with user labels etc.

**ALL DISKS  
NOW POST  
FREE!!!**

## ADDITIONAL DISK DRIVES

- TRIANGLE** - 1 Meg. Double Sided Drive  
Fully Compatible with third Party Software  
Built in Power Supply  
Very Quiet operation
- FREE Disk Software**
- Compumart Price  
**£139** POST FREE
- Cumana** - 1 Meg Drive - Only **£145** POST FREE
- Atari** - 1 Meg Drive - Only **£184** POST FREE

## ST SOFTWARE SPECIALS

- These excellent packages are the BEST in their fields and ONLY Compumart offer these Excellent Prices and FREE 1st Class Delivery!!!
- VIP PROFESSIONAL** (VIP Technologies)  
THE Integrated Spreadsheet/Database/ Graphics Package **£199.00**
- PUBLISHING PARTNER** (Softlogik)  
THE Desktop Publishing Package **£145.00**
- SUPERBASE PERSONAL** (Precision Software)  
THE Friendliest Database with Spreadsheet **£89.00**
- FAST BASIC** (Computer Concepts)  
THE Most Comprehensive Basic - ROM Cartridge **£79.00**
- 1st WORD PLUS** (GST Systems)  
THE Wordprocessor **£69.00**
- FLIGHT SIMULATOR II** (Sublogic)  
THE Ultimate 3D Flight Simulator **£44.00**

Whatever Software Requirements you have, we will do our best to fulfill them. Call us today for THE BEST SOFTWARE DEALS. Please note faulty software will ONLY be exchanged for SAME TITLE

## PAPER

- High quality 11" x 9 1/2"
  - 60 gsm Weight
  - Micro - Perf all round
  - 2000 Sheets
- ONLY £14.95** POST FREE

## COMPUMART GUARANTEE

ALL Products are fully Guaranteed by Compumart. Any HARDWARE products faulty WITHIN 30 DAYS of Purchase (due to manufacturing fault) will be replaced for NEW (We will Pay all Carriage Costs) after that time we will repair AT OUR COST if faulty WITHIN 12 MONTHS.

## How to Order...



- Simply list your order, name and full address with a cheque or postal order (made payable to Compumart) and post to our address opposite, or -
- Phone any of our 3 order lines (24 hours) and order using your credit card. Please give your full name and address, daytime Phone number, details of your order and the name of the magazine you are ordering from.
- All goods are usually despatched same day — 1st class post — FREE OF CHARGE!
- For **STEEDY GUARANTEED NEXT DAY DELIVERY** by SECURICOR. Please add JUST £5 to goods total.
- We welcome official written purchase orders from plc's, government and educational establishments etc. Goods will be despatched on receipt of order. 28 day invoice will follow.
- Overseas orders - please deduct VAT (15%), then add 25% for air mail and insurance. (All payments in £ sterling).
- All prices include VAT. Prices and delivery subject to availability. All goods fully guaranteed.

## STFM 'SUPA-PAK'

Announcing NEW LOW PRICES...  
SAVE OVER £40



- Atari 520 STFM Computer
- Built in 1/2 Meg 3-5" Disk Drive
- Built in TV Modulator & PSU
- Mouse Controller
- Gem on ROM
- Atari Language Disk
- 5 Disks with C/PM - Utilities/Demo's etc
- 20 Blank 3-5" Disks (worth £27.90)
- MD 70L Storage Box (worth £12.95)

All this for the Excellent Value Compumart 'Supa-Pak' Price

**£299** POST FREE

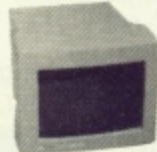
Ask now for details of our LOW COST Easy Payment Scheme  
Also Available - The Full Range of Atari 520 and 1040 Computers, Peripherals etc - Phone Now for Details.

## MONITORS

ATARI SM 125



ATARI SC 1224



PHILIPS CM 8533



ONLY COMPUMART offer these top quality monitors for ATARI 520's and 1040's at these EXCELLENT PRICES & with FREE Connector Cables & FREE POSTAGE!!!

- ATARI SM 125**
- 12" Mono Monitor
- High Resolution
- Tilt & Swivel Base
- Special Compumart Price

**ONLY £129.00**

- ATARI SC 1224**
- 12" Colour Monitor
- Medium Resolution
- Special Compumart Price

**ONLY £379.00**

- PHILIPS CM 8533**
- 14" Colour Monitor
- Medium Resolution
- Composite Video & Analog RGB
- Special Compumart Price

**ONLY £319.00**

ALL of these Monitors are supplied with a FREE ST/SCART Connector Cable (Worth £19.95) to plug directly into your ST!!

# Compumart

**A GREAT DEAL MORE-FOR A GOOD DEAL LESS!**

**COMPUMART-Dept ACE-Unit 8-Falcon Street  
Loughborough - Leics - LE11 1EH  
☎ 0509-262259/233893/266322**

The rocky, jewel-encrusted classic is back on the shelves – on the cheap. At a mere £2.99 you'd have to be stark, staring bonkers not to get hold of a copy. For those already hooked – and those about to be hooked – we present this playing guide. But we're not going to make it too easy for you – we're only giving you the first 6 caves this month.

Here you go – but remember that you may have to alter your tactics as you move up through the game's five levels. Check out the tactics box for details of different game-play techniques.

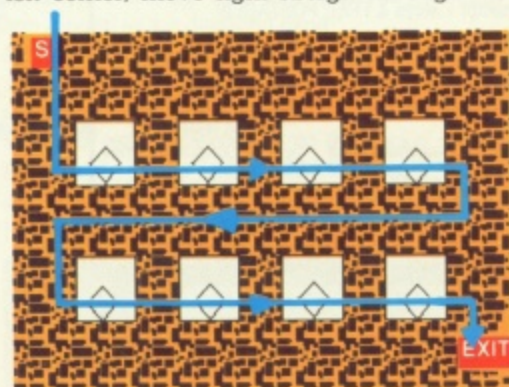
**A. INTRO** Once you're used to the gameplay it doesn't pose serious problems on any level. But you should make it a matter of pride to collect every jewel.

**B. ROOMS** Again, easy on the lower levels. On 4 and 5 there are a lot of fireflies around. You must deal with them by blocking, blasting, bamboozling or just dodging. At least the cave is near enough to the start for it to be easy to practise on.

**C. MAZE** Time limit can be a problem on this one. You need to work out an efficient route to take you from the start at top left to the exit at bottom right, collecting every single jewel on the way. On most levels the best way is to start by moving down to the bottom of the cave, then right, then up again through the middle of the cave, then right, then back down. Look out for boulders toppling off walls.

**D. BUTTERFLIES** This one's fairly easy. Position yourself within one square of the first butterfly den, and on the same vertical line as a boulder. Choosing your moment carefully, button free the piece of earth separating you from the butterfly and then immediately move up to the boulder and out of the way, so that it falls on the pursuing butterfly. Collect the jewels and repeat for the other three dens. Remember, your start point can either be immediately above the den, or a full square away on either side.

**E. GUARDS** Lots of different ways of doing this one. This is the quickest and classiest, albeit slightly risky. Wait to the left of the first den. When the firefly just reaches the top left corner, move right straight through the



Cave E

den collecting the jewels. DONT STOP! just keep moving through the next three dens. If your timing is right, you'll go straight through unharmed. What's more the last firefly is left bamboozled and actually blocks the others

from chasing you. This means you can take your time and do the same thing on the bottom row, as is required on the higher levels. If you prefer a safer method do the same thing, but starting from the right of each row of dens. You move left through the bottom of the den while the firefly is moving right along the top of the den.

**F. FIREFLY DENS** On the lower levels it's possible to do this cave by blasting each firefly in turn. But there is a more elegant method. Basically you create a clear circular path (clearing a space at the bottom to start with

may help) which is completed by releasing all four fireflies at once, in a dash from A to B. As they make their way off round the circle double back and follow them, collecting the jewels, make your way to G. with a boulder. Then create another loop, making sure you block your path with a boulder. Then create another loop, making your way to H before dashing up to G and then coming back down to collect the jewels and go to the exit. The main thing to ensure is that the loops you create are not blocked by boulders, or the fireflies will double back and cause you problems.



Cave F

## Block-busting tactics...

Before you can get anywhere you'll need to become very familiar with the way the different game elements behave: the fact that fireflies always turn left at junctions, while butterflies turn right, the fact that boulders will topple off other boulders, jewels or walls, but not off a piece of earth. You should develop to a fine art the following techniques.

**BLASTING:** The thoroughly enjoyable action of blowing up a firefly or butterfly, normally by letting it chase you upward through Earth until you reach a boulder, when you move left or right allowing it fall on the pursuing enemy.

**BAMBOOZLING:** Another satisfying way of dealing with fireflies. Create a rectangular path in the Earth moving in an anti-clockwise direction, as the firefly chases you, then make your escape. It'll be left running in circles.

**BLISTERING:** The somewhat dangerous art of deliberately moving down past a pile of boulders, causing them to topple after you, but making sure you move out of the way right or left before they hit you. Normally to clear earth next to a pile of boulders it's safer to start at the bottom and move up, but there are many times, especially on the higher levels when Blistering is an essential technique both in time-saving and in reaching otherwise inaccessible jewels.

**BUTTONING:** The use of the fire-button to "affect" a neighbouring square without actually entering it. There are numerous occasions when this will make your life much safer. As well as collecting jewels this way, you can also use it to dig earth or push boulders. In addition, all the great Boulder Dash players use this technique to go through the caves' flashing exits. This has no playing value but is definitely the classy way to do it.

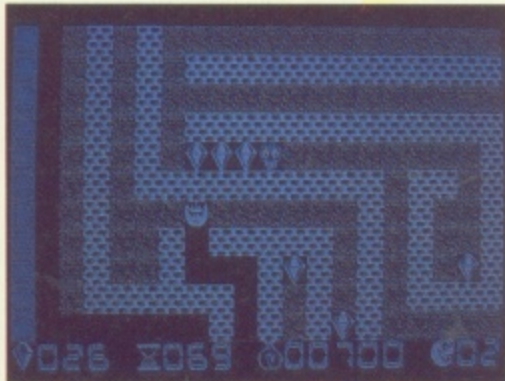
**BLOCKING:** Another important way of staying alive when being chased by enemies – move horizontally under a boulder, allowing it to fall and block the path behind you.

# Skulldiggery

Check out the following tips for selected screens up to 23, plus some useful cheats for boosting your score...

2) **Labyrinth.** Work through systematically and don't waste time back-tracking.

3) **Sultan's Maze.** The creeping vine is introduced for the first time on this



screen. Collect all of the diamonds, then suffocate the vine by positioning the player so that there is no more room for it to grow. The vine will not harm you.

4) **Blast in.** Dig up from the top of the brick box towards the skull, so that it falls and settles on top of the wall. Next, eat the extra life cup cake at the top of the screen - doing this will guarantee you another attempt at the screen should you fail. Carry on to the bottom of the screen, release the bat and run quickly towards the brick box. Run up the right hand side of the box dislodging the skull which will fall on top of the following bat, thus blasting a hole in the wall which surrounds the healthy crop of diamonds.

6) **Jumble.** Set up the skulls into piles above the sections of brick wall, then drop each pile through quickly one after the other. Don't forget to dig some space underneath each wall so that the diamonds have somewhere to settle.

8) **Basement.** To access the lower left hand room, dig earth and push skulls to leave a clear area near the entrance.

9) **The Legacy.** Eat the cup cake first (in the top right hand region of the cave), then clear a path from the bottom of the screen up to where the vine is growing - but do not suffocate it too early. When the vine starts to leave its box, release the ghost at the bottom of the screen, so that he runs into the vine and explodes, freezing the enclosed ghost which will also contact the vine and explode. Completing this screen relies upon making good use of

the vine in the early stages.

11) **Down in One.** Eat the cup cake at the top of the screen, then dig along the next tunnel down towards the right hand side of the screen. Collect the diamond above you, then run straight down to the bottom of the screen without stopping.

12) **Lucky Drop.** Roll the skulls down step by step until they sit on the bottom brick

## Cheats

### Extra lives...

As the player goes through the escape door, press and hold the LEFT SHIFT, CONTROL, and ALTERNATE keys until the door has stopped creaking. This will give the player 1 extra life.

### Extra points...

On the high score table, press and hold for a few seconds the SHIFT and LEFT SQUARE BRACKET keys. This will cause each square of earth dug to yield 1 point. This is useful if you are trying to reach a high maximum score, and also helps you to reach your 5000 point extra life bonuses earlier.

## High scores, higher levels

The high score table can be saved by pressing CONTROL-S, and re-loaded by pressing CONTROL-L.

It is possible to jump directly to some of the later screens by pressing '?' from the high score table. This starts the game at a random screen between about 10 and 40.

square, wait for the ghost to come along and move out of the way so that the skulls fall on top of him. Don't drop them too early, because if the ghost sees the skulls falling, he will jump over them.

13) **Tubes.** Stand to the side at the bottom of each tube and collect the diamonds by pressing the fire button and pushing the joystick left or right. Running up and down the tubes is faster but more dangerous.

14) **Chase.** Work your way towards the centre of the cave without hesitating on corners.

15) **Lazy Lines.** Kill the bat by letting him out and running up the right hand tunnel to dislodge the skull at the top, which will fall onto the bat who will be in close pursuit.

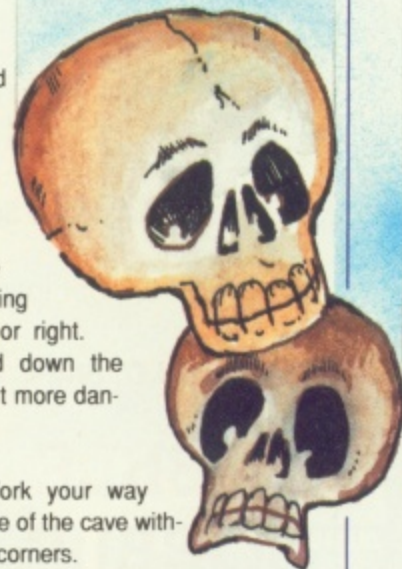
18) **Push and Drop.** Push the skulls along until they are all sitting above the wall with one line of earth below them. Then blast into the box, clear a space below the wall, and drop the skulls through.

19) **Drop the Lid.** Drop a row of skulls on top of each cell. While the vine is growing, clear a space below without unplugging each cell, then collect the diamonds digging from left to right - ending up near the exit box.

20) **Wizard.** Find out which walls are diamantiferous, and pile up the skulls before triggering the wall. At the end of this screen you should have about 15000 points.

22) **Racer.** Avoid the falling skull as you move down the shaft. When you have safely reached the bottom, push the skull into the cubby hole at the left hand side. The rest of this screen involves a simple but close chase back up to the top.

23) **Ultimate Greed.** There are hundreds of diamonds and about 5 extra life cup cakes to be had on this screen so when you tackle screen 24, you should have about 17000 points, with many spare lives in reserve.



## Multiface 1

Pokes for Spectrum

**SIDEWIZE** Poke 36890,0 (for infinite lives)

**WIZBALL** Poke 36831,58 (for invincibility)  
Poke 37052,0 (for infinite lives)

**CHRIS WILD, Shaw, Lancashire**

## BUBBLE BOBBLE

Cheat for the C64

In one player mode, as soon as you've lost your last life, hit the SPACE bar before the 'Game Over' legend appears and 'Bub' will appear (he's the player two character) press player two's fire button and you'll be graced with an extra three lives. The same thing can be achieved in two player mode by pressing any fire button at the correct time.

**DAVID WOOLLISCROFT, Long Eaton, Notts.**



## BLUE MAX

That free gift from the first issue of ACE produced this extremely useful poke; it gives you just about everything you could ever want.

Type LOAD. Then when READY appears type:  
POKE 1011, 248: POKE 1012,252: RUN  
The next piece of code will load in and the READY prompt will appear again. Then type:  
POKE 17925,173 (for infinite fuel)  
POKE 25584,173 (for infinite bombs)  
POKE 17438,0 (invulnerable to flak)  
Then type SYS 32768 to start the game.

**JASON ALLEN, Birkenhead**

# IN THE ARCADES

Top tips from the coin-op front line

## R-TYPE

Destroy the 8th guardian

Before attempting to destroy this final nasty you'll need a shield. On screen with the guardian are an indestructible spinning disc and several green 'babies' flying around. If you position yourself in the bottom left corner the disc and the babies will not kill you.



The disc revolves five times in a figure-of-eight pattern, then the guardian's mouth opens and spits out another disc. Move in as the mouth opens and send a plasma bolt into it – after another five disc revolutions the mouth opens again and spits out another disc. Keep firing during the revolutions and keep your ship moving clockwise in a figure-of-eight pattern. After a couple more plasma bolts the guardian evaporates and you've completed the game.

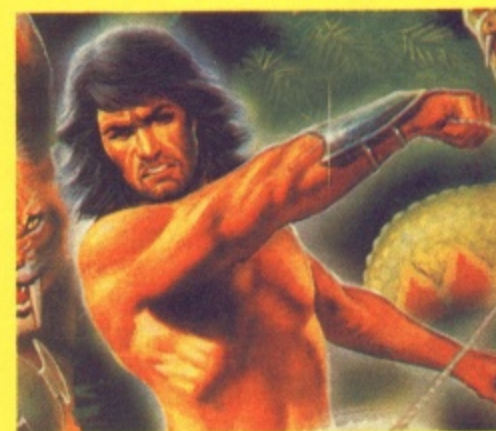
**JAMES CABBETT, Weston-Super-Mare**

## RYGAR

The weapons, and what they do...

1. The Star will increase your firing range.
2. The Crown gives extra power to each of your shots and allows you to kill more than one monster with one shot.
3. The Tiger's Head enables you to kill monsters by jumping on their heads.
4. The Shield provides you with about 30 seconds of invulnerability.
5. The Sun allows you to kill flying monsters.
6. Shoot the red stone to turn it into a shield.
7. A scroll with a cross on it means a shield lies ahead.
8. The floating red head can be avoided by jumping it when it reaches its lowest position.

**STEPHEN OTLEWELL, Derby**



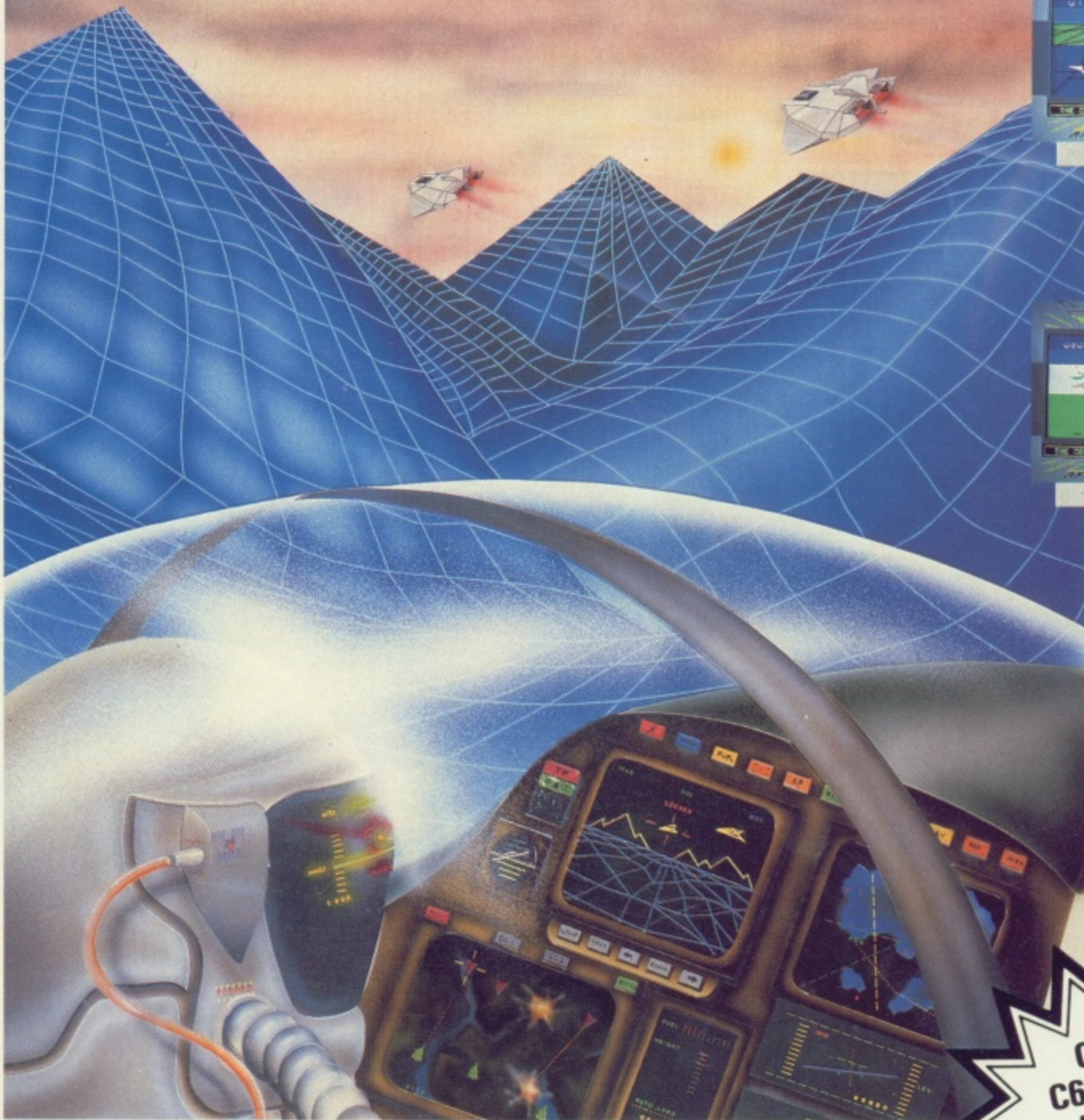
## DOUBLE DRAGON

1. An effective method of despatching the baddies is to turn your back to them and use your elbow as much as possible.
2. Don't walk off ledges – jump off.
3. The whip will enable you to attack a baddie whilst remaining out of their range.
4. When you come to a door, wait by the left hand side and elbow the baddies as they come out.
5. Baseball bats are very useful when it comes to despatching baddies.
6. Beware the men with knives! Remember that you can pick them up and throw them back.
7. On level two – the forest – take special care when you come to the bridge; a well timed jump is needed to clear it.
8. When the baddies start falling out of the trees, headbutt them on their way down.
9. On level three – the mountain – don't get on the conveyor belt! When the green man rises up on the lift, dash in quickly and use your elbow.
10. Level four – the base – jump off the high ledge to get into the baddies hide-out.
11. Once inside, watch out for the pillars that emerge from the walls. Jump onto the first one, and keep jumping across.
12. Watch out for the moving spear, and as soon as it lunges for you, jump and keep jumping.
13. When you confront the chap with the gun, keep moving up and down the screen, it will take patience and accurate timing to finally dispose of him with flying kicks or your baseball bat. Having killed him, rush next to the temple doors and elbow the last few baddies as they come rushing out. Easy when you know how!

**DEANO SCHOFIELD, Tamworth, Staffs and NEIL LEWCOCK, Hampton Hill, Middlesex.**

# ATF

**ADVANCED TACTICAL FIGHTER**



PRE-PRODUCTION SCREENS



PRE-PRODUCTION SCREENS

**CASS £8.95  
C64 DISK £12.95  
AM CPC DISK  
£13.95**

**AVAILABLE FOR SPECTRUM, AMSTRAD CPC & COMMODORE 64**

Beyond today's technology... ATF... Lockheed's Advanced Tactical Fighter. Climb aboard the aircraft of the century and launch across enemy territory. Attack or evade enemy forces by hugging the 3-D relief terrain.

Engage advanced on-board systems, plan your strategy and swing the balance of power to your favour.

ATF is a unique combination of 3-D arcade action and military strategy, offering an unparalleled challenge.

*Are you prepared? YOU have been chosen to fly ATF...*

**DIGITAL  
INTEGRATION**

Watchmoor Trade Centre,  
Watchmoor Road,  
Camberley, Surrey  
GU15 3AJ



# THE ULTIMATE AERIAL

## THE ULTIMATE AERIAL EXPERIENCE NOW AVAILABLE FOR YOUR COMPUTER

All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from "Skate City" test your abilities amongst the numerous skateparks improving your techniques in both freestyle and competitive action as you attempt to complete the ultimate manoeuvre - the 720 degree twist while soaring through the air.



**Spectrum**  
**£8-99** Tape

  
**ATARI**  
GAMES



# ERIAL EXPERIENCE!



**CBM 64/128**

**£11-99** Disk

**£9-99** Tape



Screenshots from arcade version

**Amstrad**

**£14-99** Disk

**£9-99** Tape



# AUTODUEL

ST version

This is the ultimate poke; it gives you stacks of money, prestige, driving skill, marksmanship, mechanic ability health and body armour. Run the poke if you die; it will revive you.

To enter the poke double-click on the BASIC.PRГ file (found on your language disk). Enter the poke exactly as you see it below. Save it by typing SAVE"adpoke.bas" in direct mode. Run, and then follow the on-screen prompts.

```

10 data 3f,3c,00,01,2f,3c,ff,ff
20 data ff,ff,2f,3c,ff,ff,ff,ff
30 data 3f,3c,00,05,4e,4e,de,fc
40 data 00,0c,48,7a,00,de,3f,3c
50 data 00,09,4e,41,5c,8f,3f,3c
60 data 00,01,4e,41,54,8f,3f,3c
70 data 00,01,3f,3c,00,00,3f,3c
80 data 00,24,3f,3c,00,03,3f,3c
90 data 00,00,42,a7,2f,3c,00,02
100 data 04,00,3f,3c,00,08,4e,4e
110 data df,fc,00,00,00,14,2f,3c
120 data 00,02,04,00,3f,3c,00,09
130 data 4e,41,5c,8f,48,7a,01,18
140 data 3f,3c,00,09,4e,41,5c,8f
150 data 13,fc
160 data 00,63,00,02,04,10,13,fc
170 data 00,63,00,02,04,11,13,fc
180 data 00,63,00,02,04,12,13,fc
190 data 00,63,00,02,04,13,13,fc
200 data 00,63,00,02,04,14,13,fc
210 data 00,63,00,02,04,15,13,fc
220 data 00,63,00,02,04,16,13,fc
230 data 00,80,00,02,04,17,13,fc
240 data 00,63,00,02,04,1a,13,fc
250 data 00,63,00,02,04,22,3f,3c
260 data 00,01,3f,3c,00,00,3f,3c
270 data 00,24,3f,3c,00,03,3f,3c
280 data 00,00,42,a7,2f,3c,00,02
290 data 04,00,3f,3c,00,09,4e,4e
300 data df,fc,00,00,00,14,48,7a
310 data 00,ae,3f,3c,00,09,4e,41
320 data 5c,8f,4e,f9,00,02,00,f4
330 data 50,6c,65,61,73,65,20,69
340 data 6e,73,65,72,74,20,41,75
350 data 74,6f,20,44,75,65,6c,20
360 data 28,64,69,73,6b,20,42,29
370 data 20,69,6e,74,6f,20,64,72
380 data 69,76,65,20,41,2e,0d,0b
390 data 4d,61,6b,65,20,73,75,72
400 data 65,20,74,68,61,74,20,74
410 data 68,65,20,77,72,69,74,65
420 data 2d,70,72,6f,74,65,63,74
430 data 20,74,61,62,20,69,73,20
440 data 6f,66,66,2e,0d,0b,0d,0b
450 data 50,72,65,73,73,20,61,6e
460 data 79,20,6b,65,79,20,74,6f
470 data 20,63,6f,6e,74,69,6e,75
480 data 65,2e,2e,2e,0d,0b,0d,0b
490 data 0d,0b,07,00,20,69,73,20
500 data 62,65,69,6e,67,20,75,70
510 data 64,61,74,65,64,2e,2e,2e
520 data 0d,0b,0d,0b,07,00,0d,0b
530 data 50,6c,65,61,73,65,20,69
540 data 6e,73,65,72,74,20,41,75
550 data 74,6f,20,44,75,65,6c,20
560 data 28,64,69,73,6b,20,41,29
570 data 20,69,6e,74,6f,20,64,72
580 data 69,76,65,20,41,2e,0d,0b
590 data 50,72,65,73,73,20,74,68
600 data 65,20,72,65,73,65,74,20
610 data 6b,65,79,20,74,6f,20,63
620 data 6f,6e,74,69,6e,75,65,2e
630 data 2e,2e,0d,0b,0d,0b,52,70
640 data 4d,00
650 def seg=-1:for a=1 to 500
660 read a#:b=val("&H"+a#)
670 poke &H20000+a,b;q=q+b:next
680 if q<>34931 then 700
690 c=&H20000:call c
700 print"Error in DATA":end

```

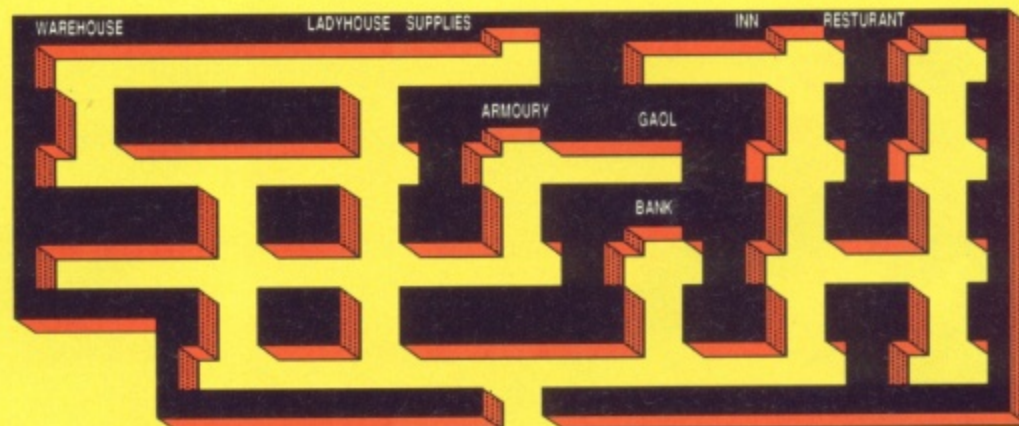
RICHARD MONTEIRO, Yeovil

# TAI PAN

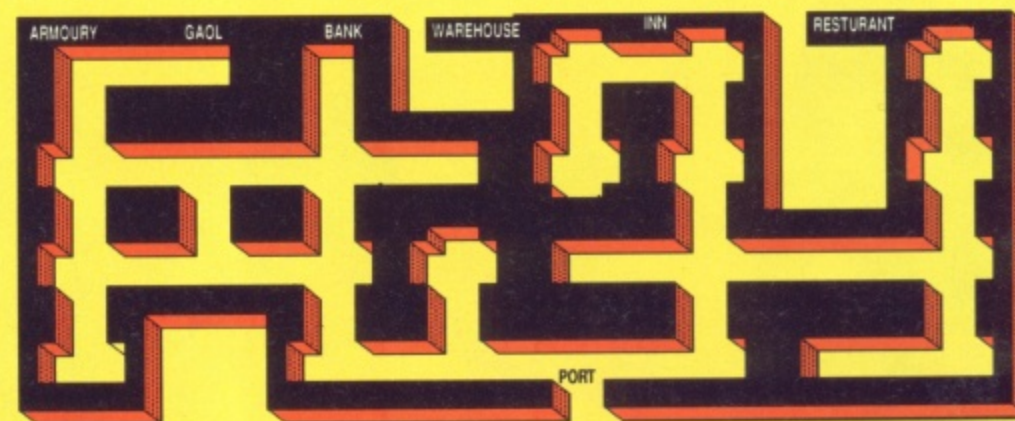
Maps and tips for two towns - GHENZHEN and GUANGZHOU

Guangzhou is where you start. Go to a restaurant and refuse a meal. A man will take you in to a back room and lend you \$300,000. Go to the bank and buy a ship, then buy weapons from the armoury, food from supplies and cargo from the warehouse. Don't buy the crew from the inn. Find a club and hit passers-by on the head. Your son will take them to your ship. When you have about eight crew, then go to the port and sail away. Ghenzien is the nearest port to the east of Guangzhou.

ADRIAN BETTS, Tamworth



GUANGZHOU



GHENZHEN

## HOT TIPS...HOT PRIZES!

It's not a question of getting something for nothing on these pages: if we print your tip, map or poke then you stand a very good chance indeed of winning the latest and best games.

This month **Al and Ric** - authors of the *Dizzy* tips - are our Tip of the Month winners. That means that they'll soon have for their Spectrum the six top-rated games in this issue of **ACE: Mercenary, Thundercats, Red L.E.D., Jack the Nipper 2, Xecutor and Pro-Ski Simulator**. Not half bad, eh?

And that's not all: five other tipsters get free games for their machines. This month **Philip Kelly** will get **Thundercats** for his Spectrum. **T. Carter** will savour the pleasures of **Addictaball** on his ST. **M.Georgiades** too will be breakouting with **Addictaball**, while **Jason Allen** and **David Wooliscraft** will both be burning rubber with **Super Sprint** for their 64s.

So don't be a nerd: send your tips in to **Tricks 'n' Tactics**  
**ACE**  
 4, Queen Street  
 Bath BA1 1EJ

not forgetting to include essential info, such as your name, address and the computer you own.

### Wanted

If you're floundering in a sea of indecision as to which games you should write tips for, here's a list of stuff we reckon many players are going to need help with: **Thundercats, Plexar, Hysteria, Super Sprint, Anarchy, Moonstrike, Addictaball**. Tips on these - and any other games you've got the lowdown on - will be given a very warm welcome.

### Arcades...

Don't forget the coin-ops: your tips can save lives and lots of money in those coin-hungry arcades. This month's Arcade tip winner is **Deano Schofield**, whose **Double Dragon** tips earn him a copy of **Starglider** for his Spectrum +2. Next month it could be you - but only if you get thinking, writing and sending!

Coin-ops like **SDI, Rastan Saga, After Burner, Darius, Road Blasters** all need tips: but don't be limited by those titles.

# NEW LOW PRICE ST!



## ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

### FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

- \* BASIC Language Disk
- \* BASIC Manual
- \* ST Owners Manual
- \* TOS/GEM on ROM

If you buy your ST from Silica Shop, you will also receive:

- \* NEOchrome Sampler - colour graphics program
- \* 1st Word - Word Processor

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

### DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

**1Mb RAM UPGRADE:** Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

**TV MODULATOR UPGRADE:** Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

### THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

### AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

### FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

### FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service **FREE OF CHARGE** to customers within the UK. This method helps to ensure minimum delay and maximum protection.

### PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

**SIDCUP (& Mail Order)** 01-309 1111  
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

**LONDON** 01-580 4839  
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P 0HX

**LONDON** 01-629 1234 ext 3914  
Selfridges (1st floor), Oxford Street, London, W1A 1AB

# £260

+VAT=£299

## SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a **FREE Silica ST Starter Kit** worth over £100. Read the **ONLY FROM SILICA** section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No.1 Atari Specialists. For further details of the range of Atari ST computers and the **FREE Silica ST Starter Kit**, complete and return the reply coupon below.

**ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)**  
520ST-FM with 512K RAM & mono monitor £399 (inc VAT) Upgrade from 512K RAM to 1024K RAM £100 (inc VAT)

### ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

- 1040ST-F Keyboard Without Monitor ..... £499 (inc VAT)
- 1040ST-F Keyboard + High Res SM125 Mono Monitor ..... £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

### MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

- MEGA ST 2Mb Keyboard + CPU ..... £899 (inc VAT)
- MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... £999 (inc VAT)
- MEGA ST 4Mb Keyboard + CPU ..... £1199 (inc VAT)
- MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... £1299 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

# ATARI ST

**THERE HAS NEVER BEEN A BETTER TIME TO BUY AN ATARI ST COMPUTER!**

To: Silica Shop Ltd, Dept ACE 1287, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

**PLEASE SEND ME FREE LITERATURE ON THE ATARI ST**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

Do you already own a computer? If so, which one do you own?

# CBS COMPUTERS

17 EVERSLEY ROAD BEXHILL E SUSSEX (0424) 221931

SPECIALIST COMPUTER DEALERS FOR ST & AMIGA

Atari 520STFM	£279.95
Atari 520STFM+ Phillips	
8833 Colour	£549.95
Cumana 1 Meg Drive	£134.95
Phillips 8833 Med-Res Colour	
Monitor + Cable	£274.95
Star NL10 Printer + Cable	£219.95
PHONE FOR MORE	

Amiga A500 + Modulator		
+ Paint + 3 Top Games	£479.95	
Amiga A500 + 1081 Monitor		
+ Paint + 3 Top Games	£749.95	
Cumana 1 Meg Drive	£134.95	
Phillips 8833 Med-Res Colour		
Monitor + Cable	£274.95	
Star NL10 Printer	£219.95	
SEGA Games Console	£99.95	

## ST SOFTWARE

Advanced Art Studio	17.95
Airball	17.95
Balance of Power	22.50
Barbarian	17.95
Flight Simulator 2	35.50
Gauntlet	17.95
Guild of Thieves	17.95
Hitchhikers Guide	22.50
Karate Kid 2	17.95
Leaderboard	17.95
Road Runner	17.95
S.D.I	22.50
Silent Service	17.95
Starglider	17.95
Tai-Pan	14.99
Terrorpods	17.95
The Pawn	17.95
GFA Basic	34.95
GFA Compiler	34.95
GFA Draft (CAD)	74.95
Lattice C 3.04	74.95
K-Spread 2	59.95
Superbase Personal	69.95
PLUS MANY MORE	

## AMIGA SOFTWARE

Aegis Anim/Img	99.95
Adventure Cons Set	22.50
Balance of power	22.50
Barbarian	17.95
Bards Tale	22.50
Defender of The Crown	21.95
Deluxe Music Cons	49.95
Deluxe Paint 2	59.95
Faery Tale Adventure	36.95
Flight Simulator 2	37.50
Goldrunner	17.95
Guild of Thieves	17.95
Hitchhikers Guide	22.50
Hollywood Strip Poker	14.99
Knight Orcs	14.99
Marble Madness	21.95
Mean 18 Golf	22.95
Silent Service	17.95
S.D.I	22.50
Sinbad	22.50
Starglider	17.95
Superbase Personal	74.95
Terrorpods	17.95



**ORDER BY PHONE**  
Tel (0424) 221931

Prices Inc VAT & FREE Delivery  
Send Cheques or Visa/Access detail to  
CBS Computers, 17 Eversley Rd, Bexhill,  
E. Sussex TN40 1HT.  
Most Orders despatched within 24 Hours, but allow  
maximum of 14 days

# WAR GAMES DIRECT

Interested in computer wargames for C64, Spectrum, Atari, Amstrad?

Then we have a catalogue detailing all games available in the UK today. From names such as PSS, CCS, SSI, Lothlorien and including many detailed reviews.

We offer a first class service with most goods being despatched within 3 days to anywhere in the world.

FOR A FREE CATALOGUE  
CALL 0203-667556

or write to:

WARGAMES DIRECT (DEPT A.C.E.)  
452 STONEY STANTON ROAD  
COVENTRY CV6 5DG

# BYTEBACK

THE ATARI ST

SPECIALIST

GAMES	ONLY	ONLY	
Impact	11.50	3D Galax	14.50
Rings of Zilfin	18.50	Trivial Pursuit	14.50
Hollywood Poker	11.00	Tai-Pan	14.50
F15 Strike Eagle	18.50	Terrorpods	18.50
Indiana Jones	14.50	Skuldiggery	14.50
Addictaball	11.00	Airball Construction	11.00
Perfect Match	7.50	Artic Fox	14.50
Sentinel	14.00	Phantasie 2 or 3	18.50
Tracker	18.50	Battlezone	22.50
Road Runner	18.50	TNT	14.50
Deathstrike	11.00	Eagles Nest	14.50
Skyfox	18.50	Goldrunner	18.50
Barbarian	18.50	Airball	18.50
Sub Battle Simulator	18.50	Prohibition	14.50
Leaderboard	18.50	Gauntlet	18.50
★ Tournament disk	7.50	Arkanoid	11.00
Strip Poker	14.50	Super Huey	14.50
Turbo GT	12.00	3D Chess	18.50
Techmate Chess	14.50	Plutos	11.00
Ninja Mission	7.50	Silent Service	18.50
Strike Force Harrier	18.50	Metro Cross	18.50
Starglider	18.50	Road War 2000	18.50
Colonial Conquest	22.50	Mouse Trap	11.00
Fight Simulator 2	37.50	Timeblast	7.50
★ Scenery Disks 7 & 11	18.50	Balance of Power	22.50

ADVENTURES	ONLY	ONLY	
Nord and Burt	22.50	Plundered Hearts	22.50
Gnome Ranger	11.00	Knight Orc	14.50
Sidewalk	14.50	Annals of Rome	18.50
Space Quest	18.50	Farenheight 451	14.50
9 Princes in Amber	14.50	Leather Goddesses	22.50
Perry Mason	14.50	The Lurking Horror	22.50
Stationfall	18.50	Guild of Thieves	18.50
Beaurocracy	26.00	Alternate Reality	18.50
Hitch Hikers Guide	22.50	Ultima 2 or 3	18.50
Zork (1,2 or 3)	22.50	Jewels of Darknes	14.50
Silicon Dreams	14.50	Pawn	18.50
Black Coudron	22.50	Winnie the Pooh	18.50

Kings Quest 3 Pack! ( Kings Quest I, II and III ) ..... 21.00

ART AND DESIGN	ONLY	ONLY	
Advanced Art Studio	18.50	Easy Draw 2	63.50
GFA Draft	79.00	CAD 3D	39.00
Degas Elite	18.50	Art Director	39.00

Cyber Studio ( Cad 3D 2.0 + Cybermate )	69.00		
Genesis	64.00	3D Developers Disk	24.00
Human Forms Disk	24.00	Architecture Disk	24.00
Future Design Disk	19.50	StereoTek 3D Glasses	145.00

UTILITIES	ONLY	ONLY	
Superbase Personal	79.50	Publishing Partner	127.50
Ram Disk/Spooler	19.50	Trimbase	71.50
VIP Professional	183.00	Megafont ST	23.50
ST Doctor	15.50	Word Writer	63.50
Signum!	184.00	GFA Companion	23.50
STuff	19.50	Zoomracks 2	55.50
Pro. Sound Designer	45.00	First Word Plus	63.50
Saved	23.50	Back Pack	39.00
Fastcom	39.00	K-Data	39.00
K-Comm 2	39.00	K-Spread 2	63.50
K-Switch	23.50	ProCopy	27.50

Timeworks Trio Special Offer! ( RRP 259.85 ) ..... 145.00  
Word Writer, SwitchCalc, Data Manager, Softline Support Service!

LANGUAGES	ONLY	ONLY	
HiSoft Basic	63.50	Fast ASM	15.50
Fast Basic (Disk)	36.00	Fast Basic (Rom)	71.50
GFA Basic	39.00	GFA Basic Compiler	39.00
K-Seka	39.00	MCC Assembler	39.00
MCC Lattice C	79.00	MCC Pascal	71.50

HARDWARE	ONLY	ONLY	
Locking Disk Box (80)	12.00	Furry Mouse Cover	7.00
Locking Disk Box (40)	9.00	Mouse Mat	9.00
3.5" Disks SS/DD (x 10)	12.00	Keyboard cover	8.00
Arcade Microswitch Joystick	17.00	Quickshot Turbo	13.00
Joystick/Mouse extension	5.75	Quickshot II	8.00

**BYTEBACK**

Dept. ACE  
6 MUMBY CLOSE,  
NEWARK, NOTTS NG24 1JE

# WISDOM

If you're someone who possesses such *intelligence, vision* and *far-sightedness* as to take out a 12-month subscription to Advanced Computer Entertainment....

# FOLLY

...then we the gullible and over-generous publishers are *crazy* enough to offer you...

# MONEY

...a further £10 (TEN pounds) discount off the already discounted software featured on the following two pages, ...

# SEX

...an offer open to persons of both male and female gender.

## HOW THE SUBSCRIPTION OFFER WORKS

- First make your selection of software items from the following two pages.
- Then use the FREE POST Reader Offers card attached to the outside of the magazine to make your order.
- By ticking the subscription box on the card you get the next 12 issues of ACE for £17.95 AND a £10 discount off your software order.
- So if you buy software totalling £19.95 at the discounted prices printed overleaf, you can have it for just £9.95. Or you can have any item which we're selling at £10 or less absolutely free!
- There's no catch. Far from it. Subscribing to ACE is the best way of guaranteeing your monthly copy post free and hot off the press.

**ACCESS / VISA HOTLINE ☎ 0458 74011**

If you prefer you can order your subscription by dialling 0458 74011 and asking for ACE Credit Card Orders

## GAME SET and MATCH

### Ocean

A massive compilation of 10 complete sports games – including Konami's HyperSports, Ping Pong and Tennis, Daley Thompson's Super-Test, World Series Baseball, Pool, Championship Basketball, Barry McGuigan's Boxing, Super Soccer and more. Incredible value!

Version	RRP	ACE price	Order code
Spectrum cass.....	12.95	9.95	A120SC
CBM 64 cass.....	12.95	9.95	A120CC
CBM 64 disk.....	17.95	13.95	A120CD
Amstrad cass.....	12.95	9.95	A120AC
Amstrad disk.....	17.95	13.95	A120AD

## WIZBALL

### Ocean

Use the combined powers of the bouncing Wizball and Cataball to collect magic water drops. Original and addictive.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A109SC
CBM 64 cass.....	8.95	6.95	A109CC
CBM 64 disk.....	12.95	10.95	A109CD
Amstrad cass.....	8.95	7.95	A109AC
Amstrad disk.....	14.95	11.95	A109AD



## TOP GUN

### Ocean

You've seen the movie, now plan your own dogfights. One and two-player action.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A114SC
Amstrad cass.....	8.95	6.95	A114AC
Amstrad disk.....	14.95	11.95	A114AD
IBM compatible....	19.95	15.95	A114PC
Atari ST disk.....	19.95	15.95	A114ST



## EPYX EPICS

### US Gold/Epix

Collection of four stunning classics: Summer Games, Impossible Mission, Breakdance, Pitstop II.

Version	RRP	ACE price	Order code
CBM 64 cass.....	9.99	7.95	A105CC
CBM 64 disk.....	14.99	11.95	A105CD

## GARY LINEKER'S SUPERSTAR SOCCER

### Gremlin

Blockbuster title combining football management skills with exciting action.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.99	6.25	A121SC
CBM 64 cass.....	9.99	7.95	A121CC
CBM 64 disk.....	14.99	11.95	A121CD
Amstrad cass.....	9.99	7.95	A121AC
Amstrad disk.....	14.99	11.95	A121AD
Atari ST disk.....	19.99	15.95	A121ST



## TAIPAN

### Ocean

Advanced strategy game based on the James Clavell novel.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A113SC
Atari ST disk.....	19.95	15.95	A113ST



## BALANCE OF POWER

### Mirrorsoft

A demanding game of strategy.

Version	RRP	ACE price	Order code
Atari ST disk.....	29.95	24.95	A117ST
Amiga disk.....	29.95	24.95	A117AM

## STRIKE FORCE HARRIER

### Mirrorsoft

All action flight simulator and shoot-em-up.

Version	RRP	ACE price	Order code
Spectrum cass.....	9.95	7.95	A115SC
CBM 64 cass.....	9.95	7.95	A115CC
CBM 64 disk.....	14.95	11.95	A115CD
Amstrad cass.....	9.95	7.95	A115AC
Amstrad disk.....	14.95	11.95	A115AD
Atari ST disk.....	24.95	19.95	A115ST



## SOLID GOLD

### US Gold

A collection of five fantastic titles: Infiltrator, Leaderboard, Gauntlet, Ace of Aces and Winter Games.

Hours and hours of entertainment.

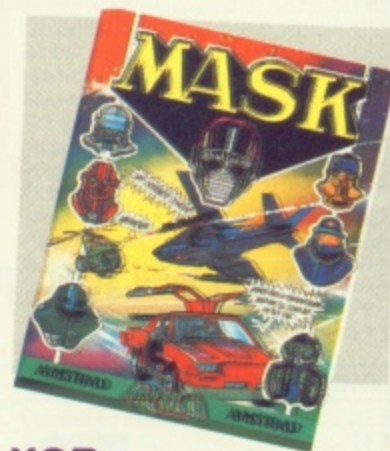
Version	RRP	ACE price	Order code
Spectrum cass.....	9.99	7.95	A122SC
CBM 64 cass.....	9.99	7.95	A122CC
CBM 64 disk.....	14.99	11.95	A122CD
Amstrad cass.....	9.99	7.95	A122AC
Amstrad disk.....	19.99	15.95	A122AD

## MASK

### Gremlin

Addictive gameplay based on the TV cartoon.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.99	6.25	A101SC
CBM 64 cass.....	9.99	7.95	A101CC
CBM 64 disk.....	14.99	11.95	A101CD
Amstrad cass.....	9.99	7.95	A101AC
Amstrad disk.....	14.99	11.95	A101AD



## XOR

### Logotron

Ingenious maze game, packed with mind-bending puzzles. Original and very compulsive. Ace Rated 927.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A119SC
CBM 64 cass.....	9.95	7.95	A119CC
CBM 64 disk.....	12.95	10.95	A119CD
Amstrad cass.....	9.95	7.95	A119AC
Amstrad disk.....	14.95	11.95	A119AD

## GAME OVER

### Imagine

Exciting shoot-em-up featuring huge, evil guardians at the end of each level.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A110SC
CBM 64 cass.....	8.95	6.95	A110CC
CBM 64 disk.....	12.95	10.95	A110CD
Amstrad cass.....	8.95	6.95	A110AC
Amstrad disk.....	14.95	11.95	A110AD



## SOLOMON'S KEY

### US Gold

Wizard coin-op game packed with puzzles and invention.

Version	RRP	ACE price	Order code
Spectrum cass.....	8.99	6.95	A104SC
CBM 64 cass.....	9.99	7.95	A104CC
CBM 64 disk.....	14.99	11.95	A104CD
Amstrad cass.....	9.99	7.95	A104AC
Amstrad disk.....	14.99	11.95	A104AD

## WORLD GAMES

## US Gold/Epyx

Eight great sports: cliff diving, log rolling, bull fighting, weight-lifting, slalom skiing, sumo wrestling, barrel jumping and caber tossing!

Version	RRP	ACE price	Order code
Spectrum cass.....	8.99	6.95	A108SC
CBM 64 cass.....	9.99	7.95	A108CC
CBM 64 disk.....	14.99	11.95	A108CD
Amstrad cass.....	9.99	7.95	A108AC
Amstrad disk.....	14.99	11.95	A108AD
Atari ST disk.....	24.99	19.95	A108ST
Amiga disk.....	24.99	19.95	A108AM
IBM compatible.....	24.99	19.95	A108PC

## S.D.I

## Mirrorsoft

Strategic Defence Initiative: action plus strategy.

Version	RRP	ACE price	Order code
Atari ST disk.....	29.95	24.95	A116ST
Amiga disk.....	29.95	24.95	A116AM

## DEFENDER OF THE CROWN

## Mirrorsoft/Mindscape

Strategy and combat backed by graphics you would not believe!

Version	RRP	ACE price	Order code
CBM 64 disk.....	14.95	11.95	A106CD
Amiga disk.....	29.95	24.95	A106AM

## ARKANOID

## Ocean

Really enjoyable Breakout clone with 32 levels.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.95	6.25	A112SC
CBM 64 cass.....	8.95	6.95	A112CC
CBM 64 disk.....	12.95	10.95	A112CD
Amstrad cass.....	8.95	6.95	A112AC
Amstrad disk.....	14.95	11.95	A112AD
IBM compatible.....	19.95	15.95	A112PC
Atari ST disk.....	19.95	15.95	A112ST

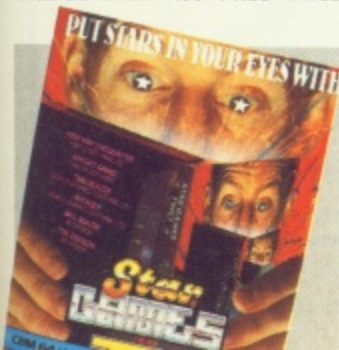


## STAR GAMES 2

## Gremlin

A compilation of superb titles including Ball Blazer, Eidolon, Knight Games, Highway Encounter, and Trail Blazer. Stunning value.

Version	RRP	ACE price	Order code
Spectrum cass.....	7.99	6.25	A102SC
CBM 64 cass.....	9.99	7.95	A102CC
CBM 64 disk.....	14.99	11.95	A102CD
Amstrad cass.....	9.99	7.95	A102AC
Amstrad disk.....	14.99	11.95	A102AD



Now you can buy some of the hottest titles around and save money!

# ACE SPECIAL OFFERS

## ACE MAIL ORDER

- Fast delivery
- Friendly service
- Fat discounts

## HOW TO ORDER

Just make a note of the details of the items you want, including the order code. Then fill these in on the free-post card marked "ACE READER OFFERS" attached to the outside of the magazine.

You can either post this as it is with your credit card details, or put it inside another envelope (addressed the same way) with a cheque. Either way you need pay no postage.

Alternatively ring **0458 74011** and ask for ACE Credit Card Orders.

## PLEASE NOTE

1. All items are despatched by first class mail.
2. We have tried to list only those versions of software which are available NOW.
3. All prices include VAT, postage and packing.
4. You will normally receive software within 7 days of ordering. But please allow 2-3 weeks in case of temporary shortages.

## SUBSCRIPTION OFFER

If you want an even better deal, turn back one page and have a look at our subscription offer. It'll save you another £10!!

## CREDIT CARD HOTLINE

☎ **0458 74011**



\* These are new titles due for release by the time this magazine goes on sale.

# THE BLITTER END...

## I want an Atari!

Thousands of you do! Entries to our ST mega-competition flooded in from over 6000 users in a bid to walk away with one of the 3 ST systems on offer. Congratulations to Mr J Thompson, who carries off first prize of an Atari 520 ST-FM plus colour monitor, and to Philip Konczak and David Williams who walk away with two 520 ST-FMs plus mono monitors.



Atari competition entries by the thousand - the strain of counting them begins to tell on poor old Pete.



First prize winner Mr Thompson: 'I've never won a competition before, apart from the premium bonds at the age of 1, when my parents spent the money on nappies.' We're not exactly sure what it says on the piece of paper in the picture, but we hope it's legal.

Runner-up Philip Konczak (right) with brother Gareth, preparing to do good deeds in the Cubs. You can tell Philip's chuffed with his prize ('I'm ecstatic!' he wrote), but Gareth isn't too upset either - he's getting Philip's cast-off Spectrum.



David Williams, runner-up, a staunch Atari fan and a fireman in Congleton. 'Ataris are the only computers I have ever owned (I bought my first Atari 400 in 1980) and I wouldn't change.' The rewards of loyalty, eh, David?



## Reader Survey Rewards

The following lucky readers scoop up a free software package for their machines:

**J Leach, Fareham; Mark Willis, Enfield; Steven Burke, Huntingdon; Matthew Binns, Rippondon; Andrew Magnay, Cowbridge.**

Many thanks to all of you who sent in the surveys - they will help us to bring you exactly the sort of magazine you want to read.

## Oops<sup>2</sup>

Last month's correction of the *Impact* ACE Rating was in fact...incorrect. The correct correction would have been 955. Just goes to show that all the people can't be right all the time, and some of the people can't be right some of the time, and...er...

While we're on the subject of boos, we'd like to point out that *Red LED* is in fact published by Starlight Software and not by Reaktor, as we stated in the review last month. Both these are Ariolasoft labels, a company that seems to have almost as many labels as products, so in this case we plead justifiable boobyery.

## Not a joke

Just after the release of *Yes Prime Minister* ACE received a letter from NMA Communications Ltd, PR Consultants for Mosaic Publishing. The letter reads: 'Hereby find enclosed one *Yes Prime Minister* disk. This disk is intended for review purposes only. Please sign and return immediately the enclosed copy letter to NMA Communications. Should the disk not be in full working order or incompatible with your machine, do not sign this letter and return the disk to NMA.'

Naturally, ACE staff members felt this to be a grand joke to promote the game, taking the mick out of bureaucracy and red tape. We rang to congratulate NMA on their sense of humour. 'Um...er...It's not a joke, actually', replied the hapless NMA spokesperson. 'It's just our standard letter. You see, you have to return the product to us when you've finished with it.' 'But it doesn't say anything about returning it in the letter!'; 'Ah..well it should do...'. Hmm, certainly no-one could accuse NMA of not entering into the spirit of things. ●

## Next month...

...the ACE Christmas Cracker explodes. We're playing our cards close to our chest for now, but watch out for a joint venture with Her Majesty's Armed Forces, the ACE Which Compilation? Buyers' Guide AND a special Christmas gift on the cover...Don't miss it!

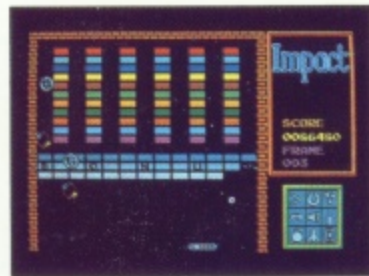
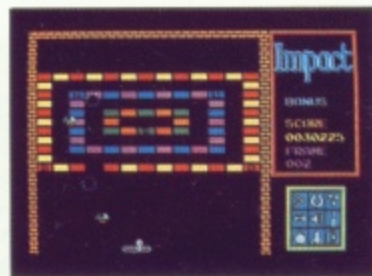
## ADVERTISERS INDEX

Activision .....	16-17,58-59,68-69,84,96-97	Electronic Arts .....	10-11,13	PSS .....	88,118
Amstrad .....	104-105	Gremlin .....	IFC-3,54,	Shekhana .....	101
Ariolasoft .....	22,57	Incentive .....	80	Silica Shop .....	117
Ashcom .....	83	Jade .....	83	Sound N Vision .....	101
Audiogenic .....	IBC	KJC .....	101	Stort Soft .....	80
Bath Comp. Shack .....	44	Konami .....	71,98	Telegames .....	80
Byteback .....	118	Martech .....	76	Trybridge .....	92
CBS .....	118	Megabyte .....	106	US Gold .....	19,32,50,65,103,114,115
CPS .....	106	Microprose .....	6,49,60,72	Verran .....	43
CRL .....	67	Mirrorsoft .....	26	Video Vault .....	18,83
Compumart .....	109	Novagen .....	106		
Digital Integration .....	30,113	Ocean/Imagine .....	OBC,27,40,75,79		



*It plays like a dream...  
but seems like a **NIGHTMARE!***

**TRAPPED** – in a 1970's arcade machine! Every escape route is blocked by a wall of brightly coloured bricks. Powerfully addictive, with 200k of digitized sound, **IMPACT** has 80 built in screens plus 48 that you can design yourself – as hard, as simple, as much fun as you like. Hidden on each screen are special tokens – catch them if you can. Use them to buy one of nine powerful weapons, or keep them until the end of the screen to score a bonus.



Available now, price £14.95 for Amiga (512k min.) and Atari ST (requires 512k, mouse and colour monitor or TV).  
JUST RELEASED for CBM64, Spectrum and BBC (specifications vary)

Audiogenic Software Ltd., Winchester House, Canning Road, Wealdstone,  
Harrow, Middlesex HA3 7SJ.



Tel: 01-861 1166



# FROM THE ARCADES - A TIGRESS!

# ATHERIA

Her mission, to enter the last world and slay its evil guardian, but the last world is seven worlds away on a long and dangerous journey through the worlds of forest, cavern, sky, sea, labyrinth and hell, each having its own formidable guardian which must be overpowered and slain. Collect armour and weapons but beware the energy sapping poison for which only a secret medicine is the cure. Superlative graphics and arcade style action game play add up to a great package for the coin-op kings.

SPECTRUM £7.95 COMMODORE £8.95  
AMSTRAD £8.95



Athena isn't finished yet Physco Soldier, the sequel, is another world. Athena has changed and she has a friend. She is Physco Soldier with a thirst for action and adventure and when her mission is complete you just won't believe the ending - a surprise you can't afford to miss! A great game, tipped for the top, from the SNK arcade label.

SPECTRUM £7.95  
COMMODORE £8.95  
AMSTRAD £8.95



# PSYCHO SOLDIER



...the name of the game