

Amstrad 484/485/5120

Type: Press CTRL and the small ENTER key together, then press PLAY.  
Disk: Type "3D POOL" then press ENTER.

MSX

Type: Type "3D POOL" and press ENTER, then press PLAY.  
Disk: Insert the disk in the drive, then press the spacebar. The game will load and run automatically.

# 3D POOL

A few things you should know about this  
The screen is divided into two areas as far as control is concerned. The top part  
a display of the score, and the rest is portable. The program uses both the mouse  
buttons on the AT and Amiga, and the software key on the Archimedes. Generally  
pressing the right mouse button will perform an operation once, and pressing (and  
holding) the left mouse button will allow you to continue the operation until you  
release it. Holding both buttons is usually the same as holding the left button down  
only more so.  
All the game options are a little square (which resembles the MENU and CONTINUE  
squares in other games) and to select an option, simply move the pointer over the square  
and press the left mouse button.

**Maltese Joe's 3D Pool Challenge**  
© Orlando M. Pilchard, Aardvark Software, 1989

**Amiga, Atari ST and Archimedes versions by  
Orlando M. Pilchard.**

**When you see the table for the first time.**

When you first take a look at 3D Pool, you may be slightly surprised to notice that there's no cue. This is because you don't need one! If, however, you take an imaginary line straight 'out' from the cue ball to the centre of the screen, this will suffice. This means that instead of moving your cue around the table, we have introduced a revolutionary twist - you move the table around the cue! You start off looking down the table. Closest to you is a dark green line with a semi-circle in the middle which is called the 'D', with the cue ball placed somewhere within. Right down the other end of the table are the game balls, arranged neatly in a triangle, with the 8 ball (black) nestling in the middle. The table rotates clockwise and anti-clockwise, allowing you to change the direction of your shot, it also tilts up and down, allowing you to change spin strength and type (ie. top or back spin). At the top of the screen, there are six tiny pool tables, each with an arrow on or near them, these are the icons you use to tilt and rotate the main table. Next to this is the 'reference ball', which is a cue ball with a little black cross on it (see below). Next comes the power-bar (which shows the strength of the shot), Then come two cue balls, one with a curly arrow pointing left and the other with an arrow pointing right. These are the 'swerve balls', which you use to apply 'swerve' to your shot. Finally, comes the **MENU** square which is used to bring up the selection menu during the game.

When a game is in progress (and a coloured ball has been potted) the coloured ball for player one is shown underneath the top row of icons, on the left, and player two's colour is shown on the right. Various other information is shown here, but more about that later.

**A few things you should know about mice**

The screen is divided into two areas as far as mouse control is concerned, the top part containing all the icons, and the rest - the table. The program uses both the mouse buttons on the ST and Amiga, and the leftmost two on the Archimedes. Generally, pressing the right mouse button will perform an operation once, and pressing (and holding) the left mouse button will allow you to continue the operation until you release it. Holding both buttons is usually the same as holding the left button down (only more so - ie faster).

All the game options have a little square (which resembles the **MENU** and **CONTINUE** squares) to their right - to select an option, simply move the pointer over the square and press the left mouse button.

### The little pool table icons.

If you click one of these with the left button, the action you have selected will happen continuously (except up/down & in/out, where the table can only go so far). If you click with the right button, the action will be very fine and happen once. If you click and hold both buttons, the action will happen rapidly and continuously.

### The reference ball - what does it do?

The cross on this ball shows you exactly where the cue is going to strike. It moves up and down when you tilt the table, or left and right when you apply swerve (see below). If the cross is close to the bottom, the ball will spin back, if the cross is to the left, the ball will spin left, etc.

This icon is also used to take the shot (click with the left button), and to flip the viewing angle by 180° (click with the right). Once a shot has been taken, if you click both buttons the shot will be played in super-fast mode.

### The POWER BAR.

You can use this a number of ways. There is an arrow at each end of the bar and clicking either of these will increase or decrease the power respectively. You may also click the actual bar itself.

### The MENU square.

If you click this with the left mouse button the menu will appear opaque in the middle of the screen (or transparent if you click with the right). Double click with the right button (while a menu is on the screen) will change between opaque and transparent. However, while balls are still rolling, menus will appear transparent.

### The action of the mouse in the lower part of the screen.

If you click and hold the left button anywhere below the top row of icons, the cursor will turn into a diagonal cross. If you push the mouse away from or toward you, the table will tilt. If you move it left or right, the table will turn, click the left mouse button twice quite quickly, and you will take the shot. If you hold the right button down, you can similarly change the power (up or down) and side-spin (left or right). If you hold both buttons, pushing the mouse away from or towards you, you will zoom in or out of the table. Moving left and right will 'slide' the table, so you can view any part of it. When you release the buttons, the table will move so the white ball is back in the centre of the screen.

### Playing the game

When the game has loaded, you will be presented with a menu. Each option on the menu can be selected by moving the mouse cursor over the square to the right of the option and clicking the left button. See below for an explanation of what happens when you click one.

### MATCH TYPE

Tournament  
Two player  
Practice  
Trick play  
Demo mode

Click on the square at the top left hand corner of the menu box to start your selection. This square is referred to in the rest of the instructions as the **CONTINUE** square. Alternatively, you can exit from each menu (or submenu) by double-clicking the left mouse button.

### Tournament

You start off in the quarter-finals, set against a randomly-chosen opponent. After playing the best of three games, you enter the semi-finals, again playing the best of three games. After that, winning the qualifying finals (this time the best of five games) will let you play Maltese Joe himself (Well, a computer version of him!)

VIEW PAIRINGS Shows a list of opponents.

NEW TOURNAMENT Will re-shuffle the opponents

During the game, clicking the **MENU** square when it is your turn will print up another menu.

CONCEDE GAME Means you lose this game

### Two player

You play against a friend, taking alternate 'visits'.

During the game, clicking the **MENU** square will print up another menu.

QUIT Return to main menu.

### Demo mode

This option allows you to view the particular playing skills of any two players.

CHANGE OPPONENTS Randomly selects two players.

During the game, clicking the **MENU** square will print up another menu.

QUIT Return to main menu.

### Practice

You can practice as many times as you like against a particular opponent.

CHANGE OPPONENT Runs through a list of possible

opponents (sadly

you can't practice against Maltese Joe).

During the game, clicking the **MENU** square when it is your turn will print up another menu.

STOP GAME Returns you to the main menu.

CHANGE OPPONENT You can change your mind in the middle of a game.

**CONTINUE** resumes play.

### Trick Play (which deserves a whole long section all to itself)

Better than in real Pool, once you've tried a trick-shot, 3D Pool sets it back up exactly as it was! To 'solve' a trick-shot, you must pot all the yellow balls without fouling (ie. hitting a red ball first). A clever combination of side and back (or top) spin usually 'does the trick!'.

**TRICK NUMBER** Select next trick (The trick number changes). The right hand mouse button decreases the trick number by one.

**EDIT TRICK** This allows you to design your own tricks (or edit existing ones) - See below.

**RETAIN TRICK SHOT** Keeps the trick you have just edited in memory. Clicking **CONTINUE** allows you to try out a trick.

During the trick, clicking the **MENU** square will bring up the main menu. Like anything that has a structure, trick shots has a certain 'logic' to them. Here's a description of some of the common patterns found (there are certainly many others; can you design new ones?)

(a) Goalhanger - a ball sitting on the edge of a pocket. Football fans will see the similarities here...the slightest passing touch and it'll jump in.

(b) Peashooter - two balls touching. Hit the back of one and the other flies off along the line passing through their centres. A favourite among real trick-shot players, because if you point them at a pocket, you can't miss!

(c) Cannon - a shot that glances off one ball and carries on moving. The term is used in billiards.

(d) Guard - a ball of set of balls whose function (in the trick-shot) is to stop a shot being possible. For example, a ball you have to swerve around, or a black sitting over a pocket (goal hanging).

(e) Chain - a line of balls that, if hit (in the right sort of way) at one end, cause the ball at the other end to move. In snooker terms, this is called 'a multi ball plant'.

(f) Plant - a ball (not the cue ball) hitting a second ball. A 'peashooter' is a special kind of plant (touching).

### Trick-shot EDITOR

The controls for trick-shot editing are the same as you use for playing the game, but they do different things.

↔↑↓ Move viewing position (note this is different from the shooting position in edit mode-further explanation below)

**Right Button** Move current edit ball (the flashing ball) around the table, relative & ↔↑↓ to your viewing position. This is the same as moving the cue ball around the 'D'.

**Right/Right** Flip viewing position around.

**Left/Left** Try/test shot from last defined shooting point so, if you wish you can view a shot from a different angle).

There is a row of 16 balls across the top in edit-mode. The currently selected ball will be flashing. If it is flashing more 'on' than 'off', then the ball is active; otherwise it is disabled, and is not involved in the current trick shot. Click on a ball with the right mouse button to enable/disable it- or click on a ball with the left button to select it. If you click on the swerve balls at the top with the left button, the 'ball number' increases or decreases.

### Shooting position for Trick-shots

The current shooting position is set up when you take a shot from within the trick-shot player.

Generally, the most effective way to design a trick-shot is to go into editing mode, move the cue ball to where you intend it should start from, then, in playing mode set up the power, angle and spin of the trick (even though the problem hasn't been set up). Then, in editing mode, when ever you double click the left mouse button, it will replay the shot from the angle that you have set up! It's quite nice to note that once you have solved a trick, you can view it from an entirely different angle using this method.

### Placing the cue ball in the 'D' at the start of a game or after a foul.

Holding the right button down while moving the mouse moves the cue-ball around in the area allowed (ie the D). (This is the same mechanism used in the trick shot editor). When happy with the position, double click the left mouse button, and the cue-ball will be placed there - and the 'placing' message will disappear.

### Swerve, what it does and how to do it.

When you apply swerve to your shot, you are actually making the cue ball spin on it's axis. This means that if you move the dot on the reference ball to the left, the ball will spin clock-wise, and the shot will curve right. The amount the shot deviates depends on how hard you hit the cue ball and how far across the reference ball you have moved the dot.

To produce swerve, simply click on either of the two 'swerve balls' at the top of the screen.

### Choosing colours after potting two different balls after a break.

If players are still trying to establish their colours after a break, and someone pots one ball of each colour, the option will come up for them to choose. When a player has the option to choose, a dual-coloured ball with a little arrow in it will appear next to their icon. Before trying to pot the next ball, clicking this ball swaps colours. This can be done as many times as is necessary but once the shot is taken the colour is fixed. So make the most of it! If the last shot was also a foul, you can swap colours after the free-shot, as well as before.

### When it's your turn to play

A flashing cue ball will appear next to your ball at the top of the screen. This ball will continue to flash until you fail to pot a ball of your colour, or play a foul shot.

### When you play a foul shot

According to the rules, if you play a foul shot, your opponent will be awarded a free-shot. This is denoted by a 'free ball' sign, and an extra cue ball next to the player's colour at the top of the screen. The opponent will also be allowed to replace the cue ball anywhere in the 'D' - see above.

However, if on your (extra) free-shot, you pot a ball without fouling, you lose the extra shot. This is to encourage tactical play - you obviously didn't need the free-shot!

### Loading the game

All your systems should be set up exactly as stated in the manuals. Remove all peripherals not connected with the running of the game, ie. cartridges etc.

### Amiga 500/1000/2000

If your Amiga does not have Kickstart built in, insert your Kickstart disk at the prompt. At the Workbench prompt, insert the 3D Pool disk, label side up. The game will load and run automatically.

### Atari ST

Insert the 3D Pool disk in the drive, label side up, and switch the computer on. The game will load and run automatically.

### Archimedes

While holding SHIFT down, press and release the BREAK key - the program will then auto-run

## Maltese Joe's 3D Pool Challenge

© Orlando M. Pilchard, Aardvark Software, 1989

BBC/Electron and CBM 64 versions by

Orlando M. Pilchard.

Spectrum, MSX and Amstrad CPC versions by

Jeff.

### When you see the table for the first time.

When you first take a look at 3D Pool, you may be slightly surprised to notice that there's no cue. This is because you don't need one! If, however, you take an imaginary line straight 'out' from the cue ball to the centre of the screen, this will suffice. This means that instead of moving your cue around the table, we have introduced a revolutionary twist - you move the table around the cue!

You start off looking down the table. Closest to you is a dark semi-circle which is called the 'D', with the cue ball placed in the centre. Right down the other end of the table are the game balls, arranged neatly in a triangle, with the 8 ball (black) nestling in the middle. The table rotates clockwise and anti-clockwise, allowing you to change the direction of your shot, it also tilts up and down, allowing you to change spin strength and type (ie. top or back spin).

When you first start a game, there is a flashing ball in the top left hand side of the screen (showing that it's player one's turn to play a shot). After players have chosen their colour (by potting a ball) then the colour for player one is shown here. Next is the name of the current player, then comes the 'reference ball'. There is a dot on this ball, which shows you where the cue is going to strike. This dot moves as you move the table, or apply 'swerve'. Then comes the power-bar (which shows the strength of the shot). It doubles as a message area (printing messages such as 'place the cue ball' or 'hmm...' when the computer player is thinking). Finally, comes a ball showing the colour the other player is to pot.

### Playing the game

When the game has loaded, you will be presented with a menu. Each option on the menu can be selected by pressing the appropriate function key. See below for an explanation of what happens when you press one of these keys.

<b>f1</b>	INPUT TYPE	Toggles either keyboard or joystick
<b>f3</b>	MATCH TYPE	Runs through a list of... Tournament Two player Demo mode Practice Trick play

**SPACE** will start your selection.

## Tournament

You start off in the quarter-finals, set against a randomly-chosen opponent. After playing the best of three games, you enter the semi-finals, again playing the best of three games. After that, winning the qualifying finals (this time the best of five games) will let you play Maltese Joe himself (Well, a computer version of him!)

- f5** VIEW PAIRINGS Shows a list of opponents.
- f7** NEW TOURNAMENT Will re-shuffle the opponents

During the game, pressing **QUIT** when it is your turn will print up another menu.

- f3** CONCEDE GAME Means you lose this game
- SPACE** resumes play.

## Two player

You play against a friend, taking alternate 'visits'.

During the game, pressing **QUIT** will print up another menu.

- f3** QUIT Return to main menu.

## Demo mode

This option allows you to view the particular playing skills of any two players.

- f5** CHANGE OPPONENTS Randomly selects two players.

During the game, pressing **QUIT** will print up another menu.

- f3** QUIT Return to main menu.

## Practice

You can practice as many times as you like against a particular opponent.

- f5** CHANGE OPPONENT Runs through a list of possible opponents (sadly you can't practice against Maltese Joe).

During the game, pressing **QUIT** when it is your turn will print up another menu.

- f3** STOP GAME Returns you to the main menu.
- f5** CHANGE OPPONENT You can change your mind in the middle of a game.

**SPACE** resumes play.

## Keyboard Controls

	BBC/Elec.	C64	MSX	Spectrum	Amstrad
←	Z	Z	Z	Z	Z
→	X	X	X	X	X
↑	:	:	K	K	K
↓	/	/	M	M	M
Strike	Return	Return	Enter	Enter	Enter
QUIT	ESC	RUN/STOP	ESC	BREAK	ESC
In	Cursor up	Cursor down	Cursor up	I	Cursor up
Out	Cursor down	Cursor right	Cursor down	O	Cursor

Note: Spectrum, Amstrad CPC and MSX users should use the keys 1,2,3 & 4 instead of f1, f3, f5 & f7.

**Spectrum owners can change the colour of the screen by pressing 'C' and the colour of the border by pressing 'V', at any time.**

## Description of Controls

- ← Rotate table anticlockwise (move cue ball right in 'D')
- Rotate table clockwise (move cue ball left in 'D')
- ↑ Move cue up, providing bottom spin (move cue ball further away in 'D')
- ↓ Move cue down, top spin (move cue ball closer in 'D')
- U Flip viewing position around to other side of the table
- S Switch colours (see note below)
- In Zoom in (increase the size of the table)
- Out Zoom out (decrease size)
- Strike (DOUBLE CLICK - Press the key quite quickly twice) Strike the cue ball Hold down the **Strike** key at the same time as these keys to produce the desired effect...
- ↔ Adjust swerve left and right. The place where the cue will strike the cue ball is shown by a dot on the reference ball.
- ↑↓ Adjust power (power increases from left to right)
- Joystick You may also use a joystick, with **FIRE** instead of **Strike**

## Trick Play (which deserves a whole long section all to itself)

Better than in real Pool, once you've tried a trick-shot, 3D Pool sets it back up exactly as it was! To 'solve' a trick-shot, you must pot all the light coloured balls without fouling (ie. hitting a dark ball first). A clever combination of side and back (or top) spin usually 'does the trick!'

- f5** NEXT TRICK Select next trick (The trick number changes).
- f7** EDIT TRICK This allows you to design your own tricks (or **SPACE** allows you to try out a trick.

During the trick, pressing **QUIT** takes you back to the main menu.

Like anything that has a structure, trick shots has a certain 'logic' to them. Here's a description of some of the common patterns found (there are certainly many others; can you design new ones?)

- (a) Goalhanger - a ball sitting on the edge of a pocket. Football fans will see the similarities here...the slightest passing touch and it'll jump in.
- (b) Peashooter - two balls touching. Hit the back of one and the other flies off along the line passing through their centres. A favourite among real trick-shot players, because if you point them at a pocket, you can't miss!
- (c) Cannon - a shot that glances off one ball and carries on moving. The term is used in billiards.
- (d) Guard - a ball of set of balls whose function (in the trick-shot) is to stop a shot being possible. For example, a ball you have to swerve around, or a black sitting over a pocket (goal hanging).
- (e) Chain - a line of balls that, if hit (in the right sort of way) at one end, cause the ball at the other end to move. In snooker terms, this is called 'a multi ball plant'.
- (f) Plant - a ball (not the cue ball) hitting a second ball. A 'peashooter' is a special kind of plant (touching).

## Trick-shot EDITOR

The controls for trick-shot editing are the same as you use for playing the game, but they do different things.

- ←→↑↓** Move viewing position (note this is different from the shooting position- further explanation below)
- Strike and** Move current edit ball (the flashing ball) around the table, relative your viewing position. This is the same as moving the cue ball around the 'D'.
- U** Flip viewing position.
- T** Try/test shot from last defined shooting point (so, if you wish, you can view a shot from a different angle).
- S** Save screen to trick-shot buffer (note: this is not to disk or tape, this fixes a version in memory). It makes a 'pocket' sound to acknowledge.
- A** Turn current ball 'on' or 'off'. An 'off' ball flashes differently to and 'on' ball (it appears less of the time - take a look on screen, you'll easily make the distinction). A trick-shot is played with the 'on' balls. The cue ball cannot be switched off (of course), but the black ball is optional
- Strike** (DOUBLE CLICK) Cycle to next ball (ie. change to edit a different ball's position).

## Shooting position for Trick-shots

The current shooting position is set up when you press **SPACE** from the trick-shot menu ('playing mode' rather than 'editing mode'). The visual difference between playing and editing is the same as playing and placing the cue ball (within the 'D') - there is grey 'D' on the table, and a message where the power-bar usually is.

Generally, the most effective way to design a trick-shot is to go into editing mode, move the cue ball to where you intend it should start from, then press **QUIT** and go into playing mode, where you can set up the power, angle and spin of the trick (even though the problem hasn't been set up). Then press **QUIT** and go into editing mode - when you press **T** from here, it will play the shot that will finally solve the trick.

It's quite nice to note that once you have solved a trick, you can view it from an entirely different angle using this method.

## Placing the cue ball in the 'D' at the start of a game or after a foul.

To place the cue ball exactly where you want it in the 'D', use the rotate and cue up/down controls with **Strike** held down. The rotate controls will move the cue ball left and right, and the cue controls will move the ball up and down the table (away from you or toward you).

## Swerve, what it does and how to do it.

When you apply swerve to your shot, you are actually making the cue ball spin on it's axis. This means that if you move the dot on the reference ball to the left, the ball will spin clock-wise, and the shot will curve right. The amount the shot deviates

depends on how hard you hit the cue ball and how far across the reference ball you have moved the dot.

**Strike and** Apply swerve (Move the dot on the reference ball left and right)

←→

## Choosing colours after potting two different balls after a break.

If players are still trying to establish their colours after a break, and someone pots one ball of each colour, the option will come up for them to choose. Before trying to pot the next ball, pressing **S** swaps colours. This can be done as many times as is necessary but once **Strike** is pressed (to take the shot) the colour is fixed. So make the most of it!

If the last shot was also a foul, you can swap colours after the free-shot, as well as before.

## When it's your turn to play

A flashing cue ball will appear next to your ball at the top of the screen. This ball will continue to flash until you fail to pot a ball of your colour, or play a foul shot.

## When you play a foul shot

According to the rules, if you play a foul shot, your opponent will be awarded a free-shot. This is denoted by two cue balls next to the player's colour at the top of the screen. The ball closest to the centre of the screen flashes. The opponent will also be allowed to replace the cue ball anywhere in the 'D' - see above.

However, if on your (extra) free-shot, you pot a ball without fouling, you lose the extra shot. This is to encourage tactical play - you obviously didn't need the free-shot!

## Loading the game

All your systems, whether they be disk or tape should be set up exactly as stated in the manuals. Remove all peripherals not connected with the running of the game, ie. cartridges etc. Your cassette or disk should be inserted in the loading device with the label side up.

## BBC/Electron

Tape: Type **CHAIN""**. Press **Return** then press **PLAY**.

Disk: Press (and then release) **BREAK** whilst holding down either of the **SHIFT** keys.

## Commodore 64/128

Tape: Press **RUN/STOP** whilst holding down either of the **SHIFT** keys. The press **PLAY**.

Disk: Type **LOAD""",8,1**. Press **RETURN**.

## Spectrum 48/128/+2/+3

Tape: If you have a 128k machine, select 48k BASIC from the menu.

Type **LOAD""**. Press **ENTER** then press **PLAY**.

Disk: Select **Loader** from the menu.

**Amstrad 464/664/6128**

Tape: Press **CTRL** and the small **ENTER** enter together, then press **PLAY**.

Disk: Type **RUN"DISK"**. Then press **RETURN**.

**MSX**

Tape: Type **BLOOD"CAS":,R**. Press **RETURN**, then press **PLAY**.

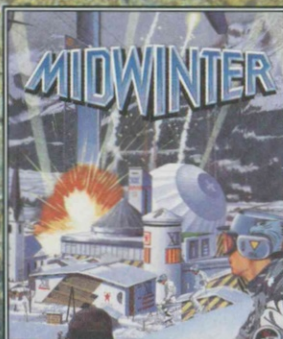
Disk: Insert the disk in the drive, then switch the computer on. The game will load and run automatically.





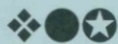


MASTERS OF STRATEGY



MIDWINTER Midwinter is the strategy-action game of the decade. Developed over six man years by Maelstrom Games, it features a revolutionary graphics system and unprecedented action sequences.

The new Ice Age has dawned, turning the once warm and pleasant Azores into an icy land mass. Colonized over a period of fifty years, it is the worlds last habitable oasis - the Midwinter Isle. News reaches you that invaders are about to launch an attack on your island. As commander of the FVPF (Free Villages Peace Force) you control the interaction of 32 personalities in a combination of realtime action sequences including skiing, snowbugging, hang gliding, sniping and sabotage to defend the vast playing area of over 160,000 square miles.

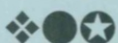


MIDWINTER II

The search for spring ..... The sequel to Midwinter returns you to the Atlantic island 60 years after the defeat of General Masters invading hordes. The ice sheets are retreating and Midwinter is but one state of free peoples pitched against the Saharan empire. Action takes place with staggering light sourced 3D graphics on land, sea and in the air.

Midwinter II is the ultimate Action-Strategy game that takes the player on from the Midwinter experience.

COMING SOON

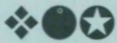


ELITE

Elite is the all-time classic space trading game. It's a superb combination of strategy, adventure and arcade action with sixteen colour 3D graphics and compelling depth.

You seek to make your fortune, travelling through eight galaxies and trading commodities from over 2000 planetary systems. The road to riches is plagued with hordes of bounty hunters, space pirates and police, all of whom must be annihilated as you bomb down the corridors of space.

Acquiring the ultimate status symbol - to be Elite - is a long and arduous fight. A fight that really tests your skills.



MASTERS OF STRATEGY



TOWER OF BABEL

The Masters of Strategy bring you a superb, mind-taxing puzzle game. Tower of Babel is set in a complex web of towers, platforms and lifts, all rendered in solid 3D with truly innovative light and shading

Techniques

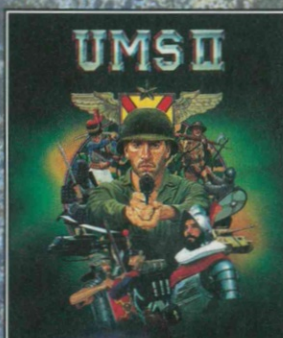
Control up to 3 robot spiders, programming them to solve intricate problems and puzzles and to interact with a host of enemy droids. Realtime control is available to you, allowing instantaneous reaction to the game's developments.

The puzzles get progressively harder as you move through the many towers, and you can even create your own fiendishly perplexing series of towers, using the in-built game designer.

Tower of Babel is a whole new concept in strategy gaming, providing months of fun and continuous intrigue. Not a game, not a puzzle - a superbly wicked combination of both.



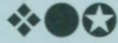
MASTERS OF STRATEGY



UMS II UMS II is the definitive military - campaign simulation. Successor to Rainbird's legendary UMS, this new game yet again breaks new ground in computer war gaming.

An exciting simulation, it incorporates battles across the whole spectrum of military combat, from lengthy campaigns spanning entire continents to individual theatre battles staged during the years of the Roman Empire, Napoleonic Wars or World War II. UMS II allows over 16,000 units per side and up to 127 players controlling 525 provinces simultaneously. In addition, a fully upgraded construction kit enables you to create your own armed forces and scenarios.

This is an immense and brilliant battle strategy game. Prepare to take control of the whole world

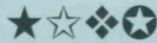
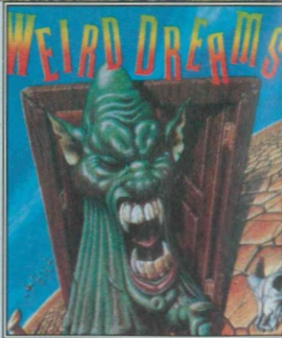


WEIRD DREAMS

Lying comatose in a hospital bed, you drift helplessly into a surreal, shifting landscape of the subconscious. Your dreams turn into nightmares as surprise and terror, the real and unreal, merge to create a bizarre and archaic world from which you desperately try to fight free.

In this weird and wonderful game, every day objects assume grotesque proportions. You'll encounter a series of bewildering and distorted scenarios where carnivorous rose bushes snap their jaws hungrily, demonic toys spring to life and hideous creatures mutate before your very eyes.

A string of intricate, highly imaginative puzzles must be solved in order to return to the sane and familiar world. In this game only your wits and skills can bring your hideous nightmares to an end.



CARRIER COMMAND

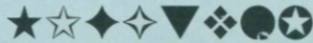
Carrier Command is a dynamic and compelling strategic shoot-'em-up with non-stop, high speed action taking place on the high seas.

You are placed at the helm of a futuristic Aircraft Carrier equipped with fighter planes and amphibious assault tanks.

Racing against the enemy carrier, your mission is to control a group of 64 islands in the Archipelago. It's a battle of wits as you strive to occupy the islands, erecting command centres, building air strips and destroying the enemy command centres.

In this multi-faceted game you control your planes and tanks through computer lines across an immense playing area.

Your overall objective is to either capture the enemy's home island or to destroy the enemy's heavily protected Aircraft carrier. How will you fare in this battle of strategic warfare?




MACHINE	C64	C64	SPECT	SPECT	AMST	AMST	ST	IBM PC	AMIGA
Cassette/Disk	C	D	C	D	C	D	D	D	D
SYMBOL	★	☆	◆	◇	▲	▼	♣	●	⊕
MIDWINTER							29.99	34.99	29.99
MIDWINTER II							29.99	34.99	29.99
BETRAYAL	19.99	24.99					29.99	34.99	29.99
ELITE							24.99	24.99	24.99
STARLORD							29.99	39.99	29.99
TOWER OF BABEL							24.99		24.99
UMS II							29.99	34.99	29.99
CARRIER COMMAND	14.99	17.99	14.99	17.99		17.99	24.99	24.99	24.99
WEIRD DREAMS	9.99	12.99					24.99		24.99



A NEW STYLE OF ACTION



RICK DANGEROUS II

In 1936, Rick's adventures began when he was held by the goolus, deep in the Amazonian jungle.

His escape led to high jinks through Egypt and Europe, as he followed hot on the trail of his arch-enemy, The Fat Man.

1950, Hyde Park, London.....Rick returns home, safe and sound but with the Fat-Man still at large. Our hero's meal in a restaurant is suddenly disturbed by an alien spaceship landing in Hyde Park. Its occupant? You've guessed it - time for Rick to save the world again. He's back in a Flash! Alien space ships, Ice Kingdoms and Mud Mines finally bring Rick face to face with the Fat Man

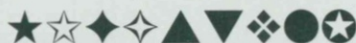
Packed with puzzles and teeming with traps, the best-selling platform problem poser returns, improved and enhanced. The man in the hat is back - in a Flash!



RICK DANGEROUS

Rick Dangerous, intrepid adventurer, super hero and part-time stamp collector, always lands himself in dire peril. (Especially when he forgets to refuel his plane).

Armed with his trusty six shooter, a stick and some dynamite, he sets out on four arduous adventures. They take him from the Aztec temples of South America to the Egyptian tombs of the Far East. This is the new cult game from Firebird. It's pure fun while Rick, well, Rick is simply dangerous.



STUNT CAR RACER

Sit in the hot seat. In one of the most wicked stunt cars around. Your aim is to ultimately become Division One Champion.

With super-quick, turbo charged V8 engine that will power you to incredible speeds and long travel suspension that enables you to soak up the bumps, your car really is an awesome projectile.

The tracks are out of this world with banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. Battle it out on the track against computer-controlled rivals or link two computers together and race against a friend. This is a top game for top drivers. There are no prizes for being second best - it's all or nothing.



A NEW STYLE OF ACTION



WAR JEEP

Your mission is to take 4 men and strike at selective enemy targets in the North African campaign of WWII. Your transport is the General Motors ('war horse') Jeep, loaded with vital provisions and armed to the teeth.

War Jeep is based on the actual missions of the Long Range Desert Group, forerunners of the SAS.

War Jeep mixes action, arcade with strategy putting you against a hostile terrain and overwhelming odds to complete your mission.

War Jeep... if you can't stand the heat, get off the computer!

COMING SOON



A NEW STYLE OF ACTION



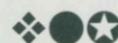
INTERNATIONAL SOCCER CHALLENGE

International Soccer Challenge brings an entirely new perspective to the worlds most popular game. Come out of the crowd and down onto the pitch. You're in the team, playing to win in full 3 dimensional glory.

Dictate the whole pattern of play utilising team work to perfection by controlling all eleven men. Take charge of intricate set piece moves from throw-ins, corners, free kicks and penalties.

Play in the International Superleague or meet the challenge of soccer's ultimate prize, the World Cup.

International Soccer Challenge from MicroStyle is a whole new ball game.

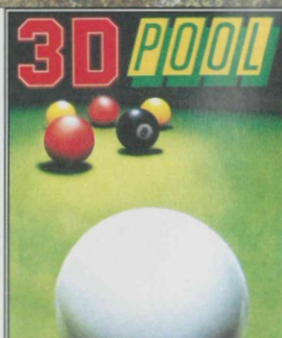


3D POOL

3D Pool is a first. In this stunningly realistic game you can view the table from virtually any angle. Its unique "move around the table" feature allows you to play shots from any position with real spin, side and strength.

Challenge a friend, or enter the gruelling sixteen-man tournament where you eventually take on Maltese Joe, the supreme European Champion.

With a useful practise mode and 18 stunning trick shots to master, 3D Pool is just like playing on the green baize itself.

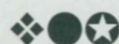
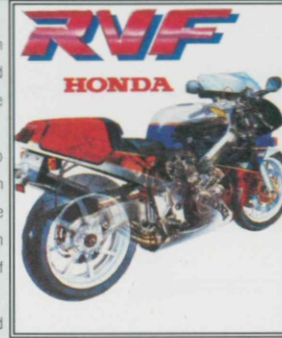


RVF HONDA

RVF is, quite simply, the most exciting and realistic motorbike simulation ever produced. Based on the powerful Honda RVF Formula One bike and developed with the full cooperation of Honda, it faithfully simulates the bike's gear ratios, acceleration characteristics and handling abilities.

Like all racing champions, you start out at club level, graduating to Mallory Park, Donington and Silverstone, and eventually competing on the International circuit against the big boys. Miss a gear or take the wrong racing line here and you're doomed. At 170 m.p.h. there is no room for error or bad judgement as you strive to shave fractions of a second off your lap times.

In this simulation, you can compete against computer-controlled opponents or alternatively, datalink two computers together and race head to head against a friend. Have you got what it takes to lead the field and win the championship title?



SIMULCRA

Simulcra is the unique new 3-D Shoot-'em-up from the award winning Graffgold team


In a first for 'arcade' style games, a host of clever processing tricks have been employed to make a visually stunning 3-D 'maze' environment filled with objects and explosions, without sacrificing any speed.

Simulcra is a fast-paced feast of playability featuring 30 levels of increasing difficulty and constant challenges.

Your 'Simulcra' must seek and destroy alien objects and clean out the viruses which are disabling the simulator in which it is trapped.

COMING SOON

Simulcra is a high powered shooting match in a combat zone with a difference.

MACHINE	C64	C64	SPECT	SPECT	AMST	AMST	ST	IBM PC	AMIGA
Cassette/Disk	C	D	C	D	C	D	D	D	D
SYMBOL	★	☆	◆	◇	▲	▼	♣	●	⊕
RICK DANGEROUS	9.99	12.99	9.99	14.99	9.99	14.99	24.99	24.99	24.99
RICK DANGEROUS II	9.99	14.99	9.99	14.99	9.99	14.99	24.99	24.99	24.99
ORIENTAL GAMES			9.99	14.99	14.99	19.99	24.99		24.99
STUNT CAR	9.99	14.99	9.99				24.99	24.99	24.99
WAR JEEP							29.99		29.99
RVF							24.99	24.99	24.99
SIMULCRA							24.99		24.99
3D POOL	9.99	12.99	9.99	14.99	9.99	14.99	19.99	24.99	19.99
INT. SOCCER CHALLENGE							24.99	29.99	24.99