FUNKY MUSIC THESE GUYS DIG!

A BIT SHORT ON MATERIAL!
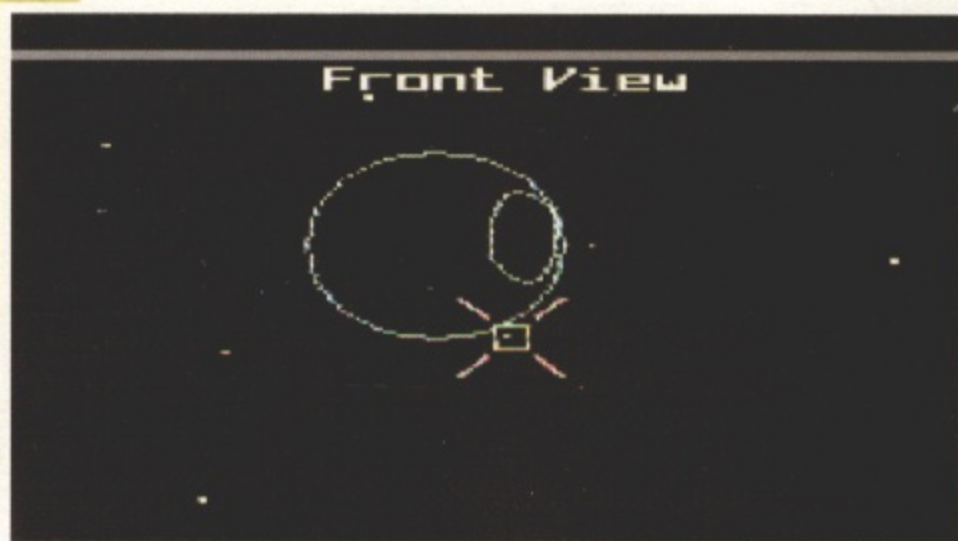
ANYBODY FOR BASEBALL?

NICE GUN

NICE PRICE!

Elite

Point the crosshairs at that planet ahead and hit the afterburners. If you get there fast enough you won't have to mince with any nasty alien fighters!

FORCE FAX

Go to the save game screen, move the cursor to the top right to highlight a hidden commander with all the add-ons for his ship and loads of cash!

Trade in Tribbles? Naw! CARL loads up with titanium robot slaves, Syrithian panther sweat (168% proof) and goes where no man has gone before — without the aid of chemicals!

Ten years ago I played an absolutely amazing game on my BBC micro. The sheer depth and playability made it a legend in its own life time. Graphically it was advanced, using wire frame vector graphics giving a true 3D feel.

Elite has made the transition to almost every format over the past decade, so when it came into the N-FORCE Turkish bath my immediate reaction was to yawn and think what a blast from the past. I slapped it into the deck and next thing I know it's two in the morning and I've been playing for over seven hours! Addictive is not the word!

How much!

For those uninitiated to this wonderful game — it's a massive trading adventure through a huge galaxy.

You're the captain of a Faulcon de Lacy Cobra Mk II fast space-trading and combat craft (wow!)

So the rumour goes, Elite pilots are known throughout the eight galaxies for their expertise in space combat and shrewd haggling.

The aim is to trade goods (food, rare alien species, copies of N-FORCE etc) until your meagre 100 credits blossom into a fortune — a kind of Wall Street in space! The ultimate goal is to stay alive long enough to reach the rank of Elite.

The only problem is that some planets don't like your penchant for robot-slave trading, and some pirates definitely do like your cargo hold crammed with expensive goodies. The idea's to make them come around to your way of thinking with some well-placed missiles

What you have is two types of

> **"Addictive is not the word!"**

game in one cart — the travelling between planets where you meet pirates and bounty hunters and trade pulse laser beams, and then the buying and selling of goodies.

Strange as it may seem, it's the 'become a rich capitalist' part of the game which makes it so compulsive. There's nothing better than loading up on cheap radioactives only to sell them to another planet at a ridiculous price.

Hyperspace

Every planet is different and at times the commentary can be quite a laugh.

Put all the components together — the massive galaxy crammed with

planets to buy and sell on, the tons of kit to upgrade your ship. And best of all, the vast number of pirates and bounty hunters out to blow you into hyperspace — and you've got one terrific game.

The stock market screens may be basic, and are certainly nothing to look at, but you have to go a long way to match them for sheer addictiveness.

Me? I think it's great, the challenge, the depth, the skill — it's all there. Would I buy it? Without a moments hesitation!
CARL 90%

Alien pirates all over your butt and low energy shields — it ain't looking good for the boys on the Faulcon de Lacy...

Control Panel.....

Icon	Name	Description
	Elite	Brings up the details of your personnel commander
	Map	shows the relative position of nearby star systems.
	Equip ship	connects with the space station's computer.
	Inventory	A full list of all the goods and supplies in the cargo bay.

Icon	Name	Description
	Restart	The self-destruct button. Begin game at the intro screen.
	Music	For those wishing to fly without the space age sound effects.
	Stored position	Saves the current game and status.
	Data on system	Gives an in-depth profile of the destination planet.

Icon	Name	Description
	Docking computer	Activates automatic docking. Costs five credits.
	Stock market	A list of all trade items available and their value.
	Launch	Zooms the spacecraft into space. Perfect for take off!
	Arm missile	Prepares missiles for action — also disarms them.

Icon	Name	Description
	Front view	Front-on perspective, toggles left, right and rear.
	Hyper-space	Activates hyperdrive engines for space warp.
	Energy bomb	Destroys all ships in the area — works only once!
	Fast forward	Skips through travelling until there's action.

The 3D radar screen takes some getting used to — get behind enemies then place a missile up their tailpipe.

The closest planets. Careful selection of the next destination is important in *Elite*.

One of the highlights of this game is the spectacular 3D scrolling. In this sequence of four shots we see an alien spacecraft running for cover as viewed from the front view perspective. Clever use of graphics allows objects to be viewed not only from the front, but also from behind and the side.
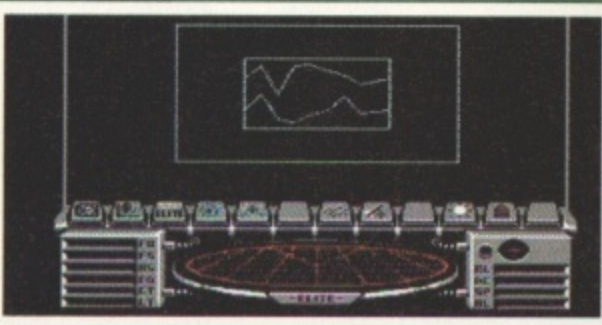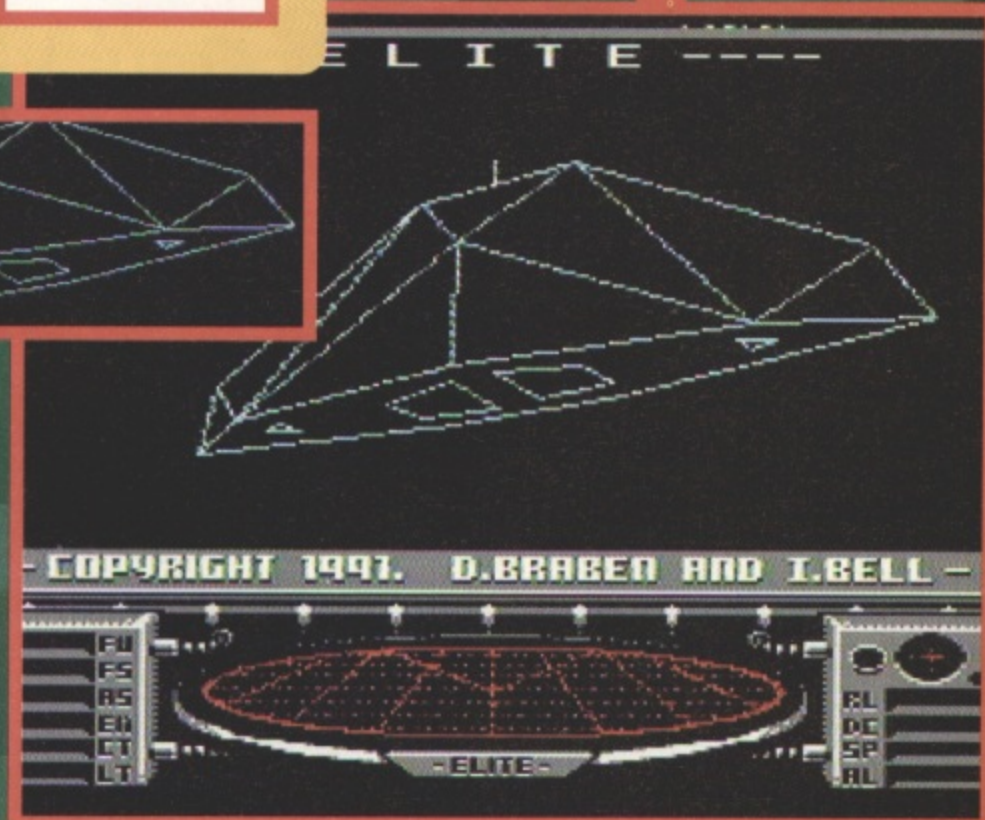
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There's nothing nicer than a shopping spree, but imagine a shopping spree in space with the possibillity of making profit and getting attacked by space pilots. Well that's what *Elite* is more or less about. It first appeared on the humble BBC micro way back in the mists of time (well 1984 to be precise), and was stonkingly popular. You definitely have to read the rather tedious book before you can get really get cracking on. The less-than-exciting wire-frame vector graphics are still here, and put to great effect. What the game lacks in graphics, it makes up for in playability. Not really any sound, but that's probably because it's space. Make no mistake, *Elite* is a flippin' cool game. **ROB 88%**

To make maximum amounts of cash, each mission requires careful planning. To get you into the swing of things, follow this step by step guide to making a quick credit or two!
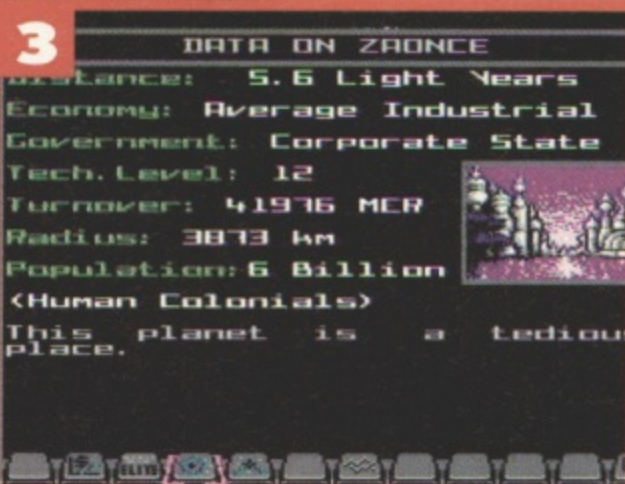
1

SHORT RANGE CHART
Orrere
Reorte
Uszaa
Disu
Riedquat   Lave
Leesti
Zaonce
Tionisl
Orerve

First take a look at the planets within range. The further the planet you wish to visit the more fuel required and the less cash you have to spend on goods to take with you. The small yellow box indicates you're currently docked at the planet Lave.

2

DATA ON LAVE
Economy: Rich Agricultural
Government: Dictatorship
Tech.Level: 5
Turnover: 7000 MCR
Radius: 4116 km
Population: 3 Billion
(Human Colonials)
Lave is most famous for it vast rain forests and th Lavian tree grub.
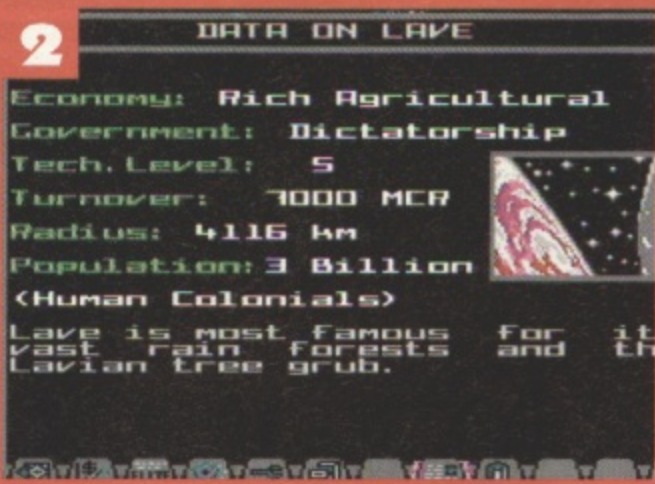
Bring up the planet description of Lave. As it's a rich agricultural planet, there are likely to be lots of basic raw materials (food, clothing etc.) — that means they're gonna be cheap! Being a dictatorship, this planet runs quite a high risk of having pirates!

3

DATA ON ZAONCE
Distance: 5.6 Light Years
Economy: Average Industrial
Government: Corporate State
Tech.Level: 12
Turnover: 41976 MCR
Radius: 3873 km
Population: 6 Billion
(Human Colonials)
This planet is a tedious place.

Next, look at Zaonce. Having an industrial economy there's a demand for agricultural goods. And the Corporal State government means it's free from pirates so your cargo won't get hijacked — sounds like an ideal place to trade agricultural goods!

4

LAVE MARKET PRICES
PRODUCT   UNIT PRICE QUANTITY
Food   3.6   11t   4
Textiles   t   6.0   11t   4
Radioactives t   20.0   17t
Robot Slaves t   6.0   28t
Beverages   t   23.2   3t
Luxuries   t   84.4   28t
Rare Species t   49.6   14t
Computers   t   89.6
Machinery   t   50.8   10t
Alloys   t   33.2   10t
Firearms   t   62.4   17t
Furs   t   10.8   58t
Minerals   t   36.8   9kg
Gold   kg   64.4   9kg
Platinum   kg   16.0   8g
Gem-Stones   g
Alien Items   t   51.2
    Cash: 18.4 Cr

Having decided on the destination and the goods to sell, start buying cheap food and textiles from Lave. We've bought sixteen tonnes of food at 3.6 credits a unit — a bargain! The average price you can expect to pay is about 4.4 credits per tonne.
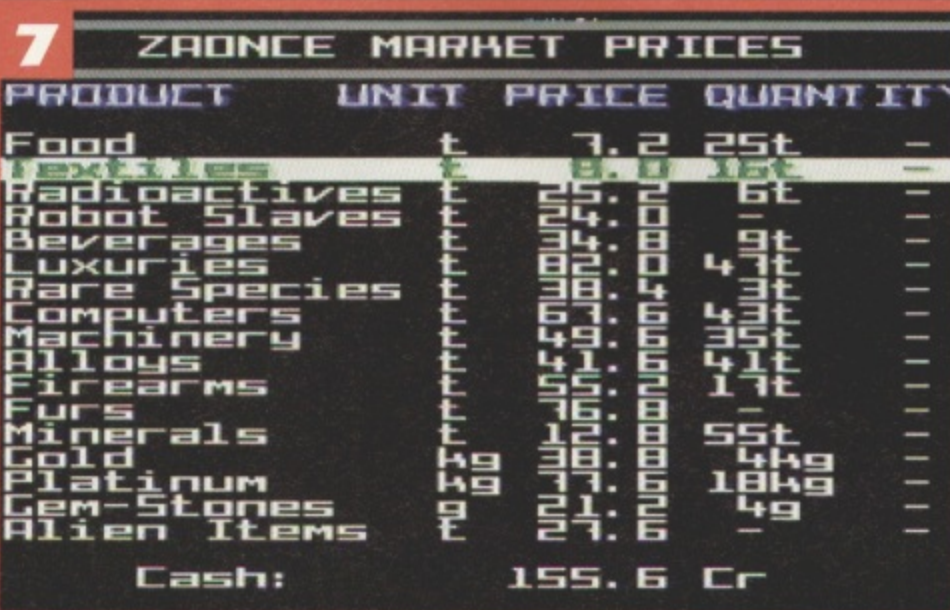
5

Cash: 100.0 Cr

Make sure you save enough cash for fuel and docking charges. Right, fill 'er up and you're ready to go!

6

Front View
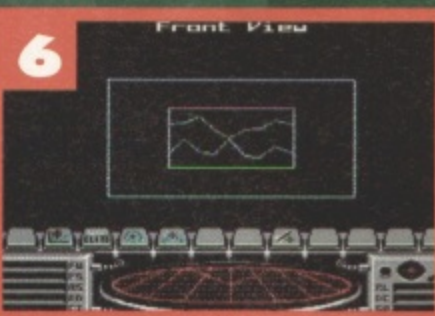
Blast off from Lave and full speed ahead for Zaonce! Watch out for asteroids and space pirates! Finally you arrive with a meagre 8.4 credits to your name — better hope there's a demand for food and clothing or else it's early retirement for Commander Jameson!

7

ZAONCE MARKET PRICES
PRODUCT   UNIT PRICE QUANTITY
Food   t   7.2   25t   —
Textiles   t   8.0   14t   —
Radioactives t   25.2   6t   —
Robot Slaves t   24.0   9t   —
Beverages   t   34.8   9t   —
Luxuries   t   82.0   47t   —
Rare Species t   38.4   3t   —
Computers   t   67.6   43t   —
Machinery   t   49.6   35t   —
Alloys   t   41.6   41t   —
Firearms   t   55.2   17t   —
Furs   t   76.8   —
Minerals   t   12.8   55t   —
Gold   kg   38.0   4kg   —
Platinum   kg   77.6   18kg   —
Gem-Stones   g   21.2   4g   —
Alien Items   t   27.6   —
    Cash: 155.6 Cr

Hurray! Food's selling for 7.2 credits a tonne and textiles for 8 credits — we've made a fortune! Now what do we invest it in? Robot slaves look good. How about taking computers to an agricultural? Or what about running illegal firearms to a war-torn colony? Then again we could...

■ Producer
Imagineer
■ Players
1/2
■ Price
£TBA