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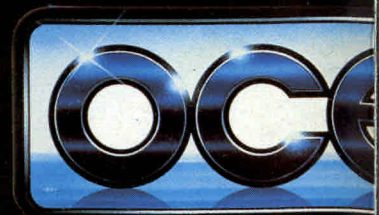
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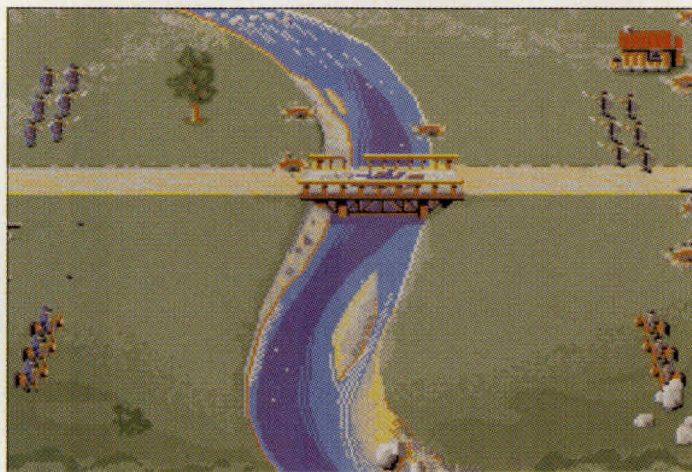
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NORTH AND SOUTH

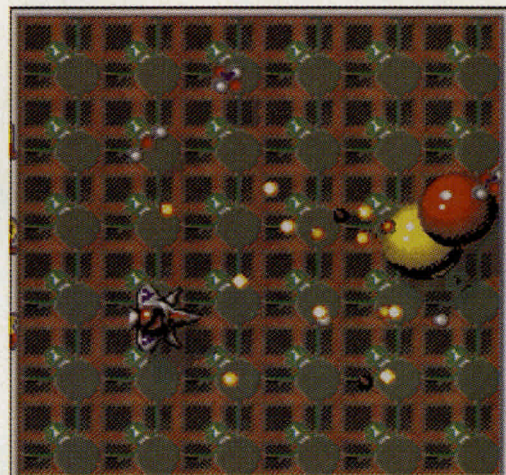
Vive la difference! Infogrames do it again with this humorous cartoon style compendium of games.

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POWERDRIFT

The ultimate 3D driving coin-op - the ultimate state-of-the-art computer conversion - the ultimate Christmas hit?

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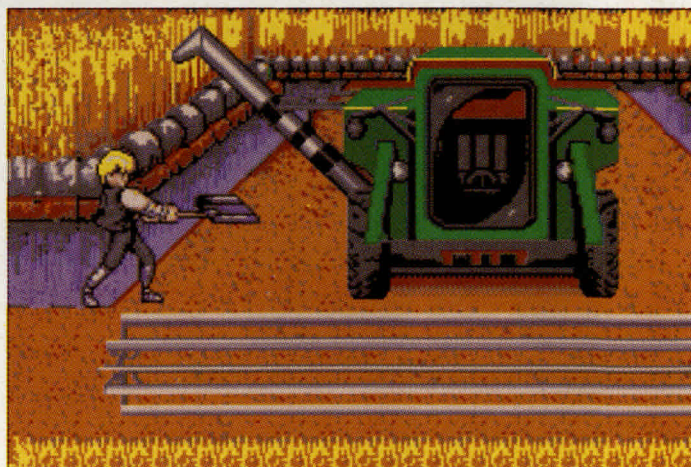
In his first excursion into 16-bit games, Paul Shirley shoots'em-up!

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DOUBLE DRAGON 2

Technos smash arcade game Double Dragon 2 arrives on the Amiga courtesy of Virgin Mastertronic. Can you beat Mr Big.

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PIXEL-PAINTING PACKAGES

Would-be Leonardo, Steve White, takes a look at graphics packages, and gives the low-down on the pros and cons of each.

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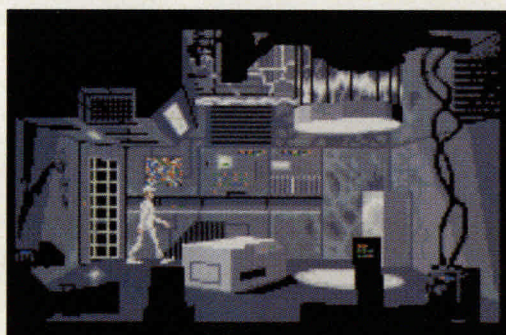
UNDISCOVERED CLASSICS...

One of the things that sets *Amiga Action* apart from its competitors is that we review ALL the Amiga games releases. This month we have an incredible 23 full featured games reviews for you. So why is this so important? Well, apart from interesting and entertaining feature articles such as our graphics and sound columns, we see *Amiga Action* as a games players buyers guide. By reading *Action* you'll find out about all that is good on the Amiga games scene and, just as importantly, all that is bad and not worth wasting your hard earned cash on. As well as directing you away from the toadies, we also have enough space to keep you up-to-date on the most obscure of releases - games that could be undiscovered classics. So, next time you see a mag only reviewing five or six 'high-profile' releases, just stop and think what you might be missing out on.

PUFFY'S SAGA

UBI Soft's cute bundle of fur hops onto the Amiga in a rewritten version of the ST game.

46



FUTURE WARS

Previewed in last month's RSN, Palace's time-travelling extravaganza is here. Featuring a whole host of superb time zones, and playability to match, it was worth the wait.

98

WIN! THE COIN-OP!

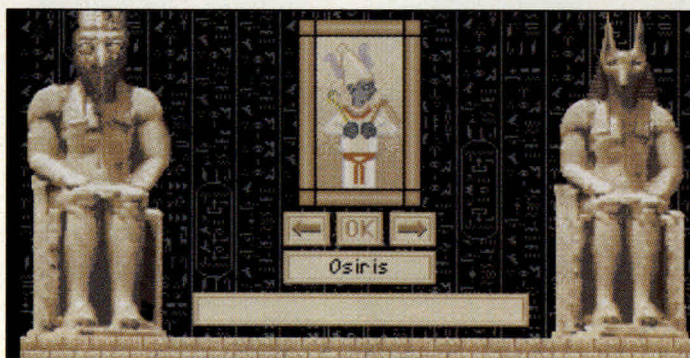
Amiga Action together with Virgin Mastertronic bring you another amazing high-value easy-to-enter competition. This time on offer is a Double Dragon 2 arcade machine of your very own! Plus 25 games for runners up!

16

PHARAOH

Rainbow Arts offer you the chance to become an Egyptian dignitary in this varied power struggle.

86



SNIPPETS



THE '89 PERSONAL COMPUTER SHOW REPORT

In case you hadn't noticed, the 1989 PC Show has just taken place. Compared to the last couple of shows, it must be said that it wasn't all that it could have been, but most of the software houses did have a stand or a nearby hospitality suite. So, after much collection of leaflets, demo disks and press releases, as well as talking to the many programmers wandering around, here is the definitive guide to what was what, and what to expect soon.

THE SHOW MUST NOT GO ON!

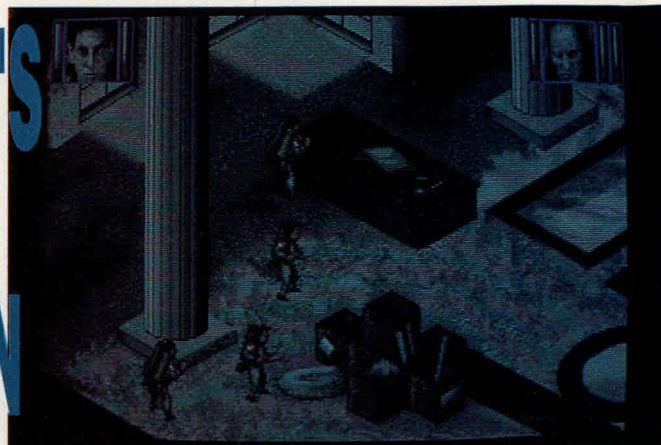
It looks as though this year's show was probably the last Personal Computer World sponsored show ever. The conflict between business and games exhibitors has reached a peak and the event looks set to collapse.

Showgoers may still have a big September show to visit though next year, in the shape of an event being planned by the publishers, EMAP.

ACTIVISION'S WINTER COLLECTION

You may or may not know this, but Activision are converting Powerdrift! In fact, can there be anyone who doesn't know it by now! On their stand, Activision had a couple of Powerdrift coin-ops to promote the game, along with an extremely loud repeating Ghostbusters II trailer. Also on show were Galaxy Force II, Fighting Soccer and all of the new Sierra games.

Powerdrift is being converted by ZZKJ, the guy who converted Super Hang-On so well to the Amiga, and it has to be said that it looks pretty good. The version we saw didn't seem to have any background graphics, and whether this is going to be true of the final version has yet to be decided. The game plays at a fast speed, with the graphics looking very close to those of the coin-op - could it be that we won't be let down? Find out soon. Galaxy Force II was also on show, and is looking quite nice, it isn't a perfect copy of the coin-op, instead the programmers have concentrated on the gameplay rather than making it look good but play like a brick. That said, the graphics are quite good, with the backdrops whizzing past at quite a speed.



Tentatively entering the building, our intrepid quartet of Ghostbusters prepare to kick some ectoplasmic ass.



The first level of Ghostbusters II sees one of the team lowered into the city's sewers.

Ghostbusters II also looks pretty good. There are four separate sections to the game, each utilising a different style of gameplay. To begin with you are lowered into a sewer to rescue an object, and after that, you control a spook-infested statue of Liberty and enter a haunted building. The novel gameplay seems to be nicely complemented by detailed graphics and backdrops being used to full effect, but, as always time will tell.

Still with Activision, they

have announced three new licenses. Dragon's Breed and Ninja Spirit were both Irem coin-ops, and Atomic Robokid is from a new Japanese company called UPL. Dragon's Breed is a horizontally-scrolling shoot'em up in the vein of Irem's previous hit, R-Type, and features a whole host of add-ons for your dragon (!). Ninja Spirit, on the other hand, is a beat'em-up in the style of Dragon Ninja, and promises large well-animated graphics. Finally Atomic Robokid is a shoot'em-up, with a cute robot as its star. Not a lot is known of these titles at present, but they will all be released in the first quarter of the new year.

Also, you can expect Wonderboy in Monsterland, the long-awaited platform romp; Face Off, a brutal hockey game from Gamestar which promises to be every bit as violent as the real thing; and a new Infocom game called Mines of Titan. Finally, Mechwarrior, Deathtrack, Grave Yardage, and the long-overdue conversion of the Bruce Willis movie, Die Hard, will be hitting your screens some time in the new year - though when, nobody knows!



Kevin Bulmer, one of the men behind Gauntlet, is responsible for the conversion of Galaxy Force II. Quite rightly he has concentrated on game play instead of graphics.

KENNY DALGLISH SOCCER MATCH



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AGE 22 CONTRACT 073 WAGES 2000		
GAMES PLAYED THIS SEASON 000		
IN CAREER 282		
GOALS SCORED THIS SEASON 000		
IN CAREER 086		
SPEED 65 HEIGHT 5 10 SIDE BOTH		
FITNESS 85 MOBILE 75		
TACKLING 64 TEAM FORMATION 4 3 3		
HEADING 87 PLAYER POSITION L WING		
SHOOTING 67		
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SOFTWARE WITH *Style*

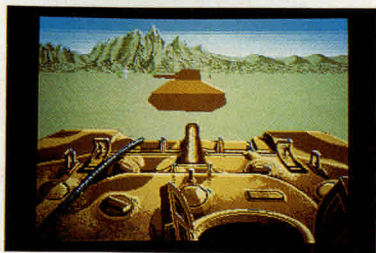
THE BEST OF ARCADE ACTION



IMPRESSIONS

SNIPPETS

It will be the battle of the tanks when both Loriciels and Access release their tank games. Here we see Loriciel's game, Track Attack, lining up any opposition in its sights.



LORICIELS AND ACCESS TO DO BATTLE IN TANKS!

Loriciels have been a little quiet since Skweek, but now they plan to break the silence with the release of Track Attack - a tank game in which you must seek and destroy a number of enemy tanks before they get you! Also if you were a fan of the aforementioned Skweek, you'll be pleased to note that the cuddly, bundle of fun will be back in sequel in January!

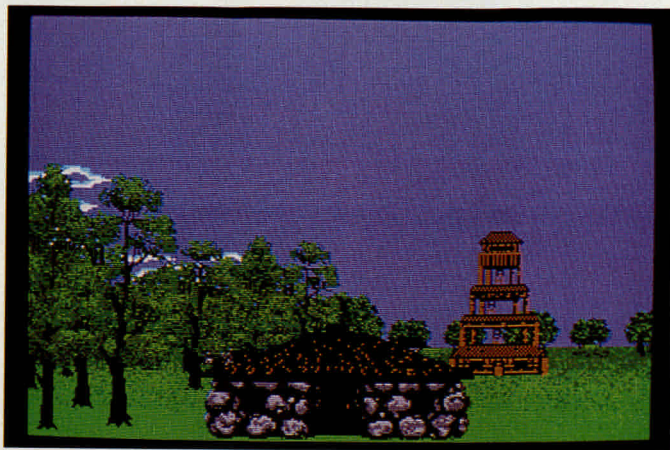
Competition for Loriciels comes from the people who brought us Leaderboard, Access, Heavy Metal, a another tank game, this time slightly more highbrow than Loriciel's game. You begin the game as a Second Lieutenant and must work your way up the ranks by planning attacks and successfully putting them into action. There are a number of different tanks to choose from, and each has its own style of weaponry and defences. The view as you trundle around the battlefield is one as seen through your sights, and the bumpy terrain scrolls towards you, bringing the enemy ever nearer. According to a spokesperson, the graphics are really good and the gameplay involving, but you'll have to wait until next month to find out.

Also on show, was Loriciel's new pinball game, which features a number of split-screen tables and very realistic ball movement. Not a lot else is known, but it may be worth a look.

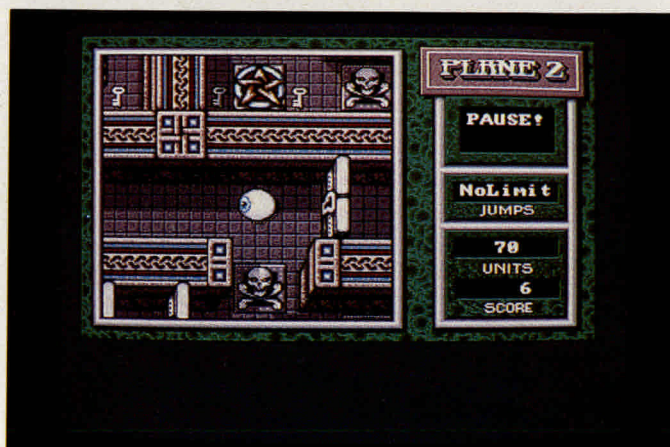
THALAMUS WEALTH OF NEW TITLES

Thalamus, have so far only released Hawkeye on the Amiga. However, in the very near future, you can expect to see a wealth of titles appearing. Of all the imminent games, the one being promoted the most is The Search for Sharla. Billed as a 'cross between Lords of Midnight and Dungeon Master1, Sharla boasts twelve moons, all of which feature inhabitants who you can communicate with. If you are already familiar with Lords of Midnight, you will love Sharla. As you make your way through the many forests, buildings and catacombs, you will encounter all manner of strange people and creatures, some of which will help you, others who will attempt to kill you. The game will be icon-based, with the various icons scooting you around, and picking up and dropping useful items. So far, the game is in a very incomplete state, with no icons being present, and only a handful of people to meet. Still, we will be taking a look at it in a month or two, so stay tuned.

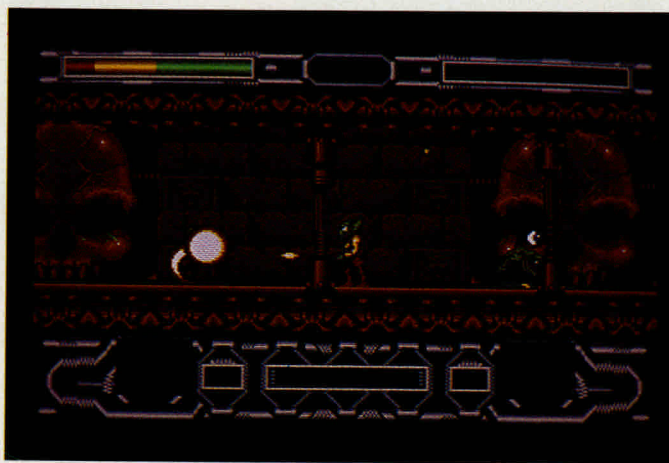
When I owned a 64, a game I whiled away many an hour on was Quedex. Written by a Finnish guy called Stavros Fasoulas, it involved guiding a metallic ball through ten maze-like planes. The basic aim was to get your ball to the level's exit before a time-limit ran out, but this could prove very difficult thanks to the many hazards each level contained. Now, Quedex is due to hit the Amiga, albeit with a new name and different graphics. Now called Mindroll, Quedex has had its basic theme taken by Epyx and improved to take advantage of the Amiga's capabilities. The task is still the same, with ten arduous planes to roll through, and the only major difference is that the ball has been replaced with an eyeball - apparently, your mind's eye - meaningful, eh? Also we have seen a brief glimpse of 'X' - the game with no name! Looking suspiciously like a sequel to the aforementioned Hawkeye, X, is a platform game set over several horizontally-scrolling levels. Once again, you control a character who runs and



Although each world in Sharla features thousands of screens, only a few of them are useful. Even so, it is wise to search everywhere before moving on.



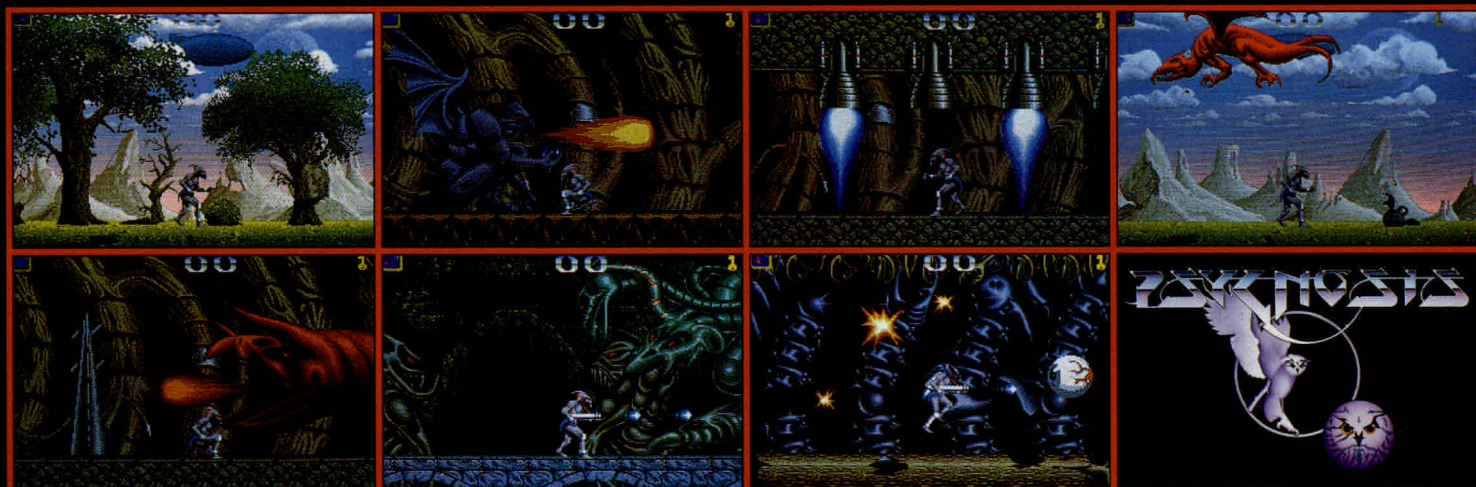
Mindroll takes the basic idea behind the superb Quedex, and updates it so that it is worthy of a 16-bit computer. There are ten planes to roll through, each housing energy-sapping traps, and all these must be conquered before a very short time-limit expires.



X - the mystery project. Looks like Hawkeye... plays like Hawkeye... perhaps it's Hawkeye II?

jumps across the levels, and there are also a whole host of nasties to contend with. Apart from that, not a lot else is known. Finally, all you shoot'em-up fans will be pleased to know that what was possibly THE best shoot'em-up on the 64, Armalyte, is on

its way. Converted by Blit Software, the game is an all-out blast set over six long levels. Unfortunately, it won't be ready until some time next year, though.



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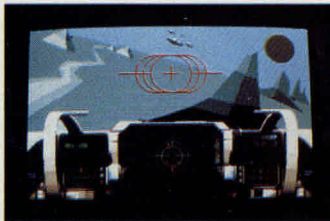
PSYGNOSIS - GAMES PEOPLE PLAY

Screen Shots from the Amiga version

AMIGA £34.95/ATARI ST COMING SOON

SNIPPETS GOLDRUNNER 3

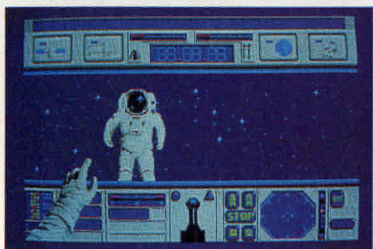
Not a lot from these guys, I'm afraid, apart from news on Goldrunner IIID. Once again, you are out to destroy the evil Rexxons, but this time, your fights are viewed in smooth 3D graphics, as opposed to the traditional vertically-scrolling style of the first two games. The game features eight missions, all of which feature you attacking key points in the Rexxon fleet. Succeed in each of the eight missions, and at last the Rexxons will be dead - or will they, after all, you can't keep a good sequel down! With music by David Whittaker, Goldrunner IIID will be out next month.



The Rexxons are back - and this time in glorious 3D!

COKTEL VISION

Two games are due from Coktel: the first is European Space Shuttle, a game in which you pilot a spaceship, as you fly out to repair various satellites and ships. Apparently, the game was written in co-operation with actual specialists in the space industry, but how it plays will be seen when it is released in a month or so's time. Finally, Coktel are releasing Skidoo, in which you drive you scooter across rough terrain. It sounds a bit like African Raiders, but info is scarce at present. It'll be out soon, although no actual date is set.

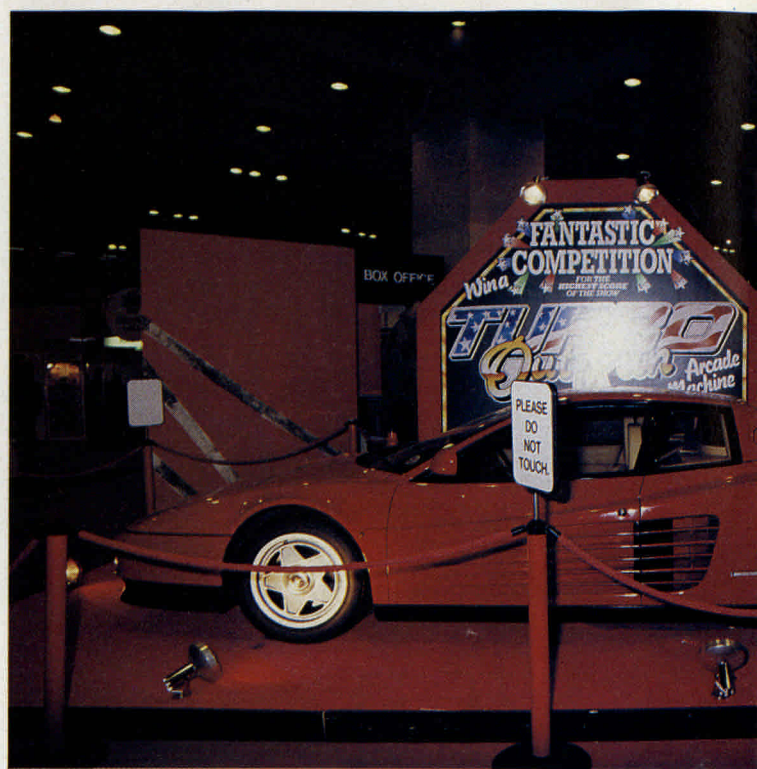


Have you got what it takes to repair broken spaceships? Coktel Vision hope so.

WHAT'S BIG, RED AND SHINY? US GOLD'S

This year, the Birmingham giants stand was dominated by a gleaming red Ferrari, to promote their new Sega licence, Turbo Out Run. Taking the concept of the original Out Run one step further, Turbo Out Run is set across four possible routes, allowing up to sixteen routes to be taken. The graphics are larger than those of the original Out Run, with the car standing at least double its original height, and there are more background features, such as night driving, a choice of manual or automatic gears, and you are even allowed to bump up the performance of your vehicle by adding new tyres or the like. Work is at quite an early stage at present, but already it is looking good. You can expect to see it roaring onto your Amiga between November and December.

Following Turbo Out Run, will be the game based on Michael Jackson's decidedly odd-ball film, Moonwalker. Taking the role of Jacko himself, you must make your way through several arcade sub-games in an attempt to rescue your friends from the evil drug-peddling Mr Big. To help you, you are bestowed with magic powers which allow you to transform into a robot or a high-performance car. The game will feature several stages, all tying up into your ultimate goal - the elimination of Mr Big. If you are a regular arcade-goer, then you may already have heard about Ghoul's'n'Ghosts. This sequel to the still-unreleased Ghost'n'Goblins is being written for USG by Software Creations, the team who, amongst other things, converted Bubble Bobble



and LED Storm. If you want to find out more about it, though, turn to RSN. Last but not least, USG will be releasing the Giants Compilation, which will feature Out Run, Gauntlet II, 1943 and Street Fighter, for around the thirty quid mark; and Winners, a compilation featuring Blasteroids, Thunderblade, LED Storm, and Impossible Mission II for the same price as Giants.

Lucasfilm Games

The main release from the American-based Lucasfilms, is the Indiana Jones and the Last Crusade, adventure game. Looking rather similar to Zak

McKraken, Indy's adventure ties in extremely well with the film. You are the man in the hat himself, and your aim is to rescue your father, Henry Jones, and snatch the fabled Holy Grail from under the noses of the evil Nazis. The game uses exactly the same easy-to-use icon system as Zak, only Indy is claiming to have a larger, more varied task. There are several tests for Indy to endure, as well as numerous punch ups with large guards. ST Action are absolutely raving over the game, and apparently, it is being rewritten to take advantage of the Amiga's superior capabilities - let's hope so. Also from Lucasfilms, is a conversion of the game that actually gave birth to Zak McKraken. Maniac Mansion is a conversion from an ageing 64 game. It involves a group of teenagers entering a spooky old house, and, one by one, falling prey to the evil professor who lives there. You are allowed to take control over a party of three kids, and at any time you can swap between them. Maniac Mansion is billed as a story of love, rock'n'roll and small furry animals, and is due next month.

Finally on the Lucasfilms front, we have a sequel to Battlehawks 1942, here at AA, we are great fans of Battlehawks, so we are awaiting this one with much anticipation. Called Their



Turbo Outrun features a number of enhancements over the original, including more varied routes, better graphics, and even the option to soup up your vehicle. But mind the engine doesn't overheat!

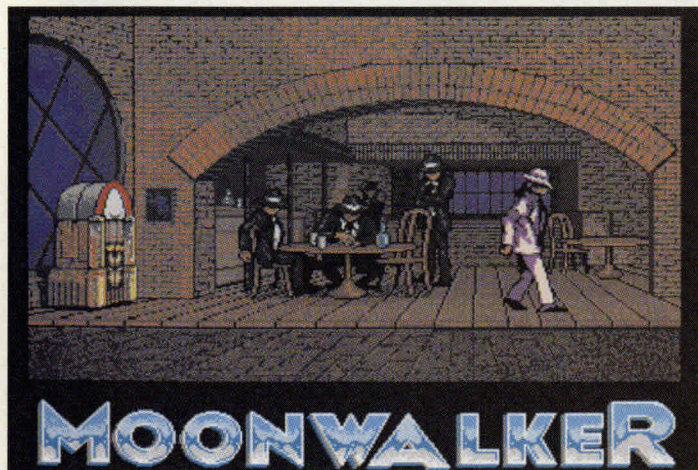
PERSONAL COMPUTER SHOW STAND!



Finest Hour: The Battle of Britain, you are enrolled to take on the German might in your trusty Spitfire. And if you don't fancy your odds playing for Britain, you can join the nazis and take control of a Messerschmitt. You are also given a choice of what weapons you wish to take on your mission. There are several missions for you take, no matter whose side you are on, and the game features accurate cockpit displays and complete control over the planes. If that had whet your appetite, - I'm afraid you will have to wait for it till the new year.

Strategic Simulations

The war-gaming people at SSI



Get down! Jacko will be be strutting his stuff on the Amiga next month - watch out for our review.



(Above) Using the same control method as Zak McKracken, Maniac Mansion promises all the thrills and chills of a Friday the 13th film.

(Below and left) Pride of place on the U.S. Gold stand went to this superb Ferrari. Unfortunately, though, we couldn't wangle it as a prize for a compo.



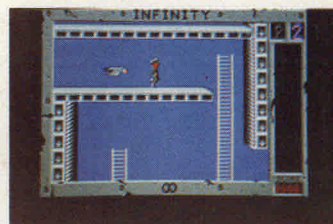
are going to busy over the next couple of months, as they are releasing up to four new war/D&D games. On the Advanced Dungeons and Dragons front, we can expect to see Dragons of Flame, a sequel to the popular Heroes of the

Lance, and Pools of Radiance which was mentioned last month. Dragons of Flame, will be a more arcade-orientated game, like its prequel, and will once again have you taking control of your four chosen characters. The adventure starts where Heroes left off, and a lot of additions have been added to the basic concept; including the ability to take non-playing characters, boosting your party up to eight, and a task that is split into three sections. On the war-game front, you can expect to see The Battle of Napoleon and Stellar Crusade in November. The former allows you to construct war-games in a decidedly 'Napoleonic' style, including the placing of armies and the like, whilst Stellar Crusade, has you taking control of a star cluster, and mining new planets to keep you alive.

SNIPPETS

WHITE PANTHER

So far, White Panther's stuff hasn't been particularly awe-inspiring, but they hope to rectify this with the release of Infinity. Having crash-landed on a hostile planet, your aim is to escape before the maniac locals catch you. It features over 1000 different platform-laden screens, and a cast of 32 different aliens. Objects can be collected to help you in your quest, but care must be taken not to touch the marauding enemy. Expect Infinity, within the next month or so.

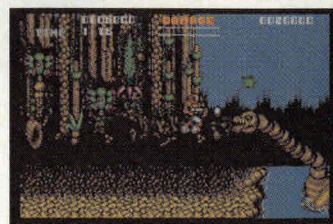


Our hero is attacked by what seems to be a parrot, whilst exploring one of the many screens in Infinity.

THE EDGE DARIUS

Not a lot to say, really. Darius + was on show and looking very nice, but apart from that not a lot to see. Coming soon, though, is the Peanuts licence, The X-Men, and The Punisher, which apparently, is a superb conversion of the brilliant film. We'll just have to wait and see, though. Finally, The Edge are launching RAD, a budget label, and the first two games out are Soldier of Light and the superb Alien Syndrome.

Apparently, the Peanuts game is nearest to completion, and features graphics which have been approved by the gang's creator, Charles Schulz, personality. The game is an arcade/adventure which features a number of novel twists, but how it plays we will see soon.



Alien Syndrome

GRANDSLAM MAKES ITS PRESENCE FELT

A huge, glitzy stand covered with 16-bit Segas announced the recent signing of Space Harrier II. Despite the fact that Elite have already released a data disk of the same name, the game will be released under the same title. Once again, you assume the role of a member of the Space Harrier Corp, and you have been sent to clear Dragonworld from its evil oppressors. The game features roughly a dozen stages, each filled with a wealth of enemy, and each culminating in a huge end-of-level guardian. Also licenced from Sega is Scramble Spirits, a game based on the dogfights of World War I. Sitting in your bi-plane, you must engage the enemy and shoot them down. Not a lot else is known, but apparently it is a game that relies on gameplay rather than fancy

graphics. The Liverpool licence was also being shown for the first time, too - although not a lot of it! From what I could see, it features arcade sequences with red-jerseyed players running about, and involves you trying to scoop up as many trophies as possible. So, if you are a budding Bill Shankley or Bob Paisley - even a Kenny Dalglish - check it out in a couple of months.

Also launched were two new labels: Shades and Thalion. Shades, is a budget label, from which games will sell for £14.95, the first two releases will be Trivia, a title which aptly describes its style of gameplay, and Terry's Big Adventure, a Giana Sisters-style, horizontally-scrolling platform game with roughly fourteen stages. Thalion is french company, and Grandslam will be

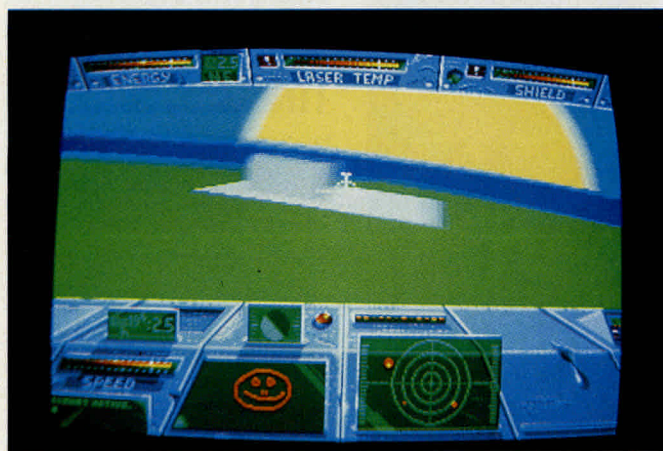
Using a similar viewpoint to that of Peter Beardsley's Soccer, Liverpool promises to be much better than the aforementioned toady.



releasing their products. There are four games in the pipeline: Seven Gates of Jambala, Dragon Flight, Chambers of Shaolin, and No Second Place. Starting with Jambala, it is an arcade/adventure in which you have been left to fight your way out of a series of caverns by your evil master. The caves in which you are trapped are full of strange creatures and treasures, and you must make your way through, collecting the goodies and killing the monsters. The game draws its inspiration from Greek mythology, and the various monsters you encounter resemble creatures from a Ray Harryhausen film. From what we have seen, it is looking quite nice, but you can see for yourself in November. In Dragon Flight, you are sent on a dangerous journey to save a race of Dragons. These scaly beasts were amongst the wisest creatures in the land, and their gradual extinction must be stopped. If you fail, the inhabitants of the world will begin to start wars and, ultimately, destroy the planet. The game is a RPG of the Dungeon Master ilk, but there is also an option to view your party from above. Many creatures will be encountered as you journey through the large

land, and your battles are viewed from a side-on perspective. You can expect that one in the new year.

Martial arts fans are also being catered for with the imminent release of the Chambers of Shaolin. You are a budding fighter, and must prove yourself by taking on a stream of opponents in combat. To begin with, you must train yourself and pass a number of tests. Each test that you pass, improves your strengths and cunning, and when you have proved yourself, you will be allowed to continue, and enter the tournament. Once in, you fight a one-on-one with either the computer or a second player, and a number of opponents must be defeated. Succeed, and a final, deadly mission is unveiled. The game now switches to an arcade/adventure, with your character making his way across several scrolling screens, fighting the many opponents he will encounter, and avoiding natural hazards. This stage ends with a to the death fight with The Master, and only if you kill him will your learning be over. Finally, we won't actually be seeing No Second Prize until a year from now, but already it is looking exceedingly good.



Although so far only existing as a three-minute demo, No Second Prize is already looking good. The graphics are really smooth, and from what we have seen, it plays pretty well, too. The only problem is, you'll have to wait another year before you can get your fingers on it.

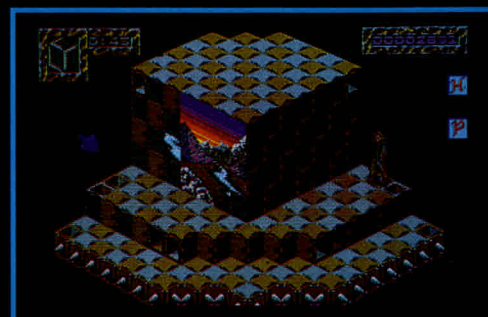


Chambers of Shaolin reminded us slightly of Gremlin's 8-bit game, The Way of the Tiger - except this had more playability.



Dragon Flight features a number of game styles all rolled into one. Here, we see our party approach a skeleton for battle. All the fighting is viewed from sideways on, with the icon system controlling your moves.

NEVERMIND



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- ★ INTERACTIVE PLAYScape
- ★ INTELLIGENT OPPOSITION
- ★ CUBIC CHAOS

Never Mind is a unique combination of arcade action and mind numbing problem solving, and uses a clever blend of computer-generated and hand-crafted puzzles. Is your brain up to the most intriguing challenge of the decade? There's only one way to find out...

Screen Shots taken from the Amiga and PC Versions

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PSYGNOSIS

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SNIPPETS

HEWSON'S ONSLAUGHT

The Abingdon wonders' biggest release will be Onslaught, the medieval platform romp, and there were plenty of monitors showing it in action. Also due, are The Premiere Collection II, which features, Mercenary, Backlash, Eliminator and Custodian; Nebulus II which was in a very, very early state, but still looks promising and Scavenger, the newie by John Philips. Graftgold were also there with their Amiga version of the classic 64 game, Parodroid, but more of that next month.

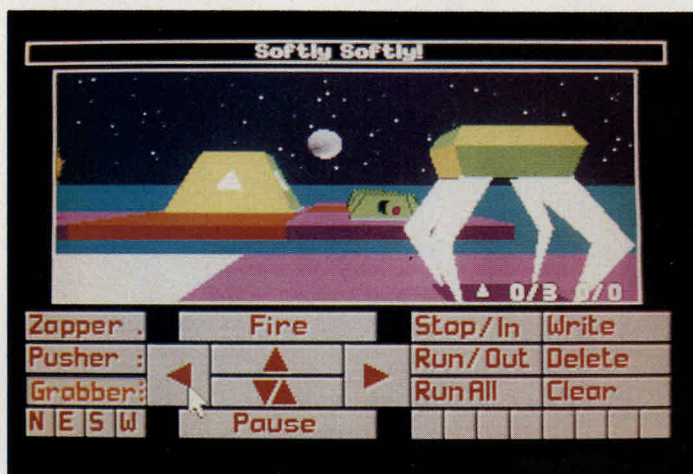


Domark's stand was surrounded with the various Tengen and Atari coin-ops that they are converting. The biggie they were promoting, though, was the conversion of Hard Drivin', with everyone on the stand wearing red mechanics' outfits.

DOMARK

Domark has released news of three new titles that will be released around January, next year. The first is Wings of Fury, set in 1944. You must protect your aircraft carrier from enemy attack by dive bombing island bases and shooting down enemy planes. Cyberball is a future sport, somewhat like American football, except the players are androids. You must choose your cyborg team and hopefully take them to victory. Last, but by no means least, is... Escape from the Planet of the Robot Monsters. Phew! Jake and Duke must fight their way through hordes of evil robots, in the search for Professor Sarah Bellum (geddit!) and extra points are scored by freeing captive workers who are being forced to create an evil robot army. All will retail for £19.99.

PREPARE FOR A GAMES OVERDOSE



Taking command of your robotic spider, you prepare to explore the first of the many landscapes.

Tetbury-based wonder, Microprose had a smaller than usual stand, which was always busy. Several copies of Stunt Car lined the walls, and on the last two days, Major Bill himself was there. Also there, was the World Champion of Red Storm Rising, who was flown over especially for the show. On show for the first time, were Starlord, the aforementioned Red Storm Rising, Rat Pack, and Xenophobe. In addition, Firebird and its sister label, Rainbird, were displaying Betrayal, Oriental Games, Midwinter, UMS II, Action Fighter, Tower of Babel, and Survivor.

Starlord, is based on Mike Singleton's PBM game, and is set in a distant disc-shaped galaxy. As a mere mortal, your aim is to climb your way up the social ladder, until you become Emperor. Up to fifteen players can compete, and you must attempt to gain control of as much of the galaxy as possible before over-throwing them. There is no fixed date for its release yet, but it will be out in the early part of 1990. Rat Pack is the sequel to the still unreleased Amiga version of Airborne Ranger. Again assuming the role of a crack soldier, this time you take three colleagues out on a variety of dangerous missions. As with most microprose games, a wide range of options allows you to take your pick from a number of men, weapons and scenario, and once selected, you are dropped into the enemy territory. Not a lot has been seen of the game so far, but it is

promised to be big! See for yourself in April next year. Finally from the 'Prose themselves, comes Red Storm Rising, a computer version of Tom Clancey's popular novel. You are in charge of a nuclear sub, and it looks like World War III is about to begin. A number of missions and tactical strikes are on your agenda and, as in Silent Service, you must make your way through them. A wide variety of controls and options allow you to bend the game to



Midwinter uses a unique 'through-the-goggles' view for one of its sections. Here we see our leading character approaching a strange kind of sledge-ship.

how you want it, and there are a number of smart graphic sequences in the game. It will be available just in time for Christmas.

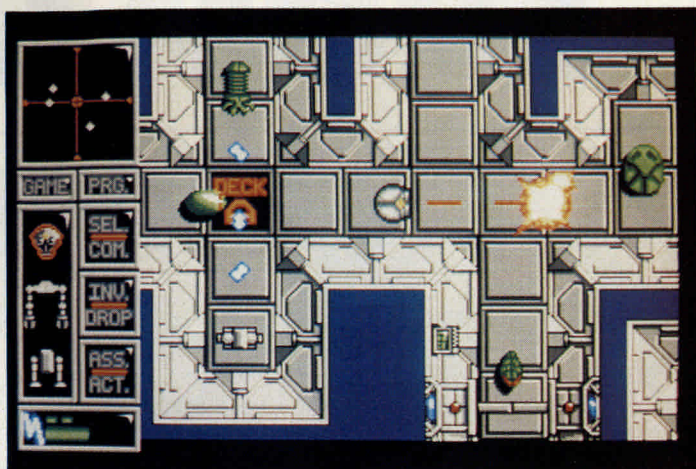
Firebird and Rainbird

Oriental Games is the Japanese version of the Epyx series. There are four separate events, each involving one-on-one combat, and when you have successfully reached a certain level, you are allowed to enter the grand tournament. Like most of the games on show, it's still at an early stage, but expect it next January. Next, we have Midwinter, a game set on a ruined Earth in the twenty-first century. You are governor of a small community, and must look after the normally peaceful land. However, your task isn't going to be easy thanks to the rowdy neighbours you have - a ruthless dictator and his followers - so tactical invasion is the aim of the day. Pooling whatever limited resources you have, you must look after your community and protect them from the hostile advances of the dictator - by invading his territory if necessary! Midwinter is another Mike Singleton game, and will be out next month. Whilst on the subject of Mike Singleton (it seems like the guy never sleeps, the number of games that are due from him!), Survivor is another game written by him and his company, Maelstrom. It is set after the bomb has dropped, and you must start afresh, rallying around your people to help them hunt, and, eventually, evolve into more civilised



Protect your people from the elements in Survivor.

FROM MICROPROSE!



Whilst exploring the scrolling bas-relief landscape, the little droid makes First Contact with his laser.

creatures. As you progress, so does your technology, and digging becomes easier with a robot than it does with a spade! It will be out next month.

If you have ever played Tau Ceti or its sequel, Academy, then the name Pete Cooke may ring a bell. Well, he's back, and this time with a devious 3D puzzle game called Tower of Babel. You, believe it or not, control a robotic spider, and must use each of the spider attributes to help you through the complex tower. As you scuttle around, the game is viewed through the spider's eyes, and by approaching something or someone, you can interact with them or pick something up. Tower of Babel also features a construction kit with which you can create your own towers, and will be priced at £24.99 when it is released in November. Finally, we have First Contact, a space game in which

you must take a maintenance droid and eradicate an alien menace. The aliens have appeared from a distant galaxy and have slaughtered the crew of a lone cruiser. Now they are threatening Earth, and something must be done. However, they have surrounded Earth's weapon bases, leaving them useless, so a less orthodox weapon must be used - the droid. The game is a cross between a shoot'em-up and a strategy game, and you will find yourself taxing not only your brain, but your trigger finger as well, when you battle with the aliens. Out next month, at the usual Microprose price of £24.99.

P47 is the final release and is a horizontally-scrolling shoot'em-up, with wave after wave of planes and tanks to be shot, with each level ending in a large end-of-level guardian.



Red Storm Rising features the normal array of options that every Microprose has, including the chance to survey and get descriptions of the enemy subs.

SNIPPETS



ACCOLADE

Dressed in racing gear, the Accolade team were promoting their latest simulation called The Cycles, where you race on up to fifteen race tracks from such places as Monaco, Holland, Japan and Canada. The Cycles looked very impressive indeed and comes in the same vein as Grand Prix Circuit. Much attention has been paid to the detail of the bikes (500cc, 250cc or 125cc) including the wrist movement when changing gear. The Amiga version should hit the streets sometime in December, and will be priced at £24.99.

Good news for all you Test Drive II addicts. Two new accessory disks are to be released between November and January. The first is a new scenery disk - The European Challenge. The other is another selection of cars, aptly named - Muscle Cars. Although no price has been fixed as yet, they should both retail for around £11.99.

International Courses will be available in December, as an accessory to Jack Nicklaus Golf.

Coming in November is Day of the Viper, where you control robot Viper-Five and must help him infiltrate and destroy the evil Gar's android fleet, who are intent on destroying all the Star League's planets. Priced at £24.99, Day of the Viper will be released in November. Accolade then continue their excellent reputation for simulations by releasing their baseball simulation sequel, Hardball II. Promising realistic and true-to-the-game animations, Hardball II will be released sometime in the Christmassy month of December. Price £24.99.

Other releases see Blue Angels, a flight simulator, and Powerboat USA, where you must race your speedboat at hair-raising speed. Both will be released in December and will retail at the usual price of £24.99.

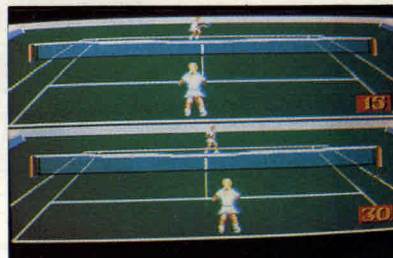
SNIPPETS

E.A.S

Not a lot of games have been released by E.A.S, but the silence is about to be broken with the routin', tootin' advent of Far West. You are given the opportunity to create your own cowboy, and then enter the wilderness. There is no real story, as you create it as you go along, but expect to meet an ensemble of gun-fighters, gold-miners and thieves, as you explore the prairies and towns. Once again, there is no actual set date for its release, but it'll probably roll in on the next stage coach. After that, another tennis game will be served onto the Amiga, and this one is called Advantages. There are one or two-player options, a variety of shots, including lobs, slices and smashes, and split screen views, which allows both players to play without having the disadvantage of playing from the far end of the colour.. There are a lot of tennis games already out, including UBI Soft's superb Great Courts, and Imageworks' Passing Shot, and how it will compare will just have to be seen. Again, no release date, though.



Far west features you as a lone settler in the harsh US wilderness. Amongst other things, you will be attacked by bandits, strike it lucky with a gold mine, and probably get shot in a gun-fight - just like your average episode of Bonanza, really.



The unique split-screen feature in Advantages, means that there is no messing around with changing ends.

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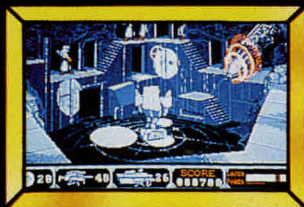


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**G GAMES DESTINED
D HALL OF FAME!!**



Screen shots from various systems.

ANOTHER AMAZING AMIGA ACTION HIGH VALUE

WIN!

WIN!

WIN!

WIN!

WIN!

WIN!

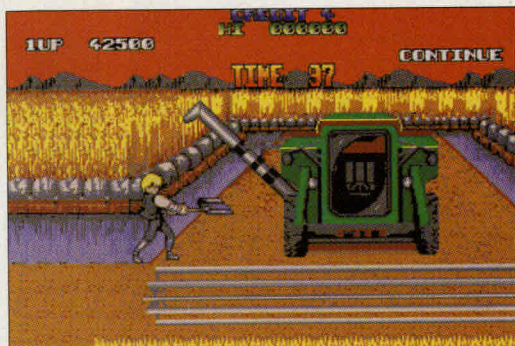
WIN!

DOUBLE



PRIZE EASY TO ENTER COMPETITION!!!

DOUBLE DRAGON II



THE DEADLINE

The final date for competition entries is the 6th of December, and the prizes will be sent by Virgin/Mastertronic themselves. Please don't pester either ourselves or Virgin about this competition because we are all very busy indeed!

THE RULES

The Editor's decision is final, and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable for any reason, we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Gollner Publishing Ltd and companies participating in competitions are not eligible to enter.

Those street-fightin' dudes at Virgin/Mastertronic are offering one of you lucky readers the chance to win a Technos Double Dragon II coin-op of your very own! Yes, that's right, from the comfort of your own home, you will be able to invite a friend around, and beat up Mr Big and his cronies for murdering your girlfriend. In case you have never played the game, or haven't got round to reading the review yet, the game is a one or two-player beat'em-up in which you and a friend must battle your way through the various stages that make up Big's lair. Along the way, useful weapons, such as baseball bats and knives, can be picked up and used against the enemy - but they outnumber

you heavily, so use them carefully. The Technos coin-op features large, detailed sprites and a thumping soundtrack, and has been rehoused in a snazzy new cabinet so that even the smallest of bedrooms or lounges will be able to accommodate it. Not only that, but Virgin are also offering twenty-five copies of the original Double Dragon for runners-up prizes, and a further twenty-five people will be getting consolation prizes in the form of large posters.

All you have to do to win one of these superb prizes is answer the following three questions correctly. And, who knows, perhaps you'll get home to find a sparkling new Double Dragon II machine waiting there for you!

THE QUESTIONS:

1. Who is the big baddy who kidnapped your girlfriend in the first Double Dragon, and then killed her at the beginning of the sequel?
2. What is the name of the company who wrote the Double Dragon coin-ops?
3. How much are games going to cost (in pounds!) on the new 16 Blitz label Mastertronic have set up?

I am fairly confident that the answers to the Amiga Action Double Dragon II competition are:

1.....
2.....
3.....

Names

Address.....
.....

Post code

Phone number

Boggits Domain

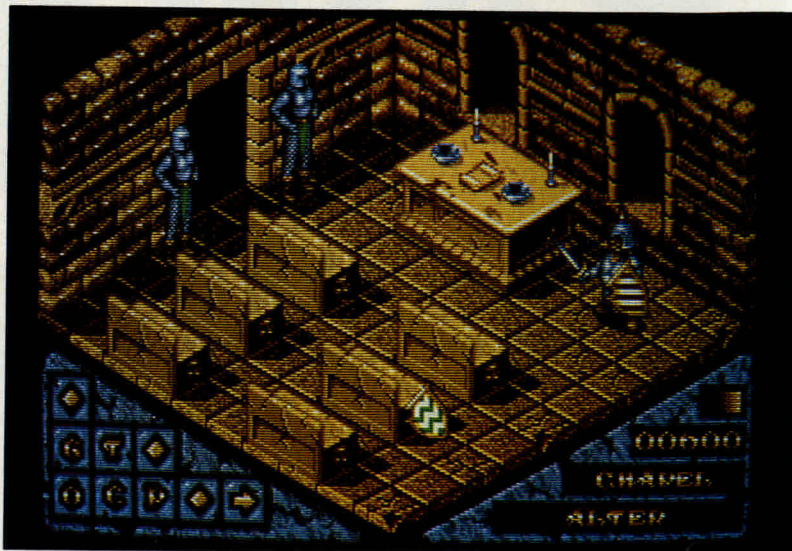
No sooner did Amiga Action's Grue hit the newstands than we heard of a rival Grue who also appears to be in the business of assisting adventurers. Not wishing to confuse simple humans, we borrowed a Regeneration Chamber from Doctor Who and chucked our deadly friend inside. You can imagine our surprise when we re-opened the chamber to find that our bloodthirsty Grue had been 'transmogrified' into the small, irascible BOGGIT!

Damn and blast, what sort of a bloody place is this? And just look what they've done to me! Two foot tall with a big red hooter. Am I supposed to press it, blow it, or pick it? I suggest you stay over there by the door for a minute while I make up my mind.

And just look at this place. It's a hollowed-out tree house in the middle of a damn forest, isn't it? Look! Look! There's a bloody unicorn out there in the garden. Well he better bog-off out of my petunias pretty sharpish or he'll get his horn relocated. And there had better not be any fairies in this wood either, I'm not having any of that for a start. Don't you dare laugh, small I may be, but this changes nothing. Any trace of disrespect and I'll punch your kneecaps till they glow!

Well at least I've still got my crystal ball, so let's take a peek at what else has been happening out there in Adventureland.

The PC Show has come and gone and the new releases are finally being prepared for the Christmas rush. I have seen the screen shots for CADAVER - the latest RPG game from the Bitmap Brothers and they look exciting. Also BLADE WARRIOR (formerly known as Paladin) is sure to be a runaway success this winter as it combines arcade, fighting action plus the fun of creating all forms of spells from the many magical ingredients hidden in the game. Scapeghost from Level 9 is destined to be the last text adventure from these popular

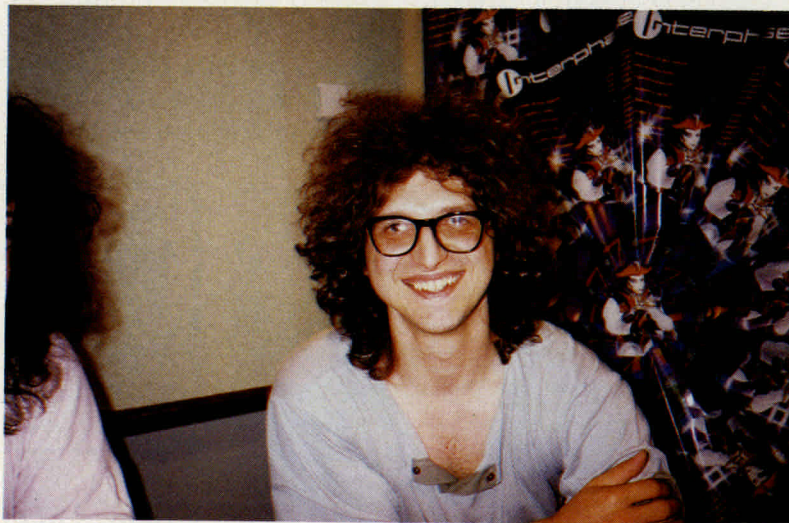


Cadavar, could this be the Bitmap's finest yet?

adventure-writing specialists. In conversation with the authors at the show, they declared that, in their opinion, the text adventure is now dead and that in future they will only be releasing graphical adventure games. With Magnetic Scrolls being of the same opinion, it would appear that the end of the text adventure has finally come.

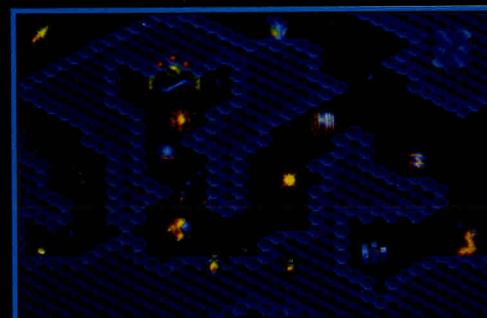
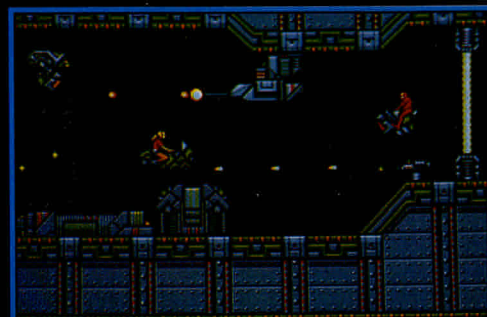
A sad day for old die-hards like myself who can still remember the electric thrill which we first felt from reading the description of the little white house, standing by the path which led down to the entrance of

Colossal Cave. But it would be silly to bury ourselves with the text adventure. In the past, graphics, sound and animation were so basic that their addition to an adventure was irrelevant and in some cases a distraction, but this is no longer the case. A good book will always have its place; but sitting in a darkened cinema, the Star Wars Trench yawning before you, and the stereophonic sound of the pursuing fighters flooding your ears, has got something going for it as well. Say farewell to an old friend, but be



A friend indeed. TAG, programmer of Bloodwych, attempts to out-gurn the ugly Boggit.

STRYX



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- ★ **Ultra smooth 8 way scrolling**
- ★ **Designed with small fully animated characters from Garvan Corbett, the artist who brought you the classic hit Barbarian**
- ★ **Multi-directional free format weapon usage**
- ★ **Large playfield for even more action.**

You're really up against it this time. Those revolting robots have finally upped and turned their horribly powerful weapons on their kind human masters. Someone's got to stop it before it all gets out of hand. I mean, you just can't have bloodthirsty Cyborg assassins roaming the streets of Dome City and expect the citizens to put up with it. Who on earth is going to sort out the mess? You guessed — you get the job.

Fortunately, you are just a little bit on the special side. You are Stryx, the product of Project Alpha Secure, the meanest fighting, smartest thinking machine ever invented. Half-man, half-robot, you are the business, the only one who can stop those wicked Cyborgs.

You'll have to work hard, though, blasting hordes of the revolting creatures (such a sad waste of scrap metal) and rescuing the keys to the Lifeforce.

So, Stryx, you'd better get your jet pack on for some high level robot stomping through the immensely complex underground world of the Dome cities. It's a tough assignment, and time is running out.

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Screen Shots from the Atari ST Version

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prepared for the exciting new future which the power of the home computer and the skills of the programmer is sure to bring us. Personally, I can't wait for a six-foot, 3D Spider to come roaring out of the screen in Dolby Stereo.

One amusing incident happened during my meeting with Keith of Horrorsoft. As we stood talking, a kid came up and asked Keith to solve a problem he was having. He explained that, every time he attempted to enter the churchyard, an invisible assailant garrotted him from behind. He had been trying to get past the invisible nasty for ages - what should he do? A steely glint appeared in Keith's eye, and he explained that this was in fact the game's anti-piracy mechanism, and is activated if you are playing with a copied disk! Exit red-faced schoolkid, stage left, without so much as a thank you for your help!

A happy meeting with a guy called TAG helped restore my spirits. This helpful character turned out to be none other than the writer of the 16-bit versions of the highly successful BLOODWYCH RPG game. His enthusiasm and helpful hints have shown me that there are much deeper aspects to this game than I appreciated at first playing. Because the game's manual couldn't be as detailed as he would have liked, players may not realise just what clever things you can do with the vast number of spells that become available. If you simply hurl Red Magic Missiles at everything that moves, you may win the game but miss out on the gameplay. For example, a thief character is a poor fighter in head-on combat. If however you first cast a Confuse spell, the enemy may turn their back and your thief will become lethal. Running short of food? Try buying anything from a monster. If you do, it will often sell you food as a second choice. Finally Tag, told me that there are some places in the dungeon where magic fighting will not work. They did this deliberately to force you to use your fighters, and hence build up their skills to meet problems which have been placed up ahead.

'Deep in it' with Manhunter New York

In Sierra's Manhunter New York, I have flushed myself down the toilet and now I am stuck in the sewer and can't get out. Please help.

Nicholas Burne, Isleworth

Sounds to me as if you are in the crap! - and I know the feeling very well. The answer is really quite simple. Take a closer look at the arcade machine in the bar and you will soon realise that you are in fact looking at a map of the sewer. Assuming you've been an honest little boy and bought this game, you will also have the paperwork which contains a drawing of the game-screen. This you will also find very useful later on.

Oops! Oops! Oops!

Listen Dogsbreath! Your jokes concerning 'thick ST users' went down like the Titanic. How come in Issue 1, you printed clues to Kings Quest IV and Leisure Suit Larry II which haven't been released yet for the Amiga? Do you have an ST Emulator to run on your 'wonderful' Amiga, or did you get a 'thick ST owner' to help you out? Print this letter with an answer or else!

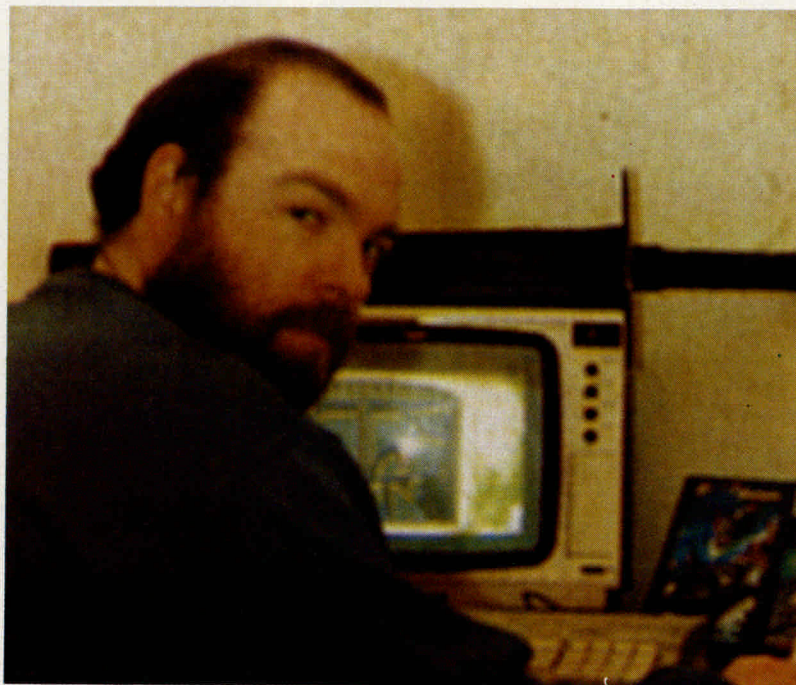
M Blackery, Basildon

'Lighten up', Fart Features! Okay, I goofed, I admit it. Believe me, by the time the editor had finished tearing lumps out of my behind, I had got the message. To get my own back I contacted Activision (who market Sierra games in the UK) and tore lumps out of them for not having got a version on the streets for Amiga fans. They admit that things need sorting out and they assured me that they are in the process of explaining forcibly to Sierra that the Amiga is definitely the 'up and coming' force in the UK, and more effort must be put behind their conversions. The latest dates for the British releases are Space Quest III (1st October), Leisure Suit Larry II (late Nov.) and Kings Quest IV (January).

On the tired, old subject of the ST/Amiga debate, and it's the last time it will be mentioned in this column - unless I feel like insulting someone! I note that your letter to me was dated 3 days after I received it. Pretty quick - did you get the date from your Atari ST clock?

Ditching Sweet Cheeks in Police Quest I

I can get into the Hotel as an undercover cop, but I can't get rid of my girlfriend, Sweet Cheeks. I think I have got to phone for a taxi,



A lot of you have been writing in asking to see pictures of the motley adventure crew. So, here's Steve Kennedy...

but I don't know the number.

P.S. I've got the complete solution to Space Quest II, shall I send it to you or GTGA?

Myles Morris, Weston-S-Mare

'Yo Taxi!'. Nope, that didn't work either. What you need to do is ring Directory Enquiries and say TAXI. Unhappily for you, this game was written for the American market and they forgot that not everyone knows the number for Directory Enquiries. The number you want is 411. 'Now have a nice day.'

You are right to offer me the Space Quest solution, but in this case I do have all the solutions to the Sierra games (Ouch!). I would like to say that I do need all the help I can get, especially with the early Infocoms. Drop me a line letting me know what adventures you do know about and I'll inscribe your name in my Boggit's Bestiary.

The Old 'Trick Wall' Illusion

You are the only one who can help them: 3 men and 1 woman are trapped without hope of escape, losing their vital signs and imprisoned on magnetic disk in their quest for the Firestaff. I've done my best to help, but my powers are too weak and I fear for their safety - they're unable to continue their quest, trapped on Level 9 (pretty ironic, huh?). They've found a staircase leading down and down, but apart from a cryptic message saying: 'The only way out is another way in!', they can't find any way to Level 10.

Marc Foreman (& Wuuf, Staam 'n the gang), Leeds

Yup, you've gone the wrong way. You appear to have stumbled onto the giant staircase that runs down through the centre of the Dungeon. This handy feature allows you to quickly move between levels using the secret doors, one of which you must have already opened from the inside. You cannot nip down the stairway and enter a new Level from the outside, you must fight your way through each level.

What you should do is return to the corridor where a sign on the

... and here's Mitch! One thing you'll notice is the lack of hair on both counts. The Boggit reckons it's the silly hats they wear into battle!



wall says: 'When is a rock not a rock?' The wall to the left of the sign is an illusion and you can walk straight through it. I'll give you fair warning (not something I normally do for humans), there is something nasty waiting for you at the other side!

The Bard's Tale of Woe

I've managed to get to Kylearan's Tower and have explored two-thirds of Level 1, but ...that's it! There appears to be no way out. A magic mouth at (2N,12E) asks for 'the endless path... and your path shall be guaranteed' (the answer is SINISTER). The Arcane spells do not appear to work. Any ideas?

Steve, Wootton Bassett

In a word - Nope. I've got to confess that this game never grabbed me. Consequently I fell quite early in the race and never kept any knowledge of it. But fear not, I know a human who boasts that he knows more clues for the Bards Tale than you can 'poke a stick at'. His name is Paul McDonough, 70 Sandy Lane, Skemersdale, Lancs WN8 8LQ. If you send him your queries, plus a large S.A.E. (and a big kiss!) he'll be able to help.

If any other Bard's Tale nutters (including Bard's Tale II) have got any useful info I'll be grateful for your help.

The Riddle of Sphinx

Having played Shadowgate for some time, I am about to consign

it to the 'large trash can in the sky' unless you can help me out. I have got as far as the room containing the Sphinx, but I can't answer his riddle. Not only can't I answer it - I don't even understand it!

Jason Thomson, Rhye

Look, I know I'm smart, but don't you think you could have helped me just a 'teeny' bit more - like telling what the damn riddle said!

The first thing to realise is that there is not just one riddle. The Sphinx (thank god for spelling checkers) asks a random riddle from a sizable list he's got up his - whatever Sphinxes have got up there! The trick is to SAVE your game before entering the room, and then keep on, entering and reloading the save position until he asks you a question you do know the answer to. Mind you, if you are as smart as you appear to be, it may be a long night! I'll do you a favour and tell you the answer to the riddle that begins:- 'Long neck and no hands'. The solution is the broom which you'll find in the Mirror Room.

Send your adventuring problems, thoughts, moans, begging letters and clean fivers and a S.A.E to:

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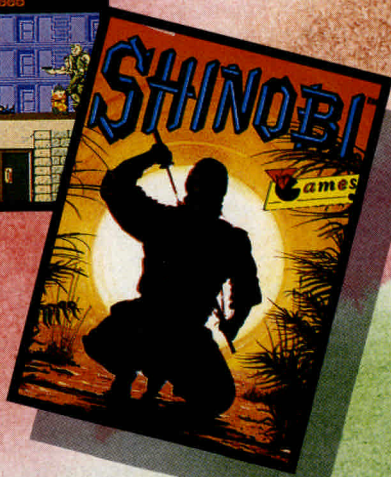
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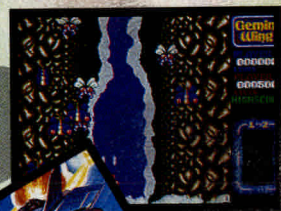
CONTINENTAL CIRCUS

Compete in formula one races in Brazil, America, France, Monaco, Germany, Spain and Japan. Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.



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The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.



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Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum that dare infest your home town. A classic arcade conversion.

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COMING SOON!

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Multiple Comment Debate

I bought your magazine knowing that I had already read all of the reviews in other mags, but I wanted to compare the ratings, and opinions of your reviewers with theirs. The Zzap!! and Crash-style word boxes took me back to my days with a Spectrum and 64, and 100% colour makes it a true Amiga magazine. After all, Spectrums and 64s are practically black and white anyway. Very good reviews, with a good reviewing system, but it's a shame that not all of your reviewers agree with each other - do I buy Xenon II or not? I would like to see an art portfolio section as your magazine has enough colour to warrant one - perhaps even a juicy prize for the best pictures? In my nine years of computing, I have never written to a magazine before, even though I buy them all, but I think that your mag could save me a lot of money in the future if it continues with this high standard.

P. Michalak, West Midlands

AA: With regard to your point about the reviewers not agreeing, that is exactly why we have separate boxes. Not everyone is going to rave over a game, and having differing opinions allows you to look at the individual pros and cons of the games. For instance, in the Xenon II review, Doug thought that its difficulty level may put people off - fair enough. I personally DO think that Xenon II is worth buying, but try it for yourself - you may think Doug was right - a good example then of the multiple comment system. On the point of a readers' gallery: no sooner said than done, as one appeared in issue two. In fact, unless I am very much mistaken, you are in it - sorry about the misspelling of your name, though!

Another Plea from the Heart...

What shall I do? For months I have saved up to buy Personal Nightmare, but because of my two friends this is impossible, because they made me get Robocop and Red Heat. They said that these games were wicked, but they aren't and because of them I am in trouble with my Mum for taking the money for them out of my cashpoint. Now I have to put the money back in the bank, but I can't do that because they come straight round my house after school, and I can't even do my paper round properly to get the money back.

How can I get rid of my mates? And could you print this, saying

that I am sorry to my Mum, and that it isn't really my fault.
Harnak Khatker, Gravesend

AA: Blimey, what a pickle. It makes me wonder what sort of mates you've got - I mean, fancy recommending two toadies like Robocop and - even worse - Red Heat! All I can say is that you must put your foot down and, if you don't want them to come round, tell them so. That way, they should get off your back. It seems to me that you have been pressured by your mates into doing their dirty work so that they get to see Robocop and Red Heat, and I bet they soon scarpered afterwards. Basically, if you do still hang around with them, make it a rule not to buy a game on their recommendation unless it has been reviewed in AA. This way, you only buy good games that YOU actually want.

Amiga Action The Mag that doesn't come off on your hands!

I was amazingly pleased with the first issue of AA for the following reasons: it is well thought out; well presented; and it gets straight to the point. The quality of the pictures and the print is brilliant, unlike other mags which feel like they are made out of Andrex loo roll, and, what's worse, you have to wash your hands every time you read them because the print comes off on your hands. The game reviews are set out magnificently, and are nice and colourful, too. Also, you have a good variety of games reviews from all genres. I also like the fact that you don't have loads of adverts for plumbers and kitchen fitters! I have been waiting for a mag to come up to my standards, and I am glad to say that this is it. Amiga Action is the number one in my magazine rack.
D. Southern, Lancs

AA: Thanks very much for your kind words. I'm glad that you and the other readers like the mag - as it is you who count, and if there is any way you think the mag can be improved, please write in and tell us. I'm also glad that we don't have ads for plumbers and the like in AA - I mean, they aren't exactly computer-related, are they!

More Congratulations

Congratulations on the first issue of Amiga Action, issue one sets a tremendous standard which will, hopefully, be maintained. Comparisons are natural, therefore: Z*a*! is a kids' comic, A*E is average, and the G*m*s M*c*i*e is

now of a boringly poor quality, even down to the quality of the paper, although we do like The O*e. The others, by the way, are so pathetic, they don't deserve a mention! They are normally full of tedious printing and programming material, handy for your average newspaper designer, but pretty boring all the same.

In AA's favour is the full colour spread - particularly the large screen shots, which just ooze quality. Please, for God's sake, don't start any so-called serious pages, there are already more than enough mags devoted to such tedium that another would be the last straw. Do maintain and increase the tips section - nothing sells a mag to a cheat better than a good cheat! Fill the mag with games reviews and 'coming soon' sections - that's what we want!

Phil & Sandy Daniels, Buxton

AA: Don't worry, we won't be going all highbrow! The only bits we have that aren't games-related are the graphics and sound sections, but these aren't very technical, and just aim to help a would-be da Vinci or Mozart get a first step on the ladder. As for more tips, the section can only get bigger if you send tips and stuff in to Doug, so get writing!

A Couple of Questions

Whoever thought up the idea for a new Amiga mag deserves a medal in my opinion. The mag is brill, fab, amazing, and packed full of reviews, screen shots and comments from a certain trio of Steve, Whitey and Doug - who are these people? I like the idea of a demos section, but yours is set to be much better than those in other mags. Finally, I would be most grateful if you could answer a couple of questions.

1. Before Amiga Action came out, I read AUI (never mind, we're here now! - Ed), and saw an advert for an adventure game called Ooze. Where can I get it from, and how much will it be?

2. Activision's Bomber looks brill, when is it coming out and for how much?

Andrew Sparrow, Hyde

AA: Voila! The required answers:

1. Ooze is being sold over here by Linel, and Mitch will be taking a look at it as soon as he can get a copy. It will sell for around the twenty-five quid mark.

2. Bomber will be appearing 'very soon

24 JAN 1989 £2.00 THE FIRST ISSUE

now', perhaps even next month, and will be priced at £24.99.

More Compliments (II)

When I first brought the first issue of AA home, I was literally amazed at what it contained: it was visually, and comprehensively very interesting, and I couldn't stop reading. I particularly enjoyed the news, reviews and previews. The news was a bumper bonanza of future releases arriving on my Amiga, and it gives me an idea of what to look out for and a price. What's more, it is interesting, unlike other mags which I won't mention. Previews: there's always a picture to go with the previews, and this, in my opinion, draws your attention. I think this is a good idea as it always keeps you interested and I think that there is nothing worse than looking at endless pages of print! Also, no matter how far a game is from completion, you still manage to get a screen shot - Batman being a perfect example. With the reviews, I have never seen such a well-layed-out and comprehensive mixture of pages in my lifetime of buying computer mags. I thought Z*a*! was good, but they have black and white pages, whereas you don't. The reviews are simple and straight forward and there are a number of different points of view, not just a follow-the-leader style, where everyone says the same thing. You don't beat about the bush, you come straight out with it. However, I have a little query: on the review of Psygnosis' Beast, the graphics scored 93% and the sound 92%, yet the game only scored 86% overall - it seems a little weird. But to sum up, AA is the best buy at £1.95 and contains everything that a computer mag should have. I guarantee that I will buy it every month, and I hope that it won't be just the first issue that is good. Keep up the high standards, it's great!

P.S. Thanks for the GTGA solution to Kult, I can now get off the first screen!

Paul Biddle, No Fixed Abode (well, no address sent in, anyway!)

AA: Thanks Paul, I am glad you like the mag. In answer to your Beast query, both Whitey and I thought that, although Beast was graphically and sonically excellent, it lacked a certain something in the gameplay - especially when you consider the game is costing you thirty-five quid. All these factors

are taken into consideration when we review a game, and the system can work in the opposite way, too. I mean, if Anco's superb footy game, Kick Off, was reviewed now, we would score it at roughly 60% for graphics and 50% for sound, yet, overall, it would score very highly due to its playability. It's gameplay that counts, and if it has good graphics as well, then that's even better.

Too low?

I am just writing to say that I thought the first issue of Amiga Action was brill, quite wonderful. The articles were laid out well, and you reviewed a nice selection of games. The front cover was also nice - very eye-catching. I have one complaint, though: I thought your overall ratings were a bit low, especially Xenon II. I quite believe that Xenon II could get an easy 90%, but you only gave it 85%. Also, I think that you could have a section for how playable and addictive a game is. A game may have great graphics and sound, but if the controls are hard to use and it gets boring after half an hour, it's a waste of money. Luckily, I haven't made a blunder when buying a game for my A500 yet.

Despite these criticisms, I still think your mag was good, wicked and wonderful, and, compared to some other dedicated Amiga mags which seem to forget that the Amiga has games, it was great.

David Armitage, Sevenoaks

AA: Regarding the low scoring, that is done intentionally. We don't believe in scoring too highly, because can anyone truthfully say that they could give a game 100%? Even if they did, what if something even better came out the following month? When reviewing, each reviewer plays the game and comes back with filled-in score sheet. When all three have finished, the scores are fed into a computer, and an overall score worked out. As there are nearly always differences in opinion, some games score lower than their scores in other mags, but, then again, not everybody will like the game. Finally, about an addictivity box, we feel that all features about the game's playability should be mentioned in the comments, so if in doubt take a look at these.

Are All Conversions Bad?

Congratulations on a well presented and colourful first issue, which was not as good as I expected! My letter concerns a topic which I know every Amiga owner feels strongly about,

and that is long-awaited and over-hyped arcade conversions, which fail dismally. While working for a software retailer on my work experience, I saw many conversions come and go. When I saw the conversions of the long-awaited Out Run, Street Fighter, and Afterburner, I was totally disgusted! Street Fighter, for example, was as slow as my Mum driving down the road - and that's slow!

The reason I bought my Amiga, was to 'bring the arcades into my home', and Afterburner, Street Fighter and Out Run are but a few failures in a sea of software. OK, so we can agree that these games are technically brilliant, but look at the 8-bit PC Engine without CD Rom to see that we are being cheated, or just look at Sword of Sodan and many others as examples of the Amiga's capabilities. Come on U.S. Gold and the others, re-do these classics instead of obtaining the licences to Rocky VII and Batman III. Why spend more money on licences than on production! I now await the conversions of Shinobi and Powerdrift!

Raj Mathur, Pinner

AA: There is nothing worse than having a favourite game in the arcades brought to your computer and made terrible. Mind you, although you have stated plenty of cases of bad conversions, there are practically the same amount of good ones to bad. What about Super Hang-On, New Zealand Story, Pacmania - three games taken from the top of my head, all of which are good. A lot of the problem when people are awaiting coin-op conversions, is that they expect a machine like Powerdrift or Afterburner, literally crammed into their Amiga. Normally, compromises have to be made - a lost graphic here, or a section there - but good conversions can be made from hi-tech coin-ops - Forgotten Worlds, for instance. I also agree that if a conversion is below normal standards, it shouldn't be released, but after all the money the software houses plough into them, they can't just drop a mega project. The answer is not to expect too much from a conversion, that way you will be pleasantly surprised if it turns out well. Just because the Amiga has superb graphics capabilities, doesn't mean it can hold a mega coin-op; I mean, your example of Sword of Sodan, has superb graphics, but the gameplay was extremely limited. Software houses should, in my opinion, concentrate on getting the 'feel' and playability of the coin-ops in first, THEN start on the graphics. What do you think?



What No Pokes!

I read loads of magazines every month, but yours is the best I have ever read. It may be 80p dearer than the other mags, but it is well worth it, seeing as all your reviews are colour and that you use a better quality paper. In fact, it is everything you could ask for in a magazine - except one thing! Where are the pokes or hints for the games? Please could you tell us if there are going to be any?

Brian Duffner, Dundalk

AA: AA to the rescue! Yes, we are on the trail of pokes as I write this. So keep your eyes peeled!

No More ST Ports!

First off, let me congratulate you on producing the most professional looking and stylish Amiga mag out. Two years back, I decided to upgrade from my trusty 64. I was in two minds what to do: should I plump for a cheapish ST, or the higher priced, but more stylish, Amiga? As I wanted a computer mainly for games and music, I thought I had made the right decision with the Amiga. Recently, though, I've started to notice that I am paying a fiver more for software which has just been ported over from the ST. The amount of port-overs these days is unbelievable. Why can't software companies see that people paid more for the Amiga, hoping to get the most out of the machine, not for port-overs.

Wayne Morrall, Tamworth

AA: We, too, are fed up with direct ports, but just recently things appear to be looking up. Now that the Amiga has grown in popularity, companies like Ocean and U.S. Gold are developing stuff on the Amiga, and then porting it down to the ST. Either that, or stuff is being written to take advantage of the machine's superior capabilities. For example, the ST version of Paperboy plays within a small window, whilst the Amiga version features full-screen scrolling. Don't give up on the Amiga, it's now starting to go places.

Not All It Could Be

I enjoyed reading the first issue of Amiga Action, but I found that the game reviews weren't all they could have been. They looked disorganised, and, although I liked the bold reviewers' boxes, and the sound and graphics boxes, perhaps they should

all be stacked on one side of the screen. I understand that the reviewers' comments replace a playability box, but I think a box for addictivity should be added. Also, maybe the top three scoring games could have their reviews printed with an enlarged screen shot from the game as backing. I would also like to see 'before and after' shots, so we can appreciate the graphics more.

I think the previews section could be improved by giving each previewed game its own box and screen shots, with the text also in this box. I also think that the news section should be incorporated into the previews section. All new hardware, such as hard disks and joysticks should be reviewed, too. I like the look of the graphics and sound pages, but the joystick mega test was good - despite the lack of any Cheetah joysticks. Also, I would have liked to have seen a review of the Euromax Cobra and Micro Handler. The cover was good, especially the hand, but I think that you should replace the screen shots with the impressive sprites of games you review. Finally, I would also like to see interviews with game authors in the mag.

V. Lawrence, Basingstoke

AA: Thanks for your words of advice, we are making a note of everything readers write in and say about the mag, and will be referring to them in the future. As for interviews with game authors, sure, they are on their way, but hardware reviews won't be - with the odd exception of a brief look at new joysticks. Finally, as for the covers - you ain't seen nothing yet!

Is AA really Alcoholics Anonymous?

Dear AA (is that Alcoholics Anonymous (possibly - Ed) or Automobile Association?),

I just wanted to tell you that you have got off to a brilliant start. Good quality paper, bright colours, and I only noticed one error - RSN was called RNS on the contents page. I notice from your ads that you don't advertise any copying utilities; is this because you are strongly against copying even if it is for back-up purposes? One thing I think you should avoid is reviewing arcade games. OK, if you are using them to compare the conversion, then fine, but otherwise avoid it. Other mags do boring articles on arcade games

already. Well, I think I've had my say. Lots of luck for the future, and keep it 100% colour, 100% glossy, and 100% interesting, OK?
G. Schofield, Staines

AA: There are no plans to have an arcade column, as they don't really tie-in with the Amiga that well. Like you say, we may make comparisons to the original coin-ops, but we won't be reviewing them. By the way, of the two, Alcoholics Anonymous is probably the more accurate!

Hooray for GTGA!

I have never written to a magazine before, so what makes yours so different? GTGA, that's what. I have been playing and enjoying Kult for a few weeks and reckon that it's one of the best buys of

the century. After collecting the five skulls (and becoming a Divo), I have been struggling like mad to get any further. I knew about the sticky fingers in Deilos' domain, but couldn't open the trap-door at the top of the tunnel. I had absolutely no idea how to get out of the dream room, and the only other area I had managed to reach was the room with the collapsing ceiling - once again, I got stuck here.

So, despair and frustration until AA comes to the rescue. I'm not sure if I'm pleased or not, as you have given the solution to the whole game. I feel a right plonker that, having solved the noose room, I failed to see the eye below the lever. I must say that I feel a bit cheated by the game that there is no way to finish it properly by collecting the five skulls - maybe there is, but I can't find it! Does anyone out there know?

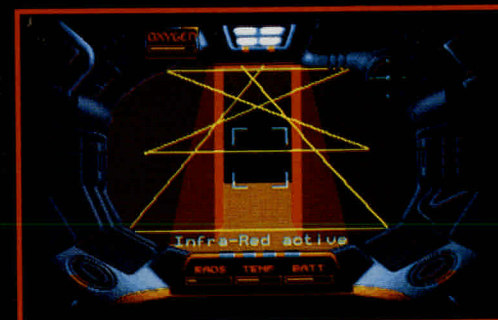
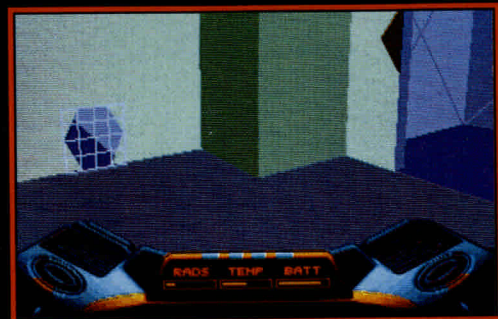
Steve Calkin, Canvey Island

AA: All part of the service! As long as you all send in tips, we will expand the already popular section, whilst still presenting our own playing guides. So, don't forget, drop Doug a line if you have a map, tip, cheat or poke you think he may be interested in.

If you want to air your views on the Amiga scene, games, the mag, or what really annoys you or makes you ecstatic, then drop me a line to:

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INFESTATION



INFESTATION

Are you ready for a new level of realism in computer games? Are you prepared for an atmospheric experience you will never forget? Can you cope with super-fast solid 3D vector graphics? Will you venture into the unknown, alone, and armed only with a single pulse rifle? Can you overcome the INFESTATION?

INFESTATION takes computer games to a new level of realism. It creates a complete environment stunningly rendered in super-fast solid 3D vector graphics. You are completely free to move within the game world, examining and manipulating objects just as you would in a real world. And, as in reality, you are not alone. Only, unlike those on Earth, the other occupants of Infestation's world are not very friendly at all...

Your task as Kal Solar, Agent of the Interplanetary Federation, is to travel to Alpha II, investigate and end the alien threat. Your mission will not be an easy one. As well as the mother alien and its eggs, you will have to deal with hostile droids and computer systems, radioactive areas, and things unknown.

INFESTATION is a truly atmospheric experience. Don't play this game when you're alone... it may well be your last!

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DOUG

A shoot'em-up that actually manages to look and play just that little bit different from its competition, and still play well is very rare these days. Quartz, however, has all those qualities and a bit more. The extra weapons available are original for once, and haven't already appeared on fifty other shoot'em-ups. All in all, Quartz is a classic game and definitely worth buying.

You climb into your spaceship, wary of the deadly enemy that you may encounter as you travel through the lattice layers of a giant crystal. Steer your ship into the deadly mass of sub-atomic particles which are intent on your

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QUARTZ

destruction. Each layer of the crystal sends forth various types of aliens to blast, as well as the customary end-of-level monster.

You begin your journey with three lives on the crystal lattice. The lattice levels are a chance for your ship to stock up on armament and neutrinos balls. Large balls swirl around the lattice, and when these are hit

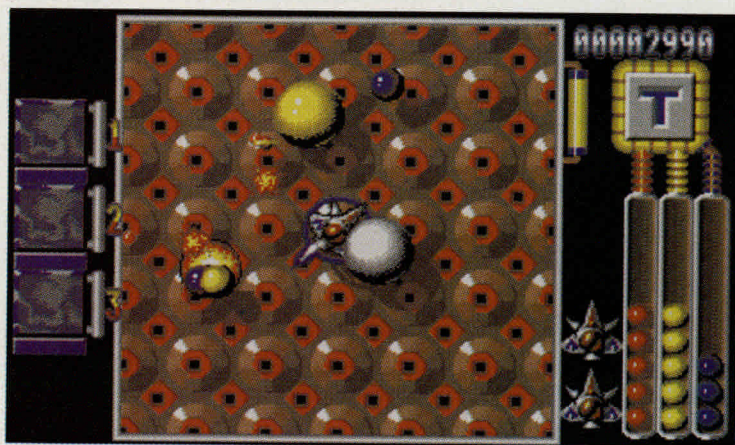
with your blaster cannon, they release spores of quarks, which zoom around the play area. Shoot these and they will change into neutrinos which must be collected. As you collect each neutrino it is displayed in your storage compartments to the left of the screen. Collect enough, and you will be able to choose from a supply of eleven weapons.

SOUND

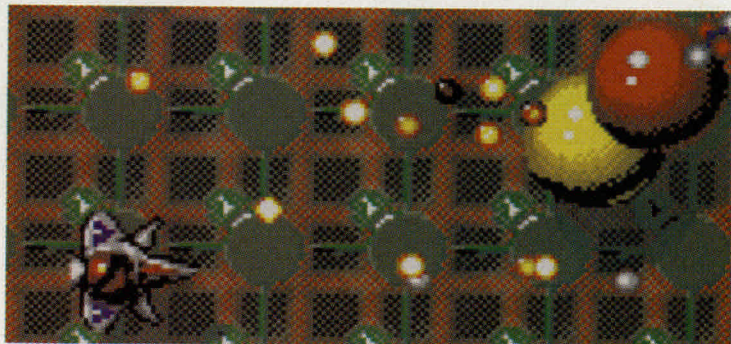
It's nice to find a game that's taken advantage of the Amiga's sound capabilities, and Quartz definitely excels in the sound department. The music is thumpy and atmospheric.

78%

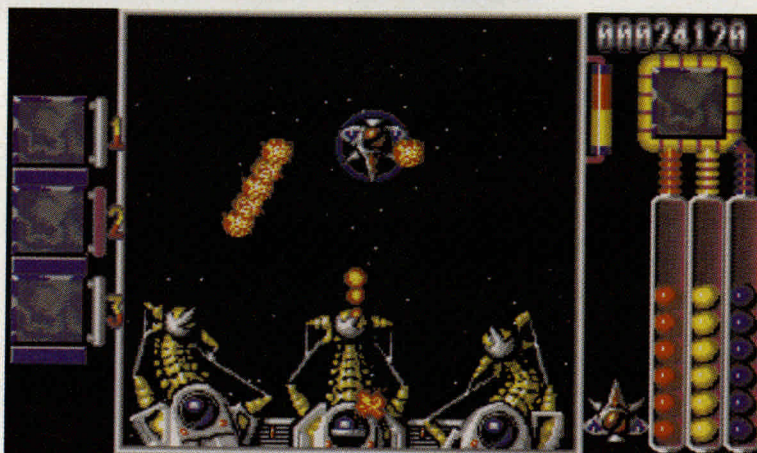
At first, up to three different weapons can be stored, although, if you get far enough, it is possible to gain yourself an extra weapon slot. The weapons vary from grenade launchers to bombs and the eight-way-firing octigun. The most important feature of all the weapons, though, is the record option. This will save your position in the game. Very useful indeed,



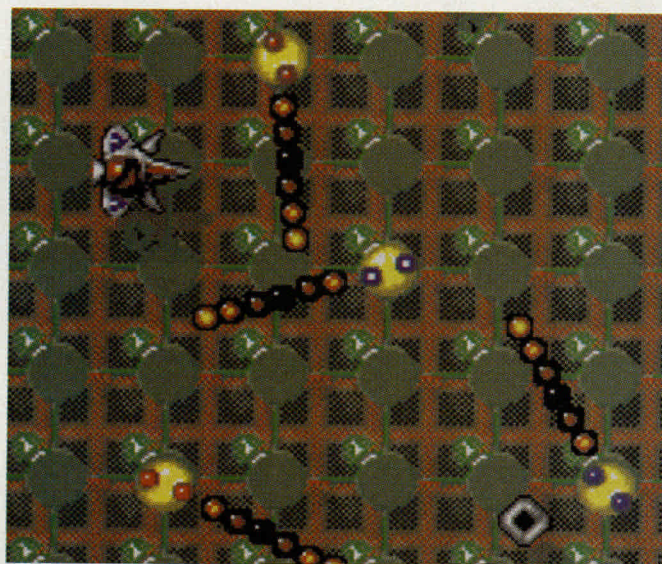
It is in the lattice that you will be able to accumulate the neutrinos necessary for you to upgrade your weapon systems. You only have a limited time in each lattice, so hurry.



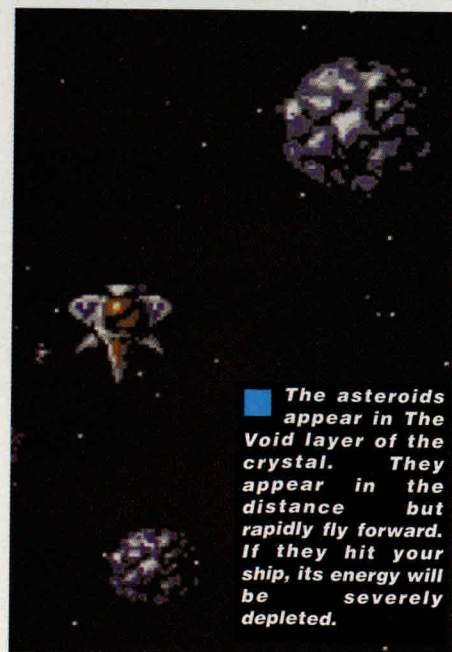
(Right) Most of the end-of-level nasties take some beating. This one has three eyes that must be hit several times. The guns release fireballs which latch onto your spaceship.



These swinging arm rods can cause quite a headache due to the fine skill needed in negotiating them safely. Sometimes three of four are strung together to make life really complicated.



Shoot the three rotating balls and avoid the swirling Protons. When each Nucleus is destroyed it spews out a barrage of bullets.



The asteroids appear in The Void layer of the crystal. They appear in the distance but rapidly fly forward. If they hit your ship, its energy will be severely depleted.

GRAPHICS

Quartz is extremely colourful, and the graphics are both well drawn and pleasing to the eye. The magnification when you die is extremely effective.

81%

as you'll find out.

Each layer differs in content and the aliens come in many guises, from rotating rods to mines and flying insects. When an entire squadron of the enemy is destroyed, they release neutrino packs which can be collected to help pay for the next weapon. In the void, massive asteroids spin out of the screen - let one hit your

ship and your energy will be severely depleted. Guarding the end of each level is a gigantic nasty. The first is a simple nucleus, but the ones that follow are definitely not simple. Most have to be shot in their weak spot quite a few times before they explode. Unfortunately, some have three or four weak points each, making their destruction far from easy.

As you progress further into the levels, so the difficulty increases. Each weapon only lasts for a limited amount of time and this is displayed in bar form at the side of each weapon. Your ship's energy bar is located to the right-hand side of the play area. To begin with, the bar is yellow, indicating perfect health, but as your ship is hit, the bar turns red. If you can steer clear of trouble for long enough, the spaceship will repair itself but should your energy sink near zero you will be

STEVE

Quartz is a superb shoot'em-up, written in the typical Paul Shirley style. The game is just that little different from the normal shoot'em-ups, and features large bold sprites, which are set against smooth-scrolling and colourful backdrops. The fast action is nigh-on faultless, and the game plays really well. The difficulty level is set at just the right level, and all these factors combine to make Quartz a superior blaster.

forced to ditch your weapons. If you lose one of your lives you are given the option to either return to battle or enter a lattice, obviously useful for gathering extra

WHITEY

Great! A shoot'em-up with great sound and attractive graphics. What else could you ask for? Playability? No need to worry. Quartz has everything a good shoot'em-up needs, including a few new ideas. The scrolling is extremely smooth and the double-layer effect has been utilized well. With the use of the record option, the games lasting appeal may suffer. Still, this is no reflection on the overall appeal of the game, and Quartz should offer a lot of enjoyment. Well worth it.

neutrinos and hopefully being able to collect extra weapons.

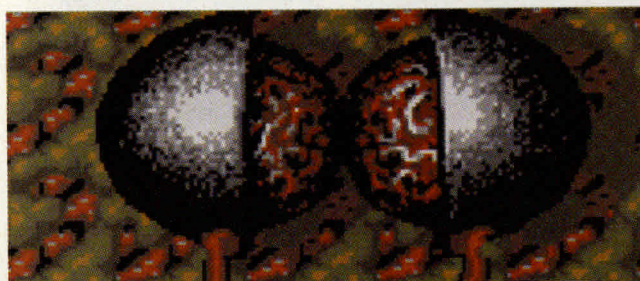


The aliens come thick and fast, and if you want to collect a neutrino pack you'll have to destroy the entire squadron. Some come from the bottom of the screen and creep up on you.

As you enter the different crystal lattices, so the inhabitants become more dangerous. This face will rush over to you and hang round your ship till your energy depletes.

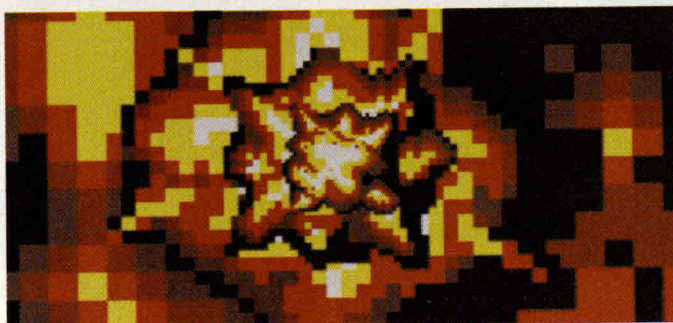


Picking up neutrinos is a slow and haphazard job. It is better to try and destroy a complete squadron as these will release packs of several neutrinos.



(Left) The end-of-level nasties seem to have a problem with their eyes; they jut out to far and lend themselves to being blown up. Exploit that weakspot to the full!

Should you lose one of your original three lives, your ship, and the area around it, zooms out of the screen in an explosive array of colours.



Later hazards come in the daunting shape of bars that stretch right across the screen. However, the bars do open at certain points to allow you through - if you are quick enough.



Each of the eleven weapons at your disposal must be earned. Although up to four can be carried only one weapon may be used at a time.

UBISOFT £24.99

ZOMBI

"When heaven and hell are full, the dead will walk the Earth." George Romero's 'Dead' films, are probably the best in their genre. So far, there have been three films in the series, each one detailing the undead's rapid control of Earth and their growth of numbers, as they infect others with their foul disease. The trilogy began with the black and white film 'Night of the Living Dead', in which we first learnt of the dead rising from the grave, and this was followed by 'Dawn of the Dead' and 'Day of the Dead'. Each film depicts a small isolated group of survivors and their normally fruitless battle for survival against the flesh-eating creatures.

UBI Soft's Zombi, is based on 'Dawn of the Dead', and follows the film's story extremely closely. Having escaped the creatures in a helicopter, a lack of fuel has forced you to land on top of a deserted shopping mall.

STEVE

George Romero's 'Dead' films, rank amongst my all-time faves, so it was a pleasure to review UBI Soft's Zombi. If you have ever seen the second film in the series, 'Dawn of the Dead', you will know the scenario of holing yourself up in a shopping mall. But even if you haven't seen it, you'll still be able to enjoy the game. The graphics are very effective, and the icon system used is a piece of cake to get to grips with. Zombi offers long-term playability, and, as such, comes heavily recommended.

DOUG

What a great game! Ubi Soft have taken a video nasty and an arcade/adventure, and combined them, coming up with a real winner in the process. Moving your four characters around the building, trying to find a way out, all the time fighting off attacks from zombies, is very atmospheric. There's some good puzzles to work out, and a hell of a lot has gone into the game. By all means, get hold of this game.

Realising the potential of the building as a source of protection and food, you must guide the four people in your party through the building, collecting ammunition and clearing the building of the undead. Zombi is entirely icon-driven, with movement and object collection all available from a series of self-explanatory icons. You begin the game on the roof of the building, but must make your way through its five levels. As you make your way into the lower regions of the building, the undead make their presence known, and begin to attack you. The only way a zombie will stay dead is if its brain is destroyed, so you must either shoot them, or batter them to death.

GRAPHICS

Everything is nice and detailed, with the background graphics looking particularly effective. If I have to fault anything, though, it would be the lack of variety in the zombies themselves.

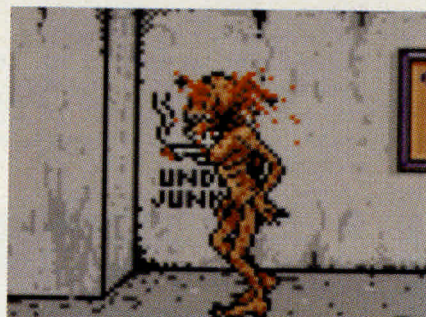
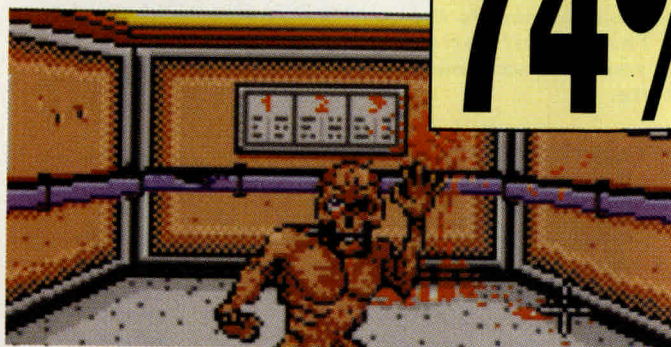
69%

SOUND

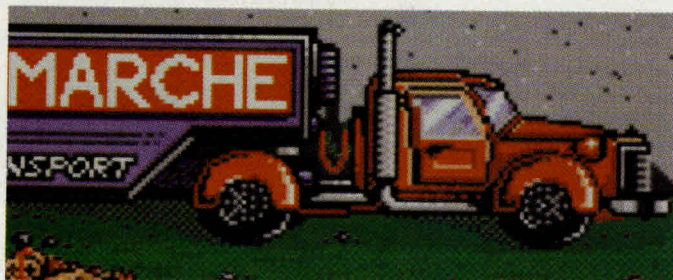
Although the sound has been improved from the ST version, it still isn't a lot to write home about. Still, what there is adds atmosphere.

50%

Having left the safety of the helicopter, one of your party begins a recce of the mall. The massive complex is made up of five floors, each of which is full of the flesh-eating zombies.



The zombies appear at regular intervals, and you are alerted to their presence by a small window to the top-right of the screen. If you leave them too long, they will turn on you and attack you, so always take them out as soon as possible.



On the ground floor there are several trucks that can be used to block the mall's entrances - thus stopping any more of the creatures entering the building. First, however, you must find the ignition keys.

With the zombie epidemic spreading as it is, it isn't at all wise to stray too far from the building. If you do, you will be surrounded by the hordes of the creatures, and their ranks will gain another member...



All is lost, and the four dead members of the party wander aimlessly in search of flesh...

**OVERALL
RATING**

74%

LORICIEL SOFTWARE.. ..HOT ON THE STREETS

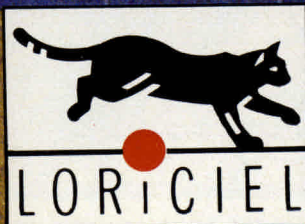
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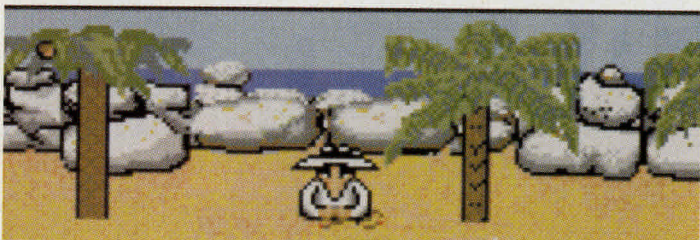
OVERALL RATING

72%

The Island Caper. The two spies land on a desert island. Their aim: to retrieve the three sections of a top-secret missile. Time is against them in the shape of a raging volcano, and unless they get clear in time, the island will sink, taking them with it...



At any time during play, a map of the play area can be accessed by pressing the 'M' key. If you so wish, by selecting an option from the main menu, the size of the island can be changed, as can whether the locations of the lost pieces are shown or not.



Just waiting to catch any unwary spy, are the small patches of quicksand that punctuate the island. Recognisable by their darker tint, these patches can only be escaped by furiously waggling the joystick, causing your spy to spin until he is free.



(Left & below) Should the two enemies come face to face, a fight nearly always ensues. Rapidly moving the joystick up and down whilst holding down fire, beats your opponent over the head with your trusty stick. Deplete his energy, and your spy will smirk away to himself as his opponent dies.



To the side of the main action is your trusty 'Trappometer'. Pressing fire twice, allows you access to this strange device. And, from here, you can use devices such as exploding coconuts, or simply dig a hole for your nemesis to fall in.



WICKED

SPY v SPY

MAD magazine's big-nosed spies have been at each others' throats for years now. And, for over a decade, MAD readers have seen the black and white spies plant all manner of strange booby-trap devices - only to see them backfire with hilarious consequences. Naturally enough, these violent and mad-cap antics would have transferred exceedingly well to the computer, and in 1984 the now-defunct Beyond Software bought the

manic duo to the 8-bits. Although their first game made it to the ST in a very lacklustre conversion by American company, Databyte, it never made it to the Amiga. Now, however, we can enjoy its two sequels, courtesy of newcomers, Wicked Software.

Apart from the obvious changes in the graphics, sound and scenario departments, the Spy V Spy games always follow the same pattern. Each one takes place in a play area of variable size, and your basic aim is to find

GRAPHICS

Instantly recognisable and well-defined sprites run around the detailed backdrops. Although they do, in places, look slightly too close to the graphics of the 8-bit versions, there wasn't really a lot of room for improvement.

61%

SOUND

In both games, a warbling background tune accompanies play. During the game, though, there are just a few disappointing spot effects.

55%

STEVE

Ever since I owned a 64, I have been a great fan of the Spy V Spy series of games, so it is brilliant that they have been released on the Amiga at last. The reason both games were reviewed together is that there is very little difference between the two, and this is perhaps a fault of the series. The graphics and sound are more than adequate, and the games are playable. It's just that they are too similar to each other. The only difference between the Island Caper and Arctic Antics, is the backdrop; the gameplay is exactly the same. Because of this, although I wholeheartedly recommend you buy one of the two, I can't recommend you buy both of them.



All is lost as the black spy gets away with the three sections of the rocket. As he gets into his sub, with a foxy chick on his arm, you are left to wait for the volcano to explode - or are you?

£9.99 EACH

II AND III

the three sections of a top-secret item and bring it back before your opponent - and before the strict time-limit expires. The screen is split into two sections - a feature Beyond originally called 'Simulvision' - and both of the spies' activities are shown via these windows. To the side of these windows, a number of icons are shown, and it is through these that the various booby traps are set.

The first of the two games, The Island Caper, sees the two spies dumped on a remote desert island somewhere, in an attempt to round up four sections of a deadly missile. As well as any traps set by the two players, the island features natural hazards, such as quicksand, and premature escape is stopped by the surrounding shark-infested waters. Each spy starts the game with a full quota of energy, but this is reduced by falling into one of your opponent's traps or by

stumbling into one of the island's deadly features. Having successfully collected the three pieces, the winner can then make good their escape using a previously hidden submarine. The third game in the trilogy is called Arctic Antics, and takes place chronologically after the Island Caper affair. Once again, the two spies bump into each other, this time in the icy climates of the arctic. They have both been sent on a mission to find the missing sections of a satellite, and, once again, must knock the living daylights out of each other in their attempts to retrieve it. Replacing the energy bar of the first game is a thermometer, and if its mercury level ever sinks to zero, then your spy will freeze to death, wasting valuable time.

WHITEY

Although taking a while to appear, it has to be said that the wait for Spy vs Spy II and III was worth it. I loved these games on my humble old Spectrum, and now the Amiga versions have been improved, graphically as well as sonically. Outwitting your opponent proves to be extremely enjoyable, as well as very satisfying. The Spy vs Spy series is totally original, and is well worth the asking price and guarantees months of enjoyment.

DOUG

The Spy 'V' Spy series was one of the old favourites on the C64, and now they're available on the Amiga, and for just a tenner, they're a must. Both versions are very similar to the 8-bit versions with a little bit of a revamp, but nevertheless they are still great little games to play, whether on your own or with a friend. Well worth the money.

Arctic Antics. Following straight on from the Island Capers, Spy V Spy III is set in the snowy wastes of the North Pole. This time, the dynamic duo are chasing the three pieces of a crashed satellite. As they search the barren landscape, they are getting colder and colder, so speed is of the essence.

OVERALL
RATING

73%



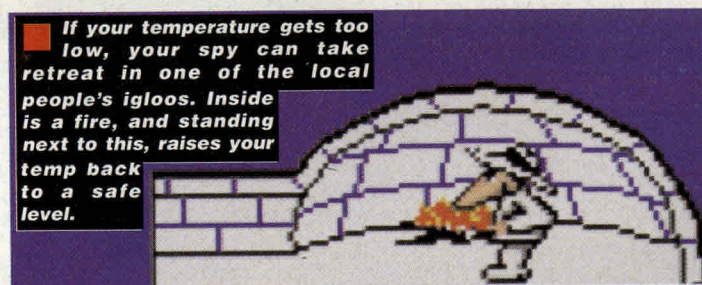
■ The various pieces of the satellite are hidden beneath the raised mounds of snow. Pulling down on the joystick prompts your spy to collect the item, but to carry all three and escape, he must first find the red hold-all.



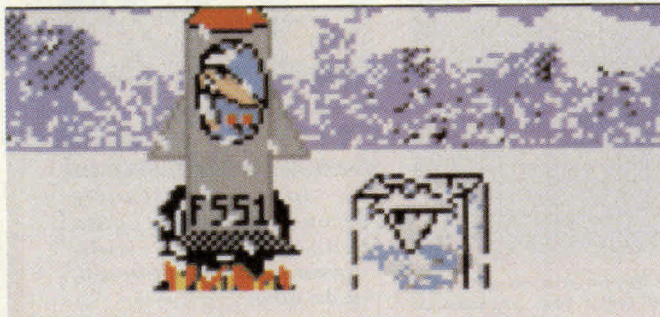
■ (Above & right) Instead of hitting each other with sticks, this time the spies throw snowballs at each other. These cause your temperature to drop if you get hit, and if it falls too low, you'll freeze.



■ If your temperature gets too low, your spy can take retreat in one of the local people's igloos. Inside is a fire, and standing next to this, raises your temp back to a safe level.



■ Useful items can also be found dotted around the wastes. For instance, an Eskimo's saw is very useful for cutting fishing holes in the ice - just the right size for your opponent to fall in!



■ In the true spirit of the cartoons, this time the white spy is the victor, and his reward is a safe journey home in a space rocket. Or is that a short ride to Spy V Spy IV?



ACTIVISION £19.99

PREDATOR

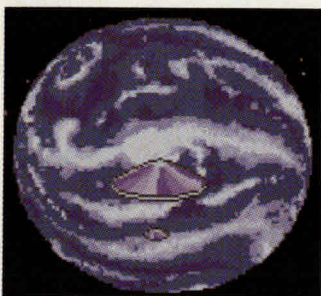
Released a good eighteen months ago on most formats, Predator: The Computer Game, depicts Arnold Schwarzenegger's battle against a lone extra-terrestrial. Adopting the persona of Arnie's character, Dutch Schaeffer, you have been sent on a dangerous mission to rescue a group of hostages from the hands of some murderous

terrorists. The hostages had been flying over the South-American jungles where it is believed that their helicopter was shot down. With your group of mercenaries, you must make your way through the dense jungle and eliminate the kidnappers. However, when you and your party reach the kidnappers' camp, you find you

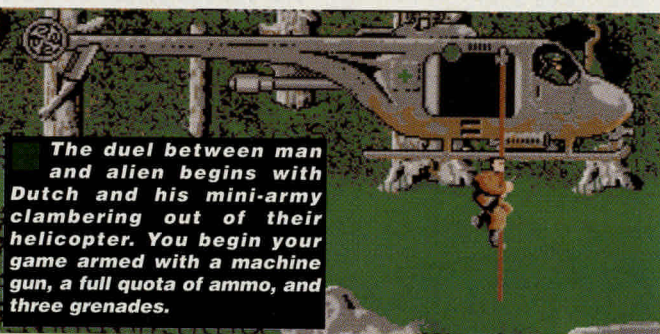
are too late, and that they have already been killed. What's more, you find the hideously skinned bodies of the first rescue party. Immediately, you know that the authorities haven't been straight with you...

The game is a five-stage shoot'em-up, with you controlling Dutch as he makes his way across each horizontally-scrolling level. The game begins with you and your colleagues jumping out of the helicopter and taking tactical positions. As you run through the jungle in search of your party, you find them one by one, each of them brutally murdered and dismembered - in addition, you get the strangest feeling that you are being watched. The game follows the film's storyline extremely closely, and each level adopts a separate section of the

(Below) As the game loads, a brief introductory sequence shows a large spaceship sending a shuttle down to Earth. The reason for the Predator's visit? For sport - a galactic version of big-game hunting.



(Right) Before very long, you stumble across the first of your colleagues' bodies. They all seem to have been torn apart by a powerful weapon, but of which type you can't imagine. Still, even in death your friends can prove useful, and pressing return swaps their unfired weapon for your empty one.



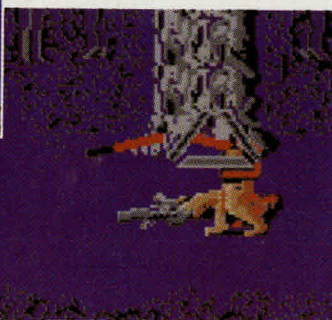
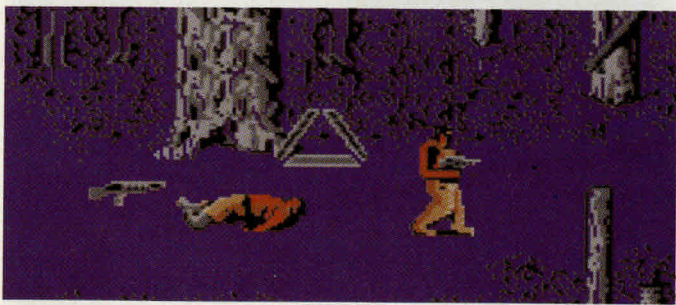
The duel between man and alien begins with Dutch and his mini-army clambering out of their helicopter. You begin your game armed with a machine gun, a full quota of ammo, and three grenades.



OVERALL RATING

66%

To begin with, the only time the Predator makes his presence known is when he scans the play area with his infra-red vision. As the screen turns blue, an apparently harmless triangle appears, but if you allow it to touch you, you are instantly killed by a bolt from his laser (below).



Just to make things worse, you also have to deal with the groups of guerillas who hide in the dense foliage. You begin the game with three lives, each of which can sustain five hits, but the enemy bullets soon whittle these away.

DOUG

It's been a long time coming, but at last it's arrived. The game has nothing really outstanding to offer, but nevertheless it's quite enjoyable to play. There's only five levels but these are quite hard to overcome, and they keep you going for a while. For the money, Predator is quite a good buy and certainly worth a look.

film. To begin with, you have to enter the kidnappers' base, but as you make your way through to the third level, you encounter the creature responsible for your friends' deaths - the Predator.

STEVE

I wasn't a great fan of the other versions of Predator, but I must admit that this Amiga one plays and looks a lot better than them. For a start, you don't have to hang around for ages for your men to bale out of the helicopter like you did in the ST version; instead, you can get straight into the action. The game is very tough, with the enemy bullets cutting down Arnie's strength rapidly, but, providing you are careful, a fair amount of progress can be made. I'm not sure whether I would pay full whack for Predator, but it's still quite good fun.

SOUND

As you run through the jungle, you can hear the various animals in the background, and the game opens with an impressive tune.

58%

GRAPHICS

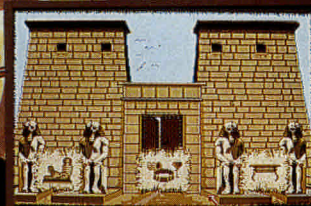
A large, instantly recognisable Arnie sprite runs against a well-drawn backdrop. Overall, quite nice.

56%

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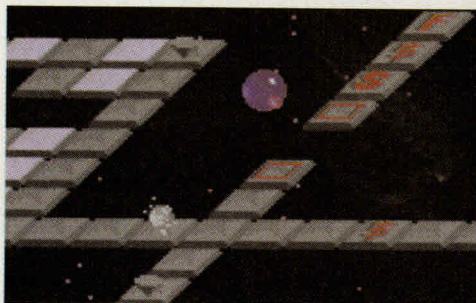
Rainbow Arts (UK) Ltd., 65 Sketty Close, Brackmills Business Park, Northampton NN4 0PL.

OVERALL RATING

69%

Warp to Next Level.....	\$95,-
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EXIT	

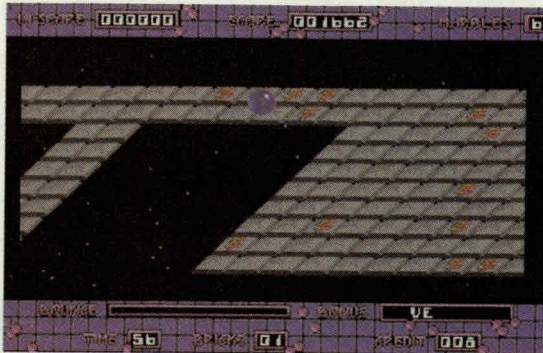
Money's the name of the game, and there's plenty of bunce scattered around the many levels of Wrabis. The dosh is useful when entering the shops.



Ice blocks can prove a problem for the brave, young Marble. Should he manage to roll onto some ice he will slide out of control until he reaches a plain path.

(Right) Some areas are out of bounds to Marvin. Fortunately, he has at his disposal a limited supply of bricks, which he may place where he likes. Some icons will increase your supply of bricks, while others will take them away.

Meet Marvin the Marble, hero of Magic Marble and possible saviour of Marbleblue - we hope.



Icons affect our hero's progression through the maze in different ways. Some icons will allow Marvin to bounce across the tiles. From bouncing to flying, as Marvin Marble takes the form of a humanoid - or humimarble.



The icons perform many functions. The straight line icons indicate a one-way system of travel. Others deplete your credits.



SPHINX £19.99

MAGIC MARBLE

The Grytzal must be found at all costs, otherwise the future of Marbleblue will be in jeopardy. In response to a plea from the wise old marble, you, Marvin Marble, have decided to accept the quest and travel through the inhospitable lands of Wrabis, journey deep into the dark side of Marbleblue and return successfully with the Grytzal. You know that the journey will be long and hazardous. You know that you will have to negotiate the narrow pathways, the icy labyrinths, the destroyed bridges. But the thought of what will happen to Marbleblue pushes you onward.

The various stages of your quest must be completed before the timer reaches zero. Each level has its own quota of puzzles and hazards, which must be solved to continue. The puzzles come in the shape of path-icons. Some increase your money, others take it away. By rolling on the correct icons, the timer may be reset to 99; you may even be awarded special powers that will allow Marvin to jump and fly, speed-up and gain extra points. Bricks are awarded at the beginning of each level, although others may be collected later on. These bricks allow Marvin to reach areas on

the pathway that would otherwise be inaccessible. Successful use of the icons will allow Marvin to travel safely through the maze-like pathways. Not every icon is friendly, though. Some hide surprises - good and bad, while ice makes our marble hero slide all over the place.

The key to Marvin's success is in the dollar icons. These will increase his credits and make his wallet somewhat fatter. If he lands on an S icon he will enter the shop, where he will be allowed to buy certain powers, provided he has enough money, of course.

GRAPHICS

The introductory scene is excellent and very atmospheric and, although simple, the in-game graphics have been well drawn and prove to be extremely effective.

63%

SOUND

The musical score is excellent throughout the game and consists of a thumpy tune and creditable sound effects. The music plays with the game and doesn't become annoying.

90%

WHITEY

Who would have ever thought that marble games would become a genre all by themselves. The strange thing is that I don't think I've ever seen a bad marble game. Magic Marble continues this trend very well indeed. Solving the puzzles became very addictive after a while, although sometimes it could prove frustrating. If you haven't got a marble-type game, then give Magic Marble a look. Its simple, yet addictive gameplay is worth the asking price.

STEVE

This is quite an unusual game. At first sight, it looks like a cross between Metrocross and Marble Madness, but on playing it I found it quite enjoyable. At first, control over the marble seems a bit too responsive, but after a while it comes together, and you will be ready to attempt some of the game's harder problems. Some of the bounce-related problems are a bit hit or miss, but nothing that spoils the game. Overall, a playable little game.

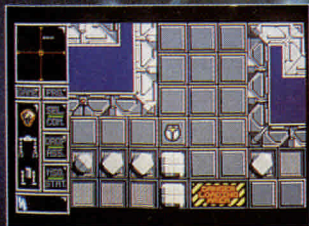
FIRST CONTACT

FIRST CONTACT... A MEETING OF SPECIES
— BUT NO MEETING OF MINDS.

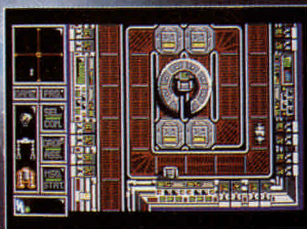
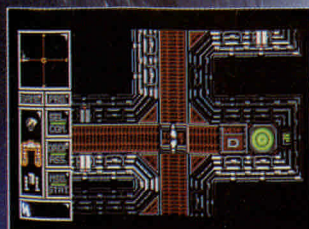
Outnumbered, outgunned – human cunning and ingenuity are your only chance!
Mankind is prosperous, unthreatened and therefore militarily weak, yet through technical supremacy has spread throughout the galaxy. The unthinkable has happened – thousands of armed alien vessels pass unchallenged through the occupied quadrants of the galaxy. The first violation has occurred. Alien forces penetrate the station 9W/4 vital to human inter-galactic communication. Your cunning and ingenuity in controlling and programming the maintenance droid on the station is the last hope of mankind.

- Strategic gameplay giving months of enjoyment.
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DOGS OF WAR

Rambo look out! You are the meanest, the ugliest, the most fearsome of all mercenaries - apart from that, you're an okay kinda' guy. Still, for the right price you are willing to take on the most dangerous of missions. As always, terrorist activities are abound all over the globe and you must choose which mission you will attempt. As each one is selected a briefing will appear where you will learn of your task.

GRAPHICS

Although small and undetailed the main sprites are of an average appearance. The backdrops are very nicely detailed, although they do become a little repetitive later on.

52%

SOUND

Nothing awe-inspiring in the sound department. Together with the main tune, the in-game effects are adequate and don't detract from the game itself.

55%

right later on - bringing with it the terrorists and their bullets. Choose the best weapon and blow away the enemy. The different weapons under your selection are accessible via the keyboard and each one will serve some sort of purpose throughout the missions - the grenade launcher, for example, should prove useful when intercepted by enemy jeeps and tanks. As you make your way further into the enemy base, so the onslaught of terrorists becomes thicker. By weaving your way through the inhospitable landscapes you will eventually reach your goal, normally a person. Should you rescue the kidnapped person, you will be awarded with your revenge money and be allowed to attempt a new mission. Obviously, the more money you acquire, the better the weapons will become that are available to you.

STEVE

I really liked Leatherneck, but Dogs of War is just too similar. The pattern of scrolling up screen, picking off the enemy is exactly the same as the one in Microdeal's game, and even some of the attack waves looked similar. The graphics haven't advanced much either, with small sprites tearing around the screen. The game is also too difficult, and I can't see even the best of players getting very far. They say that imitation is the sincerest form of flattery; well, Dogs of War takes it too far, and basically just copies Leatherneck lock, stock and gun barrel.

WHITEY

Looking very much like Leatherneck, Dogs of War is a competent 'shoot everything that moves' type of game. I feel that these type of games are far too similar and too commonplace. Nevertheless, Dogs of War is very addictive, if a little hard, and should keep you amused for some time. If you haven't got Leatherneck or Ikari Warriors, it may be worth your while to buy Dogs of War.

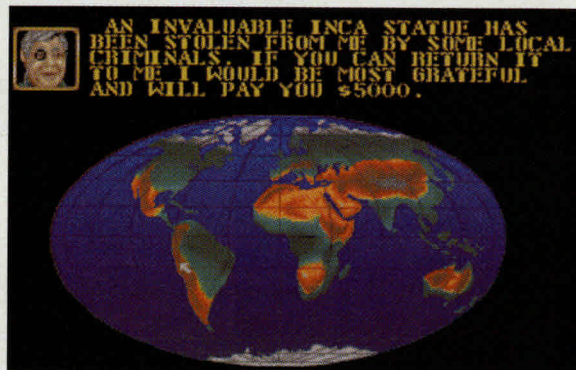
The weapons at your disposal are very varied. Obviously, the more powerful the weapon, the greater the price. It is important to purchase the correct ammo for your armament.



(Right) As you charge up the landscape you must spray your enemy with instant death. Some throw grenades, so it's best not to get too close.



(Left) Soldiers aren't your only problem. Enemy vehicles also charge at you, firing their guns in all directions. A few hand grenades should put stop to their pranks.



Each mission comes with a briefing on your location, your enemy and the target person that you must rescue. The thing that really matters to you, though, is that luvly dosh.

(Below) Your mercenary has only three lives. If hit, he will twist round in a fit of agony, before finally spewing his guts all over the ground.

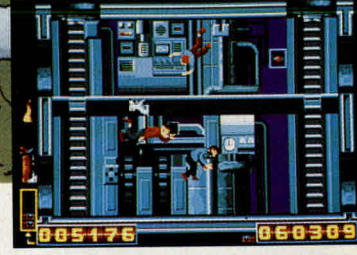
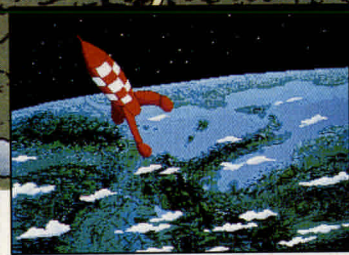
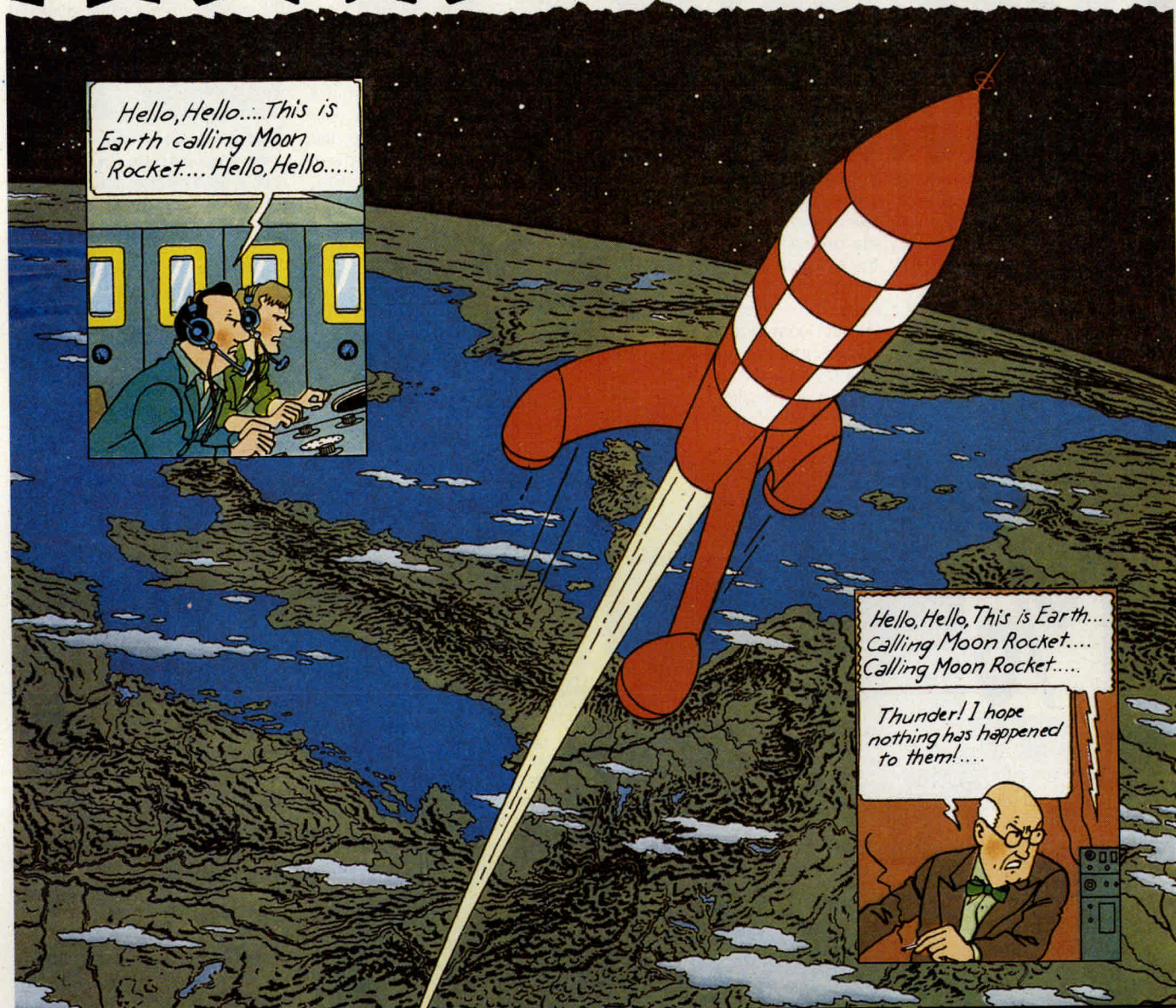


(Above) Eventually, your target person will appear, ready for their rescue and freedom. Once you have saved the person you will be awarded with revenge money.

OVERALL RATING

58%

TINTIN ON THE MOON



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the

world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which isn't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!



Available on : **AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C 64, IBM PC.**

INFOGRAAMES



Mitre House - Abbey Road - Enfield Middsx - EN2 RQ - Tel. (01) 36.40.123

WICKED £9.99

DRAGONScape

Dragonscape is a 64-way-scrolling shoot'em-up, where you control a man flying a dragon around the magical land of Tuvania. The balance between good and evil has been disrupted in Tuvania by the evil King of Kaos, who has used forty magical artifacts, such as drills and walkmans, to hold all the inhabitants at bay. What you and your dragon must do, is find the

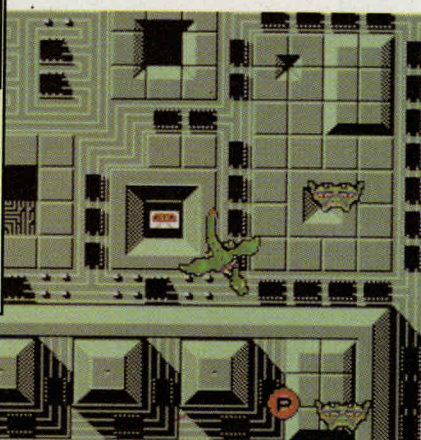
corresponding parts to each of the magical artifacts, and then put them together to deactivate the device. However, minions of the evil King of Kaos are rife and will drain your energy whenever they can. Pressing fire will instruct your dragon to use his fiery breath on the oncoming enemies, but don't use this weapon too hastily, for this will also drain your energy by a

certain degree.

There are four different stages which make up Tuvania, with eight magical artifacts on each. And all the artifacts must be matched with its correct part before you can advance to the next stage. Your energy is shown as a dragon on the right-hand side of the screen, and as your energy gets gradually lower, the dragon's flesh will disappear, leaving only his skeleton. Special power pods can be found from time to time, and when contact is made with these, any energy that you have lost will be replenished. But make sure you don't shoot it by accident, because it can be destroyed. Speed can be altered by pushing and holding the joystick in the direction you wish to go, but caution must be taken,

**OVERALL
RATING**

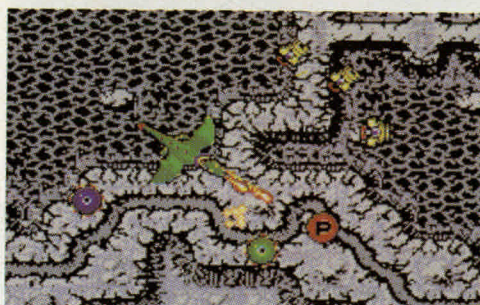
51%



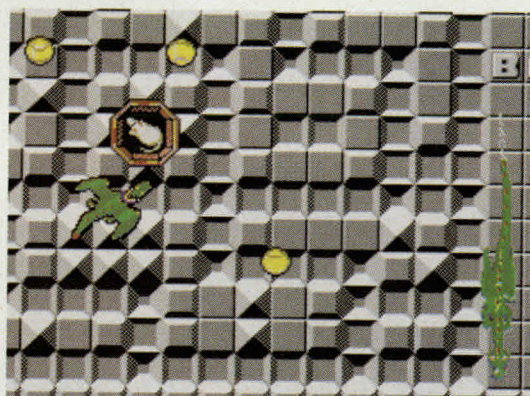
(Left) Scattered around the landscape, are the various bits and pieces that you need to combine to make the magical artifacts. Press space as you pass above them to pick the object up.



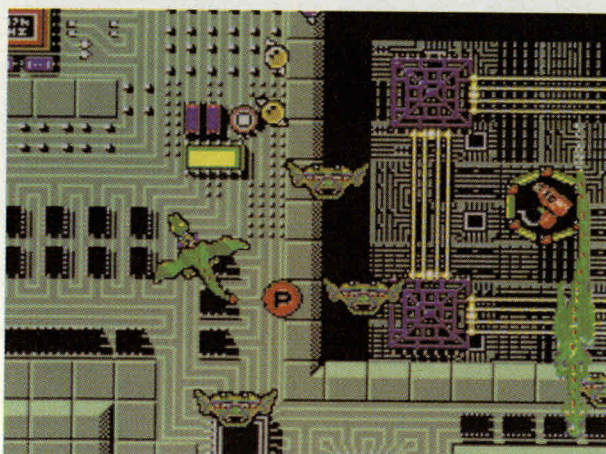
(Below) You've found one of the magical artifacts left by the King of Kaos. Now you are to find the piece that matches it.



(Left) A group of the evil King's aliens track you down and home in for the kill. But with a quick burst of fire, you soon dispose of them.



(Below) The skeleton on the right-hand side of the screen is looking slightly worse for wear. And if you don't watch out, you'll be breathing your last breath.



(Below) A power pod floats past, and you must stop whatever you're doing to catch up with it. The longer you stay in contact with the pod, the more energy you'll get back.



or you may run straight into the clutches of some of Kaos's monsters. So go forth, complete your task, and save Tuvania and its people from certain doom at the hand of the King of Kaos.

DOUG

64-way-scrolling is quite an impressive thing, but it's a shame the game isn't. Although *Dragonscape* doesn't look too bad, I found the gameplay very dreary and boring, with nothing happening to make me interested. All the levels are basically the same, with different aliens and backdrops that seem to do the same thing as on the last level. If you've got a spare tenner, it might be worth a try, but I doubt it.

STEVE

When a game boasts 64-way-scrolling as its main asset, it doesn't exactly make the game sound riveting! Still, for its budget price, *Dragonscape* isn't that bad - it's just decidedly average, that's all! The graphics are adequate, as are the backdrops, but the scrolling can get really confusing and hard on the eyes after a while. Personally, I would rather save the money for something with a little more gloss and playability.

SOUND

Quite nice sound, with a few good sound effects. But nothing really memorable to keep you listening.

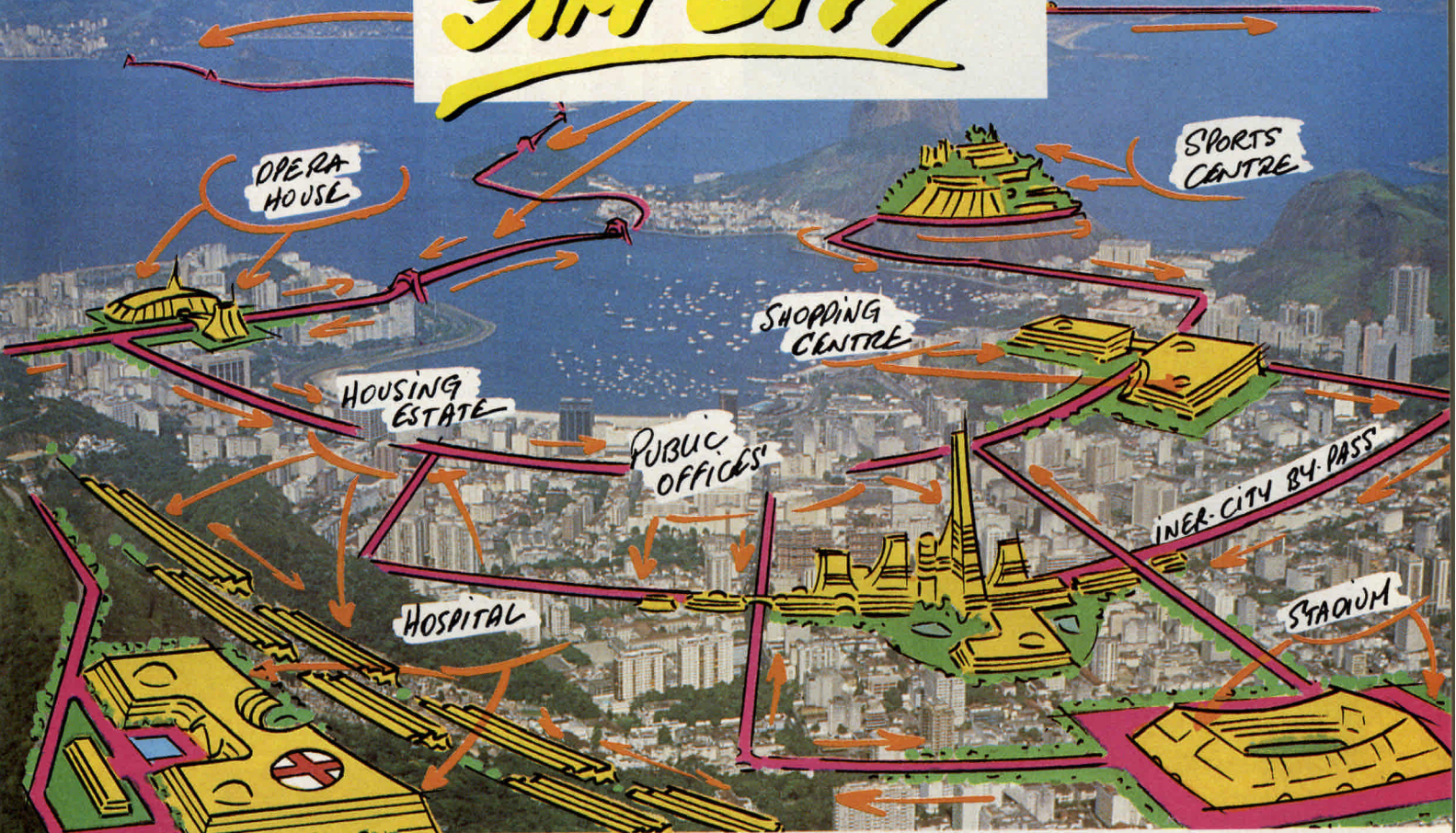
50%

GRAPHICS

Average graphics, but a bit repetitive. The 64-way-scrolling is certainly impressive, but it's more than just scrolling that makes a game.

47%

SIM CITY



On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.



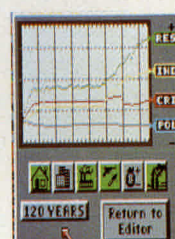
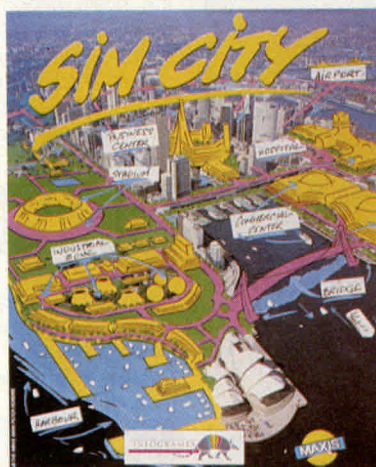
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appear. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



SIM CITY

What you should know about the game of the year.



time. Every decision instantly influences the life of your town.

In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.



Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

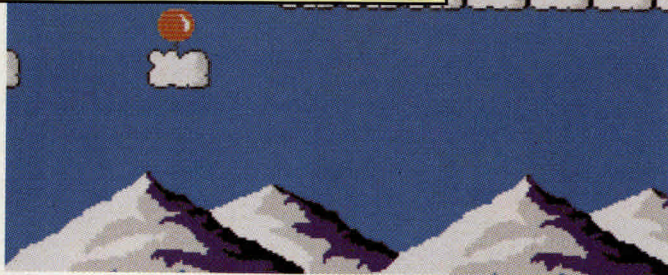


INFOGRAAMES

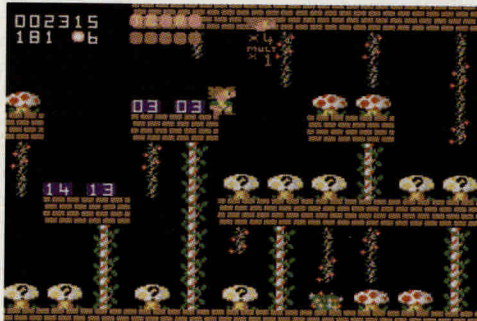


OVERALL RATING

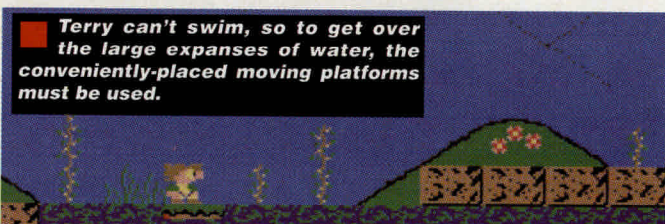
56%



As Terry runs along the scrolling landscape, bonus points are gained by collecting the red and white mushrooms that adorn the area. Any extra points are then added onto Terry's score at the end of each stage.



Terry's journeys take him underground and along the surface. If Terry can gain entrance to the caves, up to fifty bonus mushrooms can be collected.

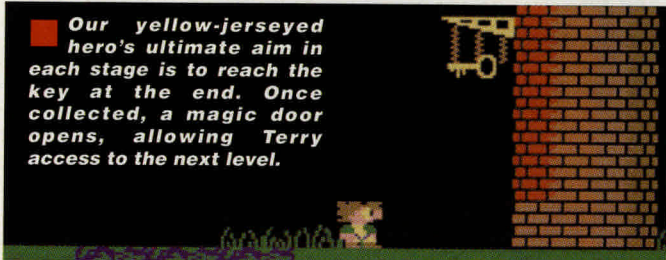


Terry can't swim, so to get over the large expanses of water, the conveniently-placed moving platforms must be used.

Now and then, killing one of the creatures releases a lettered icon. One type of icon spells out Terry's name, and surrounds him with a protective bubble for a limited period; the others spell EXTRA, and grant you with an extra life.



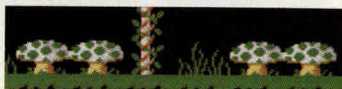
Our yellow-jerseyed hero's ultimate aim in each stage is to reach the key at the end. Once collected, a magic door opens, allowing Terry access to the next level.



In between levels, Terry is given the chance to grab as many bonus-giving mushrooms as possible within a strict time-limit. Extra time can be gained during the main game.



Whatever Terry does, he must not touch the green mushrooms: these are deadly, and kill Terry instantly.



SHADES £14.95

TERRY'S BIG ADVENTURE

Terry's Big Adventure is a platform game in the style of Nintendo's Super Mario Brothers and the now-banned Great Giana Sisters. Terry has been told to go and see his gran who lives just past the forest, so he sets off on his long walk. However, unbeknown to Terry, the forest has recently fallen under the spell of an evil magician who has turned all the once-friendly animals into blood-crazes mutants who eat visitors.

Terry's travels will take him across twelve horizontally-scrolling levels, each inhabited by a strange assortment of deadly creatures. Terry is controlled via the joystick, and can run and jump or fire one of his two weapons. Initially, Terry is armed with a yo-yo, which shoots out to kill the nearest enemy whenever the firebutton is pressed. However, for the tougher adversaries that occupy the later stages, Terry also carries a limited supply of stones which are accessed by pressing the space bar. Our little hero begins his big adventure with five lives at his disposal, but these will soon be eaten up by the dangerous landscape and hostile creatures. Terry will be killed instantly if he touches anything hazardous - whether it is moving, or part of the landscape - and death results in Terry being sent back a few screens. As Terry runs across the levels, bonus points can be collected in the form of the red and white mushrooms that are dotted throughout the stages. The extra points are then added at the end of the level.

DOUG

Basically, Terry's Big Adventure is a very poor clone of Great Giana Sisters, with most of the playability gone. The graphics are very blocky, and the colour hasn't been used very well. The game is very repetitive and I found it very tedious while still on my first go. If Great Giana Sisters was still on the market, I wouldn't recommend this game, but considering it's not, it's may just be worth a look.

STEVE

Graphically crude and sparse, Terry's Big Adventure doesn't look up to much. However, behind this rough exterior hides a playable little game which is, in fact, a lot better than it looks. The platform action is very similar to that of Super Mario Bros and Great Giana Sisters, but it plays considerably slower. Basically, although Terry's Big Adventure is rough around the edges, it plays fairly well, and is generally worth the almost-budget asking price.

GRAPHICS

Very small, poorly animated sprites wobble over colourful, if basic, backdrops, and are generally disappointing.

41%

SOUND

A short, repetitive ditty accompanies the game, but suits the simplistic action quite well. Spot effects aren't brilliant, but they serve their purpose.

50%

OKAY TENNIS ACE

NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

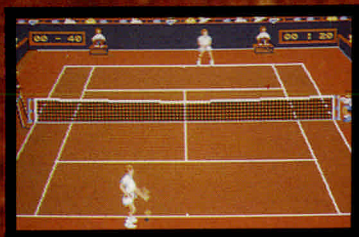
Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64th amongst the best tennis players in the world.

Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open.

Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



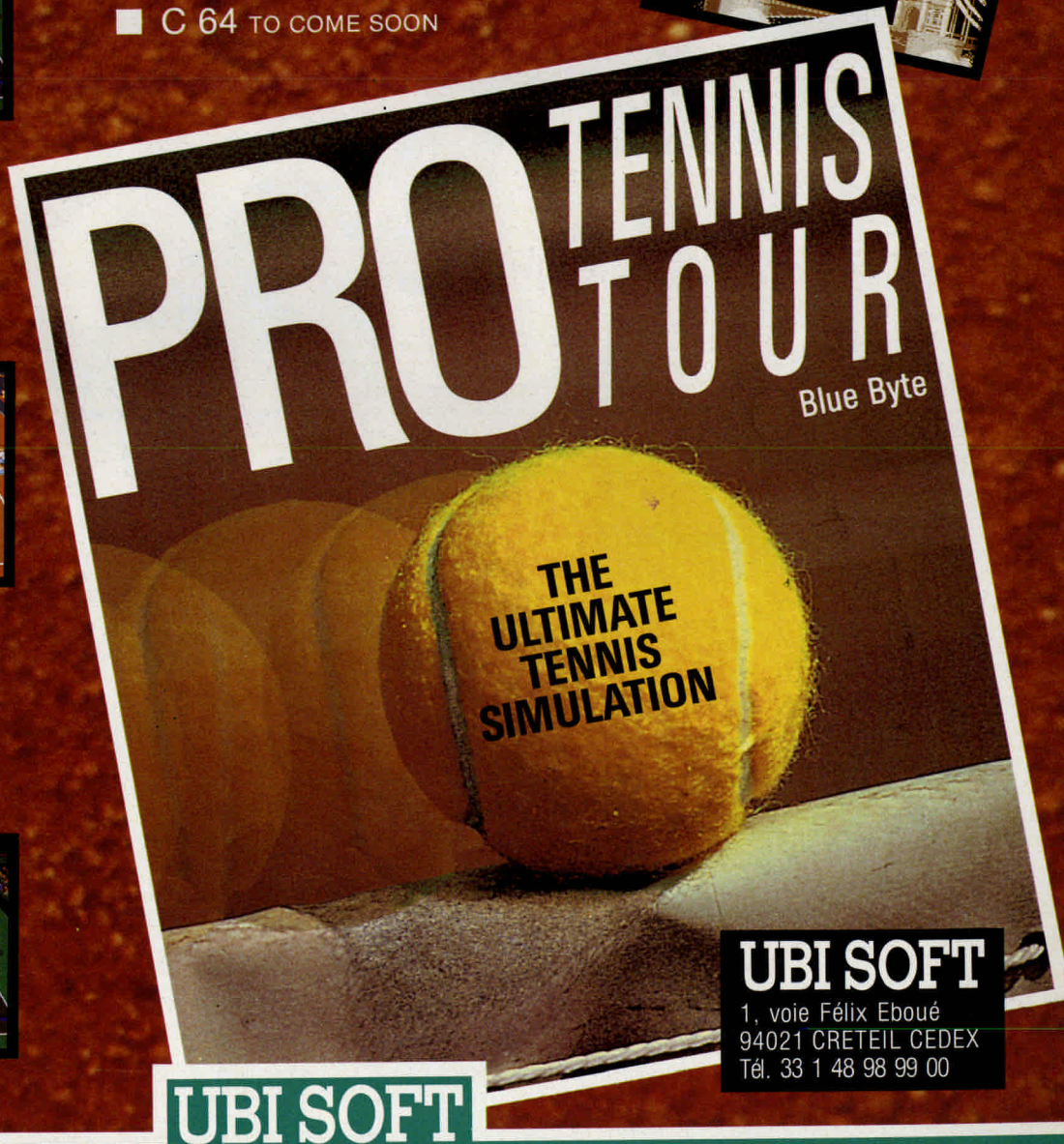
Warm up on one of six practice programs containing three levels of increasing difficulty. **Put away shots** like a Pro! **Master** back-hand volleys, passing shots, and other winning tennis strokes.



Rush the net with confidence, knowing you can strategically place your next return. **Feel the excitement** build as you challenge your next opponent and **make your way to the top!**



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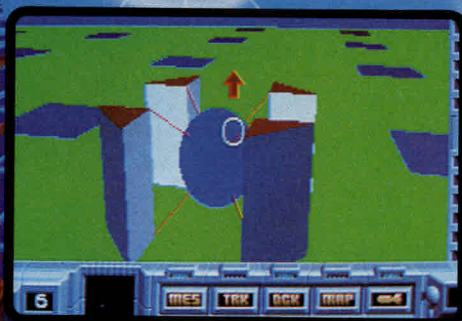
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As a rogue dreamer, you
have to enter the mainframe
and direct your partner to the
track itself – the minds of
every future generation will
be trusting to your skill
and intellect.



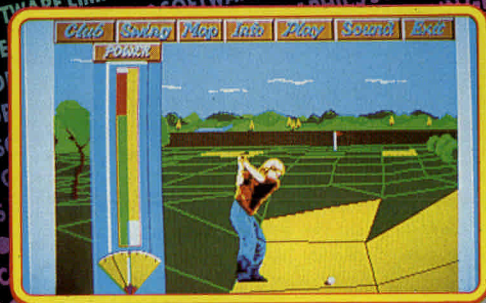
Screenshots from ST version



Atari ST, Amiga, IBM PC and compatibles.

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ULTIMATE GOLF

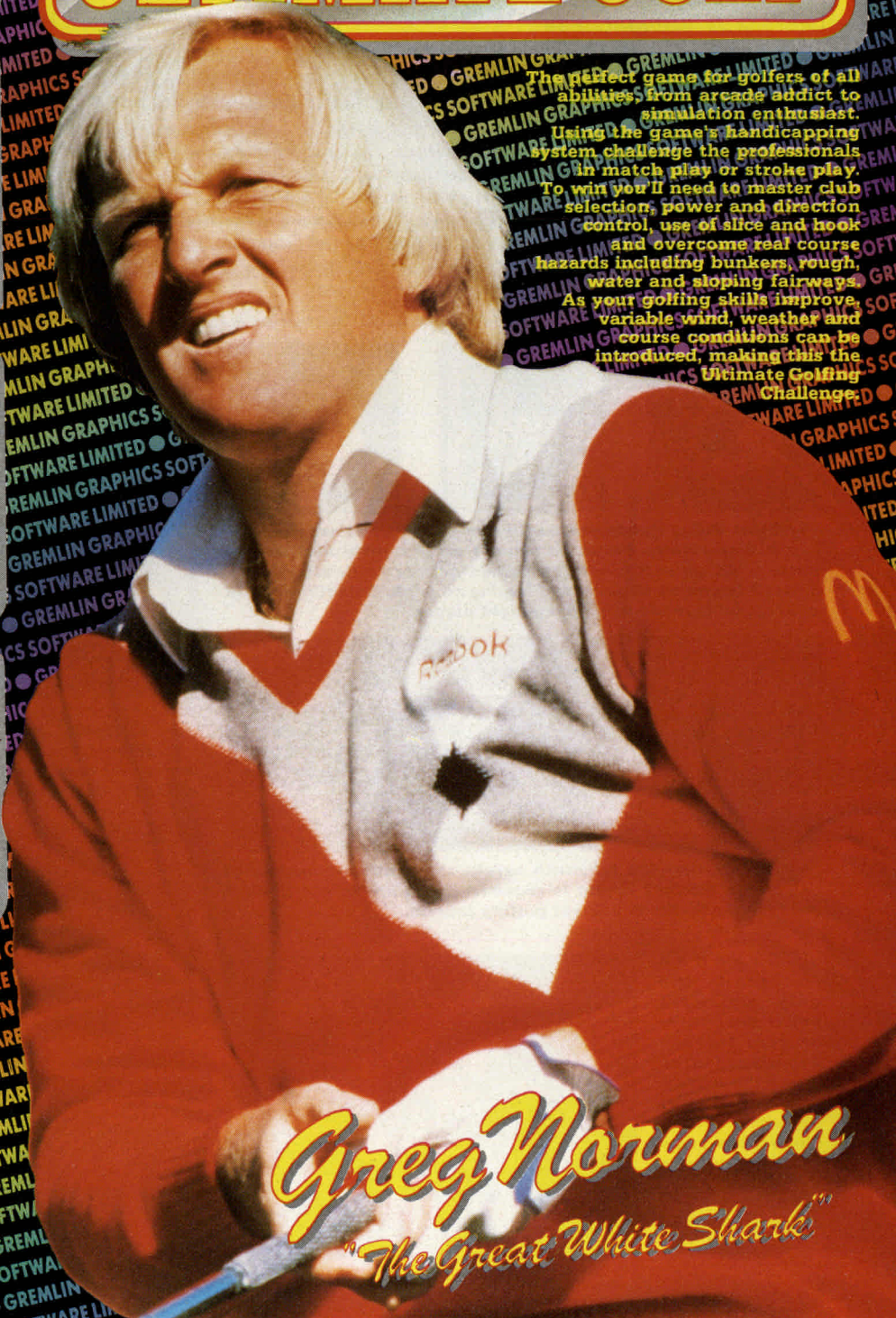


Screen shots from various formats.

ATARI ST, CBM AMIGA, IBM PC	£24.99
CBM 64/128	£14.99
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UBISOFT £24.95

PUFFY'S SAGA

Puffy and Pufyn are two, extremely cute, little Roundheads. No limbs - just

STEVE

Puffy's Saga is an excellent variation on the Gauntlet theme. The graphics are cute and well drawn, and the range of baddies that the lovable two come across is brilliant. The game really comes to life in two-player mode, and trying to get through some of the levels can be really tough. I would have liked to have seen a 'continue play' option, as the game is very difficult, but, all the same, Puffy's Saga is still worth a gander.

heads. Not very versatile you may think, but Puffy and Pufyn are excellent bouncers, as well being armed with laser guns. They have decided to take on the evil sorcerer, who has created a dangerous maze, which is full of traps and nasty creatures.

Together, they must bounce their way through the many levels of the maze, avoiding nasty ghosts and health-sapping blobs. Food has also been

SOUND

The sampled sound effects are very cute indeed. From the "Yum!", when eating food, to the, "Ooow!", when Puffy or Pufyn step on a floor spike.

78%

GRAPHICS

Bright and attractive graphics make Puffy's Saga a worthy Gauntlet clone. The scrolling on the maze is very smooth and the overall presentation is very nice.

72%

WHITEY

Although basically a Gauntlet clone, Puffy's Saga is an excellent game. The game plays very well indeed, especially with the inclusion of the simultaneous two-player mode. The graphics are both bright and colourful, and sound has also been used well. Even if you already have Gauntlet, and would like a new twist on this genre, then you could do a lot worse than to buy Puffy's saga.

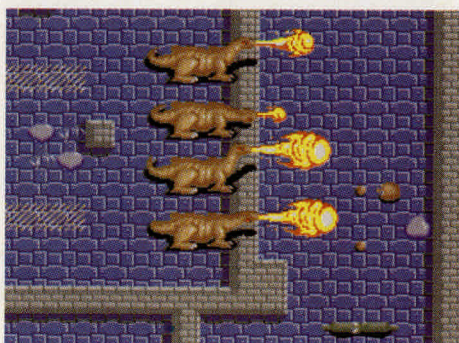


■ *Meet Puffy, Pufyn and Death himself. Puffy is excellent at killing, while Pufyn can move very swiftly across the mazes. As your Roundhead draws nearer to death, Death himself becomes happier and begins to wink. Selection of the characters is made using a highlight cursor.*



■ *Negotiating the labyrinth safely can prove impossible at times. Perfect timing is required if you are to get through the laser force-fields without getting zapped.*

■ *Dragons aren't the only monsters you'll encounter on your travels. Dinosaurs also grace the mazes, and spit out deadly fireballs should you stray too close. As with dragons, dinosaurs are also invincible.*



■ *The maze levels are full of nasty monsters, including dragons who fly around in groups of two or more. It's no use shooting at these monsters, though, because they are immune to your firepower.*

■ *(Below) There are many varied objects scattered around the maze. Some will help, others will hinder. Here we see a ring, and score pellets.*



OVERALL RATING

77%

■ *This is what you're up against. Ghosts can be dealt with pretty efficiently, but acid pools cannot be destroyed and will sap your health should they touch you.*

BLADE WARRIOR



The beast was present in
the land and from tower
to tower the sorcerers
voice called upon him.
As night encroached and
set the sun to flight,
so his legions made ready
to conceal the tablets
that would see daylight
banished forever.



So, as the same last
bloody light drained
from east to west, the
paladin came forth, ready
to do battle against the
legions of the night,
using all his might and
skill in this tale of
swords and sorcery.



Screenshots from Amiga version



Atari ST, Amiga, IBM
PC and compatibles.

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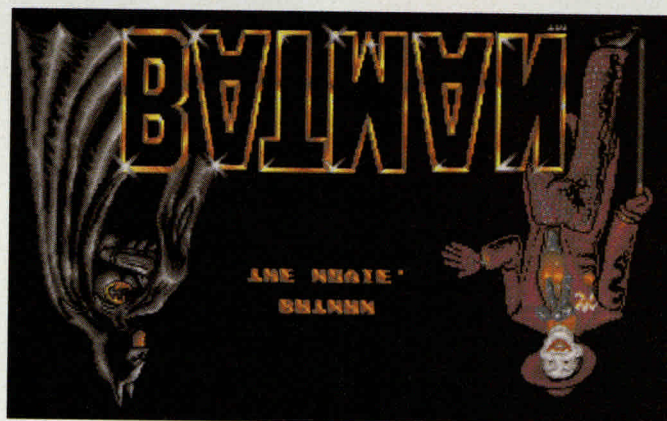


GIVING THE GAME AWAY

A LOAD OF OLD TIPS!

A lot of you have been writing in asking for a few of the older tips to be printed. In response to your pleas, we are proud to unveil our tippette corner. If you have found a cheat mode for a game, don't hesitate to send it in - it may win you a game of your choice.

Don't forget to send in your cheats and tips, new or old. Send them to: Doug Johns, Amiga Action, Latham House, Chichester, West Sussex, PO19 2NY. And don't forget we do offer a prize for the best tips sent in each month!

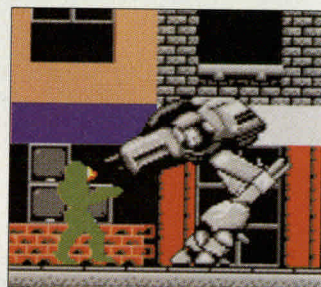


BATMAN - OCEAN

Living up to the reputation of the caped crusader can be quite a chore, so here's a little cheat to help the Dark Knight in completing his quest. On the title screen type in the word "JAMMM", and then if the cheat has been entered correctly the screen will then flip upside down to signify it has worked. Now just pause the game and wait for it to advance to the next level. Ta to Gary Stanley, from Brighton for that..

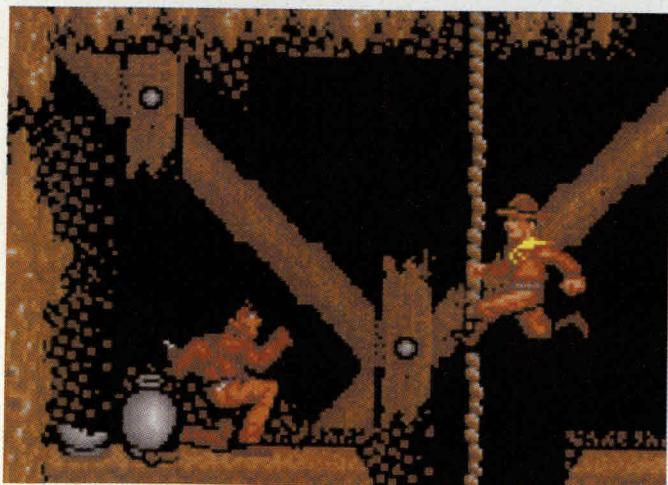
ROBOCOP - OCEAN

If you've been having a few problems restoring law and order to detroit, in this average shoot'em-up, then here's your solution. Pause the game, and type "BEST KEPT SECRET" (with spaces). Now you have infinite shields.



THE LAST CRUSADE

Questing for the holy grail isn't as easy as it sounds, so while on the title screen, type in the word "JIEHOVA" to activate the built in cheat mode. All you have to do now, is press "L" to go to the next level, or press 1 and 2 to go back and forth through the different stages of the level.

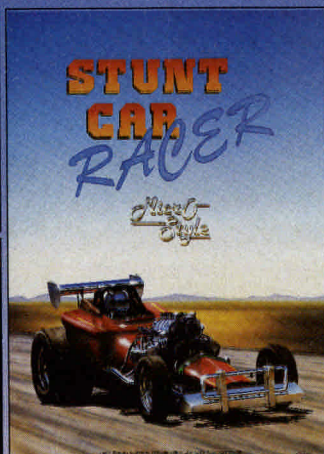
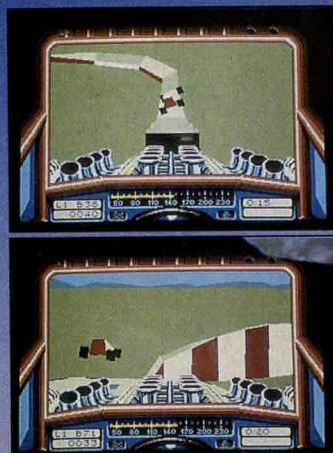


HAWKEYE - THALAMUS

This platform romp can prove extremely tricky, but a number of you have found this useful tip. Play the game and pause it. Now if you were to press delete, you will find when you die you'll be warped to the next level at the end of the game. and 2 to go back and forth through the different stages of the level.

"THE ULTIMATE DRIVING EXPERIENCE"

C & VG



STUNT CAR RACER

"The tracks are superbly designed starting with a fairly straightforward but lumpy oval and progressing to such delights complete with massive (& I mean MASSIVE) jump & roller coaster track which has enough hills to turn the stomach of the hardest drivers." – C & VG

"Quite simply Stunt Car is the best racing game yet seen on a home computer – check it out." – C & VG

"Stunt Car is utterly brilliant and offers adrenaline pumping gut wrenching high speed action that will keep you engrossed for months – C & VG

"An action packed game that had us on the edge of our seats." – TGM

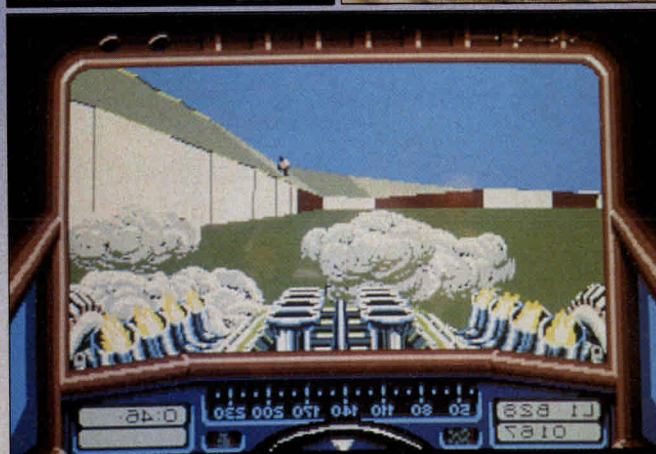
RVF

The motor bike simulator of the Honda 750 RVF. Race on Clubman and world famous tracks.

"A near perfect blend of simulation & action" – ACE

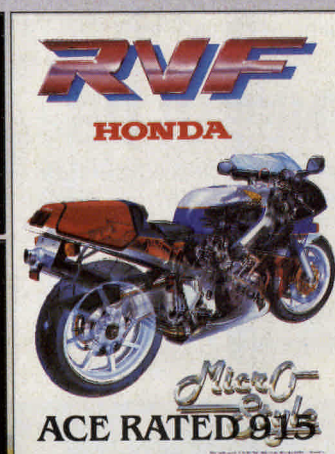
"Amazing graphics" – CU

"If this, as MicroProse maintain is the shape of the Amiga games to come then everybody should buy an Amiga now" – CU



93% TGM

93% C & V



Games for Adults

MicroStyle

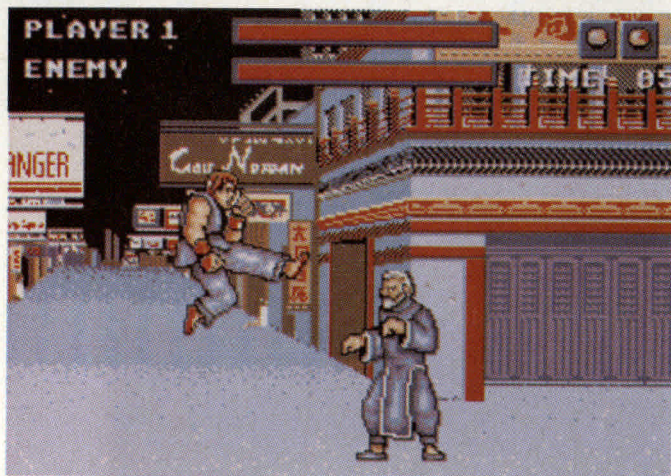
A DIVISION OF MICROPROSE SOFTWARE

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stein

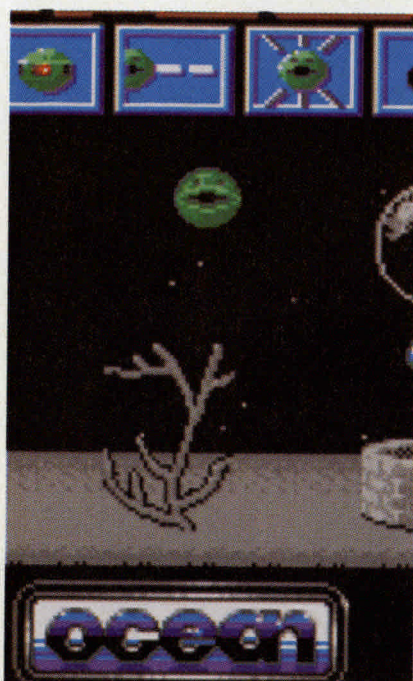
STREET FIGHTER

This beat'em-up has been released as a budget title, so this cheat may come in useful for all you useless combatants out there. Simply type STREET CHEAT whilst on the title screen, and press help to skip to the next level.



OCEANS WIZ BALL

God, this tip is almost as old as I am! Pause the game and type RAINBOW. Now, whenever you want a cauldron filled, just press the C key. Perhaps next month we can print a cheat for the original arcade version of space invaders!



XYBOTS DOMARK

A simple little cheat for this game. Just type in "ALF" on the high score table and now when you play the game you will have infinite lives.

FORGOTTEN WORLDS

Not the easiest of games, so here is a small level skip cheat. Enter the word ARC on the title screen, and press N to advance to the next stage, or S to go straight into the shop.



NEBULUS

Another oldie-but-goldie! On the title screen, type HELLOIAMJMP (without spaces). You can now advance towers using the F keys, and you'll also have infinite lives.



BEACH VOLLEY

I reckon anyone who bought this game is going to need a cheat to even get off the first level - it's just so hard! So, Amiga Action to the rescue, here it is. Anywhere during the game type in the words DADDY BRACEY and now when you press F1 you can skip to the next level. Cheers very muchly to Gavin Wainwright of Devon for that.

DOMINATOR

For all you people out there who had the misfortune to buy System 3's ghastly shoot'em-up, Dominator, and are having some trouble getting anywhere, thanks to Jamie Blor of Portsmouth, you can now get a little bit further with this infinite lives cheat. Get to the high score table and then type in the word "SHAFT". That's it.



DOGS OF WAR

Doing over the worlds various terrorist groups can be a trial at times, but thanks to Dan Shires of York, here's the answer to your pleas. At the start of the game type in the word TIMBO, and now when you press F5 you will be indestructable.



• NORTH & SOUTH •



CHAAARGE !!! Dive into the hilarious world of the Belgium comic book "LES TUNIKES BLEUES" (CAUVIN & LAMBIL). For one or two players, you are either Yankee or Confederate, so re-creating the true atmosphere of the American Civil War.

NORTH & SOUTH, an original, explosive cocktail of strategy and arcade. Surround your enemy using the strategic map of the American East Coast. Crush them on the super arcade battle field. Send your best men to stop the gold-filled trains, and then rush the forts to free the enemy occupied towns. NORTH & SOUTH, a game filled with options. Start the game from a

choice of four different years, three levels of difficulty and a special disaster mode which includes violent storms stopping all movement of troops, re-inforcements arriving from Europe, and not forgetting the Indians and Mexicans whose only pleasure in life is attacking you!

If that wasn't enough to wet your appetite, you can also choose between a "strategy-only" game and an "strategy-arcade game", and with the superb 2 players version that has to be played to be believed, it only leaves us to give the order "To your sabres!!"



LES TUNIKES BLEUES ©
CAUVIN-LAMBIL. DUPUIS.

Available on AMIGA, ATARI ST 2 DISKS, PC compatibles 2 DISKS.

INFOGRAMES

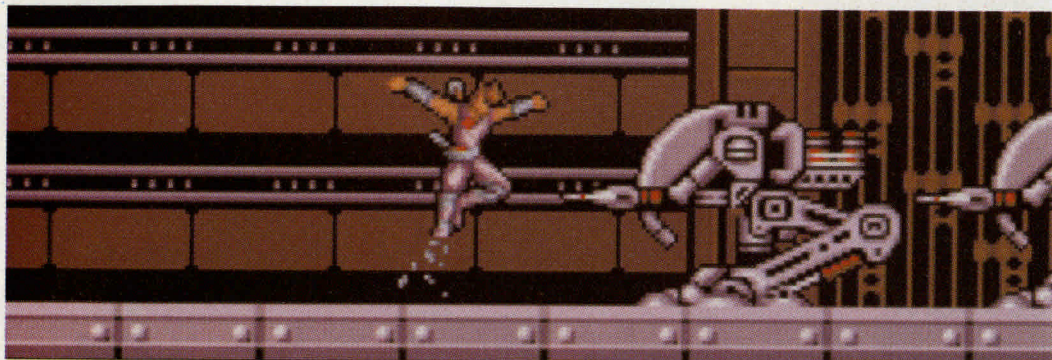


GTGA: STRIDER

Continuing on from last month's handy tips on Strider, here are the next three fun-packed levels that are contained

in the game and will lead you on the path to victory. There isn't that much to say about the fourth and fifth levels,

but there are a couple of new nasties in them that you will not have come across in the latter levels.



PLAYERS GUIDE STRIDER

LEVEL 3

Venturing through prehistoric jungles is the background setting of level three. Carnivorous fish will be the first monsters on the menu, and these little nasties will hurl themselves out of the very water itself and attempt to bite you, but a quick flash will dispose of them. Continuing forward, you soon come across the natives of this somewhat nasty place,

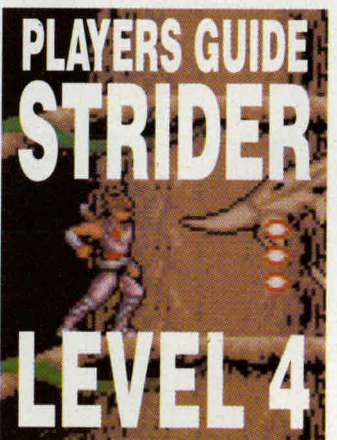


Amazon-type women who will accurately throw boomerangs at you. Slide along the floor to both dodge the oncoming boomerangs and kill the natives themselves. A little further on and you will encounter a couple of

fearsome dinosaurs; to dispose of these obstacles let them advance towards you, and then, when they turn around, lash out at their backs with your sword to make short work of them. Lastly in level three is the mechanical



dinosaur. The dinosaur will follow a basic pattern of jumping forward, firing and then jumping back to his original position. While he does this, watch carefully and remember how far forward he comes and how far his bullets reach. Now jump up onto the platform above you, and when the dinosaur comes forward again, slice and dice him with your trusty sword; if he fires at you, simply back off to the point where the bullets stop and then return and hit him - easy as pie.



Most of the enemies that you will encounter on the flying Battleship Ballog (level four) you will have already encountered on previous





levels and know how to rid yourself of them. But there are two major opponents that you will not have seen; the first of these is the gravity ball. As you drop into this enemy's chamber you will start to spin around the ball and, as you do so, just chop at it with your sword to destroy it. The second new nasty is the Captain of the Star destroyer, but no hassle will be received from him if you approach him slowly, and repeatedly slash at him with your sword.

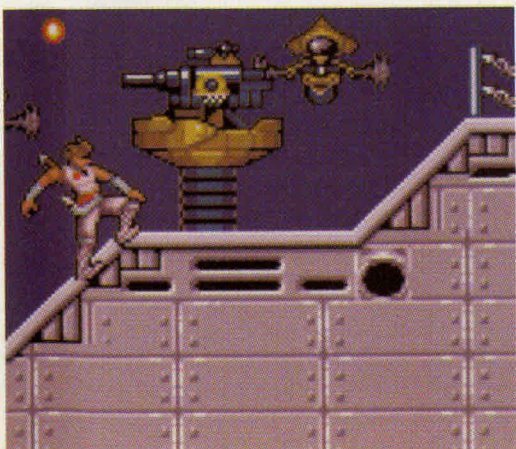
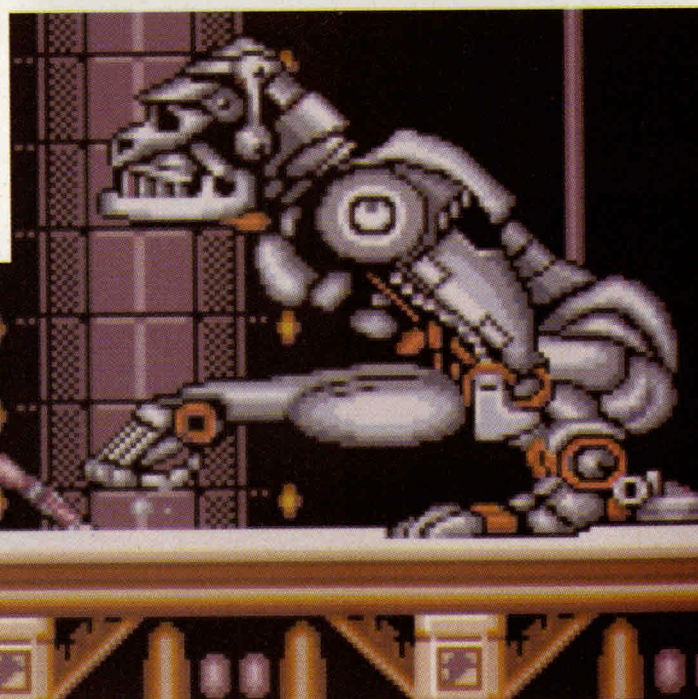
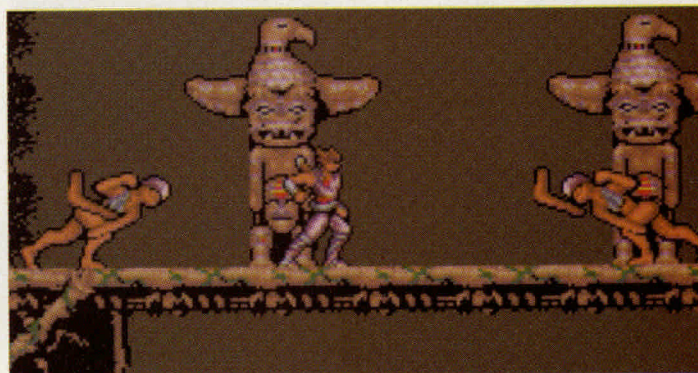
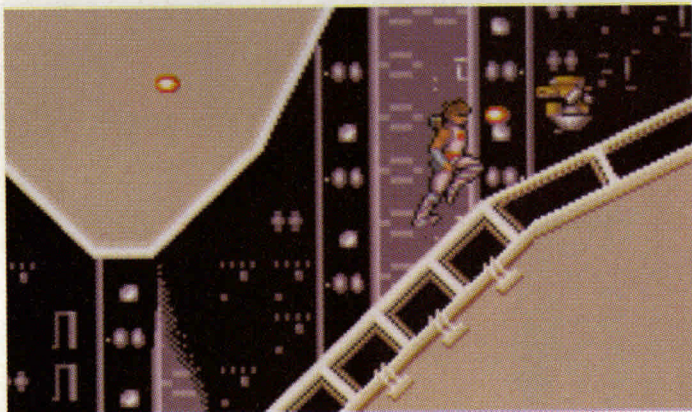
PLAYERS GUIDE STRIDER LEVEL 5

The sort of last and final level. All of the enemies have been met before so there is nothing

really to say about this level, although, when you encounter and kill the gravity ball make sure you fall down the right-hand side of the screen or, unfortunately, you will fall into oblivion. After this level is completed you will be pleased and relieved to know



you have to do it all again, hurry!



GTGA: TIMES OF LORE PLAYERS GUIDE

We don't hang around down here, and even though *Times of Lore* is only reviewed in this issue, working non stop we've managed to complete the game and supply you with the solution for any of you out there who are stuck in some way or another. Before we get to the solution though, remember to save the game regularly to save you having to do things all over again if you make a mistake.

You start at the Frothing Sloss tavern in Eralan. Take the stairs to the bar below and walk around until you find the Prior (a man dressed in a monk's habit). Upon locating him, hang around until he tells how, two weeks ago, a

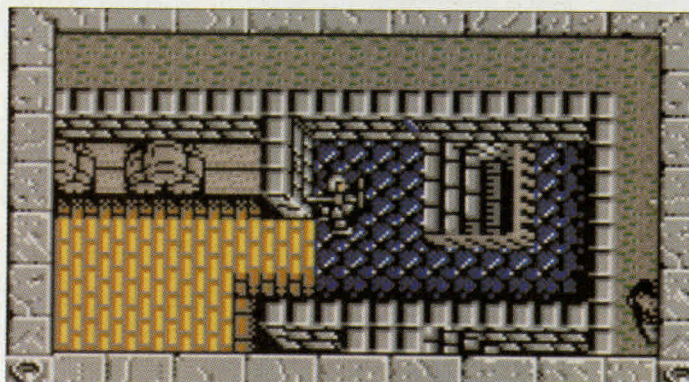
Prior. Offer the urn to the Prior, who will then give you a rather large sum of money and the start to your next mission with the Regent.

The Regent lives in the big Castle in Eralan, so make your way to his throne and to be



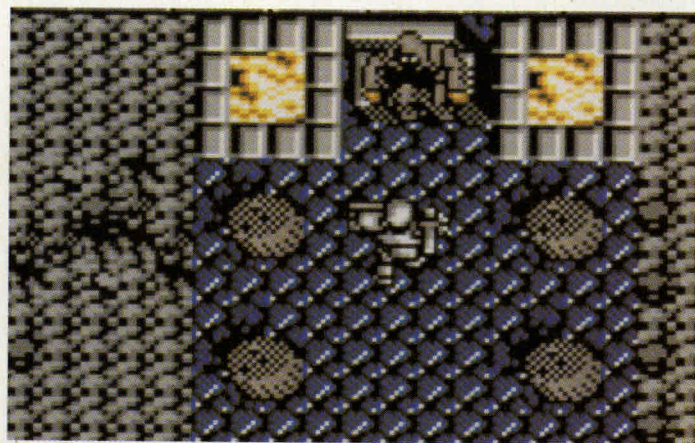
caravan bearing the precious Foretelling Stones was raided by brigands in the Dark Forest to the north. He asks you to seek out these thieves and retrieve the Fortelling Stones. Answer yes, and then make your way to the Dark Forest using the path shown on your map. A short way along the trail you will meet a woodsman; if you talk to him he will mention about some orcs; ask about the orcs and then about their camp find out the location of it (through the bushes above the pool on the map), but before you go rushing off, pop inside the woodman's house and take a dagger that is by his bed. Once the bushy trail is found, make your way through until you come to the orcs' camp. The orcs won't think twice about killing you, so make sure you get the first blood. The blue orc leader will be carrying an urn with the Foretelling Stones in, and once he is killed and you have the urn, you can get back to Eralan, and to the

briefed on your next task. The Regent says that he is Dariel, Steward of the Kingdom. Unfortunately, the evil southern Warden, Heidric, has taken the Tablet of Truth with which he intends to seize the kingdom, and rule as he sees fit. Can I trust you to recover the Tablet and return it to me? Tell Dariel that you will and then make your way to Ganestor to where Heidric's castle is, but go via Treela. During the day hours in the inn at Treela you will be able to buy some Magical boots of quickness from a man at the bar to help speed up the game. Once you've



arrived at Ganestor, enter the inn and acquire some lodgings (both saving the game and making sure the right people are around). When you make your way in to the bar, talk to all the people and one will tell you about a secret way into the Warden's castle; then ask him about the secret way to find out it's a tunnel. If you now ask the innkeeper about the tunnel he will confess to it being in his cellar. Go down to the cellar (and into the top right-hand corner) and bump the blue lever on the wall to reveal the tunnel itself. Enter the tunnel

up to the next floor and take them: this is the level holding the Tablet of Truth, but first a guard will have to be overcome. You must not kill or attack the guard, but make him follow you to a large open space (situated in the lower right-hand portion of this floor) and simply out-manoeuvre him, then make your way back (making sure the guard does not disappear off the end of the screen, or he will appear back at his post) to the Tablet of Truth and take it. Now make your way back to the Regent and give him the Tablet for another large some



and you will now be in the castle. Find the stairs leading

of money.

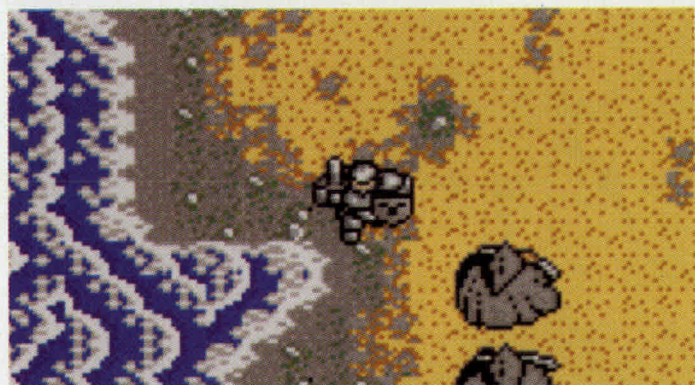
To cut a long story short, and to save you a lot of unnecessary running about, from the Regent make your way down to Lankwell, and buy the magical axe from a house in the north-western part of the village, and then go to the bridge shown on the map just south-east of Lankwell, and just past that, if you follow the path, you will come to a house. This is the house of the Black Asp, an



ex-assassin. He tells you how he was once hired by Lord Dariel to kill a cruel and unjust Lord. He shot his target with an arrow, but when he inspected the body he saw to his dismay that it was King Valwyn. The Black Asp then passes you a confession to give to the, not-so-cruel Heidric. Leaving the Black Asp you must now go back to the southern Warden himself (still using the secret tunnel),

ask him about sneaking, and then after he's told you he's going to kill you, beat the hell out of him. Once the guard is dead you will find a note where he'd once been; pick it up and take it to the Warden.

Just to keep things going, the Warden's son has now been kidnapped while visiting Hampton. Make your way to Hampton and visit the various houses and talk to the Duke about a crime he has seen, to find out about the whereabouts of the kidnappers hideout (to the east of Hampton). Head eastward, and when the base is found, go in and kill anything that moves, and in the remains of one of the guards you will find a green key; you will also find a green scroll on a table; take this, it is

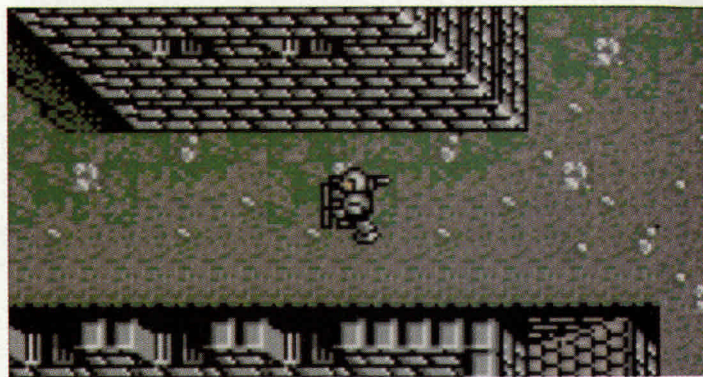


and once there, give him the confession.

A problem still has to be dealt with though! Heidric suspects that there's one of Dariel's spies within the castle walls, and he asks if you can track him down and bring him to justice. Find Barton at the inn and ask to find out if someone has been seen outside the castle at night. The boring task of hanging around outside the castle gates all day until evening has now to be achieved, but as soon as evening arrives the culprit, who is one of the guards, will emerge. Run up to him and

the scroll of transportation. Go upstairs, release the prince, and get your next piece of info. The prince tells you of an order of dark clerics that must be overthrown; go to the tower of the Archmage, Irial, across the bridge north of the Enchanted forest for guidance.

You eventually get to the Archmage, who says that before he will help you you must first perform a task to prove yourself worthy. An evil Lyche infests the desert ruins, search out his destruction and kill him. The Lyches bane can be bought from a monk in

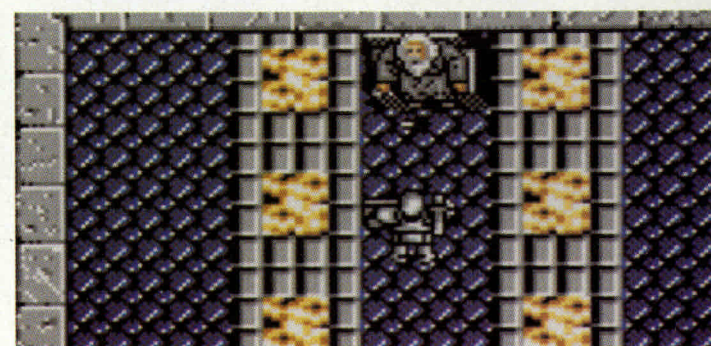
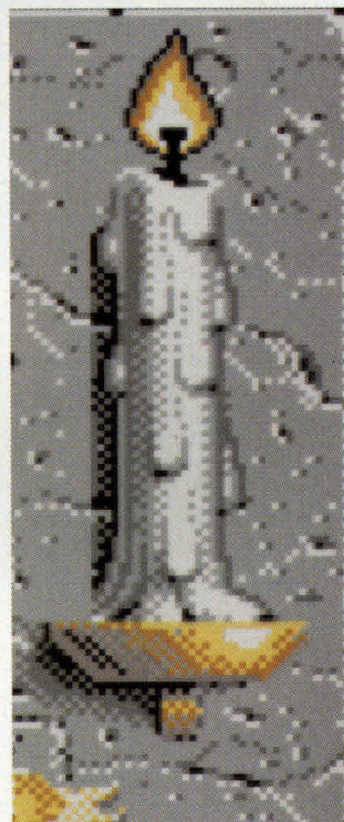


Rhyder, who will sell you a vial for 25 gold pieces that contains holy water. Find the desert ruins and make your way in (working out the various floor switches), and destroy the evil Lyche by throwing (using) the holy water on him. A brown potion will be left on his throne, but this has no great importance in the game. With this done you can now pop back to the Archmage and get his help.

The grey clerics in the mountain Temple of Angor, lead by the Grey Abbot, have gained the use of the royal Medallion of Power. The Grey Abbot has imprisoned the Archmage in his tower, and Irial can not leave until the Grey Abbot is dead. The order must be stopped and the Medallion regained, but before you can open the temple you will need the sacred Chime of Opening that may be found in the Blasted Spot. Irial then gives you the key to the dungeon in the Blasted Spot so that you can enter.

After entering, you will find that this dungeon is very similar to the Lyches, but eventually, after a bit of trial and error, you will find the Chime and be on the way to the Temple of Angor. Kill any clerics wandering around outside the Temple, and as soon as you reach the door use the Chime to gain entrance. The Grey Abbot himself sits on this floor of the

Temple, so without hanging around, find the stairs (top left) and go to the next level. Examine the bed on this floor and you will find a sphere, this object will lead to the destruction of the Grey Abbot. Go back downstairs and rush up to the Abbot and throw (use) the sphere at him (don't take too long or he will kill you with a spell) to kill him. The royal Medallion of Power is now left in front of you, pick it up, and you've beaten the game.



DRAKKHEN



You leave at night. The stars guide your steps.
Magic is going to die.
Faces and bodies are transforming.

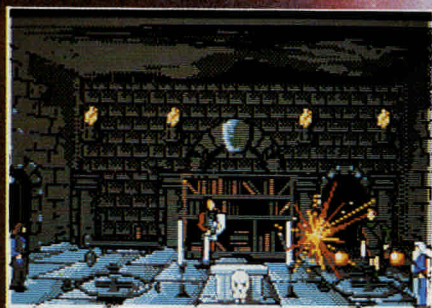
The island spreads its evil irremediably.
Soon, the old world will disappear.
You must prevent the prophecy
before it is fulfilled.

Magic, it is the life of our world.
The Emperor has told you :
"If you fail, don't come back !"

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TAKE FIVE MUSICIANS...

With the odd exception, computer musicians are the unsung heroes who put the boppy tunes behind all of your favourite games.

Steve Merrett spoke to five of the most talented computer artistes he could find, and asked them the whys and wherefores, along with the hows, of computer music.



Benn Daglish

After a short period on the dole, Benn started writing music for a variety of titles. With Tony Crowther, he formed WEMUSIC and wrote pieces for games such as Trap, a playable 64 shoot'em-up. Benn is 23, and is working solely for Gremlin these days. In all, he has written music across various formats for up to 600 games, and is responsible for the tunes behind all of Gremlin's games of the last four years, including the twenty-four FOFT tracks, and Techno-Cop.

OK, so what set-up do you use?

DW: Well, I use a 1 MEG A500 with a second drive and output it to a huge portable stereo. I also use a sound sampler, along with Audio Master software. There's also a Korg M1 workstation with which I bash'em out, and use an ST as a sampler, through its MIDI port.

RH: I use Futuresound for sampling and a cross development system from the IBM to the Amiga. Currently, I use two systems: one of which is a quick one, for urgent jobs, whilst the other allows me to take my time. The quick method involves

porting an already MIDI format piece, whilst the nicer method means I can experiment and, when I'm happy with it, bash it into an assembler. Do stuff this way, and you get a better result.

BD: I use an ST development system and port it down to the Amiga. With my ST and hard disk, I write it all and add any samples I need, then simply pass it over to the Amiga. For the most part, I use PD samples and my synth for music, and the ST as the workstation.

TF: Um, I use an ST and Amiga linked up. I use the ST as a source machine, and then just bash the stuff into an assembler - no keyboards or anything are used.

JD: A Pro 24 sequencer, with a Korg M1 workstation and Ensoniq EPS. I tend to write stuff and experiment on the keyboard. I have before printing it out in music form. Then, I bash it into an assembler on the Amiga. Simple, eh!

You've all been in the business for quite some time now, so which of your own pieces is your particular favourite?

DW: Well, a lot of people like my stuff on 'Psygnosis' Beast, and so do I. I quite like the Infection music I did for Mastertronic and like Amiga Weird Dreams is OK, too - when they get around to releasing it. I have done a lot on the 8-bits as well, but I've done too many to have a particular favourite.

RH: Oh, I dunno! Hold on, though, there was a pretty obscure adventure game on the 64 a few years back called Kentilla. I did quite a good job on that.

BD: It changes. When I'm working on a piece, it's my favourite. Then I get sick of it, and

can't listen to it objectively! I like my Trap piece I did for Tony Crowther's 64 game, and I like FOFT on the Amiga, too - although the implementation was crap, the tape version was great - I was really proud of that, but the Amiga version wasn't as good as it could have been. Apart from that, I dunno.

TF: Er, I don't really have any particular favourites. I suppose the high-score music on the Amiga version of LED Storm was quite nice, as was the title screen music for the 64 version. Oh, the Ghouls'n'ghosts music's quite nice - very Led Zeppelin!

JD: Out of all the stuff I've done? Ah, the 8-bit version of Platoon, I think. I don't know why I like it, I guess I am just pleased with it. I am very pleased with the music in Batman: The Movie - especially the pieces during the driving sections.

Right, it's inflate-another-person's-ego time! Who do you most admire in the computer game music field?

DW: I don't really know. I like Benn Daglish, and I used to look up to Rob Hubbard, but he's not really part of the scene any more.

RH: Um, I've been out of touch in England recently, 'cos I've been here for the last year and a half. Most of the people I used to know were good, and if I couldn't handle stuff, I'd recommend someone like David Whittaker or Hagar. Mind you, I don't know anyone here, either!

One guy, though, Dave Warhol, is really good - especially at effects.

BD: Ron Hubbard. He is THE man. He showed us the way. He is a really serious muso, who really knows his business. I've worked with him a couple of times, and he is really great - a pro. Nowadays, my biggest whinge with computer game music is that people are influenced by today's music styles. The trouble is, give them a game based on the sixteenth century, and they would be able to write a suitable piece - instead, it would just be the same as their other stuff. Rob would, though, everything he does is bloody good.

TF: Argghh! I was dreading this question! If I had listened to anyone else's stuff, I would tell you! Rob Hubbard is apparently quite good, and I've met David Whittaker - but the less said about that the better!

JD: Dunno. Oh, I like Tim Follin of Software Creations, his stuff is really good. Especially his LED Storm music.

Have you ever listened to someone else's game music and thought: "Wish I'd written that". If so, whose and for what game?

DW: I don't really get games; I get sent the ones I write music for, but I don't buy them. Oh, hold on, I did buy Virus, but that doesn't count as it hasn't got any sound! Apart from that, some of Rob Hubbard's old 8-bit stuff is good - especially 'Master of Magic'.

RH: It depends how far you wanna go back. I'd like to have done the Rambo-stuff Martin Galway did on the 64 a few years back, it really inspired me to a lot of stuff. There's some good stuff on the Amiga now, you know - really good stuff, especially some of the demos I've seen.

BD: That's easy: Master of Magic. It was a classic that bowled me over when I first heard it. It was brilliant; it really suited the style of the game, but was also exciting - yeah, it really blew me away. Nowadays, I don't like a lot of the stuff that comes out, because it doesn't try anything new, but is just written to please fourteen-year-old computer jerks.

TF: No.

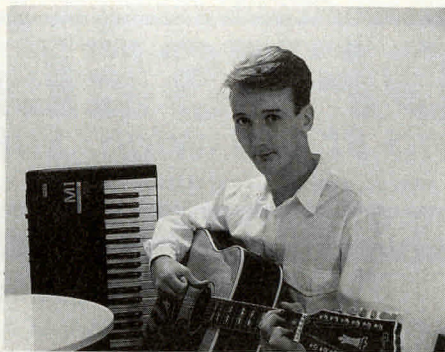
JD: I'd have liked to have done a lot of Rob Hubbard's early 8-bit stuff. His Thing on a Spring

Johnathan Dunn

Johnathan is twenty-one and is Ocean's inhouse musician. He joined Ocean straight from college and has provided music for most of their games. Ever since he joined the company two years ago, he has written music for the 8-bit versions of Matchday II, Platoon, Quondam (a maze game that never got released), Typhoon, Renegade III, New Zealand Story. On the 16-bit front, he was responsible for the music in Batman and will be working on a number of forthcoming titles.

David Whittaker

David is (cough, cough) 32 (splutter, cough) years-old, and has been in the computer music business for seven-and-a-half years now. He started off with the 8-bits, providing music for the Amstrad CPCs and 64s, before moving on to the 16-bits. At present, he is working on the new Spectrum-compatible, the SAM Coupe, and is penning the music for Logotron's Eye of Horus, Goldrunner 3D and Bad Company (Steve Bak's newie). Before he got into computer music, he has worked for £8 a week as an electronics assembler, been a credit controller, and - wait for it - has even toured with the Glitter Band (sadly without Gary Glitter, and without the aid of any glitter boots!).



and Monty on the Run music was just brilliant. It's a pity I wasn't into all that stuff then, as it was really mould-breaking stuff, and I would have loved to have been responsible for that.

When you're not slogging away, writing stuff, what do you listen to in your spare time?

DW: I don't get any spare time! Honest! Well, I don't really listen to music in my spare time: I'm either down the pub, composing for my own pleasure, or watching Sky TV! But if I do listen to music, I like synth bands like Kraftwerk, ABC and Heaven 17. Oh, I like Queen too - anything decent. I would also just like to add that, despite doing the Bomb The Bass track for Xenon II, I hate House music - but not that particular track.

RH: I don't get a lot of time to listen to music, and the last thing I want to do when I get home from a hard day's music playing, is listen to some more! When I do, though, I like movie soundtracks, rock stuff and jazz. It depends on my mood really.

BD: Er, everything except Hip Hop and House music. Oh, and I hate Stock, Aitken and Waterman - I wouldn't give them a mention if they died! Yeah, everything except House and the like... oh, and reggae. I like jazz/rock, especially The Weather Report. They are superb - possibly the best group ever formed. Unfortunately, they split up when their bass player died, but occasionally they get together under a different name.

TF: I'm a bit of an old hippy, really. I like Jethro Tull. I'm also a bit of a folkey, and I like Jethro Tull's more folkey stuff. That's it, really.

JD: I like New Order, Erasure and Depeche Mode - anything like that. I like most music, including bits of House music, but the only style I can't stand is heavy metal - it's just loud and raucous. Basically, it's not musical at all.

I dare say you get sick of seeing game after game, but do you have any you keep returning to?

DW: Er, Pontoon on the PC! As I said, I don't really buy games. I've played Virus twice since I bought it, but it's much too hard. I have also got Flight Sim II on the 64, ST and Amiga, because I like flight sims. But, normally, my time is spent messing around with bulletin boards.

RH: I prefer arcade games to the computer variety. There are a



Rob Hubbard

The chances are, you have probably already heard of this guy. Rob is in his early 30's (it's all he would say!), and before entering the field of computer music, he was a roving musician abroad for three or four years. He started with a little company called Taskset, where he did the music for a game called Jammin', and went on from there to pen such classics as 'Thing on a Spring', 'Monty on the Run' and 'Crazy Comets'. He remained in the 64 music field for a few years, before he suddenly took off to EA's US H.Q. Since then, not a lot has been heard of him, apart from the thumping beat that accompanies Populous.

lot more arcades here than in England, and a lot more coin-ops. The ones I really like are Hard Drivin', Gun Runner and Out Run. Computer-wise, I don't really get enough time to play games.

BD: I don't play games. Well, it's only 'cos I can't! I used to be really into the games scene, but I'm not really fussed now. There was a Microdeal game I liked, but I can't remember its name. Hold on, yeah, there is one game I really like... Activision's Master of the Lamps - it's brilliant. The flying section is brilliant - never bettered (I don't think we've been playing the same Master of the Lamps - I think it's a toady - Steve). Oh, and I like the odd round of

Leaderboard, too. Apart from that, not a lot really. Perhaps Psychedelia if I have any mates around.

TF: Games! I don't really play 'em. I like arcade games, but the last computer game I actually sat down and played must have been Sabre Wulf! I haven't really played anything since then. In the arcades, though, I like Rastan Saga, and a bit of Out Run and Defender.

JD: I'm not really a games player, I must confess. In fact, when I get a game, I spend more time listening to the programmer's music, than I do playing the game! I like playing Rick D by Firebird, and simple, undemanding games. I like shoot'em-ups, too, especially Xenon.

We can all dream, but if you suddenly inherited a large sum of cash, or dug it up somewhere, what would your dream set up be?

DW: Well, one of every module out! Basically, the best studio gear I can fit in the loft I work in! I can't get any software better than Q-Base, which I've just bought, so the money would have to go on hardware.

RH: Depends on how much money I dig up! I mean, if it was a lot, I'd live off the interest! I mean, here we have lotteries in which one person in several million can win \$20,000,000! And if that's the amount you're offering, I'd retire - wouldn't you? Still, if I'd had to buy something music-related, I have a 24-track recorder, a really high-power MIDI sequencer, quite a few samplers, and, my main priority, a large studio to put it all in!



BD: My own island with a piano! Yep, if I had a lot of money, I'd buy somewhere quiet where I'd never be interrupted. I'd have a really extensive record collection, a 24-track recorder, twenty-five guitars and keyboards - the business, really. Yeah, that sounds good, a place where nobody will hassle me. Can I have some toys as well?

TF: I'd like a big 64-track recorder - no, change that to a 128-track one! A grand piano, a big house, a roller - yep, that'll do nicely!

JD: I'd really like my own recording studio. That way, I could cram it full of equipment and make lots and lots of pop records, earning a fortune in the process - not that I'm greedy or anything!

Finally, do you have any words of wisdom for any budding musicians out there?

DW: Yeah, if you are a good musician, make sure you know a lot about programming. And if you are a good programmer, make sure you know about music. Also, make sure that you are paid up front!

RH: It's a difficult job, because you have to do a lot of hard work, and put in long hours. You've got to have a good technical knowledge, understanding AY chips, Amigas and IBMs - it's not easy. You've got to be able to play well, as well as program. But if you are really determined to succeed, just keep at it. It's hard, but you'll get there eventually.

BD: Stop buying Stock, Aitken and Waterman records! Seriously, I dunno. Try to be true to yourself, and write stuff YOU want to write, not what people want you to write - not that I do that! That's it really.

TF: Let's see... I dunno, really. Listen to real music and write that instead. Yeah, that'll do.

JD: Basically, if you want to get into the game, you have to be persistent. When I started, I just wanted to do the odd bit of freelance stuff - I never imagined that I would be full-time here. You have to expect a few setbacks and knocks, but it's all part of the process - so keep at it.

Tim Follin

Tim is the music guy at Software Creations, and is the man behind the tunes for Bubble Bobble, LED Storm and Bionic Commando. He is nineteen, and joined the company after flunking out of school when he was sixteen. He used to work for a rip-off merchant software company when he was at school, but he's all right now.

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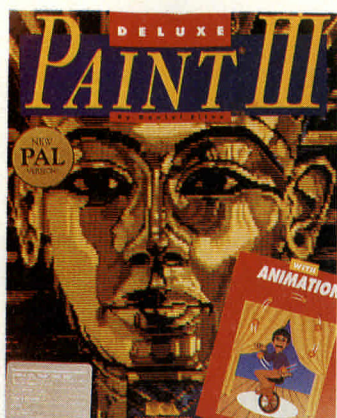
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EVERYTHING YOU EVER WANTED TO KNOW ABOUT AMIGA...

GRAPHICS



Ever since its arrival, the Amiga has been well supported in terms of graphics. In this months Amiga Action Graphics article we take a look at the best art packages around at the moment. With the Amiga's powerful graphics we give you the low-down on three of the best art packages available. We take an in-depth look at Deluxe Paint III, Photon Paint 2 and Digi-Paint 3 and have compiled a useful chart to help you decide what it is you want from the Amiga's graphic capabilities.



DELUXE PAINT III - Electronic Arts

It seems Dan Silva's extremely popular Deluxe Paint series has been with the Amiga ever since its arrival. Due to its extremely user-friendly environment and wide range of applications, Deluxe Paint has become the number one choice for beginner artists, and some wonder, with the advent of Deluxe Paint III, whether this popular series can get any better.

The newest inclusion into DP is a powerful and easy-to-use animation facility. The user plans out his animation - its position, rotation, tilting and distance - via a Move requester. He may then preview his animation and allow the computer to draw each frame. The amount of frames possible is only limited by memory restrictions. Using the Move requester, some very complex and impressive animations can be created without having to know the ins-and-outs of animation dynamics. There is also a facility to create Animbrushes - a user-defined brush that animates while you are painting with it. Perspective, as with animation, is extremely easy to perform and, once again, can produce some

excellent effects. Most art packages seem to appreciate the need for a stencil nowadays, and DP III is no exception. A stencil, basically, allows you to protect certain colours on the screen, so that when you colour over them with a brush and other tools they remain unchanged - only the unprotected colours are altered. Useful for when you want to protect certain elements of a picture. It would have been nice to have had some kind of surface mapping option or perhaps a transparency requester, and even though a HAM (Hold And Modify) mode is lacking, all other screen modes are catered for, including Extra Halfbrite and Overscan.

Deluxe Paint III requires 1meg minimum, and if you really want to create advanced animations, 2meg is advisable. DP III has to be the number one art package out at the moment, and with the powerful animation facility, you're

really getting two utilities in one. It's ease of use and user-friendliness lift it way above its competitors.



DIGI-PAINT 3 - NewTek

The latest addition to the Digi-Paint series includes a new and enhanced user-interface, which although instantly recognizable as

DIGI-PAINT



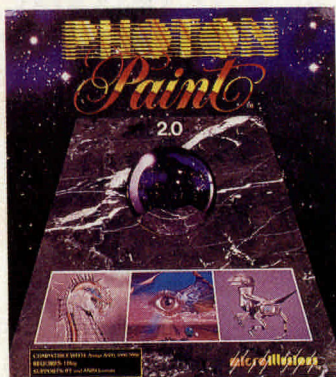
Digipaint, is much more colourful and also clearer. Digi-Paint 3 has all the customary utilities to be found in an art package, except the neglect of a flood fill, arc or any type of airbrush commands. Despite this, Digi-Paint is extremely powerful, its major strength being in its very powerful surface mapping, warping and transparency interface. Transparency allows you to blend objects into others, smoothly and gradually, while warping lets you pull and distort brushes in any way. Surface mapping is the process by which an object is wrapped around another object to produce 3D effects. The above commands can also be used to effect text, which is typed in via a Text requester, and not directly on the screen, as with most art packages.

All screen modes are accepted, including HAM, which allows 4096 colours to be present on the screen at any one time, although only 16 colours can be used on the palette. The actual screen is also re-sizable up to a massive 1024 x 1024 pixels which can be scrolled into view using the Autoscrolling. This eliminates the need for a spare page for scribbling. Anti-aliasing can also be used to soften the edges of any shape and delete any jagged pixels.

The tools are easy to use and quick to understand, although they are a little slow at times, especially when drawing with a brush. There is no animation facility in Digi-Paint 3 - and there is also a lack of a stencil and a colour cycle. The program will run in 512k of memory, although 1meg is advisable. All in all, Digi-Paint 3 is a very powerful art utility, that with a little more thought, could have been the best HAM art package to date.



DELUXE PAINT III



PHOTON PAINT 2.0 - Microillusions

Of all the art packages reviewed, Photon Paint 2.0 is most similar to Digi-Paint 3. Most of the utilities are, in some way or other, very similar, the only real difference being Photon Paint's crude animation facility, where several pictures are stored together and then flipped to create an illusion of movement. My major gripe of the first Photon Paint was the

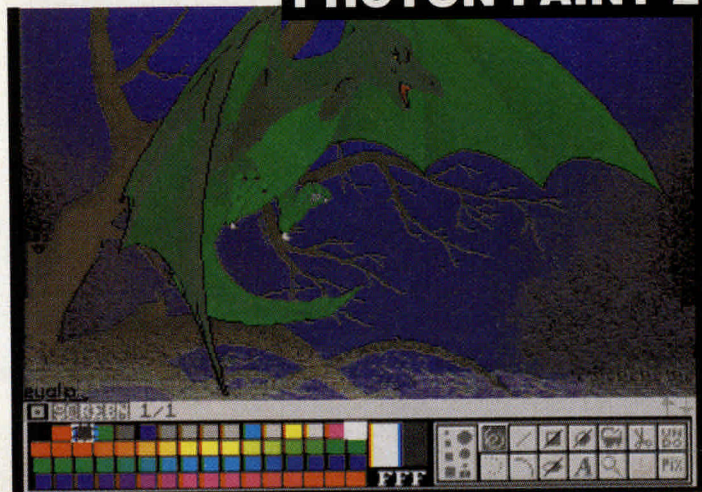
crawling pace at which it performed functions. This has not been rectified with 2.0, and brush drawing and the lasso-brush pick-up are extremely slow. The toolbox interface has not been changed at all, but is still clear to understand and use.

Photon Paint's surface mapping has to be the most powerful of its kind so far seen, although the blend (transparency) is weaker than Digi-Paint 3's. While the surface mapping is slow, the results are definitely worth the wait, creating some spectacular shapes and effects. The commands for distorting objects within 3D are numerous and include, bending, stretching, tilting and twisting to create the desired result, and with the inclusion of anti-aliasing any irregular pixels can be cleaned up and smoothed effectively. Any text is written straight to the screen, and a wide variety of different fonts are supplied with the art program.

Photon Paint 2 supports all the screen modes as well as HAM, and allows 64 colours to be present on the screen palette, although, as with Digi-Paint 3, all 4096 colours can be used and altered. Microillusions recommend 1meg for 320 x 400 screen mode, and an additional meg

for any animation development. Photon Paint 2 is the most complete package available at the moment, but it is its slow execution and poor animation facilities that put it just behind DP 3.

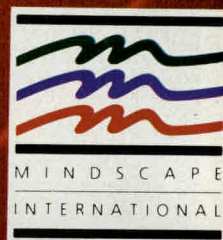
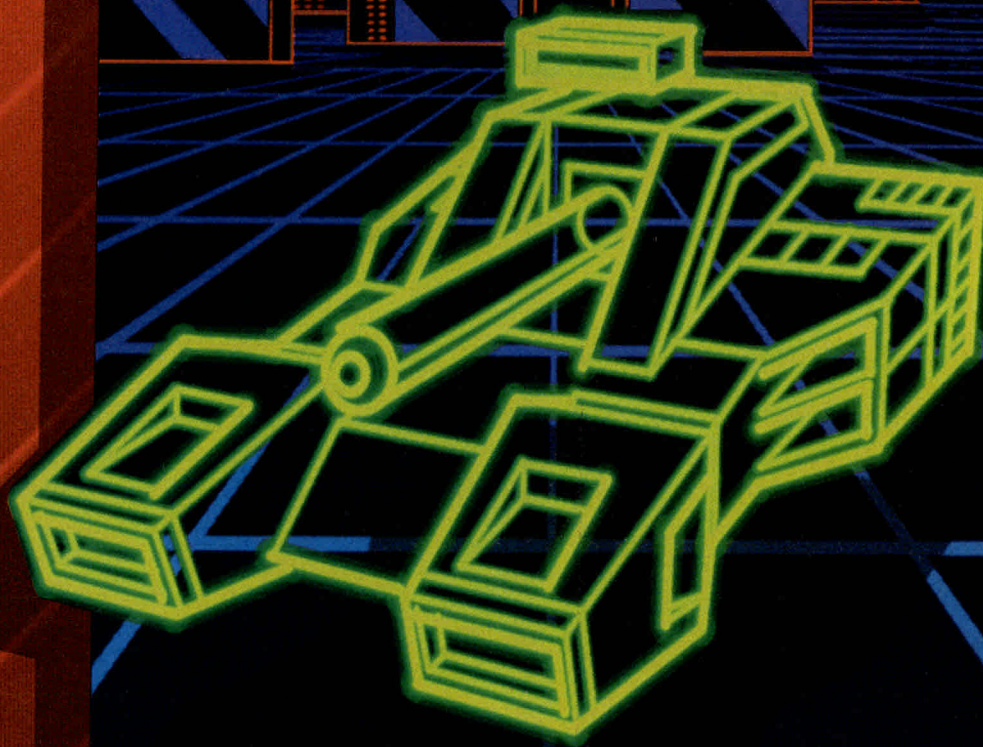
PHOTON PAINT 2



HOW THEY COMPARE

	Deluxe P3	Digi-P3	Photon P2
Halfbrite	•		
HAM		•	•
Interlace	•	•	•
Overscan	•	•	•
Anti-alias		•	•
Animation	•		•
Perspective	•	•	•
Blend (Transparency)		•	•
Stencil	•		•
Colour Cycle	•		
Surface Mapping		•	•
Magnify	•	•	•
Spare Page	•		•
Fill	•		•
Set Brushes	7 (sizable to 49)	10 (sizable)	8
Zoom Factors	22	0	23
Lasso Brush		•	•
Fonts	15	14	16
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PAL	•	•	•
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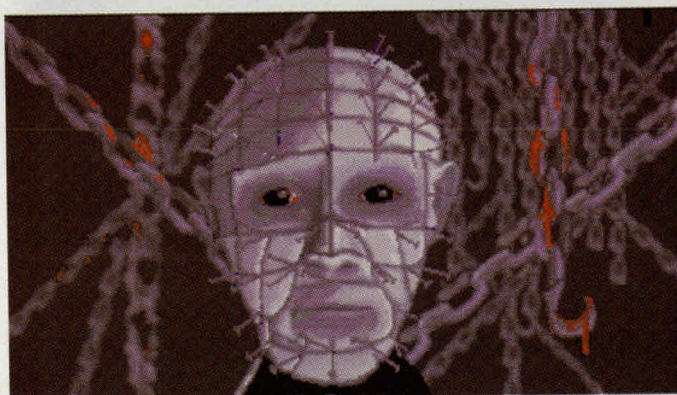
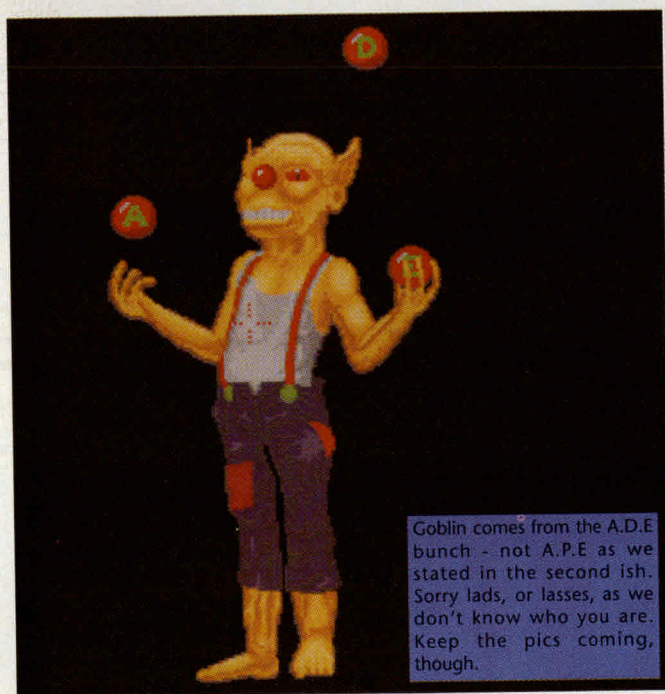
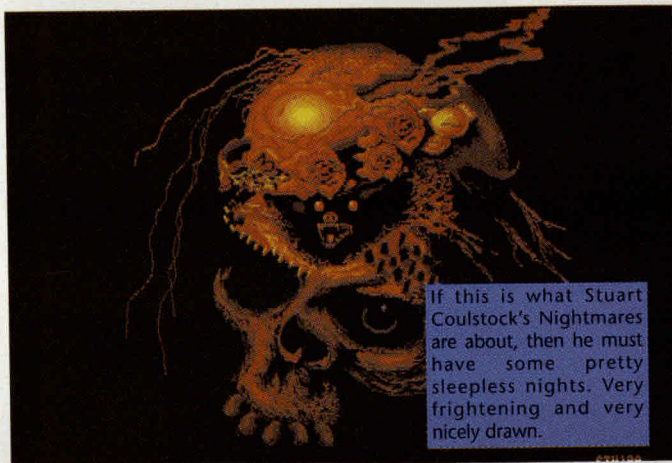
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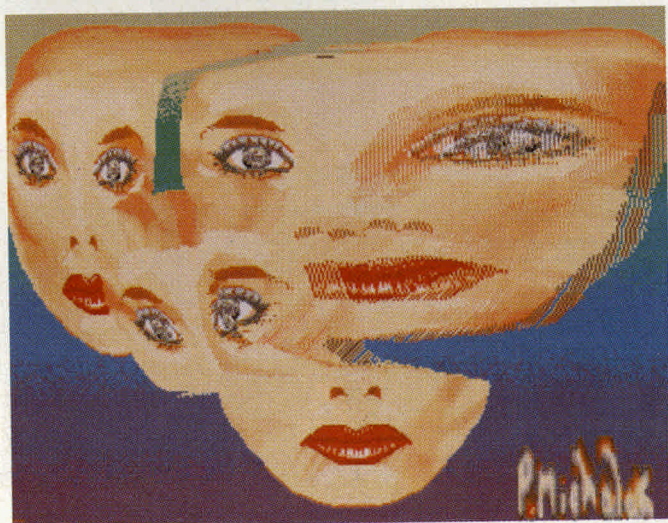
As of the fourth issue, we will be awarding the very best picture an Amiga Action Star Screen Award. Not only will you get the fame and fortune that goes with the award, you'll also receive a piece of software worth £25. So, send your Amiga pictures on disk, along with instructions of how to load it, and the name of your desired game to: Steve White, Readers Gallery, Amiga Action, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY



What better way to send a compliment than with a screen of the first cover of AmigaAction? Thanks go to Richard Heafman from Herts.



(Above & below) Obviously one with a wild imagination, Lee Casey has sent in Ozone Hell and Hellbound. No need to say which is which. The Ozone Hell pic impressed us all here at AmigaAction.



(Left & right) The Breakthrough and Slice 'O' Life. These titles must mean something to P. Michalar as I just don't see any connection. Nevertheless, the pictures are very nice indeed.



Player Manager

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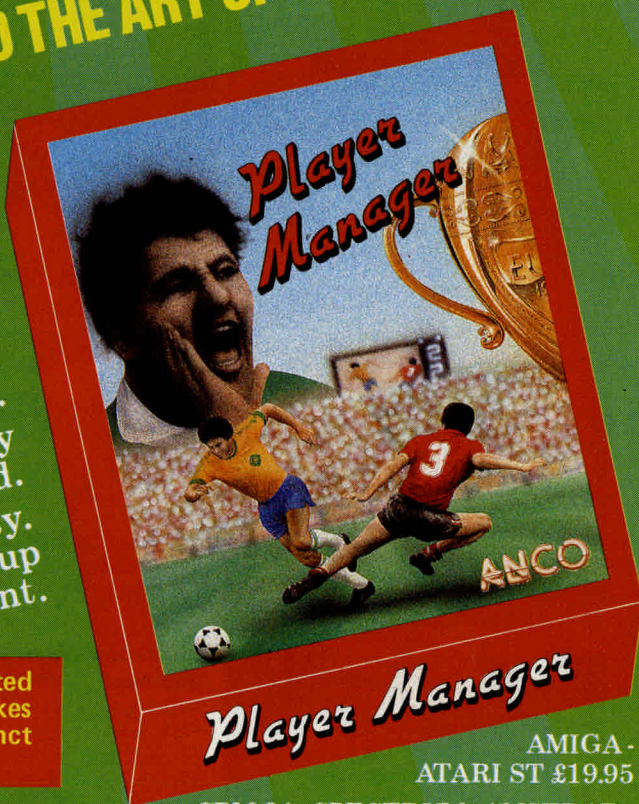
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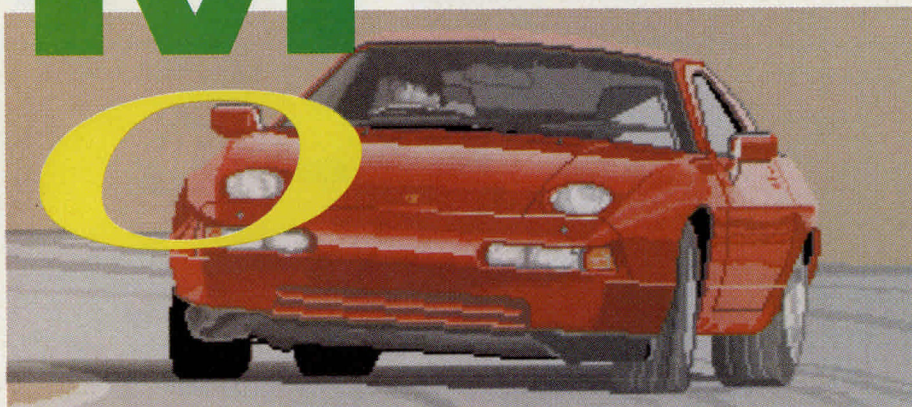
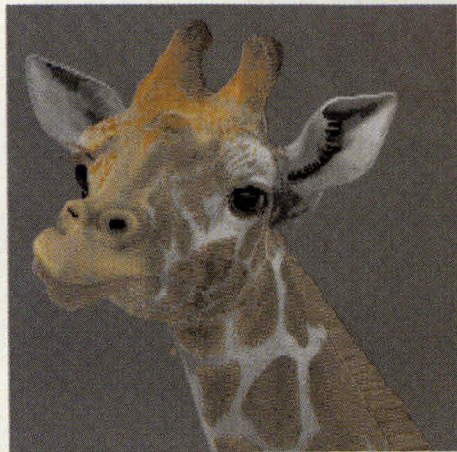


Player Information			
Name	Z. Barnes		
Position	Midfield		
Age	21		
Height	180 cm		
Weight	81 Kg		
Pace	181		
Dexterity	106		
Stamina	128		
Resilience	149		
Temperament	143		
Work rate	84		
		Skills	
		Passing	111
		Shooting	41
		Tackling	60
		Keeping	23
		Morale	108
		History	
		Injuries	2
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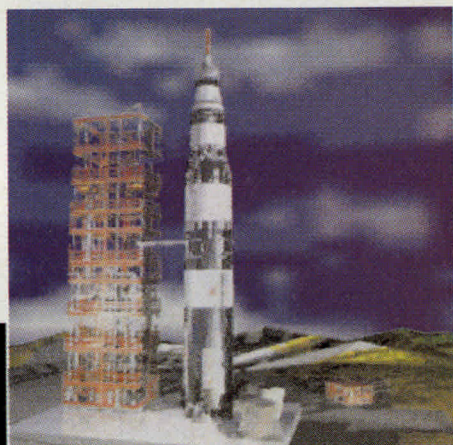
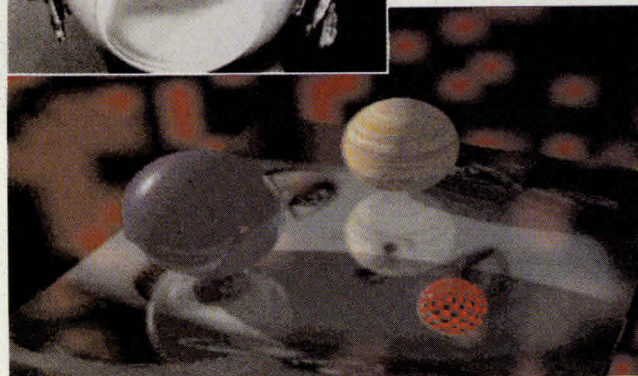
DEM



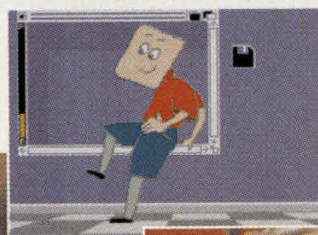
If fast cars are to your liking, then this Lotus should appeal. The most popular form of graphic art creation these days seems to be to simply digitize and, although digitizing can produce excellent results, there is an obvious lack of personal achievement. The digitized animals, the giraffe indeed, and are a good example of the kind of high quality pictures that a good digitizer can produce.



Ray-tracers can provide some excellent and accurate surface and shadow effects. The ray-traced balls picture wasn't animated but had some very nice texture and reflection techniques incorporated into it. The rocket-launch pad and woman's face were digitized and then tampered with, using an art package.



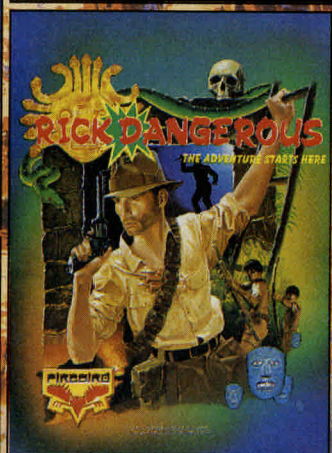
(Left) The frog on the tree was digitized and then animated. After croaking and fluttering his eyelids he plucks an innocent fly from the air with his tongue - ULP!. Luvly. The window man animation is brill, if a little short. The man walks onto the screen, pulls open the window, climbs inside and closes it again after him. Great stuff, and well worth getting.



The Boris Vallejo collection (Vol I-III) are excellent examples of the digitized artwork available on PD. The stills have been excellently digitized with the use of full colour and using the Amiga's powerful Hold And Modify (HAM) screen mode.



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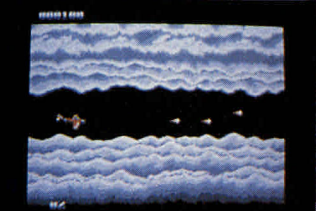
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DOUBLE DRAGON II

Billy and Jimmy Lee thought all their problems were over. They had killed the Shadow Boss and his gang and rescued their girlfriend, Marian, from his clutches: there was nothing left of the gang to be scared of - or so they thought. While walking through the neighbourhood, Marian is gunned down by someone who looks to be wearing the Shadows emblem. Somehow, the Boss of Shadow is back, and in the time he's been away he has reassembled his gang and is coming back for you. Once more you must take to the streets and rid yourself of this eternal pest and possibly bring Marian back to life by the same means that the Shadow Boss used. Only Billy and Jimmy with their fighting skills can stand a chance.

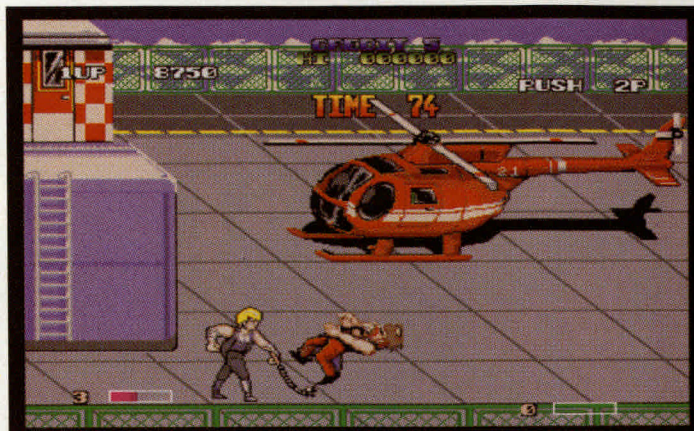
Double Dragon II plays in similar fashion to the first of the same title, letting you (and a friend if you have a two-player game) control Billy or Jimmy, two brothers highly skilled in the martial arts. Starting from the

local helicopter port, you go in search of the Boss of Shadow to seek revenge for your girlfriend's death, and maybe a way of resurrecting her. Five levels will have to be overcome, each taking you to a different scenario with the Shadow gang assailing you at regular intervals. Warehouses, farmlands and various other places will have to be passed through before you eventually arrive at the Boss's hideout. The warehouse is very similar to the warehouse level in the first Double Dragon, coming complete with boxes and crates, and even the conveyor belt at the end that can lead to a very nasty demise for anyone clumsy enough to fall in. Again, as in the first Double Dragon a selection of different weapons can be picked up and used once found or taken from one of the Shadow gang, and these can come in the form of spades, ball chains daggers etc..

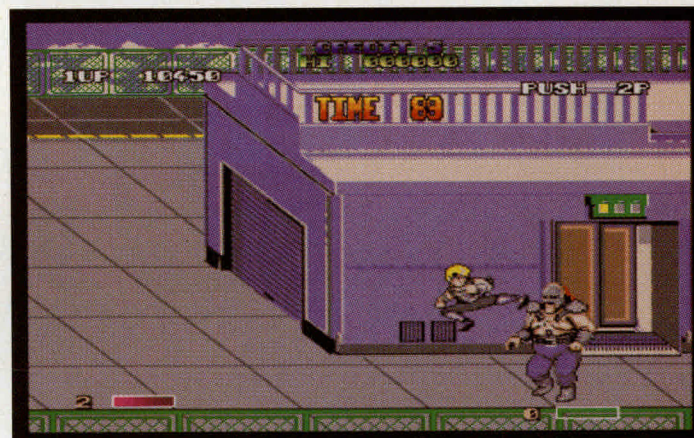
At the end of each level you will come face to face with one of the Shadow gang's leaders, and these characters will have to be disposed of before any further progress can be made. Gang members that attack you must be killed off quickly for you only have a certain amount of time to complete each level or else you will forfeit a life. When the game begins, you start with five credits and each time you lose all your lives you get another three and lose a credit until none are left. Each life is represented as an energy bar which will deplete as you get beaten up, but once a level is completed all the energy that was lost from the present life will be restored. But now it's time to go forth and seek out a way of bringing life back to your beloved Marian and finishing the Boss of Shadow once and for all.

STEVE

Double Dragon and its sequel are amongst my favourite arcade games. Their two-player options make them extremely enjoyable to play with a mate, and I had hoped that this conversion of the second game in the series would be better than the first. In a way it is, as the graphics are better; but, unfortunately, the gameplay hasn't changed enough. I liked the new features, such as the deadly combine harvester and the new big villains, but most can be beaten using the same tactics as in the first game. Not bad, but take a look before deciding.



A whole load of weapons are just lying around waiting to be found, and once in your possession they make life very hard for the members of the Shadow gang.



One of the gang's bigger members comes to deal with you, but he's got a bit more than he expected. Once you kill this baddy he just disappears into thin air.



You get to the end of the second level and come face to face with one cool looking dude (or so he thinks), but the bigger they come the harder they fall, just make sure it isn't on top of you.



You take just one too many hits from the Shadow's men, and collapse in a pile on the floor. But with another two credits remaining, your quest is not over yet.

OVERALL RATING

70%



■ Ooh ar! The only way to get to the Shadow's base is through the agricultural farmlands on the outskirts of the city, but you soon find out that not everything is as nice as the scenery, especially when the combine harvester lops your legs off.

WHITEY

I am a great fan of beat'em-ups, so this was a welcome surprise. Walking around the nicely detailed levels, clobbering hoodlums, is great fun, but can prove a little samey after a while. Apart from the repetition, Double Dragon II is a nice beat'em-up, which just lacks that certain 'spark' to make it brilliant.



■ Everything looks quiet as you continue forward - too quiet. As you pass by the straw bails alongside you, several adversaries jump out and attack you. Hopefully, you were ready for them.

DOUG

Double Dragon II, as far as I can see, is as a very close conversion from the coin-op. The graphics have been improved, and there are more weapons to pick up and people to fight, but the game still isn't a corker. The problem lies in the original arcade game, which is quite repetitive. This isn't a fault in the conversion, but a fault of the original game. Even so, if you were a fan of the original DD, this may be too similar.

GRAPHICS

Slightly better than the first Double Dragon but this doesn't affect the gameplay to any great extent. However, the sprite collision is very poor, and this does affect the game.

64%



■ At last you make it to the hideout of the Boss of Shadow, and immediately you are assailed from all directions. All you have to do is make it to the end of this level and then you might find a way of reviving Marian.

SOUND

A really good title screen tune, but not much else in the music and sound effects department. Nothing to really go ape about.

58%

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SAINT & GREAVSIE

Saint & Greavsie seem to have all the answers when it comes to football, but have you the knowledge and the skill to become the champion in Saint & Greavsie's footy quiz? After selecting the number of teams competing (1-4) and the required difficulty, you must sign your team in; first the team name, then yourself as the captain. There are four question packs to choose from, so this eliminates repetition on the questions. Each team must have a recognizable strip to play the game. The colours are swapped on the player displayed, via the joystick. Ready? Let's kick off then with the first question.

Three types of question are available to each team. These are home, away or derby. The question types are indicated by football pitches. To select one of the three categories, your player must throw the ball onto that particular pitch using the power indicator to the left. Your throw-in is monitored under the ever-

watchful digitized, eyes of Saint & Greavsie, with comments such as, "A fair shot Greavsie, but it's goals that count", and "Well, Saint, a belter of a throw. What can I say?" Depending on where the ball has landed, you will be asked the appropriate question. If you get the question wrong your penalty shot will either be saved by the goalie or stray past the post. Should you get it right, however, the ball will shoot straight into the net, accompanied by the cheering of the crowd. You will then have a chance at a bonus point by saving your opponent's penalty. Saint & Greavsie will comment on all your actions during the game, and all may not be favourable. But remember - it's goals that count in the end.

STEVE

As soon as I heard that Grandslam had bought the licence for this, I thought "Why bother?" Having seen the game, I still wonder why they did. Unless you are a die-hard footy fan, there is no way you are going to answer the questions, and that counts it out of the 'family game' genre. The game's presentation is adequate, with that well-known walrus lookalike Greavsie proving he is the master of gurning, whilst Ian St John just sits there like a lemon - no change there! A particularly poor game, that will only appeal to walking football encyclopedias.

WHITEY

I first thought that Saint & Greavsie would be some sort of football management program. How wrong I was. As a football quiz game, I can only see it appealing to hardened footy fans. I must confess to not knowing any of the questions that were thrown at me. Instead, I just guessed and hoped for the best. There's nothing really here to recommend and I don't think you'll be losing out on anything if you decide to give it a miss.

GRAPHICS

With regard to the presentation, Saint & Greavsie isn't too bad - colour being used especially well. The digitized pictures of the two 'celebs' are awful, and quite frightening at times.

41%

SOUND

A sickly title tune introduces the game and, overall, sound effects are very scarce indeed; with the exception of the dull throwing and kicking of the ball which was hardly music to my ears.

35%

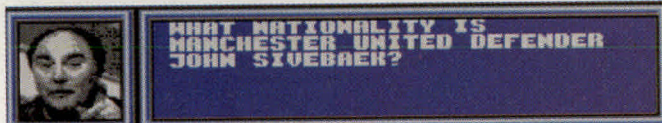
Here they are, our two chirpy footy commentators, who are about as humorous as a boil. As your luck changes, so do the expressions on their faces.



To throw the ball on the right category, you must press the firebutton when the power bar on the left is at the right level. Unfortunately, the bar sometimes moves randomly up and down, making accuracy extremely difficult.



Once the ball has landed, your player will charge his way down the screen to collect it again, ready for the question.



The questions are sometimes very tricky and you have the choice to pass the question or have a guess. (Below) If you get are right, the ball will fly straight into the net. The crowd will cheer, and your player will leap up and down in jubilation.



To earn a bonus point you must save the oppositions penalty. The penalty taker will walk about and scratch his head before finally taking the shot. Make sure you dive after he's kicked the ball.

Should you beat the other teams you will be awarded with a prestigious trophy to mark your achievement. Saint & Greavsie will also give you their undue praise.



OVERALL RATING

36%

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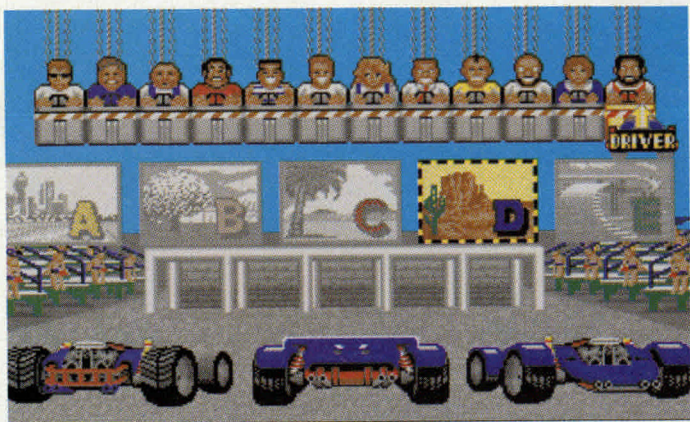
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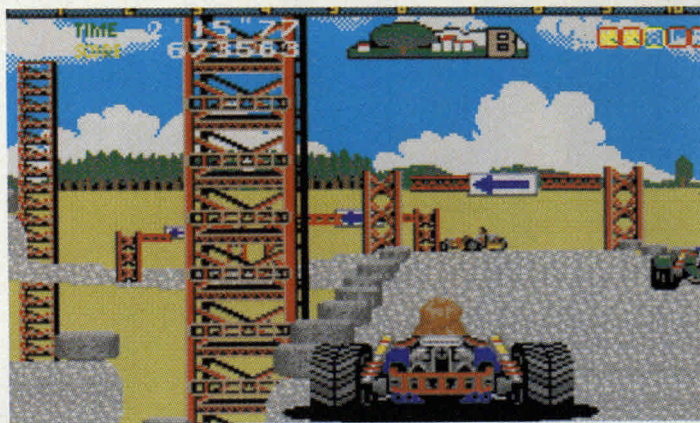


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Before you can begin racing, you must choose a racer and a course. The main differences between the characters are only aesthetic, but the courses vary in difficulty and content.

Each race comprises four laps set on different tracks. Although you aren't given a clock to beat, you must finish amongst the first three or you will be out.



Although your cart is fairly durable, if you take too many knocks you will be spun out of control. Like wise, if you don't make it to the other side of a jump, or are sent hurtling into a road-side obstacle, your car will take a very dramatic roll out of the running. This wastes valuable time and can cost you your position and the race.



You begin every race in fourth position, but the lead can be taken with slick gear changes and rapid acceleration. The key to beating the pack is in roaring through the middle of them in low gear, and then changing up to high when you are level with the leader.



STEVE

In converting Powerdrift to the Amiga, Activision have performed a minor miracle. With the exception of a few minor touches, everything from the original coin-op is there: the tracks, most of the graphics - even the sound, and they all combine to make a really enjoyable game. Obviously, the graphic update isn't as smooth as that of the mega coin-op, but it gives the desired effect of speed, and that is what counts. My only gripe is that sometimes the screen can get a bit full and it can get difficult to know which way to turn, but this is a minor niggle and doesn't detract from a superb conversion.

ACTIVISION £24.99

POWERDRIFT

With the advent of the Space Harrier coin-op a couple of years ago, Sega started a revolution with the inclusion of hydraulics with their games. Games such as, Space Harrier and Galaxy Force II became instant hits as they bucked you around in time with your onscreen alter-ego. The main problem with the games, though, was that these hydraulic thrills were often at the expense of the gameplay, and the novelty soon wore off. After a while, these gameplay problems were ironed out and games such as Thunder-

blade were playable as well as novel. But it wasn't until Powerdrift that they really cracked it.

Essentially a racing game, Powerdrift had all the hydraulics and fast, detailed graphics of the former coin-ops, but it also had exhilarating race action. Taking control of one of a number of racers, your basic idea was to whizz around the various courses of a go-kart track at top speed, with your ultimate aim being to be amongst the first three past the finishing line. The gameplay was very simple, with your cart only

possessing two gears, but the winding tracks with their various jumps and twists - along with the intelligent computer-controlled racers - made the game a smash. In addition to this fast and furious gameplay, Powerdrift featured all of the graphic trademarks that have made Sega games so popular. The large detailed characters were well animated, and the whole screen image was tilted and expanded as you banked around a sharp hairpin bend. In addition, the track was displayed in 'true' 3D, which



Before each race begins, a bird's-eye view pans across and over the course, allowing you to see what perils lurk in store for you.

If you lag behind, the computer will inform you of who has completed the race by plastering a picture of the victorious trio as they pass the line.



(Below) Like the coin-op, each track is depicted in a 'real' 360 degree world. Instead of just having a portion of the track in view, you can see the computer-controlled carts racing in the background, shortly before they overtake you.



meant that you could watch your opposing racers hare along parts of the track shown in the distance. Converting this monster was not going to be easy, but the job was passed to the capable hands of ZZKJ, the guy who so successfully converted Super Hang-On to the Amiga. Although Amiga Powerdrift has lost the odd feature here and there - for instance, the racers no longer give each other hand-signals as they pass - all of the coin-op's tracks are present, and each is faithful to that of the arcade machine.

Your cart is controlled via either joystick, the mouse or keys, and with the appropriate controls you can accelerate, brake and turn in the relevant directions. In addition, each vehicle has a two-gear system, which is operated by pressing fire. You begin each race positioned fourth on the starting grid, and you must make your way to the front of the pack and try to keep your position there. Each of the opposing riders has his or her

own personality, however, ranging from the gentle and demure Emily to the bald-headed Jason, and

WHITEY

Converting such an excellent arcade game must have been a nightmare for Activision, and it has to be said that they have done a great job. Powerdrift is as close to the arcade as we could of hoped for. I think the programmers may have tried a little too hard to make it a close conversion, and therefore the game has suffered somewhat. The track is far too flickery and is poorly constructed, becoming a little unclear at times. Well tried, but out of the Amiga's league, I'm afraid.

The cart is controlled using either the joystick, the mouse or keys. Pushing forward on the joystick accelerates the vehicle, while left and right steer it and, in addition, changing between hi and low gear is activated by pressing the firebutton.



Some of the later stages feature massive jumps which, if you don't gain enough speed, will send you crashing to the ground from a great height.



only a clean circuit without any crashes will earn you the trophy at the end of each course.

SOUND

Digitised speech opens each race, and after that there is a neat tune and various racing game effects.

70%

GRAPHICS

Powerdrift's sprites are very close to the original coin-ops. A few graphics thrills here and there are missing, and sometimes things can get a bit cluttered, but otherwise they are excellent.

80%

DOUG

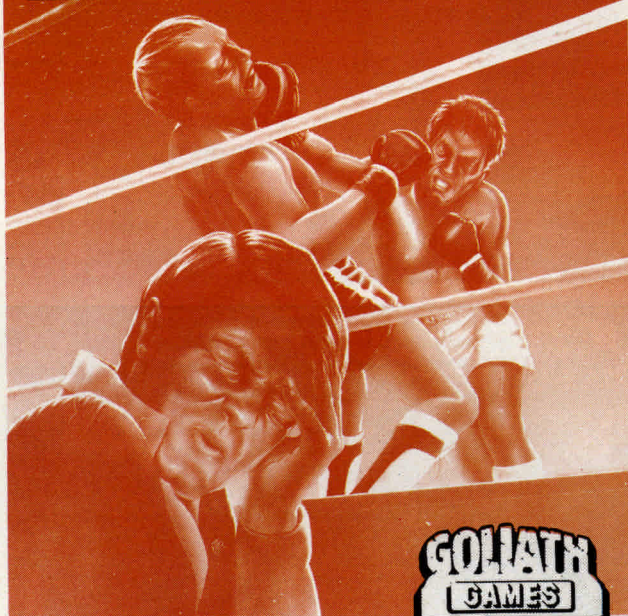
Activision have done a very good job of porting Powerdrift to the Amiga, and not many people could have done better, but unfortunately, that doesn't make the game good. Although Powerdrift moves and looks impressive, the gameplay is very confusing. When roads cross over, it's just impossible to know what's happening and you just have to guess which way to go. In my opinion it wasn't the greatest idea to try and convert this game in the first place.

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OVERALL RATING

83%

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OVERALL RATING

69%



Vast hordes of treasure lay waiting for you around the caverns of the underworld, but if you think this is a lot of treasure, then wait until you get to the treasure room.

GRAPHICS

Some cute graphics that keep you interested, and a not bad use of colour. All in all, certainly above average graphics.

63%

SOUND

A nice little ditty plays throughout the game in true Super Mario style. There are also a few sound effects here and there to go with it.

68%

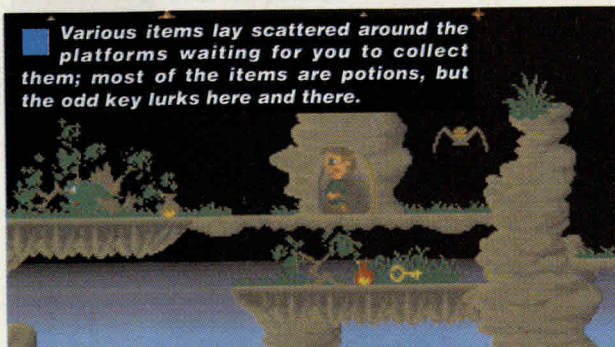
DOUG

We've gone for quite a time and then, all of a sudden, not one, but two Great Giana Sisters clones appear at the same time. Fortunately, *Twinworld* is not quite as bad as its competitor, *Terry's Big Adventure*. *Twinworld* kept me interested and I found the game quite fun with the potions and magical items to get hold of. Out of the two, *Twinworld* is a much better game and you'll get longer play out of this one.

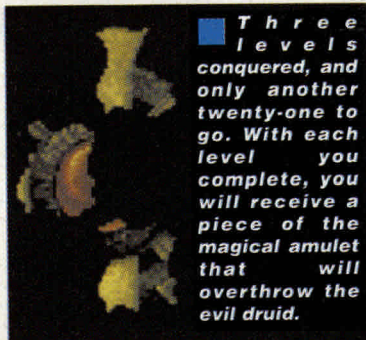
STEVE

My, my! Aren't there a lot of contenders to Giana Sisters' throne! Mind you, of all the variants on the horizontally-scrolling platform genre I have encountered, this is one of the better ones. The graphics are beautifully coloured, with subtle shading used on the backdrops, and even the main character is detailed. In addition, as well as the pixel-perfect jumping-style gameplay, *Twinworlds* also adds a puzzle element to the genre - although I must admit to preferring a straight platform romp, myself. Not brilliant, but still worth a look.

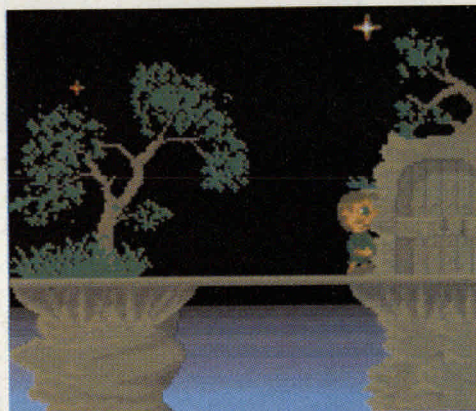
Various items lay scattered around the platforms waiting for you to collect them; most of the items are potions, but the odd key lurks here and there.



Three levels conquered, and only another twenty-one to go. With each level you complete, you will receive a piece of the magical amulet that will overthrow the evil druid.



(Below) Although some objects look as though they cannot be collected, a quick kick with your heel in the right place sometimes reveals a hidden break in the platform.



(Above) Once you've got hold of the key you can then get back to the surface through the locked door, but there's more than one obstructing your progress.

UBISOFT £24.95

TWIN WORLD

In *Twinworld* you play the part of young Ulopa, who has gone forth to find the twenty-three pieces of the amulet and then use it to get revenge for his people who were slaughtered at the hands of the merciless druid. With only a few tricks up his sleeve you will need all of your skill and judgement to overcome the hordes of demonical creatures that have also been sent in search of the pieces of amulet. A selection of potions will be found scattered around the levels, each giving you a

certain amount of magic that can be turned into energy and used to kill the various nasties. Once a monster has been killed he will leave something of use on the screen and sometimes these objects can aid your character in some ways; for example, magical springs can be found so that you can make your jumps that much higher, and there are parachutes so which allow you to fall more slowly. Keys can also be found and these can be used to gain entrance to the underground of the *Twinworld*

and enable you to get past certain obstacles on the upperworld.

There are twenty-three levels in all, with a piece of amulet to be found on each. However, large monsters will be met every four levels and these will have to be destroyed before any further progress can be made. But not everything is for the worst: apart from the big monsters there are also treasure rooms to be found on every fourth level through the game to knock up your high-score.

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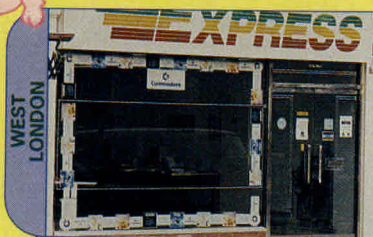
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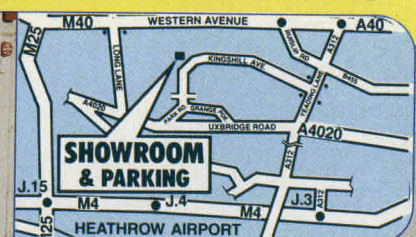


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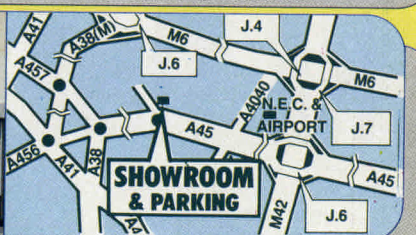
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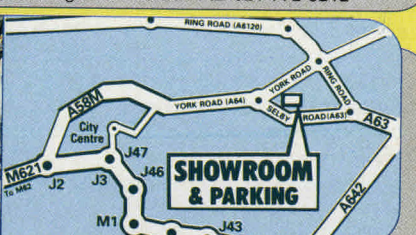
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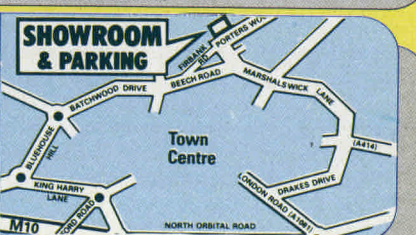
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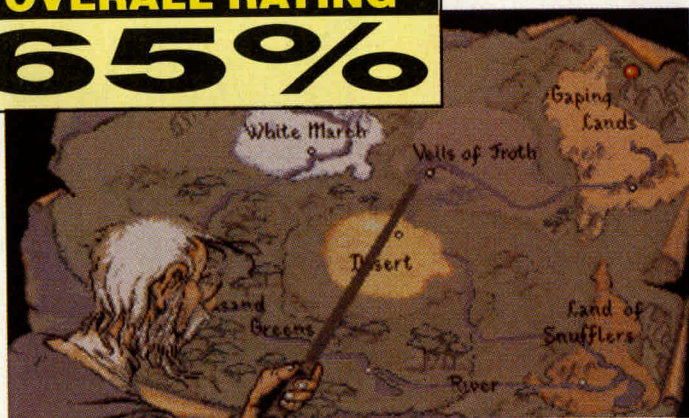


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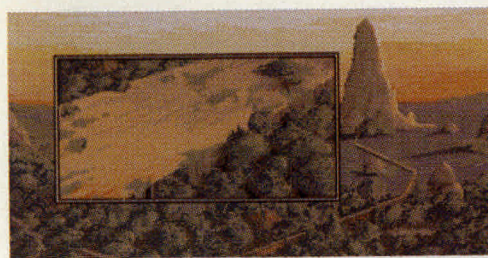


OVERALL RATING

65%



From the map of Akbar you can plot your course of action. As you move the mouse, the arm of the old man moves correspondingly; it reminds me of the old Monty Python animation.



(Left) The jungle of Ridj: nice to look at, but things are not always as they seem. The graphics are consistently good throughout the game.

You can certainly get yourself into some bad situations in this game. If you don't watch out, you're going to end up as the main course for the vultures.



The natives stand between you and the watery caves, and as far as they are concerned you're going to have to sacrifice your transport before they will let you enter.



There's many a place to visit on your travels, but you won't have enough time to visit them all in the nine days you have left, so don't hang around - get moving.

INFOGRAMES £19.95

THE QUEST FOR THE TIME BIRD

Once upon a time, in the turbulent world of Akbar, there lived a warrior named Bragon. One day a girl called Roxanna arrived at Bragon's home, saying she was the daughter of the witch princess, Mara. Roxanna then threw a black pearl to the ground and, in a puff of smoke, Mara herself appears. She tells you of a time long past when an

evil renegade God, Ramar, tried to take control of the world, but he was overcome with a great book of magic, and imprisoned inside a Conch. Many years have passed and now, in nine day's time, Ramar will once again be free. Only you and Roxanna can possibly save Akbar.

Time Bird is very similar to

WHITEY

It is obvious that a lot of care and attention have been put into the graphics behind Quest for the Time Bird, as both locations and overall presentation have been well drawn and effectively coloured. Sadly, the game lacked the same kind of depth, and I found it too random for my liking, and hardened adventure players may be put off in the long run. A very nice attempt, but it has to be said that there are better adventures around.

DOUG

Although the graphics and sound are of high quality, the game play seemed to me to be very frustrating, with the game based on a trial and error approach that meant that it was only a matter of time before you beat it. I didn't find the game very user friendly, and for a beginner it's going to be hard and very annoying. Unless you really like this type of game, I'd give it a miss.

Passengers on the Wind, a previous release from Infogrames. The game is played by flicking through pictures and text, having to choose which, from a selection of options, you wish to do, and every now and then entering into an arcade sequence, such as fighting a monster. Within the game your main objective is to find the sacred Conch and the magical Time Bird, all within the period of nine days. Moving around the various locations of Akbar is done via a map which an old

GRAPHICS

As usual from Infogrames, the graphics are of high quality, being drawn and coloured very well, and unlike a lot of games nowadays, there's plenty of them.

59%

SOUND

Some nice sampled instruments that are put together well to make some good music that goes with this particular game extremely well.

50%

man will point at with a stick. The entire game is controlled with the mouse and both buttons are used. People can be spoken to and interacted with via icons, but the right combination is always needed if you're to get anywhere.

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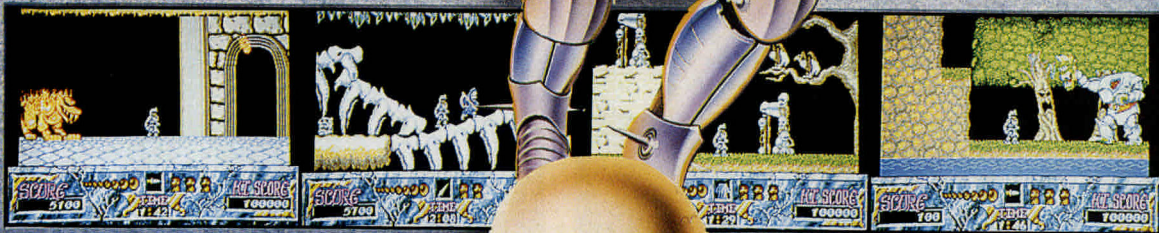
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ELECTRONIC ARTS £24.95

SWORDS OF TWILIGHT

Games have been progressing rapidly in the last year or so. Most of the new products that hit the

ANDY

Electronic Arts' games usually appeal to me, but I must confess that I was not exactly over the moon about Swords of Twilight. The game is just so repetitive it's unbelievable, and I find myself saying the exactly the same things to everybody, and getting exactly the same answers. This really slows the game down when you keep on being spoken to by people that are not necessary. I'd give this one a miss.

streets seem to be doing something that previously was thought impossible. RPGs are just one of these examples of something that is said will never be as good as the original, for lack of one thing or another. Well, yet again has another step towards proving the pessimistic among you wrong has been taken - thanks to Electronic Arts' new game, Swords Of Twilight. What's so different about this RPG game

is that you can have three characters controlled by three different people, and all playing simultaneously.

Swords Of Twilight allows you to control one of three characters. Generating your own characters is not possible, due to the complexity of the game, but you can take your pick from one of thirty-one characters available, including mages, champions, and knights. Like a few other RPG games that have been released lately, it doesn't have you killing monsters at every time you turn a corner. Instead, it gives you little time to get into the atmosphere of the game. Unlike most of it's competition, however, SOT gives your characters a reputation and mannerisms, something that has been lost from the computer RPG ever since it made an appearance. Making your character kill the first peasant you encounter isn't the nicest thing to do, and if that's what you do, the game remembers and changes the actions of the people you will meet in further encounters.

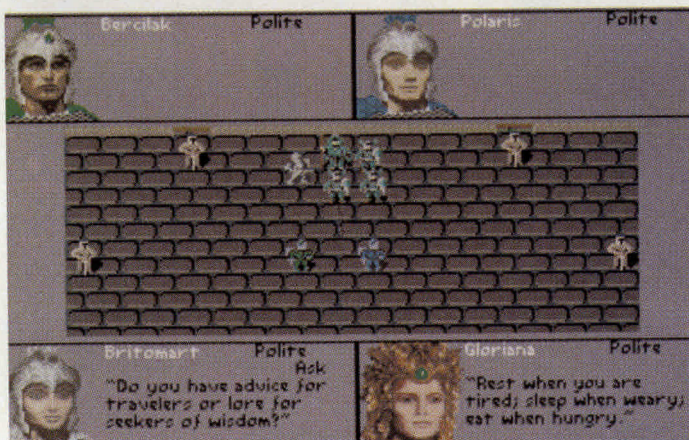
DOUG

The idea of having three people playing an RPG game at the same time is great, and I can't see why someone hasn't done this before. However, the game gets very repetitive in places, and conversations with other characters seem to be the same every time. Swords Of Twilight certainly has thought of a good idea for an RPG game, but some of that thought needs to be given to the gameplay.

SOUND

A nice melody plays throughout the game, using the Amiga's four voices. However, the tune started to get on my nerves after a while, making me reach for the volume control.

43%

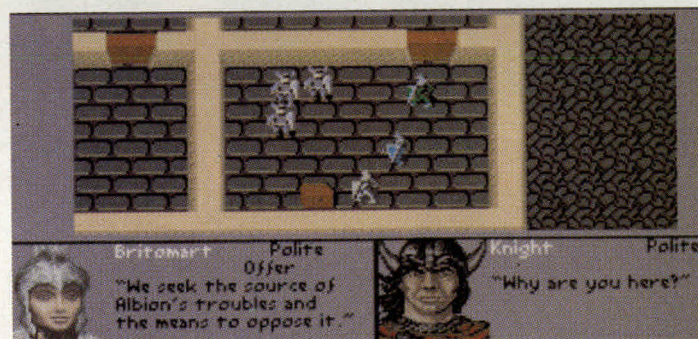


You start at the Queen's castle in Albion, and from here you will receive your first quest. Accompanied by your two friends, you must make your way towards the city of Eastmarch.



Many chests are to be found within the castles that you will visit, and in some you will find great rewards. But not all of these treasures are easily got, because some chests have traps within.

Eventually arriving at the city of Eastmarch, you enter the building only to be confronted by several guards. Say the right things and you'll be O.K.



The kingdom of Albion is vast, and a lot of exploring will have to be done before you will find everything that is present in the land.

succeed in the different tasks, they will gradually get harder, before eventually having you using the legendary Rainbow Path to reach new worlds. But before you can use this, you will have to get past the dragons that guard it, and they're not things to be messed about with.

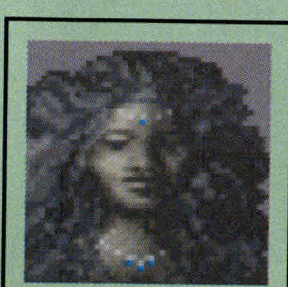
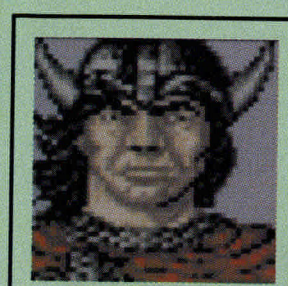
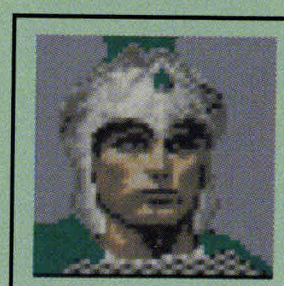
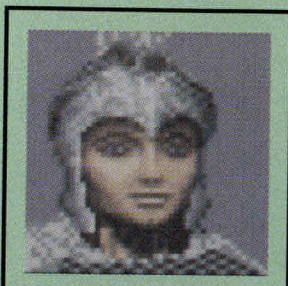
WHITEY

Swords of Twilight is extremely effective, in that it allows three people to play simultaneously. However, the gameplay is a tad repetitive and I found the same locations and conversations creeping up repeatedly. RPG's are definitely getting better - slowly but surely, and Sword of Twilight is a step in the right direction. A great idea but with a bit more thought it could have been a lot better.

GRAPHICS

Basic graphics in the main window, But the character portraits are very good. It's a pity that there isn't a bigger selection, though.

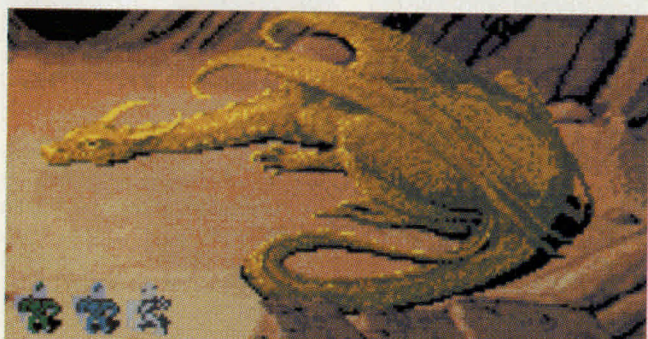
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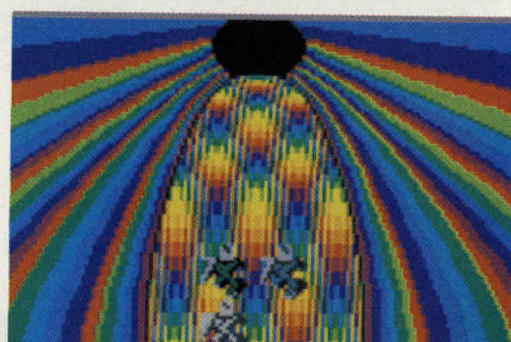
**OVERALL
RATING**

78%

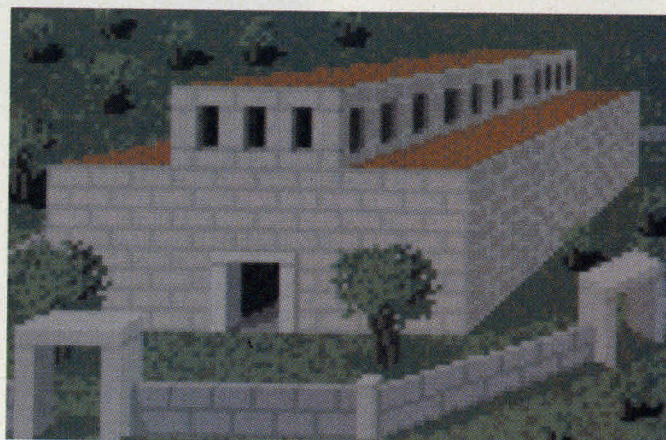
Choose from a cast of thirty-one people, with each of the characters having a different personality. Champions and Knights are the best people to start with, but mages will certainly be necessary later on. A whole selection of inhabitants of the land of Albion are also waiting to be discovered. Sages, acolytes, commoners and various other races are just some of the types of people you will meet on your travels. From them you will get most of the information necessary to conquer the game.



A giant gold dragon blocks your path to the Rainbow Path and questions you. But once you have satisfied his curiosity, you can pass. The Rainbow Path will take you to a whole selection of different worlds, and as soon as you reach the one you wish to visit, you can just step off into it.



A strange passage leads into the side of the mountain range, and a pulsing blue light illuminates within. Entry could be harmful, but most probably necessary.

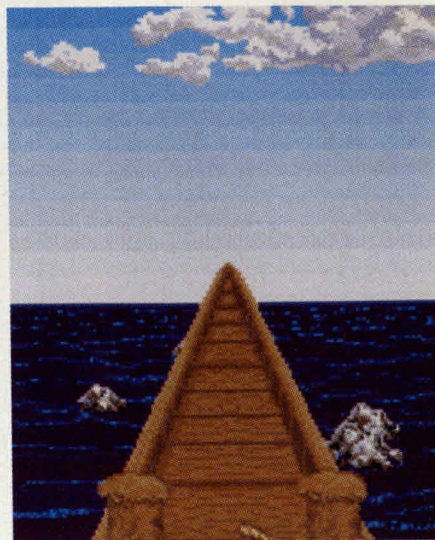


As you enter the temple on the world of Avon, you are presented with a little picture - but will the inhabitants be as nice?



■ This is where you control your character's actions. The menu is divided into four sections: your character's appearance, Economic menu; Play menu and the Social menu. All decisions are made using the mouse or joystick.

■ Navigating the seas around Egypt is extremely hazardous. Rocks litter the seas and you must steer your ship skilfully if you are to avoid them. Three hits can be taken before sinking.



RAINBOW ARTS £19.99

THE DAYS OF THE PHARAOH

One night, during the flooding of the Nile, approximately 4000 years ago, the Egyptian Pharaoh died, leaving the throne of all Egypt with no heir. The great gods argued over who should take the empty throne. Seth - the god of evil - believed the throne should be placed in the hands of the most powerful men in all of Egypt. He therefore commanded all dominant Egyptians to kill any possible heirs and, in return, they would be given the title of Pharaoh - king of Egypt. One heir was saved from the killings by the

sun god - Amon-Re. He was looked after and brought up by the workers on the banks of the Nile. A young prince had survived and was now ready to reclaim his throne.

You play the part of the Egyptian prince and must attempt to reclaim your throne. You have been blessed with silver and a ship to help you in your quest. You begin life as a simple peasant

and trader and must travel the seas and the surrounding area in an attempt to trade items and accumulate your wealth. You must first pray to a god and bring him items to please him. As you climb up the social ladder you will be able to hire a consultant who will give you hints and advice. You may set up stores in the different cities in and around Egypt but to accumulate any wealth you must first build a fleet of ships. The quickest, yet most dangerous way to acquire goods, is to wage war on the Hyksos, Bedouins or Nubians, shoot arrows from your charging chariot and kill the enemy soldiers. Should you be hit by their spears you will lose a chariot, although others can be built if you have the correct materials. Trading is a dangerous job, and the seas are full of unexpected hazards, like rocks which will crush your ship, and Phoenician thieves who will attack your vessel and steal your trade should you let them board. Eventually, you will be able to marry into a wealthy family - but choose your bride wisely.

As your wealth increases, so shall your social acceptance and your ability to build monuments to

WHITEY

Easy to sum up really. Day of the Pharaoh is an excellent game, with fantastically realistic graphics and atmospheric sound effects. There are so many different sections to Pharaoh that each one probably merits a game on its own. Although a little hard at first, once you are started the game unfolds into an epic, mixing the simulation and arcade styles perfectly. This is what Amigas were made for. Brilliant.

your chosen gods. Now is the time to go to the Pharaohs' Court where you may state your claim as the true heir of Egypt and, once your power has become supreme, you will be called by the gods, and your right to the throne tested. Should you succeed in this test you will be named Pharaoh - son of the sun god, Amon-Re and ruler of all Egypt.

STEVE

Day of the Pharaoh combines effective graphics and superb sound in a very playable game. From the word go, it offers a wide variety of different game styles, all of which offer a challenge. Rising through the ranks is far from easy, and all manner of hassles will arise to hinder your struggle for power; but I can guarantee you'll have fun trying.

DOUG

Day of the Pharaoh is a strategic trading game with a whole load of arcade sequences to keep the gameplay going - and it certainly needs them. Although everybody else found Day of the Pharaoh really addictive, I found the game a bit tedious with arcade sequences that didn't require anything more than the occasional prod of the firebutton. Have a look at this game because it might appeal to your taste - but don't buy it before you see it.

SOUND

The musical effects sound as if they have been digitized from an Egyptian movie epic and are extremely convincing. The in-game effects are also of a high standard and boast the Amiga's sound capabilities.

72%

GRAPHICS

Very much in the Egyptian style, the graphics in Day of the Pharaoh are outstanding. Excellently detailed and lavishly colourful, the atmosphere of Egypt has been perfectly captured.

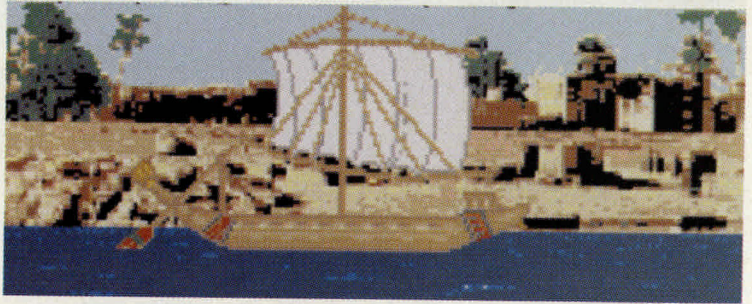
68%



The map is where you control your outgoing trade. You travel to each location by selecting your ship and highlighting the desired direction of travel.

Should you reach the port successfully, you will be allowed to dock and trade your goods. You may only trade if the city needs that particular item.

OVERALL RATING
69%

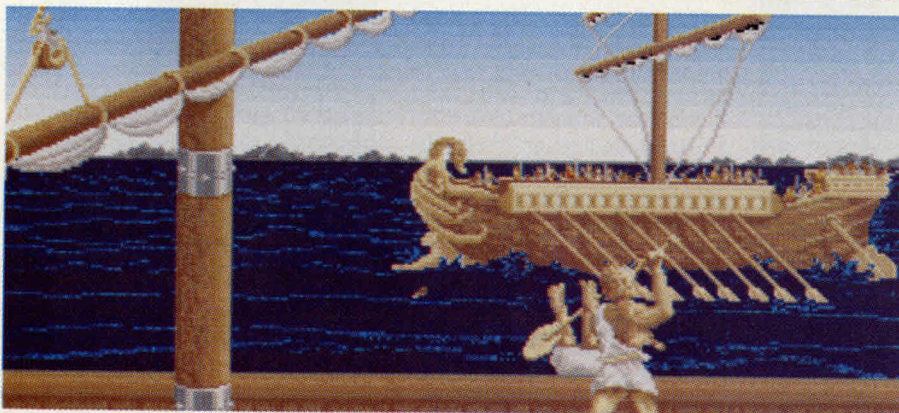


War is the quickest and hardest way to gather trade items. You begin the game with three chariots, from which you must fire arrows while avoiding the spears.

Alas, your quest for the title of Pharaoh has resulted in your death, like your father before you. Never mind - it's only a game, so get back in there.



Before you do anything, you should visit a temple and choose a god. You will then be told which items to bring before your god by the temple priest.



Rocks aren't the only hazard at sea. Phoenicians attack you hoping to claim your cargo. Knock them back into the sea with the oar.

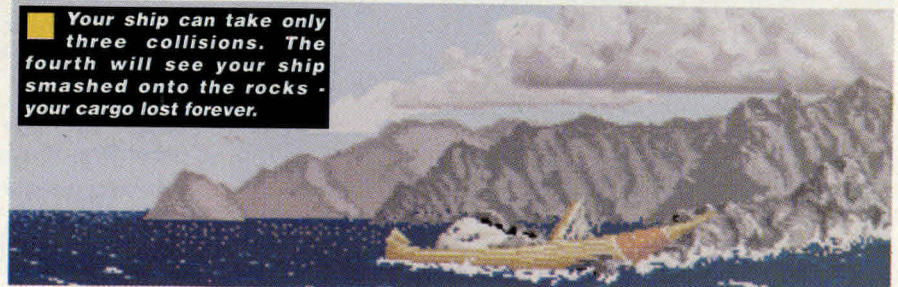


There are many gods to choose, but make sure you choose the right one and always honour him with gifts, otherwise you may lose favour.



Once you have been socially accepted you may choose a wife. Each one has different attributes. Some are sensible, while others are intelligent.

Your ship can take only three collisions. The fourth will see your ship smashed onto the rocks - your cargo lost forever.



OVERALL RATING

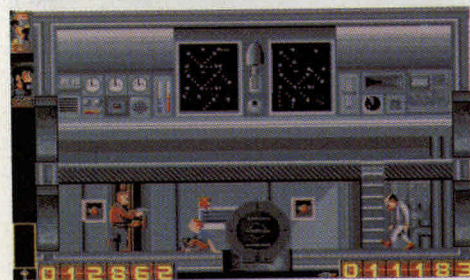
63%



Everyone prepares for the launch of the rocket and, accordingly, clear from the launch site. The holding rods lower and the rocket blasts off into the sky.

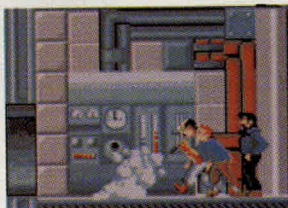
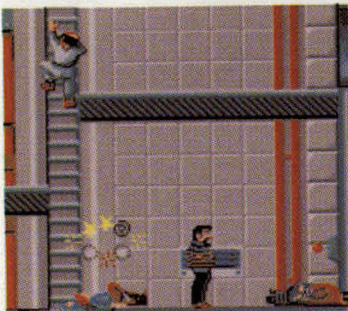


The rocket soars into the blackness of space and away from the comforting arms of Earth. All our heroes are aboard - including an uninvited guest.

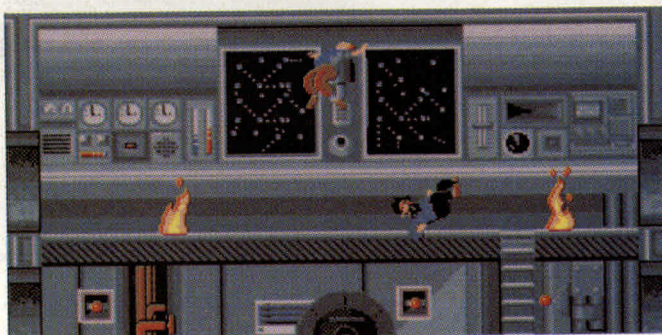


It seems that the evil Colonel Boris has sneaked onto the ship and is making an attempt at sabotaging the mission. He has tied up Tin Tin's friends and is after him with a pistol.

(Right) Fires have been lit all around the different levels of the ship and Tin Tin must collect fire extinguishers and put the fires out.



(Left) Should you allow Boris to roam the ship without attacking him, he will tie up your friends and hunt you down. If you're lucky, he may just thump you - then again, he may shoot and kill you.



The gravity can be switched on and off to make life easier for Tin Tin. Should you leave the gravity off, all the characters will float around inside the ship.

INFOGRAMES £24.95

TIN TIN ON THE MOON

Tin Tin, Snowy, Captain Haddock, Professor Calculus and Wolff, the engineer, are about to blast off from the Atomic Research Centre at Sprodj in Syldavia. Everyone clears the launch site as our heroes prepare for their dangerous journey to the moon. The rocket blasts away from earth at terrifying speed. Danger is everywhere, even in space. Large asteroids hurtle towards your spaceship and must be avoided if you are to survive. Yellow energy spheres, when collected, will boost your ship's fuel and stop you from plummeting to the ground. Eight red spheres must be collected before you can complete the journey through space.

Unfortunately, it seems that the evil Colonel Boris - Tin Tin's arch enemy - has secretly boarded the ship and is about to sabotage their plans by leaving bombs around the spacecraft's levels. Boris has also tied up your faithful chums and is running riot with a pistol. Tin Tin must race around the various rooms, untying his friends and putting out any fires with the fire extinguishers that are dotted around the level. The extinguishers can also be used to gas Boris, just in case he gets too close. The gravity can be turned on and off and determines whether or not Tin Tin can float through the levels. Once Boris has been dealt with you must land the craft safely on the moon by regulating the auxiliary engine and using the brakes. Your remaining energy will then be converted to a score.

The journey through space can be either mouse or joystick

controlled. The other sections must be controlled using the joystick. Any prisoners that have been tied up are indicated to the left of the screen.

STEVE

Tin Tin, Captain Haddock and Co., look as if they have just stepped out of one of the many books, but, sadly, the graphics are the high point of this lacklustre game. There are only two stages in the game, both of which don't last very long, and both of which get very repetitive. So, because they don't last very long, it won't be very long before you help Tin Tin reach the moon. Because of this lack of lasting appeal, I cannot recommend it.

WHITEY

Everything in Tin Tin has been captured perfectly - apart from the essential element: gameplay. The levels are far too repetitive and an otherwise excellent conversion has been sadly spoilt. The actual intro scene is exceptional with the rocket blasting away from its launch pad and, overall, presentation is of a very high standard indeed. Unfortunately, due to the lack of variety I have to say that Tin Tin On The Moon did not appeal to me.

GRAPHICS

Nicely drawn and well animated sprites resemble their cartoon counterparts very well - even down to the yapping Snowy. They do tend to get a bit repetitive, though.

61%

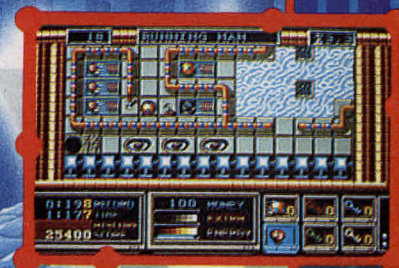
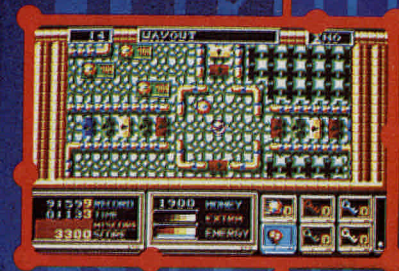
SOUND

The sound effects have been nicely digitized and add to the excitement of the intro screen. Realistic effects have captured the atmosphere through all level.

73%

Goodness
gracious great balls of fire

Rock'n Roll



Screen shots from Amiga version.

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BOULDERDASH CONSTRUCTION KIT

When Boulderdash first appeared on the 64, way back in 1984, to say that it caused something of a stir would be a gross understatement. Programmed by a complete unknown called Chris Gray (he went on to program Fiendish Freddy's Big Top'o'Fun), the game featured the burrowing escapades of a little cave-mite called Rockford. Rockford's aim

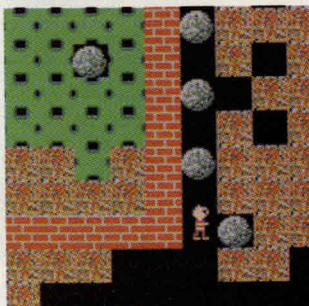
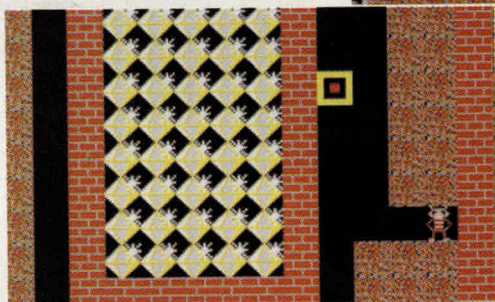
in life was to collect a set number of gems, whilst avoiding fatal hazards such as falling rocks and spreading amoebas - and all this had to be done within a very strict time-limit. Everything within each of the eighty-or-so caves proved harmful to Rockford, so a lot of forward planning and lateral thinking was needed before tackling a level.

So far, there have been four

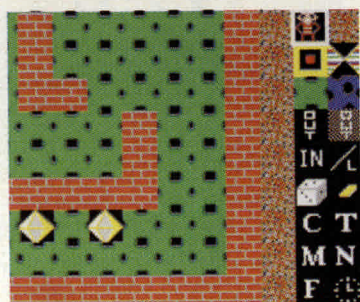
games in the Boulderdash series, although this is the first to appear on the Amiga (unless you count mastertronic's conversion of the dull Rockford coin-op), and they have all contained the same hazards. The boulders are the most obvious problem, and will tumble down onto our hero if disturbed, blocking off his exit in the process. In addition, Rockford will encounter pulsing creatures which, when released from their confines, chase after him. There are two different species of cave inhabitant: the butterflies and the fireflies, and both follow the same behavior patterns, with the main difference being that the butterflies turn into bonus-giving diamonds when killed. The amoeba is a pulsating mass which spreads through the cave, which envelops any earth it covers. If this spreading problem can be surrounded by a barrier of rocks, though, the gooey mess will be miraculously transformed into diamonds.

OVERALL RATING

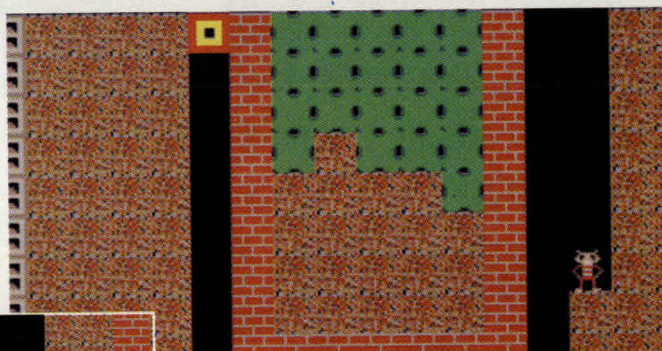
51%



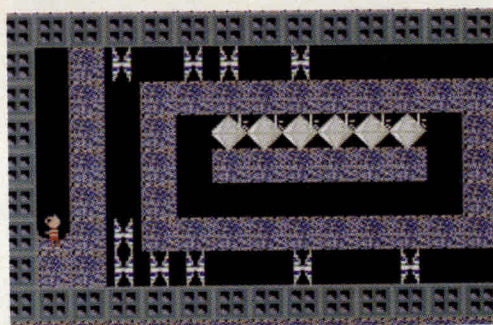
(Left) Tunneling under rocks and shifting them around, is the key to diamond collecting. Rockford can send huge piles of rocks into an avalanche just by burrowing under them.



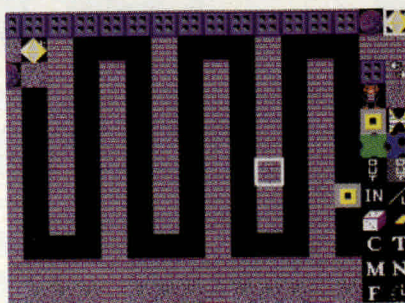
The construction set is extremely easy to use, thanks to the simple icon system it uses. From a main menu, you can either adapt an existing screen to your liking - perhaps by taking out a particularly tricky section - or design a whole new one.



(Above) The amoeba will continue to spread as long as there is earth for it to envelope. However, if contained, it will run out of air and suffocate - transforming its globby mass into point-giving diamonds (inset).



After four screens have been successfully mined, a bonus round appears. These take the shape of a small cave with a puzzle within it. You must collect the required number of gems before the short time-limit expires.



WHITEY

It has to be said with Boulderdash that, after the wait, it wasn't really worthwhile. Everyone seems to praise Boulderdash as some kind of cult game - I can't quite see the attraction myself. Surely the Amiga version could have been spiced up a little. Our hero is the same stick insect that was present in the 8-bit versions and, although a construction kit has been included, it didn't really improve an aged and dull game.

Finally, there are walls which block Rockford's path - though some are believed to have magic properties..

STEVE

The Boulderdash series were works of sheer genius on the 64, but they don't seem to have converted to other formats that well. On the Amiga, the graphics look dated, and the sound is awful. The all-important gameplay is still present, as are the mind-boggling puzzles, it just doesn't seem to have the 'grab factor' the original versions had. Still, for a tenner, you could do a lot worse.

SOUND

Tinny noises represent the tinkle of falling gems, and the rocks make a suitable rumbling noise. There is also a horrible whining noise which repeats at the end of each level.

43%

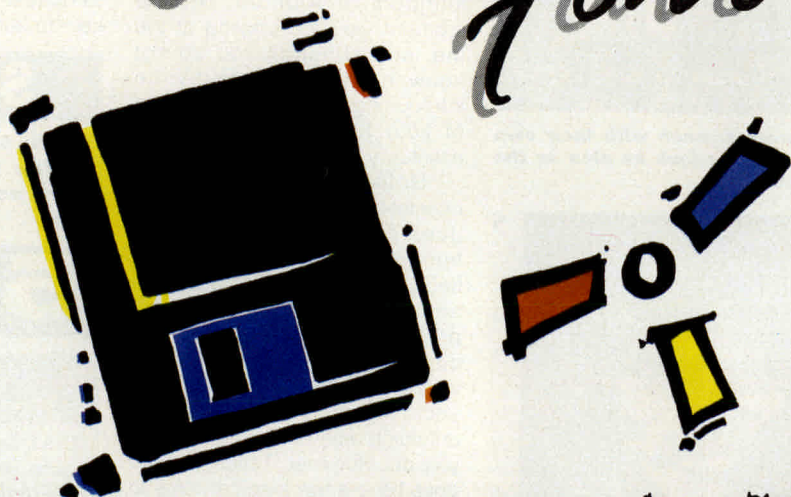
GRAPHICS

Small, undetailed sprites are set against undetailed backdrops. In fact, no attempt has been made to improve the game's aesthetics whatsoever.

44%

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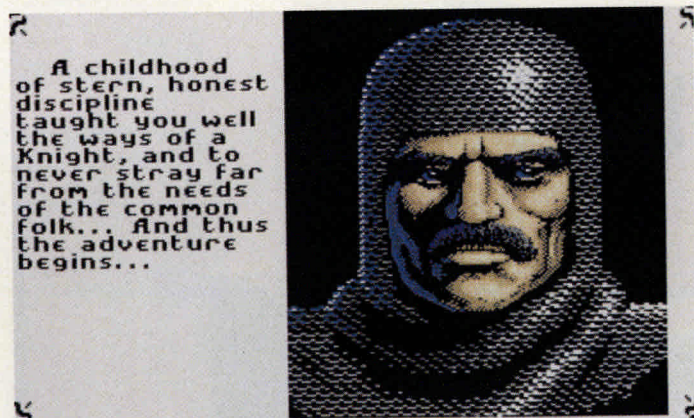
TIMES OF LORE



No adventure's complete without a storyline and a bit of atmosphere, so Times of Lore provides you with the works. Before you start play you get to read about the history of Albareth.



Choose to be one of three characters, each with their own special abilities. The barbarian may not look as nice as the paladin, but he certainly has some punch.



Your character chosen, you get a quick rundown on his background before setting off on your quest, but it's going to be a bit more than you expected.



Information is the best source of knowledge, and there's nowhere better to get it than in your local tavern. The innkeeper and his customers have an endless supply of gossip if you have enough time to listen.

Times Of Lore is, as you may have guessed, an RPG game, but unlike a lot of its competitors, the game is aimed wholly at the arcade market, requiring you to get out your trusty joystick and revive the old reflexes. There are three characters to choose from, each of them with their own abilities and background history: the Knight, Valkarie, and Barbarian. You start your journey at the city of Eralan in the kingdom of Albareth. At the moment, you are staying at the inn, and although you do not know it, fate will shortly be introducing you to the beginning of your first mission that will eventually end up as a quest.

Unlike most other RPG-orientated games, Times Of Lore does not overwhelm you with hundreds of different magical items, which gradually get more and more powerful as you progress through the game, but concentrates much more on a very good storyline to keep up your interest, with the plot unfolding with each little mission you do. However, Times Of Lore does have a few magical items to aid you in your quest, a small selection scrolls and potions (and even these are rare), but apart from these, not much else to get in the way.

Along the bottom of the screen is a set of eight different icons that let you interact with people and objects within the game. The mouth allows you to talk and question any of the inhabitants of Albareth you may happen to come across, although, not all of them might want to talk to you; the eye lets you examine objects close to you, or even in your possession, sometimes not

all is revealed at first sight; the pouch lists everything that you carry with you, including money and weapons; Pick up and drop icons are available, and very much needed throughout the game; the offer symbol allows you to offer an object that you carry to a person of your choosing, but don't get too carried away because people will usually take something if given the chance, even if they don't need it. Using certain items will cause different affects from item to item: scrolls will be read,

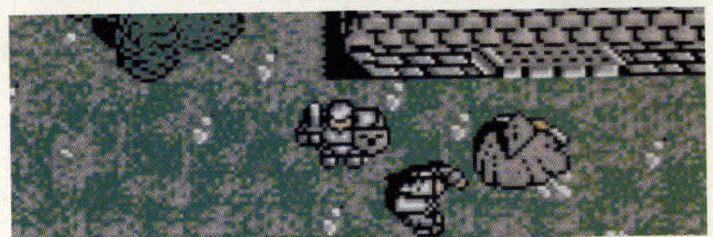
SOUND

Basic sound, very similar to the C64's sound, and very possibly a straight port.

50%

DOUG

Just because Times Of Lore is entirely joystick controlled, don't let that put you off. The game does not require you to be really good with a joystick and the gameplay is much more in-depth than a lot of other RPG games that I've played in my time. The storyline keeps going non stop, giving you plenty of different missions to complete. Some people will find this game a touch on the easy side, but even so, it's very enjoyable.



You go in search of the brigands that have been raiding caravans in the forest. Luckily, the local woodsman is able to help, and that's certainly going to save a lot of time.

OVERALL RATING

71%

potions drunk, rings worn, and so forth. Lastly is the games options, and from this icon you can check your score, load a previously saved game, or pause the one in progress. Saving the game however, is not possible from this icon, and if you do wish to save the game you will have to make your way to the nearest inn and acquire some lodgings for the night, thus saving the game. If you haven't got any money you can't get lodgings, and, therefore, can't save the game

GRAPHICS

Nicely drawn, but not very well coloured. Quite a large map to explore and houses with roofs that come off allowing you to see inside once you've entered.

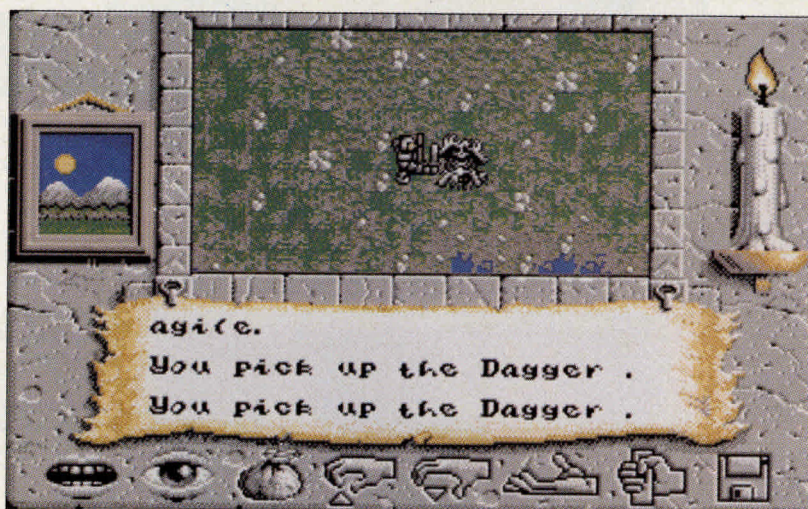
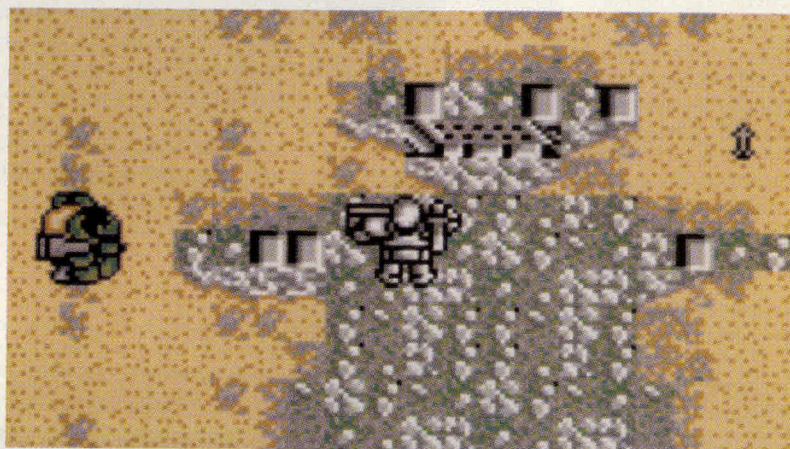
50%

ANDY

Not a bad little game, but a bit too close to the 8-bit version if you ask me. The graphics, and certainly the sound, could have been upgraded and a few new quests added as well. Nevertheless, Times of Lore is a good game, and once you've got use to the slow speed of your character, it's quite enjoyable - despite not using the machine's potential.

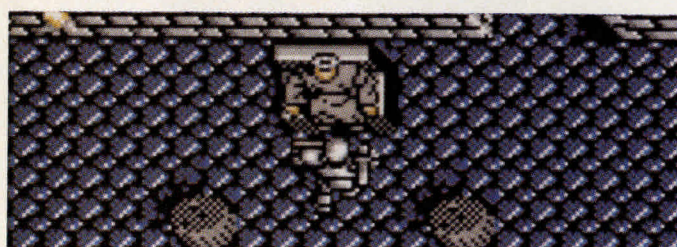


The desert isn't a very pretty place, but the occasional land mark can be found. The ruins are a bit out of the way, but play a small part in the game nevertheless, and besides, you don't know what's inside, yet!



Resting in peace is what most of the monsters that make the mistake of straying into your path end up doing, but your time is not completely wasted, for some of the monsters carry interesting items.

And you thought he was just rumour! The giant of Ryhder homes is in for the kill, but armed with your magical axe you'll dispose of him in no time. Keep an eye open, though, he might be carrying something useful.



Dariel, Steward of the Kingdom has a few jobs for you to do, and he's certainly not tight with his wallet. But when all is said and done, is he the nice person he really seems?



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BANGKOK KNIGHTS

GRAPHICS

Although the sprites are large and of a reasonable quality, the animation is both flickery and unclear. Sometimes it is very difficult to tell exactly who is hitting who.

44%

SOUND

The usual thuds and thwacks that are customary in this type of game are all included. Apart from these effects, there isn't really much else apart from an average title tune.

55%

For an aspiring Thai Boxer, life is hard. Before you can gain international recognition, you're going to have to fight eight of the most deadly boxers in the game - and each one is intent on crowning himself as the undisputed Bangkok Knight. As you travel through the towns and countryside, you meet your first opponent - Manchu Man - on the top of a treacherous cliff edge. You know that the moves at your disposal are deadly - sometimes fatal. The knee blow, elbow and shin kick are all legal moves in the art of Thai Boxing. A beautiful young girl-referee steps onto the fight ring and begins the first of three rounds.

Your opponent rushes out, throwing kicks and punches all over your body. You return a few of your own and send him back in retreat. A few more deadly combinations sees him slip to the floor - blood oozes from his mouth. A round can be won by either a knock-down or a win on the clock. Should you beat your opponent, you will be awarded with the fight's takings (your score). No sooner have you packed your kit, then your next opponent stakes his claim to the Bangkok Knight title - Dan Fists. A Ninja/Thai Boxer, Dan Fists uses unconventional methods to attack - Ninja Magic. If you make it to the Lumpini stadium, you will have to beat a further four

boxers before you can take the crown. Beat these, and the championship will be yours. Each fighters energy is

displayed at the bottom of the ring, along with the clock, in bar form.

STEVE

Bangkok Knights is a very poor conversion from the original 64 version. Although the sprites are of a better quality, they are poorly animated, and the gameplay relies on repeating the same move until your opponent falls down. There is very little skill required when playing, and I found I could beat a lot of the opponents, by trapping them in a corner, and continually kicking him. Although the Amiga doesn't have that many beat'em-ups, don't settle for this second-rate conversion.

■ Before you can make a bid for the title of Bangkok Knight, you must fight eight different opponents. Each have their own method of fighting - nearly always dirty.

OVERALL RATING

48%



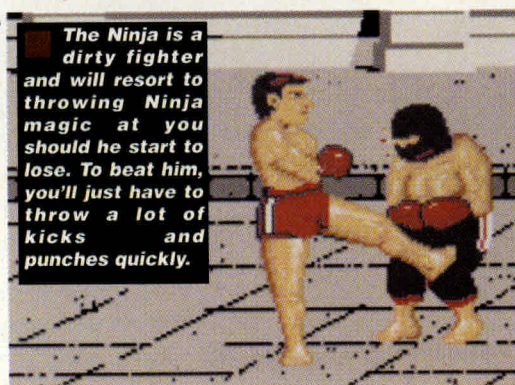
■ Each fighter has his individual energy bar. And you must deplete the bar by kicking seven salts out of your opponent. Every part of his body is a potential target in Thai Boxing, with some of the kicks depleting the bar more than others.

WHITEY

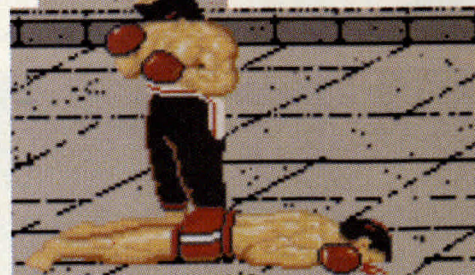
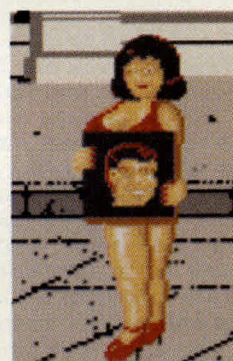
I was really looking forward to Bangkok Knights on the Amiga, and hoped that the programmers would have enhanced it from the 8-bit version. Unfortunately, this is not the case, and Bangkok Knights is both boring and unrealistic. You can't really tell who is hitting who, and I found myself pushing the joystick and hoping for the best. There are far more realistic beat'em-ups around at the moment. And my advice? Don't waste your money on this one.



■ The Ninja is a dirty fighter and will resort to throwing Ninja magic at you should he start to lose. To beat him, you'll just have to throw a lot of kicks and punches quickly.

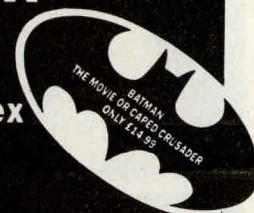


■ (Left) Get in a good flurry of kicks and punches, and your opponent will sink to the floor in a pool of blood. Three knockouts or clock wins will make the fight yours.



■ Didn't take my advice did you? Your quest for ultimate stardom and the title of Bangkok Knight disappears in a blur of stars and a vision of red.

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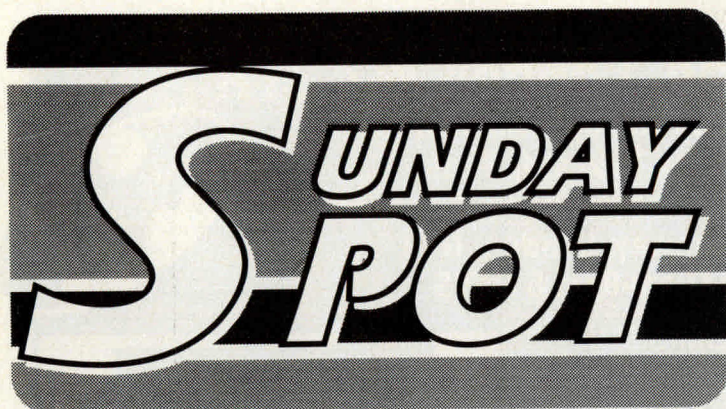
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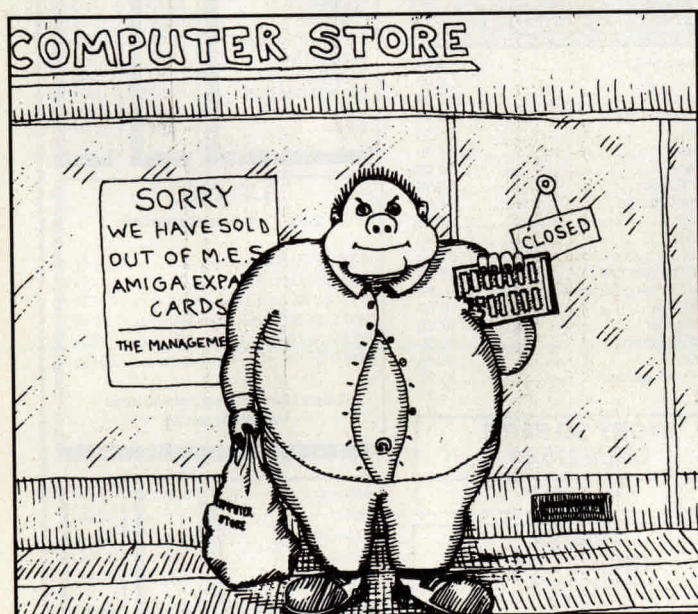


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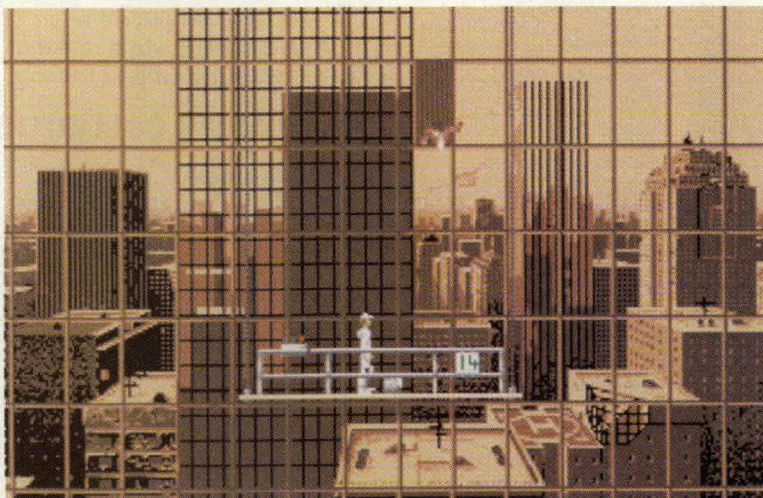
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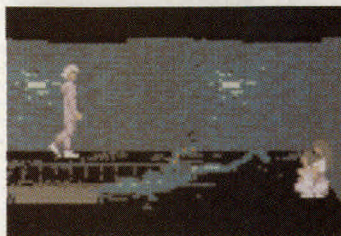
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■ Your boss Ed gives you a good telling off after you spill your bucket of water. But if only you knew what your small accident was going to lead to, then perhaps you'd have been a bit more careful.



■ You step through the window into your boss's office to fill up your bucket of water. Unfortunately, your curiosity gets the better of you.



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FUTURE WARS



■ After a quick change of clothes, you fit into your surroundings a bit more, and can now walk easily among the inhabitants. But be careful! Not everybody is friendly.



■ You enter a local village and start to look around. Apart from the pub and castle, there's not much else here. So let's hope your passage home lies in one of these two places.

DOUG

Future Wars is very similar to the Sierra adventures, except that this is totally mouse-controlled. What I found irritating in a lot of circumstances, was when you tried to do something, it kept asking you to get a little bit closer meaning you have to have pixel-perfect accuracy. Apart from that, the game is flawless. Future Wars is a classy program and well worth the money.

It was just another ordinary working day. A day which you would spend looking at the side of a glass building while cleaning each and every window of your employer's building. Nothing interesting ever happened to you, and your only pleasure in life was looking out over the spectacular city once you had reached the top of the building. Just then, a window just above you opened, bringing you out of the daze you been in for the last ten minutes. It was your boss, Ed. He had one of those looks on his face - one of those looks that meant at any moment something bad would happen. And, sure enough, it



■ From what you have heard from the locals, there was something a bit odd going on in the monastery. Now you're in there, though, how are you going to get out?

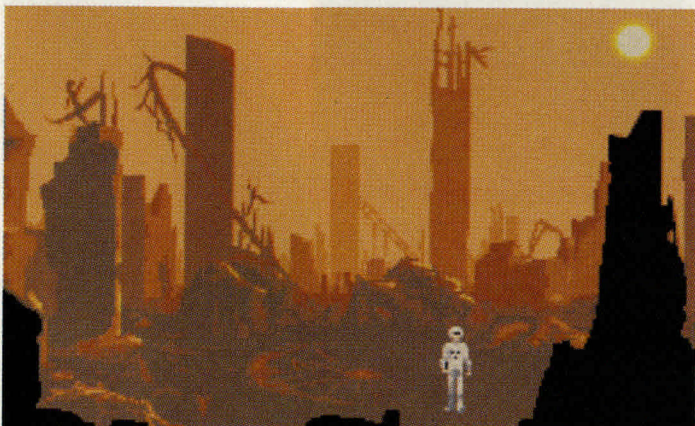
Well, your boss certainly isn't what he appears to be. After stumbling around his office, you find a hidden room, and it doesn't exactly look like a broom closet.



does. Still watching your boss, you move to the side a little and accidentally knock over your bucket of water. You receive what seems like an endless barrage of insults from Ed, and yet another warning of how close you are to getting the sack. He then pops his head back inside the window, and slams it shut. "Oh well!", you say to yourself, as you prepare to go right down to the bottom of the building to get some new water - but then you notice something: the window Ed was looking out of isn't quite shut, and instead of wasting a lot of time going back down to the ground floor, you could nip in and get more water from Ed's office. With an evil glint in your eye, you make your way through the slightly open window and into Ed's office and into what you think might be a lot of trouble.

STEVE

I quite like the Sierra games, but Future Wars was easier to get in to. To begin with, the puzzles can seem a bit strange, but some of them are fairly logical, and it'll soon click. It amazed me how big the game actually was: I have played it on and off now for quite some time, and I am still finding new areas. Overall, Future Wars is a perfect entry to this genre, and is worth considering.



You find another transporter and press the buttons to use it. It doesn't look like the home town you used to know, although you wanted to go forward in time, the year 4315 isn't quite what you wanted.

If only you knew how much trouble!

Future Wars puts you in the position of the hero of the game, a janitor who accidentally stumbles across a time machine and ends up being teleported from one place to another, trying to stay out of trouble and alive at each different location. As you progress through the game, a dastardly plot unfolds, and you soon realize it's not just your neck you're trying to save, but the whole world's. As you travel through time, trying to get back to the present day, you become hopelessly involved in a struggle between humans from the future and the aliens they are at war with. The game is controlled entirely by the mouse and, although the game is an adventure, no typing is required. Pressing the right-hand mouse

button will bring up a menu of six commands, and from these commands you can control your janitor's actions. The standard 'examine', 'take', and 'inventory' commands are there, as are 'use', 'operate', and 'speak'. Moving is very similar to the Sierra games, where you control your character via the mouse.

WHITEY

Future Wars is an excellent icon-driven adventure set in several periods of time. The idea behind the game is quite original and has been implemented well. The graphics are nicely drawn and move very well indeed. Along the way, various types of puzzles must be solved - although some can prove a little illogical at times. Future Wars is definitely recommended if you are into adventure games. A very good game and one worth buying.



You come across a small clearing in the forest, with a large oak decorating the centre. But what's that hanging from the branch? And, more importantly, how are you going to get it?



You've got yourself into a lot of trouble this time. Although you don't know it, you've been teleported back in time to the year 1304, and now you've got to find a way back.

GRAPHICS

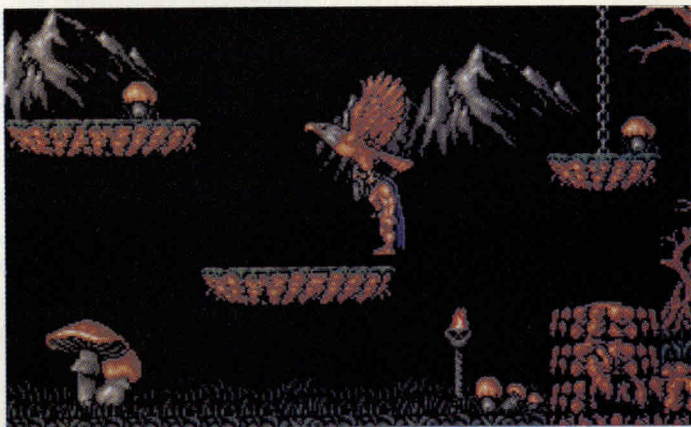
Some excellent graphics throughout the game; all are depicted in 3-D, allowing you to walk in between and all around the objects and scenery. The definition is extremely precise and the colour has been used very well. Definitely top class.

76%

SOUND

Sound sampling has been used to the full with tons of different sound effects being used throughout the game, and add realism. A nice little tune has also been included on the title screen. Combine these with the graphics and you can't go wrong.

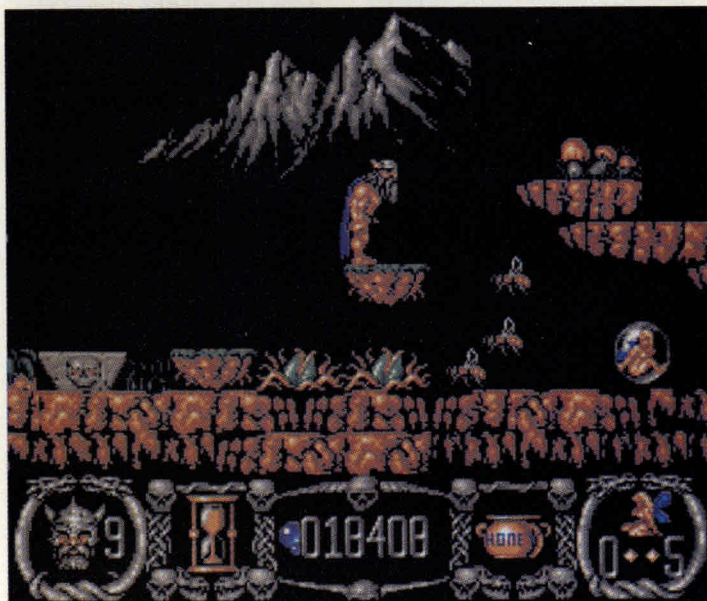
82%



■ The great eagle, Mael Ovin, swoops down and carries you off in his clutches. Without the help of the eagle, you wouldn't be able to get to a lot of the imprisoned faeries.



■ With the aid of the eagle, you enter a caged platform and rescue the defenseless faerie within. But don't hang around or you might just be killed by the fireball-throwing wizard below.



■ A swarm of killer bees guard the faerie from any would-be rescuers, and until they're disposed of, you won't be able to get to her. Now what do you have in your possession that might be of use - honey, perhaps?

HEWSON £24.95

STORMLORD

You are the Stormlord of the land of Llyn Cerrig - a place where no evil dwells. A place of wonder, peace, and beauty. But disaster has struck! The news of Llyn Cerrig has reached the ears of the evil Elwords, and one of their clan, Badh the rotting crone, has been sent to suck the life force from the very land itself, preventing her body from decaying any further. The faerie guardians who look over and protect all of the creatures within Llyn Cerrig, have

been imprisoned by the Badh within magical bubbles, and scattered throughout the land. You must go forth and find the captured faeries and set them free. You must also kill the countless evil incarnations that will assail you, or they will slow your progress and bring the hour of doom ever closer. Your only aid will come from Mael Ovin, the

STEVE

With its dark, atmospheric graphics and unusual sound effects, Stormlord just oozes quality. The graphics are brilliant, and feature both nice animation and colouring; whilst the backdrops are both detailed and pleasant. The only fault I can find with the game is that I can imagine the repetitive nature of the game getting tedious, as it never really changes. Still, the constant barrage of strange creatures, along with the long task of rescuing the faeries, makes Stormlord well worth a look.

WHITEY

As with most Hewson releases, Stormlord sports some attractive and colourful graphics. Sadly, though, I found Stormlord became a little repetitive and tedious after a while. The game itself has been nicely put together, with some interesting in-game effects and nicely drawn sprites that have been well animated. If the game were more interesting Stormlord would be an excellent game. As it is, it is a mediocre platform game.



■ A chasm filled with fire stands between you and the item that will help you free the next faerie. The only way across is via the platform in front of you, but be careful! It doesn't look that safe..

great eagle, who will help you whenever possible.

There are six levels to be completed, each with a small number of faeries to be rescued before you can advance to the next. Littered around the realm are various objects which can be used to free the faeries. The key is the most important object you will find, for this will open doors to small caves where faeries are usually hidden - however, if you're too hasty, and use a key in the wrong place, you'll find yourself trying to complete an impossible task. Boots, umbrellas and honey are other objects that will be found in the surroundings, and each have their own particular use.

Stone platforms are scattered around The Realm from which you will be able to summon the help of Mael Ovin. Whenever you step onto one of the stones, the great eagle will swoop down and carry you off to places which you could not otherwise get to. Demons, ghouls, dragons, huge worms and trolls will be just a few of the monsters you will encounter while on your mission, but a quick blast of energy from the palm of your hands will soon dispose of them. The longer you hold down the fire button, the further the energy will be thrown. However, if you

hold down the fire button for quite a while, when you release it, a huge sword will be launched, not stopping until it hits something.

Each time you rescue all the faeries from one of the levels, a small sub-game will start, giving you a chance to get back an extra life for the next level. Instead of throwing energy bolts, you now throw kisses, and each time you see a faerie you have throw it a kiss and then catch the tear that she drops. Collect ten tears and you'll get an extra life.

DOUG

For all you people who think platform games are a thing of the past, Stormlord is just the thing to prove you wrong. The conversion from 8-bit to 16-bit has been extremely well done, keeping the basic playability of the 8-bit, while totally upgrading the graphics and sound to a very high standard. Stormlord is just a basic platform game when it comes down to it, but is certainly worth a look at.

SOUND

Some very good sound effects have been incorporated, and they go really well with the style of the game, adding to the already very good presentation.

60%

GRAPHICS

A good use of colour, and excellent definition on the spirits. There's a good variety of different nasties and creatures throughout the levels, with each one drawn just as well as the previous.

71%



Acid rain drops from the skies, making it hard to avoid both them and the oncoming nasties. But with the aid of your trusty umbrella, you don't have to worry about the deadly drips.



Watch your feet! It takes but a single shot to dispose of each one of these huge worms - but no sooner have you killed one, then another two have taken his place.



Eggs drop from above, almost hitting you, but if they're not destroyed once they hit the ground, they crack open and unleash a horde of demons at you.



A door is the only thing that stands between you and the faerie within. But until you've got the key, that's where she's going to stay.



You accidentally step into jaws of a man eating venus fly trap and, before you know what's happened, you are reduced to a pile of bones clattering to the floor.

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NORTH & SOUTH

Set during the American Civil War, North & South offers you the chance to become a great general in the famous battle. You can choose to represent either the Yankees or the Feds, and your rank can also be chosen from three varying difficulty levels. When the game has loaded, a number of options are offered, including the ability to play the game as a strategy game rather than for the arcade sequences, and you can also add or remove various in-game hazards. Having selected, pressing the firebutton will start the game.

North & South can be played as a one or two-player game, with both players fighting against each other. Both sides are given two armies, which comprise of footsoldiers, a small cavalry and a cannon, and your aim is to move through the various American states, gaining control of as many as possible. A map of the American states is the central part of the game, and all strategic movements and actions are shown on it in icon form. If, when you are moving around the map, you cross into your opponent's territory, you will engage each other in a battle for the land. The action switches to a side-on view of the battlefield, with both sides facing each other. You can switch control between your cannons, cavalry and footsoldiers, and the basic aim is to kill all of your opponent's men before he kills yours. The cannon is a particularly useful weapon, as it can kill whole

groups of people with one shot, but its ammunition is limited, so accuracy is all-important. The cavalry and footsoldiers, on the other hand, can be particularly useful for picking off any surviving soldiers.

In addition, you may feel daring, and wish to attack your

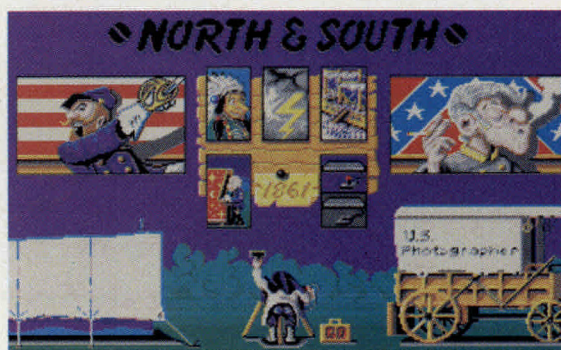
opponent's mail train or base. If you do, the action switches to that of a 'Green Beret' style game, in which you run along a horizontally-scrolling landscape, felling any opposition with a knife or a punch. These sections play at a very rapid speed, and involve, avoiding the aforementioned

SOUND

A superb tune plays during loading, and the game features a full compement of excellent sound effects, which include train whistles, cannons firing and burps(!).

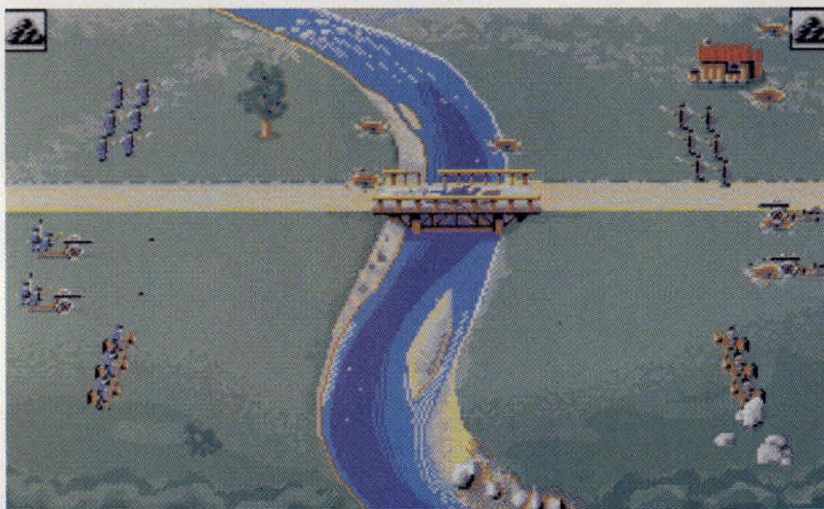
86%

enemy and any traps they may have set, and making your way to the end of the play area before a very strict time-limit expires. If successful, extra power and money will be yours, allowing you to buy extra men for your campaign.



This is the main menu screen from where you can style the game to your own taste. As well as choosing from a one or two-player game, you can alter the strength of the computer opponent, or choose to leave out certain sections of the game.

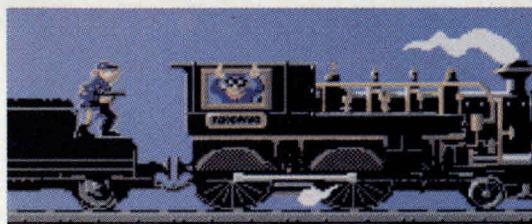
You and your opponent begin the game with two or more armies, and these are shown on this map. Each time you land on a new American state, it will join your cause until it is reclaimed or stolen by your opponent. In addition, by occupying the same state as your opponent, you will goad them into battle.



When you enter battle, your armies are shown from the side as you face each other. Each army consists of a cannon, a small cavalry and some infantry. The length of your cannon's shots are determined by how long fire is held down for, but they only have a limited supply of ammo, so don't waste them. Battle is won, when one of the two armies has been totally wiped out.

WHITEY

Once in a while, we here at Amiga Action are sent a totally new and original game. North and South happens to be one such game. The presentation is brilliant, with cartoon-style graphics and a host of options to increase the game's lasting appeal. The battle scene on its own is worthy of a full-price game. If you can only afford to get one game this month, make sure it's North and South - you won't be disappointed.



If you are situated in a state adjacent to a mail train's route, you are given the chance to raid it. As you run along the top of the train, you must be careful not to fall off, and you must also kill anyone who gets in your way. You are armed with roughly a dozen knives, and a lethal punch - but don't hang around, as the ever-decreasing time-limit is, as always, your greatest enemy.



GRAPHICS

Quite simply brilliant. Each stage features a wealth of cartoon-quality graphics, which move realistically. The backdrops are bright and colourful, and the presentation is faultless.

85%

Your quest for domination is not only interrupted by your opponent, but by an assortment of hazards, too. Although these features - including angry red indians and troublesome weather conditions - are removable, they certainly add to the game.

STEVE

If you have ever seen Infogrames' *Stir Crazy*, you'll instantly recognise the graphical panache of *North and South*. The game's presentation is nothing short of brilliant, and the variety in graphics and sound makes the game really bright and jolly. However, like *Stir Crazy*, I'm not sure how must lasting appeal *North and South* will have, but I've been playing it for ages now, and still haven't got bored.

Of the two hazards, the indians are by far the most dangerous. If you incur their wrath, their leader, Big, Chief Sitting-down, will stomp off to the nearest mountain and summon the gods for their help. As his smoke signals float upwards, a large tomahawk starts spinning around the play area, before settling in the chest of one of the

armies. The weather, on the other hand, doesn't seem to have much bearing on the game's statistics, but battling in a pouring storm is far from pleasant.

So, armed with only a handful of men - most of whom are cowards - do you think you have got what it takes to win the war?

DOUG

Infogrames have come up with another winner here. *North and South* is a really well presented game, which features their usual high standard of graphics and sound - but maybe not all the gameplay I would have wished for. The game is definitely a souped-up *Defender of the Crown* clone, and although the game is just as easy to beat, it's a really good laugh and, don't worry unlike *Defender* you will be playing it for ages. I recommend *North & South* as a definite buy.



If you are brave, you can try to take over your enemy's base. As in the train sub-game, you are armed with a set of knives and your fists, but this time there are dogs and dynamite to watch out for, as well as your opponent.



AMIGA ACTION

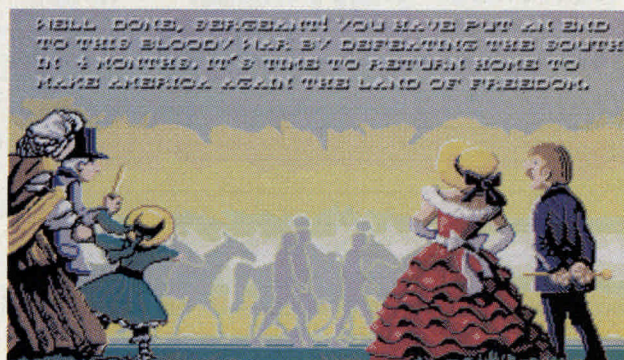
OVERALL RATING

84%



If you manage to capture the flag in the enemy's base, any proceeds from their mail train will be yours.

Every now and then, Big Chief Sitting-Down, take a pot-shot at either of the two sides. After he sends out a warning smoke signal, a large tomahawk spins across the screen, until it finally settles - normally in one of your men's chests!



The game ends when you have successfully killed both of your enemy's armies. All that remains now, is to make your weary way home past the cheering crowds.

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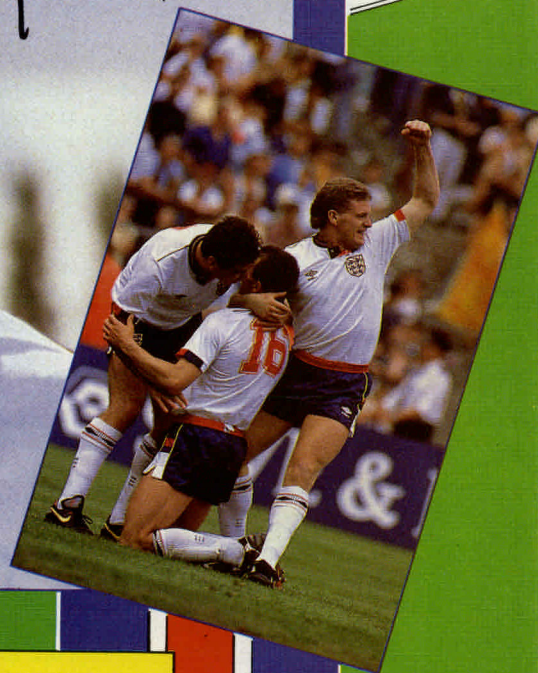
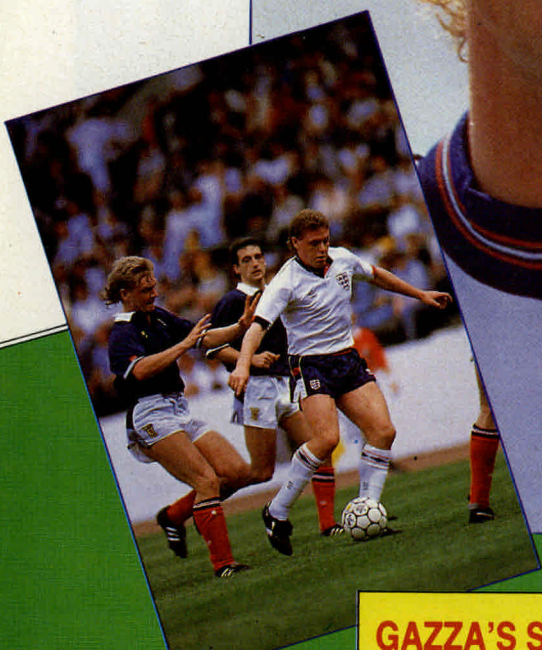
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Paul Gascoigne



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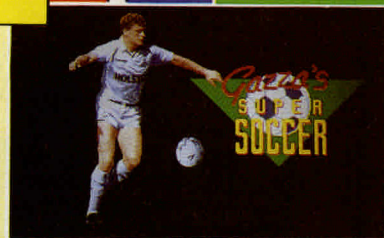
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Real Soon Now!

It is very unusual for a sequel of a game to actually appear before the original, but that is exactly what happened in the case of U.S. Gold's conversion of Capcom's *Ghouls 'n' Ghosts*. Elite have been in the process of converting the original *Ghouls'n'Goblins* for some time now, and, due to programming difficulties at Elite, it looks like U.S. Gold's sequel will appear first. *Ghouls'n'Ghosts* continues the brave adventures of Arthur the knight, who had his bride-to-be snatched from under his very nose by an evil demon in *Ghouls'n'Goblins*.

Arthur's adventures saw him crossing five stages of horizontally-scrolling terrain, and fighting off the attacks of all manner of the demon's undead followers. Initially armed with a lance, Arthur had to avoid contact with the many creatures that attacked him, and throw whatever came to hand at them. Eventually, he entered the demon's domain and, in a fight to the death, rescued his Fiancee. *Ghouls'n'Ghosts* follows this pattern of traversing several horizontally-scrolling levels in search of your kidnapped bride, only this time the demon's followers are much deadlier and more varied. Extra features have also been added to enhance the basic theme, for instance if Arthur gets caught in a sudden downpour, his armour will go rusty, so he will have to rush through to the end of the stage as quickly as possible.

A wicked conversion

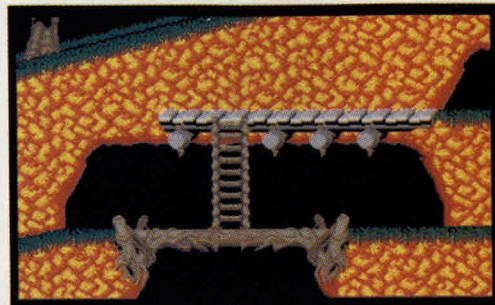
The job of converting this graphically excellent coin-op fell to Software Creations, the group



who had successfully converted both *Bionic Commando* and *LED Storm* for U.S. Gold earlier. The first thing the team did was take delivery of the coin-op, and sit down and play it thoroughly. As they played it, they got to know the 'feel' of the game, and the attack patterns, as well as the general style of the game's presentation. Next, they took some shots of all of the game's graphics for graphic artist, Andrew Threlfall to work from.

Every time they are commissioned an arcade conversion, they use this process. The game is broken down into several segments, and anything that they decide is either not needed or just not possible, is dropped. Each of the team is then sent off with their respective task. So far, the conversion has taken nine months, but the conversion is looking very close.

The brief U.S. Gold's software manager, Dave Baxter, gave the team, was that he wanted as close a copy of the game as possible, with full-screen scrolling and as many of the coin-op's features included. Bearing in mind the limitations of the Amiga compared to that of the 68000-based arcade machine, the team have managed to squeeze practically everything from the



game into the conversion, with the exception of the creeping vines which attempt to trap Arthur and a few frames of animation.

Dave Broadhurst, is the main man behind the conversion of *Ghouls'n'Ghosts*. He had to play the coin-op endlessly before attempting to transfer it to the Amiga.

Ghoulish Music

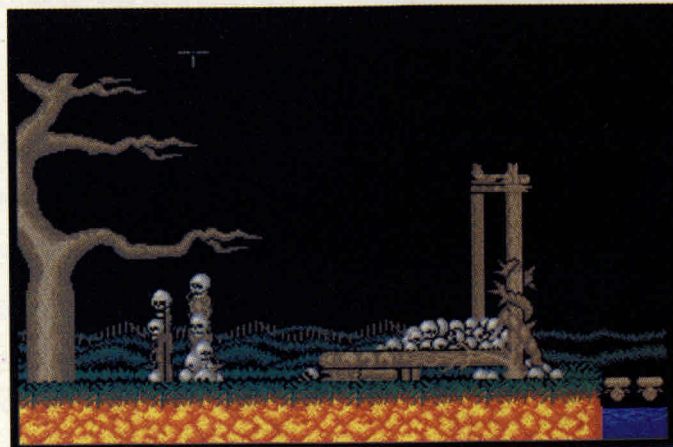
Music man, Tim Follin, had quite a job on his hands when he started work on *Ghouls'n'Ghosts*. The arcade machine utilises a dedicated Yamaha chip, with a different tune for each level, so his job was to try and cram all this into the Amiga's memory. As a compromise, he converted the

tunes that accompany levels two and four, and mixed them together. The resulting tune was then used to accompany the entire game.

Of using the Amiga, he confesses that he is not a fan. In fact to quote him, he says that it is "crap", and that his is broken because "I got fed up with it so many times!" So far, Tim had been working on music for a couple of weeks, and already it is shaping up well - "with absolutely no thanks to the Amiga", he says.

Ghostly Graphics

Unlike its ageing predecessor, *Ghouls'n'Ghosts* is a graphical spectacular. Each level features countless new nasties, ranging



from death-dealing guillotines to mad Ravens, and all these attempt to kill, or at least disrobe, our brave knight. The graphical definition in the coin-op would be extremely difficult to recreate on the Amiga, but the job is in the capable hands of Andrew Threlfall.

Andrew has provided the graphics for all of Software Creation's conversions, but Ghouls'n'Ghosts is the hardest and biggest one he has tackled yet. For reference, he is using photos of practically every creature in the game, and uses DPAINT III to painstakingly recreate them on the Amiga. Obviously, converting from a mega coin-op meant that a few features would have to be dropped, but instead of ruining the gameplay by dropping a level or a creature, minor things such as animation have been cropped. For instance, originally Arthur used six frames to make him walk, but this has been cut down to a reasonable four, and in addition, some of the animation on the massive end-of-level guardians has been lost, too - though nothing particularly notable.

The Coin-op

Continuing the brave adventures of Arthur the Knight, Ghouls'n'Ghosts is an improved extension of the original Ghosts'n'Goblins game. It features a wealth of deadly enemies, along with some really attractive detailed graphics. Each level is accompanied by its own tune, and, more importantly, it plays exceptionally well.

There are five long levels for

Arthur to traverse, and along the way there are a number of useful items to collect and use. In the first game, there were only extra weapons to be collected, but this time Arthur can protect himself with a variety of shielding devices as well as the many weapons that are scattered throughout the levels. The basic pattern of monsters appearing to attack our hero, followed by the usual end-of-level guardians, is still there, but the time difference between the two games is instantly recognisable in the graphics and overall presentation.

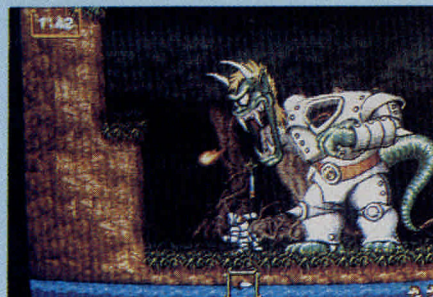
The fearless team

Manchester-based Software Creations were formed by Richard Kay in 1985. Richard began his programming career at Ocean in the days of Hunchback II and Kong Strikes Back, but left to set up on his own. Software Creations was started by Richard with the aid of the Government's Enterprise Initiative scheme, and initially consisted of 2-3 people. The first game they ever produced was Bubble Bobble for the 64, and following that, they were responsible for the conversions of Bionic Commando and LED Storm for U.S. Gold. The team now consists of fourteen members, half of which are doing work for the Nintendo system, whilst the other half provide conversions of games commissioned to them for all formats.

The team behind Ghouls'n'Ghosts have all worked together for the Amiga versions of the aforementioned games, and consist of Dave Broadhurst, who does the actual programming;



● Luckily, the coin-op had a map mode which allowed the team to study each individual section of the map. This meant that they could get the final graphics closer than if they had drawn them from an overall view.



● The end-of-level guardians have been recreated by the team almost perfectly, with the only things missing being a couple of frames of animation.



● Anyone who has seen the first game in the series, will know about Arthur the Knight's underpant fetish. Instead of dying whenever he comes into a contact with a nasty, he simply jumps out of his armour and carries on until he is touched again.

Tim Follin, who is providing the sound; and Andrew Threlfall who has has the awesome task of transferring the graphics. Of all their projects so far, Richard reckons that Ghouls'n'Ghosts is the best one they have done yet. He says: "In the past, our stuff hasn't been that playable. I mean, Bionic Commando was too difficult, and LED Storm, well,

there wasn't a lot of gameplay there in the first place!" However, with Ghouls'n'Ghosts, he is confident that it is going to be the best thing from them yet. To aid play-testing, for every bug that is found, the person who found it received a pound, but now it seems that nobody can afford to go to the pub anymore!

THE TEAM BEHIND GHOULS AND GHOSTS



Music man: Tim Follin



Graphic artist: Andrew Threlfall



Programmer: Dave Broadhurst

OKAY! JUST HOW DOES THE...

AMIGA ACTION

...REVIEWING SYSTEM WORK?

INTERNAL DOCUMENT: AA/SH/v2.5

AMIGA ACTION SCORE SHEET

TO BE FILLED IN BY ALL REVIEWERS

Game name:

Software House:

Reviewer:

Date of review:

Notes to the editor:

VERY IMPORTANT: TAKE TIME TO FILL THIS OUT VERY CAREFULLY!

- GRAPHICS -

	VG	Good	Ave	Bad	VB
• Use of colour	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Detail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Graphic originality	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Smoothness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Quality of animation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Variety of graphics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• "Wow" factor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Speed of movement	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- SONIX -

	VG	Good	Ave	Bad	VB
• Music overall (x2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Effects originality	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Effects variety	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• "Wow" factor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- GENERAL -

• Addictiveness %	<input type="text"/>
• Lasting appeal %	<input type="text"/>
• Overall gut feeling%	<input type="text"/>

This score sheet is a vital part of the Amiga Action scoring system. Each reviewer must fill out one of these sheets every time he reviews a game. The sheet breaks down all the elements of a game and reduces the reviewers decision to a simple 1-5 score, this helps take the guess work out of scoring things like animation or use of colour. Combined with this analytical approach is a "gut feeling" score. The two results are combined using a special piece of computer software, which calculates the final scores. Space is also provided on the sheet for making notes to the editor and for details like the price of the game and the software house. And that's it really! As you can see we don't just throw darts blindfold, like other magazines. After all, it's your hard earned money at stake - we don't leave anything to chance!

At Amiga Action, we take our games very seriously. Indeed, all of our reviewers have been very keen gamers for years. Whenever a game arrives in the office the person most suited to review it is immediately sent off into a corner to play it fully. For instance; it would be no good giving our adventurers, Mitch and Steve Kennedy, the latest shoot'em-up, because rumour has it they don't even own a joystick between them!

That person then doesn't emerge until he has totally analysed the game and written the main review, complete with fully descriptive captions. After that, the other reviewers are issued with the game and sent to play it for hours before writing their comments. Eventually, the team discuss the various merits of the title and play it in two-player mode (if applicable). Finally, the editor will process the individual score sheets and come up with scores for the graphics, sound and the game's overall percentage.

THE "AA" REVIEW FORMAT

Reviews are split into three main sections: Section one is the body text which describes the game's scenario, basic features and overall objectives. The second main element to a review is the individual comments from the reviewers. The comments are designed to highlight the most impressive aspects of a game, and more importantly, pass judgement on serious flaws or weaknesses. Finally, there are the highly descriptive captions which together with the detailed screenshots, enable us to fully explain a game. Basically, we offer the most concise and comprehensive reviewing system there is.

SCORES FROM BAD TO FAB!

While flicking through the pages of this issue, you may have noticed that we don't score games quite as highly as other magazines. Our scores have a much wider range right from very bad (below 40%), through average (40-60%) and right up to outstanding (80% and above). If a game scores over 80% or more in Amiga Action, then you can be sure that it is a 'crucial buy', and if a game scores less, then you know to read the comments carefully to see what was wrong with it. The process is very complex but we feel we are making sure that you, the readers and game-buying public, are getting the best information going. Remember: if a game scores over 80% in Amiga Action, then we will put our name to it and award it the Amiga Action seal of approval. What more of a guarantee could you ask for?

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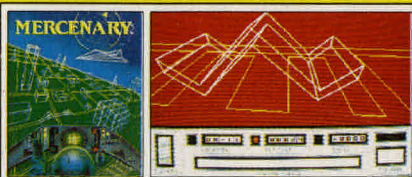
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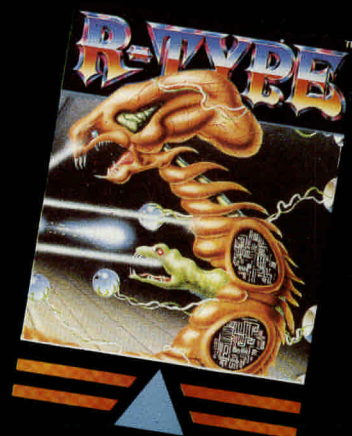
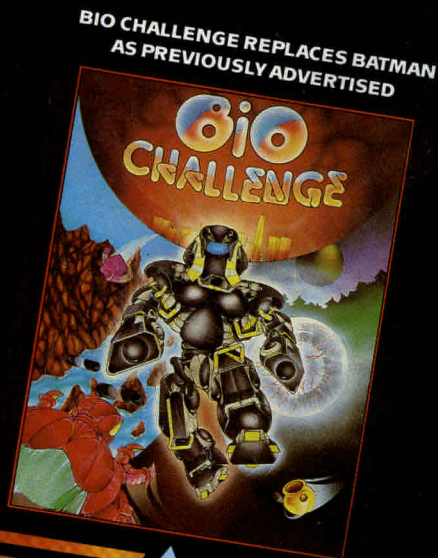
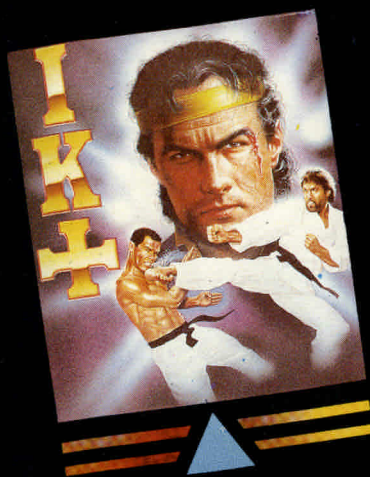
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