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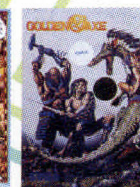
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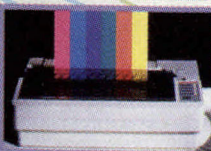
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## Plan 9 From Outer Space

Ghoulis goes on with Gremlin's first ever film license. Can you recover the missing movie before the aliens and zombies catch up with you and end your adventure?

# AMIGA ACTION

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# COVERDISK

This month's disks are probably the best selection we've had to date on Amiga Action, mainly due to the sheer size of them.

Firstly System 3 have knocked up a playable level from their eagerly awaited mega game **Myth**. It should take even the best games player a hero's lifetime to beat. Next is **Apidya**. As a wasp you have to take on dangers from nature itself in a whole level



from this tasty shoot'em-up. And if one blasting game wasn't enough then Loriciel have provided **Jim Power** to keep you occupied. Lastly, we have something for the more athletic among you; the slalom event from Flair's impressive **Winter Sports**.

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## AMIGA ACTION GOING FROM STRENGTH TO STRENGTH!

# 29

in progress

In this month's fabulous technicolour Amiga Action, we bring you even more splendid previews. Read about the crumbling communist regime in **Ashes of Empire** by Mirage, stamp your foot hard down on the accelerator in the marvellous **Jaguar** from Core Design and go back to your roots with Virgin's innovative **Humans**.



Ashes of Empire, as seen on page 36

# regulars

## News.....4

There's a grand total of four exciting up to the moment news pages devoted to what's happening on the Amiga scene. We preview soon to be released games and give you the low down on their development.

## Super Leagues.....12

The most informative Leagues in the entire world are here for your perusal. See if your favourite games are really any good and discuss their placings with your friends, but make sure that they buy the mag and don't just borrow yours!

## Pete's Betterbuys...82

Cor blimey guvnor, that right-footed wizard of the dribble, Peter H. Lee, has managed to get his Max Headroom-like fizzog on three pages once again to inform you sad misguided fools of the bargains and the rip-offs presently available for mere bagatelle.

## Boggit's Domain....87

He's grumpy and he's stumpy! Ye olde geeke is back once again to solve your burning problems in the mysterious world of Role Playing Games. If you can't get out of that stinking dungeon, never fear, for the Boggit is here!

## Talkback.....94

'Hughesy' Lee gives it to you straight and no messing. If you have had the bottle to write in to our sharp-tongued king of the Amiga Action letters page then your effort may be here in this month's forum for the bored Amiga user.



# 48

giving the game away

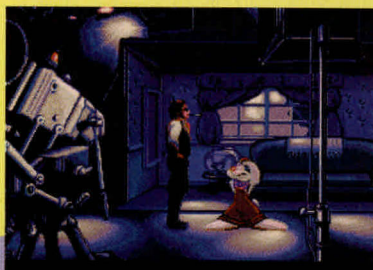


Electronic Arts' **Populous II**, hailed as one of the hardest and most enthralling games of last year, is given the full isotonic and isometric treatment this month along with the final exciting part of the all-encompassing guide to Delphine's **Another World**. And don't forget to check out Jase the Ace's Deliberate Mistake compo!



**In your FREE mini mag...**

Don't you dare say we never give you anything! Before you fumble excitedly towards the centre of the mag to witness what has got to be the best free gift in the history of magazine publishing, read all about what's inside your supplement. There's a glorious guide to the clockworks in *Harlequin*. This is followed by the inimitable Roger Rabbit in *Hare Raising Havoc*. Wolfchild storms onto the pages to rip you to shreds and, to relax you after your torrid time as a hirsute wonderboy, *Leisure Suit Larry* proudly pops up to provide some mirth. And the green-haired Video Kid completes the all-star line-up.



A fantastic brand new top of the range hard drive? YES! You must be joking! NO! We're telling the whole truth here guys and gals. It seems unbelievable, but Electronic Arts in conjunction with Millennium have kindly offered to give away an environmentally friendly hard drive to one lucky reader. All you have to



do to win this fab and groovy prize is complete an easy green issue word-search and send it off first class. Best of luck!

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reviews

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FREE



# NEWS

## RAVE RODENTS

A revolutionary new mouse that is designed exclusively for children (now I don't agree with that kind of bigotry - Ed.) has been announced by Logitech, the world leader in computer input devices. The **Kidz Mouse** has been developed specifically for five to 11 year olds (the ed should just about scrape that - Prod. Ed.).

Logitech's research and development team have given the device maximum child appeal by making it as rodent-like as possible. Grey in colour, its casing is mouse shaped with the two ears for buttons and the cable as a tail (very ingenious!).

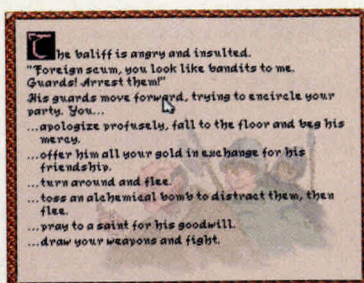
It will be available for both the Amiga and ST and should be on sale in the very near future priced around the forty pound mark.

Parents beware!



The Kidz Mouse is the very first pointing device that has been designed exclusively for children. The rodent-like styling means that it will instantly appeal to 'young uns' everywhere.

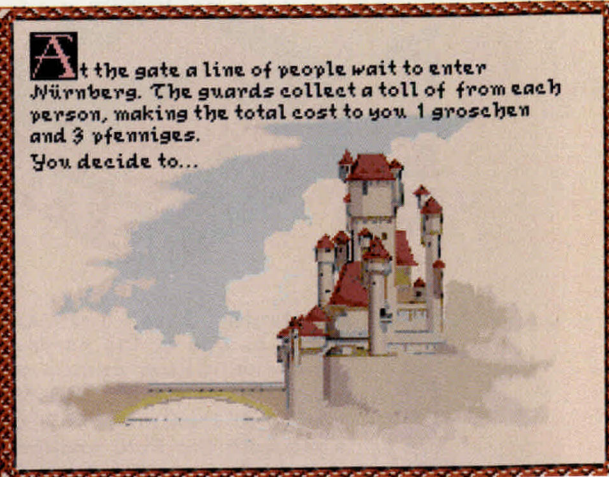
004  
AMIGA  
ACTION



**Darklands** puts your group of four adventurers into a world of turmoil and war. You will need to use your wit, intelligence and brawn if you are to survive.

**M**icroProse Software, renowned for its high quality simulations, will release **Darklands**, its first fantasy role-playing game later this year. It is set in medieval Germany, a time of violence and corruption with three Popes simultaneously in charge, powerless emperors, gangster nobles and venal clergymen. Great emphasis has been placed on the beliefs of the time; witches, the devil, saints, dragons and so on.

Players will explore a vast map of Germany with a party of four adventurers created from the likes of nobles, swordsmen, mercenaries, thieves, alchemists and monks to name but a few. Millions of different character types will be possible by choosing from 26 attributes and skills. The ultimate goal of the game will be to achieve fame and immortality on

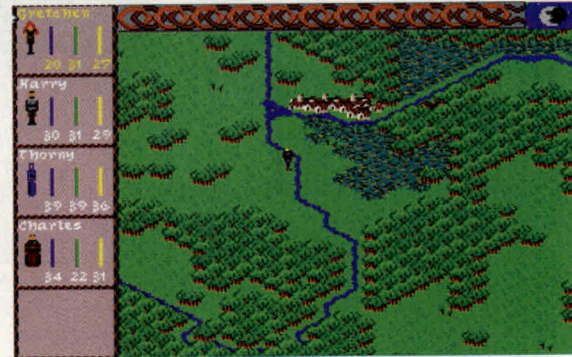


# THE DARK AGES

multiple quests, many of them simultaneous. Quests will be created by an "adventure generator" for endless play.

Darklands will display the realism and challenge indicative of all

MicroProse simulations. "The common thread of all our titles, from Gunship to Railroad Tycoon, is that they have an intellectual core," commented designer, Arnold Hendrick. "This is to be continued with Darklands."



## A RAY OF HOPE

Logic 3 are well known for their hand held joysticks and now they are moving into the tabletop market with three new additions to the range.



The Logic 3 range of joysticks has three new members to swell its ranks, all designed to be used on a desktop. The **Alpha Ray**, **Sigma Ray** and **Gamma Ray** will retail for £11.99, £13.99 and £22.99 respectively. They all contain microswitches but otherwise, as the price would suggest, they are quite different. The Gamma ray, for example, contains a digital timer display and count down clock.

Logic 3's Ashvin Patel said;

"There are now five joysticks in the range - we now cover a broad spectrum of tastes."

The Sting-ray and Manta Ray cater for the hand-held market and the three new sticks mean that we can mix it with anyone on the desktop joystick front."



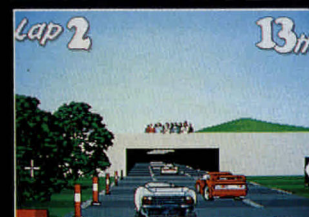
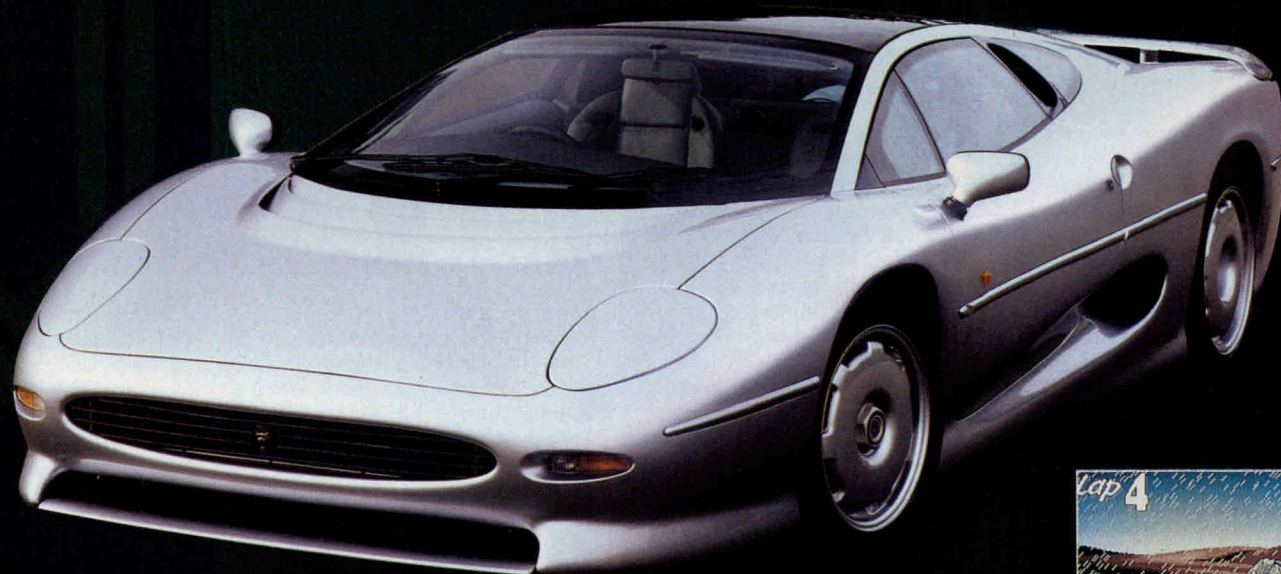


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Screen shots taken from  
Amiga version



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# NEWS

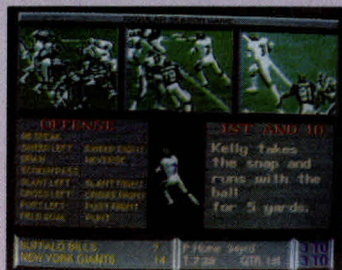
## TOUCHDOWN!

Strike Force Design (a new name to me), quite like John Madden's American Football, but they also reckon that it could have been heaps better.

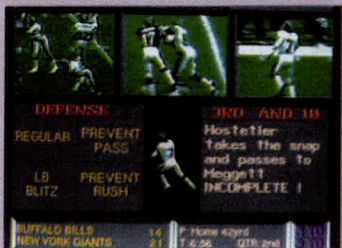
So they've huddled together and written **Touchdown** – an American Football management game which features a full 16 game season with play-offs and culminating with the Superbowl.

The game also boasts individually named and realistic squads for every single team in the NFL, over 1000 players and many more management related statistics and features.

The gameplay includes digitised graphics, a user-friendly, mouse operated interface and full game commentary. It should be out now, at the reasonable price of £14.95. Look out for a full review of Touchdown very soon.



Strike Force Design are convinced they've produced a winner, so they've very kindly devised a single game demo disk with limited graphics to show the game off. It only costs £2, so buy a copy now!



006  
AMIGA  
ACTION

## GUNNING FOR PAST GLORIES



David Birch of Thalamus Europe seen signing the licensing agreement for Arsenal FC – The Computer Game in the presence of Arsenal's commercial director John Hazell.

Thalamus Europe have signed a lucrative licensing deal with current league champions Arsenal. But, after a dismal performance in the race for the championship, and a succession of embarrassing cup KO's, it doesn't look too promising for either Arsenal or Thalamus. With Arsenal's huge fan base however, and the overall popularity of football sims, it'll probably sell out quicker than this year's Cup Final.

Needless to say, the finished product will be an arcade style kick about with a touch of football management thrown in for good measure. So, if you want to bring past glories back to Highbury, prepare to drag your squad of international superstars through the rigours of the league championship and the excitement and glory of the FA and Rumbelow's cups.

The finished product will also include an in-pack give away and magazine style competitions. Look out for **Arsenal FC – The Computer Game** around Easter time.

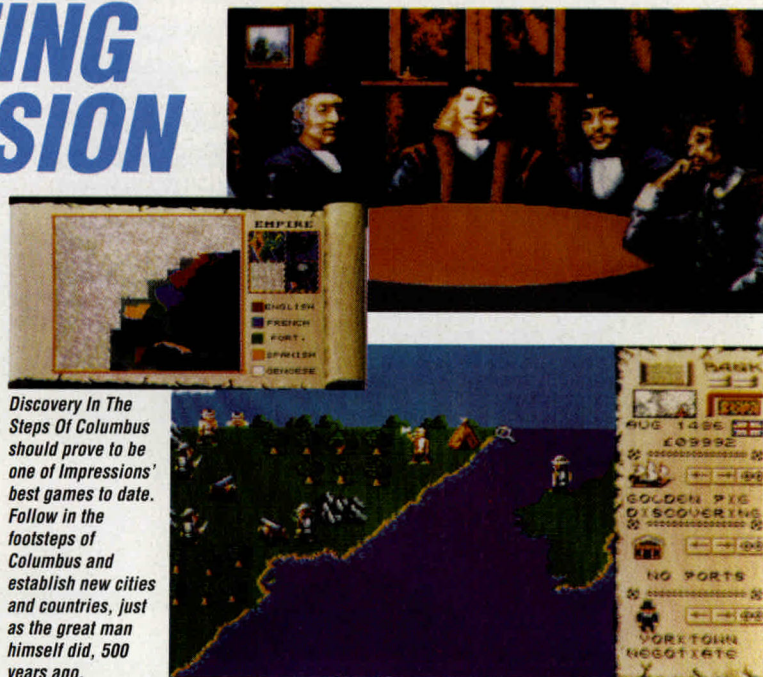
## A LASTING IMPRESSION

Impressions' new subsidiary label, IF, seem to have taken a back seat after the disappointment of their debut release, *Crime City*, in order to make way for two new Impressions titles. **Warriors of Releyn** and **Discovery In The Steps of Columbus** should be available about now, priced £29.99 each!

The latter game of the two celebrates the 500th anniversary of Columbus' discovery of America. It's basically an exploration style game with hoards of other elements thrown in and interwoven, so it's a little difficult to categorise.

Discovery is historically accurate and decidedly easy to play thanks to the point'n'click interface.

*Warriors of Releyn* tells the tale of Dharak, a land fraught with violence, death and fear. An evil leader is busy uniting the trolls, orcs and goblins of Dharak to create a fearful army which will reign terror on the civilised world. Controlling a small party of heroes, you must attempt to

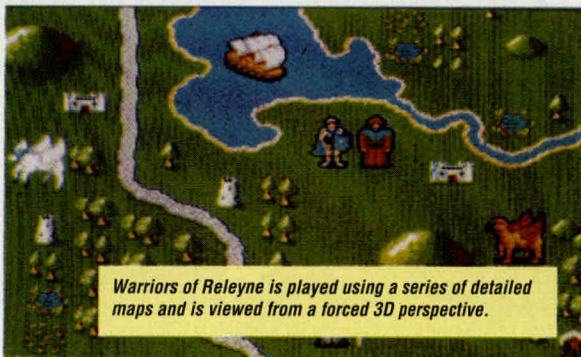


*Discovery In The Steps Of Columbus* should prove to be one of Impressions' best games to date. Follow in the footsteps of Columbus and establish new cities and countries, just as the great man himself did, 500 years ago.

wreck the plans of the evil leader.

Impressions claim that *Warriors of Releyn* is an innovative and accessible fantasy war game. Using a simple icon control system and various strategic style maps, you must lead your small army through three

separate battles and face up to no less than 22 potentially vicious creatures. Use ships to sail your party towards enemy shores and alter your tactics to suit the ever changing environment, which is barren in places and fertile elsewhere.



*Warriors of Releyn* is played using a series of detailed maps and is viewed from a forced 3D perspective.

## PLAY A GAME DAY

The computer and video games industry, in association with ELSPA has announced details of the first ever National Play a Game Day. The event, designed to draw attention to the fun and enjoyment of electronic entertainment will take place at the European Computer Trade Show show in London, between Sunday 12th and 14th of April. The show itself will attract major exhibitors from all over the world, including the likes of Ocean, US Gold, Commodore and Electronic Arts.



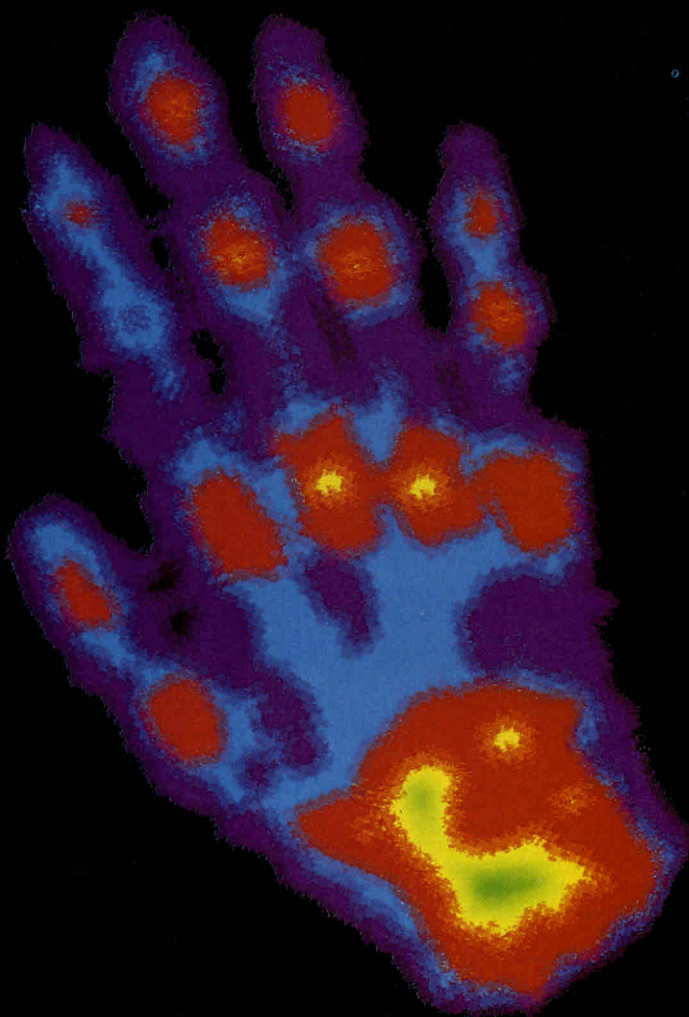
the bitmap brothers



x e n o n

c a d a v e r

s p e e d b a l l 2



v o l u m e 1



STREETDATE: APRIL £25.99  
COMMODORE AMIGA & ATARI ST

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# NEWS

## RETURN TO KRYNN

AD and D fans will be pleased to know of yet another addition to the series of games already available. The Dark Queen of Krynn takes a party of Ansalon's finest intrepid adventurers (that means you) across the sea to the shore of the mysterious Taladas. There you will uncover a diabolical new threat to the civilised realms of Krynn.

On the quest to thwart the Dark Queen's evil play you will find adventure from the bottom of the ocean to the Tower of Flame and finally right into the heart of the abyss itself.

The game is expected to take around 100 hours to complete and is aimed at intermediate players. The price is expected to be just over £30 and the final product will be available in June.

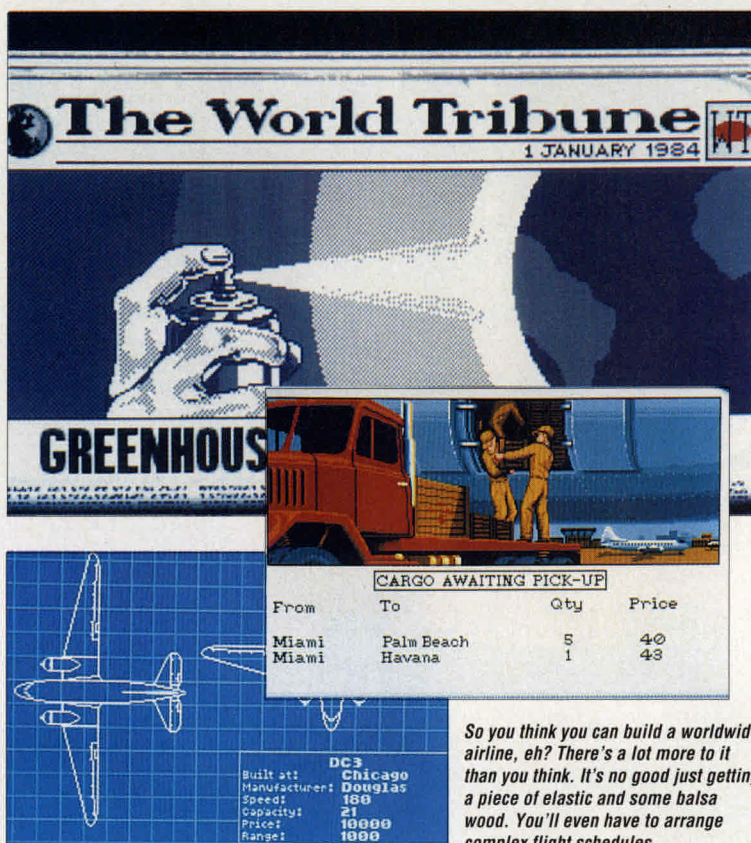


The people of Krynn need your help! But will your party of intrepid adventurers be a match for their adversaries?



008  
AMIGA  
ACTION

# UP, UP AND AWAY



Last month we gave you a taster for Impressions new game, **Air Bucks**. Now we have managed to get hold of some screen shots and a little more on the info front.

For those of you who missed the last issue, Air Bucks is your chance to build a worldwide airline. You only begin with a single Dakota and 100,000 dollars so the job isn't going to be an easy one, but nothing worthwhile is ever easy.

You will need to plan routes from thousands of combinations possible and choose which aircraft to purchase and when to run them. The simulation begins in 1946 and as technology progresses new planes will become available, trusty Dakotas will be replaced with 757s and Concorde.

Cash can be generated by selling shares on the stock exchange to pay for new equipment, fuel, landing costs and overheads. The economic situation in Air Bucks is highly sophisticated and a wealth of financial information is available to assist your decision making, including a wide variety of graphs showing your success (or failure) in all its glory. The price has been confirmed at £29.99 and the finished product should be landing on the shelves in May.

## THE BUCK STOPS HERE

Games with the word "buck" in the name seem to be the flavour of the month at the moment. From Activision comes **BushBuck**, an animated and musical scavenger hunt around the world.

Your mission is to collect rare and wonderful artifacts for a global "Questival". However, your adversary, the slimy Otto von Slinkenrat, has hidden these treasures in faraway lands hoping to scoop them up for his own collection.

Equipped with a stack of airplane tickets to anywhere in the world you'll hop from one exotic country to the

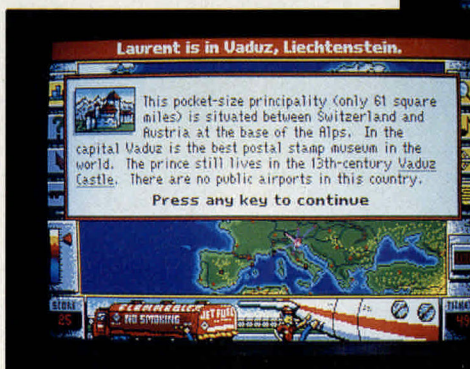
next looking for clues to help you in your search.

Along the way you will discover spectacular views of famous landmarks and a fascinating

travelogue of 206 of the world's most intriguing cities.

BushBuck should be available early May, unfortunately a price hasn't been decided at the moment.

Cartographers of the world unite and take over in **BushBuck**. A game that is littered with maps may seem a little daunting at first, but when you become fully aware of the glamorous locations that you can visit you'll find yourself seeking treasure like it has gone out of fashion.





TAKE YOUR SENSES TO THE EDGE...  
... AND BEYOND!

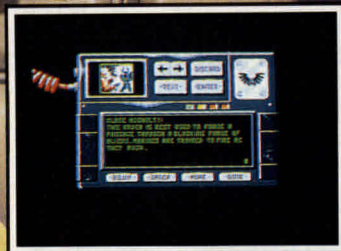
FAILURE BRINGS  
NOTHING. SUCCESS  
WILL BRING IMPERIAL  
HONOURS...

Enlist with the Space  
Marines and enter  
the fiercest conflict  
mankind has ever  
faced! Forgotten  
starships infested  
with a multitude of  
evil creatures from  
the Realms of Chaos  
drift from  
the Warp...

...Aboard these  
silent alien hulks,  
the space Marines  
battle to save  
humanity. Only the  
bravest return from  
fighting the hordes  
of Chaos and the  
mighty war machine  
Dreadnought.  
Will you be one  
of them?

# SPACE CRUSADE

Available on:  
Atari ST/STE,  
IBM PC, Amiga  
Spectrum,  
CBM 64/128  
and Amstrad  
Cassette &  
Disk.



Screen shots  
from Amiga  
format



Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street, Sheffield S1 4FS.  
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space  
Crusade" was developed in association with Games Workshop Ltd.





# NEWS

## HOME RUN

...At least, that's what Accolade are hoping for with Hardball III. Yes, America's favourite sport, baseball, is travelling across the Atlantic in a bid to make an impact here around Christmas time.

The computer game is supposed to be more accurate and involved than ever before. Managerial skills are to be a



significant and integral part of Hardball III, while your onfield efforts should prove to be a lot more demanding.

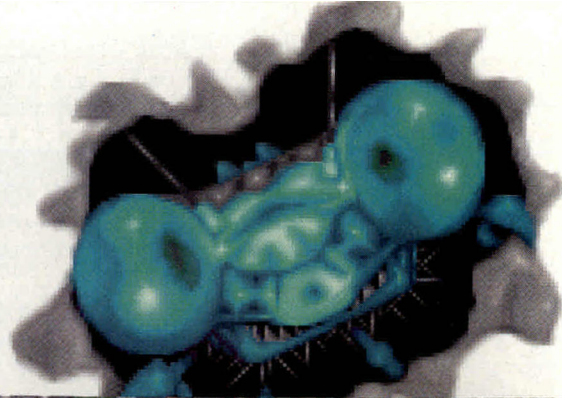
Control of your players can be switched, allowing you to command the man nearest to the ball, vital for when you're fielding. When you're batting, depending how far you strike the ball determines how the computer will instruct your other team members at the various base positions.

Also featuring the bemusing hype expected from any Yank event, Hardball III will have you endlessly chewing gum, and wearing silly caps and masks, before you know it.



010  
AMIGA  
ACTION

## BREED ALL ABOUT IT



Palace Software are currently working hard on Hostile Breed, a shoot'em-up which has been confidently labelled by inside sources as 'the most advanced and sophisticated shoot'em-up ever to have been written'.

Featuring eight lengthy testing levels, 590 different types of enemy, 21 weapons of varying power, and over 2000 frames of animation, Hostile Breed is being designed and programmed by Rob Stevens (responsible for Barbarian II) and Jo Walker (Barbarian II, Demoniak, Mega-Lo-Mania).

As for the storyline, you are desperately trying to protect a research station from alien invasion. Palace explain further:

"Instead of a linear progression of levels found in most shoot'em-ups, each level in Hostile Breed is a sector of the research station that



can be entered at any time."

Each sector includes bi-directional, parallax scrolling with intelligent aliens that grow, reproduce and interact."

All action will continue in real-time, even when the player is in another sector."

With a considerable time still left to go in Hostile Breed's development, you should expect a shelf appearance to occur later in the summer at a price that has yet to be announced to the world.

(Left and right) Hostile Breed, which has been built up as something of a masterpiece. These screenshots look promising, but we shall see for ourselves what the game is actually like when it finally hits the shelves.



## EXTRADITED HOME



(Above and below) Fast and furious football action in Elite's European Championship 1992, the conversion of the all-time pub classic game; World Cup '90.



Those of you who spend most of your time leaning against the bar of your local may well have wondered about the commotion in the corner. Those cries of "Goal!" and "Cheating geek, you were offside!" all stem from a popular football coin-op from Tecmo. Now the greatest pub football game, World Cup '90, is being converted to the Amiga by Elite, under the name of European

Championship 1992. Being able to dribble, make long and short passes, head, volley and scissor kick the ball represents just a small portion of the mayhem. Tackles, fouls, corners, free kicks, action replays and more are to be incorporated.

Managing Director of Elite, Harry Johnson, commented: "Not only does Euro 1992 offer a range of gameplay features and functions, many not previously seen in any domestic computer or video game system soccer game, it also offers considerable humour." By this, he is referring to the streaker, and the player who knocks himself momentarily unconscious as he runs into the goal post!

Due to be released any time now, the price will be around the £25 mark.





It has taken control.  
It owns their minds.  
It imprisons their bodies.  
It even absorbs the building!  
It's..

# D/GENERATION™

A secret project is out of control at Genoq Corporation, the world's leading biotech research lab. The building is in chaos. All employees are either dead or zombies. The security system is blasting away at anything that moves.

D/Generation, a malevolent organism that uses virtual reality to

disguise itself, has taken over. And it is your task to destroy it.

But first, you must find a way to stay alive. Then, as your understanding of this evil force increases, you can take the fight to the enemy. The tools you have are sparse. Little more than ingenuity and determination.

- Over 120 rooms filled with traps and surprises
- Outstanding graphic environment
- Full VGA graphics support
- Sensational animation
- Stunning musical intro. and sound effects
- Available for IBM PC, Amiga, Atari ST



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M I N D S C A P E

## VIRTUAL REALITY MEETS ACTION ADVENTURE

For your local dealer, contact: Mindscape International Ltd, The Coach House,  
Hooklands Estate, Scaynes Hill, W. Sussex RH17 7NG. Tel: 0444 831 761.



**A** - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

**R** - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

## ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Cruise for a Corpse **A**
- 2 Secret of Monkey Island **A**
- 3 Plan 9 From Outer Space **A**
- 4 Leisure Suit Larry 5 **A**
- 5 Indiana Jones & Last Crusade **A**
- 6 Leisure Suit Larry 1 **A**
- 7 Space Quest 1,2 & 3 **A**
- 8 Leisure Suit Larry 1,2 & 3 **A**
- 9 King's Quest series **A**
- 10 Elvira II **A**
- 11 Maniac Mansion **A**
- 12 Elvira - Mistress of the Dark **A**
- 13 Trial by Fire **A**
- 14 Operation Stealth **A**
- 15 Zak McKracken **A**
- 16 Maddog Williams **A**
- 17 Rise of the Dragon **A**
- 18 Willy Beamish **A**
- 19 Heart of China **A**
- 20 Zork Trilogy **A**
- 21 Suspicious Cargo **A**
- 22 Demoniak **A**
- 23 Maupiti Island **A**
- 24 Wonderland **R**
- 25 Hitch Hikers Guide to the Galaxy **R**
- 26 Planetfall **R**
- 27 Guild of Thieves **R**
- 28 Stationfall **R**
- 29 Codename: Iceman **R**
- 30 Conquests of Camelot **R**
- 31 Lurking Horror **R**
- 32 Future Wars **R**
- 33 Ultima series **R**
- 34 Police Quest series **R**
- 35 Loom **R**
- 36 Manhunter series **R**
- 37 Deja-Vu 1 & 2 **R**
- 38 Shogun **R**
- 39 Spellbreaker **R**
- 40 Wishbringer **R**
- 41 Chronoquest series **R**
- 42 Enchanter **R**
- 43 Sorcerer **R**
- 44 Beyond Zork **R**
- 45 Zork Zero **R**
- 46 Suspect **R**
- 47 Beurocracy **R**
- 48 Deadline **R**
- 49 Time **R**
- 50 Infidel **R**

## ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Black Crypt **A**
- 5 Knightmare **A**
- 6 Heimdall **A**
- 7 Space Crusade **A**
- 8 Moonstone **A**
- 9 Hunter **A**
- 10 Another World **A**
- 11 Eye of the Beholder **A**
- 12 Robocop 3 **A**
- 13 Corporation & Mission Disk **A**
- 14 Cybercon III **A**
- 15 Cadaver **A**
- 16 Elf **A**
- 17 Hero Quest & Data Disk **A**
- 18 Xenomorph **A**
- 19 Barbarian II **A**
- 20 Rocket Ranger **A**
- 21 It Came... & Ant Head **A**
- 22 Mean Streets **A**
- 23 Horror Zombies from the Crypt **A**
- 24 Unreal **A**
- 25 Kult **A**
- 26 Shadow of the Beast II **A**
- 27 Prince of Persia **A**
- 28 Obitus **A**
- 29 Crystals of Arborea **A**
- 30 Voodoo Nightmare **A**
- 31 Gold of the Aztecs **A**
- 32 Abandoned Places **R**
- 33 Zombi **R**
- 34 Ninja Remix **R**
- 35 Colorado **R**
- 36 Bloodwych & Data Disks **R**
- 37 Escape from Colditz **R**
- 38 Head Over Heels **R**
- 39 The Immortal **R**
- 40 Hare Raising Havoc **R**
- 41 B.A.T. **R**
- 42 Mercenary III **R**
- 43 The Simpsons **R**
- 44 Death Trap **R**
- 45 Treasure Trap **R**
- 46 Shadow of the Beast **R**
- 47 Infestation **R**
- 48 Resolution 101 **R**
- 49 Neuromancer **R**
- 50 Ran Xerox **R**

## ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Flames of Freedom **A**
- 4 Special Forces **A**
- 5 Starglider 2 **A**
- 6 Storm Master **A**
- 7 The Killing Cloud **A**
- 8 Interphase **A**
- 9 Dragon's Breath **A**
- 10 Midwinter **A**
- 11 Iron Lord **A**
- 12 Pirates **A**
- 13 Millenium 2.2 **A**
- 14 Damocles & Mission Disk **A**
- 15 North and South **A**
- 16 Covert Action **R**
- 17 Lords of the Rising Sun **R**
- 18 Robin Hood **R**
- 19 Narco Police **R**
- 20 Star Control **R**
- 21 Moonfall **R**
- 22 Star Trek (PD Version) **R**
- 23 Time Machine **R**
- 24 Magic Fly **R**
- 25 Strike Fleet **R**

## STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger & Data Disk **A**
- 2 Utopia & Data Disk **A**
- 3 Mega lo Mania **A**
- 4 Populous II **A**
- 5 Global Effect **A**
- 6 Genghis Khan **A**
- 7 SimCity & Terrain Editor **A**
- 8 Supremacy **A**
- 9 Celtic Legends **A**
- 10 Bandit Kings of Ancient China **A**
- 11 Battle Isle **A**
- 12 Populous & Promised Lands **A**
- 13 Realms **A**
- 14 Railroad Tycoon **A**
- 15 Centurion - Defender of Rome **A**
- 16 Breach 2 **A**
- 17 Harpoon & Data Disks **A**
- 18 Murder **A**
- 19 Laser Squad **A**
- 20 Breach **A**
- 21 Paladin **A**
- 22 Deuteros **A**
- 23 Warlords **A**
- 24 Gettysburg **A**
- 25 Armada **A**

## PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Gods **A**
- 2 Magic Pockets **A**
- 3 Parasol Stars **A**
- 4 Nebulus II **A**
- 5 Switchblade 2 **A**
- 6 Rainbow Islands **A**
- 7 Harlequin **A**
- 8 Fuzzball **A**
- 9 Mega Twins **A**
- 10 Robocod **A**
- 11 Leander **A**
- 12 James Pond **A**
- 13 Rick Dangerous 1 & 2 **A**
- 14 Titus the Fox **A**
- 15 Rodland **A**
- 16 Switchblade **A**
- 17 Toki **A**
- 18 Elvira The Arcade Game **A**
- 19 Blues Brothers **A**
- 20 Baby Jo **A**
- 21 Chuck Rock **A**
- 22 Brat **A**
- 23 P.P. Hammer **A**
- 24 Flood **A**
- 25 New Zealand Story **R**

## PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings & Data Disk **A**
- 2 Dyna Blaster **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Chips Challenge **A**
- 6 Tetris **A**
- 7 Blockout **A**
- 8 Plotting **A**
- 9 Welltris **A**
- 10 Ishido **A**
- 11 Puzznic **A**
- 12 Nevermind **A**
- 13 E-Motion **A**
- 14 Trivial Pursuit **R**
- 15 Atomino **R**
- 16 Supaplex **R**
- 17 Logical **R**
- 18 Gem'X **R**
- 19 Brain Blasters **R**
- 20 Atomix **R**
- 21 Revelations **R**
- 22 Pick'n'Pile **R**
- 23 Quadrel **R**
- 24 Loopz **R**
- 25 7 Colors **R**



# Super League

Welcome once again to the most definitive league in Amiga gaming. If you want to know where a game really stands compared to its rivals then look no further. Continuing our League Special features, just turn the page for a more in-depth analysis of our Arcade Adventure league.



## BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- 1 First Samurai A
- 2 Myth A
- 3 Last Ninja III A
- 4 IK+ A
- 5 Final Fight A
- 6 Torvak the Warrior A
- 7 Budokan A
- 8 Panza Kick Boxing A
- 9 Oriental Games A
- 10 After the War A
- 11 Shadow Warriors R
- 12 Vigilante R
- 13 Ninja Warriors R
- 14 Wrath of the Demon R
- 15 Metal Mutant R
- 16 Golden Axe R
- 17 Sword of the Soden R
- 18 Chambers of Shaolin R
- 19 Metal Masters R
- 20 Black Tiger R
- 21 Darkman R
- 22 Skull and Crossbones R
- 23 Double Dragon III R
- 24 Dynasty Wars R
- 25 Pitfighter R

## BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- 1 Arkanoid 2 - Revenge of Doh A
- 2 Pinball Dreams A
- 3 Light Corridor A
- 4 Shufflepuck Cafe A
- 5 Arkanoid A
- 6 Krypton Egg R
- 7 Lords of War R
- 8 Botics R
- 9 Titan R
- 10 Ballistix R

## LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- 1 M1 Tank Platoon A
- 2 Silent Service II A
- 3 Team Yankee II A
- 4 Team Yankee A
- 5 Silent Service A
- 6 Sherman M4 A
- 7 Operation Spruance R
- 8 Conqueror R
- 9 Advanced Destroyer Simulator R
- 10 Red Storm Rising R

## SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemies and bucketfuls of blasting everything in sight.

- 1 Xenon 2 - Megablast A
- 2 Project X A
- 3 Blood Money A
- 4 The Godfather A
- 5 Amnios A
- 6 SWIV A
- 7 Wolfchild A
- 8 Killing Game Show A
- 9 Z-Out A
- 10 Turrican 2 A
- 11 Turrican A
- 12 Silkworm A
- 13 Agony A
- 14 Video Kid A
- 15 X-Out A
- 16 Bonanza Brothers A
- 17 Warzone A
- 18 Atomic Robo-Kid A
- 19 Simulcra A
- 20 Alien Breed A
- 21 Strider II A
- 22 Stellar 7 A
- 23 Battle Squadron A
- 24 R-Type II A
- 25 Venus R
- 26 Apidya R
- 27 Midnight Resistance R
- 28 R-Type R
- 29 Ork R
- 30 Space Gun R
- 31 The Executioner R
- 32 Alcatraz R
- 33 Pegasus R
- 34 Under Pressure R
- 35 Operation Thunderbolt R
- 36 Rubicon R
- 37 Fantastic Voyage R
- 38 Armalyte R
- 39 Mercs R
- 40 Line of Fire R
- 41 Operation Wolf R
- 42 Shadow Dancer R
- 43 Super Space Invaders R
- 44 Gauntlet 3 R
- 45 Terminator 2 R
- 46 Super Skweek R
- 47 Battlestorm R
- 48 Robocop 2 R
- 49 Baal R
- 50 Cavitas R

## FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- 1 Flight of the Intruder A
- 2 Falcon & Mission disks 1 & 2 A
- 3 Thunderhawk A
- 4 F-19 Stealth Fighter A
- 5 Battle of Britain & Data disk A
- 6 Fighter Bomber A
- 7 Battlehawks 1942 A
- 8 F-16 Combat Pilot A
- 9 A320 Airbus A
- 10 Birds of Prey A
- 11 Gunship A
- 12 Pro Flight R
- 13 Interceptor R
- 14 Flight Simulator 2 R
- 15 Knights of the Sky R
- 16 MiG-29 Super Fulcrum R
- 17 F-29 Retaliator R
- 18 F-15 Strike Eagle II R
- 19 A-10 Tank Killer R
- 20 MiG-29 Fulcrum R

## RACING



If it's haring around a race track at speeds of over 100mph that turns you on then look no further.

- 1 Lotus Turbo Challenge II A
- 2 Formula One Grand Prix A
- 3 Supercars 2 A
- 4 Stunt Car Racer A
- 5 Toyota Rally A
- 6 Nitro A
- 7 Outrun Europa A
- 8 Lotus Esprit Turbo Challenge A
- 9 Team Suzuki A
- 10 Super Cars A
- 11 Indianapolis 500 A
- 12 Vroom A
- 13 Super Monaco GP A
- 14 Combo Racer R
- 15 Test Drive 2 R
- 16 Lombard RAC Rally R
- 17 Super Hang-On R
- 18 Hard Drivin' II R
- 19 Jupiter's Masterdrive R
- 20 Psyborg R
- 21 Off Road Racer R
- 22 Indy Heat R
- 23 4D Sports Driving R
- 24 RVF Honda R
- 25 Grand Prix Circuit R

## ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- 1 Might and Magic II A
- 2 Secret of the Silver Blades A
- 3 Death Knights of Krynn A
- 4 Champions of Krynn A
- 5 Bard's Tale III A
- 6 Bard's Tale II A
- 7 Ultima VI A
- 8 Star Flight II A
- 9 Star Flight A
- 10 Shadowlands R

## SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or fly fishing, this is the league for you.

- 1 Kick Off 2 & Data Disks A
- 2 Jimmy White's Snooker A
- 3 Speedball 2 A
- 4 Pro Tennis Tour 2 A
- 5 John Madden US Football A
- 6 Speedball A
- 7 TV Sports Football A
- 8 PGA Tour Golf & Data Disk A
- 9 Microprose Golf A
- 10 Tennis Cup A
- 11 Games: Summer Edition A
- 12 Manchester United - Europe A
- 13 World Class Leaderboard A
- 14 Player Manager A
- 15 World Class Rugby R
- 16 The Manager R
- 17 Master Blazer R
- 18 R.B.I. Two Baseball R
- 19 California Games R
- 20 Microprose Soccer R
- 21 Fiendish Freddy's Top of Fun R
- 22 International Soccer Challenge R
- 23 TV Sports Basketball R
- 24 Pro Tennis Tour R
- 25 Jahangir Khan Squash R
- 26 Tip Off R
- 27 Wayne Gretzky Hockey 2 R
- 28 Disc R
- 29 Grand Monster Slam R
- 30 Zany Golf R
- 31 World Games R
- 32 Projectyle R
- 33 Purple Saturn Day R
- 34 Advantage Tennis R
- 35 WWF Wrestlemania R
- 36 Stormball R
- 37 Italy 1990 R
- 38 Face Off Ice Hockey R
- 39 Billiards II R
- 40 I Play 3D Soccer R



# Super League

Experience all the thrills and the spills of travelling around a dark, dank, dubious and dangerous dungeon with this month's Arcade Adventure League Special!

So without further irksome delay let's press on with the feature. Many of you lot may be familiar with the following titles, but for those of you out there in the real world who haven't yet come across the wild and whacky world of arcade adventure games let's take a peek at what we have in store. The top five are the pick of the bunch, but only God knows why number 88, Astate, ever got released.

## Chaos Strikes Back (Mirrorsoft)

**2** With the absolute success of Dungeon Master, the team of FTL put their heads down and designed a sequel to their original smash hit. The result was Chaos Strikes back. Although the game was almost the same in respect of graphics, sound and gameplay, it still won't beat the original. The extras included in the game are great, with the things like a help mode to use if you're stuck on a particular puzzle or monster.

However they seem to have made a mistake like a lot of other software houses, by making the sequel quite gross compared to the original.



## Black Crypt (Electronic Arts)

**4** Raven Software pulled a bag of tricks out of their hats with Black Crypt. This is yet another Dungeon Master clone but with considerably better graphics and gameplay. There are more direct character commands in the game, yet I am beginning to yearn for something more original. Great fun if you're still interested in this genre of game.



# Arcade Adventure

**1**

The magic of FTL's programmers will always be remembered by players of Dungeon Master. Their artistic talents and constructive ideas have surpassed almost all the other companies in this field of computer gaming.

With the combination of real time gameplay and atmospheric scenarios make this product some kind of ultimate. Some people may disagree with dungeon master still being number one in the charts, but the originality and enormous gameplay means this game is still 100% addictive for almost any true arcade adventure freak.

The graphics and sound are so captivating that they leave you tingling with anticipation forever.

## Dungeon Master (Mirrorsoft)



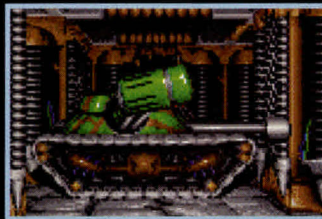
## Captive (Mindscape)

**3**

Tony Crowther would have only been remembered by ancient C64 owners for games such as the 'blogger series', but with the computer industries changing to 16-bit machines his programming skill took on a new shape. Captive

is in the Dungeon Master genre but with a twist. Instead of being adventurers, you take on the role of androids.

The graphics, sound and gameplay is almost unmatched by other games, but unfortunately the concept of 3D maze games in this style has been snatched by FTL.



## Knightmare (Mindscape)

**5**

The man from Mindscape has done it again! Tony crowther has taken the TV series Knightmare and converted it to a mind blowing game that is both entertaining and gripping. Knightmare is similar to his former success, Captive, but it's along the lines of A D & D. After getting involved in this game you will never want to wake from this Knightmare!



- 1 Dungeon Master
- 2 Chaos Strikes Back
- 3 Captive
- 4 Black Crypt
- 5 Knightmare
- 6 Heimdall
- 7 Space Crusade
- 8 Moonstone
- 9 Hunter
- 10 Another World
- 11 Eye of the Beholder
- 12 Robocop 3
- 13 Corporation & Mission Disk
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- 15 Cadaver
- 16 Elf
- 17 Hero Quest & Data Disk
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- 19 Barbarian II
- 20 Rocket Ranger
- 21 It Came... & Ant Head
- 22 Mean Streets
- 23 Horror Zombies from the Crypt
- 24 Unreal
- 25 Kult
- 26 Shadow of the Beast II
- 27 Prince of Persia
- 28 Obitus
- 29 Crystals of Arborea
- 30 Voodoo Nightmare
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- 32 Abandoned Places
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- 42 Mercenary III
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- 45 Treasure Trap
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- 47 Infestation
- 48 Resolution 101
- 49 Neuromancer
- 50 Ran Xerox
- 51 Batman - The Caped Crusader
- 52 Wierd Dreams
- 53 Space Ace II: Borf's Revenge
- 54 Sir Fred
- 55 Heroes of the Lance
- 56 Stormlord
- 57 Thunderbirds
- 58 Ghostbusters 2
- 59 Borobudur
- 60 Brides of Dracula
- 61 Nightbreed (Interactive)
- 62 The Return of Medusa
- 63 Omnicron Conspiracy
- 64 Blade Warrior
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- 66 Badlands Pete
- 67 Space Ace
- 68 Dragon's Lair 2: Singe's Castle
- 69 Dragon's Lair
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- 71 Obliterator
- 72 Crime Does Not Pay
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- 76 Pyramax
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- 78 Barbarian II
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- 80 Three Stooges
- 81 Heart of the Dragon
- 82 Mickey Mouse
- 83 Aquanaut
- 84 Starblade
- 85 The Neverending Story
- 86 Black Lamp
- 87 Legend of the Lost
- 88 Astate



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(Below) This guy certainly sticks his neck out; all you have to do is just stay out of his way.

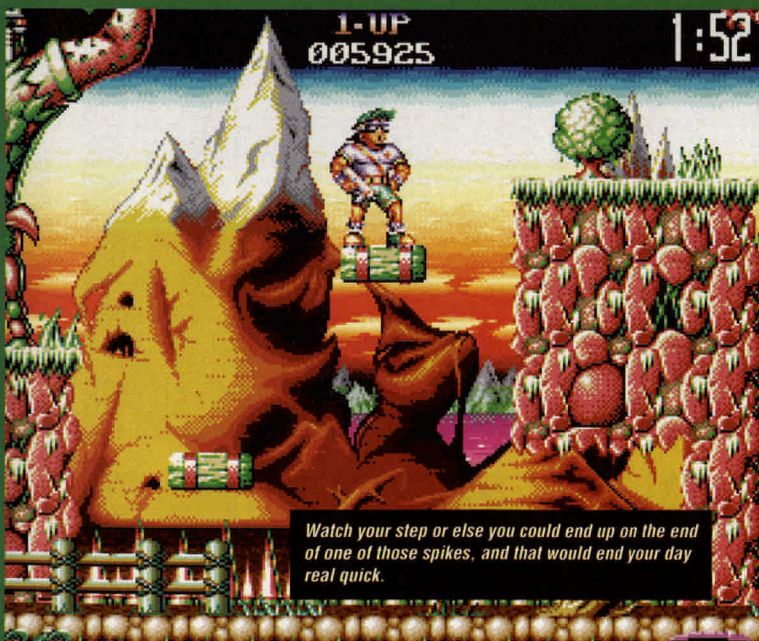


## DISK PLAY

What is there to say? Controlling Jim is very straightforward with the various movements of the joystick activating the logical actions.

At the start of the level, old Jim's firepower is pretty weak, but there are plenty of chances to boost it up throughout the level and, believe me, you'll need to take these opportunities!

There are two major nasties in the demo; one near the centre of the level and one very large one at the end. It should take you a refreshingly long time to complete this demo – if you do at all. And remember not to hang around for too long as there is a time limit.



# COVER DISK

## JIM POWER

**LORICIEL**

**PROGRAMMER:** In House

**TRACK RECORD:** A considerable number of Loriciel's Amiga games have been featured on previous glorious Amiga Action coverdisks. In the past, we have been privileged to be able to sample the likes of the spritely Baby Jo and, in the last issue, Psyborg.

**GAME TYPE:** Shoot'em-up

**PRICE:** £24.99 **RELEASED:** Out Now

### LOADING INSTRUCTIONS

To load Jim Power you need to interrupt the loading of Myth by breaking into CLI. Once you have inserted the demo disk into your drive and it has started to load simply press and hold down the **CTRL** key, and then the **D** key. When the cursor appears, type **JIMPOWER.PR** and press return to load the demo. When the title screen arrives just press fire on your joystick to enter the game.

Jim really looked after himself. For hours on end he would work out in the gym, pushing his body to the limits and making his muscles bulge more than anyone else's.

Unfortunately, this could lead to his downfall.

A rather nasty dude has recently kidnapped the resident

sweet little princess and taken her to Mutant Planet (original).

Only someone with Jim's physique stands a chance on this horrific world so without much of a choice he's going to have to volunteer for the rescue mission. Serves him right really for being such a poser!



IT IS ALWAYS ADVISABLE TO WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS BEFORE AND AFTER PLAYING DEMO DISKS. ALL AA DISKS ARE VIRUS CHECKED.





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COVER

## DISK

## APIDYA

BLUE BYTE

PROGRAMMER: In-House Team

**TRACK RECORD:** With a pretty impressive line-up, Blue Byte were responsible for successful Ubi Soft titles such as the excellent Pro Tennis 1 & 2, Battle Isle and Twin Worlds. They also created the puzzling Atomino for Psygnosis.

**GAME TYPE:** Shoot'em-up**PRICE:** £25.99 **RELEASED:** Apr 1992

## DISK PLAY

Apidya is a pretty straightforward shoot'em-up. Pushing the joystick in any of the eight positions will send your wasp fluttering in the respective, and obvious, direction enabling you to avoid any of the despicable adversaries.

However, these nasties will aid you in many ways. Once killed, some of them leave a red flower behind which when collected will increase your firepower, indicated at the bottom of the screen on a weapons menu.

As you collect the flower, various weapons will light up and when the one you want is lit, you can quickly press the space bar to activate it.

Lastly, by holding down the fire button for a few seconds you can store up your bullets and unleash them in the form of one huge missile that will wipe out just about everything in its path. This is particularly handy for inflicting large amounts of damage to the various end-of-level guardians.

The mole is generally a timid creature and won't harm you. But if you shoot him he will lose his temper!



You might think the life of a wasp is something of a doddle simply flying around all day only stopping occasionally to sting some annoying brat. Well, now you're going to find out the truth.

Within Apidya, you control a wasp as it flies through a selection of scenarios taking on the world and his wife, all of whom seem pretty naffed off with you. But with your trusty sting you're more than a match for them, and you certainly intend to go out fighting!

Just as you are about to fly over the grasshopper, he launches himself into the air almost colliding with you.



## LOADING INSTRUCTIONS

Nice and easy this one. Simply remove your disk from the front of the mag, stick it in the drive and in no time you will be blasting away at those horrible creatures.

Unfortunately, the bomb weapon doesn't work on the A500+ so if you activate it the machine will reset. Apart from that the demo works fine and the finished product should have this slight bug sorted out. So fret not A500+ owners.

Here's a sight for sore eyes. Flowers galore to boost your firepower.



IT IS ALWAYS ADVISABLE TO WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS BEFORE AND AFTER PLAYING DEMO DISKS. ALL AA DISKS ARE VIRUS CHECKED

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## UTILITIES

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U005	Amibase	Excellent database system
U006	Amigazer	For those astrologists
U016	Biorhythms (1 meg)	Chart your feelings
U017	Business pack (3 disks)	D/base, S/sheet, W/P
U020	C-Manual (3 disks)	Guide to C-programming
U024	Catalogue Maker (2 disks)	Good; be patient!
U033	Education 1	Learn German
U035	Education 3	Weather
U036	Education 4	Evolution
U043	Intromaker	As it sounds. Good
U045	Jazzbench	Another good W/B alternative
U049	Mandlebrot Explorer	Excellent pictures
U050	Master Virus-Killer	Recognises over 100 viruses. Essential
U052	Business Card Maker	Simple, but useful
U061	Games Music Creator	Fav. composition writer
U062	House Samples 2	More acidic sounds
U073	Sid v1.06	Oil helper. Very popular
U075	Spanish Tutor	Bueno!
U076	Star Trekker	8 channels, sampler. Superb
U078	Text Plus	Word processor
U084	Wordwright	For all you dizlecksicks!
U089	Journal	Very good account-handler
U092	Cartoon Brushes	Lots of famous characters
U097	Red Sector demo-maker	Recent. Exc. disk
U098	Database Master	Comprehensive AMOS database
U099	Noiseplayer v3.0	Loads more modules
U101	C64 Emulator	Take your Amiga back to basics
U103	Word Frenzy	Good wordprocessor
U104	Golf Recorder (1 meg)	Excellent disk, with pictures
U105	Personal Address Book	Useful utility
U106	Med v3.11	Latest sequencer version
U107	TSB Vector Designer	Special Brothers classic
U110	Messysid v2.0	PC to Amiga file transfer
U112	Slide Show Maker	Simplistic Utility
U113	Spectrum Emulator	Replay the crappy games
U115	Red Sector Extras	Objects for demo making
U116	Red Sector Xtras 2	Fonts & objects
U118	Amiga Fox	D.T.P. Package
U120	ST Emulator	Emulate Atari programs
U121	TAB Utilities	22 utilities
U122	Perm Checker	Checks pools winnings
U123	IQ Tester	How thick are you?
U124	Chess Tutor	The quest to become a Grand Master
U128	Viz Clip Art	Roger Momy in D Paint
U129	Super Killers	Kills 120 virus's
U130	Label Designer	Various label printers
U134	Ami Cash	Best accounts package around

## DEMOS

D015	Agatron Star Wars (1 meg/2 disks)	Captivating graphics
D016	Acid Music	Some wicked musesc & graphecs!
D017	Addams Family	Slideshow of TV series
D020	Bowie Demo	David Bowie of the past
D022	Budbrain Megademo (2 disks)	Still one of the best disks around
D021	Budbrain 2	The equally brilliant sequel
D023	Bass Megademo	Electrifying graphics & pulsating beat. Get it!
D036	Coma/Cebit/Victory (1 meg)	Classic Acid-type demos
D058	Enterprise leaving dock	Famous animation
D060	Elvira	The sexy lady endows herself!
D061	Elvira Activities	Now move her body!
D062	5 Ways to kill a mole	Funny. Not for animal lovers!
D063	Fillet the fish	The possible sequel to Puggs. A must!

D075	Girls of sport	Pretty shots of talented girls
D082	Holsten Pils	Demo reproduction of ad.
D083	Home & Away	Down-under disk
D092	Iraq demo (1 meg)	Topical cartoon. Bush meets Saddam! Bang!
D094	Indy 500	Playable Demo
D099	Jesus loves Acid	Mindblowing music and graphics
D103	Legend of Billy the Kid (1 Mb)	Long running animation. Good
D114	Mike Tyson anim.	Well compiled
D129	Puggs in Space	Brill cartoon. Puggs finds it's a different world
D143	Ray-traced pics	Some lovely pictures. Loads off W/B
D146	Red Sector megademo (2 disks)	RSI's classic
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D189	Viz Slideshow	Fat slags & other in this slideshow
D201	Sickness simulator	Amusing sounds such as farts, belches etc.
D210	Kick Off 3	Good Music
D214	Gulf War	Slides
D215	Another 5 ways to Kill a Mole	It gets sadder!
D218	Mr. Potato-Head	Funny demo of dance failure
D223	Evolution Slideshow	How the world grew up
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D226	Virtual World	Best demo of year?
D237	Simpsons decay demo	Bart at his best
D248	Pulling the Trigger	Good demo compilation
D250	Jimmy Hendrix	Slides and music
D251	Debbie Harry (2 disks)	Slideshow Blondie
D253	WWF Wrestlers	Hogan & more
D254	Ray of Hope	Acidic Demo

## MUSIC

M001	808 State remixes	Four good tracks
M006	Batdance remix	Really good disk. Catchy stuff
M016	Depeche Mode	8 Tracks of reasonable quality
M032	Godbrain loves the world	Great acid-house musak
M038	Hugo's Excentria	This has to be one of the best house disks
M039	I Love Technology	Recent production from Beatmaster. Good
M057	Powerpack 3 (1 meg)	Includes Vanilla Ice track
M059	Powerpack 5 (1 Mb)	4 classy house tracks
M062	Random Access	Art of Noise and more. Startling acid track
M063	Special Brothers	The Last Intention
M068	Sound of Silents	7 songs from Silents
M080	Pet Shop Boys	Manic mix
M081	Miami Vice	Theme music remix
M082	The Power	Forceful Remix
M083	Technotronics	Megamix
M084	The Wall	Pink Floyd classic
M085	James Bond Remix	Catchy Stuff
M086	Great Balls of Fire	Goodness gracious
M087	Iron Maiden	The Ides of March
M088	500 things come back demo	4 relaxing tunes
M090	Led Zeppelin	Stairway to Heaven etc.

## GAMES

G001	Autobahn 3000	Control ball through tunnel. Hard
G003	Antep (1 meg)	Adventure, also slot cars
G004	Airwar	Fighter simulation. Good shareware game
G005	All New Star Trek (2 disks)	USS Enterprise classic. Best one
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G013	Bullrun	War-game, based on US Civil War. Control army
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Good
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest

G021	Demolition Mission (1 meg)	Similar to Balloonacy, good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G028	Frantic Freddy	Excellent platform game
G029	Flaschbire	Old favourite. Get to alarm clock
G031	Gravattack	Control spaceship, picking up keys
G038	Jeopard (1 meg)	Risk-type strategic game
G043	Learn and Play 1	Good for the kids. Blackboard maths. etc.
G044	Learn & Play 2	More fun for the kids
G048	Lame ST Ports	Kill those Ataris
G049	Megaball (1 meg)	Excellent game. Improved version of Breakout
G050	Master of the Town	Use mouse to smash windows. Very addictive
G053	Mayhem	Brilliant shoot-'em-up
G055	Mechforce	Strategy game
G056	Monopoly	Board game on disk
G059	Nethack (Fish 460)	Good adventure game, recently appraised
G060	Pipeline	Build an oil pipeline
G061	Pick up a puzzle (1 meg/2 disks)	Fit the pieces. Good for the kids
G062	3D Pool	Control cue with mouse, and it's all pot luck!
G063	Pacman	The classic game still here
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G072	Star Trek: Next Generation	Not as good as G005
G076	Star Heat	Addictive shoot-'em-up
G077	Seven Tiles	Excellent speedball game from Alpha
G079	Treasure hunt	Find the hidden treasure. Good graphics
G081	Trek Trivia	Test your Star Trek knowledge
G083	Wooden Ball (1 meg)	Score three goals to win
G084	Wet Beaver Tennis	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G094	Zeus	Simple puzzle game
G096	Assassins games comp.	Very good. Includes Tanx and Amigooids
G097	Tompespet	Speedball game
G098	Battleforce	Control battle of robots
G099	Cabaret Asteroids	Best version yet. Recommended
G100	Towers of Hanoi	Adventure game
G101	Trucking On (2 disks, 2 drives)	Role-playing, attack company
G102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
G104	Hints	Cheats on commercial games
G108	Llamatron	Geoff Minters shoot-'em-up
G109	Wheel of Fortune	TV Quiz, computerized
G110	Lady Bug	Similar to Pacman. Good stuff
G114	Buck Rogers	Good multi-level shoot up
G115	Survivor	Role-play an alien! Excellent
G117	Midnight Thief	Addictive text adventure
G118	Downhill Challenge	Skiing simulation
G124	Napoleonic Warfare	High-quality simulation
G125	Attic Attac	Kill ghosts in house
G126	Pom Pom	Defend Pearl Harbour
G127	Games Galore 8	7 games inc. Space War
G128	Raid	Good Shoot-'em-up
G129	Stock Market	Speculate at no risk!
G130	Battle Pong	Table tennis game-good
G134	Star Trek (3 disks)	The original version
G135	No Mans Land (1 Mb)	2 player shoot-'em-up
G137	Skate Tribe	Skateboarding game
G138	Games Galore 9	More games
G139	Battle of Britain	Addictive Stuff
G141	Assassins Compilation 2	6 games inc. Missile Command
G143	Card Shop	Well presented card games
G148	Galactic Food Fight	Blow up those burgers
G149	Raphaels Revenge	Difficult platform adventure
G151	Hmmmm That's not on the Syllabus	AMOS adventure
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G154	Jet Man	Classic Game
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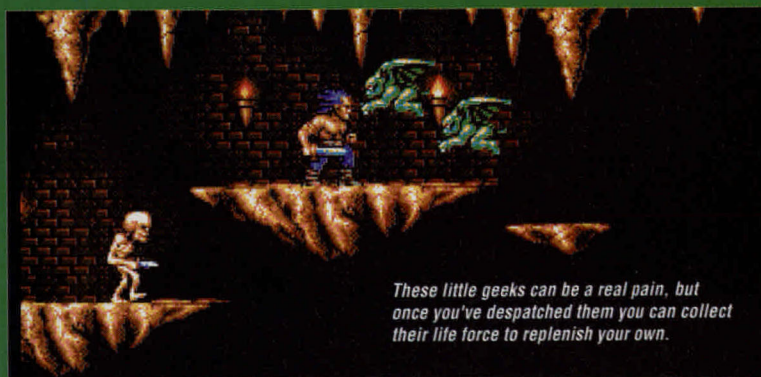
Oh dear! You've gone and done it now! The small devil is going to give you the run around, and you'll need a special weapon to beat him.

There you were minding your own business, killing a few Romans here and there, when all of a sudden Mars the god of War came along and kicked your butt. You were a goner for sure, until your own god Herne the Hunter decided to give you a second chance.

The reason for this slight intervention was Dameron, the most evil god around. He had his beady little eyes on the universe and he wasn't going to be satisfied until it was his – and guess what, you're the only guy who can stop him. Lucky old you!



For some reason this poor skeleton is being punished. Perhaps if you help him, he may return the favour – who knows?



These little geeks can be a real pain, but once you've despatched them you can collect their life force to replenish your own.

# COVER DISK

## MYTH

### SYSTEM 3

**PROGRAMMER:** In House

**TRACK RECORD:** I think we're all familiar with System 3's products and what corkers they invariably are. The Ninja series is probably the most famous but the company are also responsible for superb games such as IK+ by Archer Maclean.

**GAME TYPE:** Beat'em-up

**PRICE:** £25.99 **RELEASED:** Out Now

### LOADING INSTRUCTIONS

This is a really simple demo to load thanks to those clever chaps at System 3. Once you've run home and ripped the disk off the front of the mag with your teeth, wipe the saliva off with a bit of tissue and insert it into your drive. The disk (1 Meg only) will automatically boot and run. All you need to do now is plug a joystick in and play the demo to death for the next few days, or months if you really want to, we'll let you!

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hy  
30

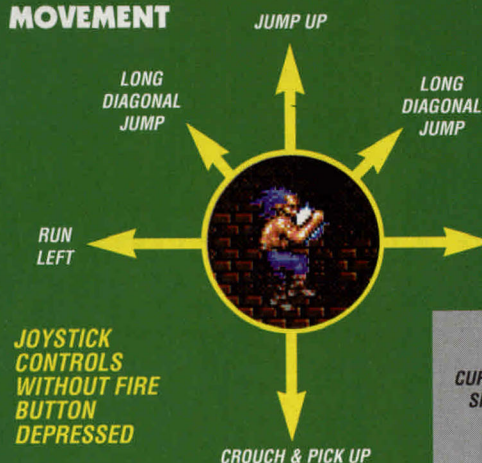


Just when you thought you were home and dry, the Hydra appears. Unfortunately your sword is ineffective against this mighty beast.

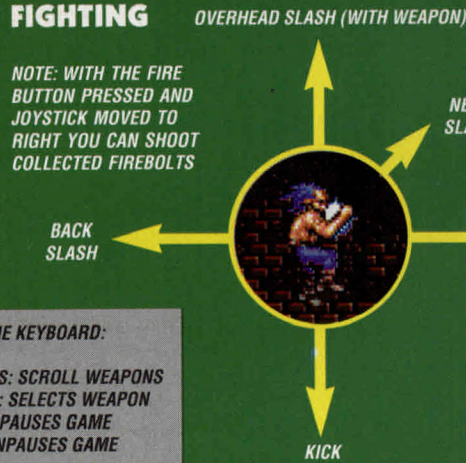
## DISK PLAY

As a barbarian you are quite a hard nut, and more than capable of taking on anything that you may come across. But before you can do this you're obviously going to need to know what the controls are. Most movements of the joystick will activate something, both with or without the fire button depressed, so check out the diagrams to the right to see how to perform your heroics.

### MOVEMENT



### FIGHTING

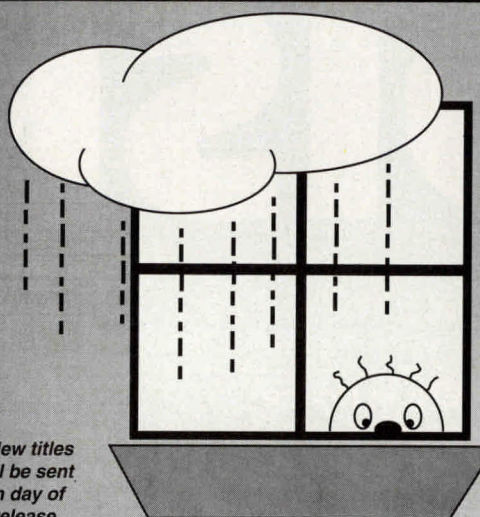


#### ON THE KEYBOARD:

CURSOR KEYS: SCROLL WEAPONS  
SPACE BAR: SELECTS WEAPON  
HELP: PAUSES GAME  
DEL: UNPAUSES GAME

IT IS ALWAYS ADVISABLE TO WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS BEFORE AND AFTER PLAYING DEMO DISKS. ALL AA DISKS ARE VIRUS CHECKED.





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Well, you got there in the end, but take a look at that time. A little more practice is required I think.



The crowds are gathering, waiting to see your impressive run. Let's hope they're not too disappointed with your performance.

I think just about everyone is familiar with the numerous Olympic style games that have appeared for your computer over the years, with most of them getting gradually better each time. Well, Flair have wisely decided it's about time for another one to hit the market.

### THINGS GET BETTER!

Winter Supersports 92 gives the chance to try your hand at eight of the thrilling winter Olympic sports, one of which they've given to us to let you see just what you should expect from the game, and in my opinion you should be in for treat.

The slalom stage is the one we've been fortunate enough to get for the coverdisk, and should keep you occupied for quite a while attempting to notch up a really quick time. And if you want you can compete against a friend to see who really is the best.

It's not as easy as it looks and, to rub salt into your wounds, the computer is rather good.



COVER

# DISK

## WINTER SPORTS

### FLAIR

**PROGRAMMER:** Flair Development

**TRACK RECORD:** The last game that the Flair Development guys programmed was Elvira The Arcade Game; a platform effort which was pretty impressive and scored a fine 87% Accolade in a previous Amiga Action. I'm sure you'll agree that this game is high quality too.

**GAME TYPE:** Sports sim

**PRICE:** £25.99 **RELEASED:** OUT NOW

## DISK PLAY

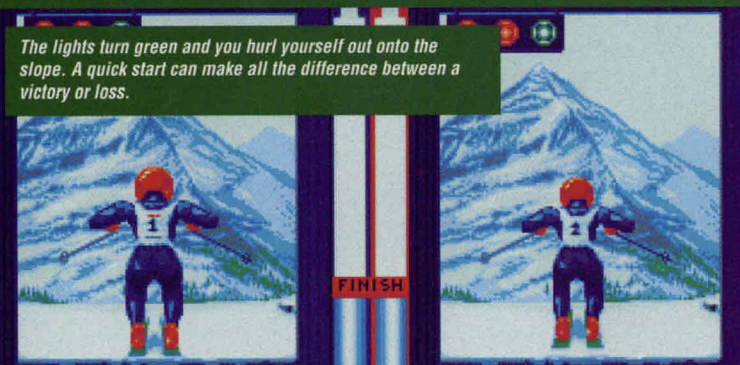
Instructions don't get simpler than these. Starting off at the top of the slope you must wait for the lights to turn green then launch yourself onto the course by pressing fire – nice and easy so far.

As you make your way down the slalom pulling down on the joystick will increase your speed while pushing forward will slow you down. Believe it or not, moving the joystick left or right will turn your skier left or right. Pressing fire makes you do a little jump to avoid any obstacles that may be lying in your path.

As far as the flags go, you need to ski to the right of the red flags and the left of the blue. Failing to do this will add time to your run. Once you've passed the finish line it's back up to the top for another try.

### LOADING INSTRUCTIONS

Unfortunately, this demo will only run on 1 meg machines. Remove your coverdisk from the front of the magazine and insert it into the drive. After the drive has accessed the disk for a few seconds it will come to a sudden halt and a cursor will then appear. At this point, type in **SLALOM**. Don't, whatever you do, forget the full stop and the game will load automatically for you to give it a go.



The lights turn green and you hurl yourself out onto the slope. A quick start can make all the difference between a victory or loss.



Your competitor has already made it to the finish line, but you've still got quite a way to go. You'd better get your finger out if you want a decent time!

### PROBLEMS, PROBLEMS

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to:

Amiga Action Duff Disks, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

IT IS ALWAYS ADVISABLE TO WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS BEFORE AND AFTER PLAYING DEMO DISKS. ALL AA DISKS ARE VIRUS CHECKED.



By now, the majority of you will recognise the name Plan 9 from Outer Space. I hardly need to mention about it being the worst motion picture ever made and the fact that it won the Golden Turkey Award. Telling you about the completely abysmal dialogue, mind numbing special effects and the terrible acting all seems like a waste of time but I will anyway...

*"Staggeringly inept horror adventure."*  
HBO Guide To The Movies.

*"May well be the most miserable spectacle ever made."* TV Guide.

*"Mesmerisingly awful... actually improves with each viewing."* Leonard Maltin.



You begin your quest in the offices of a director who works for DCA Films.

# Plan 9 From



ADVENTURE



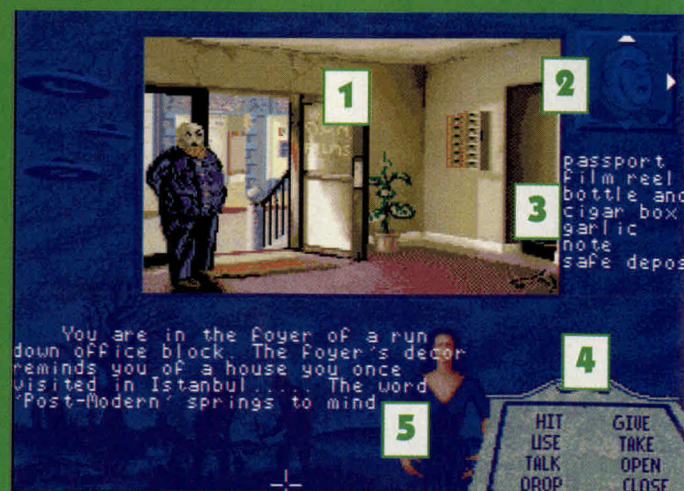
Producing a worthwhile computer game based on a very worthless subject is a tough goal to aim for but Gremlin haven't gone for the obvious options of making a straight forward adventure based on the script of the film or some form of basic arcade/platform affair that features the film's main characters. Instead they have opted to write something that keeps the spirit of the movie alive without sinking to its level of ineptness.

You are a private investigator and the game begins with you in a meeting with a dodgy director. He has hired you to travel around the world searching for the reels of film that when combined make up the Plan Nine movie.

As you discover the various sections of the film and splice them together you must return them to your employer before continuing.

## ALL AROUND THE WORLD

There are 70 locations that must be visited and explored. Each one contains hints and objects that will







Look at everything in detail as many clues can be found if you examine objects closely.

## DOUBLE TROUBLE

Bela Lugosi, Plan Nine's major star, dropped dead after being filmed in a few scenes for another movie by Edward Wood called The Tomb of the Vampire. The film was shelved but, wanting to keep Lugosi's name on the credits, Wood used the footage during Plan Nine. Being unable to shoot the new scenes without Lugosi, Wood had to bring in a double who had to hold a black cape in front of his face. The audience would have been none the wiser had the double not been over a foot taller than Lugosi!



Thankfully Tor Johnson has been replaced by Vampira for this scene in the Lycanthropository. The shop contains all of the zombie and vampire killing devices you will ever need, from a string of onions to a stake and mallet.

# Outer Space



If you have seen the Plan Nine movie you will recognise this guy. Tor Johnson provided the muscle for the aliens but now he has been drafted in to take on a variety of roles in the game.



Moving around from location to location is done using taxis (which appear to be rather American even though you begin the game near High Gate).

take you a little further to completing your quest. You will find yourself in cinemas, graveyards, cafes and buildings sites to name just a few. Yellow taxis provide you with short range travel to all those important places while aeroplanes expand the play area to

cover entire continents spanning most of the globe.

In addition, there is a film editing room somewhere within the game. This enables you to set up your reels of film, splice them together and edit them to create the missing movie. Several

minutes of actual footage has been digitised and is featured at various points during the game.

## TICKLE THAT RODENT

Unlike a standard adventure where you actually control a character that walks around the screen (in a similar way to the Larry games and Indiana

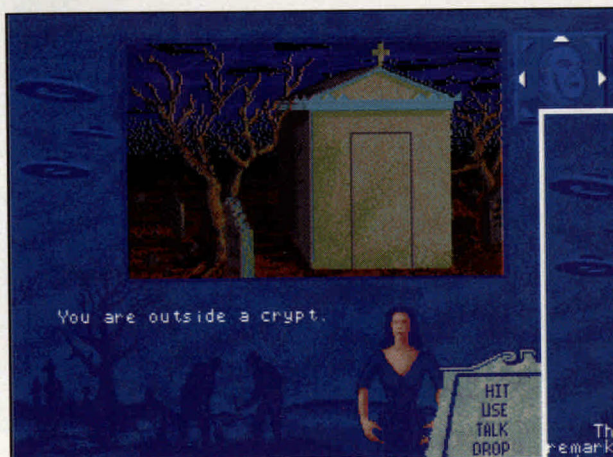
Jones), Gremlin have gone for a control method more akin to the Dynamix adventures such as Heart of China and Rise of the Dragon.

As you enter a location you will be presented with a high quality graphic illustration of the surrounding. Everything you need to touch, manipulate or



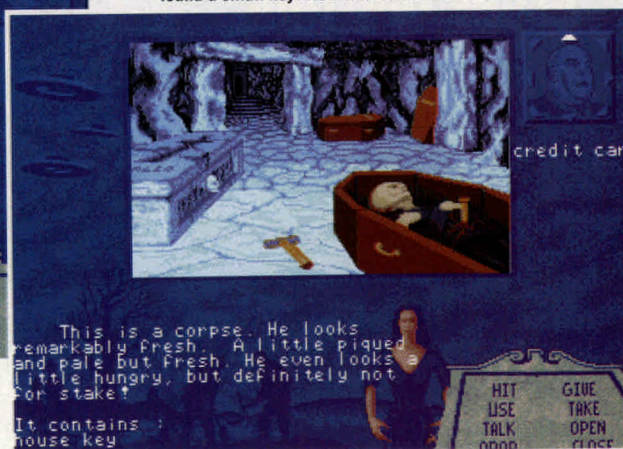
## THE ALIENS ARE COMING!

- 1 WINDOW:** A picture of your current location is displayed in the most glorious technicolour.
- 2 EXITS:** Shows the exits that you can use to leave this location.
- 3 INVENTORY:** Everything that you are carrying is displayed here.
- 4 COMMANDS:** Select option you want and object you wish to manipulate.
- 5 MESSAGE:** Descriptions and messages appear over here.

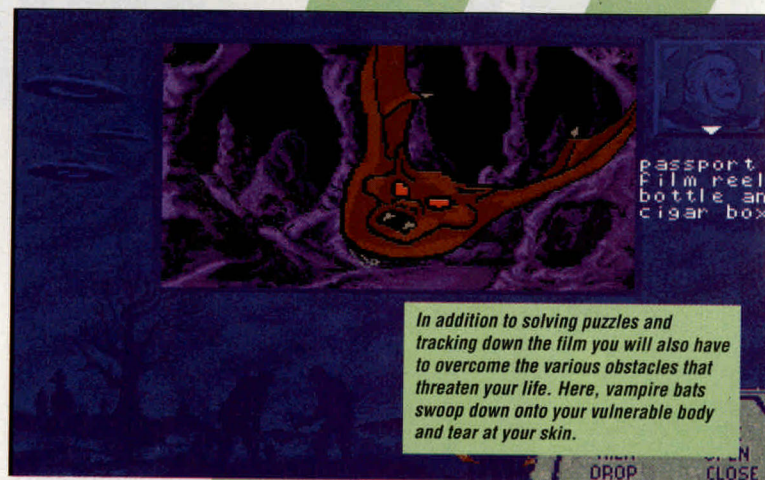
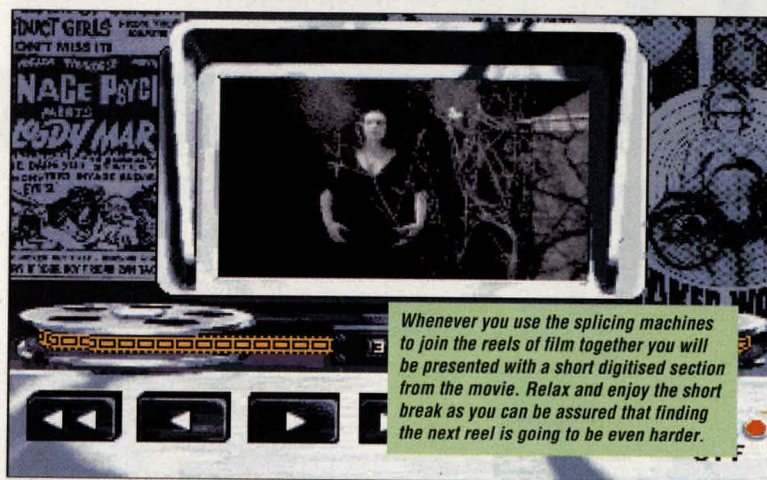
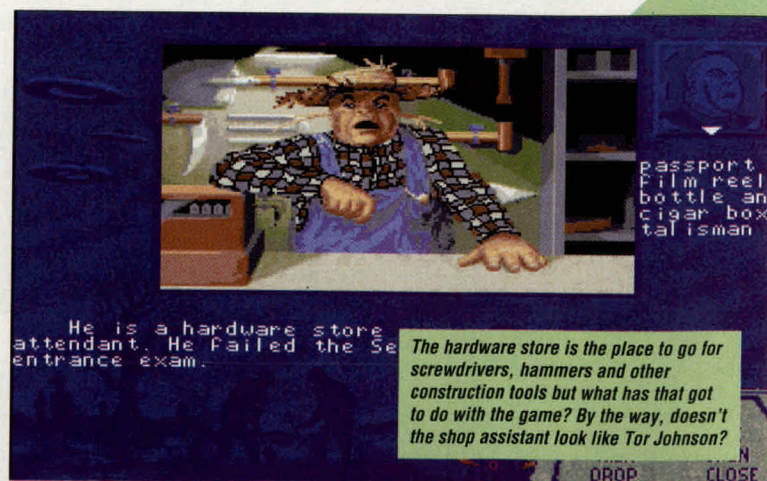
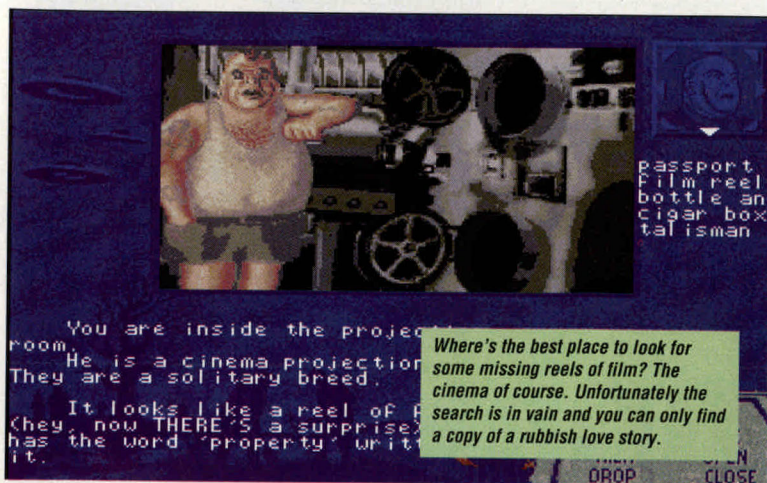


(Above) The game contains several locations that are taken from the movie. Here we can see the crypt that hid the alien controlled zombies. Are you brave enough to enter and see what is contained within?

(Below) You will be required to do many unpleasant things during your adventure and searching a corpse is just one of them. Fortunately it has been worth the effort as you have found a small key. Now find somewhere to use it.







interact with is depicted and by using the mouse you can move the pointer onto the object or character that interests you.

Clicking will reveal its hidden qualities (if any) and allow you to pick certain items up and examine them more closely. As with the majority of adventures, you must take a good look at everything that you find as in some cases what seems to be the most innocent object can hide an essential clue.

### CHAT AWAY

Your most valuable source of information and clues that will lead

you to the missing film will be the other characters that you meet in the game. Interacting with them is performed by using a multiple choice menu system.

The other person will indulge in banter with you and you will have to select a suitable reply from the options that are given.

### RIGHT TO REPLY

By selecting certain replies you can push the conversation in the direction you wish to move but you must also be careful not to annoy or irritate the person you are speaking with as they won't provide you with the required information.

Assuming you have been tactful yet inquisitive enough you will be given a clue or some other bonus object to help you on your quest.

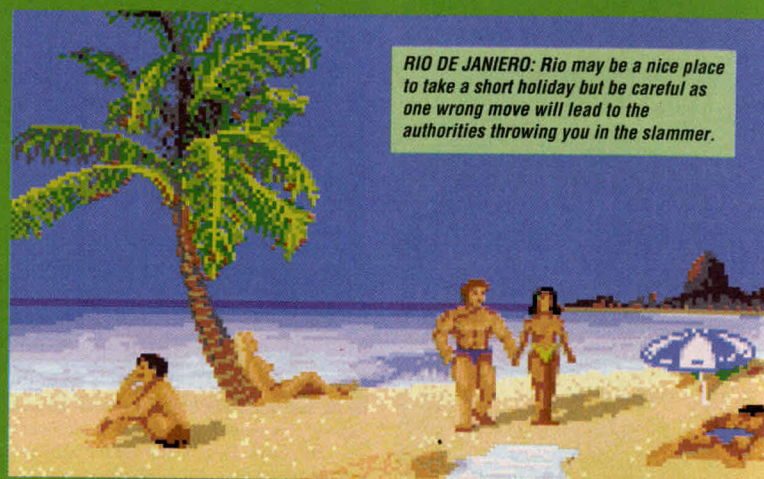
Successful completion of the game will provide you with a reward sequence designed to impress and amaze. A whole wealth of movie memorabilia is buried within the gameplay, however you do not have to utilise it in order to complete the adventure.

There are plentiful rewards for all the B-grade movie buffs among you all along the path from start to finish.

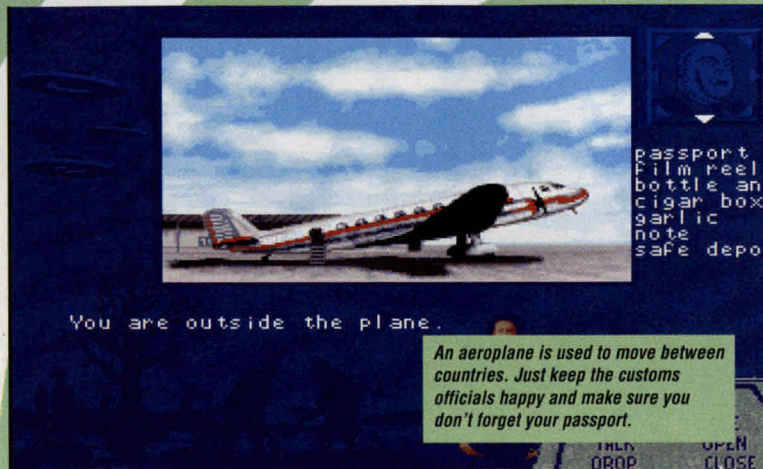


## IT LOOKS SO REAL!

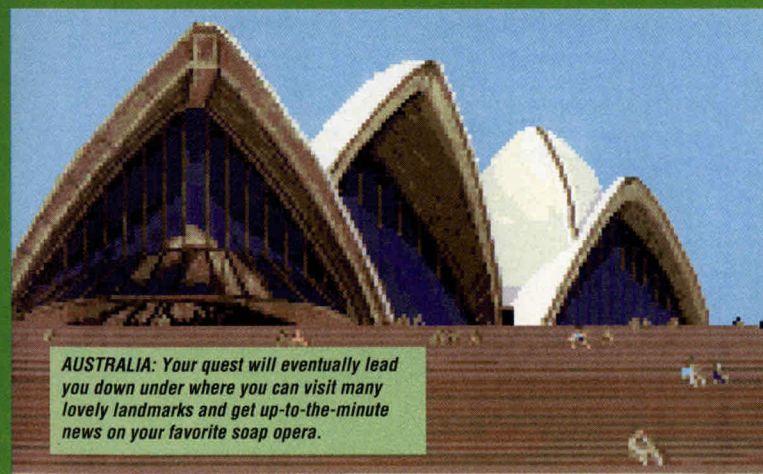
The special effects in Plan Nine are legendary. The flying saucers of the alien invasion fleet are justly famous. Whether hanging above a city skyline, terrifying us mere mortals or spinning out of control and on fire, belief is suspended that anyone actually thought that no-one would recognise them as paper plates tied to string. A "spaceship being destroyed" effect was achieved by setting the plates on fire with petrol and throwing them at the cameraman!







A C T I O N I N F O		
<b>GRAPHICS</b>  <b>84%</b>	<b>PLAN 9 FROM OUTER SPACE</b> <b>GREMLIN</b> <b>TEAM: GREMLIN IRELAND</b> <b>£34.99 (WITH VIDEO) RELEASED: OUT NOW</b>	<b>SOUND</b>  <b>82%</b>
<b>LEAGUE RATING</b> 2 SECRET OF MONKEY ISLAND 3 PLAN 9 OUTER SPACE 4 LEISURE SUIT LARRY 5 A D V E N T U R E		
<p>Gremlin took on a lot here - I was expecting a duffer, as when I watched the film I couldn't stand it for more than 20 minutes at a time. The game is far superior to its celluloid counterpart and challenges the top of the adventure game league, usurping even the Sierra classics. The controls are easy to use and simple to get to grips with. This, combined with great graphics, makes a superb game. The only problem I found was the usual bane of modern adventure games; it can run slowly, but this can be rectified if you use a hard disk or a second floppy drive. JASON</p>		



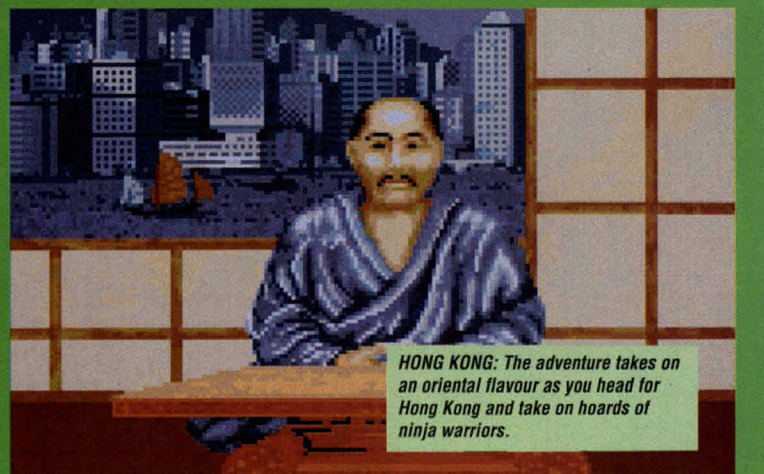
# YOU LUCKY PEOPLE

With slimy creatures outside your window and green jelly blobs threatening to invade the earth, the only thing to do is hide in your bedroom and wait for them to come and suck your brains out. What's the point of putting up a fight when "Resistance is useless!" While waiting, you will want to do something to relieve the boredom and what better than playing Plan Nine from Outer Space. One of you lucky readers can get hold of a copy of the game from us here at the Amiga Action space station just by answering the following not so simple question about the above picture.

In 1956, the same year that saw the release of Plan 9, another well known science fiction film hit the big screen. Based on Shakespeare's "The Tempest" it had a much stronger plot and was probably most famous for introducing Robbie The Robot to cinema audiences. What was the name of the film?

Send your answers on a paper plate to:

Oh no! The Aliens Are Coming, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.





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**PROJECT INSPECTION**

To say Lemmings scooped nearly all the awards under the sun can still be regarded as an understatement. Yes, a multitude of industry honours were bestowed upon Psygnosis' green-haired creature cracker but, more significantly, Lemmings was a veritable milestone in home computer entertainment. Now it's time to meet the humans.

# Humans



PUZZLE AND QUIZ



In order to capitalise on Lemmings' truly immense popularity, Mirage and Imagitec are expanding on such a simple theme.

The result is a game called Humans, a title that doesn't really do the quality of the game justice! It just goes to prove that you shouldn't judge a game by its name. Humans is bound to attract comparisons with Lemmings, but the biggest difference is that the amount of involvement and interaction with Humans is much greater than its Psygnosis predecessor.

## CREATIVITY

Programmed by Dave Lincoln (of Suspicious Cargo fame), one of the key members of the 50 strong Imagitec development team, the



scenario for Humans is over three eras. From the Stone Age, through to chivalrous times and on into the far reaches of space, the whole setting combines to portray the evolution of Man. With Andrew Gilmour (Zone Warrior) providing the graphical artwork, the experience of the two

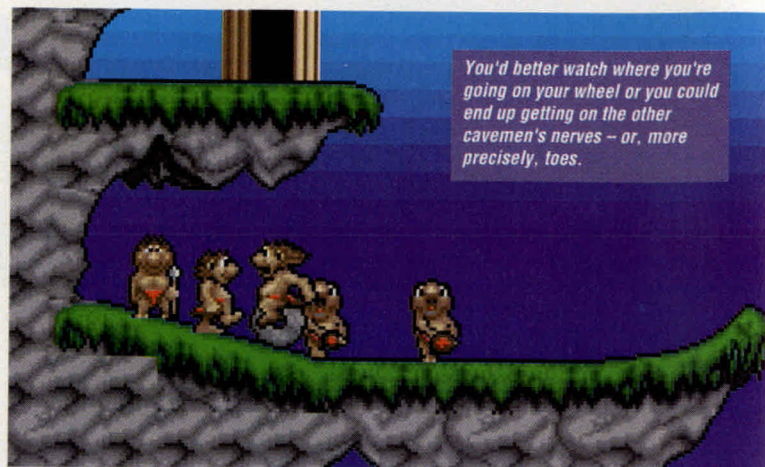
looks set to produce spectacular results. In fact, 'evolution' summarises Humans beautifully. As your initial cavemen characters adapt to life, learning about the wheel and experiencing the power of fire, you can progressively control them







In some of the later levels you can use friendly little dinosaurs to get to platforms which are otherwise unreachable. It's a shame that they have to be overly friendly.



You'd better watch where you're going on your wheel or you could end up getting on the other cavemen's nerves – or, more precisely, toes.



more intricately. For example, someone discovering fire can then master the flames, allowing you to instruct the relevant man to brandish firelit sticks and set alight brushwood to create clear pathways.

Similarly, sticks can be sharpened to create spears for fending off wild animals. More imaginatively, it's possible to use them for vaulting over openings in the ground. As extra options are discovered, the appropriate icons appear so you can take advantage of your expanding wisdom.

Ultimately, you must guide your wandering party to the exit leading to the next level. It's vital to guide the required quota of men through, or your attempt will be classified as a failure.

### TALES TO BE TOLD

Imagitec briefly describe the stages: "As an illustration of the prehistoric era, the player has to discover and utilise technological breakthroughs such as fire, the wheel, the controlling and manipulation of dinosaurs, the use of simple tools and weapons –

brain-busting stuff assured."

In the age of chivalry, we introduce the use of mechanical devices, catapults and so forth. This provides great scope for the puzzle solving element. The scenario for a section of one of the levels revolves around the Humans storming a castle to rescue their Queen."

This involves them moving a catapult, captured in an earlier level, to the castle walls. Loading a daring Human into the slingshot of the weapon, you must then set the trajectory to fire the Human over the battlements. This Human must then be guided to find the levers that raise

the portcullis and lower the drawbridge, so that the rest of the party can storm the castle."

With Humans in space, we introduce the wonderful electronic controlled gizmos, lifts, electronically controlled doors, droids and more."

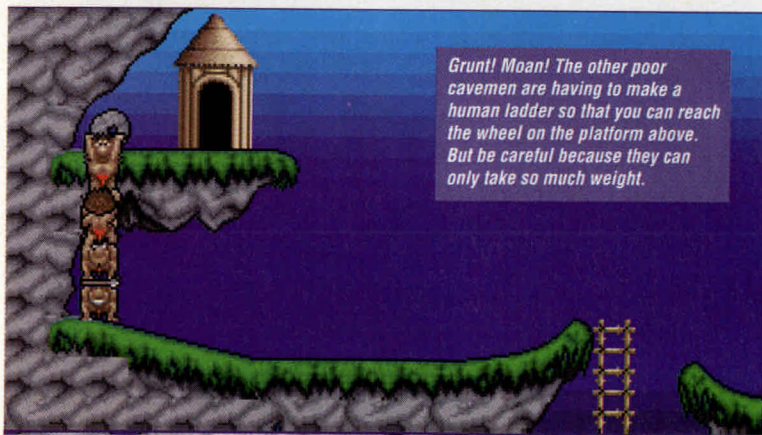
All this demonstrates the progressive nature of Humans which will no doubt lead to an enjoyable, amusing, and inspirational product. What will be interesting is to see how Lemmings 2 will develop once Humans is released. With the second Lemmings to be revealed later this year, will we see a new direction for the much awaited sequel?

### ACTION INFO

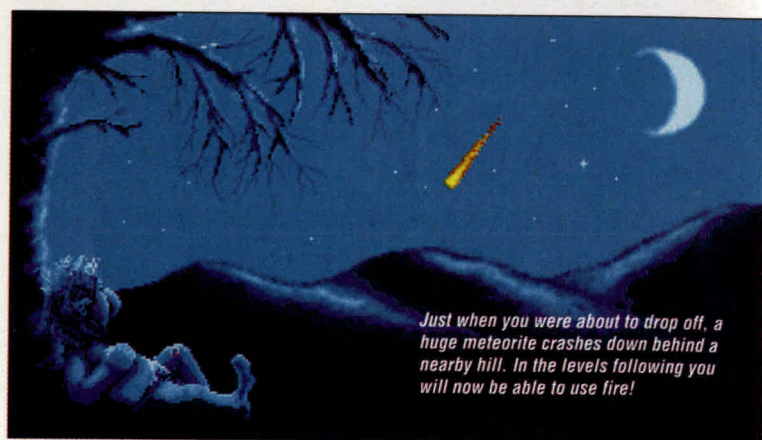
#### HUMANS MIRAGE £TBA TEAM: IMAGITEC

Humans will be regarded as somewhat of a parody by the thousands who questioned, "Is it humanly possible to better Lemmings?" Imagitec are certainly striving to dislodge Lemmings from the top of its puzzle game position. Animation and graphics are crisp, embellishing the style of game neatly. Sound effects are pleasantly lively and appropriate, adding another instant attraction to Humans. As for the controls, they're easy to manage, enhancing the playability level to skyscraping heights. Even at this stage of the game's development, the outlook for Humans could not be brighter.

ALAN



Grunt! Moan! The other poor cavemen are having to make a human ladder so that you can reach the wheel on the platform above. But be careful because they can only take so much weight.



Just when you were about to drop off, a huge meteorite crashes down behind a nearby hill. In the levels following you will now be able to use fire!



# Bring your Amiga to

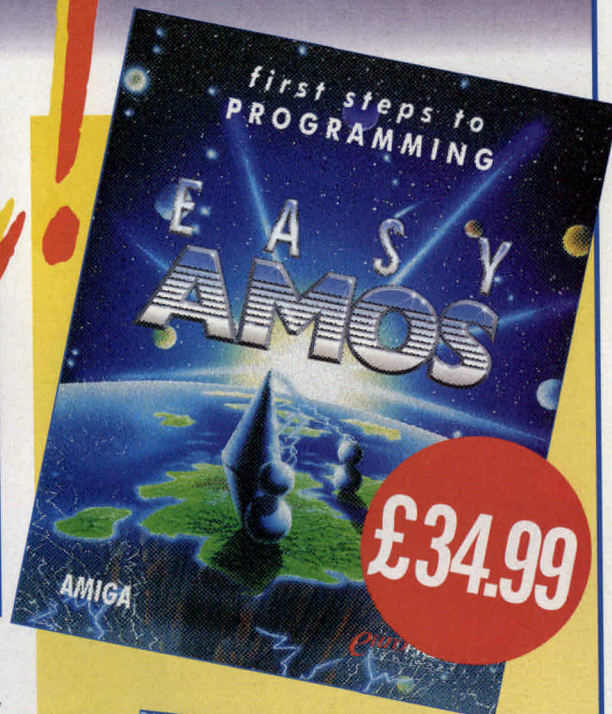
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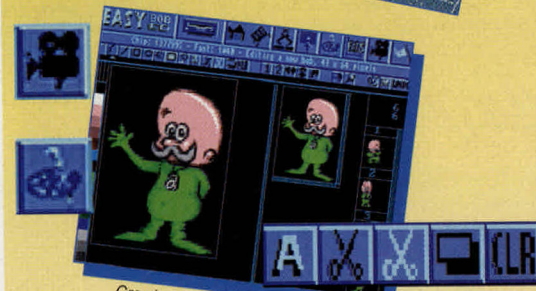


## ► Programs galore!

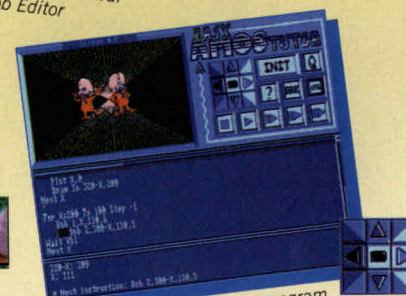
Easy AMOS is packed with ready-to-run programs which are carefully explained in simple English. You can quickly understand how they work, and then use the same ideas in your own programs. There's even a beginners' Typing Tutor. Plus a clever database to store personal details of your friends and colleagues.

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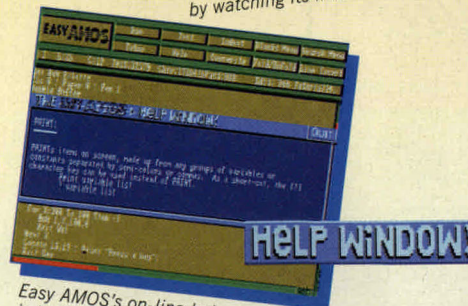
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SOFTWARE

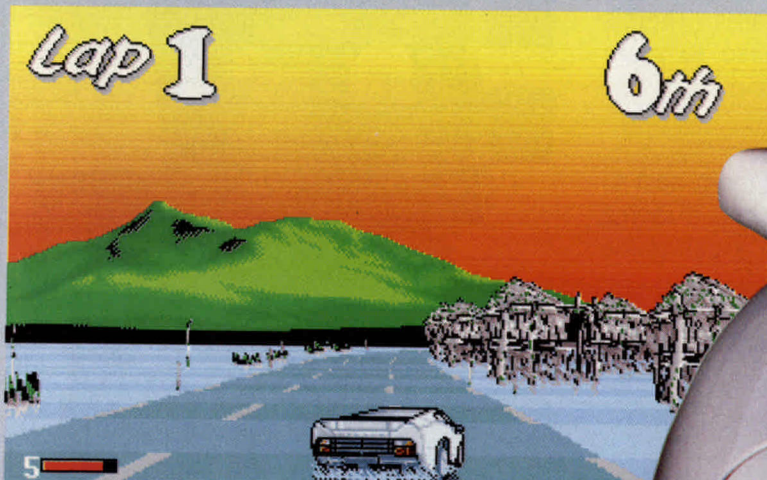


## PROJECT INSPECTION

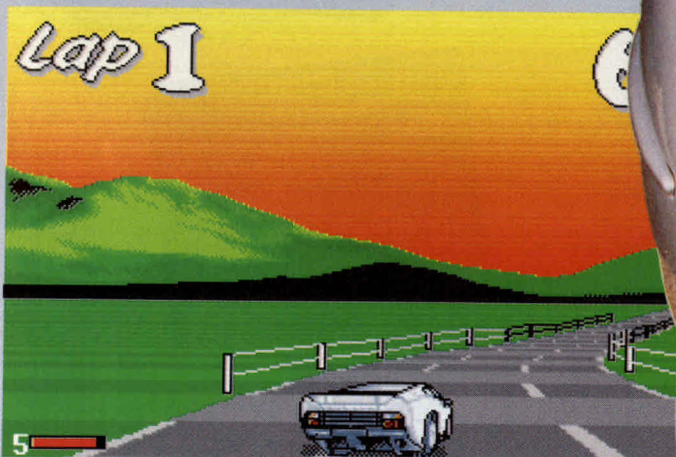
It was only two years ago when the much sought after Core Design development group decided to go independent. Since that day they have never looked back with a string of successes behind them and plenty more in the pipeline. With such hits as Chuck Rock, Thunderhawk, Car Vup and Frenetic already to their name they have now taken the giant leap into the racing world with their latest development, Jaguar XJ220, a limited edition £400,000 racing car. Core have allowed us to take a sneaky peek at what the game is all about and give you the lowdown on this new and extremely exciting project. Enter Jaguar XJ220...



Some of the tracks in Jaguar XJ220 are really tough. Avoiding other cars on the corners can be fairly tricky especially when trying to race against the infamous Porsche 959.



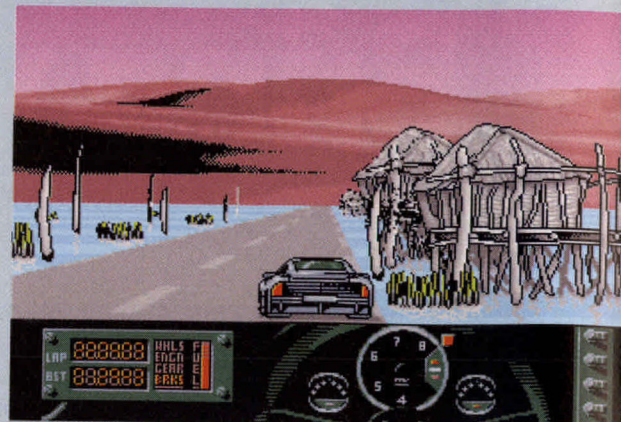
The swamp levels can be a real pain as the car handles less efficiently on muddy surfaces. If you don't keep your foot on the brake you may find yourself spinning into the huts on the verge.



The graphics are superb on 'Jag' and every little detail has been included. The fences are excellently recreated and add atmosphere to the product.

032  
AMIGA  
ACTION

Here we can see Jaguar at the very early stages of development. At first, the guys at Core wanted to include a dashboard at the bottom of the screen but they soon trashed this idea because it caused the player confusion as they would have to look at both portions of the screen.



RACING



Ask anyone to name a make of British car and nine times out of ten they will mention the Jaguar. The Jaguar has done more for the British car industry than any other manufacturer, the Americans being avid collectors of these original, and often limited, cars. With such stylish bodywork and boasting the fastest road car in production, Jaguar look set for great success with their latest model but you can be assured that we will not be running a competition to win one.

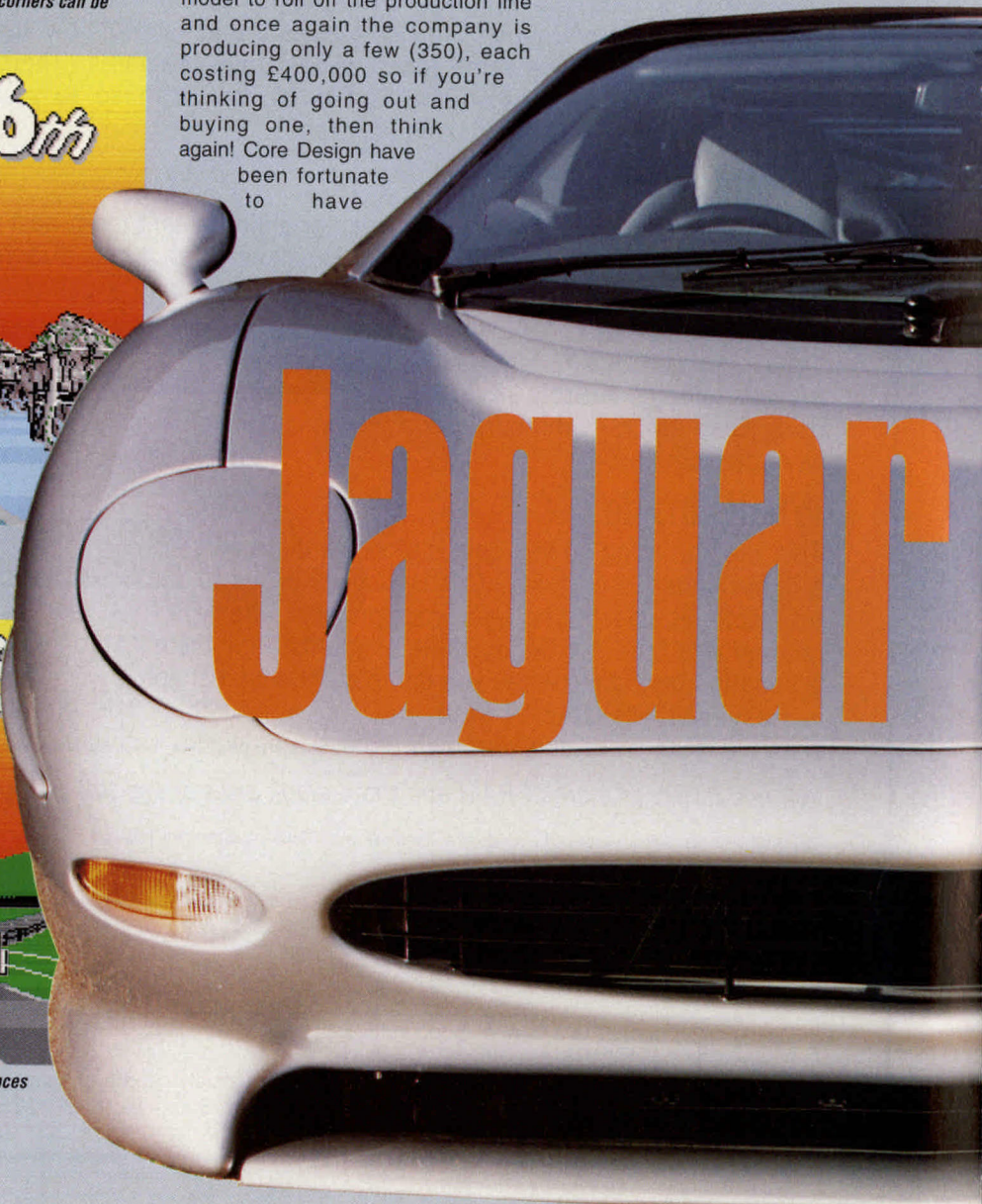
The Jaguar XJ220 is the latest model to roll off the production line and once again the company is producing only a few (350), each costing £400,000 so if you're thinking of going out and buying one, then think again! Core Design have been fortunate to have

snapped up the licence and have set about producing what promises to be one hell of a game entitled, aptly enough, Jaguar XJ220. The agreement with Jaguar covers both the new XJ220 and the 'Le-Mans' winning XJR 12 and the release timing of the XJ 220 coincides perfectly with the April launch of the car itself.

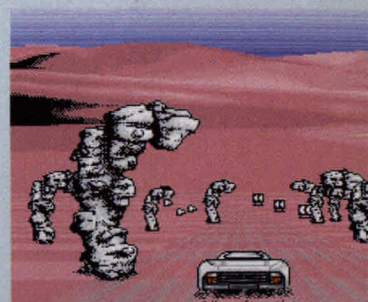
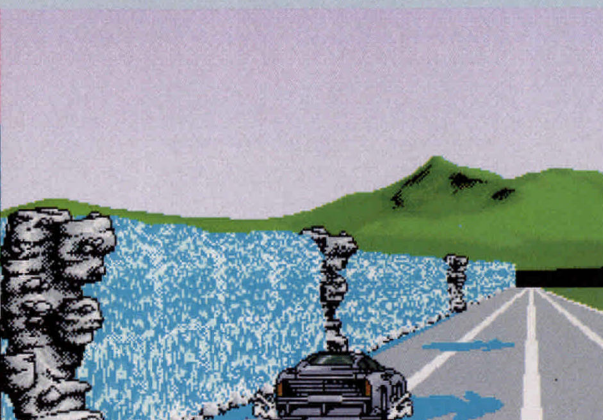
### BARCLAY SPEAKS

Richard Barclay, Marketing Director of Core Design had this to say,

'We will shortly be seeing a huge mass market offensive for the XJ220 created by Jaguar. This includes







*I used to love travelling through trees that were overhanging the road and these rocks bring back some great memories. Still, I'd rather career into a tree than into a large chunk of rock.*



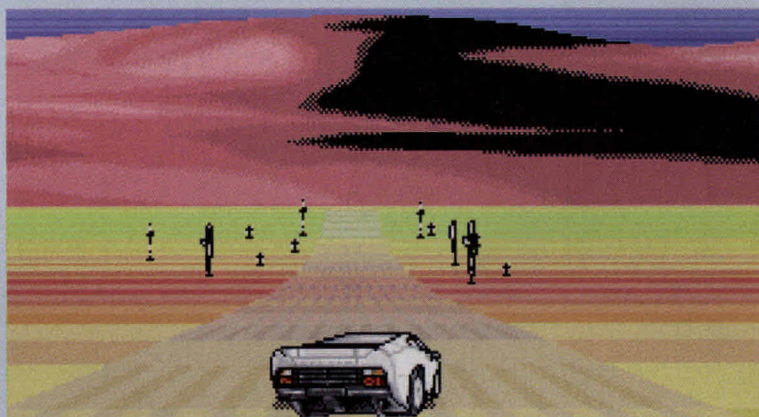
*The desert levels contain bogs and if your Jaguar strays into the bog it will begin to sink. This is not a game where you can hare around the track without any braking at all.*

Matchbox models, Shell Oil giveaways and much more – and especially editorial in the motor press

and Jaguar showrooms around the country which will have the game on display. We certainly plan to include the game editorial in the car press.'

### WHO'S WHO?

The people behind Jaguar XJ220 the game are renowned Core design programmers. Mac Avery is the programmer and Jason Gee the graphic artist. Both received



*The stages are not loaded in but actually blend onto the previous track. Seeing this effect in action is absolutely outstanding. It has never been done before but will undoubtedly be copied.*

critical acclaim for the very successful 'Thunderhawk'. Mac created his own 3D engine which has proved to be one of the fastest and most complex engines around.

Using a point and pull system, he can create any objects he wants easily. The work is originally written on the PC and then ported across onto an Amiga.

### JAGUAR XJ220

So what about the game? Playing Jaguar XJ220 you will instantly recognise the similarities between itself and Lotus from Gremlin. However, Jaguar

promises a lot more and looks set to surpass Lotus II although, as we all know, the proof is in the playing.

The game is sprite based although the road and bridges are written using 3D maths which seems to be a popular mix these days. Basically a race against the other cars over several laps, the action takes place over 12 countries each containing six stages. Obviously, the settings change in accordance with the terrain native to the country you are racing in and these include desert, countryside, dual carriageways and swamps. The car handles differently



# XJ220



*There are also plenty of objects to keep you concentrating on the roads. Rocks lay across the road and you must steer drastically in order to avoid them and any damage to your car that may result from impact with them.*





The Jaguar XJ220 is a limited edition car with only 350 running off the production line. Each one sells for £400,000 so you're gonna need to save the pennies if you've any hopes of buying one.



according to the weather conditions and road surface. The press release boasts fog, snow, rain and side winds.

The local environment can also effect your car's handling such as wet leaves, swamps, sandstorms, tumbleweed and fallen rocks. Scenery additions include waterfalls, tunnels, cliffs, cross-traffic, bridges and mountain passes. With so much incorporated, how does the game actually play?

### AGAINST ALL ODDS

Movement of the car is extremely slick and the road and side objects are extremely smooth making the game very comfortable to play. As mentioned before, the game is not a race against the clock but instead

against the other cars through a set amount of laps. The opposing cars have a fair degree of intelligence and won't hesitate in bumping you off the track so a touch of skill is required.

### EMBARRASSMENT OF RICHES

The other racers are made up of Ferraris, Porsches, Lamborghinis as well as other cars of similar class therefore this is definitely going to be a game of performance.

News has just come in hot off the press that Core have incorporated a two player split screen option as well as the one player full screen so you will even be able to challenge your many friends.

I think we can safely say that Jaguar XJ220 is going to be one hell of a game. Look out for it in late Spring, early Summer.

### ACTION INFO

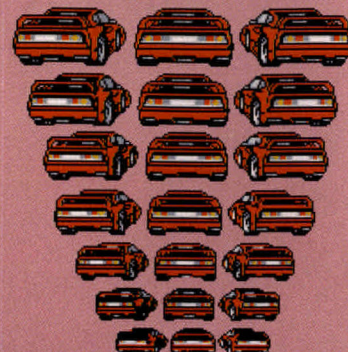
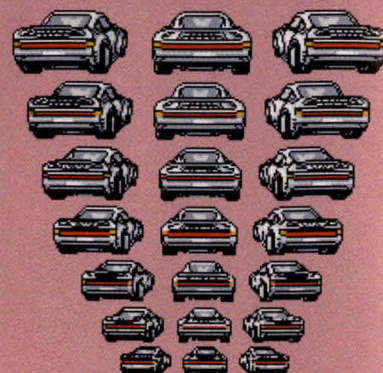
#### JAGUAR XJ220 CORE DESIGN

TEAM: MAC AVERY & JASON GEE  
£25.99 RELEASED: JULY 92

Core Design have really come on since they went solo just over a year and a half ago. With such hits as Thunderhawk, Chuck Rock and Wolfchild behind them, Core look set to continue their success with Jaguar XJ220 which is a definite contender for the top position in the racing league. The action is smooth, fast and extremely addictive and what with the differing weather conditions and intelligent cars it promises to keep even the most hardened of gamers hooked for some time. The two player option increases the game appeal and enhances the longevity of the product. Keep your peeled for Jaguar XJ220 from Core Design - it's going to be one hell of a game.

STEVE

## THE OPPOSITION



There are many different vehicles to race against in Jaguar XJ220 and all are performance cars. Here we can see the Porsche 959 and the F40 Ferrari. The Lamborghini is also included as well as other cars of a similar class. These guys have enough intelligence to try to bump you off the track.



The bridges had to be included. As well as straight bridges there are also curved ones. The light dims slightly when you go underneath a bridge and brightens again when you leave it.

## KEEP ON THE RIGHT TRACK, BOY



The side objects move extremely fast and very smoothly indeed. The graphics have been created by Jason Gee who was also responsible for the graphics on the excellent Thunderhawk. As well as the customary chevrons; trees, waterfalls, rocks, fences and huts also make an appearance.



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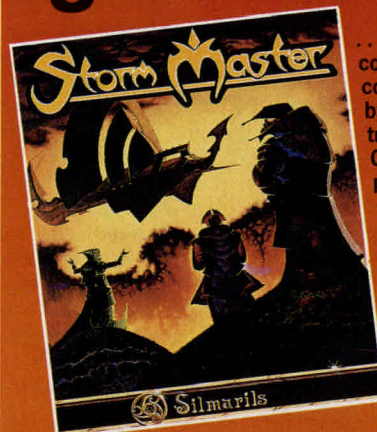
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AMIGA ACTION

### BOSTON BOMB CLUB

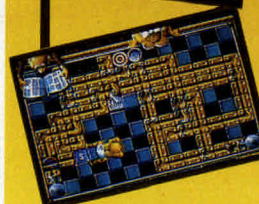
A Group of mad scientists meet in a nineteenth century Boston bar to create the ancestors of today's puzzle game...

"Boston Bomb club is a treat..." ZERO 85%

"A fiendishly difficult but thoroughly enjoyable bit of brainteasing... witty and ingenious."

C.U. AMIGA 84%

OUT: MID APRIL. ST-AMIGA-PC



# pak



Silmarils

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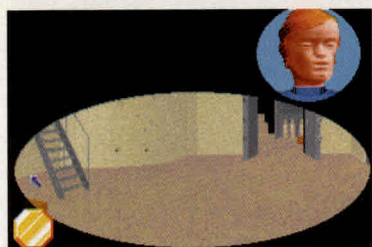
# PROJECT INSPECTION

This game is best described as one which finds its roots in the old Spectrum classic *Lords Of Midnight*. Of course, it bears very little cosmetic resemblance whatsoever, yet the general scenario and game tasks give a distinct feeling of *deja vu*.

ARCADE ADVENTURE



Mike Singleton, the programming and design genius is the man behind both *Lords of Midnight* and *Ashes of Dawn*. Mike Singleton's Maelstrom team however, isn't playing any part in the



Unique characters, such as this one, are displayed in modelled 3D. The animated head moves from left to right, so the overall effect works a treat.

development whatsoever, yet the reasons for this are very mysterious, to say the least. Instead, he has hired the expert assistance of developers Digital Magic and virgin software publishers Mirage.

## COMMUNISM CRUMBLING

*Ashes of Empire* is loosely based on the recent political upheavals in the Soviet Union and neighbouring Eastern Bloc countries. The massive world, and all the characters within this world, however, are completely fictitious, so don't expect an accurate or realistic re-run of recent events.

The official position, or job description, of the player is a little vague, but with the odds firmly stacked against you, it's your responsibility to bring peace, economic stability and ethnic harmony to a crumbling totalitarian empire.

This single empire is split up into five republics and 40 provinces, each of which contain various ethnic groups. To avoid a possible civil war, or nuclear conflict, you must vainly attempt to secure the support of these nations by patrolling the lands and gaining the co-operation of over 9000 individual characters!

Character interaction, therefore, forms the basis of the entire game, so while it may look like a certain 16-bit arcade strategy game, it doesn't play like one. Mirage are pushing it

# Ashes of Empire

towards the adventure market and they want to stress that it's completely different to anything that Mike Singleton has done, or been involved with for that matter, over the past several years.

Of the 9000 characters 700 are unique. This effectively means that

they're a lot more powerful and skilled than any normal public figure, so you can send them on their own recruiting missions while you concentrate on other areas. Some characters may already command others, so you'll immediately gain control of such individuals if you can succeed in influencing their leader.

## THE CRUMBLING EMPIRES FALL



If you want to avoid the transport system, click here to activate the autoroute system.



This icon enables you to view the various buildings, settlements and character locations in the game.



Click on this icon to display an isometric view of the selected area of the empire.



This toggles the graphic representation of both the sea depth and the sea bed.



Click on this icon to view all of the various political maps and charts available.

## MR POPULAR

To win the support of people you can use a number of techniques. Deciding upon a technique is not easy, but the general feeling of one individual within a specific ethnic group is usually similar to that of another, so using a successful formula within one group is advisable. There will be exceptions to this rule of course, and you may even recruit a traitor.

In order to persuade a character, a series of icons are provided. These allow you to either make conversation, or barter with the person in question.

Usually, you'll attempt to talk him round, and only if this fails will you need to offer him goods in return. If one recruitment technique fails, a new icon may appear to give you further alternatives. With any



The terrain maps display the snow capped mountain peaks, the forests, deserts and water using a sort of fractal generated landscape thingy.





These typical Mike Singleton graphic routines have been used many times before, but they still impress. Thankfully, they don't take as long to create as they used to.



Over 20 types of vehicles are provided, each of which can be controlled by the player. Most vehicles however, must be acquired from other sources.

recruitment comes construction. There are hundreds of buildings (only 25 different types, however) within the land which can be used – if of course, you've taken control of the owner – to provide items for barter or for fuel replenishment of vehicles etc. There are over 20 types of vehicle in all which can be used to negotiate the various types of terrain.



imagine, this does take time so an auto-route facility has been incorporated to speed things up a little. Ashes of Empire contains all the expected Mike Singleton trademarks. Quite a few of the programming techniques used have been seen before in some of his past successes, yet along with this the gameplay is expected to break new grounds in the exciting world of Amiga adventuring.

### GETTING AROUND

When you enter a vehicle, the game changes once again to display the view from inside the vehicle. Various shoot-outs may take place but the general aim is to get from one location to another. As you can

Ashes of Empire should be released sometime at the end of May, when you'll be able to see for yourselves, just how it measures up to its rivals. I think you're in for quite a nice surprise.

The various icons at the bottom of the screen allow you to communicate and barter with individuals. If these prove insufficient, other alternative icons come into play.



## MIKE SINGLETON'S SOFTOGRAPHY



Mike Singleton really made a name for himself on the Spectrum with Lords Of Midnight and Doomdark's Revenge on the Beyond label. These were milestones in the computer games industry and made Singleton one of the most sought after programmers around. He is now a respected 16-bit programmer but will always be remembered for his Landscaping technique on the 8-bit computers.



Sorderon's Shadow wasn't actually written by Mike Singleton, yet it too contained his revolutionary landscaping techniques which were first seen in the classic Lords of Midnight.

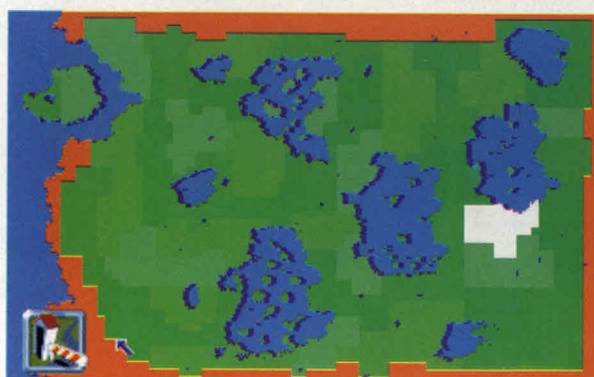
### ACTION INFO

#### ASHES OF EMPIRE MIRAGE

TEAM: MIKE SINGLETON & DIGITAL IMAGE  
£29.99 RELEASED: END OF MAY

Ashes of Empire is substantially different to Mike Singleton's other 16-bit products, yet it's a definite throw back to the days of Lord of Midnight. It's taken well over a year to produce and there's still some work outstanding, but from what we've seen so far, it looks like yet another Mike Singleton masterpiece. The game world is huge, and it re-creates itself every time you boot, so stopping the imminent civil war should be an engrossing and lengthy task. I sincerely believe that Ashes of Empire is set to become the most talked about and innovative adventure game of the nineties. **PETE**

Ashes of Empire contains more static artwork than any other Mike Singleton game of the past and from what we've seen so far, it all looks very impressive.



The political map displays all of the empire's provinces in different shades of green. The blue bits, I presume, are uninhabited.





Utopia – The Creation of a Nation has been a huge Gremlin success story, attracting worldwide interest from the console market. Later this year, we'll almost definitely witness the release of Utopia 2, but in the meantime, Gremlin have devised a data disk containing no less than 10 new scenarios, to sustain a little interest. So, just what new features does this add-on disk offer, is it worth £15 quid, and is it the first data disk of many?

### NEW SURROUNDINGS

Firstly, it's unlikely that Gremlin will release another data disk, although it'll probably depend upon the sales of the New Worlds. Secondly, Graeme Ing and company, will surely be concentrating on Utopia 2. We've also been informed by Gremlin that they may package the New Worlds with the original Utopia and flog it for around the bargain price of £35.

If you've never played Utopia before, you'll probably be wondering what all the fuss is about. The aim of

the game is to create a utopia, hence the title of the game. Unfortunately, the land planet you've chosen for colonisation is inhabited by an alien life form, and they want the planet all to themselves. As you can well imagine, this leads to a number of violent altercations. So, all in all, it's a

game akin to Sim City, with a little strategic warfare thrown in to keep things interesting.

The New Worlds are effectively very similar to the old worlds, so don't expect a new game, or many new features for that matter. In fact, the actual game is identical to the original (just

# Utopia

## The New Worlds



The main changes are cosmetic, but the unseen alien activity is equally revolutionary. In total, there are 10 new alien races, each of which has various attack vehicles.

replace the old scenario disk for the new one), but the graphics, the alien life-forms and the strategies have changed quite dramatically.

### HARDSHIP AND FAMINE

There are quite a few other difficulties that you have to face up to, such as reduced food supplies and less efficient buildings, but most of the many problems you will encounter shouldn't be all that dissimilar to those you've successfully overcome in the past.

OVERALL  
**80%**



(Left) The new alien attacks are frighteningly effective and incredibly direct. Within ten minutes of starting this game, the aliens launched a blinding attack on my unprepared colony.

(Right) This is probably the most outrageous planet surface I've ever come across (You've obviously never seen Uranus, have you? – Ed). You're effectively limited to constructing your colony within those small inconspicuous black areas!



## WORLD DOMINATION ENTERPRISES

The command centre is the home of all the colonies important people, such as you, and all your advisors.

On this level, the careful spread of energy filled flux pods needn't be taken too seriously.

To fly a few spaceships you'll need fuel. Look for a fuel deposit and build a few tanks to store any surplus gas.

This radar covers the entirety of your colony but it doesn't monitor the surrounding area, so beware of enemy attacks.

Build a few ships and get them airborne because tanks are useless on this level, due to the treacherous planet surface.

Try and keep the birth rate down – there's very little space for the building of too many housing quarters.

Remember! Power Stations produce air pollution, which upsets the locals. Build solar panels to quell the problem.

The colony is surrounded by a grey, goeey fluid which cannot be built upon!

### ACTION INFO

#### UTOPIA – NEW WORLDS

GREMLIN

TEAM: GRAEME ING & BERNIE  
£14.99 RELEASED: OUT NOW

#### GRAPHICS

**79%**

#### SOUND

**75%**

It's hard to decide whether a scenario disk such as this is worthwhile. After all, it really depends on the individual. If you've completed the original 10 scenarios and you'd like more, then buy it without hesitation, because £15 is cheap for a data disk these days. However, if you've tired of the original or found Utopia too difficult, you should exercise extreme caution. The new features don't enhance the gameplay or the excitement, they only extend the lasting interest of this fine strategy game. But if you're after something completely revolutionary, wait for Utopia 2. PETE

### LEAGUE RATING

1 POWERMONGER & DISK

2 UTOPIA & DATA DISK

3 MEGA LO MANIA

STRATEGY



# 5 GAME PACK



## KWIK SNAX

"An ideal game for those who want to have fun"

Amiga Action

## PRINCE OF THE YOLKFOLK

"Looks like the best Dizzy adventure yet"

Games-X

## BUBBLE DIZZY

"A pure arcade game...Top fun"

Amiga Power

## PANIC DIZZY

"A manic test of arcade reflexes"

David Darling

## SPELLBOUND DIZZY

"The biggest Dizzy adventure yet"

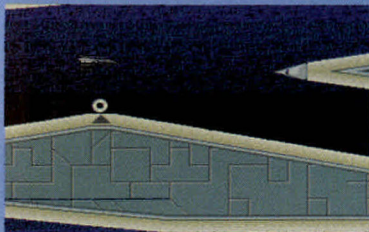
Games-X

"Five top games smashing onto your screens bringing 100% fun and guaranteed playability! Drive yourself dizzy with three of Dizzy's action-packed arcade games and two brand-new arcade-adventures - the best two Dizzy games ever! All this fun, all this action, all this for £24.99! Five times the fun of any other games pack!" Richard Darling.

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**AMIGA** £24.99  
**ATARI ST**





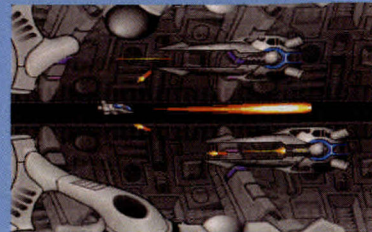
*An extra life can be gained at the end of each level, if you complete the bonus section. The landscape scrolls incredibly fast, so listen carefully to the computer's instructions.*



*The subterranean levels are extremely volcanic, as you can see from this shot. To make matters worse, there's a massive stone dragon lurking around the next corner.*



*Level one is a straightforward affair and, in a way, it serves as an introduction to the various aspects of the game. Use this level to build up your arsenal.*



*The actual alien complex, as you can see, is a heavily guarded, mechanical fortress. This is your chance to wipe out the mutated insects once and for all!*

SHOOT 'EM-UP



Despite the early connections, Team 17 and 17-Bit Software are not linked in any way. The software publishing arm was formed by ex 17-Bit Software employees, but apart from that, there's no connection between the two companies whatsoever. It's obvious though, that many of Team 17's programmers, graphic artists and musicians have been poached from the world of spectacular rolling demos and the public domain world in general.

Alien Breed and Full Contact,



Team 17's previous titles, had a distinct demo feel to them, not so much in the gameplay, but in the technical and presentation departments it was difficult to miss. So, does Project X

compare to their previous efforts and is it the technically breathtaking, arcade style shoot'em-up us Amiga owners have been waiting for since the dawn of the machine?

### DEJA VU

Project X is a genuine, horizontally scrolling shoot'em-up in the R-Type and Nemesis mould. I don't truly believe that any self-respecting Amiga owner has never laid eyes on a horizontally scrolling shoot'em-up, so I needn't tell you that the aim of



the game is to progress across a horizontally scrolling backdrop and blast the living daylights out of everything that moves.

Of course, there are a few other objectives, such as the collection and

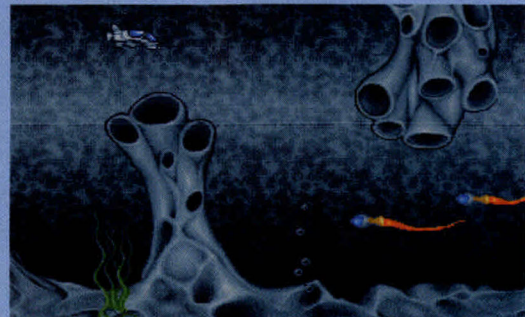
utilisation of extra weapons and power-ups to make your task that little bit easier, but the general aim of the game is to survive for as long as possible and get as far into the game as you can. But how did you manage



*Project X features countless sprites, some of which stretch the entire width of an already expanded Amiga screen. They're nice to look at, but a bitch to kill.*



*There's an abundance of end-of-level guardian-like creatures which don't die too easily. Don't sit back when you've killed the first, as most levels contain two of the damn things.*



*The supplied ship may submerge for small periods of time in the water caves, but it must come up for air occasionally. It's also worth keeping an eye out for the enormous flying fish.*



## SOME WEAPONS FOR YOUR INSPECTION



A rapid fire front weapon which is similar to the standard gun, but a lot more powerful.



When released, they seek out the nearest enemy and explode on impact.



High powered fireball that wipes out any alien that dares cross its path.

Gives excellent protection above and below. Imperative on later levels.



Hold the fire button down to produce a powerful, forward firing beam.

A C T I O N I N F O

### GRAPHICS

92%

### PROJECT X TEAM 17

TEAM: ANDREAS TADIC & RICO HOLMES  
£25.99 RELEASED: OUT NOW

### SOUND

89%

### LEAGUE RATING

1 XENON 2 - MEGABLAST

2 PROJECT X

3 BLOOD MONEY

S H O O T ' E M U P

Project X is admittedly just another horizontally scrolling shoot'em-up, but it's worthwhile because it has been executed so well. Technically, it's outstanding. The screen update is smooth throughout, most of the sprites are huge, and the sound, particularly the speech, plays a vital role in the game. Thankfully, the gameplay hasn't been neglected. The main sprite is responsive and the weapons and power-ups are plentiful throughout. Project X is a graphical and aural treat, which may prove to be the Amiga's finest shoot'em-up to date.

PETE



Shoot the assorted aliens in order to reveal various power-up tokens. The available weapons are displayed at the bottom of the screen and every one of them is accompanied by impressive digitised speech.

to get yourself tangled up in this mess in the first place?

It's actually a familiar story. A bunch of scientists have created an awesome race of mutated insect-like droids and dumped them on the planet Ryxx hoping they'd eventually stagnate and die. Of course, the damn things survived and multiplied, and the scientists fear that they may launch an all-out attack against the planet Earth. Your mission is simple: Fly to the planet Ryxx, battle your way through the hordes of mutated insects and blow the planet into billions of little pieces. It's the only way to solve the problem, and it could cost you your life, or five.

### MISSION DRIVE

Before the action begins, you must choose a skill level. Only two levels are supplied (rookie and arcade). If you choose rookie, the gameplay will be a tad easier but the game will end at the end of Level 3. To see the rest of the game, you've got to play in



arcade mode. There are a couple of other decisions you must make, such as which backing soundtrack should be played and which space craft you'd like to control. Three different ships are supplied, each having various pros and cons. You must decide which is the most effective.

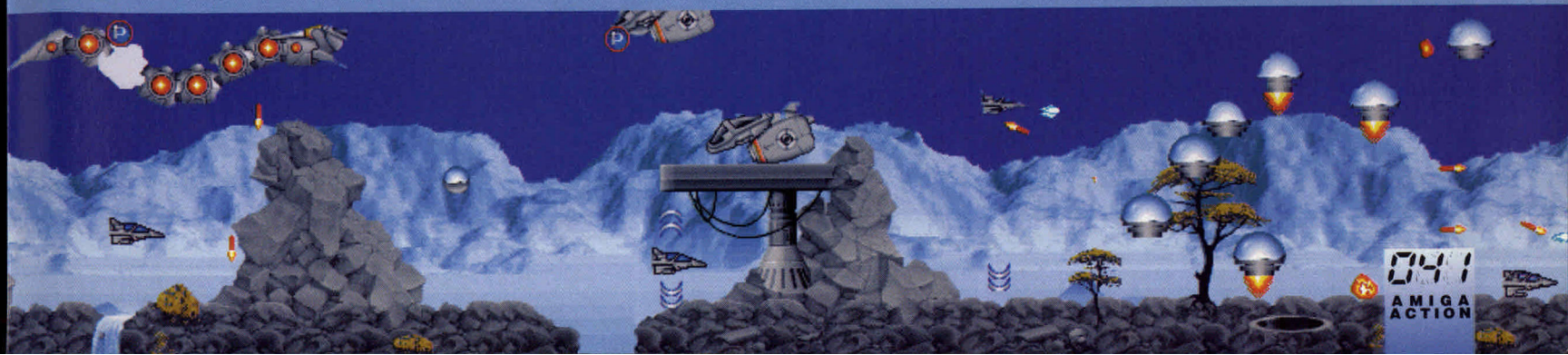
### COIN-OP COMPARISONS

Once you begin the game, it's possible to increase your ship's armoury in many different ways. Some of the dead aliens drop credits which can be picked up and exchanged for additional weaponry as detailed elsewhere. Technically, Project X is incredibly impressive. The 32 colour overscan display,

combined with the stunning rave dance tracks and massive sprites, ensures a definite arcade feel. And, although it doesn't run at 50 frames per second (unlike Alien Breed), it remains slick and fast throughout. The in-game speech plays an active role. When you collect a weapon power-up, the computer tells you, in digitised speech, which weapon is currently available for selection.

### OVERALL

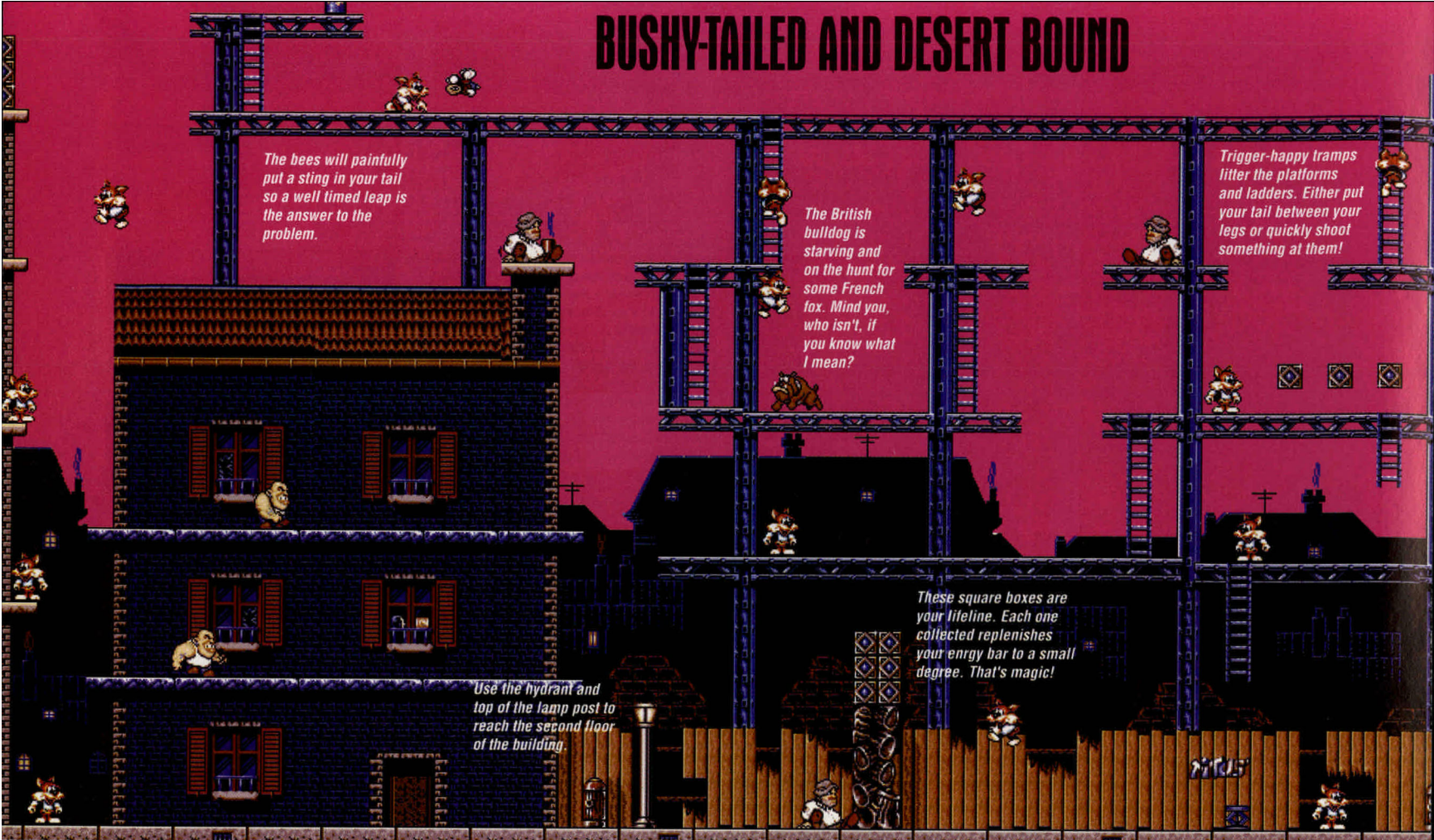
91%



041  
AMIGA  
ACTION



# BUSHY-TAILED AND DESERT BOUND



PLATFORM



While you were outrunning blood-thirsty hounds, your foxy lady was parading about the Sahara in a photo session. Diving into your hole to the sound of anguished barks and yelps, the Fox Phone rang out its tantalising fox howl, 'Awwooo'. "Holy lamb's leg!" came your startled shout. "That's my emergency hotline but why am I saying this

aloud? I already know this." You clamped your grubby paws around the Fox Phone, lifting it in as emphatic a manner as possible.

## VIXEN IN DISTRESS

"Titus, it's me; your darling, cuddly-wuddly loved one. I've been captured by bandits out here in the Sahara... Come save me... Oh, mmm, ahhh..." The line went dead. These bandits were obviously opportunists, who else would roam the Sahara for victims to kidnap? Still, you have to run to the rescue. This is a task only for Foxman, feared by sheep and rabbits worldwide. Now was the time to extend that reputation to the land of sand.

As you slip into your skintight fur coat, you journey across the high seas until the Sahara is in sight. Bounding back onto solid ground, you let out a spurring yelp and set forth into the unknown. "Don't worry Foxy, here I come!"

With 16 levels and over 900 screens to negotiate, this platform adventure will test your abilities to the full. Titus The Fox is very similar to The Blues Brothers which should come as no surprise since both releases have come from the same stable.

The usual joystick controls apply and fans of the

# Titus the

Brothers computer game will probably recognise the almost identical gameplay.

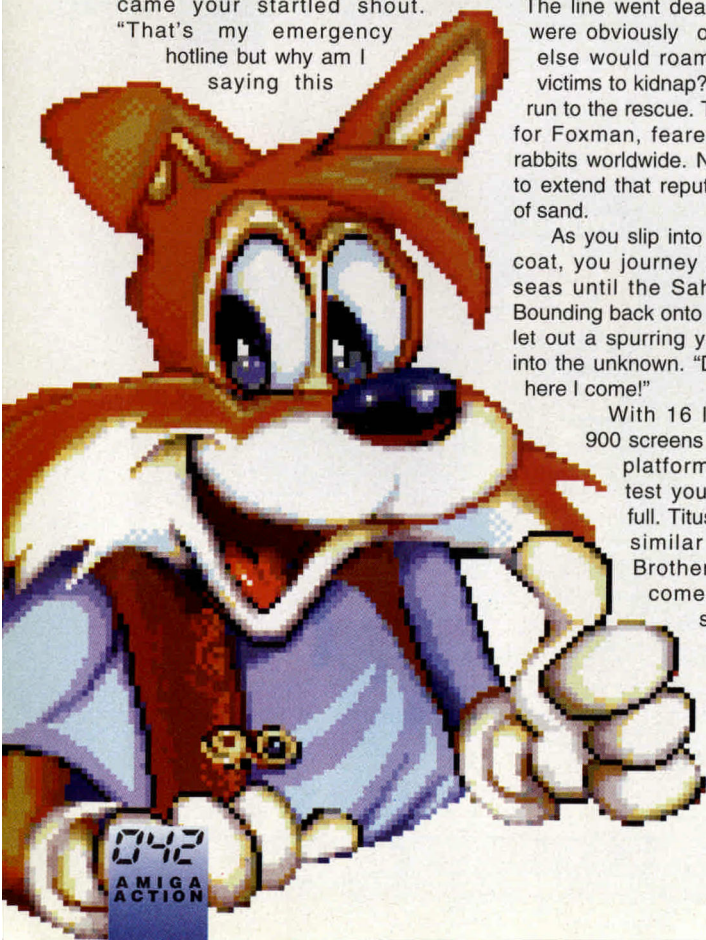
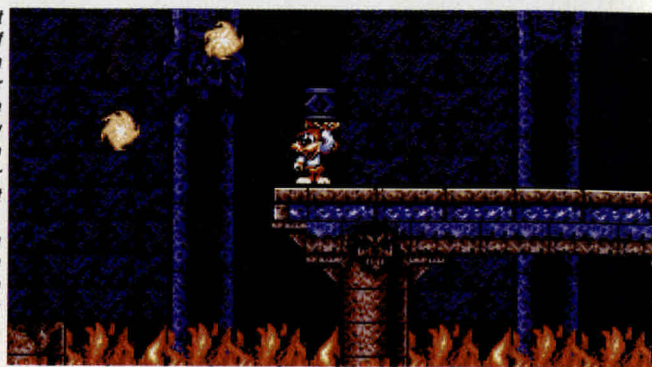
Actions such as taking an object, holding it above your head, and then launching it at a foe consist of almost identical animation – the overall feel is very 'Brotherly'. Anyway, let's cut short the comparisons and look at Fox in its own light. Platforms and enemies abound (there are 54 different types

of opponent), each requiring precision timing and jumping.

## OUTFOXED

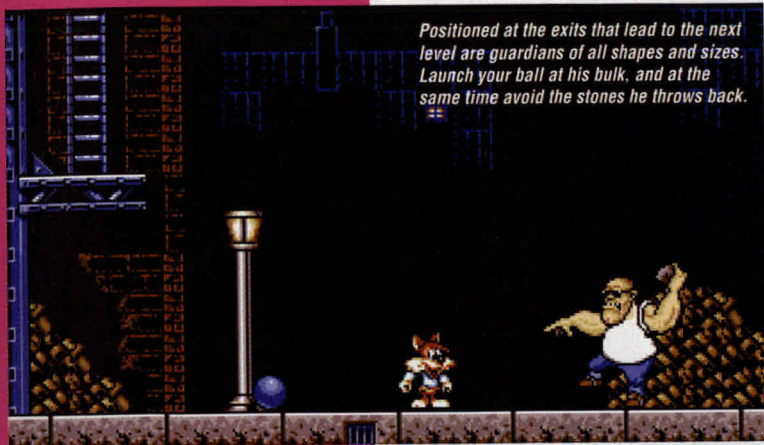
Although you travel unarmed, weapons can be found along the perilous route to Foxy. Boxes, rocks and so forth lie on the ground. Pulling down and pressing fire while standing over such an object causes you to pick it up. Nudge your fire button again to throw your newly discovered

A perfect example of when to put a spring in your step. Use the bouncy gadget to bound over the large pit of fire, reaching the other side without so much as a singe.

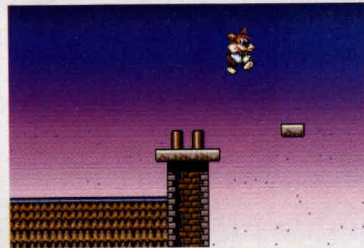
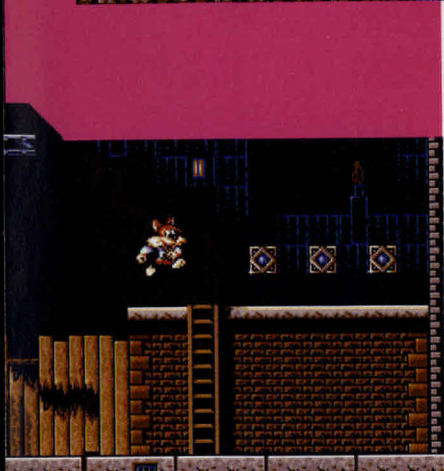
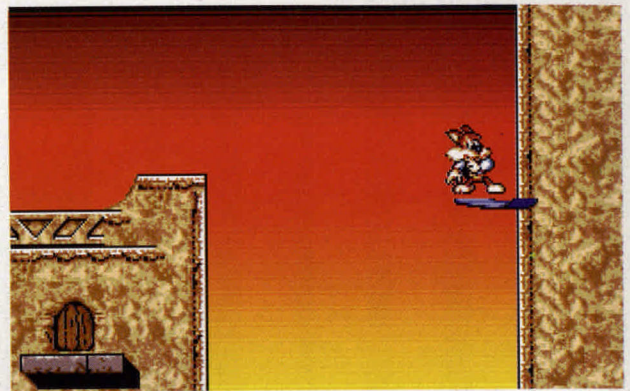


042  
AMIGA ACTION

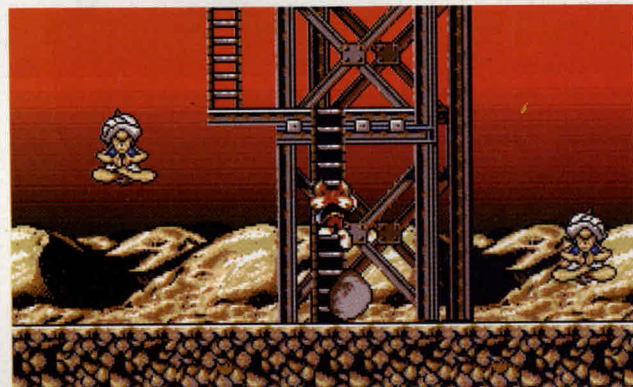




*Just like surfing!*  
Your magic carpet floats across from one building to another. When you land, simply roll up the carpet and take it with you for when you next feel like touching the skies.



*Plunging into a secret tunnel, you arrive at a pathway that avoids all the nasty foes below. However, put one foot wrong and the plunge will strongly confirm the law of gravity.*



*It seems you've stumbled upon an oil rig or some other large structure. Good for a spot of climbing practice but the locals won't be too pleased about you trespassing on their property.*

# FOX

weapon but take careful aim as their use is limited to one launch.

Special features arrive in the form of items that can be handled in a unique way.

## JUMP ON THE AKMINSTER

Toss magic carpets into the air, climb aboard and sail through the sky, safely over crevasses and chasms. It's possible to lob bouncy balls at your foes and then recover your spherical wonder for another shot at another monster.

Move portable springs to helpful positions and use them to reach platforms and ledges otherwise out of

reach. Collecting padlock icons causes you to be transported back to where you found the last padlock when you inevitably lose one of your three lives. A fresh energy bar is gifted to your action fox whenever he's reincarnated. Thankfully, energy can be replenished by finding the appropriate pods.

## HIDDEN PLEASURES

Entrances to secret rooms and passages should be located to aid your progress. If you happen to wander past what could be a concealed opening (such as a narrow doorway or trapdoor in the ground),

pull down and maintain this joystick position for two or three seconds. If your observations about a secret opening were correct, you'll be taken to a new domain where anything might happen.

More important than all other bonuses are brass lamps. Take a lamp and the genie inside will grant you the access code for the particular level you're currently exploring. Once all your lives and Continue options are lost, you'll need to remember the level codes for when you decide to try again.

**OVERALL**  
**88%**

## ACTION INFO

### TITUS THE FOX

TEAM: IN-HOUSE  
£25.99 RELEASED: APRIL

#### GRAPHICS

**82%**

#### SOUND

**79%**

*Titus The Fox is a blatant Blues Brothers rip off, but executed in a more slick and entertaining form. The eight-way scrolling is very smooth, really fast and makes for an eminently playable game. I wouldn't say the levels were teeming with adversaries but this is probably just as well since your fox shifts at such a pace. You won't need a degree to solve the problems. Nevertheless, the difficulty level is set at an addictive level. The in-game music and sound effects canter along merrily, matching the lively attitude of Fox himself. As quality platform fun, Titus The Fox comes with a well deserved Accolade tag.* **ALAN**

## LEAGUE RATING

13 RICK DANGEROUS 1 & 2

14 TITUS THE FOX

15 RODLAND

P L A T F O R M

*The genie in the lamp will grant you the access code for this level when you snatch it out of the air. This information is important for when you have to restart.*

*As you slide on this slippery surface, the Arab-like guys begin to wonder since when did they have a potential ice-skating Gold medalist among the population?*

*A sharp prod in your rear end teaches you that you should have used the nearby spring to jump over the sword-wielding foe.*



# Global Effect

## CREATE THE PERFECT ENVIRONMENT

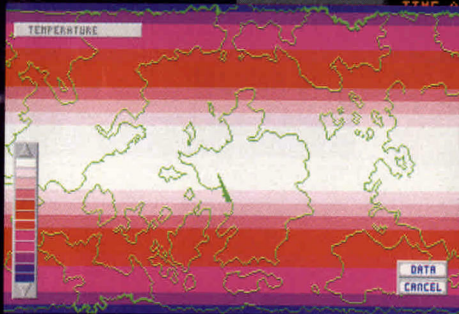
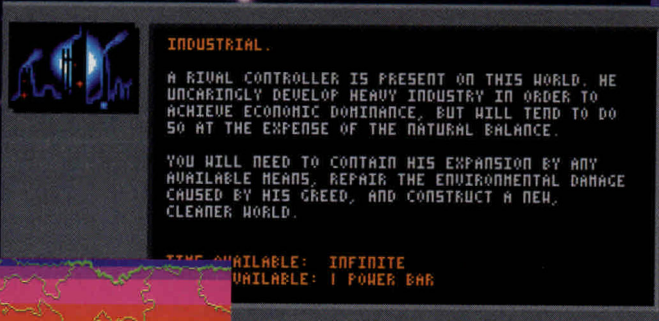


When loading up Global Effect you are presented with three main game icons, so you can choose the type of game you wish to play. You can select from Create a World, Save a World and Rule the World. You can choose the number of participating players, including the computer or a human through a serial link,



which type of world you wish to start on such as Post Nuclear, Post Industrial, Global Warnings and Spent World. With Rule the World you can select an industrial opponent or a military aggressor. The last menu lets you to select the number of power resources and environmental properties i.e. trees and temperature. The power sources; coal, uranium and oil must be harnessed to provide power to your cities.

Once you have selected the type of game you wish to play you will be presented with a report sheet. This displays the type of game and also gives information about the world you will be placed in. Data is also supplied about the aggressor and his means.



When playing, you will regularly need to keep an eye on the state of the planet. By selecting from the planet information icons you can glean information such as the temperature of the planet. By collating the data from all the different reports you can find out exactly where the enemy is and then take the appropriate action.



The world map will display to you a basic map layout of the world you are presently in. Pollution effects are not shown and are used primarily as a pointer to new locations. The world map can only be used once so make sure you use at the right time.



World simulators have been around now on the Amiga for quite some time and have been generally well received.

Populous was the first real hit from Electronic Arts and others such as Civilisation and Utopia followed on, also making names for themselves. So with the market swamped by this type of genre do we really need yet another planet simulator? Well, if Global Effect is anything to go by it is apparent that there is a niche, however small.

## KEEPING GREEN

Global Effect takes the best features from all the renowned 'planet

games' and incorporates them into one hell of a game. The idea is to keep your planet environmentally clean and healthy while trying to stop an adversary from doing the opposite. This means that as well as building elements, war is also a definite consideration.

The depth to this game is amazing and it is apparent that Toby Simpson definitely knows exactly what he's talking about



# AROUND THE WORLD IN 80 WAYS

**A ELAPSED TIME :** Each game you play has a year limit to it. You must complete your task within this time.

**B MESSAGE AREA:** This shows reports about the environment and your progress. You can continue building or demolish previous efforts.

**C POWER METER:** Dictates what you can do within the game. Everything you do affects the power meter so make the right decisions.

**D POWER STORE:** The power meter can spill off the top of the bar if you're doing well. The store has six cells; each can hold a full meter.

**E ENVIRONMENTAL BALANCE GRAPH:** This graph will show any deviations in the balance so you can take the appropriate actions.

**F MOVEMENT ARROWS:** These allow you to scroll around the play area. Remember that even moving around takes up power.

**G MOVE TO LAST EVENT:** This will move to the actual area where the final construction took place.

**H MOVE TO MARK:** This will let you to return to your home base if you have enough power.

**I MARK POSITION:** This enables to change the location of your home base.

**J TOOL SELECTION:** There are 30 construction tools making up the core of the design so you can build and demolish.

**K PAUSE BUTTON:** Pauses the game, in a nutshell.

**L DATA MENU:** This lets you perform tests on the environment. It is essential early on for taking mineral readings.

**M BATTLE MENU:** This will present you with the battle icons letting you construct military bases and arm them.

**N DISK MENU:** Saving, Loading and the serial link can be selected from here.

**O GAME CURSOR:** The play area is broken into squares and each one can hold a certain construction. Buildings are placed via the cursor.



– everything you would possibly imagine has been included, even the trees die eventually and will need replanting. On loading up the game, which is hard disk installable,

you will be presented with several options regarding the type of game you wish to play.

## THE GLOBAL EFFECT

You can opt to either create a world, rule a world or save a world. Create a world can either be two player, single player or against the computer and requires you to build your own world and keep the environment balanced while the opponent spreads pollution. Rule a

world basically offers the chance to, once again, create a world but gain total domination. This means that eventually you will have to go to war with the opponent before he has a chance to nuke you from existence.

You can select your terrain type which will determine the types of mineral that you will be able to extract from the land and sea. This is important as it will determine the success of your creation.

## I'M OUT OF ENERGY

As mentioned before, you can play against the computer or battle against a friend with the link-up option. Once you are happy with your set-up, you can then continue to the actual play area.

When you begin your game you are allocated a power bar, or maner bar. Everything you do in the game will effect the energy bar – even moving around the map will reduce it. To keep the power bar up you will need to create cities and keep the environment healthy. This is quite difficult to achieve, so you'll need to set aside a couple of weeks if you've any intentions of completing your task.

Selecting from the construction icons on the right of the screen, you must first find a reliable source of power by performing seismic tests and then build the necessary power stations to harness it. Once the power station has been set up and is running successfully you can then build a small city

## THE CREATION GAME

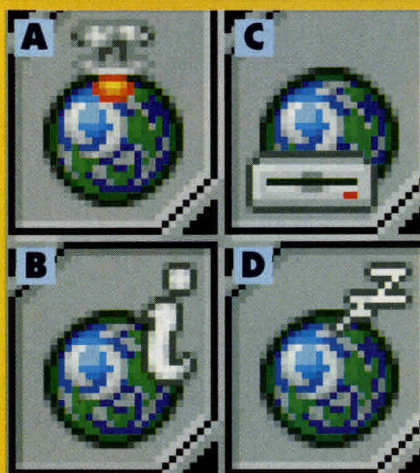


1. NUCLEAR POWER STATION
2. COAL-FIRED POWER STATION
3. OIL POWER STATION
4. SOLAR POWER STATION
5. WIND POWER STATION
6. NUCLEAR REPROCESSING PLANT
7. OIL REFINERY
8. RECYCLING PLANT
9. WATER PURIFICATION PLANT
10. SEWAGE PLANT

11. LAND BASED OIL RIG
12. COAL MINE
13. URANIUM MINE
14. UNPOWERED CITY BLOCK
15. FARMSTEAD
16. COAL STORE
17. OIL STORE
18. URANIUM STORE
19. GREEN BELT
20. CITY LIMIT

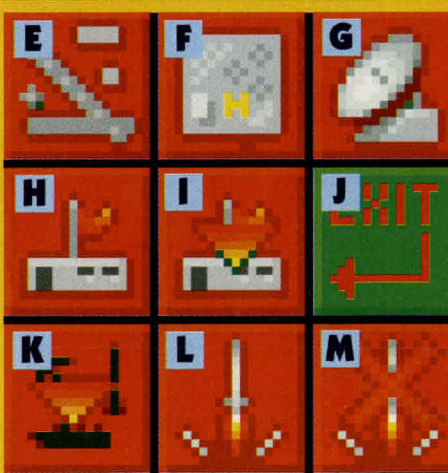
21. PYLON
22. PIPING
23. DECIDUOUS TREES
24. CONIFEROUS TREES
25. GRASSLAND
26. HQ CENTRE
27. RADAR STATION
28. AIRFIELD
29. DOCKS
30. MISSILE SILOS





## ALL-OUT WAR

A: BATTLE ICONS  
B: ENVIRONMENT DATA  
C: DISK OPTIONS  
D: PAUSE GAME  
E: AIRFIELD  
F: BUILD DOCKS  
G: RADAR STATION  
H: BUILD HQ  
I: GO TO HQ  
J: EXIT BATTLE ICONS  
K: SUPPLY WEAPONS  
L: MISSILE SILOS  
M: ANTI-MISSILE SILOS



Building up your perfect environment is no easy feat and you will probably find yourself extremely unsuccessful at the beginning. A great understanding is required of the environment before you can begin to construct. The manual will provide essential reading beforehand and this is strongly recommended.



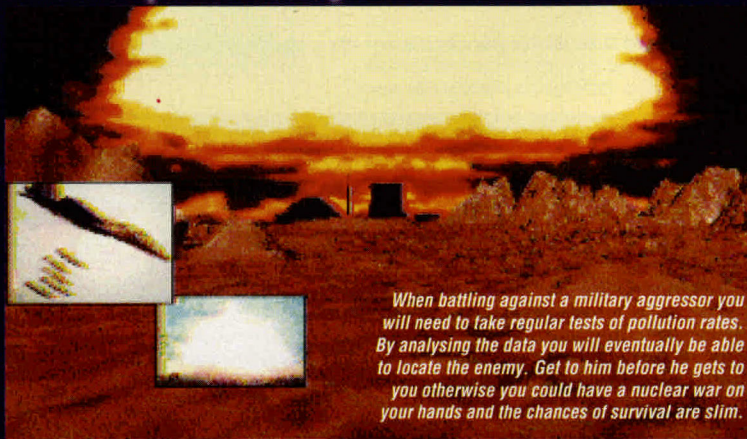
At the end of a game you will be given an overall report on your performance. The environment is the major equation here but your success at construction 'friendly' cities also play a major factor.

and plant pylons to power it. The city should then come to life. Next, you must build water supplies and sewage systems as well as farms to provide food for your population. This is the obvious part of the game and consists of the basic set-up you will need to expand and grow.

Obviously, everything you do will have some effect on the environment and you will need to redress the balance by planting trees, closing down a few power stations which can cause pollution and maybe reducing the size of cities. The energy bar will indicate whether or not you are making the right decisions.

### ICON DO IT!

The actual game is controlled by the cursor. By selecting structures from



When battling against a military aggressor you will need to take regular tests of pollution rates. By analysing the data you will eventually be able to locate the enemy. Get to him before he gets to you otherwise you could have a nuclear war on your hands and the chances of survival are slim.

the development icons you can then place them down on the ground energy allowing. Each development takes up a certain amount of energy, warfare being the most costly. Sometimes, you may wish to

demolish certain structures if they prove useless to your objective. This causes wasteland, so grass and trees will need to be planted which can be built upon once again.

### ALL OUT WAR!

Busily creating your world and trying to keep the balance, you may forget about your opponent. If you choose a military set-up then you will need to spend as much time protecting your environment as you will building it. Clicking on the warfare icon will reveal even more icons that will allow you to build missiles, ships, aircraft, HQ centres and airfields; the key to total domination. Before you can attack the enemy, you will need to find out exactly where on the map he is.

The only way to do this is to

### GOING FOR GREEN

Whatever you decide to do, you must remember that it is the environment you are protecting. If your cities are too large and the pollution too great then the planet will start to die; you will have failed. Each world is random so you'll be starting afresh each time with different data and a new aggressor. Green is clean and if you fail you will only have yourself to blame.



## ENTERING THE CITY



**A** A land-based oil rig has been built and has found oil. A refinery and power station have also been built to make the oil usable.

**B** Now that power has been generated we must build cities. By laying down the blocks we have supplied them with energy.

**C** A water storage tank has then been supplied to provide the inhabitants of the city with fresh water from the inlet.

**D** A farm has been added next to provide much needed food for the population.

**E** A sewerage plant has next been built to eradicate waste produce. Ensure the sewage outlet is away from the water supply.

**F** A recycling plant will take the waste and recycle it into usable water. This slows the pollutionary effect on the environment.

**G** Piping is run from the sewerage plant and the water reservoirs out into the sea. Don't mix the two together.

**H** Eventually, sewerage will contaminate the supply; you'll have to find another source.

## A C T I O N I N F O

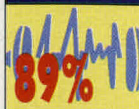
### GRAPHICS



## GLOBAL EFFECT MILLENNIUM

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### SOUND



### LEAGUE RATING

4 POPULOUS II

5 GLOBAL EFFECT

6 GENGHIS KHAN

## S T R A T E G Y

Millennium have really gone all out on Global Effect and it shows. The depth of the game is unbelievable and very educational. The icons are superb and everything you will need to play the game is present on the one screen. It is rather difficult to get into but this can only be a good thing as it increases the longevity of the product. The manual is extremely well written and user friendly - essential for a game with this much complexity. This is probably the best planet simulator around and I can't see it being beaten for some time.

STEVE



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# ANOTHER WORLD



This month we take through the last section of the Another World adventure. Do you make it safely home? Does the alien nation recapture you and enslave you forever? Well, the answer to both of those questions is no but to save you from all the stress, anguish and as a special service to our readers with a weak heart I will tell you that it is a happy ending. Now you can relax while reading this guide and entering the competition (but don't get too excited).

## LEVEL 6: THE

**4** It may look as if disaster has struck but this is actually supposed to happen. When the ledge breaks just let yourself fall.



**1** Your escape pod will crash land in some public baths. You don't have time to worry about your friend, just run to the right as fast as possible.

**2** To exit the right of the screen you will have to defeat four guards in a fire fight. Use your shields to protect yourself and blast your opponents.

**3** As you run onto the screen, a familiar face will burst through the stained glass window towards you.



## ANOTHER MONTH, ANOTHER COMPO!

Oh, you lucky people! In honour of the fact that our very own khaki-clad, laser-wielding Jason Simmons has (almost) successfully guided you through the whole of the magnificent Another World, we are magnanimously staging Another Amiga Action Mini Compo! Hoopah!

We said our Jase was 'almost' successful because in last month's guide for the game he omitted to mention something quite important that you should do near to the beginning of one of the levels.

The idea of the compo is for you to inform us of his 'deliberate' mistake!

The first correct entry out of the post bag will win the sender the game of his or her choice.

Send your answers to:

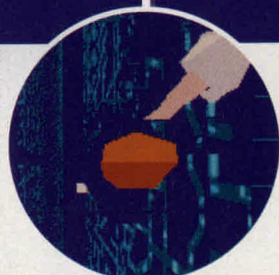
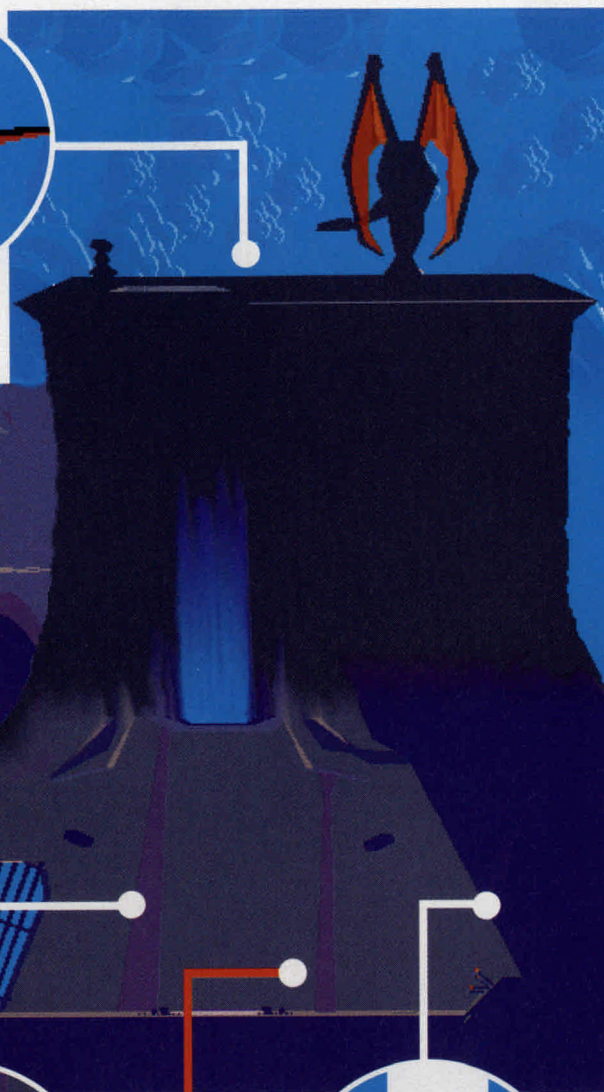
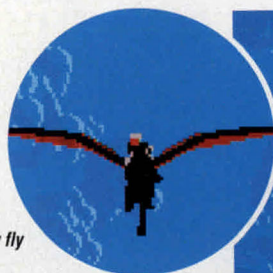
Jase The Ace's Deliberate Mistake,  
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# FINAL ESCAPE

**10** Tears swell in your eyes at such a happy ending. Sitting on the back of a dragon you may now fly off into the sunset!



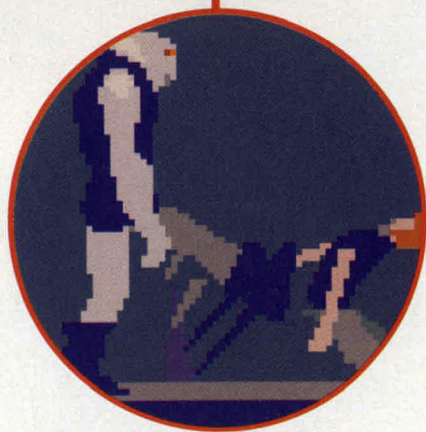
**5** Just in the nick of time an alien hand reaches out and saves you from death.



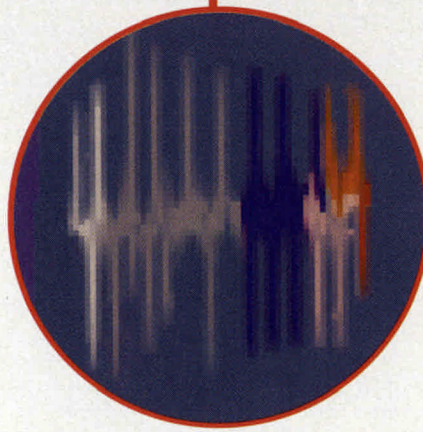
**7** As you land in a crumpled heap, a fight starts. One of the aliens is on your side, but which one? Your best option is to crawl out of the way.



**8** As the fight ends, the victor will walk menacingly towards you. As he stands under the skylight, flick the lever by pressing the button and he will be vaped.



**6** This alien may have rescued you but that doesn't mean he wants to be friendly. A kick in the face shows he means business.



**9** Immediately throw the switch again and crawl left and you will be teleported up to the roof.

# ANOTHER WORLD



# POPULOUS II



Populous II — arguably the finest game of '91, and most likely one of the toughest to crack too. To help you out a little, we spoke to Peter Molyneux and Alex Trowers (Almighty Lord of Lightning, Conqueror of the Quake, Father of Fire and a bloody good paintballer too) of Bullfrog Productions, and they provided the following helpful hints and tips for you to use in your quest for power and world domination.

## BEGINNERS' TIPS

For those who have never played Populous; when you are raising land from sea level, raise twice then lower the top. This produces more land, faster than using each point but it uses more mana. However, don't do this on raise only landscapes.

Always keep on the move raising and lowering land. You should never stop doing this. Whenever you see a walker on the map, make sure he has a place to settle. This is undoubtedly the most important factor of the game.

At the beginning of the game, smaller houses per screen produce more people than castles per screen. This allows you to spread faster, but generally produces weaker folk. Only when you get further into the game should you begin to build some more castles.

One of the most important things in the whole game is the papal magnet. The 'go to magnet' mode will cause your leader to head

## INTERMEDIATE TIPS

When you build a hero, always make sure your leader is very strong and that he's holding a sword before activating the effect.

Early on in the game, try basalt around the enemies land. This will create land that he can't settle on unless he places a verdant first.

Castle walls are an excellent defence against a strong or fast opponent. Creating a strong leader at one end of the wall, then placing the magnet at the other is a good and fast way to clear enemy walls.

Try and kill his leader with deep swamps, earthquakes or better still, baptismal fonts. If his leader is going to the magnet, a lot of his followers will face a similar fate.

If you have plagued people, the safest thing to do is kill them or convert them using baptismal fonts. Whatever you do, be sure to do it fast before the plague spreads.

Volcanoes are worthwhile as they render the land unuseable. Try planting an enormous forest around the area you intend to volcano beforehand.

directly to his magnet and everybody else to head towards him. When they get to him they join him to create a stronger leader.

Sprog the house with the right mouse button very early. If no one comes out, reduce the amount of farmed land around the house until somebody appears. Keep your land clean. People cannot settle on burnt land, rocks or basalt.

Always keep control of your papal magnet. If you lose it in enemy territory when your leader dies, try and get it back as soon as possible.

Try to catch the enemy in a whirlwind. This reduces their technology level to the lowest. Remember, a sword is the highest weapon factor, a fist is the lowest.

## EXPERT TIPS

Combine effects for greater devastation or effectiveness. Placing forests then columns of fire is particularly nasty. Whirlpools at the point where a tidal wave hits the land is also extremely devastating.

When you send out a hero, cover the enemy terrain with an effect from the hero's bank. For example earthquakes with



## EFFECT COMBINATIONS

### Tidal Erosion

After a tidal wave hits the coast, create a number of whirlwinds. They will reach the water and create loads of whirlpools which will in turn prevent your opponent from raising the land.

### Wind of Doom

Create a series of earthquakes across the map and use the wind effect to blow his people into the cracks.

### Wind of Doom Two

Use a wind effect against the flow of a tidal wave. This can cause problems for your own people who may get caught and dragged away by the wind. If it's a success however, this effect whips up the sea and seriously screws up your opponents land. Follow this one up with a series of whirlpools and you should, if everything has gone according to plan, be laughing.

### Wind of Doom Three

One for late on when the whole map is flat. Make a wall that stretches the width of the map and place a wind behind it. The wall will be blown towards them and eventually force them into the sea or off the map altogether.

## NOTE ON CUSTOM GAMES

This was left out of the manual. If you want to enable/disable the use of certain effects in a custom game, hold down the TAB key and click on the desired effect. Remember, you can only activate effects that you have come across in the conquest game.

### Heracles (Earth)

Heracles is the strongest hero of them all. When you activate him, your leader's strength doubles. He isn't as intelligent as Perseus but he's considerably stronger. A general people masher, Heracles is even immune to earthquakes.

### Odysseus (Air)

The fastest hero. He runs about 50% faster than all the other heroes. A good last ditch hero to use before running out of time especially when there are lots of whirlwinds or storms about.

### Achilles (Fire)

The only real use I've found for this knight is also one of the most devastating. Use forest effects around the target area and when he arrives he will set the trees alight, thus potentially killing heaps of people without sustaining any damage.

### Helen of Troy (Water)

Helen actually came from Sparta, but not a lot of people know that. She can do a lot of long term damage. The best time to use her is if the opponent has a lot more potential than you. In a two player game she will cause a huge baptismal font battle and a lot of swearing. The only cure for people following her is to lightning them.

## A GUIDE TO THE HEROES

heracles, Achilles with fire etc. Broadly speaking, the heroes are immune to effects from their own bank.

You gain mana for each battle won. If somebody is killed by an effect, then no mana is gained. With this in mind, if you are lightning anyone, put the question mark on them first and stop before he dies. This gives your people the chance to beat him up.

Convert an area of his land with baptismal fonts and use the people there to lower the land and create enough room for a whirlpool. If you constantly fill the pool with whirlpools it will destroy his land.

Tidal waves can be just as devastating to the creator as the victim. A way around this is to create a 'rail gun'. Simply build up a ridge along a section of land to form a 'U' shape. Place the tidal wave in the 'U' shape.

### Perseus (People)

Reminiscent of the knight in Populous One, he is aware of hazards such as swamps and he will try his utmost to avoid them. Consequently, if the enemy landscape is covered in swamps or earthquakes etc. he is a very good choice of knight.

### Adonis (Vegetation)

Commonly called the splitter knight, he is the most difficult hero to use simply because he can turn the game around. Every time he wins a battle you gain mana and he splits into two. However, each new hero's strength is halved, so it's a matter of time before they start losing battles and losing you mana. Therefore, it's only wise to use splitters at the end of the game and don't use them unless they're incredibly strong. Adonis is immune to swamps and fungus.

# POPULOUS II





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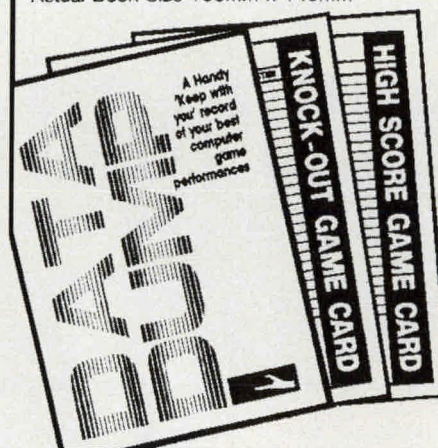
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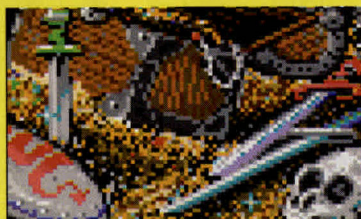
# Gateway to the Savage Frontier

ROLE PLAYING



Just your luck! One second you and the rest of your party are down the pub boozing it up and generally having a rather good time, and the next moment you wake up with most of your possessions stolen and in a city that you can't get out of. But you've been in worse positions than this before, and I'm sure there's someone with a mission around here somewhere – let's just hope you can find him.

Since SSI acquired the rights to



*Money makes the world go round, and keeps you equipped with the various items that you need during the game.*

the official TSR Advanced Dungeons and Dragons role playing game they really have gone to town. With

numerous RPG versions, several arcade adventure style games and even a dragon flight simulation, things have gone very well.

## OLD HEROES

In fact they've done so well that Gateway To The Savage Frontier marks the beginning of the third series of SSI standard role playing games.

So once again the buyer has the chance to start from scratch and hopefully take his characters through to the next two parts of the series that will eventually follow.

## TRIED AND TESTED

The actual gameplay is virtually identical to the previous games that have appeared in the series, with only a few slight changes being noticeable. For some reason, however, the actual speed of the game is far, far slower within the combat and options screens.

Everything within the game corresponds to the official AD&D RPG so any fans that fancy a go on their computer will be able to boot up the game and get going almost straight away.

## OVERALL

52%



*This is the guy who you'll be after in you're first mission. Looks pretty nasty doesn't he – you're right, he does and he is. But he's no match for you of course.*

*What's it to be, then? Are you going to help the little chap who's about to be beaten up or not? Oh well, you always did like a good scrap.*

NAME	AC	HP
STRONG-ARM	7	21
RANDIL STUBTOES	10	19
DONDA OF EYES	10	9
POETH MARCHER	10	9
SHEETA	10	9
DANEO GUND	10	22

2.12 S 07:22

SEVERAL THUGS HAVE CORNERED A SMALL, TERRIFIED MAN IN AN ALCOVE OF THIS NARROW STREET. DO YOU WANT TO HELP HIM?

*You can ascertain how good the various characters are by having a quick peek at their character sheets. Here, we can see that this particular character is pretty strong – so push him to the front of a fight.*

DANEO GUND			
MALE HUMAN AGE 18			
LAWFUL GOOD			
PALADIN			
STR	18(00)	PLATINUM	35
INT	15		
WIS	17		
DEX	15		
CON	15		
CHA	18		
LEVEL	2	EXP	3000
AC	7	THACO	17
HP	22	DAMAGE	1D6+7
		ENCUMBRANCE	435
		MOVEMENT	9
WEAPON	TRIDENT		
ARMOR	RING MAIL		
STATUS	OKAY		

*Huh! That'll teach those 'orrible monsters to pick a fight with you. Unfortunately, they're pretty slow learners and gory conflicts will be rife throughout the course of the game.*



A C T I O N I N F O			
<b>GRAPHICS</b> <p>65%</p>	<b>GATEWAY TO THE SAVAGE FRONTIER</b> US GOLD TEAM: SSI RELEASED: OUT NOW £30.99		<b>SOUND</b> <p>55%</p>
<b>LEAGUE RATING</b>			
19 POOL OF RADIANCE			
20 GATEWAY TO SAVAGE FRONTIER			
21 DRAGON FLIGHT			
ROLE PLAYING			

Since SSI's first game of this genre, Pool of Radiance, each game within the series has been an improvement on its predecessor. However this is not the case with GTTSF which has suddenly taken a rather large step backwards. The main problem is the speed at which the game runs – it's so slow it's unbearable. For any person who has played the previous games this is going to be even more noticeable and put them off virtually straight away. If it wasn't for the good storyline to keep up the interest the game would be too much hassle to bother with.

DOUG

053  
AMIGA  
ACTION



XXX RATED



Studio 1. Battle your way through the catacombs and you may uncover a secret elevator. But if you haven't got a key, you won't be able to unlock the protective gate.



Studio 2. Spooky happenings on the set of the haunted house. With absolutely loads of rooms to search, could this be where Elvira is being held by the forces of evil?



Studio 3. Deep in the graveyard lies a crumbling church. The priest is dead, there's a murderer afoot – but so what? Lets pilfer the place for a cross, Bible and a shot of holy water!



# Elvira II

and graphics. Fully mouse controlled and icon driven, everything is at your fingertips except for that one crucial thing – the woman of your dreams. However, she occasionally makes an appearance to offer some matronly advice.

Movement about the 4000 locations is achieved by clicking on the directional arrows in the bottom right-hand corner of the screen. Pointing and clicking your cursor on other areas of the screen accesses other playing facilities.

## SEEING STARS

Your vision as an in-game character is illustrated in a large window, occupying the majority of the top half of the screen.

At the outset you are allowed to choose the type of person you want to be. Will you take the role of a detective, computer programmer, stuntman or knife thrower? Who you choose determines your attributes which include Weapons Skill, Strength, Intelligence and so forth. These affect how you play the game; for example, the higher the Weapons Skill ability, the more lethal you are with a weapon.

Each character is fairly well balanced; the programmer has good intelligence but poor fighting ability, the knife thrower has

ADVENTURE



The big bosomed beauty returns in this sequel to the original smash hit adventure, and, yet again, male gamers will be swooning in front of their monitor screens as the lady in black causes

you to fidget with your disk (Disk, I said!). There are seven of them which leads to a lot of swapping and accessing).

As owner of the Black Widow studios in Hollywood, Elvira lived life contented, until a foul and evil beast

captured your heroine and concealed her whereabouts. All you know is that she is being held somewhere in her own studios. You'll have to search the grounds along with the graveyard, haunted house and catacomb sets.

Is your task bigger than the heroine's assets or can you rise to the challenge?

## TWO OF A KIND

Elvira II is similar to the original in terms of gameplay

Find your assailant's weak spot. Maybe some magic is required, but which spell will you cast?



# The Jaws of Cerberus





Through the keyhole and into the star's dressing room. Kinky clothes and lingerie litter the place.



Grab some garlic, find a crucifix – do something before he sinks his fangs into your milky flesh.

excellent throwing ability but little resistance to poison. In the final analysis, it's entirely up to your own personal preference.

To fight an opponent is quite simple. By clicking on a Combat Weapon Box, a number of options appear. Select an option (they designate your style such as defensive, frantic and more) then move your cursor over to your foe's figure and click.

Certain areas of your opposite's body are more susceptible to damage than others so a spot of experimentation regarding your cursor's position can ultimately prove rewarding.

### WEAVE HER MAGIC

One other combat option is to cast magic. To do this, you must find the necessary ingredients (as indicated in Elvira's spellbook) and concoct a spell from them. Each time you put your magical abilities to the test, your Power Points are reduced accordingly.

Should your Power Points become totally exhausted, you'll have to resort to the more conventional methods. Fireballs, lightning bolts, holy blasts and many more can become available.

There aren't only aggressive spells to use, though. Telekinesis and resurrection, to name just a couple, are possible. There's a lot to the game which makes it difficult for me to cover everything in detail.

Owners of the original game will know what to expect from Elvira II. I hope those new to her world can grasp what she consists of. I sure hope that I can some day!

**OVERALL**  
**86%**



**1** A good heart is hard to find so try to keep it healthy! If you get hurt, it slows down. The number indicates the total hit points your body has available.

**2** The numbers represent hit points. As parts of the body sustain a hit, the hit points for that area decrease. You will die if you lose both arms or legs.

**3** The spellchecker lets you know which spells you've got running.

**4** As soon as you stop moving, the seismic activity sensor will scan the

area and display any movement in the immediate vicinity.

**5** Displays either inventory, descriptions or messages. Items can be dragged from the main playing area and into this section should you want to take something. Speech is also possible by means of multiple choice questions and answers.

**6** Highlighted directional arrows tell you which way you can travel or face.

**7** This gauge gives you an indication of how much damage you have sustained

from each of your foe's blows. The bar on the opposite side of the screen acts in the same way for your opponent.

**8** Whenever you click on an item, this section presents you with a choice of actions for that particular object.

**9** Various boxes giving you the opportunity to do a number of things, include talk, create and cast spells, take item or examine room.

**10** The main playing area.

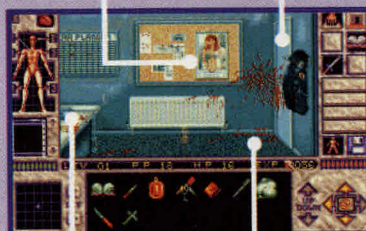
### A ROOM WITH AN INTIMATE VIEW



**1** As you stroll up to the noticeboard, certain items stand out. There are also letters and memos to read that may offer you some clues.



**2** Shock, horror, cries and screams. It's some dead geezer who falls from the closet as you open the door. Aaagh! (You were scared, admit it).



**3** The security key accesses the computer where you can survey the studios through video cameras. Not only this, but the main gate can now be opened.



**4** Another general look around the room reveals the stiff lying sprawled on the floor. Take this opportunity to remove the security key from his trousers.

### ACTION INFO

#### ELVIRA II ACCOLADE

TEAM: MIKE WOODROFFE & Co.  
£30.99 RELEASED: OUT NOW

#### GRAPHICS

**84%**

#### SOUND

**80%**

Elvira II is a good, solid adventure/role playing game, which is professionally presented with a true quality feel to it. The colour and detail of the graphics capture the spirit of Elvira's real life on-screen sets with her character also accurately conveyed. Thrumming in the background is the music; subtle melodies that maintain the Elvira spirit and mood. To begin with, you wish for a great deal more interaction and involvement but this increases the further you venture into the game. As a worthy sequel, Accolade should be supremely confident of another highly successful Elvira title.

ALAN

### LEAGUE RATING

7 KING'S QUEST SERIES

8 ELVIRA II

9 MANIAC MANSION

A D V E N T U R E

055  
AMIGA  
ACTION



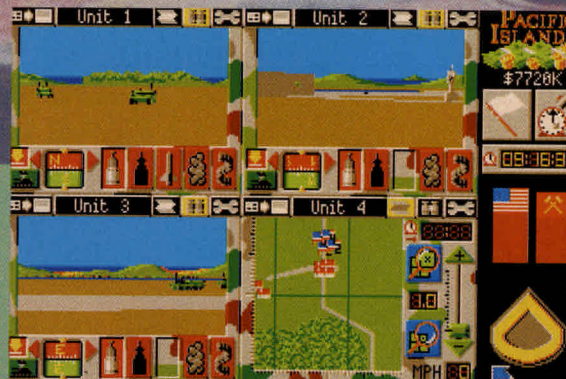
# Pacific Islands Team Yankee II



Before you engage the enemy, you can arrange for artillery and air support to fire barrages at certain areas. Although the destruction of the forces targeted isn't a certainty, a well-planned strike can swing the outcome of the conflict.



After you have selected a mission to attempt, you will be given a briefing by your intelligence officers who will point out the most important objectives in the area. You may also find several less vital targets and while they aren't necessarily essential to your success, they can only help in your promotion.



The quadrant screen allows you to keep track of a total of four platoons at the same time. For the expert player this is by far the best option, but rookies tend to be confused by the sheer amount of information presented to them.



You have a set amount of cash (fifty million dollars) to equip your force for the entire campaign. You select which vehicles go into each platoon and decide how much ammunition to give the tanks. Successful missions earn you a bonus to your budget, a welcome reward when you have just lost some tanks to enemy fire.

In 1987, a book by Harold Cole named *Team Yankee* was released and it stunned readers with its realism in portraying modern armoured warfare. Two years ago, the computer game based on the novel appeared and received similar acclaim. One comment that was uttered upon its release summed up the entire game: "So real you can smell the smoke!"



LAND AND SEA SIM

Well, that may have been an exaggeration but the game certainly did capture the feel of modern warfare and the excitement of

being a tank commander. For those of you who have been polishing your barrel and eagerly awaiting a new set of missions the agony is finally over. Saddle up and get ready to blast the islands of Yama Yama into little pieces with *Team Yankee II*.

## IN COMMAND AGAIN

The scenario behind the *Pacific Islands* is best described by quoting a

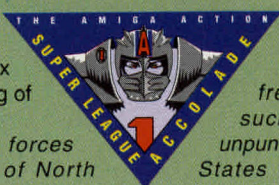




With the new Team Yankee you can select the order in which you fight any engagements. The blue squares show the battles already won and red the areas yet to be conquered.

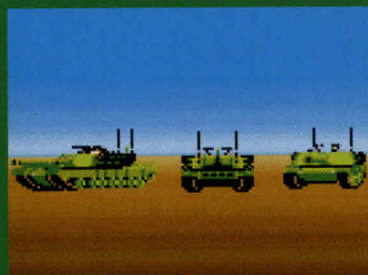
press release from the State Department of the US Government dated six days before the beginning of the conflict.

"The attack by the forces under the patronage of North Korea on the independent state of Yama Yama three days ago is a

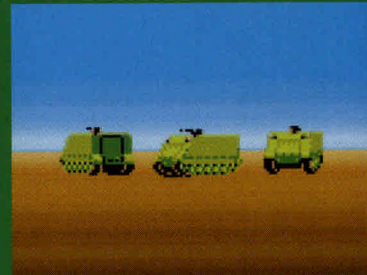


violation of international law. The United States and the free world cannot allow such an act to go unpunished. While the United States continues to pursue all available means to resolve this issue peacefully, military

## FULL MILITARY POWER



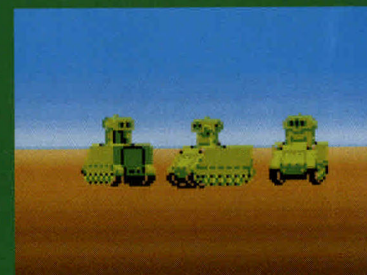
**M-1 ABRAMS MAIN BATTLE TANK:** The M1 is a fast and well protected tank that is among the most advanced in the world. The 105mm gun can fire a variety of advanced ammunition types and the effective ballistic computer provides incredible accuracy.



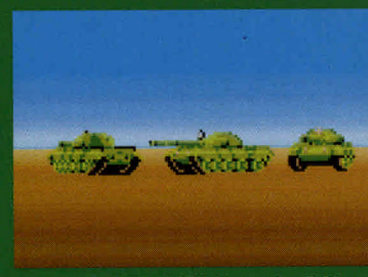
**M-113 ARMoured PERSONNEL CARRIER:** The M-113 is the basic troop carrier for the United States Army. It has been adapted for many roles but it is now being replaced by the much improved (and considerably more expensive) M-2 Bradley.



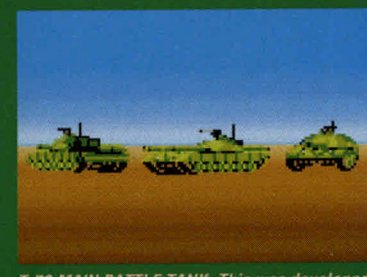
**M-2 BRADLEY INFANTRY FIGHTING VEHICLE:** As far as troop carriers are concerned, the M-2 is well protected and armed. Its TOW launcher packs a powerful punch. It has been designed specifically to operate closely with M1 in battlefield conditions.



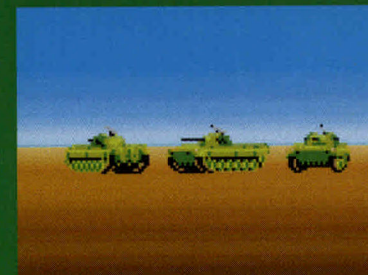
**M-901 IMPROVED TOW VEHICLE:** This popular variant of the M-113 uses an armoured TOW launcher in an overhead mount. When behind hills, the vehicle can fire at the enemy while in a "hull down" position so that only the launcher is exposed.



**T-62 MAIN BATTLE TANK:** The ageing T-62 was the first major tank to use a smoothbore gun. It is now being replaced by the more modern T-72, however many are still in service all over the world.



**T-72 MAIN BATTLE TANK:** This was developed from the T-62 and features a larger gun, better armour and an improved engine. Standard features are similar to those on many western tanks but they are believed to be unreliable.



**BMP-2 INFANTRY FIGHTING VEHICLE:** The BMP was the first vehicle in the world to mount a cannon and anti-tank missile armament allowing infantry to engage armoured vehicles with a reasonable chance of success.



**BTR-60 ARMoured PERSONNEL CARRIER:** The BTR-60 is a wheeled vehicle and has a higher road speed than many of its tracked counterparts. However, when travelling cross country it is at a serious disadvantage.

options are being considered."

Inevitably the peaceful conclusion to the incident didn't appear and on the 31st of March you were ordered to attack the foreign forces on the island and liberate the local civilians. Under your command are four platoons with up to four armoured vehicles, from Main Battle

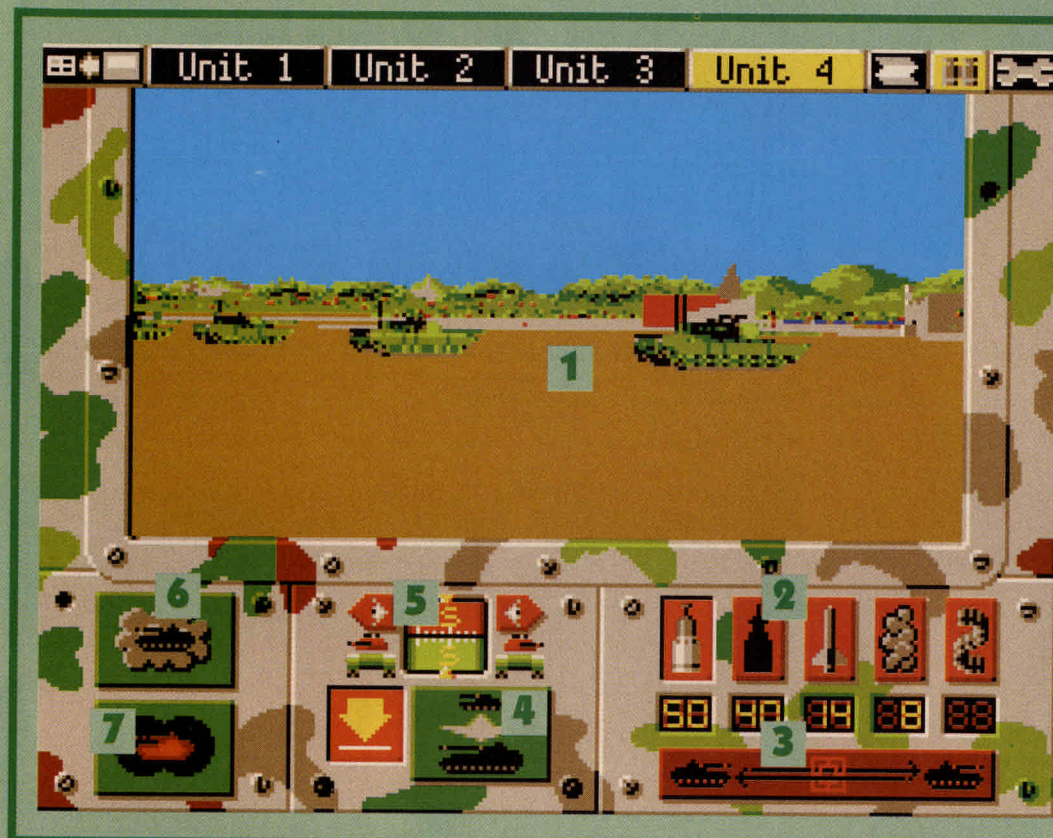
Tanks to Armoured Personnel Carriers, in each.

### FINANCIAL FRAGAS

As the commanding officer of the assault on the islands you have total control of all the forces involved, unlike the original game this also







## THE 3D VIEW (DESTROY, DAMAGE AND DISINTEGRATE)

- 1 VIEW:** Four friendly tanks are positioned in front of you.
- 2 AMMUNITION:** Select the type you wish to fire and click on the target.
- 3 RANGE FINDER:** The laser range finder indicates when your computers have a lock.
- 4 ZOOM:** This enables you to expand the view for any long range shots.
- 5 MANOEUVRE:** Rotate your tanks in order to face the enemy.
- 6 SMOKE:** Activates your vehicles' smoke generators.
- 7 INFRA-RED:** Thermal imaging allows you to see through smoke and other obstructions.



includes the funding of the operation.

You begin the mission with a set amount of cash, 50,000,000 dollars to be precise.

From this you have to purchase your vehicles and the equipment to keep them running.

Everything that was available in the original version is present here but you can choose the mix of your forces yourself, you could opt to only equip three units for the first scenario in hope that you will save enough cash for a big attack at a later point in the game.

During battles you will lose tanks

to enemy fire, others will be damaged and ammunition will be expended. To replace and repair everything costs even more money, but as a consolation you will receive a bonus to your budget for outstanding performances.

As an example of the financial problems you face, a brand new M1 MBT costs \$2,500,000 and a single High Explosive Anti-Tank round will set you back \$20,000.

In my first attempt at the game I lost a total of ten tanks (costing approximately half the total budget) and somewhere in the region of 100 rounds of ammunition.

On top of this you have to add the price of repairing any units that are still functional! The control system used is identical to the original but for those of you who have not experienced the terror of simultaneously controlling sixteen armoured vehicles in a full scale war with fire and damage reports constantly appearing, here is a quick resume.

### LOCK AND LOAD

Each of the platoons is controlled individually with the tanks in that unit following the same orders. You can set the travelling parameters such as

speed, destination and formation using an overhead map. Looking through the turret of the lead tank in each unit allows you to manipulate the weapon systems.

Smoke screens can be laid out to cover your advance while you use thermal imaging and laser range finding to ensure you get one shot kills. Finally a third option allows you to keep track of the damage your tanks have taken.

### QUADRATIC CONTROL

As the fighting begins and you put your forces into motion you can watch the action using the whole screen, handy when you need to concentrate on a particular battle, or using the alternative quadrant method.

This divides the screen into four so you can watch every single unit at the same time and keep an eye on the battle as a whole rather than individual skirmishes.

For the experienced player, the quartered screen is by far the more preferable option as all the information can be examined quickly and the most important situations given priority.

Watching a rookie trying to keep track of all his units while they are shot down and damage reports come in is rather amusing to say the least.

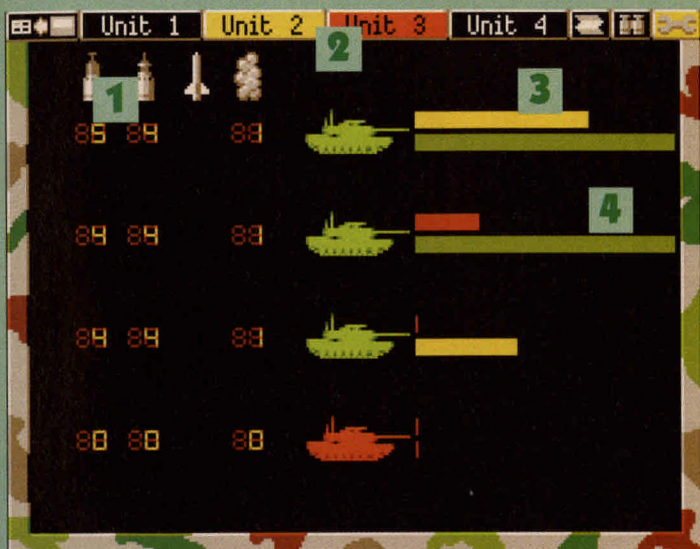
When something occurs that sounds dangerous, such as a tank being eliminated, panic sets in and the other platoons are neglected. Within seconds the entire attack, which was planned to be well co-ordinated, is in total disarray and failure is a certainty.

## NAVIGATIONAL TERRORS

- 1 UNITS:** All of your Platoons are stationed here.
- 2 TIGHT/SPREAD:** Currently your tanks are grouped together in a close formation.
- 3 FORMATION:** The order in which your tanks travel.
- 4 SPEED:** Once a destination has been set, your tanks will head for it at this speed.
- 5 ZOOM/EXPAND:** Enlarge or reduce the map view.
- 6 MAP:** Click on the map to set a destination for the selected unit.







## GREEN FOR MEAN, RED FOR DEAD

- 1** AMMUNITION: The number of rounds each vehicle is carrying.
- 2** WARNING LIGHTS: Shows that Unit 3 has been destroyed.
- 3** MORALE: Indicates the current morale level of the crew.
- 4** DAMAGE: The degree of damage the vehicle has taken.

## A C T I O N I N F O



**PACIFIC ISLANDS - TEAM YANKEE II**  
**EMPIRE SOFTWARE**  
**TEAM: THE MYSTERY MACHINE**  
**£25.99 RELEASED: IMMINENT**



Team Yankee was a superb game - Pacific Islands is better. But I do feel disappointed that the simulation aspect of the game has not been improved, the arcade feel is still there. New vehicles and other equipment would have expanded the tactical options available and produced more challenging gameplay. The additions that have been made are good, the new scenarios are well planned and the funding aspect adds a new dimension. However, some people may feel loathe to spend £26 on the few additions that have been made.

JASON

### LEAGUE RATING

2 SILENT SERVICE

3 PACIFIC ISLANDS

4 TEAM YANKEE

LAND & SEA SIM



Although tanks are the central theme of the game you still have the chance to support your attacks with air strikes. Cluster munitions explode and the area erupts into flame as the aircraft climb into the skies escaping before the enemy can retaliate.



Great shot! Right on target.

Thermal imaging allows you to pick out warm objects at a great distance. This is particularly useful for fighting at night, through smoke or for spotting tanks hidden in a tree line.



A direct hit on a tank will cause it to erupt into a ball of flame as the HEAT warhead rips its armour to smithereens. Some tanks require several hits to destroy so it is often a good idea to attack them from behind where their armour is weaker.

## HAVE TANK WILL TRAVEL

By now you will want to get your hands on Pacific Islands so you can pretend to be a tank commander and shout things like "Move up the left flank!"

Because we are so generous we are giving one lucky person the opportunity to get hold of this classic for the price of a stamp. All you have to do is answer the question below and send it to us at:

Team Yankee II Compo, Amiga Action, Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

What we want to know is how many M1 and M1A1 tanks were initially ordered by the US Army? The person nearest the mark will get the game.



Using woodland as cover you have managed to get within firing range of the two T-72s. The laser range finder confirms that your weapons are locked on to the targets and now it's simply a matter of choosing an ammunition type and pressing the fire button.



**“Roll up  
read all a**





**roll up,  
about it!"**

**May 26th**





Bomberman is a well known name among concole owners as the PC engine and its handheld brother have been rocking to the sound of explosive detonations for several months. Frustrated owners cry out, "Aw, ya geeeek!" as they fall foul to the plans and devices of their friends and enemies. Now you lucky lot can join in the fun with Dyna Blaster. Grab some joysticks and invite your friends around (yes, all of them) and prepare to go completely loopy.

### SLIGHTLY MAD

There are two styles of game within Dyna Blaster. The first is a one player option that sees you fighting through the labyrinthine rooms of a castle in

order to rescue a princess from the clutches of an evil wizard. Each room is filled with a varying number of monsters that must be destroyed before the timer expires.

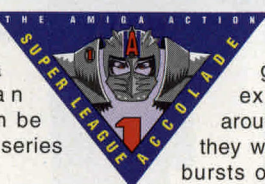
The battle mode pits up to five players (four using joysticks via a special adaptor and the last on the keyboard) against each other in a spectacle of complete chaos. The

last surviving bomber is the victor and a Bomberman champion can be found over a series of games.

### SIMPLICITY ITSELF

Although the two modes of play are dissimilar, the basics are almost identical. Each room is a square or oblong filled with a grid of indestructible light grey blocks.

The pathways between the blocks are barred in places to create routes around the screen in a maze-like fashion.



Blasting and bombing comes into the game when you drop explosives as you move around. After a few seconds they will detonate sending out bursts of flame in vertical and horizontal lines. Contact with the blast will destroy anything on the screen, monster or character, except for the grey blocks. Eliminating your enemies therefore requires skill and timing as you attempt to manoeuvre opponents

into dead ends and surround them with bombs. Of course, they aren't always as co-operative as you would like.

### ICONOGRAPHY

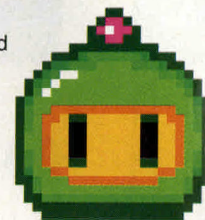
Hidden under the barriers are icons and bonus objects that will improve your character's abilities.

The single player mode features extra bombs (initially you can only plant one at a time), bigger blast areas, extra lives, triggers (allowing you to control when the bombs detonate) speed-ups and so on and so forth.



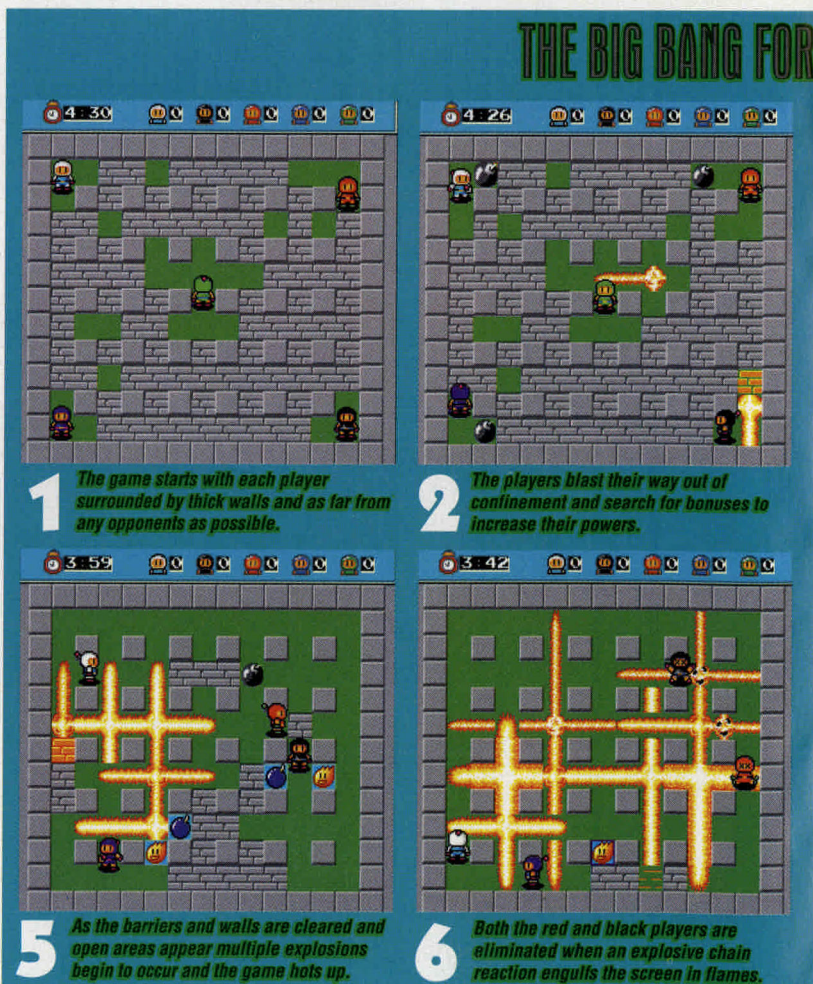
# Dyna Blaster

## Bomberman



As walls are destroyed, bonus icons will be discovered. In battle mode they come in the form of skulls that will induce a random effect. Suddenly you may become painfully slow or uncontrollably fast. Your bombs may be ineffective or, if you're really unlucky, start to dump at every opportunity.

In the single player mode you must race against the clock to kill all of the monsters in the room before finding an exit to the next level. The puzzle element is more obvious in this option than during a battle and great thought is required to clear the screen without being cornered by the ghosts.

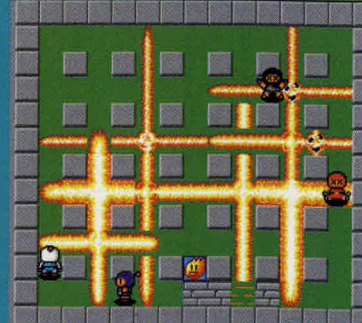
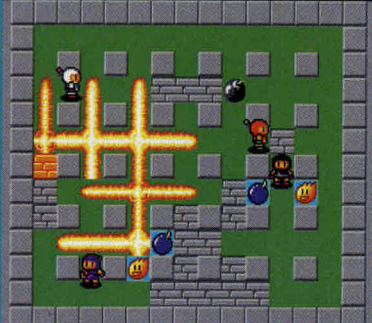


**1** The game starts with each player surrounded by thick walls and as far from any opponents as possible.

**2** The players blast their way out of confinement and search for bonuses to increase their powers.

**3** As the barriers and walls are cleared and open areas appear multiple explosions begin to occur and the game heats up.

**4** Both the red and black players are eliminated when an explosive chain reaction engulfs the screen in flames.







The exit square allows you to teleport to the next level but it only becomes active after destroying all the meanies. If it is caught in the blast of a bomb extra monsters will issue forth, causing even more trouble for the luckless player.

The battle mode is somewhat different. The extra bombs and bigger blasts are still present but the other icons have been replaced with skulls. When collected they will cause a random effect. You may slow down to a snail's pace, rush

along at breakneck speed, your bombs may become inactive or very weak or even dump uncontrollably (usually followed by every other player



rushing to the opposite edge of the room). In addition, any player who is infected with one of the above afflictions can pass it on to any character who is touched.

### WALK IN THE PARK

You may be thinking to yourself that everything seems pretty straight forward, you just run around picking up a few bonuses as you go while dropping bombs all around the opposition.

Nothing could be further from the truth, especially in battle mode. As the players break out from the

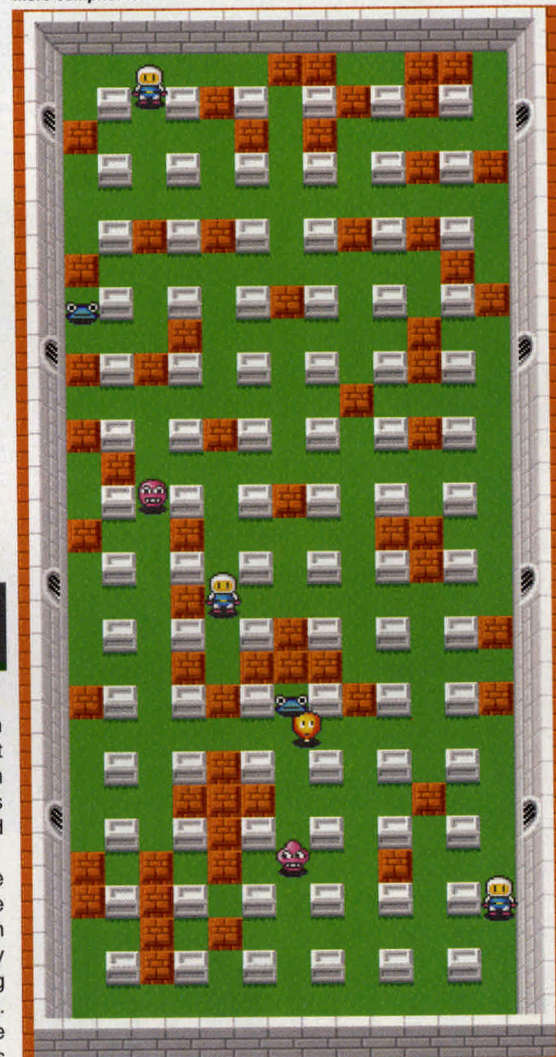


corners of the room they collect bonuses which make their bombs far bigger and increasingly prolific.

By the time contact is made with the opposition some pretty hefty firepower is being thrown around. When one of these super bombs detonates, the explosion can also cause several others to go off which in turn continue the chain reaction.

### QUANTUM PHYSICS

Running around a grey brick maze while trying to avoid multiple explosions, an unfriendly jelly-like ghost and the other sadistic players requires total concentration, fast reflexes and the ability to stay calm under pressure. Can you stand the heat?



During the later levels of the single player game the rooms that must be cleared will become larger and larger. Searching the entire area for the exit is time consuming and merely makes the puzzle element even more complicated.

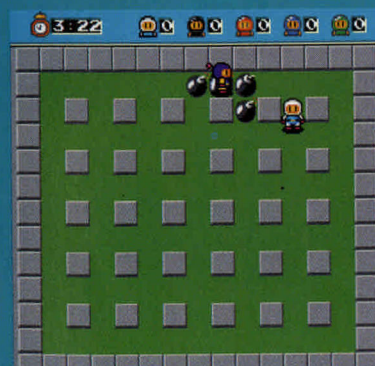
## THE BOMBERMAN



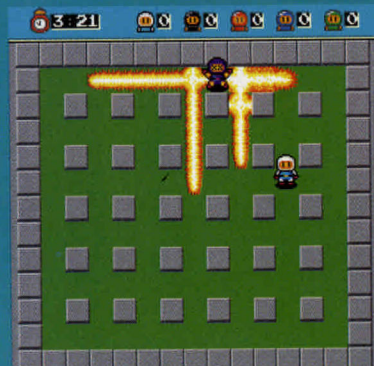
**3** As walls are destroyed, bonus icons are discovered and the race to collect them before the opposition begins.



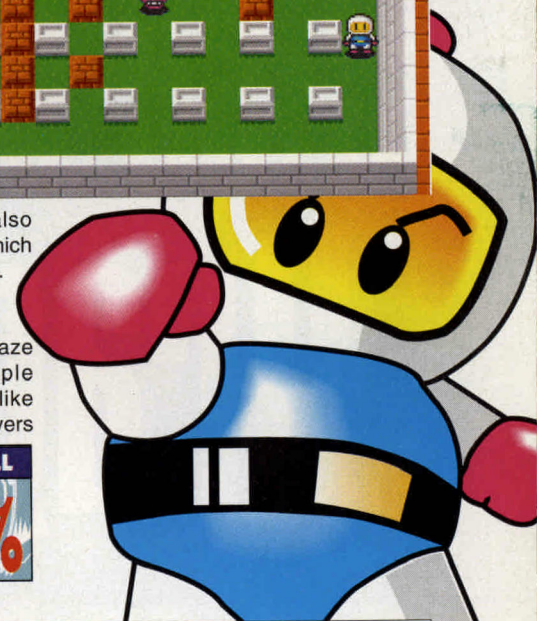
**4** The green player makes a stupid mistake and is killed by one of his own prematurely exploding bombs.



**7** Disaster occurs for the blue character when he becomes trapped by a series of well laid bombs.



**8** Seconds later the explosion wins the match for white! Four more victories and he will become the Bomber Champion.



**OVERALL**  
**93%**

A C T I O N I N F O

**GRAPHICS**

**85%**

**DYNA BLASTER/BOMBER MAN**

UBI SOFT

TEAM: HUDSON SOFT

£30.99 RELEASED: MID APRIL

**SOUND**

**85%**

### LEAGUE RATING

1 LEMMINGS

2 DYNA BLASTER

3 PIPEMANIA

P U Z Z L E

The simplest games are often the best and this is definitely the case with Dyna Blaster. On paper everything looks straight forward and, to be honest, rather dull. However, once you get into the frantic action you just can't stop playing. Puzzle and arcade elements have been combined extremely well to produce a game that will be liked by absolutely everybody. If you are thinking that the price tag is on the steep side remember that you do get a joystick adaptor (which acts as a security dongle as well) thrown in with the package. JASON



YEAH, IT'S A DIRTY JOB...



# Rise of the Dragon

**1** Just another day for Blade Hunter, P.I. As you climb out of bed, you wonder whether you should actually put your clothes on.



...I KNOW...



**2** Yes, this is your current appearance. Even in the future, it's illegal (and cold!) to walk around undressed.

ADVENTURE



Yet another adventure game emerges from Dynamix, who persist with a tried and, it has to be said, successful formula. Set in a decadent future, Rise Of The Dragon pushes you firmly ahead into time where crime and murder are rife.

Blade Hunter, P.I., remains as a stanchion of justice in the crumbling world around him. When the mayor of the city requests his help in discovering the killer of his daughter, Blade confidently accepts – you confidently accept.

## DAUGHTER SLAUGHTER

Initially unbeknown to you, the murder is not as straightforward as it seemed. She mingled with some unsavoury people which makes your investigation even harder; the filth that disgrace her favourite drinking hole don't like anybody poking about, but this is your only lead to begin with.

As more is uncovered, the plot unfolds, revealing a bid to take over the globe by a reincarnated and undeniably psychotic Chinaman. Becoming tangled in the unfavourable situation, your job takes on a whole new gravity.

Familiarity with the controls will come immediately if you regularly

play Dynamix games. Others will learn the system with consummate ease, especially as the manual is very well written, explaining everything clearly.

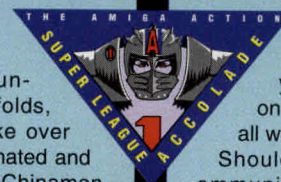
## INITIATION

With the vast majority of commands executed via the mouse, the keyboard can be used to pick up objects, with the Escape key accessing the options menu where you can then save and restore your games (full keyboard or joystick control is available, but the mouse is the simplest and most convenient method).

The right mouse button examines the object your pointer is hovering over, prompting a text box with short descriptions. On the other finger, the left button is an operate command; i.e. activating objects and shifting them about.

Placed in the bottom right hand corner of the screen is your silhouette. Dragging objects onto your figure will place them in your inventory. To look into your possessions, click on your shadowy icon and all will be shown.

Should you have a gun and ammunition, a combination of mouse buttons fetches a sight onto screen, enabling you to then shoot whatever you are aiming at. There are two arcade sequences in a simplistic horizontal shoot'em-up



ROSES ARE RED  
KARYN IS BLUE



Blissful Harmony is a flower-power, far out, flower seller. You need a bunch of roses to apologise to your girlfriend as you missed your date last night.



To pay for the flowers, access your inventory and click on your credit card icon. Then drag your card over to the flower seller to purchase the perfumed roses.

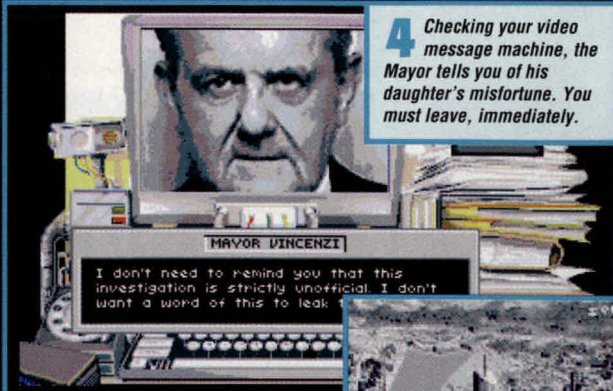


Entering the hall of records where your girlfriend works, be nice to her as she has access to files you need for the investigation.

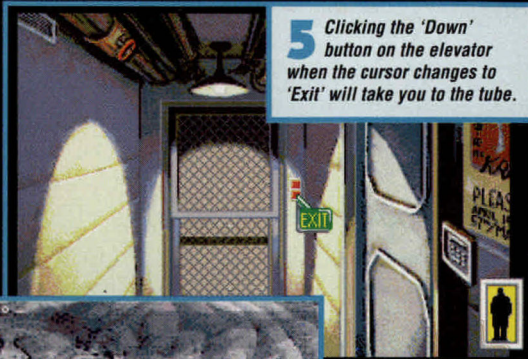




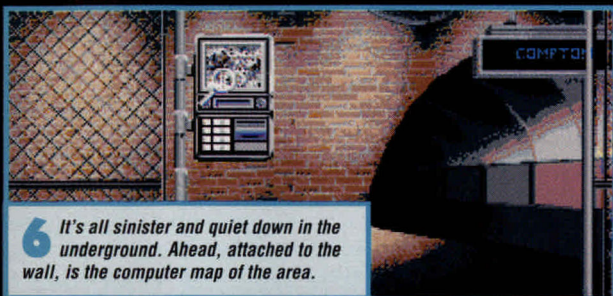
**3** Grabbing your clothes and dragging on your overcoat, you begin to look the part. Don't forget to take the gun from under the pillow.



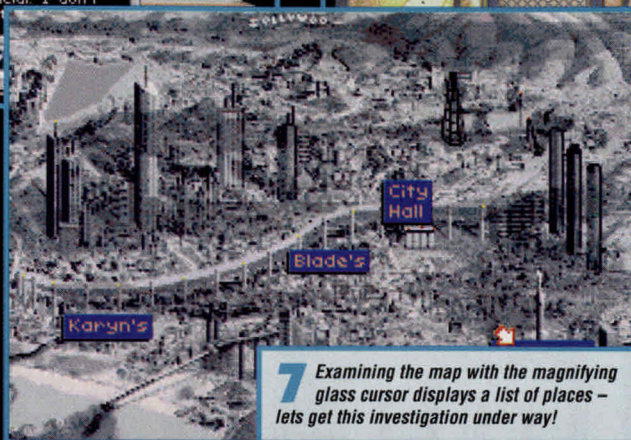
**4** Checking your video message machine, the Mayor tells you of his daughter's misfortune. You must leave, immediately.



**5** Clicking the 'Down' button on the elevator when the cursor changes to 'Exit' will take you to the tube.



**6** It's all sinister and quiet down in the underground. Ahead, attached to the wall, is the computer map of the area.



**7** Examining the map with the magnifying glass cursor displays a list of places - lets get this investigation under way!

## ...BUT SOMEONE'S GOTTA DO IT!

style, where your health level must be preserved until all opponents are felled.

### CHATLINES

Interaction with the characters you meet is possible by utilising a menu system. The computer changing your cursor to a speech bubble signifies the possibility of conversation with the person you are shifting it over. Next, hit the operate button on your mouse to chat away.

By means of windows, conversation between parties is displayed. You are presented with multiple choice questions and answers with which to talk; selecting your sentences and phrases by clicking on the words you want to say.

Depending on what questions you asked, and which replies you chose, will affect the way your opposite reacts. You may learn useful information or just as easily talk your way into being ignored - it's all down to you.

Due to the sizeable contents of the game, Rise Of The Dragon fills the packaging with 10 disks. Hard drive owners will be able to install the game, but those with single or external drives are subject to much

swapping of disks, particularly players with just one drive. In this case, though, I feel that the quality of the game adequately compensates for this 'problem'.

Rise Of The Dragon succeeds and puts yet another jewel in Dyanamix' crown.

**OVERALL**  
**86%**

### ACTION INFO

## RISE OF THE DRAGON

DYNAMIX

TEAM: JEFF TUNNELL

£34.99 RELEASED: OUT NOW

### GRAPHICS

**88%**

### SOUND

**88%**

Very atmospheric, very involved, and very entertaining. Executed with style, Rise Of The Dragon features gorgeously detailed graphics with appropriate background music, from finger-tapping, brain-melting groovy rhythms to the creation of suspense with deep, throbbing beats. Because you luxuriously soak into the game the more you play, the disk swapping barely becomes a hindrance. The game guarantees hours of investigative play, making the price very reasonable. As the follow-up to Heart Of China, it's marginal but I'd say Dragon has the upper hand due to a stronger and more intriguing plot. **ALAN**

### LEAGUE RATING

15 MADD OG WILLIAMS

16 RISE OF THE DRAGON

17 WILLY BEAMISH

A D V E N T U R E



Your girlfriend, Karyn, is just a touch unhappy about having to spend last night watching Rambo 12 while you were flirting with the ladies at the seedy Pleasuredome.



Smooth talking and the roses puts a smile on her face. If you knew it was going to be this easy, you would have taken up a few of those 'interesting' offers at the Dome.



can be unravelled in the sewers below. What a positively delightful prospect.



# Ultima VI



## THE FALSE PROPHET

ROLE PLAYING



When I was a lad (not long ago) I can remember when the first in the Ultima series hit the shop's shelves. I, at the time, had a good ol' C64 and playing that product was just sheer unadulterated role-playing pleasure. Now things have changed, not only have computers got considerably better, the software has also improved in huge amounts (there are exceptions in some cases).

Games have now taken on new dimensions, with the help of 16-bit machines on the market, role-playing can really take on a new meaning in the world of the computer games player.

Interaction and detail is almost all that can be desired in any game. The story is a continuation of Ultima V, but for those who have never heard or played the game here is a brief precis of the storyline.

### A WEIRD WORLD: BRITANNIA

Once upon a time there was a megalomaniac wizard called Mondain, who killed his father many moons ago to gain immortality.

However this didn't pay off, for he was defeated later by some goody goody hero. Over the course of history

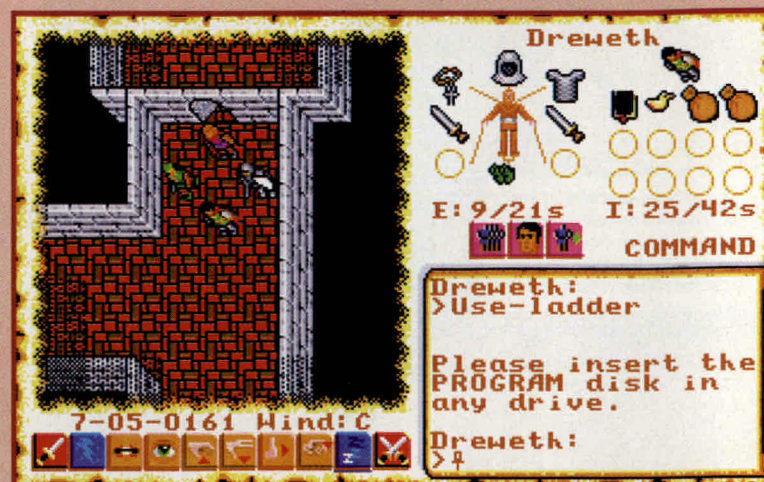
there has been many battles between the same hero and Mondain (hence the Ultima series).

Luckily good has always prevailed over evil, but now there is much larger threat, one that could wipe out life as we know it. Oh no! I hear you all cry, fear not for our champion the Avatar has returned in the latest in the Ultima series, Ultima VI The False Prophet.

The playing of the game involves mouse and keyboard, with easy click-on icons that will carry out the actions of your choice. The keyboard part of the game can replace the mouse, but I personally prefer to use both so that one hand isn't sitting idle.

### ENDLESS EXPLORATION

The viewing screen is broken up into several boxes which hold different



The exploration of the sewer reveals a hidden cavern. Can this be the source of the trouble?

## ICONOGRAPHY FOR THE ICONOCLASTS



**1** Clicking on this sword icon will allow you to take a violent swipe at your sworn enemy.

**2** This icon allows you to cast spells, providing you have the ingredients and ability.

**3** Talking is one of the most important features of the game.

**4** Take a closer look at your surroundings - are things what they seem?

**5** If an object takes your fancy, then grab it with this command.

**6** Drop a few selected items from your backpack?

**7** I wonder if that stone block leads to secret passage? Move it and find out!

**8** Experiment with the use of certain objects by selecting this icon.

**9** When you have decided it's enough for a day, then build a campfire and rest your weary bones.

**10** There will be a time when one character involved in combat simply isn't enough, so get your comrades to join in the combat fray.





Night time is drawing closer; after a day's adventuring, hacking and slaying hordes of evil creatures, a well earned rest could be in order to increase your health. Remember, you must locate a safe place to put your head down!

types of information relevant to the game. The main playing screen is located in the top-left part of the screen, showing what and who is nearby. There are also text boxes on the right hand side of the screen which show what has been done and said in the adventure.

At the top of the right hand side is a multiple choice character screen which show their stats and inventory. The inventory screen is starting to become a standard feature in these types of games, the actual graphic representations of the items was first introduced in Dungeon Master.

This was quite a breakthrough in adding atmosphere to any RPG.

## SLUGGISH REACTIONS

Movement can often be tiresome during the game as the sometimes slow response on your controls can make things infuriating from time to time, although if you sit back and wonder at the complexity of the program then you will begin to understand why this happens.

Everything in the game is so wonderfully detailed in every aspect, the music can be frequently annoying with the tune of 'Rule Britannia' being repeated again and again whilst you are in the castle.

Apart from that, everywhere else the sonics are great. The game will only be appreciated, I fear, by those of you who are already heavily involved in role playing as a newcomer to the amazing world of RPGs would probably just sit back and look on in transfixed at its sheer, unadulterated complexity.

**OVERALL**  
**89%**



Doors never seem to end throughout the adventure, but what lies behind this one, for example?

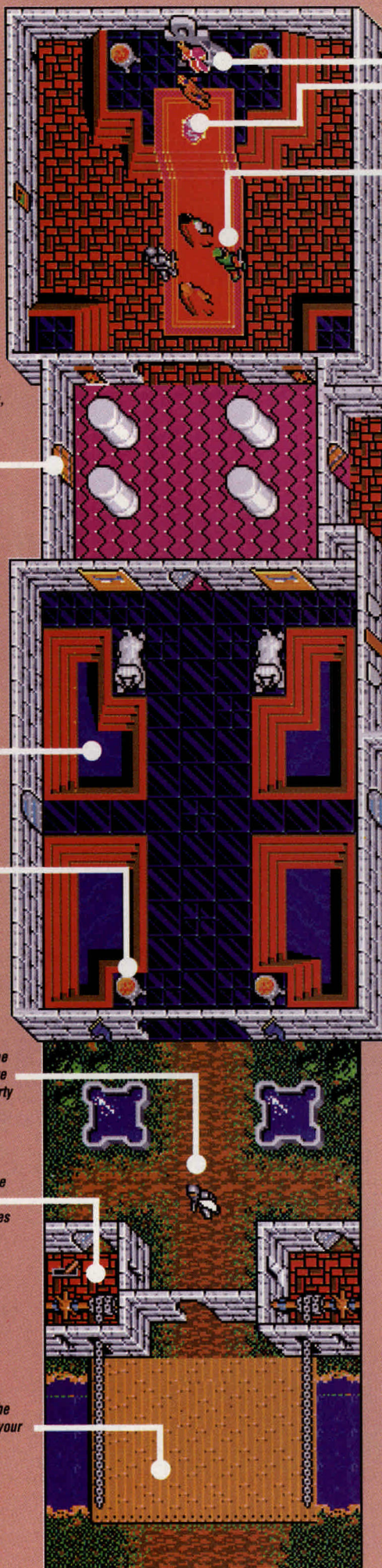
The game has marvellous atmosphere and great detail, even the water can be seen running under the castle.

There's nothing like an open, warm fire to bring life back into those frozen little tootsies.

If you need to cover a large area in as little time as possible then you have the option to split the party up, very useful!

Nearly everything in the game has a use, from the lever that operates the portcullis to the tapestries hanging on the walls.

You will need to lower the drawbridge to carry out your exploration further.



Lord Brittish is sitting here in his throne, he will wait and answer your calls for help.

The court jester is here to entertain all. But does he know more than jokes and pranks?

Here stand your stalwart party, ready to do thy lord's bidding.

## A VERY LORD BRITTISH COUP!

During the game you will encounter many interactive characters, this castle guard is just one of them.

### ACTION INFO

**ULTIMA VI**  
**MINDSCAPE**  
TEAM: ORIGIN

£30.99 RELEASED: OUT NOW

#### GRAPHICS

**86%**

#### SOUND

**78%**

Upon first playing Ultima VI I was totally unimpressed by its sometimes sluggish response, but after a short while I was captivated by the amount of effort that must have gone into producing the game. Graphically, the game is well presented and some marvellously detailed screens appear during the game. The are no sound effects in the game but a constant tune keeps things in order. Playability could have been improved on the response on the controls. All in all this has got to be one of the most interactive and largest RPGs I have ever played; dedicated RPGers miss it at your peril!

DAVE

### LEAGUE RATING

6 BARD'S TALE III


7 ULTIMA VI

8 STAR FLIGHT II

ROLE PLAYING



TANKS	AIR	INFANTRY	COMMANDERS
To Select use the			
Militia Squad	2		
Militia Section	4		
Militia Platoon	8		
Regular Squad	4		
Regular Section	8		
Regular Platoon	16		
Veteran Squad	6		
Veteran Section	12		
Veteran Platoon	24		
Elite Squad	8		
Elite Section	16		
Elite Platoon	32		
Engineers	18		



**Heavy Battle Tank**

**Weapon Systems**  
 Main Gauss Gun  
 Secondary 105MM Autocannon  
 Supporting Medium Machine Gun

**Armor Protection**  
 Front 18 layers  
 Flanks 8 layers  
 Rear 7 layers

**Description**  
 The 'Titan' packs more firepower than any other unit. Up to ten layers of iridium, plasteel, and ceramic composites provide maximum staying power. Sluggish handling is the Titan's greatest weakness.

- ☒ Mission Description
- ☐ Review Objectives
- ☐ Intelligence Report
- ☐ Prepare Friendly Forces
- ☐ Proceed To Mission



THE AMIGOS DEFENDERS ARE CONCENTRATED IN POSITIONS AROUND THE AMIGOS CAPITAL BUILDING. YOUR MISSION IS TO ASSAULT AND OCCUPY THE CAPITAL BUILDING. YOU HAVE 60 MINUTES TO COMPLETE YOUR MISSION. CAPTURE OF THIS SYMBOLIC LOCATION IS LIKELY TO FORCE THE CIVILIAN CASTES OF AMIGOS SOCIETY TO SUE FOR PEACE. THEREFORE, THIS MISSION IS VITAL TO SECURING UNCONDITIONAL SURRENDER.

Just one of the many units that are available at a price. All facts and figures are quickly displayed. Is this particular unit a worthwhile investment? The final decision is up to you.

STRATEGY



As the new office trend drew everybody into the board room, I managed to conceal myself under a desk, away from this 'meeting mania'. While vital matters were being discussed (such as when the next meeting should be), I tapped away at my Amiga as I attempted an exercise that's fast becoming a rarity here – something known as work.

Fireteam 2200 is a strategic game of warfare set in the 23rd Century. As leader of a taskforce of your choosing, you can then select a mission with which to test your armies and leadership talents.

### DEFENCE BUDGET

Initially, you must purchase your forces. Each section of your army also requires a leader. Therefore, you may buy a heavy tank and place a Major in charge. Alternatively, maybe a strike copter

# Fireteam 2200

would prove useful but the cost of the copter will mean sacrifices elsewhere, hence a 2nd Lieutenant might be the only affordable leader for your flying baby.

As you order units about the theatre, combat is inevitable. Units are often equipped with three weapons (a tank comes with a 120mm gun, laser, and machine gun), so you must activate a weapon and press the number corresponding to that of the enemy unit displayed next to its position.

You are informed of the results via a message window – but beware, you'll be sitting vulnerable as you struggle to reload. Each of

your units has a damage indicator. A square with bars on all four sides illustrates the strength of all the sides of your vehicle. As hits are sustained, the bars deplete until all armour is lost and the unit is rendered useless.

Adeptness on the keyboard is useful as all commands and instructions are input this way.

Once a mission objective has been achieved, the result of the battle is depicted. Units lost, enemy units destroyed, promotions and medals are all incorporated here.

**OVERALL**  
**70%**

Everything you need to know and weren't afraid to ask for. The mission briefing outlines your objectives and reports on enemy activity in the relevant locations. A map gives a general, overall view of the land.

## CARTOGRAPHER'S NIGHTMARE



1) The battle view shows the area surrounding your vehicle. Your view is restricted by buildings and bushes, hence the black mass which are your blind spots.

2) Check your armour damage by deciphering this collection of bars. The more dents you have, the weaker you are.

3) As your ears and eyes on the battlefield, this message and comment box informs of all activity during the conflict.

4) Choose a tracking view of your transport or scan specific areas for more details. Especially helpful for detecting minefields and determining the power of the opposition's units.

5) Weapons at your disposal! Different units are equipped with a range of firepower.

6) Co-ordinates telling you your current location. The time of day is also important as all missions are against the clock.



### ACTION INFO

**FIRETEAM 2200**  
**INTERNECINE (1 MEG ONLY)**

TEAM: DAVE NIELSEN  
£29.99 RELEASED: OUT NOW

#### GRAPHICS

**50%**

#### SOUND

**40%**

To begin with, the presentation is more than adequate; there is detailed and graphical representation of all units, placing you immediately into a positive frame of mind. Unfortunately, the action in the battle theatre is reduced to tiny graphics and the updating of events consistently interferes with play, preventing continuity. As for the actual strategy element, I found it reasonably satisfying while the zap of lasers and rattle of gunfire brought the world of warfare nearer. In the end, you're left with a game that will probably occupy you for a couple of days or so but not much longer.

ALAN

### LEAGUE RATING

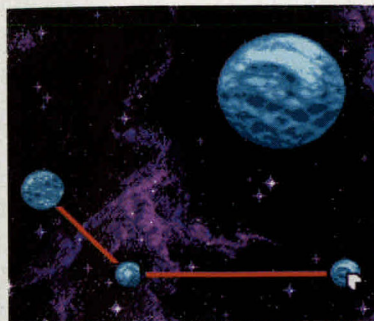
62 WATERLOO

63 FIRETEAM 2200

64 AUSTERLITZ

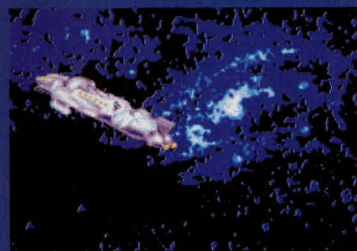
STRATEGY





This is the first of eight solar systems. You can visit any planet whenever you wish, as long as you've got the necessary password.

## IN SPACE, NOBODY CAN HEAR ANYTHING



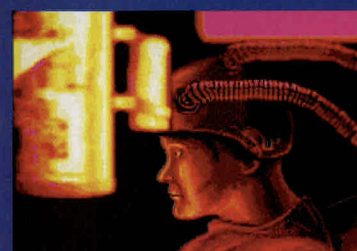
In a galaxy, far, far away...



Lonely, in deep space...



Duncan Norton, an heroic space agent...



Prepares for a terrifying trip...



A trip from which he may never return.

RACING



For some stupid reason, Psyborg reminds me of the old 8-bit classic, Trailblazer. The overall aim of the game is identical – reach the end of each section before the time limit expires. But, whereas trailblazer was played on a flat, scrolling plain, Psyborg is played in a 3D tunnel.

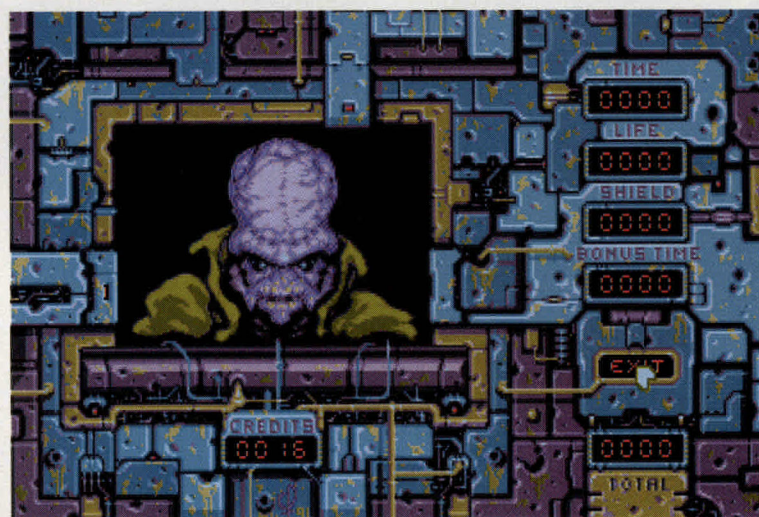
There is a reason for risking life and limb in this treacherous tunnel, but the storyline provided is brief, badly translated and, at the end of the day, completely irrelevant. Like I said before, the only thing you need worry about are the strict time limits.

### VORTEX VELOCITY

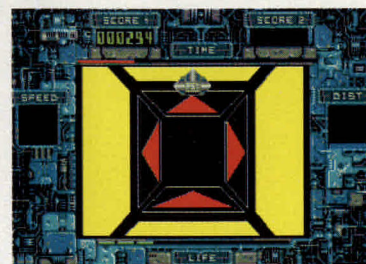
So, the aim of the game is to speed through a 3D tunnel (known as a vortex) and remain on the coloured tiles. To help you achieve this, the craft can be spun left and right by pushing in the relevant direction on the joystick. If you happen to fall into space by flying over one of the many holes, you have a limited amount of



Plenty of planet data precedes each mission. The axis figures correspond to the amount of tiles from three to 20. The more axes there are, the greater number of turns.



Trade with the extra-terrestrial salesman to make your task that little bit easier. Ensure you've got plenty of cash, as this guy's not cheap.



Some of the vortex are split into several sections. To jump these gaps you must ensure that you sit on the correct tile, otherwise you'll travel backwards!



time to rejoin the vortex. If you fail to correct your mistake, you'll be lost forever in silent outer space.

### GO FASTER STRIPES

The speed of the game is dictated by the player, so it is possible to take it slow and risk missing the deadline. Alternatively, you can steam through the vortex and boldly attempt to avoid the gaps. To accelerate the craft, you simply push forward on the joystick; to brake, you must pull back.

Many of the tiles in the vortex activate special features if you roll



over them. For instance, a flashing yellow tile gives you extra points and a tile containing a green lozenge automatically speeds you up with little warning. If you stop on a white and yellow flashing tile, you'll enter a shop where you can purchase a number of useful bonuses such as extra time, extra lives and limited invincibility. To afford these items in the first place however, you must collect a number of bonuses from the vortex.

OVERALL  
**79%**

### ACTION INFO

**PSYBORG**  
LORICIEL  
TEAM: FABRICE DECROIX & SANDRINE PAUL  
£26.99 RELEASED: OUT NOW

GRAPHICS  
**81%**

SOUND  
**75%**

I enjoyed playing Psyborg for a couple of hours, yet once I've finished this review, I doubt that I'll play it again. It's quite simply too damn infuriating and I'm afraid my ticker can't stand the stress of it all. Technically, it's pretty impressive. The actual play area is tiny, but the 3D is fast, smooth and completely convincing. It's also very tough, and it gets hard very soon; too soon for my liking. The intermittent graphics and sound are of a high standard too. If you possess a cool nervous system and you enjoy an original challenge, then you should consider purchasing Psyborg, even though it's too expensive at £27. **PETE**

### LEAGUE RATING

19 JUPITER'S MASTERDRIVE

20 PSYBORG

21 OFF ROAD RACER

RACING

069  
AMIGA ACTION



# Keeping it Green

This month we are lucky enough to have been given the amazing Global Effect from Millennium, distributed by Electronic Arts, as an exclusive. We were so impressed with Global Effect that we have decided to run a competition in its honour.

Before we rush into the competition and tell you just exactly what lovely things you can win let's take a brief look at this latest masterpiece from Millennium.

Global Effect is the latest in planet simulators and seems the best to date. Looking very similar to Sim City, the object of the game is to keep your planet environmentally friendly while an opponent tries to do exactly the opposite. This means that you must take certain tests and then analyse the results in order to keep the planet green, clean and free from pollution.

This may sound pretty simple but you only have a certain amount of power with which to perform various functions such as taking tests and constructing things.

However, if you do manage to keep the environment clean the power bar will rise and you will be able to expand your developments.

The enemy is constantly on the move and he will try to secure total domination, even if it means nuclear war. Therefore you must analyse the

maps to find out exactly where he is and then send your missiles to blow him up. Sound like fun? It is!

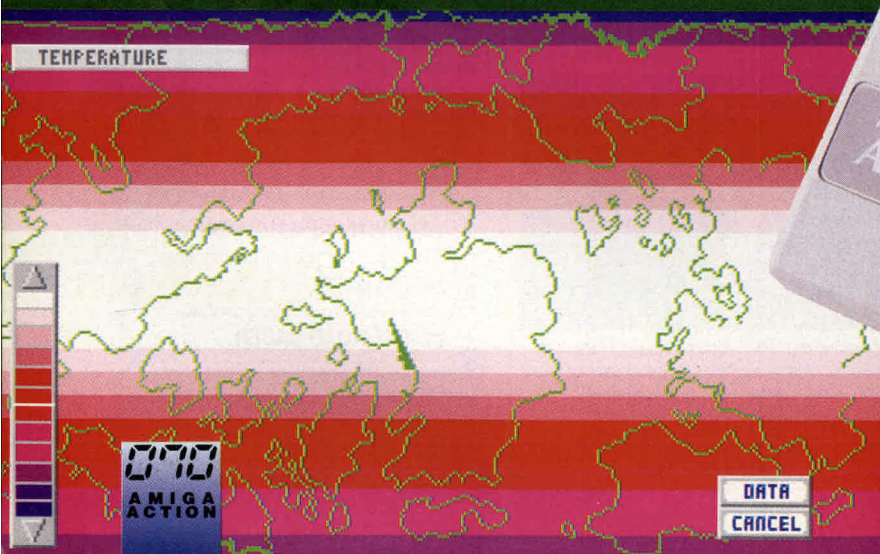
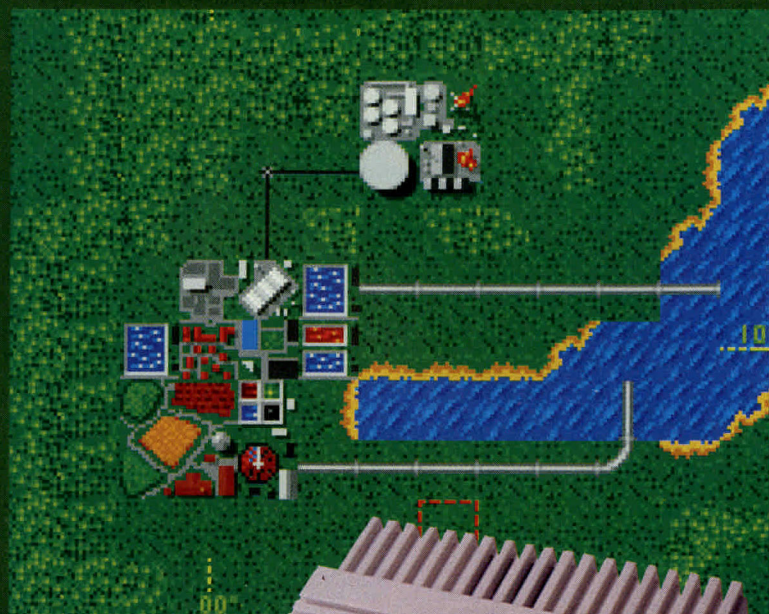
## FLOPPY POLLUTION

Let's face it, floppies are pretty environmentally unfriendly what with all those little annoying pieces of metal and those horrendous labels that have been made from beautiful trees. Okay, so I may be talking a load of crap but what better reason to give away a GVP hard disk, and one of the best I might add.

To win one of these oh so prestigious prizes we want you to complete the word search opposite finding the 10 words that have been listed. After you have done that fill out the tie breaker in no more than 20 words and send it off to us. The words in the word search run horizontally, vertically, diagonally and some are also backwards. The winner gets the hard disk and a copy of the game while the five runners-up will each receive a copy of Global Effect and a weekend at Dymchurch with the irresistible Doug Johns.

Send your entries to; Keeping It Green Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

Entries that reach us any later than 31st May 92 will be recycled and used as toilet roll.







# SPOT THESE WORDS!

GREEN

OZONE

POLLUTION

WASTE

RECYCLE

RADIATION

TOXIC

RAINFOREST

SEWERAGE

CONSERVATION

G	W	E	A	R	E	T	H	E	B	E	S	T	T	U
X	R	D	M	V	S	K	C	O	L	L	O	B	N	C
P	L	E	Q	B	B	J	S	S	E	X	Y	Z	Q	O
V	Y	E	E	F	P	G	K	G	I	T	K	P	D	N
F	R	O	G	N	O	S	P	C	C	J	L	V	R	S
A	X	E	G	G	L	E	P	U	V	H	R	R	N	E
R	Z	Z	Q	T	L	X	J	M	E	P	S	A	V	R
T	R	A	C	C	U	B	E	N	G	T	F	D	A	V
H	N	O	Y	Q	T	S	O	X	Y	Z	S	I	P	A
L	M	C	K	A	I	Z	R	T	T	Z	X	A	O	T
X	E	V	J	K	O	J	F	F	U	G	R	T	W	I
R	D	L	C	F	N	C	F	T	R	B	C	I	E	O
I	S	E	W	E	R	A	G	E	D	L	M	O	R	N
Q	T	P	R	A	I	N	F	O	R	E	S	N	O	P
R	J	S	T	S	E	R	O	F	N	I	A	R	D	T

**TIE BREAKER:** I would make the planet greener by.....

.....

.....(in no more than 20 words)

**Name**.....

**Address**.....

.....

☐ Please tick if you do NOT wish to receive promotional material from other companies.





Nine feet thick walls, towering 45 feet high, may remind Steve, the editor, of his long spell in the mental institute but others will

associate such enormity with the grandiosity of castles.

The theme of castle construction is one rarely touched upon in computer games. Since they take years to build, this is no surprise really, as I'm sure many of you have more exciting options open to you on the Amiga than spending hours with a pile of bricks and mortar.

It is, however, not just a castle construction kit. Set in a medieval period, times are hard with warring nations commonplace.

This does mean that whatever you build may be prone to getting knocked down by rampaging enemy armies. All you have to do is build, expand and survive.

Either mouse or keyboard controlled (click on commands from an options menu on the left-hand side of the screen), you start by laying the foundations for your fortification. Claim a piece of land and embed the beginnings of walls, square towers, round towers and doorways.

### WORKAHOLICS

Your labour force of masons, carters, carpenters, general workers and other trades needs to be found and paid. Once this is done, work will get under way for your dream bastion.

To leave your work force unprotected would be foolish. Therefore, armies of archers and infantry are vital.

Again, these cost money so taxes



with a huge battering ram and you want to dispose of it, quickly.

### STORM THE WALLS!

Should your foes reach your castle's walls and towers, they will try to dismantle your work. Leave them alone for too long, and sections will come crumbling down, your hard graft all in vain.

Rebuilding uses up more of your limited natural resources while labour and construction costs increase.

Council meetings can be called to assess the current situation concerning how happy your people are, if the church regards you highly, and other important domestic matters.

### MIGHT AND MYTH

Mythological monsters are optional, to be determined from an initial menu screen.

They give you more hassle but the four difficulty levels also suffice in providing a few extra challenges. To

# Castles

may have to be levied on the population. In turn, this may cause a revolution as, let's be honest, who likes paying taxes?

As construction progresses, life outside your region carries on. Messengers bring you news of outsiders requesting alliances or maybe even advancing foes.

Your own people may request to speak to you and your chosen answer from a multiple choice selection will affect attitudes and outcome.

When your castle is under attack, a plan view is brought onto the screen. You must position your archers and infantry at strategic positions, awaiting the arrival of your aggressive opponents. If you've had the time to train your soldiers, success is more feasible.

The computer controls the battle. It is possible, though, to instruct certain men to attack specific people.

This is particularly useful when your enemy is charging at your home

## CASTLES IN THE AIR — IF ONLY THEY WERE THERE



News of an advancing enemy army causes you to position your groups of men.



When viewed from the other perspective, their positions are more clearly visible.



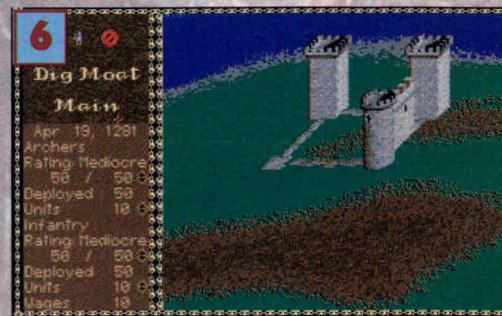
As the battle finally gets under way, your archers begin to pick off your foes.



Your huge gate comes crashing to the ground under sustained attack by the enemy.



The enemy uses a primitive bomb in a vain attempt to destroy your formidable tower.



Your men are dead but at least they've left something for future generations to admire.





begin with, though, you're advised to skip the ogres and dragons, and play on the easiest Duke level. This way, you'll be able to rapidly familiarise yourself with the controls as well as the time to adopt an effective strategy.

### CATCH A MOAT TO BOLIVIA

Once the main element of your castle has been sturdily erected, you may then expand or build a moat for that extra protection. A moat surrounding your castle means the enemy has to spend time filling in the channel before they can even attempt to enter. In the meantime, this leaves them dangerously vulnerable.

The stronger you become, the less chance you have of losing your castle as once this happens, the game ends.

OVERALL

71%

### ACTION INFO

CASTLES  
INTERPLAY

TEAM: IN HOUSE

£29.99 RELEASED: OUT NOW

GRAPHICS

71%

SOUND

70%

Maybe the builders and brickies among you will enjoy Castles but the rest of us will find the construction business very, to put it bluntly, boring. To create a castle takes far too long, especially when some aggravated foreign King decides to come along with a massive army and ruin your hard work. In one game where it took me two hours to build a castle, only for it to be demolished minutes later. The whole exercise seems pointless. You build, defend, build, defend... why? There should be a clearly defined overall objective. Castles will kill a few hours should you have nothing else to do. ALAN

### LEAGUE RATING

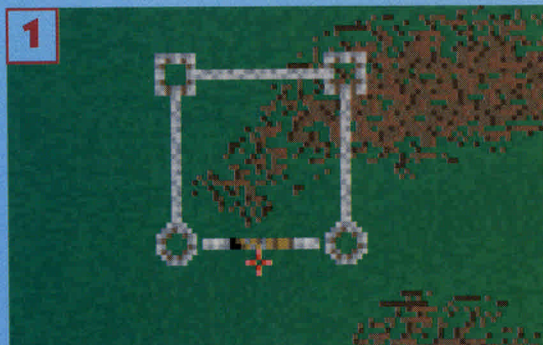
54 BIG BUSINESS

55 CASTLES

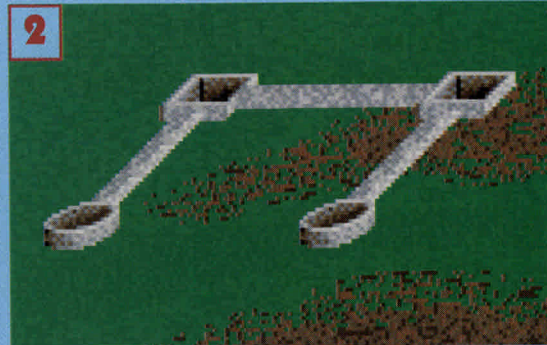
56 CRIME CITY

S T R A T E G Y

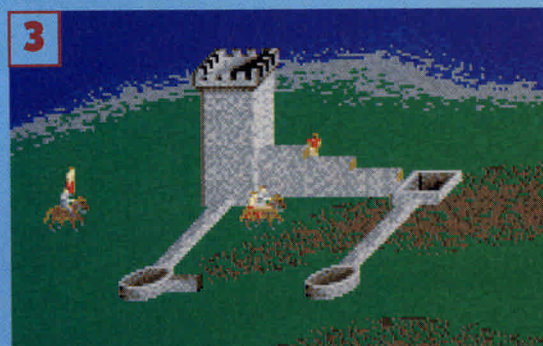
## YO KING! TURRET LIKE IT IS!



Design your castle in theory, utilising your construction possibilities.



Lay your foundations on a section of flat, dry land.



Work begins slowly. Eventually your first tower is erected.



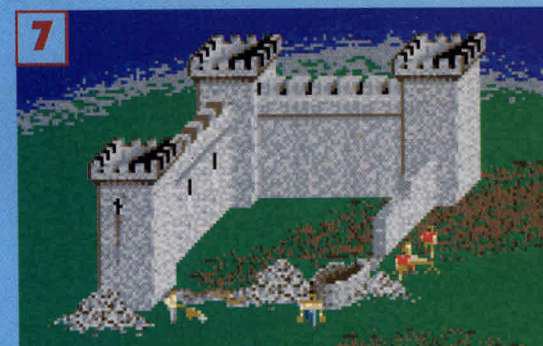
Soon you have two large towers joined by a high wall.



Scaffolding must be made so that work can begin on the next wall.



Work is temporarily halted as your army must prevent an invasion.



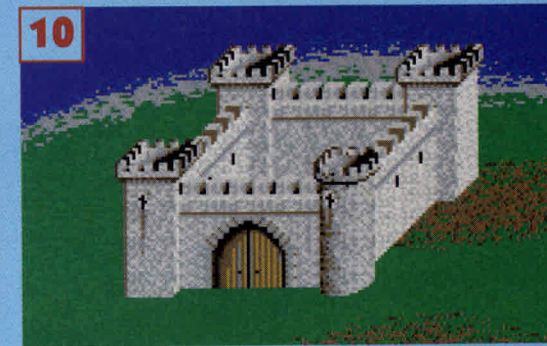
It's now beginning to take form. One more circular tower is needed.



Everybody's busy as the final bricks and stones are placed.



The castle's built - you're just waiting for a door from the carpenters.



Completed at last, but how long can you hold on to it?



Ducking and diving as you try to collect the speeding angels and avoid the demons. There are plenty of points available if your reactions are quick enough.



# Apidya



Even leaves gusting through the air pose problems for our winged hero, although you can actually shoot them apart to collect pods that will improve your firepower.



SHOOT 'EM-UP



Filled with bugs of varying proportions, you may be wary of buying Apidya until you realise that the bugs are not of the corrupting kind. In fact, Apidya creates a world of beetles, bugs, insects and pond life in a perilous miniature world.

No longer are you being asked to enter the cockpit of a massive spacecraft. No longer must you take the controls of a jet fighter. Instead, Apidya places you in the thorax of a winged insect with a zap in his nose that's more fatal than any laser or ASM.

## ECOLOGICAL EVOLUTION

Battle forth through fauna and water, vanquishing all foes from spiders to pike, wasps to locusts. On the later levels, you'll have to buzz along sewer tunnels where the toxic sludge has evolved creatures of indescribable forms.

From the initial menu screen, a

few options that affect the forthcoming game are presented to you. Extra lives are awarded at certain stages and you are allowed to specify when, such as every 20,000 points, once only at 800 points, and so on.

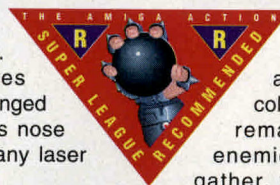
There are also three levels of difficulty to attempt along with a selection of in-game melodies.

## INSECT REPELLENTS

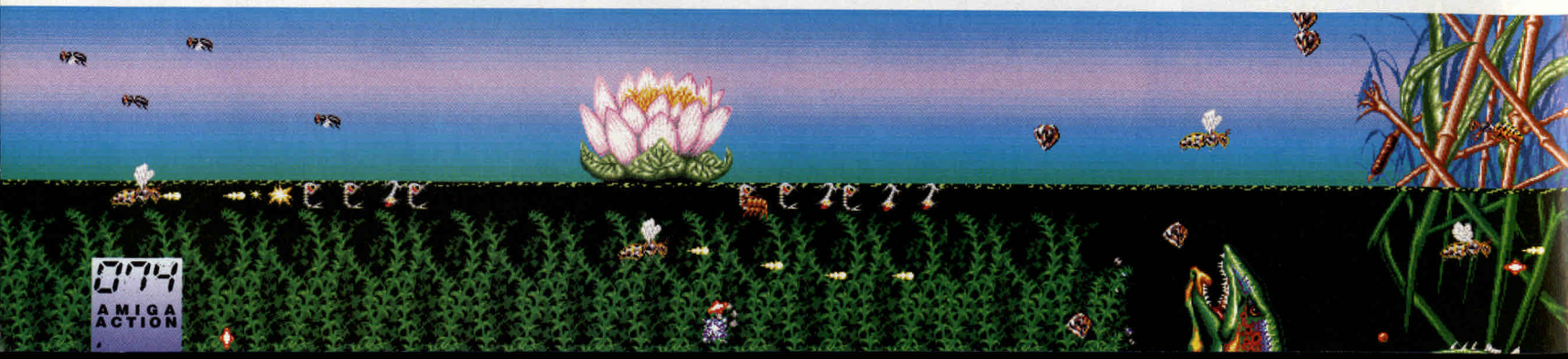
As is typical with contemporary shoot'em-ups, bonus weapons are made available by collecting pods that are left remaining by defeated enemies; the more pods you gather, the better weapon you earn. Displayed at the base of the screen are the weapon icons.

Whichever one is highlighted, determined by the number of pods collected, indicates the weapon you can have by pressing the space bar. When a bonus weapon is selected, the scale at the bottom resets.

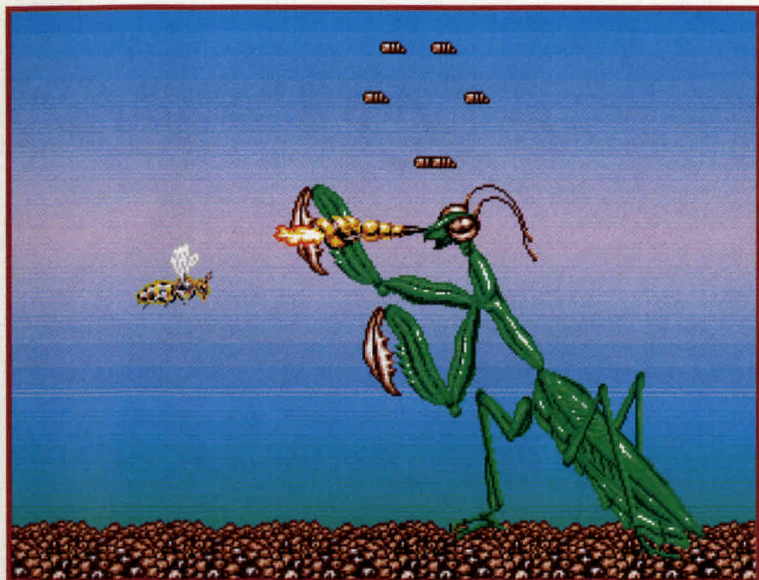
Firepower ranges from single shot bolts to double and even triple



Up from the depths of the mound appears a fireball blasting mole. Funny, I've never seen a mole that could do this. Having said that, I've never seen a mole.







Ten out of ten for originality – it's not often end-of-level guardians are towering 15 feet tall stick insects. Still, you've not seen the 25 feet long trout yet.

shots, with bombs and missiles a possibility. If you save your pods for long enough, you may even assign a small shooting bug to drift alongside you, shadowing all your movements.

The bonus bug just mentioned is the second player's character in two player mode. Unfortunately, your sidekick can't enhance his armoury but his diminutiveness is meant to compensate for this disadvantage. Whether this is the case will differ between various people.

Personally, I would have liked to see player two with the option to increase his power and maybe sacrifice his size advantage.

### MASSIVE TROUT ATTACK

Yes, the traditional end-of-level guardians make an appearance. On level two, expect to be confronted by an almost full screen trout that dashes off both sides of the playing area, firing life sapping globules. It'll

take an incredible number of direct hits to the eye before splashing over into balls of flame.

### HEAVEN AND HELL

Between levels are bonus stages, which are reminiscent to those appearing in Gremlin's Venus The Flytrap. Unable to fire, you must guide your swiftly moving insect through skies littered with demons and angels.

Needless to say, you must collect as many angels as possible without touching a demon. The further you progress, the faster it all happens.

Apidya is by the same German team who brought you Pro Tennis Tour and its successful sequel. But can their expertise be converted to the production of a shoot'em-up that is of a similar standard to those fine releases?

**OVERALL**  
**80%**

Nothing moves at a snail's pace in this game. Even when one of the slimy creatures is on the screen, there are shots whizzing past you. And notice those fluffy clouds...



A C T I O N I N F O	
<b>GRAPHICS</b> 	<b>APIDYA</b> <b>BLUE BYTE</b> <b>TEAM: IN HOUSE</b> <b>£25.99</b> <b>RELEASED: END OF APRIL</b>
<b>SOUND</b> 	
<b>LEAGUE RATING</b>	
25 VENUS 26 <b>APIDYA</b> 27 MIDNIGHT RESISTANCE	
<b>SHOOT 'EM UP</b>	

Graphical originality and smooth scrolling, with plenty of enemies, provide many of the necessary ingredients for a top rated shoot'em-up. While Apidya does possess these attributes, it lacks the vigour and truly explosive power of the likes of Project X. Punchy sound effects are missing, and being stripped of certain weapons when you die leaves you feeling a little overpowered when back in the action. The second player, because he can't power up, seems to be there just for the ride. Apidya needs streamlining with a few extra special thrills and frills here and there. **ALAN**

## COME FLY WITH ME



1 Some bad guy with sizzling fingertips sends forth an army of insects...



2 They stop over at your house since there's not a Holiday Inn nearby...



3 ...to then ravage your missus who was quietly sleeping through the ordeal...



4 ...and you're not pleased at the invasion of privacy – something must be done...



5 You come to the conclusion she's dead. Retaliation is the next step...



6 Intent on revenge, you miraculously transform into an insect and fight back.





# Leisure Suit Larry 1

## The Land of the Lounge Lizards



ADVENTURE



Are you single and looking for a good time? Do you long to strut your stuff on the disco floor and have all the chicks fall at your feet? Is a polyester leisure suit hanging in your wardrobe just waiting for you to head down to the local clubs?

If the answer to any of those questions is yes you can now explore your weirder tendencies without the embarrassment of being turned down by the girls. Leisure Suit

*Many of the puzzles in Larry require you to interact with other characters and find ways of persuading them to do as you desire. In this case you have to get past the pimp and up the stairs, the TV is your best bet.*



Larry 1 allows you to engage in all your favourite pastimes in the comfort of your own home.

### HANG ON A MOMENT

Only last month we reviewed Larry 5 and here we are taking a look at number one in the series and no matter how many times you make the computation you can only find four Larry games in existence.

So what the rumtiddly-umpumpum is going on? When Larry 1 hit the streets several years ago it caused a great commotion and it wasn't long before Larry 2 and 3 followed on.

### PIXEL PERFECT

There followed a short break in the series during which the fourth game disappeared into an abyss and Larry lost all memory of it. Recently the fifth game appeared boasting wonderful graphics and an all singing and dancing control system. With its blocky graphics and out-dated interface the original game was showing its age. Now it has been totally re-mixed and the original adventure has been given the full treatment to bring it up-to-date; on par with modern releases.



### PLOT REVISITED

As with the original game the plot sees

## THE RUDEST, THE CRUDEST AND THE VERY,

**WALK:** Swagger around using your best macho walk.

**EXAMINE:** Cast your expert eye over the object in question.

**USE:** Operate an object, open a door or something else.

**TALK:** Use your best chat-up lines on the dames.

**UNDRESS:** Get yourself ready for some action.

**TASTE/SMELL:** Usually follows the previous icon.







Your aim in life is to 'get to know' as many girls as possible, so inevitably the game features a few hot and steamy scenes. However, if you are after pixelised naturism you will be a more than a tad disappointed (see inset).

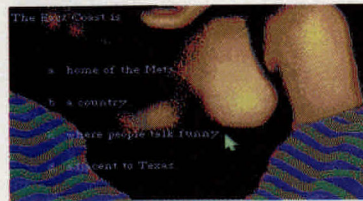
you (as Larry) attempting to get amorously acquainted left, right and centre. Your quest for carnal pleasure takes you from the seedy Lefty's Bar across town via night clubs and discos to the Lover's Suite at a posh, high class hotel. Along the way you will meet plenty of interesting women (with fascinating assets) and learn all about their private lives.

The story follows the first game closely and so some of you will know what to do, when to do it and how to solve many of the assorted puzzles before you even actually encounter them.

However, those of you without inside information you will soon find yourself racking your brains as Larry hangs from fire escapes suspended by only a pair of stockings or desperately tries to avoid catching a sexual disease. The classic Larry puzzles are there and all the better for the graphical enhancement, and you still get the chance to try out your best chat-up lines on all the lovely girls.

### CLICK 'N' FONDLE

The new easy to use control system is similar to those found all new Sierra games. No keyboard commands are used to manipulate the characters, absolutely everything is operated using the mouse.



The Larry series is famous for its toilet humour. To prevent impressionable young minds being subjected to such filth, Larry 1 has a quiz to determine whether the user is old enough.

The right hand button cycles through the commands available (walk, talk, use and so on) while the left selects the object, item or person to be interacted with. Additionally a menu bar at the top of the screen allows you to save the game and view your inventory among other handy things. Hours spent searching for that one key word or phrase (such as using "trash" instead of "rubbish") that allows you to progress further into the game is now a thing of the past.

Now you just select the command, click on the object and go. On the down side it does make the game easier to complete as you only have a set number of commands and a certain number of objects to use, by using trial and error, puzzles can be done without hassle. It just goes to show that you can't have things both ways.

**OVERALL**  
**90%**

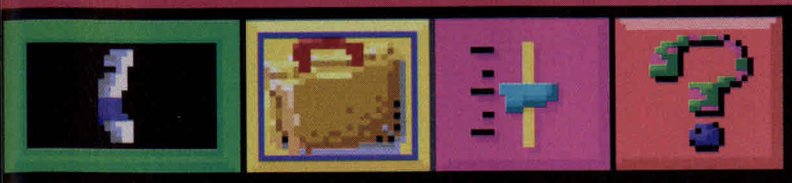
## VERY LEWDEST

**OBJECT:** The item in your hand ready for immediate use.

**INVENTORY:** Check your pockets for gob-stoppers and toys.

**SAVE/RESTORE:** Allows you to juggle with your disk.

**QUESTION:** Gives you the opportunity to become a query.



## MEET THAT LOVABLE NERD LARRY



Here you are at the start of your adventure. Your possessions are limited to cash, a breath spray and a genuine BowIX watch.



Lefties is your local bar and a haunt that you are familiar with, so why not wander in and meet the crowd?



In your best possible macho swagger you head over to the bar and take a seat. All the usual faces are there and you fit in perfectly.



"Hey, bar steward! I'll have a beer thanks pal," you say in your cool Harrison Ford voice before downing the drink in one. You hunk.



With chains jingling and teeth sparkling you wander over to the girl at the bar and give her your best line, "Hey, don't I know your name?"



Feeling somewhat embarrassed by your failure to score, you decide to make yourself scarce and head out to the rest room.



The filthy corridor is inhabited by a rather drunk street bum who seems to have lost his way (as well as his bladder control).



The bog in Lefties is typical of many lowlife joints and the graffiti is rather interesting.



The Wall Street Journal provides some suitable reading (although Big Boob Monthly would have been preferred) for your short stay.



Finishing the job you automatically flush the toilet but in this case good manners have been your down fall.

A C T I O N I N F O

### GRAPHICS

**89%**

## LEISURE SUIT LARRY 1

SIERRA

TEAM: AL LOWE

£34.99 RELEASED: NOW

### SOUND

**85%**

### LEAGUE RATING

4 INDIANA JONES

5 LEISURE SUIT LARRY 1

6 SPACE QUEST

A D V E N T U R E

If you have played the original Larry 1 you will probably find this new edition a waste of time and little more than an exercise in pretty pictures. However, for newcomers this revamp is welcome. The advanced graphics and control system have improved the game by a huge degree but without a hard drive it is slow and almost a chore to play. If you are either very rich and can afford a powerful Amiga (or PC) or extremely patient you'll find Larry 1 to be one of the best adventures on the market otherwise you may become annoyed with what is basically a good game.

JASON

077  
AMIGA  
ACTION



# Space Quest



ADVENTURE



Er, my knowledge of the previous Space Quest adventures is a little limited as they were released at a time when I owned that other 16-bit wonder known as the ST. Constrained by the desire to bomb and blast aliens from foreign planets, adventure games were never added to my software collection. Commodore's Amiga showed me the light with the likes of Maddog Williams and Leisure Suit Larry introducing me to another world of gaming that I wasn't even sure existed! Expanding my interactive experiences all the time, Space Quest IV is the latest for me to learn from and examine.

By once again jumping into the well worn shoes of Roger Wilco,

you soon realise that arch-enemy Evil Sludge Vohaul intends to have the last laugh. Vohaul is still intent on becoming the top guy in the universe regardless of your past efforts that kept him among the sewer worms of the galaxy.

## DIRTY SPACE DEEDS

Fourth time around, Vohaul has radically transformed himself onto a super-computer where you would think his bark was louder than his bite. But no, for Vohaul has sent his Sequel Police after your bones. You can run but there's no way you can hide, therefore you must carry one last deed before you retire early – format Vohaul while he's on disk. By wiping him clean off his floppy, maybe you can then take a deserved break with a few interplanetary babes.

## RODENT IN CONTROL

For a more informative brief concerning what exactly is going on, a lengthy intro sequence can be watched. This will make matters clearer; you'll enter the game expecting to time travel and have the odd laser shot zipping past your ears! Following the typical Sierra style, the control system is by mouse. Clicking the right mouse button cycles through your on-screen icon.

A man allows you to point and walk, a hand enables you to take and manipulate objects, click an eye icon on an area or item to examine, while a

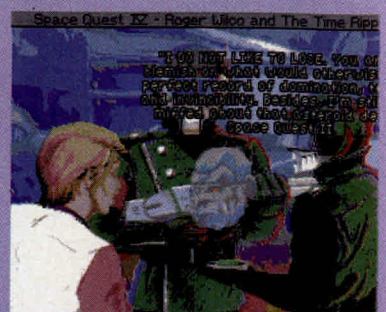
*Get to see the world, have a few laughs, but just where exactly are you? The land looks barren but here would be a perfect place for Vohaul to hide.*



**TRIPPING THROUGH  
TIME FOR SLIMEBALL  
SLUDGE VOHAUL AND  
HIS SEQUEL POLICE**



Enjoying a quiet drink, the Sequel Police arrive to break a few laws...



...Through a hologram, Sludge Vohaul vows to kill you...





Inside the time pod, input a code to take you elsewhere. If you don't know any codes, then time is sure to stand still as the guards blow you from the cockpit.

nose and tongue cause you to smell and taste, respectively. You can also call up your inventory to combine objects such as placing a battery into a computer.

### LOST IN SPACE

Consisting of many locations with appropriate music beating away in the background, Space Quest IV presents plenty of posers. As your pockets fill with goods, you begin to question yourself as to whether a particular object should have been used before now. Hence, the Save Game facility should be frequently used to save retracing your steps too often, as well as not having to start again should the Sequel Police reduce you to spacedust.

Unfortunately, the game processes and plays quite slowly. Even if you have a hard drive with which to install Space Quest IV upon, the irritating time it takes to access the disk is minimally reduced.

If only games of this size weren't so annoyingly slow. The conversion to the Amiga from the PC of Space Quest IV has taken quite some time. No doubt a lot of you will have been eagerly waiting for this version of the game, so now comes the moment of truth...

**OVERALL**  
**67%**

### ACTION INFO

## SPACE QUEST IV SIERRA

TEAM: SCOTT MURPHY & MARK SEIBERT  
£34.99 RELEASED: APRIL

### GRAPHICS

**64%**

### SOUND

**73%**

*Space Quest IV just doesn't hold together. While the animation of the main sprite is realistic, the other graphics are somewhat miserable. I feel Sierra were trying to create a somewhat surreal portrayal of the game and its futuristic setting, but the poorly designed backgrounds of messy, uncoordinated colours are enough to make you groan. Progression and the solving of puzzles are at a reasonable rate but the speed of the game certainly isn't. I'd recommend that you give this effort a miss, therefore you should concentrate on what other adventure games are presently on the market.*

ALAN

### LEAGUE RATING

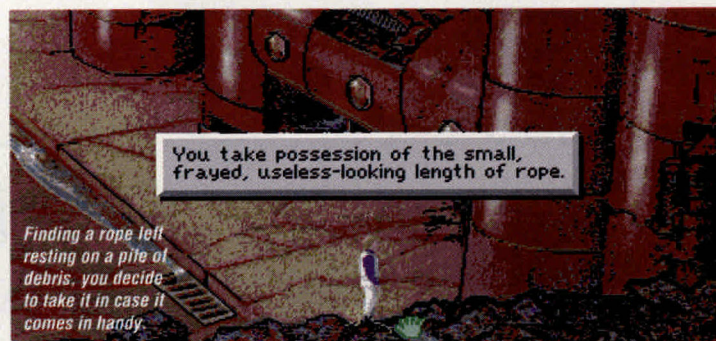
55 COLONEL'S BEQUEST

56 SPACE QUEST IV

57 GOLDRUSH!

A D V E N T U R E

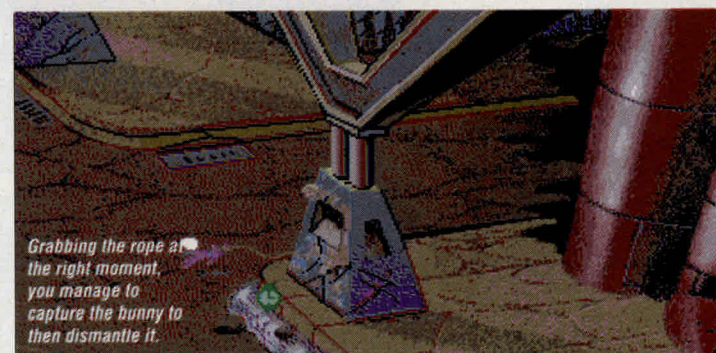
## ROGER AND HIS RABBIT



Finding a rope left resting on a pile of debris, you decide to take it in case it comes in handy.



A plan is hatched. You want the battery operating a free roaming mechanical bunny, so a trap is laid.



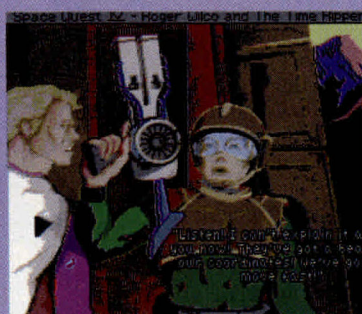
Grabbing the rope at the right moment, you manage to capture the bunny to then dismantle it.



Access your inventory and take the bunny's battery. This will now help power your portable computer.



...but the two policemen are pounced upon by surprise guests...



...Your saviours spout forth the old cliched line to build suspense...



...and you hastily make your escape via a large time rip...



...Kill Vohaul before he kills you, but where will your trip end up?



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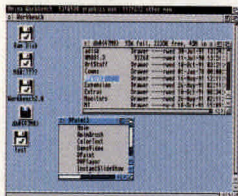
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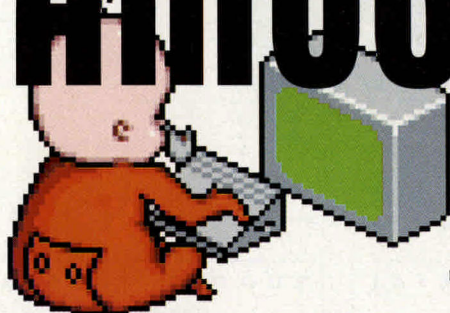


# EASY AMOS

**T**eaching a complete novice to program isn't an easy task. The majority of 'teach yourself' programming books always seem to lose themselves in system waffle, while go-between programming tools such as the Shoot'em-up Construction Kit and the 3D Construction Kit were easy to use, but completely inflexible.

So, how does a complete novice, with no technical knowledge whatsoever, access the awesome power of the Amiga?

A couple of years ago, I would have said, buy AMOS. Today, I'd say, buy Easy AMOS. The original AMOS unit is an outstanding programming tool, the best in its field, yet the somewhat complex manual and the lack of any suitable tutorial made it inaccessible to the average home user.



of basic mathematics, but all of this information, and a lot more besides, is contained within the single package. Put simply, you won't have to purchase anything else.

The whole Easy AMOS system is based upon the original AMOS engine, although the wealth of commands has been reduced slightly to make things a little less complicated.

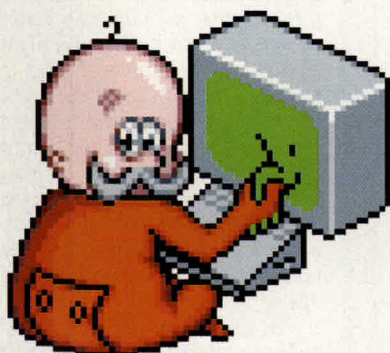
Even more so, the Amiga's cumbersome and unfriendly operating system has taken a back seat.



## TOOLS OF THE TRADE

Every imaginable games programming tool is contained within the Easy AMOS environment and most of them are usually a single icon click away from the main editor.

All of these utilities, including the comprehensive sprite editor, are covered in the massive 400 page plus user guide, which incidentally,

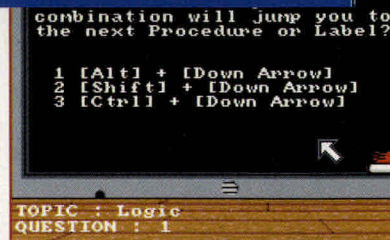


The Easy AMOS sample bank maker acts in a similar manner to a recording studio. If you don't own a sampler, don't worry, there are many example banks to experiment with.



Debugging your code is a dream using the single step feature of your Easy AMOS Tutor. Your creation is displayed in the top left hand window, so it's easy to eradicate errors.

Once you're confident with your programming ability, load the Easy AMOS challenge and attempt to graduate. There's a separate section of multiple choice questions for each manual chapter.



has been written by the veteran computer programmer and author Mel Croucher.

Once you've read the guide and played with the various example programs it's possible to test your progress using the unique coach program provided.

If you're successful in answering the various categorised questions, a graduation form can be printed out to certify your success!



One of the provided example games illustrates the awesome power of Easy AMOS. It's a simple ball game, yet it proves that split screen, multi-player games are possible using interpreted BASIC!

Existing AMOS owners can, if they wish, get hold of Easy AMOS for an incredible £14.99. All you need to do is send your original Programs Disk to the address stated below, plus a cheque or postal order for the aforementioned price made payable to Europress Software.

A similar upgrade will be provided for future Easy AMOS owners who may wish to upgrade to AMOS.

Easy AMOS owners will be able to buy AMOS for just £19.99, a saving of £30. The address is as follows:

Europress Software, Europe House, Adlington Park, Macclesfield SK10 4NP.

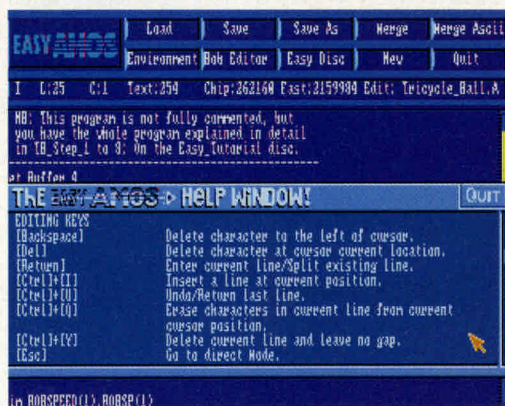
## ACTION INFO

**EASY AMOS (1 MEG ONLY)**  
EUROPRESS SOFTWARE  
TEAM: FRANCOIS LIGNET/IN HOUSE  
£34.99 RELEASED: 23RD APRIL

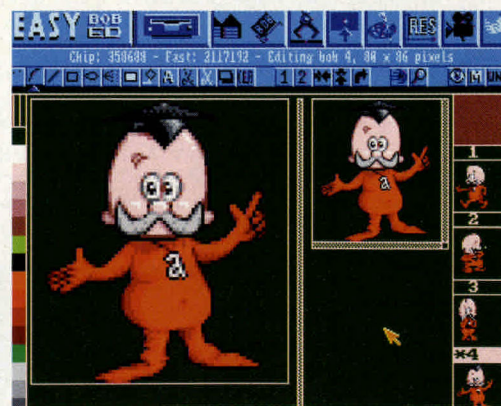
Easy AMOS is THE beginners programming tool. The step-by-step approach adds fun to what can be a laborious process, so you should be creating your own demos and, possibly, your own games within days of buying the product. The manual is well written, concise, and very progressive, so novices should never trail. It's well tied in with the Easy AMOS software, which is well presented, user friendly and thorough in all departments. £35 for a complete, beginners tool to programming is a steal, so if you still haven't got to grips with AMOS, and you want to 'get into' programming, buy Easy AMOS now and bridge those learning gaps. **PETE**



All the example programs, including this simple Breakout style game, contain a series of REM statements, so it's decidedly easy to discover for yourself how the professionals do it.



By pressing the HELP key with the cursor positioned over a BASIC command, it's possible to get a detailed description of what the command does, and with what syntax it should be associated with.



The new sprite editor is a great improvement over the original AMOS offering. You can grab sprites of many sizes, design your own characters from scratch and even animate them.



Oh no! Ya geeks! What's happening? There are so many outstanding budget titles around at the moment that it's difficult to keep track of them all. However, we haven't quite got enough to fill three pages for your delectation this month, but you can still marvel at this positively leviathan double page spread. So, if you've got a few one pound coins (seven point nine-nine of them in most cases) in your pocket, trek down to your local computer store and exchange them for a couple of top quality budget titles!



# Budget

BUDGET SPECIAL

## Z-OUT KIXX



**81**  
BUDGET  
RATING

**7.99**

SHOOT 'EM-UP



Z - O u t , surprisingly enough, is the follow up to Rainbow Arts' X-Out. Both games boasted similar qualities, yet to look at they're considerably different. X-Out is not quite your average horizontal blaster; Z-Out is. There's not much you can say about Z-Out that hasn't been said about any other horizontally scrolling shoot'em-up. It's a blatant R-Type rip off, so the collection of extra weapons and power-ups is essential.

The six huge levels contain hundreds of varied aliens and a host of scenic targets and gun emplacements. You'll also encounter two huge guardians per level and a series of moving pillars which must be avoided. If you're after a playable blast you needn't look further than Z-Out. It's not as much fun as X-Out, yet it still contains the Rainbow Arts trademarks of classy graphics, 50 frames per second screen update and excellent sonics.



BUDGET SPECIAL

## MANCHESTER UNITED GBH



**51**  
BUDGET  
RATING

**7.99**

SPORT SIM



Why anyone should want to take control and decide the destiny of the world's most overrated football team is beyond me. Krisalis could have chosen a handful of other teams with loads more potential, such as Liverpool or Sunderland!

But, they chose the arrogant Mancs and made a mint, so who are we to argue? The game itself is a typical 16-bit footy game featuring arcade action and a touch of football management.

You can easily skip the management sections and get to playing the game down on the pitch, where it should be played. Man Utd is superbly presented, the graphics are of a high standard and the sound is impressive too, yet it's still a turkey. Good graphics and slick presentation doesn't guarantee a playable product, as the Kick Off series has proven time and time again. STICK WITH KICK OFF III!



BUDGET SPECIAL

## TUSKER KIXX



**46**  
BUDGET  
RATING

**7.99**

ADVENTURE



The instructions provided are very brief in listing the overall game objectives, though this may be intentional, because the style of the game lends itself to people who prefer to find things out for themselves.

You begin the game in the middle of a desert, surrounded by palm trees, tents and a host of sword wielding maniacs who lash out with ferocious intent. You can fight back using a number of beat'em-up style moves, or by manipulating a collected weapon.

Tusker doesn't look or sound too bad, it's just so irritating to play. Firstly, the screen doesn't scroll, it flips, so it's not uncommon to be hounded by a group of baddies on the edge of the screen where it's nearly impossible to fight back.

I was also dismissed on several occasions by an untimely hand which appeared from absolutely nowhere. An infuriating 'old' arcade adventure which fails to impress.



BUDGET SPECIAL

## F-16 COMBAT PILOT ACTION SIXTEEN



**90**  
BUDGET  
RATING

**9.99**

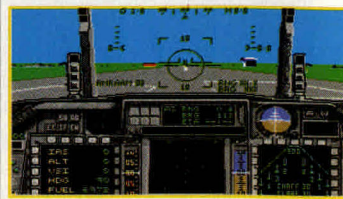
FLIGHT SIM



Although F-16 Combat Pilot has been around for a while, it has stood the test

of time well. The presentation is superb, the cockpit has been recreated perfectly and the night missions are exceptional. This is probably the most realistic flight sim out, even compared to Flight Of The Intruder. The game scenarios are definable, offering unlimited missions with varying objectives. The link-up option enhances the game's appeal immensely and is paramount to this sort of game.

Sound effects are also superbly recreated. The engine roar is extremely realistic. The only problem with the game is landing. F-16 needs such accuracy when setting down that you have to be virtually a computer to land it correctly without the possibility of crashing. This is a fine game that all flight sim addicts should possess..





# Games Reviewed

BUDGET SPECIAL

## ACTION FIGHTER KIXX



**68**  
BUDGET  
RATING

**7.99**



Action Fighter is a Spy Hunter clone with knobs on. That doesn't mean to say that it's better, cos it isn't. It's not a patch on the Bally Midway masterpiece, but it'll keep you interested for a couple of hours at least. The aim is to complete a few missions at the request of the President. This involves speeding up a vertically scrolling roadway and pumping the hell out of any vehicle that's likely to halt you.

Your quest begins on the back of a motorbike, but it's possible to change to either a car or an aircraft by collecting a series of lettered tokens. To power up your vehicle's weaponry, you must 'dock' with a lorry or a 'copter depending upon your current form of transport.

If we hadn't played this game for so long here at AA, I'd have slagged it off, but it held our interest for quite some time. The screen size, however, is tiny and sometimes after death you are placed in a no-escape situation.



BUDGET SPECIAL

## STRIDER KIXX



**59**  
BUDGET  
RATING

**7.99**



Playing the part of Strider, you must infiltrate the Russian Red Army, salvage as many enemy secrets as possible, and return to your superiors in one piece. On route you'll encounter enemy soldiers, and, at the end of each level, a huge guardian. To me, that sounds like the perfect scenario for a hack'n'slash-cum-platform game; Strider is exactly this.

The action takes place on an eight-way scrolling backdrop fraught with platforms, static armory and marauding sprites. Your main weapon is a huge blade, but you can add to this by collecting extra, computer controlled, hardware. Most Capcom conversions are crap. Strider is an exception. It's not crap, just dated. The play area is miniscule, it's badly programmed in places (sluggish sprites, bad sprite to background collision etc) and the animation is crude. Not in the same class as the likes of Leander. Moderately addictive.



BUDGET SPECIAL

## SUPER OFF ROAD RACER 16 BLITZ TRONIC



**77**  
BUDGET  
RATING

**9.99**



We reviewed the Indy Heat, the Leland sequel to Super Off Road, last month and said that the prequel was the better game of the two. In fact, as Super Sprint clones go, it's probably the Amiga's best effort to date. However, Off Road Racer isn't great; the competition's downright weak.

Most of the action takes place on a dirt track, where four vehicles fight for first place. Of these, three can be controlled by humans at any given time. At the end of each race, you can improve your car by buying various power-ups. Cash can be earned by winning races and collecting stray coins from the circuit. The game is best played with a few players, because the difficulty curve of the computer players is awful. If you're faced with a choice between the full priced Indy Heat and Super Off Road, then buy the latter.



BUDGET SPECIAL

## VOODOO NIGHTMARE GBH

**73**  
BUDGET  
RATING

**7.99**



Help Boots Barker escape the jungles of Africa and do battle with the evil Witch Doctor in this cute arcade adventure which contains challenging gameplay and a series of tough puzzles. It's let down, however, by an incredibly dodgy control system which takes an age to get used to, and flip screen graphics.

## SHADOW WARRIORS HIT SQUAD

**21**  
BUDGET  
RATING

**7.99**



Beat 'em-up fans are likely squeeze a little enjoyment out of this tired, lifeless coin-op conversion.

As ever, only one move proves to be effective and if you try any other you'll be beaten up in no time at all. The ability to interact with the backdrops is quite good, and I've never seen anything like it in any other beat 'em-up before.

But, if the truth be told, it's slow, tedious, predictable, dead easy to beat and I hate it.



What's this? Another superb offering from the doyen of budget games? Yes, it's a budget page, but it has been written by our streamlined motorcyclist, Alan Bunker. Due to Al's affection for the crazy world of Hanna Barbera, he has agreed to spout forth his views on three cartoon epics and Alien World.



# Budget Games Reviewed

BUDGET SPECIAL

## SCOOBY-DOO & SCRAPPY-DOO HI TEC



**72**  
BUDGET  
RATING

**12.99**

PLATFORM



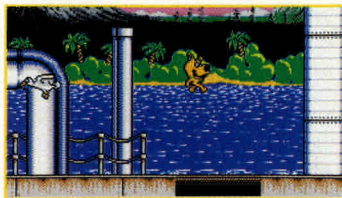
Remember Scooby Snacks and the deep howls of "Scooby Dooby Doo"? Of course you do. It was only in a later series that the mischievous Scrappy arrived, with his over-zealous attitude on tackling ghouls, ghosts and anything else that might go bump in the night.

Now the pair, along with dog's best friend Shaggy, stroll onto the Amiga.

The game is a platform caper where you take control of Scrappy in the attempt to save Scooby and Shaggy from the evil grasp of Baron Von Drak.

Fire executes a hurtful punch as you leap about a cruise ship, desert island and much more, spread over nine eight-way scrolling levels.

Graphics are smooth and dazzlingly colourful, but the gameplay is a little too simple and easy. Not bad for short term, relaxing fun.



BUDGET SPECIAL

## THE JETSONS HI TEC



**60**  
BUDGET  
RATING

**12.99**

ARCADE ADVENTURE



Another Hanna-Barbera cartoon makes a home computer appearance, this time in the form of the Jetsons. The escapades of this futuristic family achieved something of an extensive following so many of you will no doubt be pleased about this conversion. In the role of George, you must gather your lost flock of Jane, Judy and the others. Roam around a factory, fly your jetcar and search universally wide.

The animation of George is almost identical to his characteristic walk in the cartoon which will prove a small delight to fans. Background detail is true to the real thing, also. Maybe the flip screen should have developed as scrolling because there are occasions when you enter a room, only to fall down a hole you had no idea was there - very annoying indeed!

On the whole, the Jetsons is a mediocre product with a quickly diminishing appeal.



BUDGET SPECIAL

## YOGI'S BIG CLEAN UP HI TEC



**78**  
BUDGET  
RATING

**12.99**

PLATFORM



As the best of the bunch from this month's Hi Tec titles, Yogi proves he's more fun than the average bear. Your task on the first level is to collect eight items carelessly dropped by tourists, and then place them in the litter bins.

Unfortunately, Jellystone Park is inhabited by some of the most unfriendly fish, frogs, raccoons, crows and hedgehogs you ever did see!

Four more jobs, enforced by Ranger Smith, are included. On completion of them all, your saga will end and Yogi will be a loveable hero once again.

This horizontal, parallax scrolling platform adventure is smooth and enjoyable all the way down to the last bonus picnic basket. Caves, holes and doorways which lead to other areas can be all entered within the park while the Ranger's hut is home to a heavenly feast.



BUDGET SPECIAL

## ALIEN WORLD HI TEC



**71**  
BUDGET  
RATING

**12.99**

SHOOT 'EM-UP



That's right, there isn't a Hanna-Barbera cartoon called Alien World.

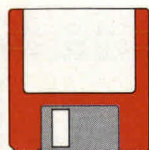
And yes, right again, this does mean Alien World is a completely original title but with a common shoot and blast formula. In a mutated alien state, you set forth to rescue your beloved Medb. She is being held by Feg in the Cave Of Dreams. Perfect storyline for what is a moderate shoot'em-up.

Collecting pods can enhance your firepower, increase the speed of your sprite, and activate Smart Bombs. Opponents relentlessly attack you which is what you should have expected. What may come as a surprise, though, is the gravity effect upon yourself, which causes you to be forced downwards. As a result, you will have to constantly readjust your positioning.

Scrolling is slow and the action isn't frantic enough. Alien World falls into an average, non-spectacular bracket.



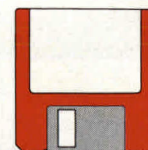




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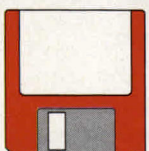


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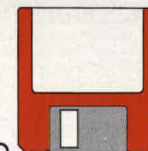
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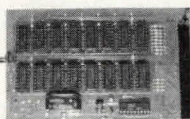
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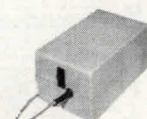


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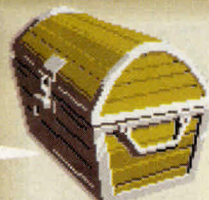
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# Boggit's Domain

What do you call it when a smelly, strange creature forces its way into your house and completely ruins your life for a month? Yes, you guessed it, it's a Foreign Exchange visit! There is precious little room inside the Old Blackthorn tree, however this month we

have been 'nose to smelly armpit' with an overseas visitor. I don't know who thought it was a good idea to foist a Continental Gnome upon me, but it's going to take a month of Sundays to get rid of the smell from my bath towel.

**H**appily he's gone now. I say 'he', but I don't know if it was male or female. He had a beard and spat a lot, but when it comes to females from 'over there' that doesn't mean anything! I'm glad I wasn't born in France because I can't speak a word of French. Luckily he didn't say a word while he was here, he simply ate everything in the larder and spent most of the time snoring in my cot.

Again my luck was in and I received some really good games this month, so I was able to get my head stuck into my monitor and forget about him.

Each month our bad-tempered mentor scours the new software releases, searching for a game which he considers worthy of his prestigious Boggit's Bouquet. You can imagine how choked our French-baiting hero was to find that the game he had selected turned out to have more than just a whiff of garlic about it.

*The good guys in blue are lining up to do battle with a lone red-coats goblin. Boggit has only managed to win one-sided battles in Celtic Legends, but at least he's found a French dish which suits his palate.*

## Celtic Legends

When you load up a new game, there are some which instantly hit the right note. I've never been

hexagonal board, but the game is absorbing and packed with novelties.

Celtic Legends plays like a simplified version of the Powermonger game which I think can only be a good thing. To my mind Powermonger was over-complicated and pretentious and I didn't want to give up my life to coping with it.

With this game you can be playing in seconds, and getting your bum singed by a dragon in minutes. Lords of Chaos was another game which looked like Legends, but it was too awkward to play and had no atmosphere.

Of course, the really sad part about all this is that the game comes from UBI Soft which is, 'across the Channel' and I really shouldn't be saying anything nice about it at all.

On the other hand, if a thousand French monkeys bash an Amiga keyboard for long enough, they were bound to come up with something good eventually.

I'd promised myself that I would spend two hours answering letters tonight before allowing myself another Troll-Tossing session, but already I'm looking for an excuse to toss this scroll into the corner and return to the battlefield.

If you are looking for something which has 'some' strategy, but doesn't expect you to spend hours poring over a complicated manual, then this will fill the bill. Fireballs whizz, Cyclops grunt and the scent of battle fills the air. An enjoyable game which puts fun first, but still absorbs the brain.



enthusiastic about game opening sequences as most of them are just a waste of disk space, but the introduction to Celtic Legends is short, atmospheric and sets the scene admirably for the mayhem to come. The main screen looks like every strategic battle game you've ever seen played on a





## Compost Heap

Just as there are some games which grip your imagination from the start, there are others which have all the fun of a double-glazing pamphlet. The dull thud which the Leisure Suit Larry V box made when it landed on my welcome mat should have forewarned me about its equally dull contents.

I appreciate that a hard disk is now essential for all new Sierra games, and that each screen takes forever to load, but Larry V doesn't have much to offer even if you are prepared to put up with that. The simple fact is that it isn't funny. I thought the original was a hoot, but its successors have slowly squeezed the idea dry.

If you take a hi-tech piece of equipment and use it to produce an animated sequence of a man farting, it can be very funny. Just like the first time you used a tape cassette to record a swear word which you could play back on command. But, if you've paid out forty pounds just to watch some nerd, wink and say 'Nudge - Nudge', then the joke wears a little thin.

I'm all for a sexy, adult game, but this one has all the humour of a Grottygram. I didn't like it from the start, but I decided to stick with it for an evening to give it a chance. At one point an animated sequence ran for at least 15 minutes, only requiring me to press the 'Enter' key occasionally. Is this a game?

Sierra have made great strides forward in graphics, animation and sound, but they have become bewitched by the technology and have lost sight of the real fun which a computer game can give.

If something rude happens because you caused it, then it's funny, if instead you just sit passively and watch something which the game makers thought they could pass off as rude, (but what in fact wouldn't really offend the American Daughters of the Revolution) then it isn't.

The game will sell because the promise of seeing something naughty has always managed to separate people from their cash, I know - I've parted with more gold than anyone in search of smut, but don't say you weren't warned.



Keep an eye out for those dwarven symbols on the walls of the Beholder dungeon. If you are lost, this sign points the way through the illusion walls to even more unknown regions.

## Boggit's Mailbag

It may be the warm weather which brings them out, but Adventureland's Great Wood is bursting with adventurers who are thrashing their way through the undergrowth in search of gold, excitement and wisdom. This month, the woodland creatures have witnessed sacks of mail being hauled along the forest trails to be dumped outside the front door of old Grumble-guts, but none of it seems to have improved his temper.

### See a Cup and Pick it up

Following your review of the Nightmare game I went out and bought it. I have found it to be excellent and am very pleased with the game. However in the Quest for the Cup I am experiencing some difficulty. I have retrieved the cup, but cannot leave the dungeon with my spoils. Could you please help.

J. Wallace, London

Confusing isn't it? I got the cup and then expected something wonderful to whisk me out of the dungeon, just as it did in the first quest. Instead you find that nothing happens and you are left holding your baubles, wondering what to do next. The answer is found behind an illusion wall nearby. Return to the entrance door of the main room, re-enter the room and turn right. The illusion is two paces forward and on your right.

WARNING: Things aint finished yet. Another hint for this great game concerns the Target

Practice area in Quest 4. Once you throw enough objects from the train to trigger the removal of the end wall, you leave the train only to be confronted with a water pit. To cross this, throw your heavy items across the barrier then simply run across after them.

(Left) What a job Larry's got. Searching through piles of mucky videos to find something new that will corrupt America's youth and keep them glued to the TV. Sounds quite exciting, doesn't it? On the other hand, the Boggit would rather watch dragon-spit dry!

### A Fairy Tale Solution

I have given that ugly Lolette the unicorn and then I managed to get inside the Ogre's House. When I was there I was chased by a strangely deranged dog. I read in a rival magazine that there is a bone you must find, but I cannot find it anywhere. I even tried to dig up some graves to get one. Please answer or I'll have to hide away in a dark room for the rest of time.

William Ellis, Rugby

So, you have been reading rival mags and handing over unicorns to witches. You're a bit of a rotter aren't you! I don't mind you handing over unicorns, because even though they look sweet they are forever trampling over my Petunia Patch and doing unmentionable things on my rhubarb.

I know that some humans think it is a good idea to put dung on rhubarb, but I tried it once and it made me sick. In future I'll stick to custard.



Treasure chests are always worth obtaining. The one lurking behind the locked doors on Dungeon Master's Level 3 must be opened or you'll never make it to Level 4.

Reading rival mags is the mark of a real swine and I'm not sure I should help you. You are correct that the Ogre's dog wants a bone and I know that this tasty treat is behind the waterfall, but before you rush off and drown yourself I must tell you that it isn't that easy.

First you must find the little bridge which crosses over the stream and search beneath it to find a golden ball. Take the ball to the frog which is swimming in the nearby pool and give it to him. For being such a kindly soul, the frog will repay you with something which will solve your problem.

### Dungeon Master's Transporting Chest

Upon obtaining the muchly raved-about game Dungeon Master, I did feel compelled to go mummy-slapping throughout the land and generally be most fearsome with my party of kleptomaniac club wielders. The joy was twofold when I encountered on Level 3 many caves and lots of squashy things. I said to Spitbucket my faithful, flightless homing pigeon, 'Here are lots of squashy things.'

'Yes, but what about yon long line of portcullises with a transporting chest behind,' said Spitbucket. Anyway, much later whence I had cleared the level of greeblies and obtained all but the last key to the set of doors which lead to the dreaded Level 4, I foundeth that I could get nowhere fasteth. How do I obtain the chest? Does it hold the last key? Failure to answer this question will be punished.





Hefty Hilda the Oak Feller and Tiny Tim the Ferret handler shall chase ye so far over the hills, ye olde father God himself wouldn't be able to spot you with a telescope.

#### Typhus the Unclean, One-Legged Oboe Player

I would have thought that a flightless homing pigeon was as useful as a chocolate teapot. To obtain the chest of which you speak, simply push the button outside the room where the chest is. As the chest is transported to other rooms simply follow it and push the button outside the new location. After the chest has been in every cell it will transport itself out into the corridor.

#### Boggit's Unbelievable Lair

Why do you carry on this joke that you live in a hollow tree when it is painfully obvious that you don't? I can't believe that you have been able to fool all these gullible people. To live inside a tree you would have to be very small and if you are that small you should stop abusing people (e.g. French and Atari users) or they will come round and kick you.

The tree would need to be very big – about 600ft to give you the floor space you need. Or have you invented a Tardis tree which is bigger inside than it is outside? I would think that this is highly improbable as you obviously have a very low I.Q. I believe that none of these things are true and you really live in a big, detached house because of this cushy job. Or don't you use the money they send you each month! I can't believe that you are

paid to play on a computer all day and answer an occasional letter.

How did a Boggit get such an easy job? Is it just Ataris you hate or is it all other computers? If it is the latter, why do you call your pet after the BBC Archimedes? And if owls are meant to be so bright, how come one is living with you?

Neil Giggins, Northants

One thing which we should clear up right away is that I am not small – I am 'Vertically Challenged'!

Standing in the doorway of the Blackthorn tree this morning I watched the Goblin Postie as he struggled up the path with the 'occasional letter', and when I told him what you said, he used some extremely colourful language then walked away very slowly. The Blackthorn Tree is huge and I don't know how big it is. One thing I do know is that at my age I have no intention of trying to climb it to find out. Inside it's not spacious, but how much room does a Boggit, an Owl and an Amiga need?

A chest for software, a cot for sleeping and an open fire for cooking is all we require. I've also got running water - when it rains.

Admittedly we do suffer a little with the damp in the winter. In fact last year I caught a herring in our mouse trap. I don't hate all other computers – just their owners. Archimedes is so called because he is extremely clever, and while he can do calculations as fast as lightning, nobody wanted him.

I hate the French because they think they're special. This is particularly annoying to Boggits, who know that it's only they who are special. If you



don't believe every word that I say, then address your next letter to 'The Lazy Swine with the Cushy Job. 29, Big Detached House'. I bet the letter never finds me.

## Star Letter

### Dark Secrets of the Black Crypt

For some time now I have been engrossed in the game Black Crypt which I rate as superior to the great Dungeon Master. However I felt that the two save positions allowed on the game disk as not sufficient so I made several copies of it.

As a result of this, and quite by accident, I discovered a foolproof method of multiplying any item in the game.

This is simple, effective and does not entail the use of kitchen foil, plastic lemonade bottles, sticks of non-toxic glue or a cardboard tube from a bog roll. (Bogroll? Isn't that the fabled creature which results from the union in matrimony of a Boggit and a Troll?) And best of all you don't need the help of a bloody patronising adult!

Even an Atari user can do it. Although in this case adult supervision would be mandatory. When you've got some items you wish to multiply, find a staircase where the program accesses the game disk. You'll need peace and quiet at this point so make sure you waste all of the scaly-arsed beasts... (er... can I say that?... Oh... I've said it. ) at the top and bottom of the stairs. Select all the items from your pack and pile them on the floor at the top of the stairs. Save the game on disk 1.

Exit the game and make a copy of the disk using Workbench (remembering to rename the disk to remove the 'Copy of' part). Reboot the game and load the position you just saved. Pick up all the gear and then move down the stairs where you must again drop all the gear on the floor and save your position on your second save disk.

You now have two disks; disk 1 with a pile of goodies at one end of the stairs and the other with the goodies at the opposite end of the stairs. Ah! Good! I can see the glow of enlightenment dawning on a couple of faces at the back there.

Now you can use the staircase, pick up your gear, change the disk, use the staircase and pick up

In the early stages of Mindscape's Nightmare you learn that padding can be fatal. Unfortunately, there does come a point where you have no option but to get your little tootsies wet.

your valuables ad infinitum. Judging by the deafening roar of disk-swapping you've grasped the idea.

Well that's about it apart from one stern word of caution. (Well several actually). Don't use this cheat unless you're abso-bloody-lutely desperate cos, like other cheats, it will ruin the game and render the whole trip pointless. And I mean that sincerely folks, I really do.

P.S. I bet that smart-alec owl of yours sussed out this cheat five minutes after booting up the game.

Mordox

I'll go along with your warning about using the cheat as it will ruin the gameplay, but that's between the player and his conscience. Black Crypt has an unusually tough starting level which might make you feel disappointed because you fear that it's going to be too hard, but don't worry.

If you persevere and learn to run and hide between attacks and you'll soon break through to the really exciting part of the game.

You didn't send me your address, but if you are in a place that allows parcels I suggest you do so.



J.S.91





# SEGA FORCE

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KNOW THEIR  
ALLEY RATS —  
THEY STAY  
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### Taking a Well-Earned Rest

What is bald, brown, has four legs and looks like two monks that keep beating the hell out of me in Delphine's Future Wars? ...Erm, well actually it is the two monks that beat the hell out of me in Future Wars. So what I need to know is how the blumming heck I can get past them and into the village/monastery. If you help me, may radiant jewels rain down upon your angelic countenance etc. If not, may a pox of large, gooey, spotty-things cover your head!

Mark Walbank, Leeds

Having made your way through the marsh you pass through an idyllic pastoral scene, complete with leafy trees and a sparkling river. I suggest you take time out from your cares and worries and go climb the tree next to the water's edge.

As you sit munching on a blade of grass, reflecting on why you are so thick and the Boggit is so wise, another dozy human will appear. Before you can say, 'Strip Jack Naked' he'll be out of his clothes and into the water. Luckily for you, he is also 'strong in the arm and thick in the head', so his clothes will be a perfect fit. Dressed like a yokel you'll be able to saunter past the W.W.F. monks in safety.

### Delphi's Bane of the Cosmic Forge Riddle

Please help my wife and myself with a clue for Bane of the Cosmic Forge. We have found the Cave in the Dark Forest and met Delphi, but when we are asked, 'Who are you?' we don't



### Listen to the Sea in King's Quest V

Please help me omnipotent Boggit with a problem in Kings Quest V. I have landed on a beach and met an old man who lives in a shipwrecked boat. He tells me to speak up, but I do not know how to do that. I tried everything but finally gave up.

Till that moment the game was quite easy, (apart from the desert) and I collected 163 points out of 250 in two weeks. The new controls for the Sierra games are superb, (because we don't like typing do we?).

Mike, Poland

I'd like to know how you have got the Amiga version of King's Quest V in Poland when it's not even available in Britain yet. I thought Poland was having trouble getting sausages, never mind software! Although I have yet to play the Amiga version you'll be glad to hear that I am still smart enough to help you. I have consulted a mystical scroll which contains the solution, but it makes no mention of any problem concerning speaking to the old man.

I suspect that you are confused because the game doesn't expect you to talk to the man. Instead you should be giving him something.

What he seeks is the shell which is to be found near the boat on the Harpies Island. The scroll says; 'Ring the bell, give the shell to the old man and he will heal Cedric. The mermaid will now lead you to Murdock Island.' Now the old man can put the shell to his ear and

Looks like it's party time at Bag End for the Hobbits (no relation). Eat, drink and be merry for tomorrow we set off to confront the Dark Riders.

Whenever I feel depressed and the world is getting me down, I read a letter like this one and I realise that my troubles are but nothing. I could instead be a raving loony like Tom Richman.

As well as finding the children you should help Anson Goodbody find his dog which is to be found to the West of his home. You should trade the key to Bag End with Lobelia Baggins after you have explored there yourself.

You can enter Brandy Hall by using a Charisma or Sneak spell, then nip down to the cellar and use the Perception spell on the bathtub. This will let you find the key to the Gate that you are seeking. Find the master bedroom and again use the perception spell to find the pipe and pipeweed which can be traded with the ghost in the library. Once he's scarpered you can use a Read spell to discover some other useful information.

If you were to use the perception spell on the bathtub in my Blackthorn tree you would find it still covered in slimy oil from the last occupant. Whoever heard of putting oil in your bath! It's like putting buttered toast in your floppy disk-drive to lubricate it.

I was looking through my favourite games the other day and I decided that if you bought Black Crypt, Dungeon Master, Bane of the Cosmic Forge, Nightmare and Celtic Legends, you would have some of the best RPG games written. They are all stuffed with gameplay and worth saving for. In fact I don't know why I am wasting good monster-bashing time by sitting here talking to you. Be off with you. I've got bats to swat and dragons to kick.

Send all your mail to:

**Boggit's Domain,  
The Old Blackthorn Tree,  
29, Blackthorn Drive,  
Larkfield,  
Aylesford,  
Kent ME20 6NR**



know what to reply.

To all our replies he says, 'Begone!' Thanks for giving this game a mention in your column - it's the best game we have ever played. Roll on Raiders of the Dark Savant.

David Gray, Essex

Delphi asks two questions and the answers to these are; 'We are Fascination' and 'We seek Divination'. Glad you like the game. Those in the know say that the next game in the series is even better, so keep a look out for it soon.

hear... Nothing!

### A Hedge Gate Key for the Finding

O' Boggit of the Industrial Loins, I beg for help with Lord of the Rings. So far I have rescued the children from the wood and recruited a few men, but what do I do now? I have found a key in Brandy Hall, but it won't fit the Hedge Gate lock, so please hear my call of distress. I enclose a piece of cardboard with this letter for you to trade with your owl friends for some wiggity grubs, that's how generous I am.

Tom Richman, Witney

Letters like this give me a warm glow in my heart.



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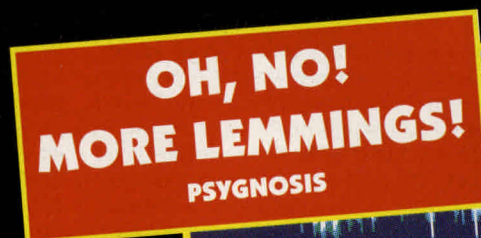
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**OH, NO!  
MORE LEMMINGS!**  
PSYGNOSIS

**92%**

*"High-powered vacuum cleaners, monster pile drivers and mincers all add to an already hostile scenery. These features coupled with acid vats, perilous water pits and the like make the original Lemmings look decidedly tame." AA Review February '92*

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# GAME

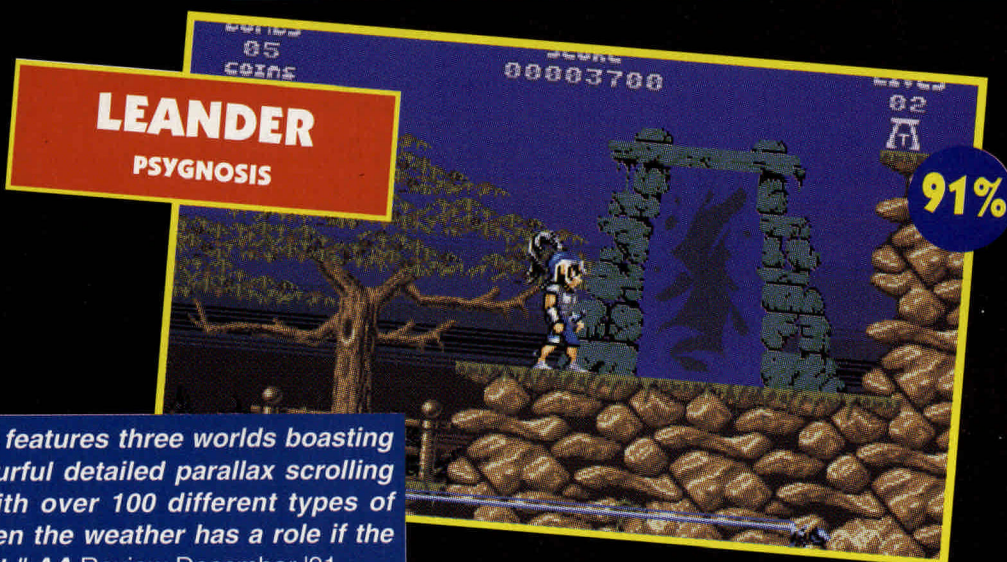
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**WOLFCHILD**  
CORE DESIGN

"Technically it is superb, the graphics being very atmospheric, especially the lightning effects when the main character transforms into a wolf. The collision detection is very convincing particularly on sloping surfaces. Definitely recommended to shoot'em-up freaks!" AA Review January '92



"The game features three worlds boasting some colourful detailed parallax scrolling scenery with over 100 different types of enemy. Even the weather has a role if the gods see fit." AA Review December '91

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## IS CHARLEY RIGHT?

Firstly, I would like to say that your magazine is very good and top of the Amiga magazine pile however, I do feel that it has gone slightly downhill since the new 'league' system and reviewing system have been brought in. The league system is a very good idea and is used to its full potential. But after reading Simon Charlesworth's letter (March 1992) I agree with his comments about your reviewing system. In the good old days, a review comprised of a 'brief' description of the product and then a look at the pros and cons. Now it seems that the brief part is what we read the reviews for, to find out what the game has to offer.

A review should be a review, not a long description of what happens and a background of the storyline.

The games players really want to be told why they should go out and spend £25 plus on a game, after all, they are the people that keep the software publishers in business.

They could find out the story of a game by reading the back of the packaging. Apart from that, there is only one other gripe. The Talkback section should be two pages long. I know that it's down to the readers to make Talkback bigger so get writing everybody. I must also say that the budget reviews are excellent and this feature should be as regular as possible. Keep up the good work.

**David Bondar, Gedling**

*Many readers agreed with Simon Charlesworth's comments, quite a few others didn't. Just before we received his letter, we had one of our regular Amiga Action get togethers, in which we discuss the magazine in great depth.*

*As a result of that meeting, we decided to reduce the amount of storyline and concentrate on explaining the fundamentals of the gameplay. We've also decided to criticise specific parts of the game in the body text, so we needn't raise the point again in the final 'summing up' comment box.*

*In the future, we may actually*

*change the format of the comment box entirely and simply make a list of the good points and the criticisms. Your thoughts on this matter would be greatly appreciated.*

*Finally, we would increase the size of the Talkback section if we received enough interesting letters.*

*90% of the letters we receive are extremely boring and many simply highlight petty spelling mistakes or minor discrepancies, errors which we are fully aware of and do our very best to try and eradicate.*

## SHUT YOUR MOUTH

I'd just like to congratulate you on an excellent and informative magazine.

I've been buying it for nearly a year and it has helped me make many correct decisions in the purchasing of software. However, I do have a complaint concerning Peter Lee's budget section Bettabuy. I think his budget section is very good and to the point, too much to the point in some cases.

I refer to his budget section in which he reviewed Power Drift.

It may well be a poor game, but telling us to avoid it like you'd avoid aids is going a little over the top.

All of us want to avoid contracting aids but writing similes such as these are really uncalled for. I don't want to sound boring because all the other reviews and budget reviews were to the usual high standards.

One more question: why did it take so long for you to review the Never Ending Story Two?

I bought the game two month before you reviewed it, and I agreed with everything you said in the review, but why did it take so long for you to get hold of a copy?

Anyway, all the best for '92 and may the magazine and the coverdisk demos stay up the standards of '91.

**Richard, Cumbria**

*I'm glad you like the budget section, and yes you're right, I do like to be as blunt as possible, simply because there's little space for in-depth criticism or if the need be, praise.*

*I only referred to aids (and I am fully aware of the seriousness of it)*

*because I needed to stress a desperately important point.*

## WEIGHT WATCHERS

Last Christmas I bought an Amiga A500+ and need I say I was very impressed. A few days later I bought my first Amiga Action (January 1992). I was impressed with the quality, quantity and the easy to follow layout of the magazine. I eagerly awaited the next edition, but when it finally caught my grasp all the qualities of the last edition were there except quantity, and thus the March edition was substantially thinner.

Put simply, your magazine is shrinking and I am sure other readers have noticed this too. From January to March the amount of pages have gone from 120 to 104 to 96! Could you explain this variation?

The second item I would like to pick up on is that you mentioned in a previous Talkback 35% of games don't work on the plus. Apparently, Silkworm is one such game, yet it runs perfectly on my machine.

**Jasbir Singh, Walsall**

*The size of the magazine reflects the state of the software industry. After the Christmas rush and during the summer months, fewer games are released. Therefore, there's a big drop in advertising sales and far less reviews, hence the reason the Christmas issue (January 1992) was so much bigger than the issues following the festive season.*

*Regarding your second point, we stated that 35% of old Amiga games didn't work on the A500 plus and that it's unlikely that any new software will fail to support this infamous machine.*

## SACK THE DISK EDITOR

I have been buying your magazine now for several months mainly because of the coverdisks as I am sure most Amiga owners do.

I have been impressed with the quality of these and my children have had hours of fun playing the demos.

In the March issue of the magazine however, you included two disks with contradictory loading instructions. Disk 25 can only be run on Amigas with one megabyte of memory whereas to run disk 26 it is necessary to remove the add-on memory from the machine.

I am sure that most Amiga owners have at least one megabyte of memory and I am also sure that they are going to love having to remove it every time they want to play this demo.

I should imagine that Amiga Action is also aware of this and to issue a demo that requires customers to unplug an integral part of their computers just to play one game is a bit thoughtless. I certainly don't intend to disconnect the extra memory from my Amiga for the sake of a single game demo. What's more, I doubt the sales of the full game will be very high if its requirements are the same.

**David Graham, Scremerston**

*Coverdisk demos are usually early development versions of up and coming games, therefore, it's very unusual to receive a demo which respects alternative Amiga configurations. Playtesting and system compatibility are usually the final parts of any project, so you can understand why it's so difficult for us to be presented with a demo that suites every Amiga user's needs.*

*We try our best to rectify compatibility problems before we duplicate the disk - I'm sure that the finished product will be 100% compatible with the entire range of Amiga computers and configurations.*

## GET ON YOUR BIKE

Being on the dole, I find it hard to keep up with increasing game prices. Therefore, I've often relied on Public Domain Software. I used to consult your PD guide, but it's now disappeared. Do you intend to bring back this feature or should I look elsewhere for such reviews?

**Alan Stevens, Birkenhead**

*The quality of PD isn't very high, so we've decided to concentrate on budget titles instead; an area of the market which is expanding rapidly. We will however, be covering PD software from time to time.*

Send your letters to:

**Peter Lee, Talkback, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**

# TALKBACK



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# AND FINALLY...

In the past, we used to dedicate the 'And Finally' section to idle gossip and AA team talk. These days there's simply too much going on in the huge world of Amiga gaming, so if it's software industry scandal you're after, wait for next month's Hot Gossip article. This month we've dedicated this page to Renegade, who, at long last, have announced details of their first 'non-Bitmap' productions...

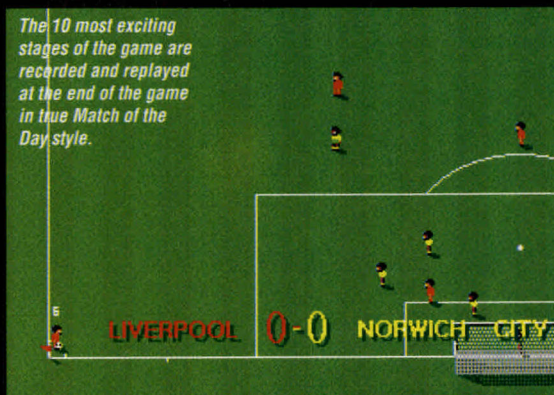
## SENSIBLE SOCCER

With the European Championships just around the corner, we can fully expect an abundance of footy related computer titles. The favourite to take this summer's crown however, must be Sensible Soccer, created by, yes you've guessed it, those whacky Sensible Software people.

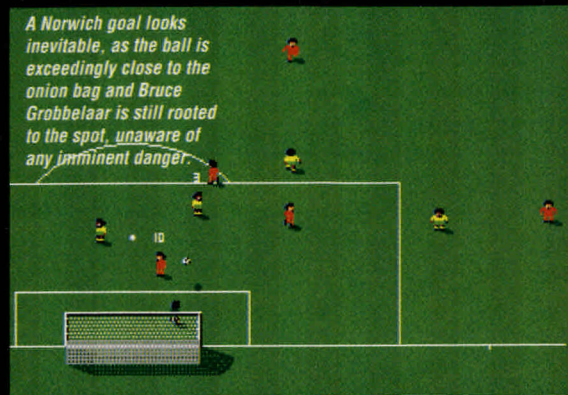
After playing Kick Off II to death for the past couple of years, Sensible and, of course, Renegade firmly believe that they've produced a Kick Off II beater. Not an easy task, I'm sure you'll agree, but from what we've seen so far, it should certainly be a close contest.

The action is viewed from a slightly different viewpoint and the pitch is a little smaller so it's possible to play the passing game without having to refer to an awkwardly placed pitch

*The 10 most exciting stages of the game are recorded and replayed at the end of the game in true Match of the Day style.*



*A Norwich goal looks inevitable, as the ball is exceedingly close to the onion bag and Bruce Grobbelaar is still rooted to the spot, unaware of any imminent danger.*



2 mins.

*Norwich striker Darren Beckford strikes for goal, but as there's still a lot of work to be done on the aftertouch system, it probably won't go in.*

scanner. The player graphics are also slightly smaller than their Kick Off II counterparts, yet surprisingly, they're a lot more detailed. Headers, diving headers, slide tackles, overhead kicks and even the trainer's magic sponge can be seen in detail.

More importantly though, Sensible have spent a lot of time mastering the control system. Passing

the ball accurately to another player (a player in possession of the ball will always be supported by a teammate!) is a simple matter of jabbing the fire button, while the slide tackle feature has been taken a few steps further, so it's possible to trap and intercept the ball, even if the opposition aren't presently, in possession. Sensible also plan to

house the arcade section in a mass of management style options, so you'll be able to create your own teams, kits and leagues.

Also, expect the initial release to be accompanied by a series of forthcoming data disks. Sensible Soccer will be released on the Renegade label to tie in with this summer's European Championships.

## FIRE AND ICE

Games programming supremo Andrew Braybrook is the driving force behind Renegade's other 'non-Bitmap' release, Graftgold's Fire and Ice. Braybrook, responsible for the all-time classics Paradroid, Uridium, and more recently Rainbow Islands, has yet to produce a turkey, so yes, you can be excused for expecting something hugely playable and gorgeous to look at.

Fire and Ice is a typical platform game-cum-shoot'em-up. The overall objective is to defeat an evil wizard, who sits at the end of seven huge worlds.

To make things a tad more difficult, each world is split up into four different subsections, so the entire game consists of around 700 screens.

To complete a stage, you must guide your not-so-cute Coyote character around the contoured landscapes in search of a broken key.

A number of the wizard's minions possess the pieces of key, so it's imperative to destroy these characters by converting them



*Convert the minions into ice using your special weapon and shatter them to hopefully discover a single piece of the broken key.*

into ice and smashing them up.

Then, of course, there are the secret rooms, bonus objects and weapon power-ups which enhance the gameplay even further.

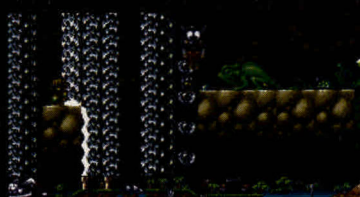
Expect a full review of this potential masterpiece next month.



*The volcano looks like a harmless section of the backdrop, yet it soon erupts and sends white hot rubble crashing down on our hero's head.*



*The Underwater world severely limits the Coyote's fluency, so hitching a ride on the back of that turtle may not be such a bad idea.*



*Fire and Ice is a masterpiece. Smooth parallax scrolling, contoured landscapes that perform perfectly and staggering on-screen colours.*



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# 5 GAME PACK



## TREASURE ISLAND DIZZY

"Amazingly cute - a winner!"

**Your Amiga**

## CJ'S ELEPHANT ANTICS

"Packed with colour and playability"

**Raze 93%**

## SLIGHTLY MAGIC

"Enjoyed Dizzy? You'll get a buzz out of this"

**Games-X**

## SPIKE IN TRANSILVANIA

"Original and great staying power"

**Zzap! 91%**

## SEYMOUR GOES TO HOLLYWOOD

"Seymour looks good and plays very well"

**Games-X**

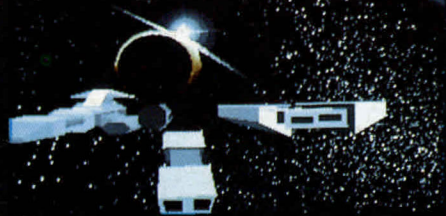
"These are the best cartoon action games I've played for ages! Fun, adventure, action and playability all for £24.99! Seymour's so funny, Slightly's got so much in it, Spike is packed with puzzles, CJ's Elephant Antics is non-stop action fun and Treasure Island Dizzy is a great arcade adventure! 100% fun - to the max!" **David Darling**

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The image  
update is  
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ACE**



**"The game's  
graphics and  
presentation  
are nothing  
short of  
stunning,  
and there's a  
great wad of  
playability in  
there too.  
Ocean have  
never had it  
so good!"  
ST ACTION**

**"The  
overall  
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you get  
is one  
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