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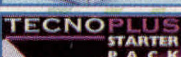
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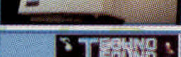
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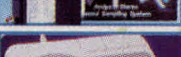
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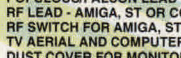
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AMIGA ACTION

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Printed by: B.P.C.C. East Kilbride

Cover artwork: Paul Kidby

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ALL THE MONTH'S RELEASES REVIEWED!

88 blue print

This month we take a peek at D.M.I., more commonly known as Demonware. With a plethora of software in development we take a look at three potential scorches which are soon to hit the streets. Sword Of Honour is an arcade adventure set in ancient Japan. Doofus is a platform romp featuring man's best friend. Finally we preview Locomotion — Hornby Railways on a grand scale.



Locomotion pg 88

All right, the games up — Sonic is a trademark of Sega Enterprises Ltd of Japan. All trademarks and copyrights are recognised.

Fancy a Star LC200 colour printer? If you do you're 'gonna have to work for it in this month's mega competition in conjunction with Zool and Gremlin Graphics. We also have plenty of super duper runner-ups prizes to be won including T-shirts, lapel badges, signed copies of Zool and plenty of other definite merchandise. Interested? Of course you are so turn to page



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Win a Star LC200 colour printer

regulars

News.....10

The cat is back. We take a look at the latest releases from Loriciel including The Cartoons and D-Day. We also take a peek at Crazy Cars III from Titus and the slimy, funky reptilians in Empire's Cool Croc Twins!

Super Leagues.....102

Can Zool bash his way up to the very top of the Platform League and will Monkey Island II be better than its predecessor? 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 borrow yours!

Budget Games...90

Alan 'Rancid' Bunker takes you through the latest and hottest budget releases. Under inspection are CrackDown, Panza Kick Boxing, Disc, ADS, Sly Spy and Escape from the Planet of the Robot Monsters to name but a few.

Boggit's Domain....93

The stinking but lovable wretch is here once again with the latest gossip in the adventure world as well as plenty of hints and tips on how to complete those really difficult tasks that only a Boggit would know the answers to.

Talkback.....101

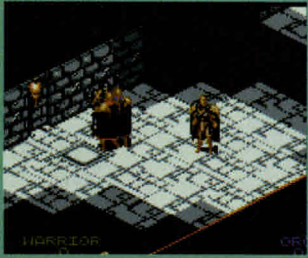
Peter 'Puss' Lee gives it to you straight and no messing. If you have had the bottle to write in to our sharp-tongued king of the Amiga Action letters page then your effort may be here in this month's forum for the bored Amiga user.



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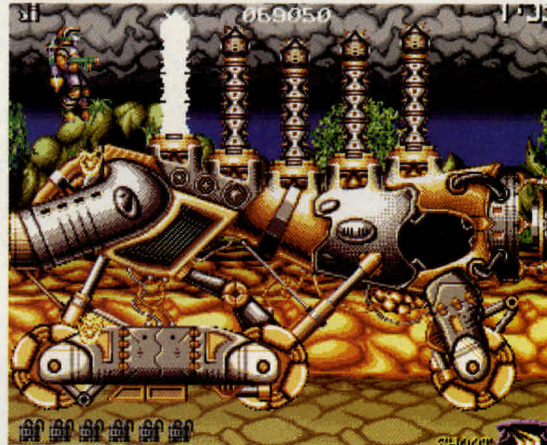
giving the game away

The ultimate player's guides for the ultimate gamers! After a splendid review that begged you to buy Deliverance by 21st Century, we now have the complete solution, mapped with all the intricacies and details that you need to know. Grab your double-edged axe and boldly strut forth like a man with a mission. If adventuring is more your style, we can enlighten you on Domark's Shadowlands. Peter Lee opens those locked doors and lightens those dark and gloomy corridors to take you and your party members safely through the dungeons that are full of traps and evil minions intent on your destruction. Follow Peter on his epic journey and remember — be brave!



reviews

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LIVERPOOL An absolutely huge playable version of Grand Slam's soccer sim. Play against the machine or against your pal. First one to score wins the game. We guarantee you won't be disappointed with this great demo.

BUG BOMBER A puzzler cum shoot'em-up cum strategy game? Yup, it's original all right and it's challenging too. Don't miss this fiendish teaser from DMI.



THE BEST OF PUBLIC DOMAIN Five of the best games from the world of PD. There's a Tetris clone, a hilarious version of Frogger, the ancient puzzle game Go, Megatron (like the arcade game Tron) and our fave, Asteroids...

6



Liverpool

Get stuck into the biggest playable demo you've ever seen in your life!

We've seen some pretty amazing demos lately, but this one has got to be the biggest and best yet. Liverpool is of course a football game, but it's not just another Kick Off clone. This one's an original. And it's bloomin' huge to boot.

This superlative demo allows two players to battle it out head to head with one player taking control of Britain's most successful football club.

And, there's no time-limit either! You play until one player scores, then the action resets itself.



With such a massive array of talent on offer, winning the league and FA Cup double should be a stroll. Liverpool-The Computer Game allows would-be managers to select their starting 11

What's it all about?

Upon loading you are presented with the title screen which displays the game credits and also some of the features which will be complete in the finished game, but not in this demo (you don't want the whole game do you?).

Pressing the fire button on the joystick takes you to the primary options screen. For the purposes of this demo all the three of these options have been disabled.

The functions which do work are AFTERTOUCH, TEAM SELECTION and PLAY TWO PLAYER FRIENDLY.

Click on the AFTERTOUCH icons to toggle this feature on and off. With 'on' selected, the ball can be swerved by pushing the joystick in the required direction just after the ball has been kicked.

Clicking on TEAM SELECTION puts you into the Manager's boots. A default team has been picked, but to deselect a player simply click on his

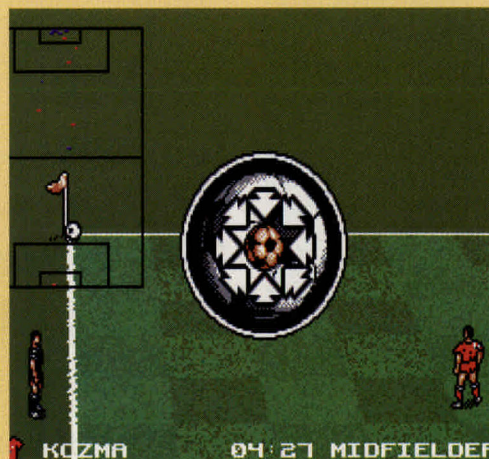


The kick-off sequence on this particular demo isn't quite complete, so when the referee blows his whistle, run like crazy to gain possession before your opponent

portrait to make a larger portrait appears in the top right-hand corner and click on the RESERVE icon to remove him from the team.

To select one of the players, click on the IN TEAM icon with the required player expanded in the large portrait window. The selected players are then highlighted in blue.

Choosing one of the formations lets you place players. Once you're happy with your team selection, select PLAY TWO PLAYER FRIENDLY and then select your pitch type and match duration. Click on START FRIENDLY to kick off!



When a corner is awarded, an icon is displayed showing the possible types of kick. Select the desired direction and hold down the fire button to make the ball go further

He shoots, he scores...

So what tips will you need to actually win at this thing? Well, try a few of these...

Without the ball: Moving the joystick in a particular direction will move the player currently under your control in that direction.

If you press the fire button while running and your team was not the last to touch the ball, one of the following will happen:

1. If the ball is below head height a sliding tackle will be executed.
2. If the ball is above head height a header will be executed.

With the ball: If you make contact with the ball, then you will begin to dribble it in the selected



A small altercation in the six yard box results in a penalty kick. Monitor the speeding arrow and press fire when you're happy with its position

direction. Reversing the direction of the joystick quickly will cause a chip to be executed in the original direction.

If you press the fire button a kick will be executed in the direction your player is moving.

Trapping: This is a way of passing the ball accurately. Stop running and hold down the fire button. Run to the ball and you will trap it.

Move the joystick to change player direction and release the button to pass the ball to the nearest player in that direction.

By the time you have played this massive Liverpool demo you will realise just how good the game promises to be. Fear not, we will have a full review in the next issue of Amiga Action.

PUBLISHER: Grandslam

PROGRAMMER: Arc Developments

TRACK RECORD: Strong licences, quality arcade conversions and excellent original titles, Grandslam has produced them all. Keep an eye out for several of the up and coming titles too. These include Nick Faldo's Golf, Beavers – the great platform game that has you billed as a dam builder – and a role-playing game with a difference.

GAME TYPE: Sports sim

PRICE: £25.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

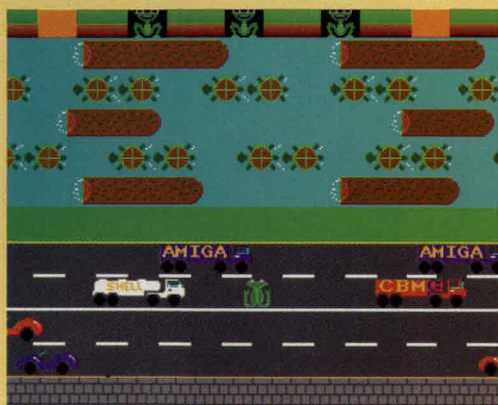
Loading the quite sensational Liverpool demo is a piece of cake. Simply insert the Liverpool demo disk into your Amiga's internal drive and power up. The game will load and run automatically.



Five Brilliant PD Games

These great PD games will have you spoilt for choice.

Frogger



The PD market is being very generous to all you lucky Amiga owners, especially now the golden oldies like this one are available to you all at very little cost. How anyone can whinge or moan at cover disks being of low quality when we at Amiga Action work day and night, week and weekend, through hot and cold climates to bring you only the best in binary entertainment. You'll find no hexadecimal rubbish on this disk I can tell you!

Asteroids



We really are spoiling you, aren't we. Does anyone ever recall holding down the left button and firing wildly. Then, when an asteroid is close to hitting you pressing the hyperspace button and away you go. Not really much skill involved but always a good laugh non-the-less if all a bit expensive at the end of the day. You will not need a bag of 10p's for this PD classic, all you need is a joystick and your wits and ideally a friend who can press the hyperspace key!

Yes indeed, the Amiga Action team, renowned throughout the entire Amiga fraternity and industry for their classy cover disks, brings you our best PD compilation to date.

Forget the sun, sand and sea and lock yourself in your bedroom with a cup of tea and some chocolate biscuits to while away the summer nights. What are you waiting for, load it up and check it out.

What's it all about?

1) **Frogger**, I remember playing this many years ago in a small chip shop in Blackpool, ah those were the days. You take the role of a cuddly green frog trying to make it to the river on the opposite side of the road.

It's lots of good fun and gets really hectic as you avoid the trucks, cars and frog eating snakes. You'll love it!

2) **Go**, hmm sounds a bit dodgy this one. I remember playing this way back in the 15th century in Osaka in Japan (honest). But seriously, this is the game that spawned the boxing day classic Connect Four.

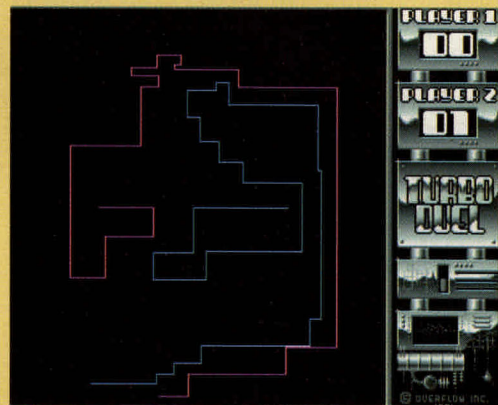
Originally played with a makeshift surface with a grid drawn on it and two sets of painted pebbles, Connect 4 fans will be in their element.

Twintris



Who needs a Gameboy, when you can quite simply carry your Amiga and a black & white portable TV, in a rucksack and you will be the envy of all your Gameboy carrying chums with this superior version of the old GBoy Tetris

Megatron



After beating everybody in the office at this game, I feel that I'm qualified to say that I would whip anybody at this ripoff rendition, of Tron light cycles. A great deal of pleasure is extracted by smashing your mates into an electrified wall

3) **Asteroids**, (nothing to do with the morning after a vindaloo) several times throughout the Amiga's history we have seen programmers everywhere trying to reproduce the 1978 classic.

None have actually hit the mark until now. The game comes complete with all the features of the original. Who can forget the big, medium, and small asteroids, the pathetic starship that rotated on its own axis and the nasty alien ship that fired with a farty sound effect. Memory lane here I come.

4) **Twintris**, I really can't believe we're spoiling you with this little gem. Twintris is even better than the Gameboy Tetris and far superior than the Infogrames effort. In fact, it's the best! This variation of Tetris the puzzle game is responsible for divorce and job loss.

This is why Twintris has been created to allow two people to play at the same time. Hopefully from now on we'll have a lower divorce rate.

5) **Megatron**, now the end is near and I draw the final curta... I am known for going out with a bang and I've made no exception with the last game on this disk, a two-player light cycle game.

Yes you've seen it before, but a massive buzz can still be gained by enclosing your friend in a small box and watching him sweat as he realises it is just a matter of time.

PUBLISHER: Assassins

PROGRAMMER: PD

TRACK RECORD: Well hey, there is loads of PD available at very little expense, not all of it is brilliant but on the other side of the coin, some PD is better than certain full price software.

GAME TYPE: Varied selection.

PRICE: N/A **RELEASED:** Out Now

LOADING INSTRUCTIONS

Just throw it in your disk drive, wait until the screen changes to a prompt, and simply type in the corresponding number, and voila your game will load automatically.

Plug your joystick in and away you go. I don't need to tell you the way a joystick works, do I? Nah, I didn't think so. Anyway, drop us a line and let us know what you think of this superb disk.



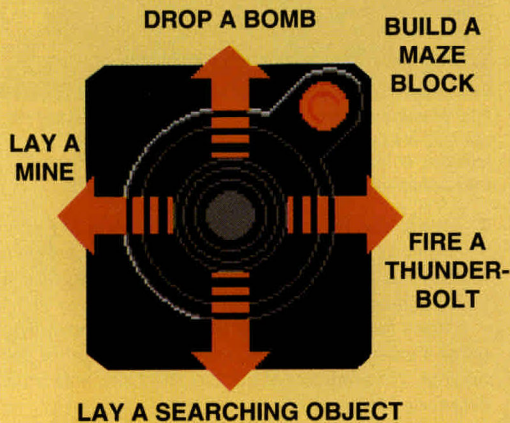
Bug Bomber

This Bomber Man clone is a real blast. Invite your friends round, make them a brew – and blow their heads off!

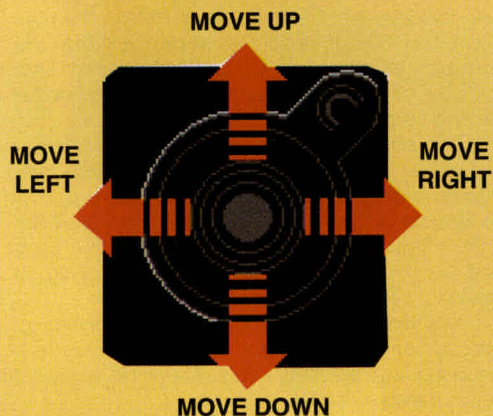
Bug Bomber is an extremely simple, yet typically addictive puzzle-type game in the Dynablast/Bomber Man mould. This demo allows you to sample a handful of levels and play with up to three human opponents on the screen simultaneously, and that makes for great fun.

To make matters even worse, there are a number of computer opponents patrolling the screen too, so you'll have to take them out as well.

WITH FIRE BUTTON PRESSED



WITHOUT FIRE BUTTON PRESSED



What's it all about?

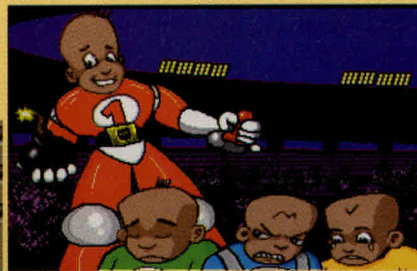
The aim of Bug Bomber is to rid the level of any other on-screen characters, whether human or computer. Before the game begins you can enter up to four human players by pressing the F1 key.

Any relevant player information is then displayed on the screen, so make sure you check which colour character you're playing before anyone presses the fire.

You can kill any living creature by bombing, laying mines, or by using any of the other special weapons available.

It's also possible to change the layout of the maze by laying special blocks. For full details, refer to the annotated joystick shots.

Collect the IQ icons to increase your weapons potential and pick up the EN tokens to increase your energy levels. If you make contact with any adversaries or weapons, your energy levels will decrease and, as a result, your character's speed will be reduced. This may result in you being hit by the enemy and eventually being destroyed.



Try to plant plenty of bombs next to the unhatched eggs. This stops the computer-controlled nasty things from roaming around, making your job a tad easier

Get a few friends round and experience the full excitement of multi-player arcade action. Unfortunately, the third and fourth players must use the keyboard

The bombs will inflict damage or destroy any objects apart from the permanent 'keyboard' style maze blocks. Never stand within three squares of any explosive device

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, PC Wise Unit 3, Merthyr Industrial Estate, Pentrebach, Merthyr Tydfil, Mid Glamorgan.

PUBLISHER: DMI

PROGRAMMER: Kingsoft


TRACK RECORD: Demonware or DMI invariably publish software from Germany which more often than not is of a very high quality. Previous releases include PP Hammer, The Power, Gem'X and Oops Up. Little is known about the company even though PP Hammer was such a massive success for DMI.

GAME TYPE: Puzzle

PRICE: £25.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

To load the amazing Bug Bomber demo, simply take the cover disk and slip in into your Amiga's internal drive. Turn on your computer and wait for the Dos header to appear.

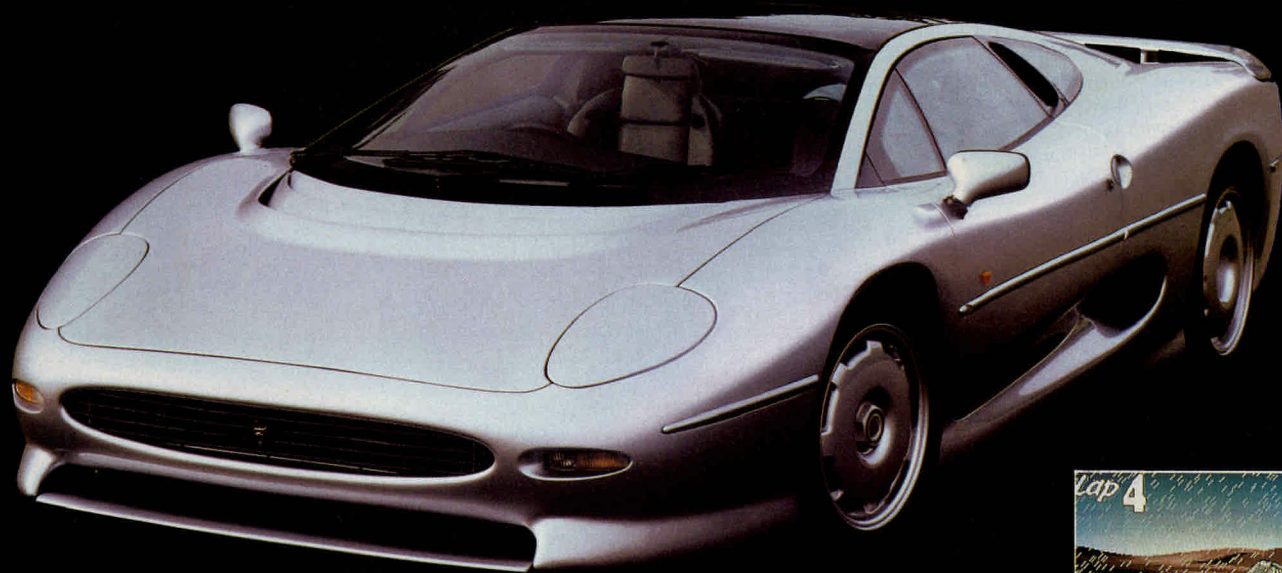


JAGUAR XJ220

Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- Fog, snow, wind, rain and sandstorms.
- One or two-player split-screen option.
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- Map editor - Create your own circuits.
- Financial Management strategy.

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Screen shots taken from
Amiga version





With a display of strength that Valrog is undeterred by, maybe you should actually try hitting someone.



KARATE KID KICKS BACK

Woo-Lan Kid disappeared from the public eye for a while to re-emerge as Dojo Dan. As one to look out for in July, you take the role of a kick-happy martial arts expert who must confront Valrog, the evil ruler of your homeland, Banzaari.

Platform orientated with multi-directional scrolling, there are a total of 20 levels to negotiate, with only your fists and feet to protect you on your journey. Featuring cartoony graphics along with musical effects by Alistair Brimble (whose past influence was Project X among many others), Dojo Dan will be retailing at the typical price of £25.99, published by Europress Software.



Dojo Dan is back and with a vengeance. Europress Software, who are developing the game, are looking to take on the likes of Gremlin's Harlequin. We'll see!



PURE WIZARDRY

Soon to storm onto the Amiga is Wizardry – Crusaders of the Dark Savant, a role playing simulation sure to set your disk drive alight. Developed by Sir-Tech, this is the official sequel to the massive 1991 hit, Bane of the Cosmic Forge. The

publishers claim that there is approximately 200 hours worth of play within the package, making it sure to surpass its predecessor. With graphical enhancements and superb sound effects, Dark Savant is due to be released in the near future. RPG fans should keep a keen eye out for it in particular, as this could be the one to set the standard for those to follow.



The graphics of Crusaders Of The Dark Savant have been beautifully drawn and are excellently animated. This looks to be a contender for the Number One spot in the Arcade Adventure league. Hopefully we'll have a full review in the next issue.

SPORTING TRIANGLE

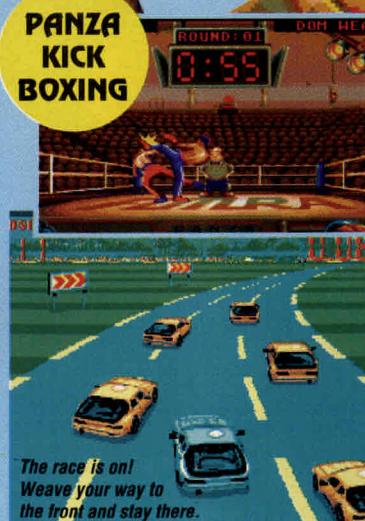
Sports Best is a three game sports compilation, consisting of Turbo Cup, Panza Kick Boxing, and Tennis Cup.

Turbo Cup sits you behind the wheel of a high performance sports car in a competitive race against the clock while Tennis Cup is the original top quality tennis sim.

Kick Boxing, on the other hand, features superlative animation in a one-on-one battle for the championship title where you eventually take on the immense might of Panza himself.

Available now for £29.99 from Loricel, Sports Best is a worthy compilation for action loving sports freaks.

PANZA KICK BOXING



TURBO CUP

The race is on! Weave your way to the front and stay there.

SIERRA NEWS MAG

Sierra and Dynamix produce a quarterly magazine based around all their titles, old and new. From news, previews, look behind the scenes, to plenty of hints and tips, you can now subscribe to InterAction by contacting Sierra's UK office. Call them on 0734-303322 and they'll be more than happy to give you more details.

AERIAL COMBAT

Aces of the Pacific is a flying combat sim based around the dogfights of American and Japanese warplanes during World War II. Whether you're tackling single missions or a full tour, your wits will have to be finely tuned if you are to survive. Pilot

the A6M Zero, F4U Corsair, F6F hellcat, SBD-3 Dauntless Dive Bomber or any other from a wide selection of aircraft.

With a large manual filled with historical data and photos, Aces of the Pacific from Dynamix is set to be a rated addition to our Super Leagues.



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"A MUST BUY." 90% CU Amiga Screenstar



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WACKY RACES

Opposition arrives and disappears into the distance in the form of 20 demon drivers with strong artificial intelligence. Claiming to have 72 colours on screen, Crazy Cars III will be retailing at £25.99.

Whether you're racing through the mountains or chasing through dimly lit tunnels, the pace is frantic



RETURN OF PALADIN

Impressions hope to achieve long-term playability not just by producing an exciting and intriguing sequel, but by means of a 'Construction Kit' that allows you to create your own quests and scenarios. Scan the shops for a mid June release.



Remember the days of Daley Thompson's Decathlon? Well, Ocean's classic will always be fondly thought of, but now Psygnosis are creating a '90's version. Even simple activities like the javelin have been drastically improved as you can see by the detailed graphics



Below: "You can't go to sleep now, my love. The country needs you." "Actually, ma'am, he looks a little dead to me. Do you think I could have that sword, now?"

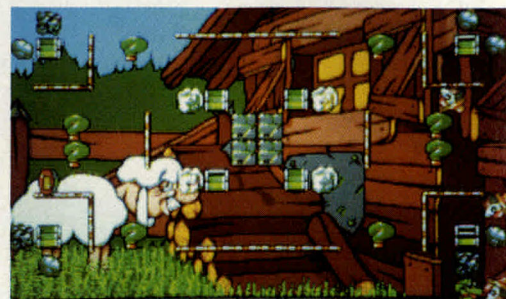


EASY AMOS REDUCED

They also issued the statement: "To support existing AMOS owners who have already invested £49.99, we will provide a support scheme allowing them to buy Easy AMOS direct from Euress Software at £19.99, not £34.99. AMOS owners should send their original Program Disc, plus a cheque or postal order for £19.99 payable to Euress Software: Easy AMOS offer, Customer Services, Euress Software Ltd, Europa House, Adlington Pk, Macclesfield SK10 4NP."

COOL CROCS

Armed only with a pair of shades and super croc logic, you must negotiate 60 platform levels, overflowing with tough challenges. Jungles, icy wastes and infested cities are just some of the frightening areas you must overcome. Available soon for £25.99, the Cool Croc Twins are best summarised as the Blues Brothers in fancy dress.



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PROGRAMMING: REMI HERBULOT, PATRICK DUBLANCHET

SOUND BOARD MUSIC AND FX: STEPHANE PICO

DIGITAL SOUNDTRACK COMPOSED BY STEPHANE PICO AND PHILIP ULLRICH

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EUROPEAN PACKAGING DESIGN: MICK LOWE

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THE CAT IS BACK

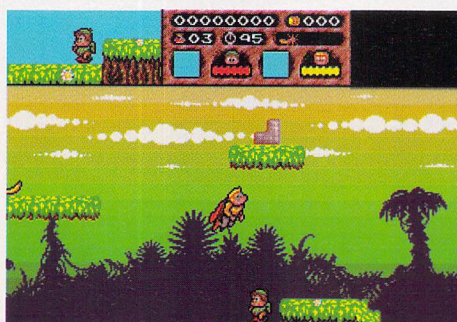


INVASION EUROPE

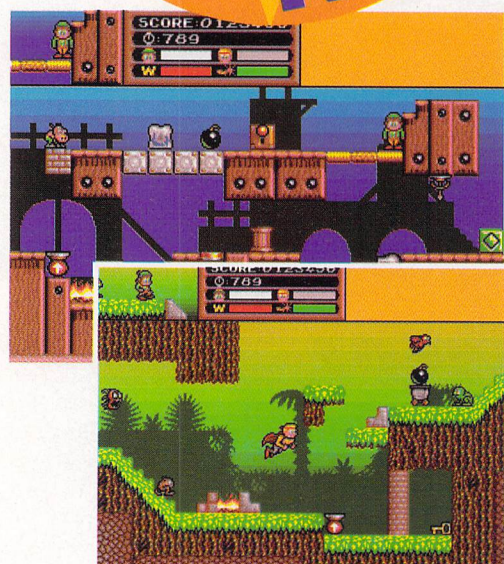
The D-Day landings which signified the start of the end of World War II are presently being turned into a computer wargame for the Amiga. Incorporating arcade strategy, D-Day is currently being written by French software house, Loricel and is in much the same vein as North And South.

There are several different scenarios to the game and these include the tank landings, troop drops and infantry assaults. We only have pictures of the tank landings at the moment and you will probably recognise these as coming from Sherman M4 which was pretty well received.

Also included is a video documentary to get you in the swing of things. No price date as yet but expect to see The D-Day some time in the summer.



While the thick character makes his way across the level, you, as the superhero, must clear the way of any obstacles that might hinder his progress or even kill him!



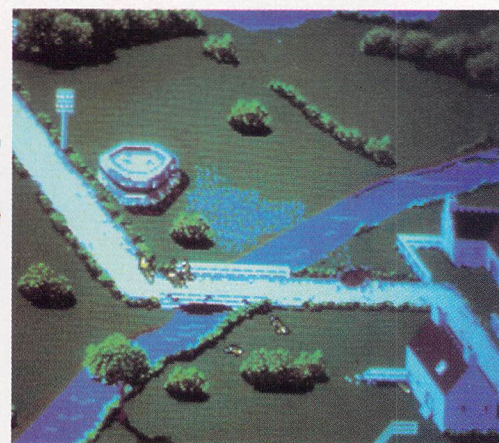
FUNNIES IN TOON TOWN

The Cartoons from Loricel tells of two characters, one as thick as something brown and squidgy and another who is a superhero, entrusted to help his friend from the dangers of life.

You control the superhero and must protect your friend by clearing away nasties or dangers before they encounter them. His progress is shown in the top left of the screen. It should be available in September.



The Cartoons are back in town. In Loricel's latest game you take control of a superhero who must pave the way for your thick friend a la Lemmings



MEGA TRAVELLING!

RPG fanatics will be pleased to hear of MegaTraveller 2 which is very near to completion. Written and designed once again by Marc Miller, the sequel tells of a planet that has been viciously attacked by intergalactic pirates.

The game features over 35 careers and 125 different skills, each of which can be assigned to both male and female characters.

MegaTraveller 2 is to be published by Empire with the release date and price yet to be announced.



The icon interface to MegaTraveller 2 has been enhanced considerably, offering greater flexibility over characters and the commands associated with them

THE PERFECT GENERAL



Based on a twelve year old tournament series, the game includes a highly refined yet very intuitive playing system

- Gorgeous playing field and landscapes
- Clean and simple interface
- Three difficulty levels
- You control every move and fire of your forces
- Superior artificial intelligence
- One or two players, human or computer, plus play by modem
- A wide range of intriguing scenarios
- The thrill and sounds of artillery, tanks and infantry in action

"The Perfect General" computer game is IBM PC and Amiga compatible.

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Screen shots on IBM PC



QQP

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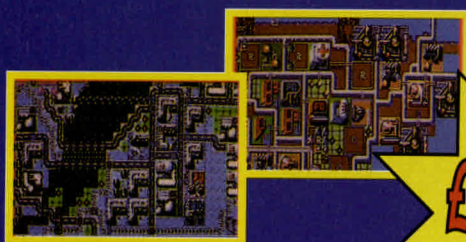
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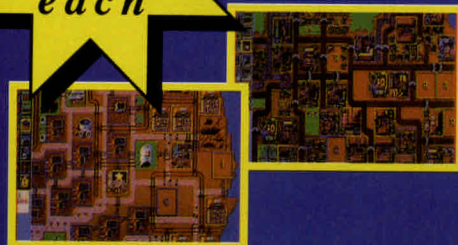
Building on the foundations of Sim City's success, these three add-on disks are an essential part of any Sim City collection



PC Screen Shots

These products require the original 512k SIM CITY product

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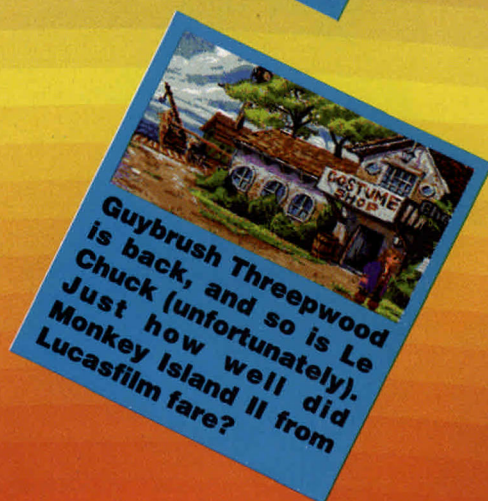
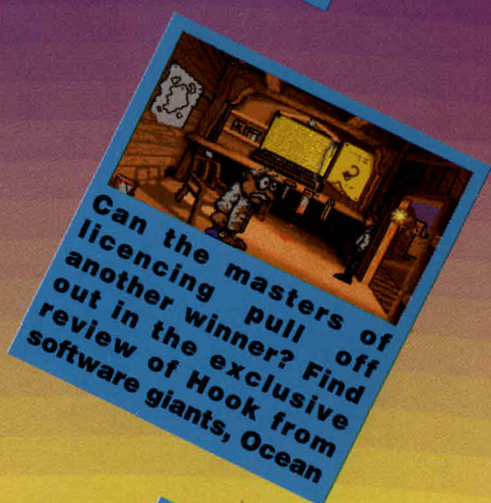
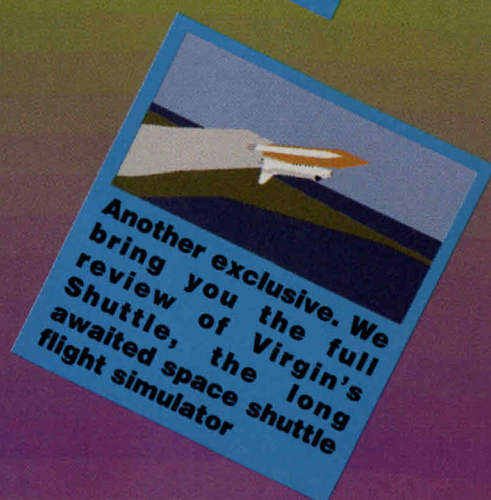
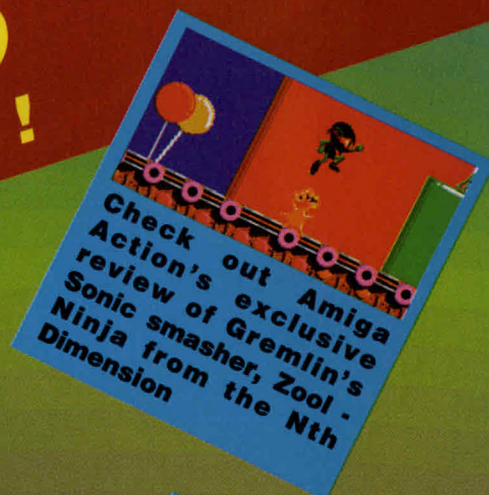
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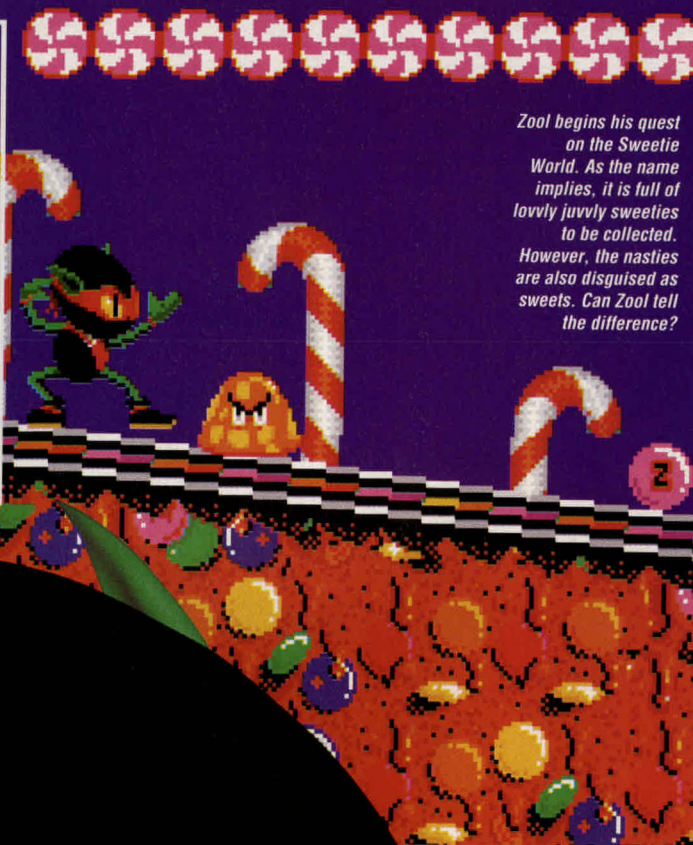
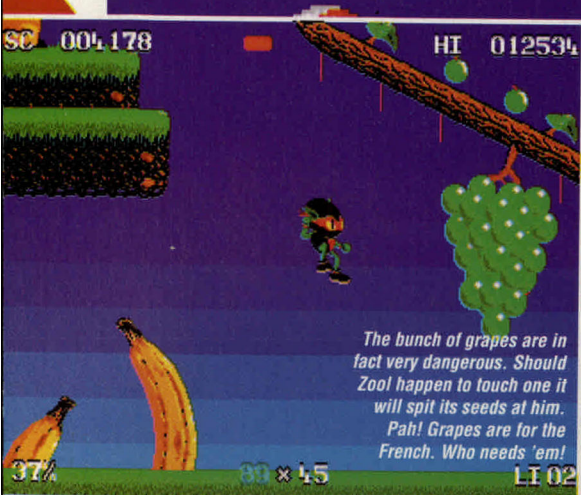
Welcome to the world's
biggest Amiga
games

REVIEWS SECTION!

Welcome to the most excellent games reviews in the world. This month in Amiga Action the latest games come under our intensive inspection and receive their appropriate placings in the famous Super Leagues. We kick off with a mega exclusive of Gremlin's Zool...



Also under inspection in your July issue of Amiga Action: Links, Castle of Dr. Brain, Hostile Breed, Perfect General, Ishar, G-Loc, A10 Tank Killer V1.5, Floor 13, Jim Power, Dune, SimAnt, Addams Family, Pushover, Indiana Jones and the Fate of Atlantis, Bug Bomber, Catch 'em, Striker, European Football Champion, Lure of the Temptress, D/Generation, Championship Manager and Sensible Soccer.



PLATFORM



You can't really define Zool as a certain type of character, for he resembles none. Originally an ant,

after a great transformation he became a Zool, whatever that may be. Now that he's finished we can see him in all his glorious action.

The game actually takes place over seven worlds, each consisting of three levels. Each world has a different setting, the first being Sweet World, the second Music World and so on, up to Toy World.

Zool must make his way through each level, every third one ending with a boss guardian, before reaching the exit.

The Sweet World is where our little hero begins his mission. Fortunately his graphic creator has blessed him with a plethora of different moves to help him get out of the most tricky of situations.

Apart from running and jumping, he can also kick and punch, super-jump, albeit only being allowed a limited supply, leap into the air, and spin around with his sword drawn.

As such he can cut apart anything that dares to stray too close as well as leap onto the sides of platforms, holding on with his amazing clawed hands.

In some levels he can monkey climb along poles, hang onto musical notes, slide on slopes and even climb up vines and ropes. To avoid making things too easy, Zool's acrobatic skill is matched by a wide selection of nasties, all with their individual attack patterns.





Zool has several means with which to destroy the enemy. He can use his fire weapon, jump and perform a spinning sword slice (SSS), punch and kick them or, if all else fails, he can jump on their heads



Mmmh! Tutti Frutti. The Fruit World has been so well drawn that you'll find yourself taking chunks out of your monitor. Cherries, bananas, grapes...

Zool



Tar soaks the play area, making some areas pretty darn hard to reach. Skilled control is necessary if Zool is to make his way up the slippery slopes. Failure to do so will see him slide all the way back to the bottom

Some nasties, such as the giant saws, sharp nails, chain-saws and drills in the Tool World, not to mention the giant speakers in Music World, cannot be destroyed; instead they must be carefully negotiated.

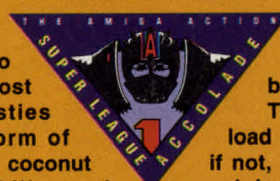
Zool is, therefore, required to use the old grey matter as well as his physical attributes.

Acne Inducing

The Sweet World, as its name implies, is full of luvvly jubbly

sweeties: fruit pastilles, liquorice allsorts, polo mints, lollipops, large chunks of chocolate and other scrummies.

Zool needs only to run over them to collect them and boost his score. The nasties also come in the form of such sweets as giant coconut liquorice allsorts, killer and nervous jellies, giant killer bees called Humbugs and spiked chocolates named spiky Harolds.



The jellies will chase Zool so he needs to be quick. He can leap over them or alternatively turn to fire at them, at which point they will explode and release bonus points.

These may be another load of sweets to collect or, if not, energy increasing flies, much in the same vein as Venus the Flytrap.

Some, such as the giant liquorice allsorts, actually fire back

as they wander around their platforms while guarding sweeties and shooting out hundreds and thousands which can prove lethal should they touch Zool.

If he sustains too many hits, indicated by the energy pods at the top of the screen, he will explode and will have to start all over again, provided he hasn't punched any of the start point lights. If so, he will be able to continue from this point.

The end of the level is indicated by a Zool dimension leap which he must jump into to be swiftly transported to the next level or world.

The Puzzle Element

Collecting sweeties, ball-bearings, nuts and bolts and musical instruments, depending on which world Zool is on, may seem pretty darned easy but there are plenty of puzzles to solve and hidden bonus rooms as well.

Some worlds have invisible platforms that will need to be discovered to access certain areas that may contain bonus objects such as the giant polo mints worth 5000 points.

Others worlds contain collapsable bridges. Zool will need to reach his objective first time round since the bridges, once broken, will never re-appear.

Mapping, combined with an element of strategy are therefore definite musts if our little character Zool is to complete his destined mission successfully.



The giant killer bees known as Humbugs are a real thorn in Zool's side. They buzz around in a random flight pattern before darting at Zool and hitting him with their stings

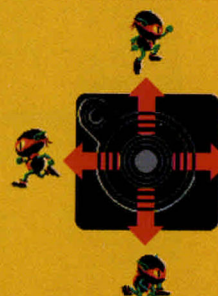


Some of the bridges that will invariably have to be crossed will be collapsable. This one falls to pieces every time Zool steps on it. To the right can be seen a 'Start Point' switch. These are tokens so that if Zool dies he can restart at this point



What a start! Higher platforms are reached by leaping onto the giant speakers by using the hyper-jump. A bouncy drum is positioned nearby so Zool can use this for even higher access. Negotiating crumbling platforms he must leap and grab onto the electric wire

Zool's Acrobatics



With the firebutton depressed, Zool performs his basic movements of running, jumping and ducking. What an acrobatic swine he truly is!



Holding down the joystick and fire, Zool will perform his special attack moves. These consist of the high jump, ghost brother, invincibility and fuse bomb



There are plenty of different things to collect - even ball-bearings will do. (Zool is never so proud.) Messes of bonus points can be gathered at some areas such as this ball-bearing complex. Luv it!

For those of you who aren't too keen on platform games but love shoot'em-ups, Zool also has his own spaceship which is used on the Shoot'Em-Up World.

Here he is attacked by squadrons of alien spacecraft, intent on ending our little hero's mission and life.

Obviously this can't be allowed to happen. Subsequently the Zool spacecraft has been armed to the teeth with a multitude of weapons.

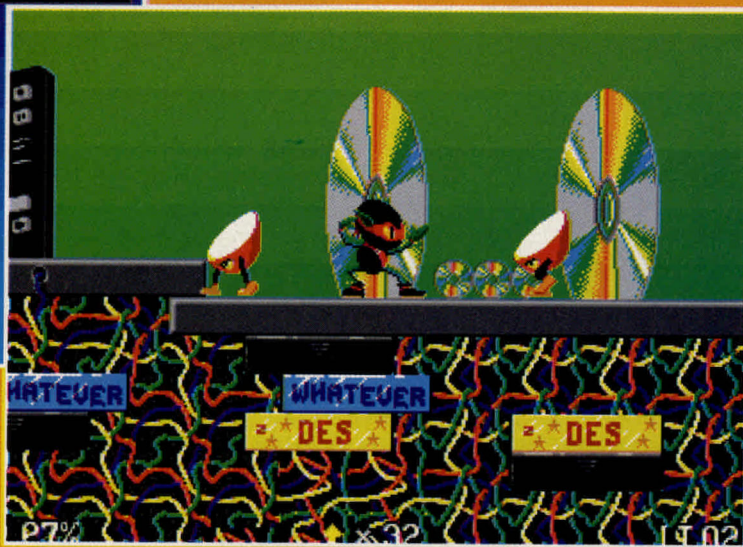
Tutti Fruity

One of the most fun worlds is the Fruit World in which the objective

is to collect as many fruits and carrots as possible before reaching the final level and the Boss guardian.

However, this proves to be none too easy insofar as he is constantly harassed by killer bananas, pomegranate volcanoes, exploding radishes and flying pea pods that constantly strafe the play area with peas.

despite bunches of grapes looking so edible, if Zool gets too close they will fall down and spit their seeds at him.



The Music World has to be my favourite. If it's CDs, tapes or any type of musical instrument you're after you've come to the right place. Watch out Zool - those bongo drums look dangerous! Nasty sparks also travel along wires which need crossing

over 80 frames of animation.

With full screen action and plenty of parallax, Zool scrolls in every possible direction, and very smoothly at that. While in development a bug occurred whereby the main Zool sprite would leave a ghost sprite about two seconds behind him. Every time the main sprite fired, leaped or did anything, the ghost sprite did exactly the same, only two seconds later.

The effect, be it undeliberate,

Zool Through History



The Zool ancestry encompasses many famous characters. Zool Ali was a famous boxer taking the heavyweight crown in 1968. He boxed for another 10 years before retiring



A great misconception here. It was not a human that carried the world but Zool. This answers the question as to why Zool is such a tough guy, I mean, the world must be bloomin' heavy!



A famous archeologists, Indiana Zool loved exploration and its dangers. He is now a prof at Oxford University, although spotty, boffin oiks may think differently



It's true, George Lucas got it wrong when writing Star Wars. The character of Luke Skywalker was in fact Zool Skywalker. He has now retired and takes the role of a stunt Zool

Zool is bound to receive as much popularity for Gremlin as Sonic did for Sega. Gremlin are already producing lapel badges and may follow up with T-shirts and other merchandise.

Gremlin are also planning follow-ups although this is not definite. How about a TV programme guys? Who knows what the future holds for Zool, but you can bet that he'll be around for quite some time yet

Zool Mania



A C T I O N I N F O

GRAPHICS



ZOOL

GREMLIN GRAPHICS £25.99

TEAM: G Allan, A Carless & T Dawson

SOUND



LEAGUE RATING

TOUCHDOWN!

1 ZOOL

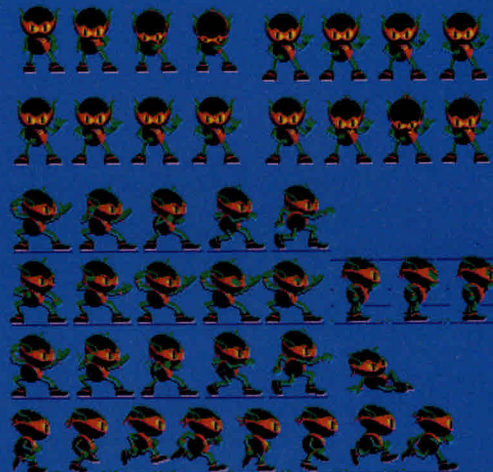
2 THE ADDAMS FAMILY

P L A T F O R M

At last, we Amiga owners have a rival to Sega's Sonic and, let's be honest, Zool is a much tougher character than a dumb hedgehog that should have been squashed ages ago. Gremlin have produced a masterpiece which looks set for follow-ons and merchandise. Each world is beautifully drawn as is the Zool sprite who is not only cool but also witty and tough. The game plays like a dream and I don't envisage it being completed soon due to the size of all 21 levels. Forget crappy consoles 'cause Zool is where it's at — on the Amiga!

STEVE

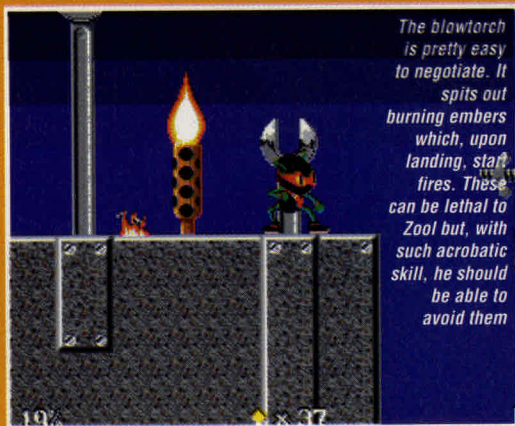
And the Lord Created Zool



was so good that it has now been incorporated into the game as a bonus weapon although, as with all bonus weapons, Zool can only use it for a limited period.

Originally Zool was able to perform a spinning roll, used to destroy any nasties in his way. Unfortunately this had to be deleted due to possible copyright problems with Sega and Sonic.

Now Zool leaps up and performs an ultra-fast spin with a drawn sword drawn, far better than the Sonic spin.



The blowtorch is pretty easy to negotiate. It spits out burning embers which, upon landing, start fires. These can be lethal to Zool but, with such acrobatic skill, he should be able to avoid them



I don't exactly know what this is. While Zool and I were exploring this level we bumped into this strange creature made of musical notes. He didn't do anything but slink up and down the platform. You can expect plenty of pain in the final version of Zool!



021
AMIGA
ACTION

A Gremlin in the Works



Venus The Flytrap was Gremlin's entry into the shoot'em-up genre. It was not a great success, rather surprising considering how well programmed it was

Over the last two years Gremlin Graphics have produced some top quality software (plus, admittedly, a few dogs) and are now one of the most successful games producers around. The journey has been long and somewhat slow but recently everything seems to have come together pretty blooming nicely. We asked Ian Richardson, Gremlin's very own public persona, about just what the hell the boys from Sheffield will be up to next...

AMIGA ACTION

AA: Ian, just where are Gremlin 'coming from'? Give us some background...

GREMLIN

Gremlin Graphics was formed in June 1984. Over the years it has developed into a highly successful operation and now ranks as one of Europe's premier producers and publishers of interactive home entertainment software.

Gremlin's reputation is founded on the care and attention given to every aspect of its game software publishing operation.

Original and innovative design, high quality eye-catching packaging and a creative marketing campaign are the cornerstones of its success.

AA: What would you say have been your biggest hits over the years?

Before their decline, the Spectrum and C64 were the computers on which most of our development was spent. I suppose games such as Boulder, Way Of The Tiger and the Monty Mole series were our major success stories.

AA: At what time did Gremlin really start making a name for themselves?

With the release of the ST and Amiga we were able to expand. Switchblade was a major success but it wasn't until the release of Lotus Esprit Turbo Challenge that things really started to happen for us.

1990 was the year of Gremlin's revival but only since 1991 has the name Gremlin become a familiar sight in the software charts with several European Number One games.

Titles such as HeroQuest, Utopia and Lotus Turbo Challenge II captured the imagination of the game buying public.

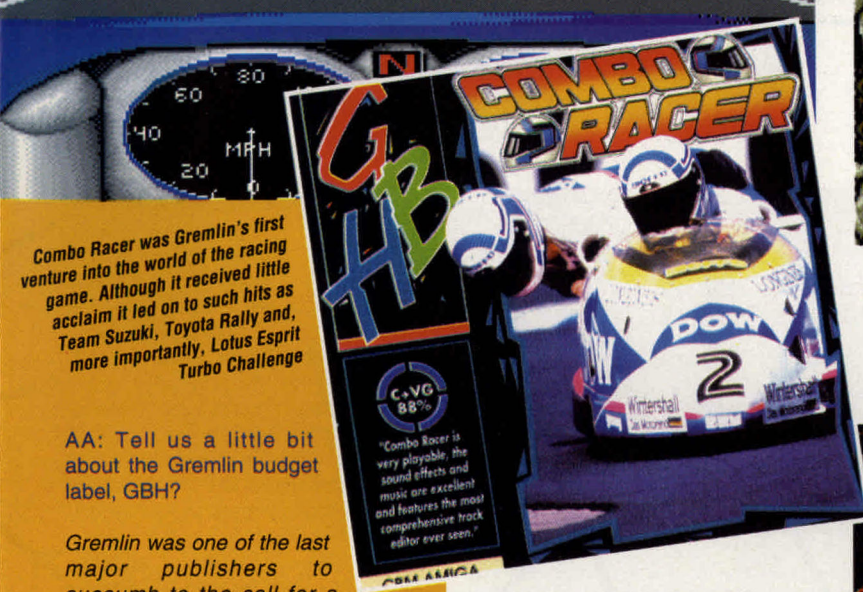


HeroQuest, an overnight success, was Gremlin's first conversion. Converted from the board game, it sold thousands of copies and headed the Gallup Charts for quite some time



LAP TIME ---:---:---
BEST TIME ---:---:---

1: JOYSTICK



Combo Racer was Gremlin's first venture into the world of the racing game. Although it received little acclaim it led on to such hits as Team Suzuki, Toyota Rally and, more importantly, Lotus Esprit Turbo Challenge

AA: Tell us a little bit about the Gremlin budget label, GBH?

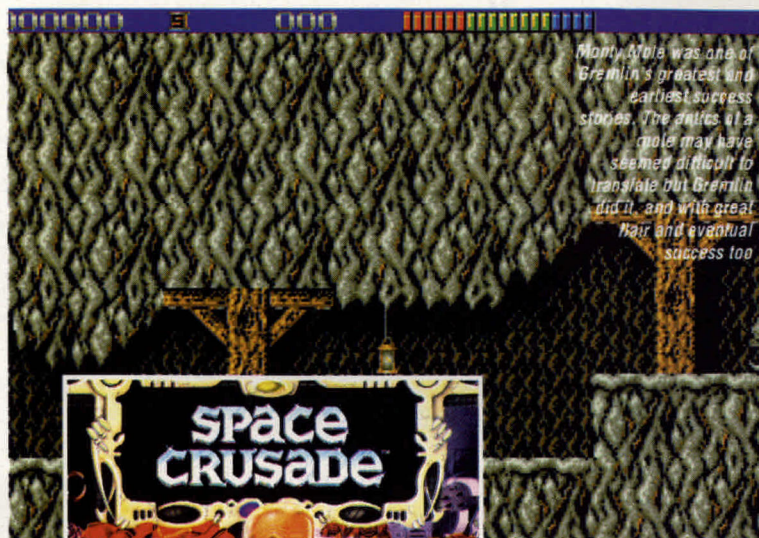
Gremlin was one of the last major publishers to succumb to the call for a budget label, but the exciting new GBH label is now challenging this aggressive market-place with over 20 releases.

AA: And what can we look forward to in the future?

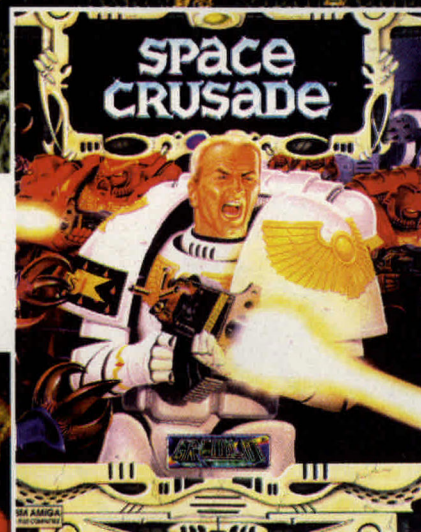
Several projects are now in development - Flag, Daemonsgate, Ninja Quest, Pandemonium, HeroQuest II, Nigel Mansell's World Championship, Lotus III-The Final challenge and, of course, Video Championship Boxing.

AA: Thanks very much Ian. I'm sure we'll be hearing plenty about these projects in the near future.

Supercars and Supercars II, written by Magnetic Fields of Lotus fame, were a massive success for Gremlin. Taking the SuperSprint concept, which had failed on the Amiga, Supercars featured larger graphics and more intense gameplay



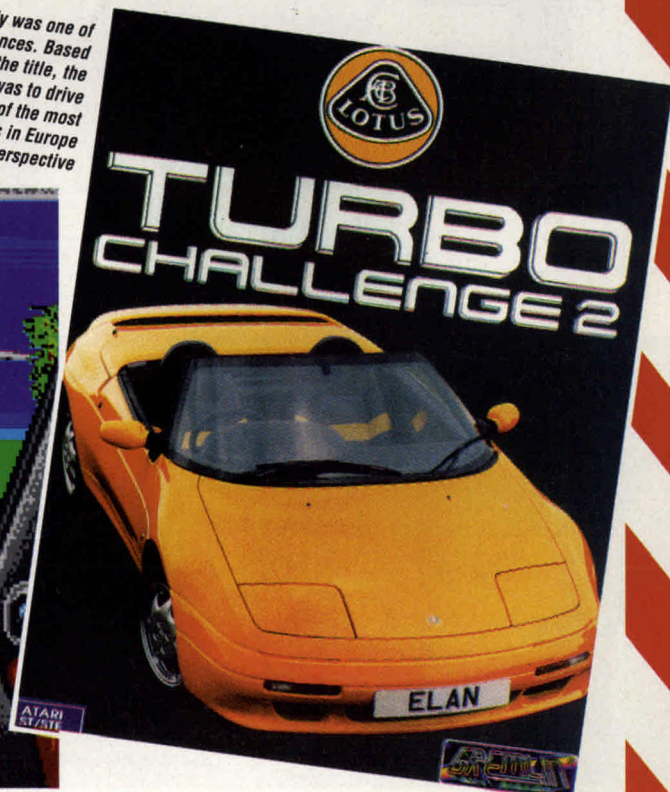
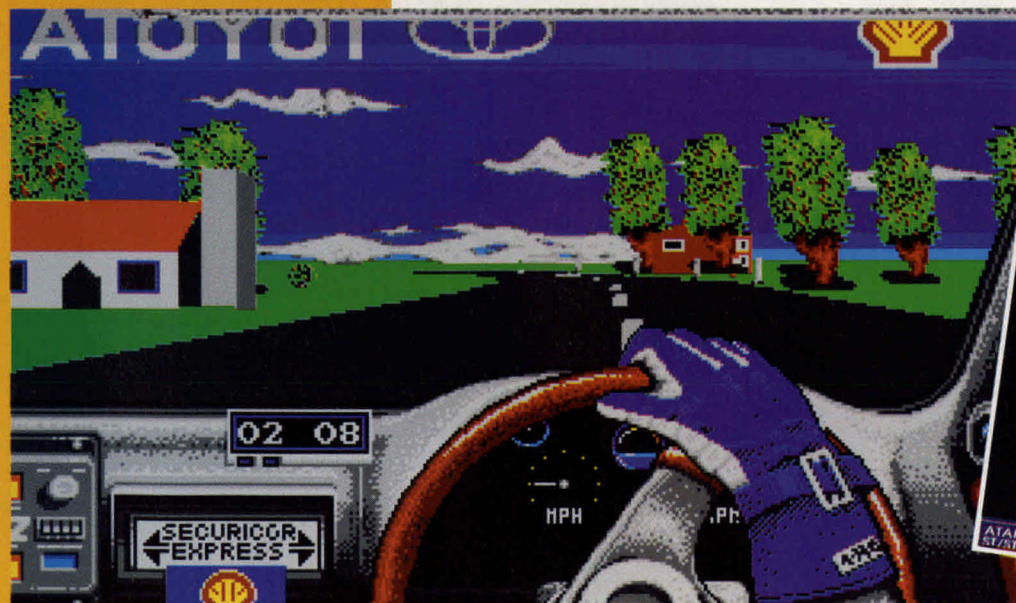
Monty Moia was one of Gremlin's greatest and earliest success stories. The antics of a mole may have seemed difficult to translate but Gremlin did it, and with great flair and eventual success too



Space Crusade, the follow-up to HeroQuest, was the second board game conversion for Gremlin, and an excellent one at that. Once again, the top spot of the Gallup Charts was hit

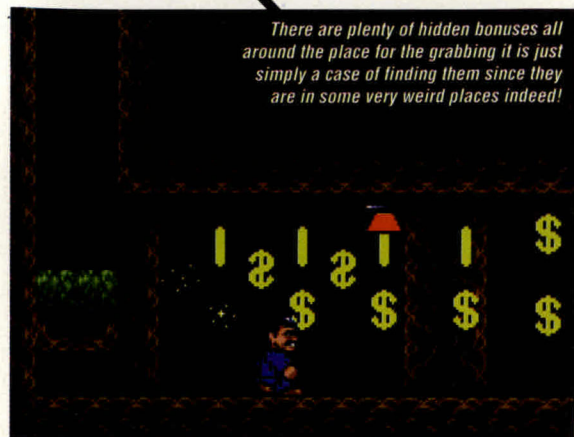


Toyota GT Rally was one of Gremlin's first licences. Based around the car of the title, the player's task was to drive around some of the most hazardous courses in Europe from player perspective



023
AMIGA
ACTION

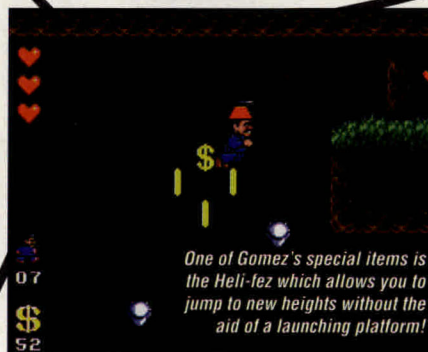
There are plenty of hidden bonuses all around the place for the grabbing it is just simply a case of finding them since they are in some very weird places indeed!



Wednesday can be found in the Crypt at the end of the garden, but this is by no means an easy place to find. There are two routes, neither of which is very obvious!



One of Gomez's special items is the Heli-lez which allows you to jump to new heights without the aid of a launching platform!



PLATFORM

Ocean have been leading the field in film conversions with such excellent titles as RoboCop 3, Hudson Hawk and the forthcoming Hook. Their latest is based around the strangest family ever to be seen on the silver screen.

This time they have opted to produce a game along the same lines of some of the more recent platform sensations such as Fire and Ice and RoboCod.

In it you control Gomez Addams, the head of the household, around whom the story revolves. You have to rescue your family members who are being held hostage somewhere in the family home.

Wot, No Family ?

Gomez's task is a daunting one, he'll have to venture through all the areas of the house that haven't been visited for a long, long time.

As if this wasn't enough, each area has been taken over by hoards of ugly creatures who will stop at nothing to prevent you from achieving your goal.

The nasties have to hit you twice before you die. If you should destroy some of the larger guardians lurking about the place, then your hit points will be increased.

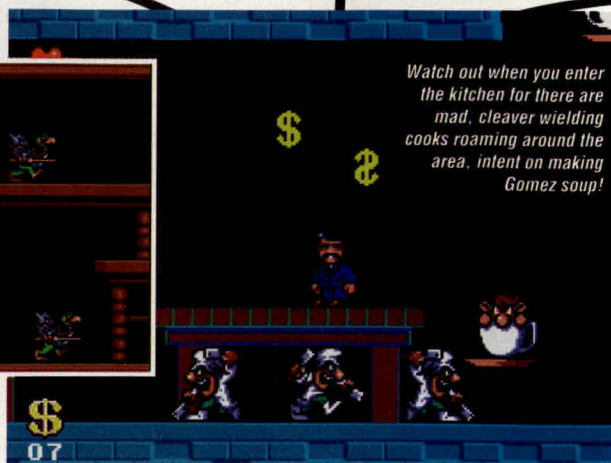
For the bulk of the game Gomez is unarmed and has to rely on his weight to destroy any opponents in

Occasionally you'll find a little box. If you hit this with your head then Thing will pop out and brief you on the current situation

THIS IS A SECRET
PATH THROUGH TO THE
GRAVEYARD.

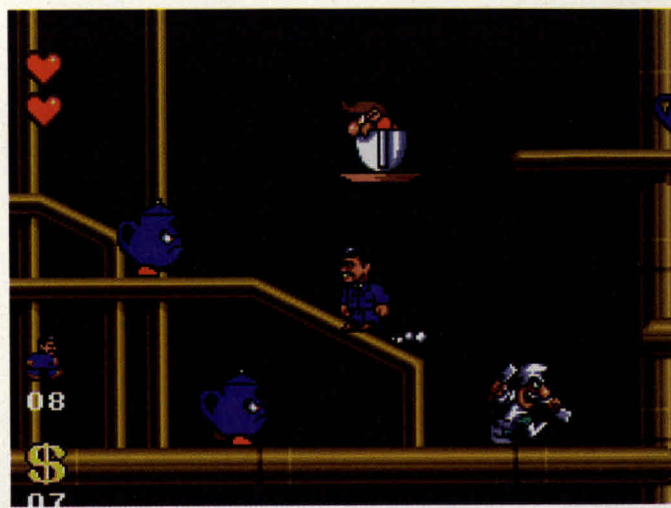
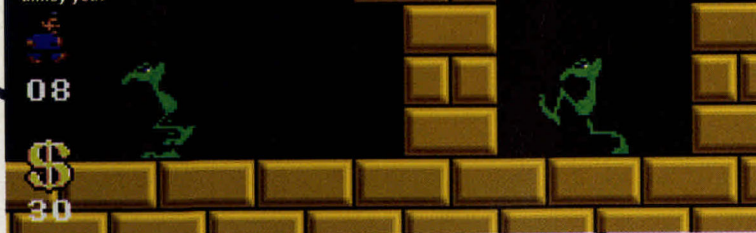


Eventually you'll encounter these strange creatures riding in Knight-like fashion who said programmers were sane?



Watch out when you enter the kitchen for there are mad, cleaver wielding cooks roaming around the area, intent on making Gomez soup!

If you can find your way up to the chimneys of the house you'll discover bonuses galore for the taking. There'll also be loads of little green beasties hanging around to annoy you!



Granny is hidden deep in the depths of the stove, but before you can enter the beast you must search the kitchen for the switch to turn the oven on! Tasks like this are all the way through the game and add to the fun

The Way to a Bird's Heart is Through its Head



Climb the tallest tree in the garden and you'll be confronted with a rather nasty looking bird for the killing. Repeated jumps to the head should suffice...



Eventually it'll die, giving you that all-important extra hit point. There will now be a short pause for you to write down the access code!

his path. A hefty leap onto their heads will end their lives prematurely. However, he can also pick up both golf balls and a fencing sword which make the progress that little bit smoother.

Easy, this most certainly isn't. There are many vastly different sections for you to explore, the range covering the games room right through to the kitchen boiler. Each area is also filled with secret bonuses and rooms for you to discover, giving the game an even longer lasting appeal than it already has, which is no mean feat.

Thing in a Box

On hand to offer help at various places around the map will be the family pet, aptly named Thing. Hit his box and he'll tell you about where you are and what to expect.

If you've just entered an area then it is advisable to try and hunt one of these boxes out. To rescue each family member you must face a

large guardian found at the end of each long section. These have to be jumped on a number of times but they don't just sit back and let you attack, rather they put up a tremendous fight to stay alive. When they eventually keel over you'll be reunited with one of your kin.

No game of this style would be complete without a humungous array of special items to collect. As well as the two weapons there for the taking you can also find hearts and dollar signs. The former replaces any hit points that may have been lost, while the latter have a number of purposes. They can be found just about everywhere in the various rooms and are vital to the game.

Collect 50 and any energy that Gomez may have lost will be replenished. Should you get to 100, then you'll be awarded with an extra life for all your troubles, and believe me, lives are in short supply! The Ocean programmers have kept the controls as simple as possible to

make this as easy to play as possible. The fire button makes Gomez jump and everything else is as you'd expect.

This is one game that you won't be completing in a hurry insofar as the challenge is enormous. Even if you manage to rescue all the family members there will still be a large

amount of secret rooms for you to discover. The Addams household is a strange and deceptively spacious place you should enter with caution. Prepare to do battle and have great, almost endless fun in the process!

OVERALL

94%

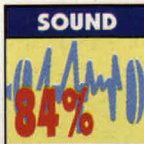
A C T I O N I N F O



THE ADDAMS FAMILY

OCEAN £25.99

TEAM: J Higgins and W Lancashire



LEAGUE RATING

- 1 ZOOL
- 2 THE ADDAMS FAMILY
- 3 GODS

P L A T F O R M

Ocean have done it again. After wowing us with *Parasol Stars* a short time ago they have now succeeded in surpassing even that which is an incredible feat in itself. There can be no denying that *The Addams Family* ranks in the top three movie conversions ever written. The graphics are humorous and a joy to watch on the screen, the scrolling is smooth and the sound is incredibly jolly. In fact, the entire game is presented perfectly. Despite the tendency to raise your blood pressure a bit it is, nevertheless, a superb game, that everyone should own. **BRI**



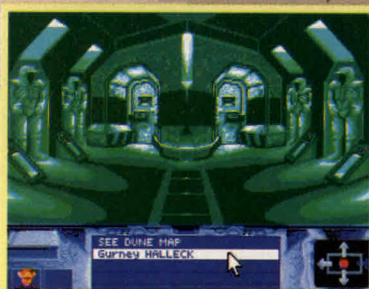
A map of the local area can be called up that shows nearby Fremen settlements, a Sietch. The coloured figures indicate the type of operation the Fremen are engaged in, in this case yellow for Spice production

Dune is a harsh and desolate planet and even with a Stillsuit that has been designed to keep you alive, travelling across the open desert isn't a recommended activity. That's where the Ornithopter comes in, allowing you to travel gigantic distances in a very short time



The Shai-Hulud or Sandworm is inextricably linked to Spice and is exceedingly dangerous. It will attack without provocation, homing in on rhythmic vibrations from vehicles like harvesters making it a menace to Spice production

DUNE



After consulting with the Fremen you have managed to acquire a batch of stillsuits. By collecting the bodies fluids as they are

ADVENTURE



You've read the book, watched the film, worn the T-shirt and now you can play the game. But this isn't any normal film conversion, no matter how hard you look not a single stunted dwarf character can be seen leaping

around a platform. For Dune is not a normal film. Frank Herbert's world of twisted science fiction and gothic imagery cost an ambitious fifty million dollars to screen and captured the imaginations of fans everywhere.

You are transported to Arrakis, third planet of Canopus, commonly known as Dune. A planet so inhospitable and barren it barely seems credible it can sustain life. A planet at the mercy of its cruel climate with ground temperatures that soar as high as 350 degrees, making it incredibly hard for vegetation to grow or animal life to survive. It is even more amazing that Dune is the most

important world in the entire universe, wars and conflicts of epic proportions are fought over this ball of rock.

For Dune is the only place that the most precious substance Melange, also known as Spice, can be found. While it has prolonging properties and pleasant side effects the real reason it is so vital lies in its ability to provide the key to deep space navigation, which is the folding of Space.

For thousands of years the House of Harkonnen possessed the Imperial rights to mine the spice but recently Atreides replaced them and following the orders of the Padishah

Emperor Shaddam IV relocated to the old Harkonnen fortress. You, as Paul Atreides, must manage the Spice mining operation for your father, Duke Leto Atreides.

The game begins with you having very little resources and even less information. By using your Ornithopter you can visit the Fremen, natives to Arrakis and experts in Spice production. By using your charisma and superb personality you must persuade them to join with the House of Atreides and aid the operation.

Your initial aim is to build up a network of mining colonies (called a Sietch) and prospectors. Equipment such as Harvesters and Ornithopters will make the spice production more efficient and increase the output.



Paul Atreides:
The character you play.
Responsible for the harvesting of Spice



Harkonnens: The Harkonnens will do everything possible to hinder your progress



Duke Leto: Your father and commander. Offers good advice when you need it



Lady Jessica: Your mother and a woman of extraordinary telepathic powers

The natives of Arrakis are known as *Fremens* and gaining the friendship is vital to your success. They are experts in all areas of desert survival and *Spice* mining and will provide you with sound advice. Additionally, if you impress them with your leadership skills they can be formed into a fighting force that will follow your every command



ne

As the game develops so does the character of Paul. You will soon learn that aside from being a skilled fighter and leader he possesses psychic abilities that allow him to see into the future. Discovery of his destiny to lead the Fremens into revolution changes the face of the game, and war is about to begin.

The Fremens and Atreides are not the only occupants of Arrakis, for although the violent and savage Harkonnens have been superceded they have not left everybody in peace. Once the production of Spice has been set up you must organise the Fremens into a co-ordinated fighting force against their oppressors for the past centuries.

If successful, the world of Dune will be given the chance to live. By using their expertise the Fremens will be able to grow vegetation and bring rains to the currently barren planet.

OVERALL
87%

A C T I O N I N F O	
GRAPHICS 	DUNE VIRGIN £25.99 TEAM: Cryo
SOUND 	
LEAGUE RATING	
11 ELVIRA - MISTRESS OF DARK 12 DUNE 13 TRIAL BY FIRE	
A D V E N T U R E	

Although the central core of *Dune* follows an adventure format with you trying to persuade the Fremens to join you there is also a chunk of strategy thrown in. The two combine to produce a finished product that keeps you coming back for more. My only complaint is the difficulty level, or the lack of it! Once you've discovered a few basic tricks the game, via non-player characters, gives you enough hints to sail through the early stages. To sum up, *Dune* is an atmospheric and enjoyable film conversion but unfortunately the difficulty level is just a little on the easy side. **JASON**



The palace that you previously lived in was inhabited by the Harkonnens and contains many rooms that are not at first obvious. The communications array that can be accessed from one of these secret rooms allows you to contact the Emperor directly

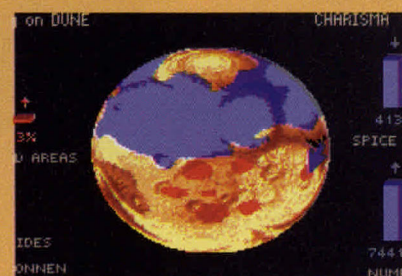


The wind blows harsh sand across the remains of your rotting corpse, the erosion and sun bleaching the bones to white. A mistake in your navigation took you into Harkonnen territory and your Ornithopter didn't last long against their laser defences



Life, the Universe and Frank Herbert

Many of you will know the spec for these competitions by now. We ask you a question and the first person to send in the correct answer gets a free copy of the game. Couldn't be easier. This time we have based the compo around the original name behind *Dune*, Frank Herbert. All you have to do is tell us the year in which Mr Herbert was born. Post your answers to: **Frank Herbert was such a lovely baby, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.** In case you get stuck just take a VERY close look at these two pages.



The world map of Arrakis displays your current standings compared with those of the Harkonnens. The blue areas of the globe show their territory while the red indicates your own



Gurney Halleck:
The military instructor who will provide important training



Fremen Chief:
The Fremens are native to Dune and prove to be valuable allies



The Padishah Emperor Shaddam IV:
Head of the mighty feudal Empire



Duncan Idaho:
Your close friend and trusted family lieutenant



'The Never Never land transport system has not been the same since Hook took over'

mould with Hook? Well they certainly can't be faulted for trying. The game starts with you watching a rather middle-aged Peter Pan being whisked off from modern day New York to the magical world of Never Never Land by Tinkerbell. His objective: to rescue his children from the evil clutches of the dreaded one handed pirate Hook, or so I'm told.

After this the game loads and conducts itself using the ever popular point 'n' click method, the mouse being the order of the day.

Tight-fitting Lycra

After the short loading time you find yourself located in the seedier parts of the aforementioned world, dressed in modern day clothes (a shellsuit and Nike basketball boots, probably).

Your first task is to find some pirate gear so that you don't stand out like a sore thumb on a two toed orang-utang. Normally you could just run past a clothes-line and whip these items off it, but unfortunately it's not as easy as that.

Once that task is complete the race is on to rescue your children who are being held by Hook aboard his pirate ship. There is no point just running around to his vessel and asking him to give them back because he simply won't hand them over. He's an evil pirate you know! So without hesitation you go on a quest to learn how to fly only then can you finally challenge Hook to a fight.

Your purpose on Never Never land is always very sketchy and vague having never watched the movie, I was at a bit of a loose end.

After a brief walk around the initial area, and meeting and chatting with the inhabitants there is an indication of what you have to do. With the help of the locals you have to train yourself to fly and become the lycra wearing hero Peter Pan? Hooray.

Nice Touches

Most people would say the resemblance between Monkey Island and Hook is uncanny, I'm not the exception. The graphics are somewhat different to those in Island but under no circumstances are they better or worse.

They're smoother around the edges yet are not as detailed as Island's, there is a fair share of nice touches, such as birds flying about the backgrounds and fish jumping in the sea, all are superficial but these small things all mount up. The music changes throughout the game and

ADVENTURE



One of the season's hottest films at the box office has been Hook, starring that comic funster Robin (Peter Pan) Williams dressed in a pair of green tights and a silly pair of rubber ears.

Pint-sized Pretty Woman Julia Roberts cavorts about in a skimpy all-in-one with a pair of wings and Dustin (Ishtar, oh what a flop) Hoffman plays the role of dastardly pirate Hook.

In general, the formula attached to a film licence is - big film licence equals a dodgy platform game. So, have Ocean managed to break the

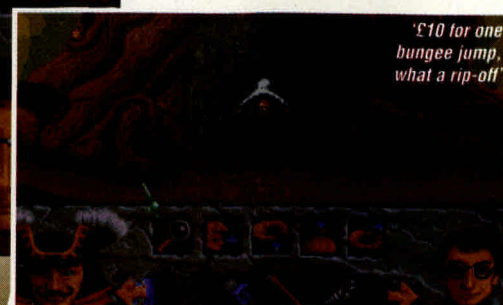


(Below) 'If only I had a copy of GB Action, I could get past this level...on sale now, only 99p'

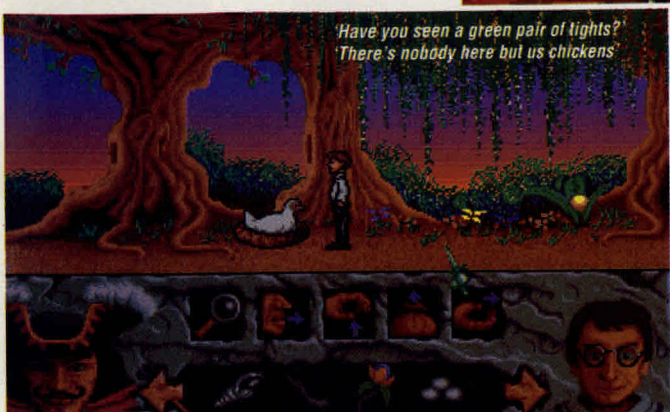
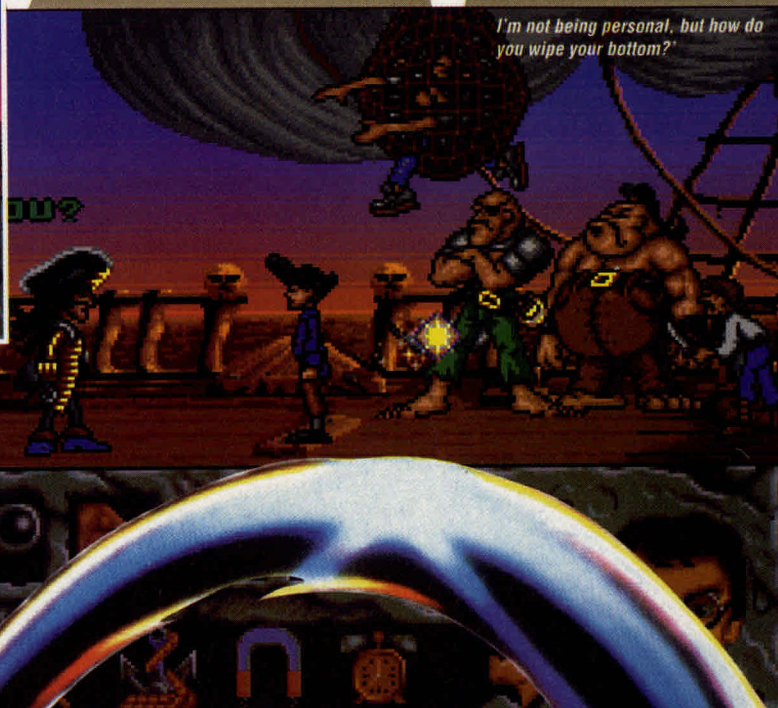
(Above) Just look how much the new improved Fairy will wash with just one squeeze'



Can I have an orgasm between the sheets? 'I don't know, can you?'



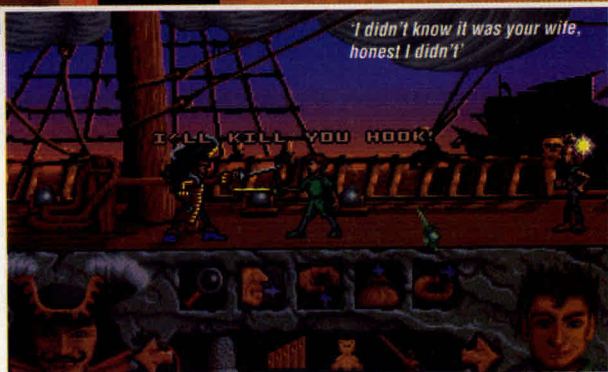
'£10 for one bungee jump, what a rip-off'



varies depending on your circumstances and position all of which is absolutely superb and helps to enhance the fantasy environment, as are the sound effects: creaking doors and dentist drills are a couple of the digitized samples included.

One thing that is obviously missing out of this game is the lack of humour, maybe that's because there was none in the movie, but regardless it's certainly apparent.

After playing this game for about half an hour I couldn't get myself motivated to rescue my children and after the first few scenes the initial novelty value of the license, graphics and sound all wore off very quickly. Sceptical is the word I would use to describe my attitude towards the longevity of this particular game. No matter how good a game of this type



looks and sounds, it won't get any kind of respect if it doesn't have enough locations. A game based on a film like Hook is always going to be a big gamble, sadly this gamble did not pay off for Ocean, better luck next time.

OVERALL
72%

ACTION INFO

HOOK
OCEAN £25.99
TEAM: BOBBY EARL/KEVIN OXLAND

GRAPHICS
82%

SOUND
87%

The problem with a game of this ilk is that the plot and puzzles are too linear. Not having seen the film myself, some of the puzzles strike me as being very obscure and abstract. The graphics and sound are both excellent but unfortunately the four disks of data have skimmed over the most important element of any game which, in my book, is gameplay. It's a real shame because this lets it down no end. I suppose it could have been worse, it could be a platform game! Never the less if you enjoyed the film check out the game at your local computer shop you may find it's right up your street.

BRAD

LEAGUE RATING

37 MANHUNTER SERIES

38 HOOK

39 DEJA-VU 1&2

A D V E N T U R E

SimAnt



STRATEGY



According to the manual, SimAnt isn't a game but simply a software toy that you can load and have a play with every now and again. But surely that is the description of a game isn't it?

SimAnt is the latest game written by Maxis - those clever boffins behind the worldwide hit Sim City. This time around you are

trying to successfully run an Ant colony located at the rear of someone's back garden. The idea is very simple but believe me it isn't anywhere near simple to accomplish! You have to gradually take over the back garden and house sector by sector. Thwarting your progress you have many predators to contend with such as spiders, human feet and torrential rain storms, not forgetting the deadly red ants which are your biggest enemy.

All of these dangers will have to be battled with on the surface, as when you are underground nothing can harm you. To prevent these dangers from escalating you can set a scent around your



colony so that all your ants will defend their home, but most of the time they'll stand no chance, it is only possible to kill the red ants.

The red ants are aiming for the same goal as you and must be stopped, as they always have a colony in the sector which must be conquered before you can go on.

A Wild Nobility

If you bump into the spiders or similar things during the conquest then your ant will die but if there are any eggs left laid by your queen then you will be re-born. You control a yellow ant, and you can roam around and do anything, within reason. This ant is mainly used to recruit black ants, collect food and set up a suitable defence around the entrance to the nest.

You can also set which type of ants you want to make up the majority of your colony by setting the caste type. This will tell the queen what eggs to lay and when the lava are born they'll set about their business straight away. No time for growing up in this game! All the time that you are busy working at getting a

large, successful colony the Red ants are doing the same way over on the other side of the sector. So it is advisable to attack them quite soon as if you don't they'll move in and wipe you out in a few seconds. Before you move into attack you can recruit loads of soldier ants and if you set a trail for them to follow your attack will begin.

If playing the part of ants doesn't appeal to you then there is the option to play the role of a man experimenting with his lawn wildlife. Here the ants are made of metal, and you must use these robot ants to discover as much as possible about real ants. This game will end when you decide whether you've either won or lost.

OVERALL
74%

The game itself is enormous. The aim is to take over every section of the garden and house before finally evicting the humans



Collecting food is a simple process, all you have to do is double click on a piece near to you and you'll collect it. Collecting in bulk is a different story...

Simantic Semantics

SimAnt(tn) 1991 Maxis

Full Game



1 The various map views in the game can be accessed from this window giving you a free look around the game

2 A vicious, and I do mean vicious, struggle is happening between two rival ants. I wonder who will win?

3 The rival red ants are pretty much identical copies of you going about the

same day-to-day business

4 Keep an eye on the health bars down here as should they drop you'll need to collect some food pretty sharpish!

5 This is the ant which you control. You can change control to any of the other black ants in the vicinity if it seems you are going to die prematurely



A C T I O N I N F O

GRAPHICS

59%

SIMANT
OCEAN £34.99
TEAM: Maxis

SOUND

63%

The best way to describe SimAnt is that it is original, initially, but tedious in the long run. As you can see from the screenshots the graphics are very dated and similar to those in SimCity. Unfortunately though here they flicker vigorously and put the player off the game immensely, the scrolling is also jerky. The only redeeming feature about the graphics is the amusing screen of the garden. If you are a fan of SimCity and other similar games then this will certainly have a small amount of curiosity value but otherwise it is best avoided.

BRIAN

LEAGUE RATING

24 DEUTEROS

25 SIMANT

26 WARLORDS

S T R A T E G Y

Magical Medieval Adventure

GOBLIINS

Join three mischievous goblins in their hilarious medieval world and solve a myriad of original mysteries.

AMIGA - £25.99
ATARI ST - £25.99
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(hard disk only)

DreamFactory



PC Screen Shots

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COKTEL VISION



Highly acclaimed games are often original and innovative, yet the simple platform cum-shoot'em-up approach rarely fails. Jim Power is a prime example of this theory. It steals ideas left, right and centre, and no, it doesn't contain a single original feature.

Plenty of the theft is downright blatant, in other places it's a tad more subtle, but this product has been executed almost perfectly, so who's complaining? Certainly not me, or anyone else in the Amiga Action team for that matter.

The scenario, just for starters, is decidedly unimaginative. You play the part of Jim Power, a top secret detective from the Special Warfare Unit for the Security of President Halley (S.W.U.S.P.H.). An unrivalled sharp shooter, he happens to be the President's favourite private detective, that's why he's called upon Jim to rescue his kidnapped daughter, the beautiful Samantha.

President Halley is not best pleased and to make matters worse he's only been given 24 hours to give away some sort of secret to his daughter's kidnappers in return for her freedom. Refusing to give in to blackmail, he sends you (Jim, that is) to the planet Mutant where a geek vulture type creature named Vulkhor holds Samantha. This sets the scene for a horizontally scrolling platform game of the

(almost) highest calibre. Admittedly, it's just as much of a shoot'em-up as it is a platform game, but as three of the five levels are platform orientated and the other two are pure shoot'em-up, we'll label it a platform game.

The aim of each level is to advance to the right, taking out the hordes of troubling creatures and negotiating the various pitfalls, traps and obstacles. Contact with any of the above will result in instantaneous death. There's no energy bar here, just a handful of lives.

The huge army of adversaries is constructed of monsters, zombies, wild beasts and mutants. Some of them stand still and shoot, others wander around, leaping gaps and generally playing hell. The obstacles are just as plentiful. Moving platforms, hidden spikes and hinged floors must all be negotiated.

In return you've got a single shot, rapid fire weapon and a handful of smart bombs. Holding down the fire button detonates a smart bomb, while a quick jab of fires the carried hand weapon.

There are eight hand held weapons altogether which can be found floating around the landscapes. As a general rule, the weapons improve as you progress through the game and thankfully you don't lose any weaponry when a life is lost.

Other bonus objects can be picked up, but you'll have to discover them first. Diamonds, for instance, only appear if you stand on specific platforms. Other objects can be collected from special floating modules, sent from



Locked doors halt your progress unless, of course, you've got a key. Fortunately, everything functions automatically, so there's no need to access the keyboard to use objects

Earth. Keys are the only imperative objects. Without these you won't be able to progress past any locked doors.

Jet suit Jim

As mentioned before, two of the five levels are shoot'em-up based. On levels two and four, Jim slips into his jet suit and powers across a scrolling backdrop. The end-of-level guardians are similar too, in a sense that Jim usually takes them on in jetpac form.

Not many games on the Amiga boast 50 frames per second screen update. Jim Power achieves this and combines it with 12 levels of parallax scrolling and 200 on-screen colours! Even with several large sprites on the screen at once, the action does not slow or flicker.

The presentation is also of a very high standard, although it does lack a password system. Games such as this don't usually benefit from such features, but the levels are big; fifty screens big in certain cases, which is pretty impressive.

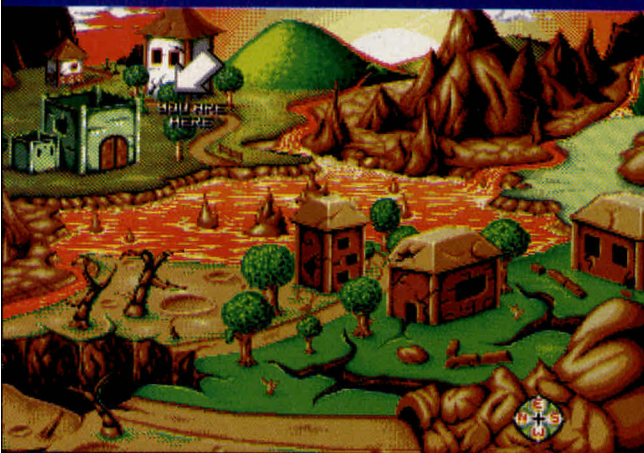
OVERALL
83%



A typical range of moving platforms provide access to the higher realms of the level. You could always bounce up and down on the left platform too, and collect that weapon power-up



Shoot the sounding hovering modules, sent from Earth, to reveal three bonus objects. Don't mistake them for your enemy



It may look beautiful, but the planet is rife with creatures. This is split up into five levels, the current one highlighted by the bouncing arrow



Diamonds only appear if you stand on specific platforms and they usually materialise behind our intrepid hero. You don't need to collect all of them, but they come in quite handy

032
AMIGA
ACTION

Jim Power



The second end-of-level guardian is a complete R-Type level three rip off. Make your way around the mothership and take out the offset gun emplacements

A C T I O N I N F O

GRAPHICS

84%

JIM POWER

LORICIEL £25.99

TEAM: G Dubail & F Velez

SOUND

81%

LEAGUE RATING

17 MAGIC POCKETS

18 JIM POWER

19 SWITCHBLADE

P L A T F O R M

Jim slips into his jet suit and takes on levels two and four. The game becomes a shoot 'em up on both these levels, which are considerably shorter



Jim Bob's Fruits and Bats



Keys: Open doors and secret passageways



Fruit: Gives you extra life points



Diamonds: Gives purchasing power to buy



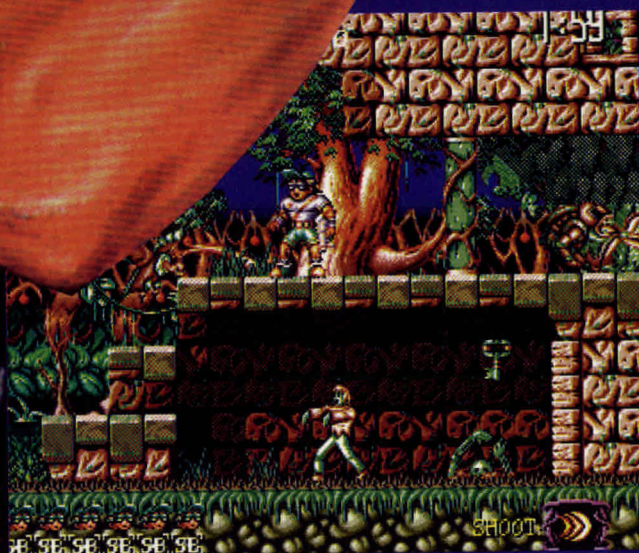
Clocks: Extra mission time is always a help



1-Up bonus: Gives you an extra life



Smart bomb: Provides an extra smart bomb



Watch out for the zombies. They don't use any weapons, but they tend to emerge at the most inopportune moments. Stand on raised platforms to avoid them



The frame rate is quite astonishing. Even when massive sprites, such as this one, dominate the screen, the update remains smooth and flicker free



'Could I have a bag of chips please?' 'And would sir be wanting salt and vinegar with that?'

Inside the camp Indy has to overcome the guard, otherwise he'll run to trigger off the alarm



Indiana Jones and the Fate of Atlantis

ARCADIA ADVENTURE



1981 brought the first movie of a trilogy that will live in the annals of tinsel town as a classic for many years to come, a film, said the critics, that could never be equalled. Yet the two sequels to follow were of equal quality. Yes, you know what I'm talking about –

the Police Academy series. No, just kidding, it's the Indiana Jones trilogy. The story follows the adventures of archaeologist Dr Indiana Jones. Not the kind of man who carries a spade to a patch of grass in the Lake District and dig up a few wooden spoons, he travels the world and raids



pyramids and tombs while avoiding all sorts of deadly traps in the search for sacred artifacts. The fourth addition to the series now arrives. Unfortunately it's only being released on computer and so we'll never see the big screen version. The game follows where the previous film left off with the

war against the Nazis still raging. Indiana has come across evidence that the fabled island of Atlantis exists, so off he goes to do what he does best.

Stubble and strife

The game places our stubbly hero in all sorts of situations as he races against the Nazi army to discover the fate of Atlantis.

Unfortunately you can't just jump on a boat and sail there, you have to meet an old colleague at Monte Carlo, break into a top secret Nazi base, and hijack a submarine (pew!). Then you must...well, I won't give the game away and spoil it for you.

The game is viewed in isometric 3D and can be rotated to produce several different viewpoints. If any objects are obscured by the scenery they can now be seen.

The first level is based in Monte Carlo and, to be honest, has to be the worst section on the graphics front and also on the puzzle side. But persevere and as you progress deeper into the game you'll be rewarded with some great puzzles and action-packed scenes.

Characters can be interacted with physically and verbally. I prefer the former but maybe that's



'This .357 Magnum could blow your head clean off, you've got to ask yourself just one question, do I feel lucky?'

Once aboard the submarine, Indy must avoid the guards like the plague, if he's ever going to reach the island of Atlantis alive



If only Indy was here, he would know how to get on board the submarine. he's such a hero



es

because I live in Manchester (snigger). An interesting feature is that Indy is not the only character you control. By pressing a single key you take the role of Indy's female chum, Sophie, complete with skirt and heels as she accompanies you on your quest.

As opposed to dishing out a swift right, she disables the German guards with a well placed kick. (Ouch!).

The game like the previous films is not as straight forward as it may seem, you will probably find yourself being double crossed as you journey into the story and only by using a combination of both brains and brawn, will you ever be successful.

OVERALL
75%

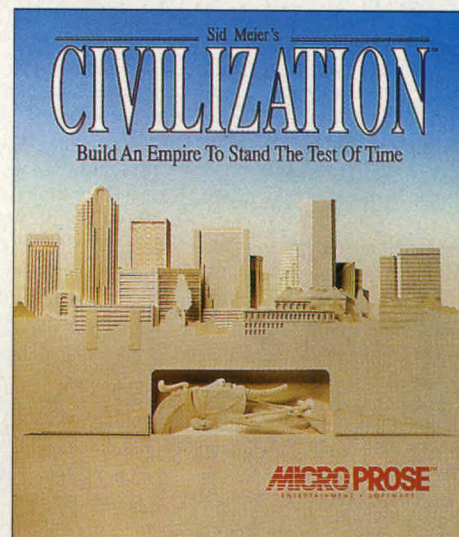


The bullwhip that made the man famous throughout the world is being used quite effectively on the German soldier

A C T I O N I N F O		
GRAPHICS 77%	INDY 4 - ARCADE US GOLD £25.99 TEAM: ATO	SOUND 70%
LEAGUE RATING		
44 THE IMMORTAL		
45 INDY 4 - ARCADE		
46 HARE RAISING HAVOC		
ARCADE ADVENTURE		

The first couple of times you play you may find the game a bit uneventful. However, after completing this initial section, it really comes into its own as you search for a route to the watery land. The graphics and sound are quite good and the Indy character is well defined, as are the evil Germans who strut around. The game is orientated towards adventuring and exploring as opposed to constantly scrapping with the enemy, even though fighting is an essential element. It has six scenes varying in difficulty and size but it may not keep you occupied for as long as you would like. **BRAD**

Exactly how many awards
will it take before
you own a copy of
Sid Meier's Civilization?



Winner!

Best Consumer Product 1991

Winner!

Best Strategy Program 1991

Winner!

Best Entertainment Program 1991

Winner!

Most Original Game 1992

Civilization

is now available for your
Commodore Amiga.

Also available for IBM PC Compatibles

MICRO PROSE™
SIMULATION • SOFTWARE

MicroProse Ltd. Unit 1 Hampton Road Industrial Estate Tetbury Glos.
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Released to tie in with England's first championship outing, European Football Champ is the official conversion of Taito's highly acclaimed and extremely popular coin-op.

As an arcade unit, the game worked very well, with its combination of stunning visual effects, simplistic playability and a series of witty inclusions not usually associated with computer footy sims.

But, the beauty of such games as Kick Off II lies in the learning process, undergone by most players over a long period of time. Taking this into consideration, some people, particularly the footy sim purists among you, may find a few too many shortcomings in Domark's latest lucrative licence.

It's a typical arcade conversion with few options, minimal presentation and no full scale, European-type tournaments. The only

sort of championship available is a progressive computer opponent. In other words, you start off playing against the world's lower ranked teams and slowly work your way up the ladder. If you happen to lose or draw a game, you won't progress onto the next opponent.

In dual player mode, two human opponents can take on each other, or they can play as a team and participate in the full, aforementioned tournament together. If one human player beats another, the victorious opponent goes on to play the increasing skilful computer teams.

Once you've decided who's going to take part, it's time to choose the teams and a single player with individual skill and flair. A small selection of international teams are provided, each of which have varying strengths and weaknesses.

Brazil, for instance, is a skilful and nimble squad, but not so tough in the tackle, while a team such as England tends to prefer the snappier



Before any action takes place the two team nationalities must be chosen. If two human players pick the same side, they'll play together as a team and you have a vast array of top squads to choose from

encounters. The game is as normal as expected. A straightforward footy affair viewed from the side with a slightly elevated 'grandstand'-type display. The pitch scrolls, rather jerkily in all four directions.

The players are big, quite well animated and faithful to their arcade counterparts. Even the zoom facility is here, so when something exciting

happens, the camera moves in on the area of interest. The player controls the player on the ball, or the player nearest the ball if the opposition is in possession. Once in possession you can dribble, shoot or pass.

A single press of the fire button produces a low, fast kick, while a double click lifts the ball high. Bicycle kicks, diving headers and back heels



European F



Every team has one super human 'Gazza'-type player, capable of producing unstoppable super shots and moments of sheer magic



The red's number nine performs a spectacular 'Hughes'-type scissor kick from six yards out. He beats the keeper with ease, but it canons back off the woodwork



Any goal, regardless of the current score, is greeted with total euphoria. The goal scorer runs to the touch-line and gleefully accepts the crowd's cheers



The fat referee hopelessly tries to keep the game under control. A brief altercation between two opposing players results in booking and an injury, such off the ball action is good fun

are automatically performed by the computer, so long as you're in the right position and the timing of the fire button is correct.

The goalkeepers are more or less controlled by the computer. The only time the player takes charge is in goal-kick situations, so you can decide whereabouts he throws or kicks the ball. If the opposition has

possession, you can either hit the fire button once to perform a legal slide tackle, or double click to activate an illegal lunge or punch! However, the on-screen referee doesn't appreciate violent antics, so make sure he's not looking when you perform such stunts.

OVERALL
67%

ootball Champ

There's a fair bit of humour in Euro Football Champ. The fat referee frequently lands on his pot-belly and the cameramen are always being knocked senseless by stray shots



A C T I O N I N F O

GRAPHICS
66%

EUROPEAN FOOTBALL CHAMP

DOMARK £24.99

TEAM: Teque London

SOUND
70%

I was never that fond of the coin-op and always rated Kick Off II a lot higher, so I didn't really expect a great Amiga conversion. Graphically it's not bad with sizeable sprites of reasonable animation. This is except for the scrolling which is decidedly jerky and the zoom feature which could, and probably should, have been omitted. Compared to other Amiga football sims, Domark's European Football Champ doesn't make the grade, but in conversion terms it's just about acceptable. I know it's not easy, but if you can, try before you actually buy.

PETE

LEAGUE RATING

30 TIP OFF

31 EURO FOOTBALL CHAMP

32 WAYNE GRETZKY HOCKEY 2

S P O R T S S I M

B-17
Flying Fortress



"I'll never forget my first time.

I was eighteen years old and still wet behind the ears.

She guided me gently through all those fraught, nervous days. Proud, haughty and oblivious to all danger."

B-17. It's a flying experience you'll never forget.

B-17 FLYING FORTRESS

Released first on IBM PC Compatibles, followed by Commodore Amiga and Atari ST.

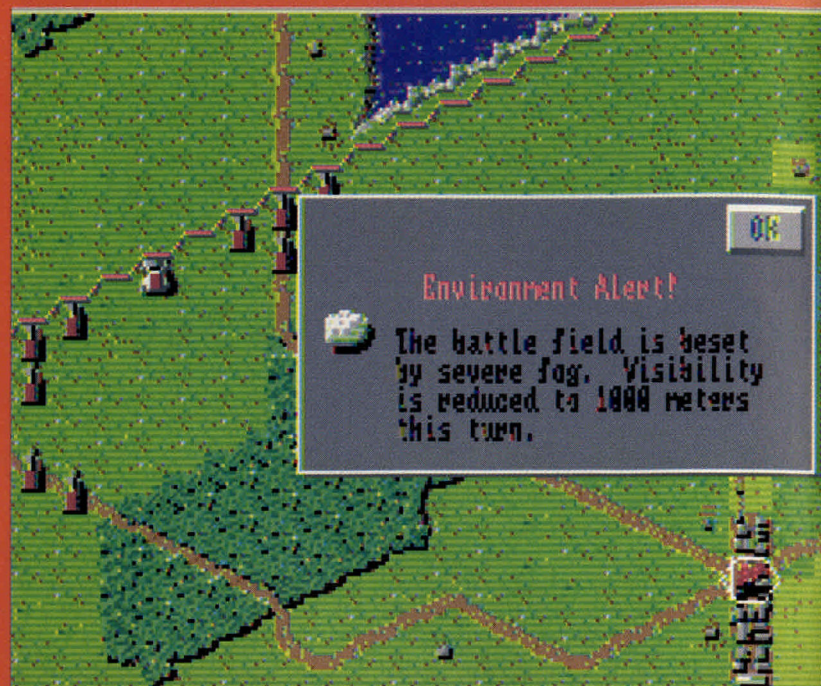
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 326.

MICROPROSE
SIMULATION • SOFTWARE



Cor blimey guvnor! What shall we spend all those lovely points on? Well, there's a lot to choose from but let's treat ourselves and get the real heavy stuff

You carefully decide where to position your attacking units for the ensuing battle. Placing your forces in bad positions can lead to disastrous results for you and your troops



Some scenarios will be affected by bad weather. These conditions can reduce your vision and movement but at least they affect your opponent as well



Just when you thought you were about to march straight into the city unchallenged you notice a enemy unit that you could not actually see from a distance



STRATEGY

Strategy games appeal to a very small percentage of games players but, like role playing, this genre of game has gradually

grown in popularity.

The main problem that the good old strategy game faced was that most of them required you to put a lot of time into the game and sometimes you needed to have a degree in military warfare to really stand a chance of winning.

However, every now and then a strategy game turns up that takes away some of the complexity, while still providing an excellent and addictive challenge.

This is good for the veteran

Perfe

strategy fans, while giving a superb introduction to this more mature games market for people who have yet to sample the enjoyment received from a war game.

The Perfect General presents you with a number of scenarios

which have been designed to test your tactical mind to the full.

At the beginning of each scenario you are given a number of points with which you can buy units to use in the battle ahead. These units obviously vary in value with the infantry costing



Battle Plans

- A** Allied unit
- B** City
- C** Destroyed Unit
- D** Enemy Unit
- E** Map of battlefield
- F** Current phase in the turn
- G** Unit currently selected
- H** Control screen
- I** Terrain current unit is on
- J** Fire at passing unit
- K** Ignore unit
- L** Next unit
- M** Recon map

Battle History					
Average for 1 games played, 1 games won, as Attacker:					
Score	Losses	Hit Eff.	Acc. Eff.	Collateral	
Le Jug	4000	0%	50%	-	Necessary
Opponent	2000	0%	50%	-	Necessary
Average for 2 games played, 1 games won, as Defender:					
Score	Losses	Hit Eff.	Acc. Eff.	Collateral	
Le Jug	2200	0%	45%	-	Necessary
Opponent	1950	0%	45%	-	Necessary
Average for 2 matches played, 2 matches won:					
Score	Losses	Hit Eff.	Acc. Eff.	Collateral	
Le Jug	4700	0%	47%	-	Necessary
Opponent	3250	0%	52%	-	Necessary

If you want to reminisce about you past battles the battle history file will tell you just how you did, so don't go fibbing to your friends or you could come unstuck

You and an enemy blast away at each other with everything that you've got. However, your tank is larger so you should prevail in the end



A quick glance at the Recon map will tell you all sorts of things. But most important of all it will tell you which cities are worth the most victory points

ct General

the least because they are the weakest, the tanks and artillery being much more expensive but also considerably more effective.

Sometimes you may have more points to spend on your forces than your opponent, giving you a very slight advantage, however each scenario has to be played from the attackers' and defenders' position. So, although you may have the advantage the first time round your opponent will have that same advantage in the next phase.

Once both battles have been fought, the records of how well you commanded the military forces at your disposal is taken into account and is compared to those of your opponents.

You can then save these statistics (or, on the other hand, trash them if you lost abysmally) onto your disk and gloat over them later.

Before you start a scenario you should always have a look at the mission briefing to see what you're up against and what objectives have to be completed.

These usually come in the form of cities which have to be taken and held by your forces. This will gain you victory points which decide the outcome of the game.

Certain cities will be worth more than others concerning their resources or position. Some locations will award you reinforcement points that allow you to purchase more units during the battle to aid you.

It is imperative to take possession of these places if you are to stand a chance of winning.

But there are also neutral areas that you will need to steer clear of unless you want to wage war with these dormant forces, but sometimes the benefits can make attacking the neutral player worthwhile.

You will also be able to see where you will be able to deploy your forces from this briefing. Careful time and consideration must be taken at this point as the battle ahead can be made much easier if you position your units wisely.

The manner in which damage is inflicted can be altered as well.

Each scenario starts with the damage set on kill which will mean that a unit will be okay until all of its hit points are lost. However, partial damage can be activated so once a unit has lost half its hit points it will not function as well as it had before.



Oh well! You're not doing too bad so far. The enemy is just in the lead but once you've captured a few of his cities you'll be okay



You'd better your step round these parts. The skull and crossbones indicate a mine which will probably destroy your vehicle if it tries to pass over them

ACTION INFO

PERFECT GENERAL

UBI SOFT £34.99

TEAM: White Wolf

GRAPHICS

79%

SOUND

78%

There are plenty of strategy games milling around at the moment of which a large percentage are pretty dire. So when you do fork out the money you want to make sure you get the right one, and you can't go far wrong with The Perfect General. The game is extremely easy to get to grips with, and although the manual is very informative you don't need to learn it backwards before you can commence play. The graphics and sound are more than adequate for this type of game and although it comes on two disks it doesn't send you completely round the bend with endless swapping.

DOUG

LEAGUE RATING

2 UTOPIA

3 PERFECT GENERAL

4 MEGA-LO-MANIA

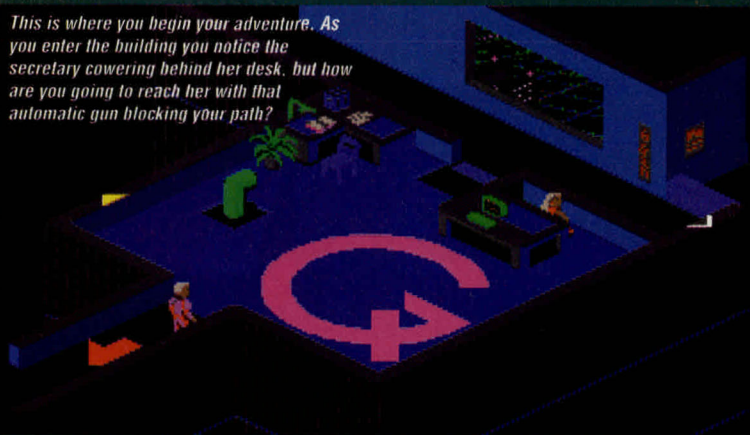
STRATEGY

OVERALL
93%

039
AMIGA
ACTION

D/Generation

This is where you begin your adventure. As you enter the building you notice the secretary cowering behind her desk, but how are you going to reach her with that automatic gun blocking your path?



them and lead them to safety they will tell you all they know about the dangers that may lay ahead.

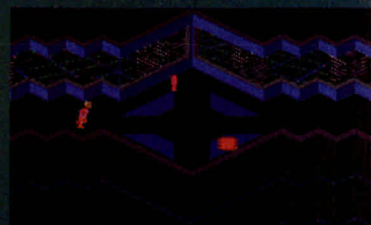
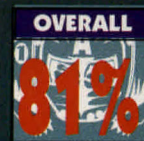
This, in addition to extra info that can be gleaned from any computer systems you discover, will allow you to deactivate the automatic security devices that block your path. Having a laser fry your skin while you try to help an innocent bystander seriously damages your street cred!

Tread Carefully

Each time you lose a life to either the defence systems or aggressive mutants you will be sent back to the beginning of the last room you entered. Lose all five and you have to start all over again.

Fortunately it isn't all bad news though because every time you successfully lead a survivor to safety you will be awarded an extra opportunity to show off your skills.

Additionally lasers and grenades may also be located and subsequently used in a bid to increase your chances of long-term survival.



The building's automatic defences are just one of the big problems you must overcome. Here a series of plasma bolts bounce off the walls in a complicated cross fire. You've just got to work out how to get past them

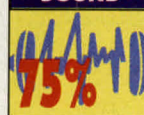
ACTION INFO

D/GENERATION
MINDSCAPE £25.99
TEAM: ROBERT COOK

GRAPHICS



SOUND



Initially D/Generation comes across as a straightforward exploring game with very little to it. However, after playing past a few rooms this opinion changes. Not only do you have to solve the short-term puzzles, such as deciding which rooms to enter and in what order, you also have to consider your long-term mission and the chances of reaching floor 100 alive. The result will provide a tough challenge and keep the most adept player occupied for hours. My only complaints concern the control system, a little awkward, and the missed opportunity to include a role-playing element in the gameplay. **JASON**

LEAGUE RATING

32 VOODOO NIGHTMARE

33 D GENERATION

34 GOLD OF THE AZTECS

ARCADE ADVENTURE



Alone, with nothing but a jetpack for company, you have flown from Finland to deliver a package to Genoq Biolabs in Singapore. You land on the building's 80th floor pad and discover no one there to greet you.

You find the receptionist hiding behind her desk. She tells you that Genoq's head scientist, Derrida, has been demanding the package you are carrying.

His last panicked message came over an hour ago and it seems that this parcel is far more important than you ever imagined. The secretary hasn't a clue as to what has happened to the rest of

her fellow workers, but she fears the worst.

This is where the action begins. As the only person available to save the world from an army of deadly genetic monsters you must deliver the package to Derrida and hope that he can use it to destroy the creatures.



The laboratory is on the 100th floor of the building, past 120 rooms full of automatic security systems as well as genetic mutations on the rampage.

To The Rescue

As you explore the building you will come across a few surviving workers hiding in dark corners, fearing for their lives. If you rescue



The office building that you must explore contains a few survivors from the onslaught of the mutant creatures. You must rescue them from certain death and lead them to safety

That thing that looks like a red moon hopper is in fact you after being attacked by an A/Generation creature. They leap upon you and smother you completely. Your best option is to blast them with your laser before they can get close



The Latest Generation



1 You: Hurrah, a hero to save the world. What a guy

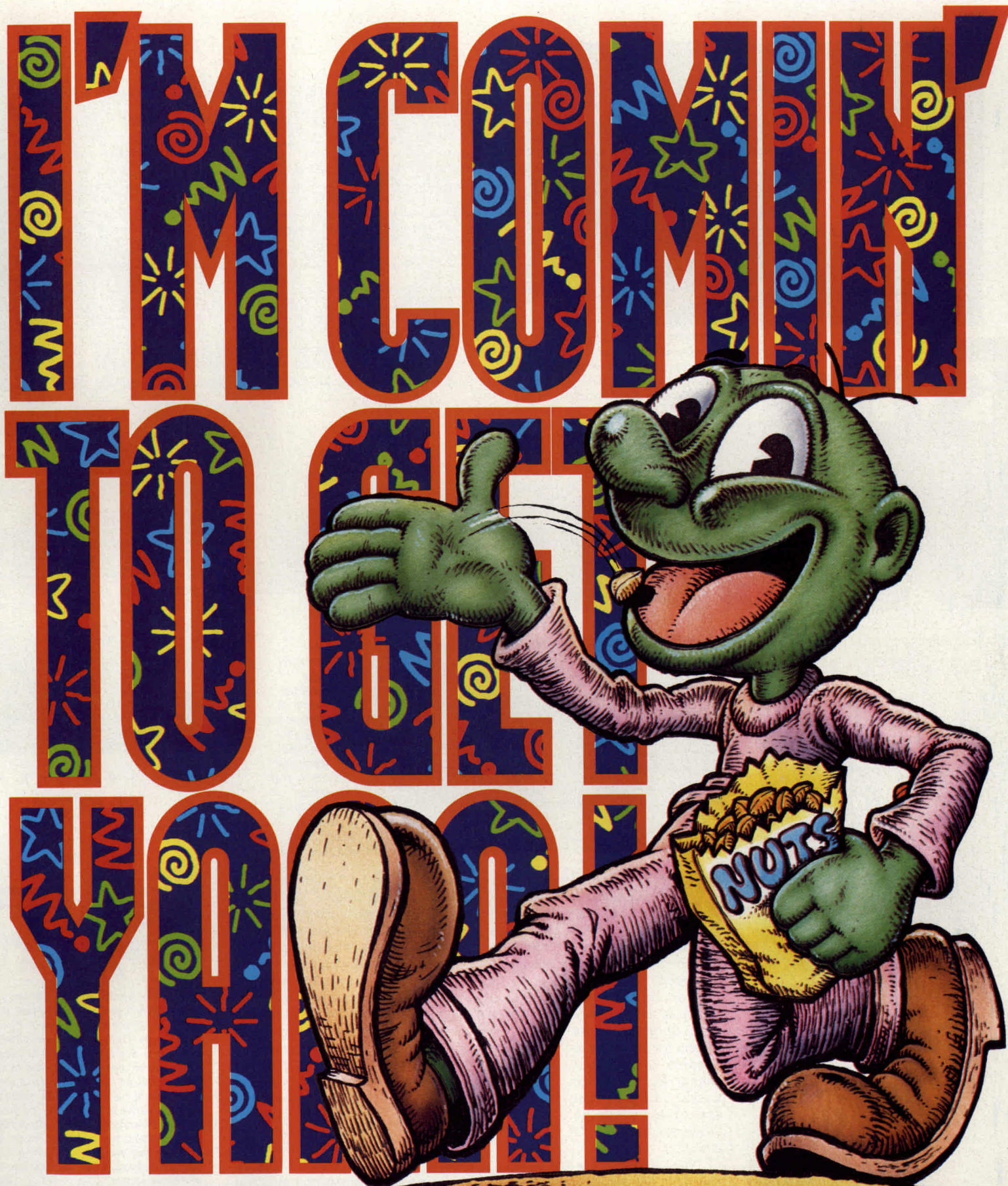
2 Neogen: Extremely dangerous, genetically engineered organisms

3 Survivor: Save these innocent bystanders from certain death

4 Security switch: Requires a security key to be activated

5 Switch: Operates doors and other menial systems

6 Exit: Lead the bystanders to this red arrow to rescue them



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It's a Mega Blast!



Here we see one of the Bug Bomber heroes carrying a fuse bomb while we see the evil ones sitting around pulling faces of discontent. They are intent on your destruction!

Bug Bomber



Coloured blocks. The blocks can be destroyed to make new passage ways

Chargers move around the play area and change any enemy tanks to your side

Energy bonus. Increase your power levels and stop you from crawling

IQ bonuses. Boost your character's Intelligence Quotient. This affects your weapons

Character. Guide this little chapple around the maze to victory

Statistics. The Energy and IQ of your character can be seen here

The Armoury

Bomb. After a few seconds the bomb will explode

Swirl. This will swirl then shoot off, injuring anything in the way

Mine. Detonates when touched

Egg. Will hatch into one of the following creatures

Energy. Boosts your power levels

Painter. Changes enemy units to your own colour

Hunter. Homes in on the opposition

Killer. Locates the enemy and blasts them with thunderbolts



When the computer starts to produce drones and the enemy starts its own advances the screen rapidly becomes filled with aggressive mechanoids of all descriptions. Your best bet is to go into a maniac frenzy and destroy them

PUZZLE AND QUIZ



Several issues ago, when snow was still on the hills and the air was chill to the touch, we reviewed an addictive game that went by the name of Dyna Blaster. Its fast and competitive gameplay had everyone hooked from the beginning as players battled it out to become the bomber champ. But hot on its tracks is Bug Bomber and the similarity between the two is uncanny.

You are cast in the role of one of four bombers. As with Dyna Blaster you must compete against your fellow players in a battle game or you can take on the computer and fight your way through a series of increasingly tougher levels.

Again the screen is arranged into an open grid of indestructible blocks with weaker barriers in-between to form a maze. Suprisingly, you also have to run around dropping bombs.

new, fancy game if it's the same as my fave, Dyna Blaster? Well, so far the two have been extremely similar but where the predecessor left off the new kid begins. Not only can you drop bombs but also build blocks, fire thunder bolts, lay eggs and mines.

It is these extra elements that add a fiendish twist to the gameplay.

Instead of struggling to surround your enemy with bombs you can now mine an area so that he can't escape and lay an egg to produce a hunter killer that will track him down

for you. But things become even more complicated when you have to consider your energy and IQ levels. Your opponent may be trapped but do you have the power and know-how to produce a hunter killer?

Struggling against your enemies in a battle of reflexes, quick thinking and firepower, don't be



OVERALL
83%



ACTION INFO

BUG BOMBER
DMI £25.99
TEAM: Kingsoft

GRAPHICS

78%

SOUND

88%

Dyna Blaster's strong point was its simplicity, unfortunately it was also its downfall. With a group of experienced players a stand-off usually resulted as each struggled for dominance. Bug Bomber seeks to alter this situation. The many different ways to attack the opposition means that it is almost impossible to avoid death. This makes for a more aggressive game but also one that is a lot more complicated. I personally prefer the hectic, no trills action of Dyna Blaster but if you're looking around for something that bit more challenging, then I suppose this could well be the answer.

JASON

LEAGUE RATING

11 WELLTRIS

12 BUG BOMBER

13 ISHIDO

The Ultimate War Machine

MEGAFORTRESS is ready when you are . .

It's the enemy's worst nightmare; a nearly invincible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Mega fortress is in a class by itself; a radically modified B52H Stratofortress, with radar-absorbing fibresteel skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

Flying Mega fortress isn't easy, you're a Pilot, Navigator, Electronic Warfare Officer and Gunner all rolled into one!

Mega fortress' multi-position bomber features complete electronic countermeasures technology, terrain guidance radar, multiple missions, and a massive arsenal at your disposal. Full colour VGA graphics and Sound Blaster/Adlib sound boards support brings the reality of long-range strategic air assaults into your home.

Available for Commodore Amiga, IBM PC and compatibles, and CD ROM.

MEGAFORTRESS



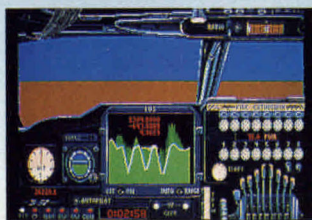
Electronic Countermeasures



Offensive Weapons Station

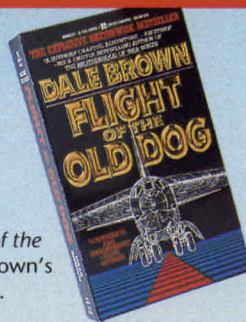


Navigator's Station-Global Display



Pilot's Station

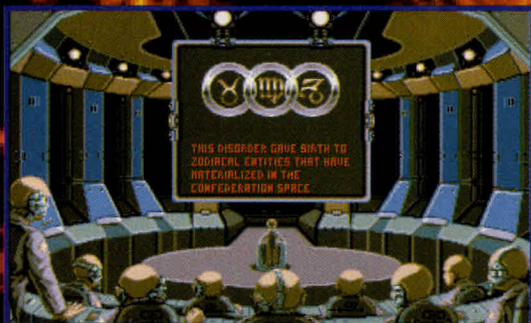
Based on 'Flight of the Old Dog', Dale Brown's best selling novel.



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A short intro precedes the game and introduces you to the various signs of the zodiac. Each system is split into three separate levels, each of which is represented by a star sign

A C T I O N I N F O

GRAPHICS

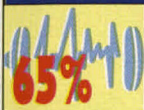


STARUSH

UBISOFT £25.99

TEAM: David Fernandes & Laurent Cluzel

SOUND



LEAGUE RATING

49 THE GODFATHER

50 STARUSH

51 MERCS

S H O O T ' E M U P

Starush isn't horrendous, just average, completely uninspiring and instantly forgettable. It looks very tasty, it plays well enough and it's technically sound, but there's nothing here that'll make you come back for more. The easily revised attack waves and the similarity of the worlds lower the enjoyment level even further, while the ridiculous power-up structure does nothing but hinder your progress. If you want a decent shoot'em-up, get Project X or Apidya. They're heaps better than this and you'll still be playing them both in the future while Starush sinks deeper into oblivion. **PETE**

Starush



A diagram of any forthcoming end-of-level guardian is displayed prior to the actual encounter. The red arrows indicate possible areas of vulnerability



Just before the action reverses, a small half way guardian must be disposed of. Don't raise the cholesterol levels just yet though, as they're relatively easy to kill



Two players on the screen simultaneously, and no sign of any screen flicker. Yes, Starush is technically stunning and beautiful to look at!

predicted. Oh, and when you reach the end of the level scroll, the action reverses and you've got to go all the way back again!

To make your life a little more difficult, most of the fired projectiles follow your sprite's vertical movements, so you've got to keep your eyes on all the bullets until they leave the screen, which is ridiculous. Surely there are much better ways of making a game tougher.

The only thing in your favour is the abundance of power-ups, which don't solely increase your firepower. You can, of course, collect additional weaponry, but most of the power-ups increase your transport facilities.

The bloke you control starts the game on the back of a hoverbike type thingy, but if you collect the relevant power-ups, you can increase the size of your transport so you're effectively a much bigger target, and hence, a lot easier to hit!

If you collide with anything at all, one level of power-up is lost and once you reach the lowest level of strength, you're back on foot, which renders the game virtually impossible. At this stage you may as well hit the escape key and start again from the very beginning of the game.

OVERALL



SHOOT 'EM-UP



The shoot'em-up league is possibly the most competitive table in the Amiga Action Superleague, so when a game such as Starush crawls into the office and everybody plays it about once, you can be quite sure that it'll spend the rest of its life propping up quite a few classics. And, in a few months time, when yet another average shoot'em-up fares no better, Starush will be

completely forgotten, so we won't be able to compare the two.

The bulk of the action takes place across a pretty, parallax scrolling backdrop. You can choose which particular backdrop you want before the game begins thanks to an impressive range of options. Each world is based on the four elements and the three levels within each world are related in some way or another to the signs of the zodiac. I'd like to detail the scenario in more detail, but

the instructions we received were written in French.

It's irrelevant anyway, and the actual gameplay speaks for itself. You (two players can play simultaneously if you like) control a space warrior type bloke with a gun, who, for some reason, is being attacked by swarms of vicious meanies. These meanies are varied, of course, yet their attack waves don't vary at all from game to game, so after a few turns the action is easily

LURE OF THE Temptress

LEAD US
NOT INTO
TEMPTATION,
BUT DELIVER US
FROM EVIL...

Sick and tired of playing the
same old, sterile, graphic
adventure?

Then envisage a new playing
experience where each
character can go about his or
her own affairs independently
of your actions, where each
scenario is different every
time you return to it, where
you can experience "real
world" environments.

It's happened.

LURE OF THE TEMPTRESS has
been developed using the
'Revolutionary' Virtual
Theatre™ system.


virtual
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REVOLUTION



AMIGA



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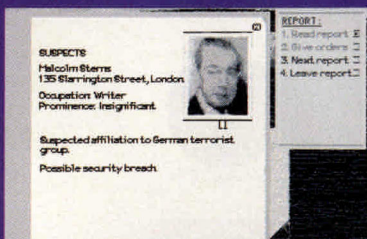
STRATEGY



If you thought that the Docklands area of London was only inhabited by yuppies and other rich types you would be wrong.

For in its centre there is an average looking office block with a less than average thirteenth floor, the hiding place for a Government organisation that doesn't exist.

You are the new Director General of Floor 13 (your predecessor had a nasty accident with a tower block and some paving stones) and must take over the department and ensure its smooth running. The organisation is responsible for dealing with all the whackoes, loonies, subversives and other undesirables who may damage the Government's public image. For example, if someone is writing a book about the dastardly deeds of the MI5 you must 'persuade' him to change his opinions, and if that doesn't work ensure that he is disposed of. Everything that your department does is nasty, underhand and very naughty, that's why it must remain a complete secret at all times.



Your secretary compiles a report on suspects as the case progresses. Here we can see the initial information on a writer who is suspected to be affiliated with a German terrorist group

Under your command you have several teams of specialist operatives. The surveillance unit spies on suspects, pursuit will trail them, interrogation will do nasty things to their genitalia, search parties will indulge in some snooping, removal will provide extra work for the local undertakers, heavy assault provides the big guns, disinformation will tell porkies and finally infiltration will provide you with a man on the inside. The whole group works like a finely



Blimey. Look at the size of that crocodile clip, imagine having it attached to your nipple! If they so much as think about waving the scalpel in my direction I'll tell them everything



These are the people behind all the dodgy stories. To give someone a bad name just shout and keep an eye on the newspapers. Full of more rubbish than Steve White

tuned machine and when well co-ordinated (that's your job) they can really, really, really mess up someone's life. When they are badly led they just mess up.

In the lead-up to an election, your department will become particularly busy. As suspects go about their wrong doing, you must assign surveillance and pursuit units or drag them off the streets for questioning. If anybody gets too big for their boots, your assassins and assault squads will deal with them as well as disposing of any witnesses.



GRAPHICS

80%

FLOOR 13

VIRGIN £34.99

TEAM: PSI

SOUND

65%

The background behind Floor 13 has been well thought out and when combined with the documentation included it is just too real for comfort. Unfortunately this is the best feature of the game. The graphics are nice but limited and, being monochrome, become drab after a few hours of playing. You don't reach rock bottom until you sample the gameplay. Spending hours allocating numbers to different departments without action and little feedback isn't my idea of fun. Floor 13 failed to wake me up from my reviewer's daze, let alone get me excited. JASON

LEAGUE RATING

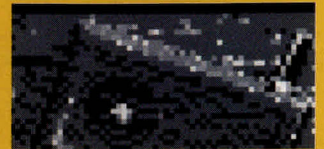
44 CHESS CHAMPION 2175

45 FLOOR 13

46 FIGHTER COMMAND

S T R A T E G Y

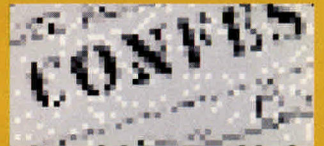
Your Wish Is Their Command



SURVEILLANCE: The 'binoculars men' that keep an eye on your suspects



PURSUIT: Fast cars, flash suits and hot chases are where these guys are at



INTERROGATION: If the suspect won't confess they'll fry his testicles



SEARCH: They don't like looking through your underwear but its their job



REMOVAL: If all your plates are in a box at home, these guys did it



HEAVY ASSAULT: Sensitive, caring, fun loving and gun toting psychopaths

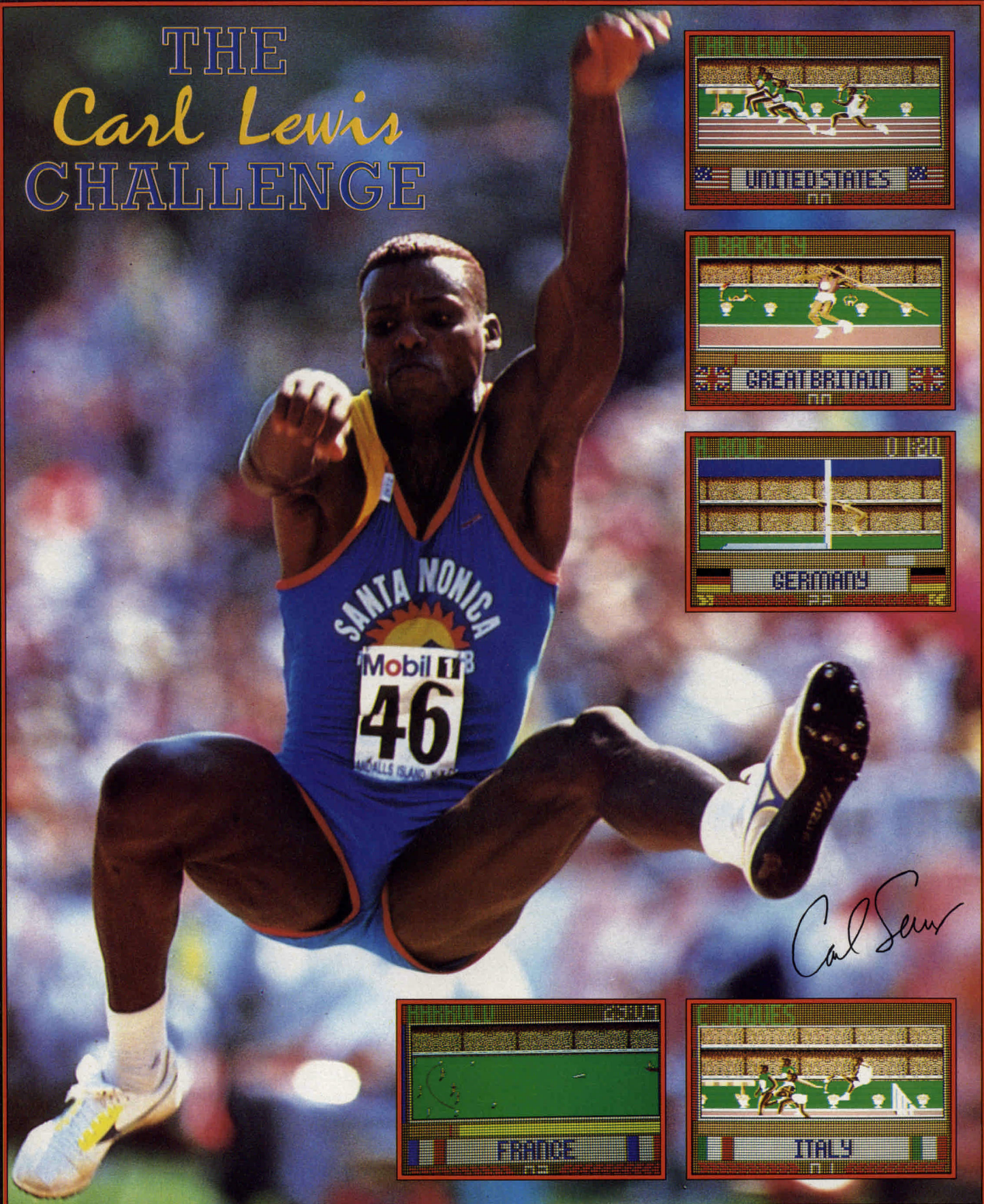


DISINFORMATION: They spend their time concocting stories



INFILTRATION: Specialists in (ahem) penetrating loads of people

THE Carl Lewis CHALLENGE



Your knee rests on the hard surface of the track. Fingers splayed, you adjust your foot slightly on its starting block.. A bead of sweat squeezes from your brow as you focus on the race ahead. Weeks of intensive training have culminated in your anticipation of the starter's gun, poised to put everything you've got into the next few seconds. 100 metres suddenly seems a very long way . . .

Take the *Carl Lewis Challenge* and select, manage, train and control a team of athletes in their all-out attempts to win gold in Javelin, 100m Sprint, 400m Hurdles, High Jump or Long Jump.

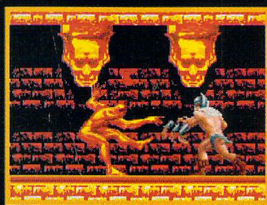
Follow in Carl Lewis' footsteps and go for gold!

INCLUDED IN EVERY PACK:
A chance to win a dream ticket to the '92 Barcelona Olympics and have your copy of the game personally signed by Carl Lewis!
(No purchase necessary to participate)

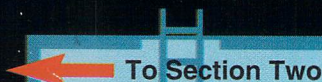
PSYGNOSIS

**MOVE
UP TO
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(Right) Another supply of coins to save you from decaying into dust



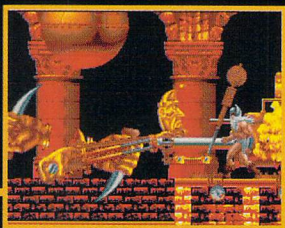
(Right) Our intrepid hero leaps onto the stepping stone, to then jump onto the ledge where some coins await his arrival



(Right) Watch out for small pits like this one. Vile creatures with fiery breath emerge from the lava. You must tackle them with a number of blows to their head



(Below) Another Running Man races onto the screen. Kill him to ensure all artificial walls are removed from the level

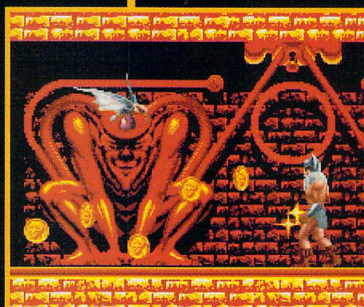


(Right) The best way to tackle this section is to run left and jump forwards. Don't bother fighting, just keep going! You'll make it across and onto level three... trust me!

Exit to Level Three



Stop just before attempting the stepping stones. Watch them appear and disappear, hence learning the best time to jump. When you are comfortable about attempting the stunt, go for it



Always remember this location. From being on the brink of death, you can transform into being a perfectly healthy bearded bod

Climb up and over the wall and then combat the ugly critter that emerges from the pit. Follow the passageways round, dropping down the vertical shaft.

If your health is deteriorating, negotiate the stepping stone to gather some coins to regain your stamina. Then retrace your steps to the ladder, climb up, and move left. This will send you into section two.

From Section One

Again, your freedom of movement is restricted so you can't help but walk in the correct direction. Once you reach the upper limits, you can rejuvenate Stormlord by moving right for the coins.

Next, walk to the far left and drop onto the lower ledge. Coins are available by pushing left or right as you fall off the ledge; this will put you into a small alcove where they are plentiful.

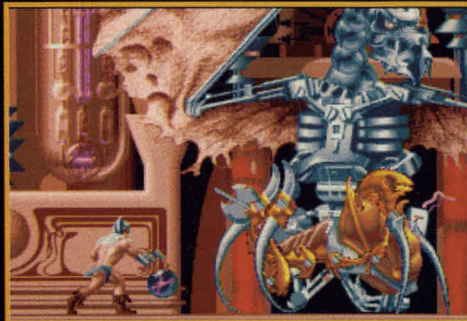
Drop further into the lower reaches of the map, negotiate the stepping stones, and prepare to tackle the end-of-level guardian.

Level Three

Surprisingly short, this level is the easiest of the bunch. Indicated on the map are the bridges that miraculously come to life. To reduce them back to pathways, hack them with your axe until they collapse into place.

When you've travelled to the far left, ascend the ladder, and walk right. Eventually, the path comes to an end. To progress, jump high and to the right - you should land on a platform that was previously off screen and out of sight.

Not much further to go, you will soon reach the end where you have to do battle with a mechanical spider.



The idea here is to force the spider into an electric field to the right. Meanwhile, the same fate awaits you to the left if you let the mechanical monstrosity get the upper hand. It's best to frantically push right and fire, taking a lot of hits, and sacrificing a couple of lives if you have them to spare. If not, you don't stand much chance

Another double attack from the floor. This is your last obstacle before reaching the big, bad guy that waits at the end



This unusual adversary transforms into a flying creature that threatens to take away your fairies. You must destroy it before the thing takes your helpless friends



This is the jump into nowhere. Take the challenge to progress further into the level



Exit to end of Level Three

* indicates where platforms come to life

Start



The attack of the killer walkways! Beat them back into position so you can safely continue over them



(Left) Only negotiate the ladders displayed on the map. There's no need to explore elsewhere



Fallen branches metamorphose into stick men that are easily killed providing their feet are on the ground

Deliverance

Level Four

Different than your earlier escapades, here you take a ride on a skeletal flying beast in a bustling shoot'em-up level. Soar into the angels but destroy everything else.

In particular, beware of the missile firing eagles and the shooting clouds.

With an end-of-level guardian of formidable size, this is the last barrier between success and failure. You'll find it easier if you keep your finger on the fire button as this allows rapid fire.



(Above) Keep firing and strike quick before anything penetrates deep into the screen

(Right) The end-of-level guardian must be pounded on the head with a vast number of shots but his abilities aren't that formidable





Last month, 21st Century delivered the goods with their sequel to Stormlord. Following on from this, Alan Bunker now guides you through all four perilous levels with his very own easy to follow maps and tips.

Complete with a simple to understand key system and plenty of nympho fairies fluttering about the passageways, this has got to be a dream come true!

Level One - Section One

The best route through Deliverance is shown by the maps. Never stray along passageways that are not defined as this is unnecessary wandering and may lead to a more than gruesome death.

First on the agenda is collecting Key 2. Next, unlock Door 2 and venture forth to gather Key 1, taking the coins to keep your vitality running high. Return to the first ladder you originally encountered and jump off onto the middle section.

As you ascend the second ladder, beware the hammering fist that thrusts from the cave's ceiling. Follow the path along the tunnel and double back on the higher level. By taking Key 3, you are able to progress through the door that leads to the second section of the adventure.

Key to Maps



Gold coin. These replenish your depleted energy reserves



Silver key. These are coded to open the appropriate doors



Gold key. A vital item that unlocks the door to the Dragon



Door. All doors are locked so you must find the necessary keys



Arched doorway. These also require keys, leading to important areas

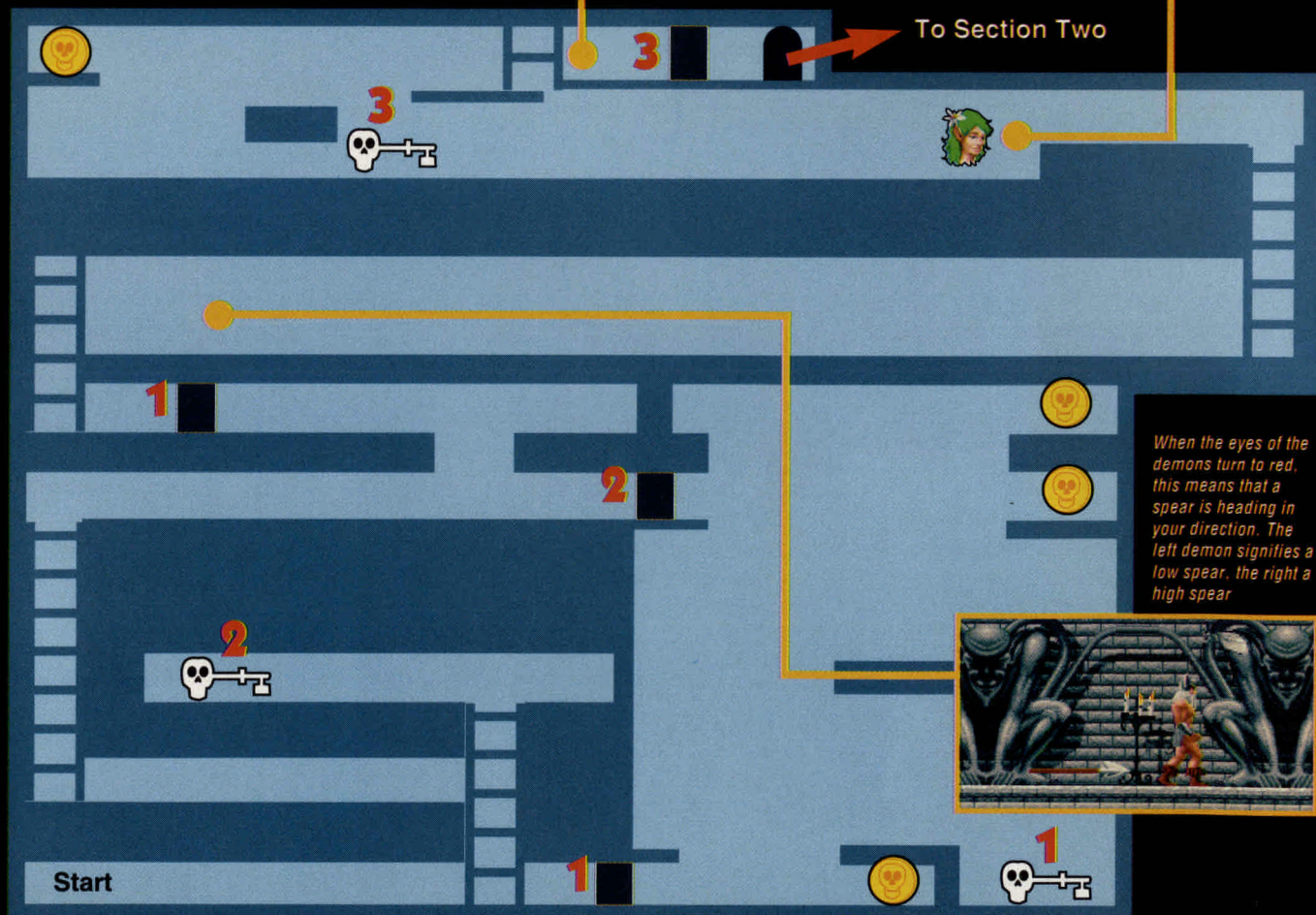
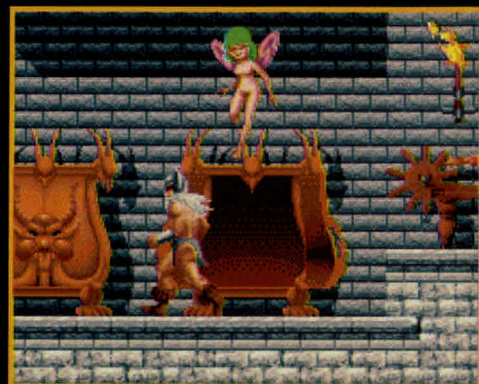


Fairy. Not toys but creatures you should be saving for bonus points

(Right) Fairies are often found inside the beautifully carved chests. When opened, you must jump to collect them before they disappear off the screen

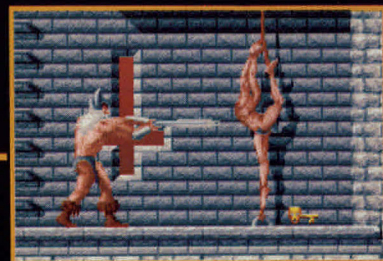


(Left) Wait for the fist to retract before climbing to the top of the ladder. You also need the key to open the firmly locked door



A large quantity of coins can be found scattered along this passageway – ideal for getting back to peak fitness

of Section Two



Watch out for a couple of foes. Once killed, you can take the Gold Key without fearing an attack. Then you must journey back to open the door that the key fits

Level One – Section Two

Don't clamber up the first ladder you come across. Instead, continue left and drop to the lower level where you will find Key 5.

For fairies in abundance, enter the room via the door on the left where you have to leap back and forth across a burning pit to gather them safely.

Once the fairies stop appearing, go to the area where Door 5 is located. Take Key 6 which will allow you to gain access to the Gold Key, resting in the corner. Using the Gold Key, you are now able to roam into the third section.

Start of Section Two

Gold key will allow exit to Section Three



Wait until two fairies appear before jumping across. This way, all fairies will be collected and not burned in the fire

Start

You discover a key and a fairy in despair. Take her to heaven where she can be free

Level One – Section Three

Take the coins to the left of your position before journeying into the dingy depths of this particular stage. Head for Key 7 which you must use to unlock the appropriate door.

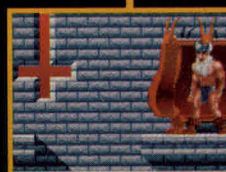
Stick to the map route, resisting the temptation to explore elsewhere. As you descend the ledges on the far right, take the time to improve your health by picking up the coins.

Simple and straightforward from now on, you are soon to meet the end-of-level guardian in the form of a roaring, toasting, jolly green dragon.



Bursting through the door, you hurl an axe at a poisonous spider on the wall. That's one less to worry about!

The dragon's weakest point is its head. So jump, fire, and then pull away from the beast while still in the air, consequently avoiding the flames



Carefully walk to the edge of the opening then leap across the gap and rescue the fairy



Search the chests to reveal a number of fairies waiting to be taken into your caring arms

End of Level One

Deliverance

Level one

Level two

Proceed around the corner, drink from the fountain, leave another weight on the floor switch and go through to the



Collect the key by the fountain and open the double doors with them. Kill the skeleton encountered. Collect the chest and descend the steps into Level three.

Level three

Extinguish all light and collect the chest from the alcove using the spellbook



Collect all the torches you come across, and extinguish them immediately. Remember, a glowing torch can be placed in the backpack which will free the character's action hand

Pull the switch to open the double doors. Send one character down the right steps and the others down the left steps into level four.

Level four

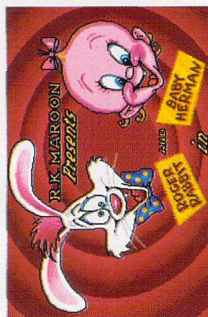
Push the secret switch and rejoin the first member of your party after the secret wall has opened and you have collected all the items. Carry on down the corridor. Avoid the last floor switch

small tips

Our Small Tips
 section goes from strength to strength, so thanks very much to each and everyone of you who made the effort to write in. And remember, if you've got any requests for all time classic cheat modes, please drop us a line and we'll try our best to cater for all your needs.

Hare Raising Havoc

Alan's complete players guide should have been sufficient, but if you're still struggling, this cheat should make things a little easier. To jump scenes, simply hold down the keys **ALT**, **CONTROL**, **SHIFT** and **F5** simultaneously.



Robin Hood

At any time during the game, hold down the left ALT key and type in any of the following numbers to activate the required effect.



3378 Outlaw stag hunting
3371 Outlaw Robin Hood
3372 Outlaw the merry men

as this will warp you back.

Make everyone read "This message is for everyone". Spend your coins and collect the chest which takes a little time to appear. Stand three of your party on the three floor switches. This will lead them to be kidnapped, but don't worry, you can rejoin them later. However, it is important that your remaining warrior has a magic level of four or over. Check each of the three - one of them will have to kill his cell mate.

Once in the cells, look out for rats. Food and water is available and can be

obtained by collecting the key by the doorway to the "Bread and Water" cell. Take the free character, collect the key that has appeared, open the left-most door and collect the waterball spell. Have a drink and continue down the corridor. Go through the small gap in the wall, which is the first gap to the character's left and kill the firedemon with the waterball spells.

When he dies, one cell will open and one of the previously imprisoned characters will join you. Leave the room the same way that you entered it but turn left and go right around to the portcullis and switch. Pull the switch and then enter the room.

The switch also turns on the teleporter for a short period of time. Throw items into the teleporter. These will warp to the floorswitch which closes pits. Gather your items back and pull the switch, opening the cell.

Now exit the room with three characters.

Turn left out of the room and continue down the new corridor until the T-junction where you should also turn left. Pull the switch. Kill the Minotaur and collect the chest which contains a key and coins. The key opens the last cell. *Do not forget the key in this cell.* Exit the room and turn right.

Pull the switch in the corner, which will then open up the door. Buy some food and collect the chest. Have a drink. Now proceed into the Master Switch Room. *Do not pull switch 4.* Kill the minotaur in the room. After this, use switches 1, 2 and 3 to open the rooms and collect the key. Use this key on the final room which leads, once you have descended via the steps, to level 5.

Level five

Open the door by using the switch. Send one fighter into the room. The photoreceptor will pick him up and open the monster's

doors. Try and let each individual monster out one at a time.

Kill them and keep an eye open for any firedemons knocking about as they will light the photoreceptor themselves and let all the monsters out at once!

One of the firedemons carries the exit key. Kill him and get all of the group through. Spend a coin and use the altars. Buy refreshments, then send men into the teleporter, leaving an item on the floor switch. Extinguish all light and exit through the new teleporter.

Now enter the "One each" room. Send your men into the corridors one at a time. Kill the skeleton and collect the key.

Use the following key combination in the four locks to solve the corridor:

Key 1 = Lock 4
Key 2 = Lock 3
Key 3 = Lock 2
Key 4 = Lock 1

You can use the switches on the outside to free adjacent characters. You don't need all four keys to solve this.

To solve the next corridors, two teams of two men are needed, as each team helps the other to progress further. Use the following combination:

Switch 1 closes pit A

Switch 2 closes pit B

Get everyone through, stand together on the floor switch and enter the portcullis. Go to the "Mystery Tour" switches and take one switch (A, B, C or D) each:

A - Light both photoreceptors. Keep light away from the doorway as invisible receptors will create a skeleton. Collect the key.

B - Collect the key, extinguish all torches and exit.

C - Collect the chest, kill the skeleton and leave all the items on "PLEASE GIVE GENEROUSLY". Go through the door and proceed through the second door.

D - Collect the chest. Throw a fireball in the direction of the arrow. It will warp X-Y-Z and the door will then open.

Use the collected keys on three locks, wait for the doors to open, then proceed down the steps into level six, which will be revealed in all its glory next month.

Shadowlands

- 373 Put a price on Robin's head
- 441 Cycle through the seasons
- 213 Move to the island near Little John
- 214 Move to the spring near wizard
- 659 Unite the merry men
- 103 Force Marion to fall in love
- 166 Maximum heroism
- 167 Minimum heroism
- 666 Call a church service
- 828 Legalise Robin Hood

Apparently, there are quite a few more, so have a try. If you discover any more, we'd like to hear from you.



Agony

Hit any of the following keys during play to activate a variety of cheats.

- F1 Puts a sword underneath your owl
- F2 Puts a sword above your owl
- F3 Increases the size of your bullets



Press F3 three times to gain an extra life. This final cheat can be repeated time and time again, so make sure that your lives don't drop beyond a certain level.

Nebulus II

This must be one of the world's most infuriating platform romps. On the title screen type in the word HELLOIAMJUMP (no spaces!) to gain infinite lives. Also, by pressing any key from F1 to F8 you can access any of the unfinished towers.



Ever since Lemmings changed the face of puzzle games, just about every software house in the industry has jumped on the arcade-cum-puzzle bandwagon. Catch'em is no different. It looks like a half baked platform affair, but there's more to it than meets the eye.

You play the part of Jeff the zookeeper who must capture a number of escaped animals within a given time limit. These animals are roaming around oodles of platform orientated landscapes and they're not in any rush to return to their claustrophobic zoo cages either.

The action takes places on a scrolling backdrop, dominated by platforms, ladders and various animal catching objects. Moving the zookeeper around with joystick, you must collect these objects and decide just how to use them to capture the roaming animals.

For instance, on one of the opening levels, a couple of monkey type creatures patrol an upper platform. You've got three objects available, a baseball bat and two bowls of food.

You could try hitting the monkeys with the baseball bat, but they're a bit sharp, so they'll dodge the incoming club with ease. Give them a bowl of food though, and they'll be completely



The ape moves the ladder from one platform to another, so make sure you trap him when it's in the correct position, otherwise you won't be able to complete the level

A C T I O N I N F O	
GRAPHICS 	CATCH'EM DMI £25.99 TEAM: Prestige
SOUND 	
LEAGUE RATING	
26 LOOPZ 27 CATCH'EM 28 PLOTTING	
PUZZLE & QUIZ	

Puzzle games are all very well, so long as the actual solving process is fun. Catch'em fails miserably in this area, due to the simple puzzle aspect and the 'not so much fun once you've sussed out how to do it' element. What we're left with, once you've done the brainwork, is a rather dodgy platform game, with below par graphics and an awkward control system. Okay, so it's good fun at first, but once you've laughed at the initial humour and breezed through the opening puzzles, your interest will undoubtedly fade before you reach the later levels.

PETE

Catch'em



An animated intermission is played between levels. In this short take, a cat killing car goes on the rampage with catastrophic results

oblivious to any goings-on. So, place the food in an appropriate place, wait for the monkeys to tuck-in, and let them have it on the back of the swede. Finally, you must bag the dazed body and carry it back to a large wooden box. Once you've

collected all the animals on any particular level, a brief animated intermission is played, a password for the following level is dished out and the game continues in a similar sort of fashion.

New objects are introduced such as blow up female apes which keep the male apes occupied and voodoo type poles which scare the chimps. Your only enemy is time. If you fall from a great height, you'll lose a lot of time recovering from the bang. Also, if you happen to slip on a banana skin, you'll fall over and waste valuable time.



Gorillas will simply rip Jeff's head off, so buy yourself a blow-up dolly, avoid the temptation yourself, and give it to the Gorilla to distract him for a short while

Planet of the Apes



Jeff's little trailer contains all sorts of extra objects. Trouble is, they're all limited



Use the tacks to nail down the box of bananas. This stops the monkeys throwing banana skins



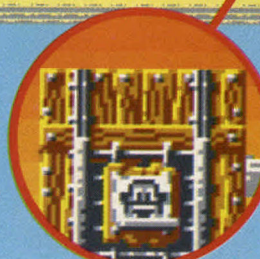
This is Jeff, the hero of the piece. Use him to round up the escapees



That monkey's free and it's spreading slippery banana skins everywhere



Collect this bowl of food and give it to the monkeys. The hit them while they are eating it



Bag the monkeys and bring them back to this box. To complete the level, all the animals must be put into a box like this

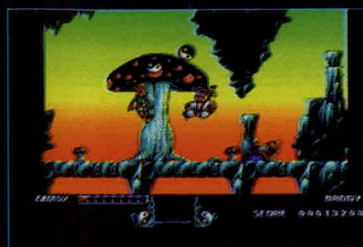
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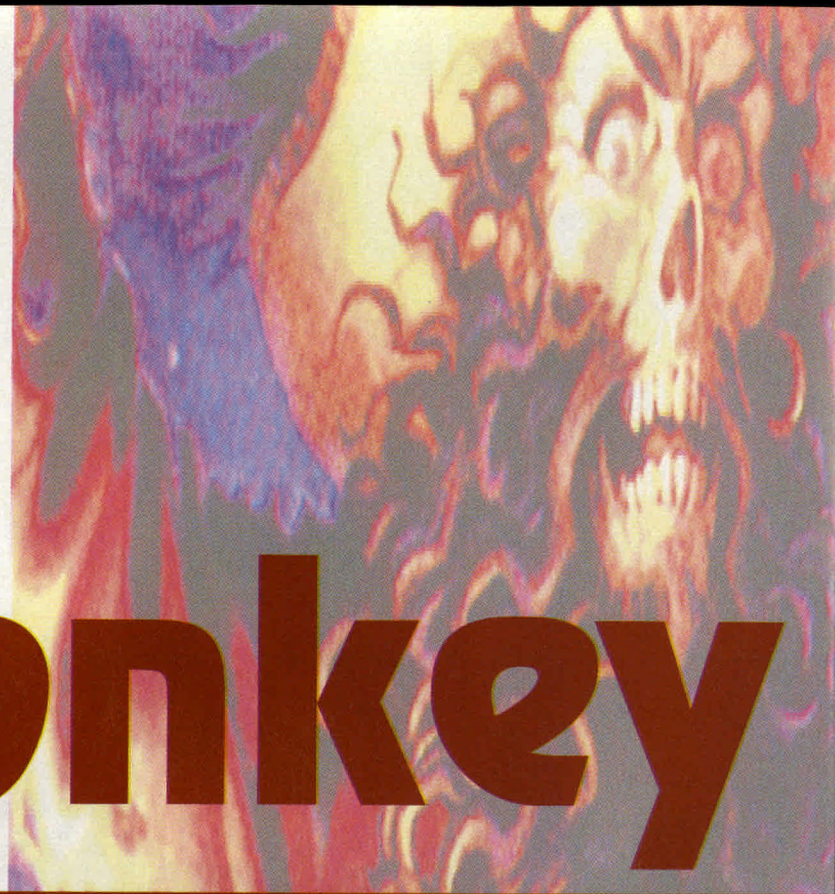
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者利

Right: The adventure begins under rather strange circumstances, but it soon becomes apparent that the opening sequence is the end of the adventure. After making a hasty exit from Scabb Island, Largo LeGrande makes his way to LeChuck's hidden fortress where he resurrects the deadly ghost pirate



Monkey



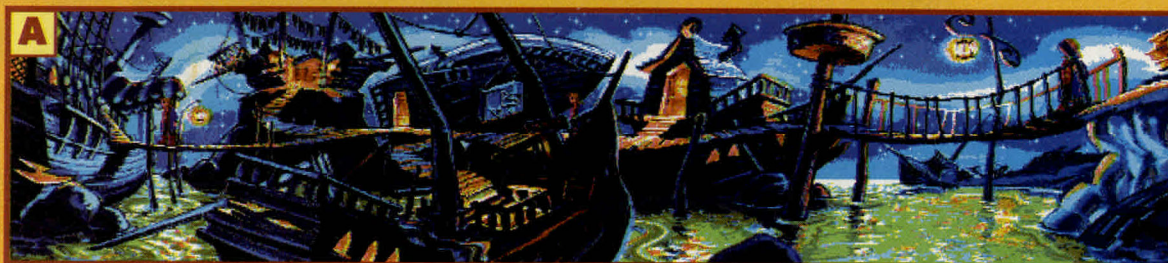
Monkeying Around



THE SWAMP: Use the coffin to sail the misty swamps and enter the shack in the forest to meet the voodoo lady. Bring her the correct ingredients and she'll dispose of Largo



THE GRAVEYARD: Fancy a spell of midnight grave digging? If so, grab a shovel and head for the hills, you never know what you might uncover



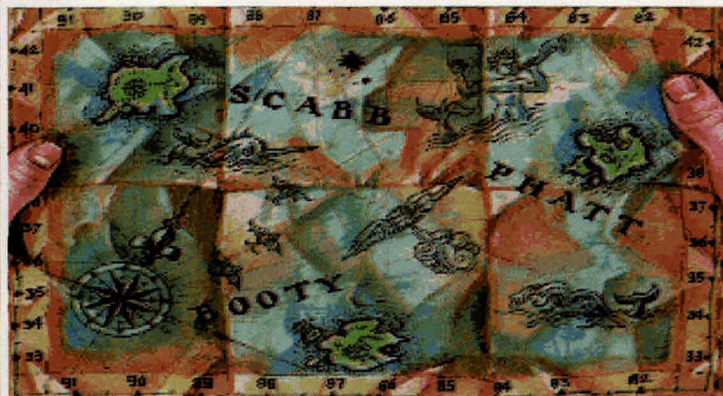
WOODTICK: Supposedly the capital of Scabb Island. A bustling coastal town packed with struggling businesses and run down shipping vessels



CAPTAIN DREAD'S CHARTER VESSELS: A small port rife with recession thanks to Largo LeGrande. Bring Dread, an eye that has seen the world, and he'll take you anywhere

THE BEACH: An extremely quiet coastal resort of pixel beauty and very little else. The two characters by the camp fire are full of interesting idle chit chat





The Jolly Rasta, captained by the aptly named Dread, is your only form of transport between islands. Simply click on your required destination and sit back

Island 2

LeChuck's Revenge

ADVENTURE



After what seems an age, Threepwood is back, as pathetic and weedy as ever, but oh so lovable. It's just over a year since the Secret of Monkey Island stole a place in many people's hearts, but to some it seems like a lifetime.

The glorious cosmetics, rhythmic stomps and undeniable humour have been sorely missed, but thanks to Ron Gilbert and the rest of the Lucasfilm crew, the Monkey Island story continues in a much larger and brighter fashion.

We all remember Guybrush Threepwood, the would be pirate who shocked into shame the inhabitants of Scabb Island by ridding the world of the evil ghost, Pirate LeChuck. In this latest adventure – we can only pray for more – LeChuck's been resurrected and he's not best chuffed with our old mate Threepwood.

With LeChuck still six foot under the game begins, on Scabb Island of course. Guybrush Threepwood is still waffling on about his past achievements and boring the pants of everyone in the process. The island is bustling with quite a few familiar faces and a handful of new residents. The most unwelcome character, surprisingly enough, isn't Guybrush Threepwood.

Largo LeGrande, LeChuck's right hand man, is effectively in charge of the island and nobody dares challenge his strengthening authority. For starters, he's stealing everyone's cash and forbidding anyone to leave the island. This slightly shipwrecks Threepwood latest pirate venture.

He's searching, in vain of course, for the lost treasure, Big Whoop! And he won't find it unless he leaves Scabb Island, so you must first rid the Island of LeGrande. This effectively forms the first 'task' of the game, or 'part' if you like. Yes, that's right, in true Monkey Island fashion, the entire adventure is split up into various missions, each of which contains a single, ultimate objective.

Arable Plot

Once you've completed the first task, LeGrande leaves the island as expected and resurrects LeChuck, so the plot moves up a gear and the tough adventuring begins. LeChuck is seeking revenge in a big way, after being massively embarrassed by Threepwood in the past. A little later on into the quest you'll discover that the hidden treasure, Big Whoop!, will assist you in dismissing LeChuck for



Guybrush Threepwood's LeChuck stories are wearing a little thin on the ground, so he decides to change the tone of the conversation and talk about his latest venture

Meet The Cast

THE VOODOO LADY: The key to completing part one of the adventure. Bring her a few items related to Largo LeGrande and she'll build the best voodoo doll in town



GUYBRUSH THREEPWOOD: The hero. Fresh from defeating LeChuck in the first adventure and ever willing to talk about it, he is all keyed up for his second mission



CAPTAIN DREAD: The coolest stomper is town sports a rad set of dreadlocks and an equally cool accent. Charter his decrepit vessel and visit all the islands in the Caribbean



MEN OF LOW MORAL FIBRE: The drunkards return with more waffle than ever. They seem to spend most of their time sleeping and not selling dodgy maps



GHOST OF LECHUCK: He doesn't make an appearance until the second part of the adventure, but he's sure to catch up with Guybrush sooner or later



LARGO LEGRANDE: A complete and utter low life; LeChuck's right hand man. He liberates islands, steals money from the poor and fouls the footpath with his spitting



the second time, so its discovery becomes all the more important.

The Monkey Island 2 user interface is almost identical to that of the first, but it has been tweaked for the better in some places. The familiar point 'n' click control system is employed once again, where the user simply clicks on a few words, icons and on-screen objects to construct sentence type commands.





A few brief intermissions interrupt the gameplay. Here Largo Legrande, together with the Ghost of Pirate LeChuck, plans Guybrush Threepwood's downfall with a voodoo doctor



The entire adventure is split into four distinct parts, each of which contains an ultimate quest. The first quest is relatively simple and it serves as an introduction to the whole game's various elements



For instance, if you wanted Guybrush to collect a stick from underneath a tree, you'd simply click on the 'Pick-Up' icon and point to the stick in the game display window.

One thing that has changed is the inventory list. Instead of simply listing your collected objects, a small, well drawn picture is used to portray each item. As mentioned before, some of the characters from the first game have re-appeared, but not



You'll meet all sorts of charming people on the three islands. Interacting with them is easy, but choosing the correct conversation is of paramount importance

necessarily in the same form. Some are instantly recognisable, others make an appearance in a slightly different form. Stan the used boat salesman from part one is no longer a used boat salesman, for instance. He's back, and he's running a small odds and sods type shop on Booty island. Interacting with the characters is just as simple as it ever was.

In fact, the system hasn't changed at all. To chat with one of the locals, simply click on the 'Talk

to' icon and point at the required character in the game window. After a brief introduction, a selection of possible statements are listed and you must pick the option which you consider to be most applicable.

Impressive Debuts

Two other major new features make their debuts in Monkey Island 2. Firstly, there's the iMUSE system (interactive music under sound effects), an innovative and technically impressive music composer which gracefully follows the unpredictable action and flow of the gameplay. Something of a strange feature is the ability to select a difficulty level before the adventure actually begins. Unexperienced players can opt for the cut down version with fewer puzzles, while fully fledged pirate types can indulge in the lot.



This Is Not Gibraltar



1 Click on the required word to construct your command sentence

2 To scroll through the inventory list click here

3 Any collected object is displayed here in icon form

4 Constructed command sentences appear here in all their glory

5 Guybrush Threepwood himself, the swashbuckling pirate pretend

6 Any on-screen objects are usually easy to pick out

Scabb's Pied Piper



Collect the stick from underneath the tree down by the beach...



Blatantly steal a piece of string from the voodoo ladies HQ...



Raid the cook's kitchen and leave with the large carving knife...



Lose the innkeeper by releasing his pet croc using the knife...



And thieve the rat attracting cheese squiggles from the croc's bowl...



Setup a trap using the open box, the stick and the length of string...



Wait for the rat to pounce and pull the string to trap it in the box!

A C T I O N I N F O		
GRAPHICS 	MONKEY ISLAND 2 US GOLD £37.99 TEAM: Lucasfilm	SOUND
LEAGUE RATING ***TOUCHDOWN!*** 1 MONKEY ISLAND 2 2 LURE OF THE TEMPTRESS		
ADVENTURE		

Monkey Island 2 should have a government health warning slapped on the side. This must be one of the most addictive and gripping games I've ever played thanks to the incredible storyline, the stunning cosmetics and the abundance of intricacies, not to mention the humour and sheer size of the adventure. I didn't think they'd surpass the original with such ease, but as usual, Lucasfilm have smashed every expectancy barrier. Summing up such a class production is tough but put simply, Monkey Island 2 knocks you sideways.

PETE

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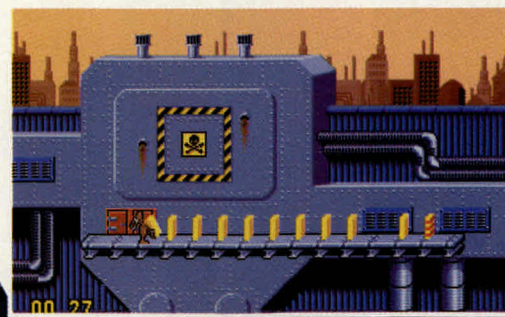
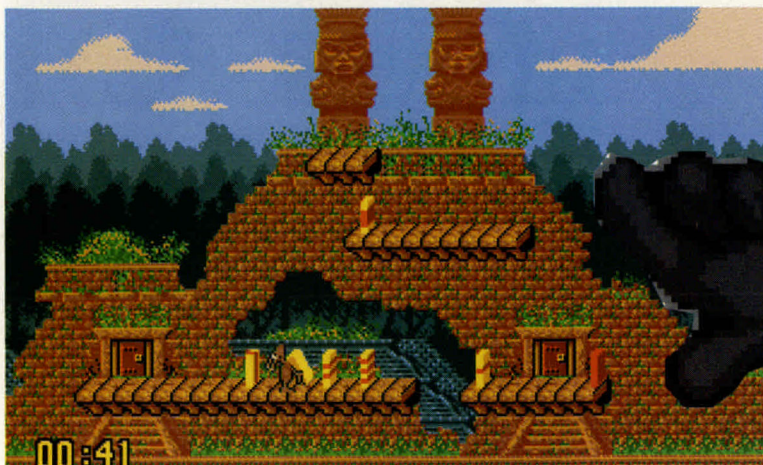
Gazza's Super Soccer
Gazza 2
Better Dead Than Alien
Paradroid 90
Time



LANDING AT A COMPUTER GAMES
STORE NEAR YOU

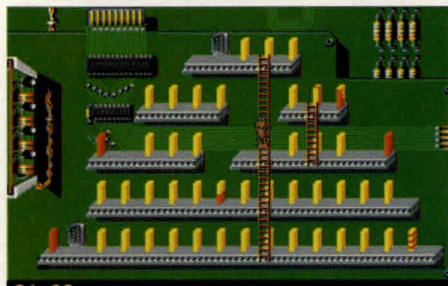
TOUCHDOWN, 4-6 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ.

Send an Ascender to the top platform which will shove the Tumbler. This falls off the edge, rebounds from the Blocker and, hey presto!

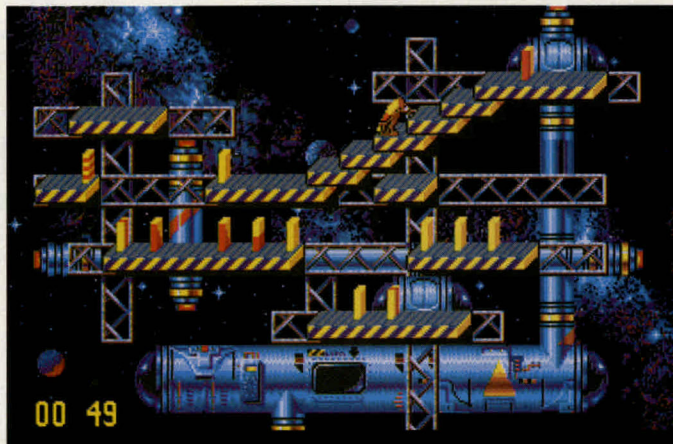


Transport the end domino to fill the small gap over on the other side. Now return to the far left and push them all over!

Push-Over



With minor changes and a push in the right place, everything works out



Various detailed backgrounds create a fun atmosphere, illustrating the care and attention in Push-over

PUZZLE AND QUIZ



Who said domino topping was outdated? Ocean are now attempting to revive this strange, fascinating 'sport' which Roy Castle always appeared a little over-enthusiastic about for a supposedly sane person.

The game has been developed by Manchester-based programmers Red Rat, whose previous efforts have included the hugely popular Lombard RAC Rally.

While Push-over is a different style of game altogether, they are surely set to look forward to another best-selling success story.

Endorsed by furry, friendly canine Colin from Quavers crisps, you play the role of good buddy, GI Ant. Careless Colin has dropped 10 packets of his favourite, tasty snack down an ant hole. Volunteering to recover the munchy foodstuff, you dive below ground with

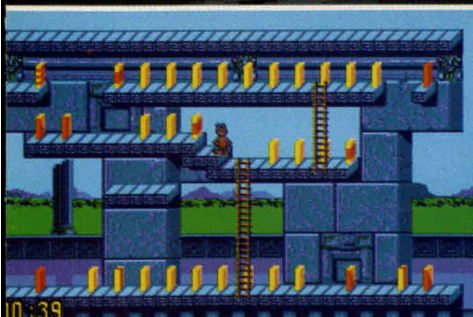
vigour to begin negotiating the 100 brain taxing levels.

Each stage houses a number of dominoes. With good planning and organisation, you have just one mighty push with which to fell them all within seconds.

Carrying them about, one at a time, place the dominoes with great thought, analysing what will happen when you go for the hopeful heave-ho. This process isn't as simple as it may initially seem. The dominoes are



Help is available at the press of a key. An explanation for each of the dominoes is possible and vital until you learn for yourself



GI Ant's a bustling, little character. Ponder too long and he conveys his impatience with a frown and some irritating foot-tapping



Dropping a domino onto the Splitter sends dominoes tumbling off in both directions. Now wait for the spectacular result of your toppling efforts, such anticipation makes this game



PUSH-OVER
OCEAN £25.99
TEAM: Red Rat



Swoon at its addictiveness as you assault the masses and masses of levels. While the first few stages of Push-over are simple, the majority are devilishly brain-draining. Guaranteed to entertain every member of your family and friends, cries of 'Don't drop it there' and 'Move that one' result in gleeful mayhem. Small but adequate graphics, stonking sound and masterful gameplay make Push-over a pleasure to play. As a previously untried theme on the Amiga, this opens up a new avenue that you should happily stroll along.

ALAN

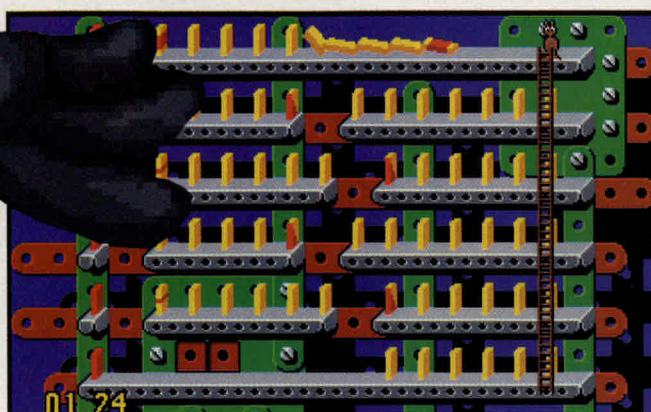
LEAGUE RATING

4 PIPEMANIA

5 PUSH-OVER

6 KLAX

P U Z Z L E & Q U I Z



And they're off! Has everything been planned to perfection, or has your time been totally wasted? You'll just have to wait and find out in the wake of this great event!

With only one normal domino in the whole array, this is enough to send your grey matter into overdrive. Don't blow a fuse just checkout the domino descriptions and plan the perfect topple!



situated on platforms of varying altitudes, some of which you can't reach via the connecting ladders.

On top of this, some of the collapsing blocks have special attributes, indicated by red markings. For example, plain yellow dominoes react as you'd expect, but those with one red, vertical stripe are Ascenders; they rise to a higher ledge and topple those resting there. Others split into opposite directions, some explode to create holes in the ground where others can fall through to hit dominoes below, tumblers continue rolling, and there's even more thoroughly intriguing domino features!

Ultimately, you must push over a three-striped domino but only after all the others have bitten the dust. This causes the exit door to unlock, enabling you to depart with a smile on

your tiny ant face. Fail to do the whole task within the time-limit though, and you must strain your brain again with the puzzle before being allowed to progress.

Alternatively, trade in a token from your strictly limited supply which, as a result, thrusts you into the teasing level ahead. This is certainly very useful but it's more fun to figure out the level properly.

Colin makes an appearance during the intro sequence but, other than this, he stays out of the taxing action and it's GI Ant that proves to be the star of this unusual licence.

It appears that Ocean have a thing for ants at the moment, but this is definitely the Queen while SimAnt is simply one to firmly stamp on.



COOLER THAN AN ICEBERG IN ANTARCTICA



HOTTER THAN A PICNIC IN DEATH VALLEY



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Hole In Half a Dozen



Don your silly cap and practise a few swings. Now your joints are loose, let fire with your driver



As the wind took hold of your ball, you find your third shot has to be launched from the clinging rough



Almost flat and straight, you need to putt this to begin the next hole one over par. Not the best of starts



Halfway along the fairway. Your second stroke thumps the ball far and high, nearing the green



A delicate chip lofts your ball onto the green and close to the pin, but the gentle slope forces the ball away



Two putts were needed, so your first entry on the card means you have to try and recover the situation on the next hole

A short and accurate chip onto the green is vital. Already struggling to maintain par, a lob into the hole would rescue you from a desperate situation



Links



Left: Who needs to see the flag anyway? Whose idea was it to plant a tree there? And where's a lumberjack when you need one? Above: At any time during play you can access an overhead view which indicates your exact whereabouts in relation to the hole



Strutting along a fairway, club over shoulder and caddy by your side, is part and parcel of one of the country's most popular pastimes. Brought to you on the Amiga a number of times, golf has successfully arrived in the form of PGA Tour Golf, Microprose Golf and World Class Leaderboard. The latter was developed by Access, and now the team presents the same sporting theme again with the appropriately titled Links.

Golfing sunshine is guaranteed but the breeze can become stronger than Bernard Manning on beans. Hummocks, bumps and gentle undulations feature on all holes, not forgetting trees, bunkers and water traps.

By using the mouse to a great degree of accuracy, you may be able to play a round of 72, but for your first few efforts, you'll be lucky to stay under 100.

Eager Amiga golfers will recognise and associate the control system with that of other similar titles. A circular gauge measures power and snap; press the mouse button to set the meter whizzing around the gauge and don't release until the lengthening bar reaches the desired power level. Now the bar begins its return journey, and depending when you strike the button again, will determine the snap.

This results in a system that you will never be able to perfect, but reasonable judgement rewards you with an adequate shot. This leads to the very occasional shot wildly shooting off target, just like the real thing.

Also positioned on the panel at the base of the screen are a number of other features. These include hook and slice controls, the possibility to view the lie of the ball, and more.

On the main playing display, you may instruct the animated character which direction you want him to belt the ball by means of a flagpole. This is prompted onto the screen by holding down the left mouse button and can then be manoeuvred into position.

Thankfully, everything within Links can be implemented with ease so you're never left struggling with any of the options.

Drivers, woods, irons and wedges are all incorporated with

Resist the desire to build castles and take out your sand wedge. Remember to take into account that the you have to strike the ball that much harder than usual



Torrey Pines beckons you to accept the challenge. Have you the iron in your blood and wood in your hand to make it round under par?

Creative Stroke Play



002
AMIGA ACTION



A little shuffle of the feet and everybody thinks Michael Jackson's taken up golf. The way you're playing, maybe you should consider singing tedious pop songs for a living, too

the yardage potential for each club showed in the manual. Whether you're driving down a fairway, chipping onto the green, or smashing your club into the sand with frustration, rest assured that the necessary club is at hand.

As for putting, just examine the slopes on the green and knock the ball into the hole by adding power. Too much strength and you'll overshoot, too little and you'll want to fall to your knees in misery.

The Bogeys Man

Competition can come in as much as a seven strong array of opposition – fortunately, Faldo and Woosnam are too busy globe-trotting to make an appearance in Links. While the leaderboard clutters up with a mass of figures, the pressure is sure to mount as others complete birdie holes and you know you're destined for a dismal triple bogey.

Now you've read the review, I'm going to really annoy you. Ahem, here we go, Links is only available for hard drive owners, requiring almost 2 meg of memory. Now this probably counts out the majority of you, while those of you who have the bourgeois luxury of a hard drive will be able to make mocking gestures at the poorer ones among us.

Still, long live the working class!

OVERALL
81%

ACTION INFO

LINKS

ACCESS £35.99
TEAM: IN-HOUSE

GRAPHICS

87%

SOUND

80%

Primarily one for golfing fanatics and not really for those who fancy a pleasant stroll with a little activity along the way. Although by no means complicated, Links is comprehensive enough to satisfy professionals with delightful and not overly complex and demanding gameplay. Screen update is slow at times, particularly around afforested areas where the trees are individually redrawn, but all this is not deserving of severe criticism. Links is good golfing entertainment at a somewhat costly price, and stands on a par with other top golfing games.

ALAN

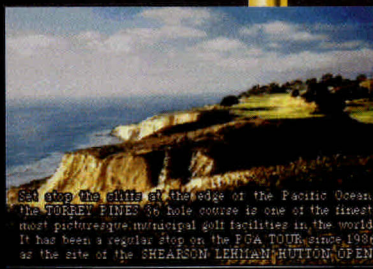
LEAGUE RATING

12 WORLD CLASS LEADERBOARD

13 LINKS

14 THE MANAGER

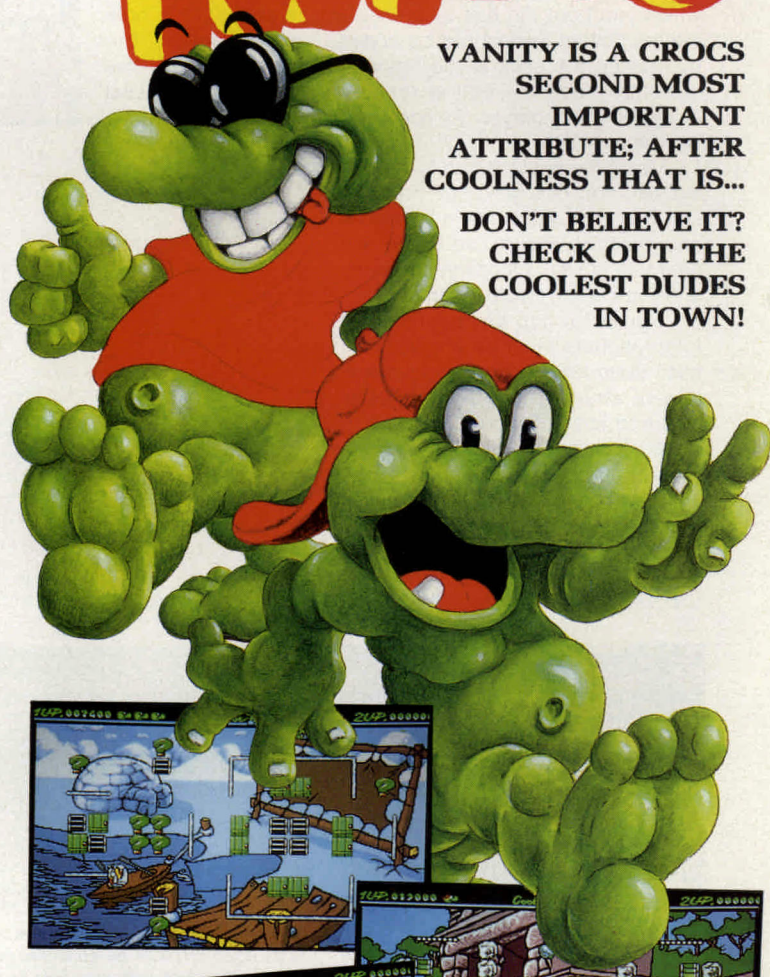
S P O R T S S I M



Set atop the cliffs at the edge of the Pacific Ocean, the TUREN FINDER 50 hole course is one of the finest most picturesque/municipal golf facilities in the world. It has been a regular stop on the PGA TOUR since 1986, as the site of the SHEARSON LEHMAN HUTTON OPEN.

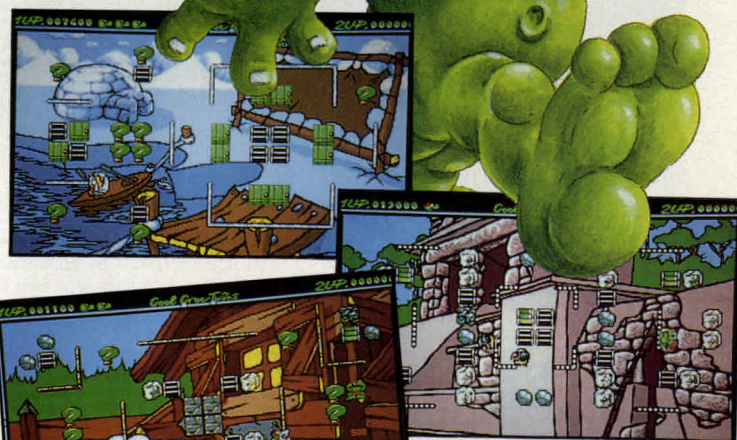


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ARCADE MASTERS



Yet another football game desperately tries to dislodge Anco's Kick Off 2 from its seemingly permanent residence at the top of the AA Sports League.

Sensible Soccer is the closest anyone has come to a KO2-style game with a degree of success. However, it's certainly not a KO2 beater.

Viewed from overhead, your men are the size of Ken Dodd's clan – diddy! Played on a small pitch with an almost unconceivable tiny sized 18-yard box, you can swerve, drive, chip, dribble and pass the ball with relative ease.

Hand to Foot Control

The controls are similar to KO2 in which you boot the ball by pressing the fire button. Swerve can be added by moving the stick in the relevant direction once the ball is rushing away from the player. Pulling back lifts the ball high.

Using the nearest man to the ball system, you can tackle by pressing fire. Foul play will result in free kicks and penalties though, so timing and precision is vital. Of course throw-ins and corners are incorporated too.

European cup competition and internationals must be played, with each team having the correct player names attached and appropriately coloured kits. When you put one in the back of the net, the goalscorer's name appears and the time of the goal. During the course of the match, you may find the likes of Lineker drilling home marvellous hat tricks.

Pitch conditions supposedly affect the way the ball reacts when in

contact with the ground. Actually, there's very little difference between the various types; perhaps the most influential condition is the wet surface where the ball does tend to roll and skid more than usual.

Because Sensible Soccer is played on a small pitch, passing isn't as important as it is in KO2. Sensible tends to result in a boot and shoot frenzy, rather than cutting passes behind the defensive line and spreading the ball out wide to wingers in the hope of creating an opening.

In its own right, Sensible Soccer provides end-to-end action and is simpler to learn than KO2. However, if you really want to get immersed in an arcade-style footy game of the highest quality, you should, by rights, take the time to master KO2 in order to discover that Sensible is in a lower division than its best-selling counterpart.

OVERALL
78%

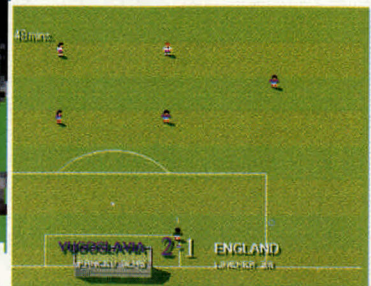
Sensible Soccer



Lunging at your opponent with the ball, you succeed in missing and make a complete fool of yourself. Time to bring in the right back



Before the referee blows his whistle, you are given totally useless information such as the score and time played



Before goal kicks are taken, the score and goalscorers are displayed with the times they scored. Lineker's obviously on form today

EUROPEAN CHAMPIONSHIPS											
GROUP A											
	P	H	D	L	F	A	PTS				
1 ENGLAND	2	1	1	0	6	4	3				
2 FRANCE	2	1	0	1	3	1	2				
3 YUGOSLAVIA	1	0	1	0	3	3	1				
4 SWEDEN	1	0	0	1	0	5	0				
GROUP B											
	P	H	D	L	F	A	PTS				
1 SCOTLAND	1	1	0	0	1	0	2				
2 DEN	1	0	1	0	1	1	1				
3 GERMANY	1	0	1	0	1	1	1				
4 POLAND	1	0	0	1	0	1	0				
FRANCE 1-3 ENGLAND											
NEXT MATCH: SAVE DATA: EXIT											

The European Championship is going England's way. With a comprehensive win and a well earned draw, you're sitting firm at the top of the table



Shooting from just outside the box, you add a little right swerve to put the ball past the goalkeeper. There's bound to be more to come



Line up in front of the crowds and give a wave to the Royal box. With the formalities over, let's get the match under way. Hold on a second, who's got the ball?



A free kick from just outside the box puts your lead under threat. Building a four man wall, you hope it's enough to stop the shot and pray that they won't get a lucky deflection

ENGLAND											
1	CHRIS WOODS	G									
12	DAVID SERHAN	G									
6	MARK WRIGHT	D									
5	DES WALKER	D	★								
4	MARTIN KEDDIE	D									
13	KEITH CURLE	D									
2	GARY STEVENS	D									
3	STUART PEARCE	D									
14	DAVID BATTY	M									
8	TREVOR STEVEN	M									
11	TONY DALEY	M									
7	DAVID PLATT	M	★								
15	JOHN BARNES	M									
16	PAUL HERRON	F									
10	GARY LINEKER	F	★								
9	ALAN SHEARER	F									

Select your team from the full squad and determine a formation for them to play in throughout the match. Next, choose your substitutes, then go out there and win. I make it sound so easy!

ACTION INFO

SENSIBLE SOCCER

RENEGADE £25.99

TEAM: Sensible Software

GRAPHICS

77%

SOUND

80%

Sensible Soccer succeeds in creating a fast-paced football game that you can learn to play in just a few minutes. Unfortunately, it falls short with such flaws like a small pitch and, in particular, a miniature goal area. The goalkeepers are talentless, allowing you to score easily by hitting a direct shot with a touch of swerve. The zonal positioning of your men is poorly implemented, with large open areas between the halfway line and the box. Most goals are from 30 yards out and rarely in the goalkeeper's area which is too unrealistic for my liking. Why bother with Sensible when you've got everything you need in KO2? ALAN

LEAGUE RATING

20 JAHANGIR KHAN

21 SENSIBLE SOCCER

22 RBI 2 BASEBALL

S P O R T S

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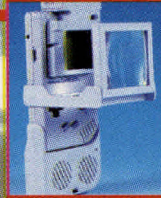
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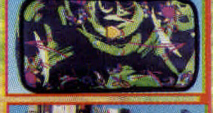
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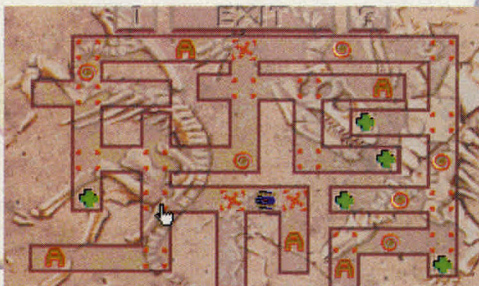
Intellectual or ignorant? Genius or geek? These are the questions that many of you ask about others but rarely yourself. You know how it is; you're quick to judge the people around you but tend to hide behind tough skin when the tables are turned for the worse. Am I sounding philosophical today or what?

Indeed, can anyone actually make sense of my utterances? In saying this, who ever really understood Socrates – and where's my psychiatrist when I need him?

Yes, Doctor Brain has this strange and inexplicable effect upon people as he probes deep into your mind to see if there is something there worth exploiting. You'll discover thought and logic like you've never discovered it before, as you attempt to solve the puzzles and problems that Doctor Brain throws your way.

You begin by stepping into his dank, musty castle, knowing that you have probably entered the Twilight Zone. Gradually working your way along passageways and through rooms, you're regularly presented

Carefully guide the robot about the maze via remote control. Hopefully, you will do it a lot better than those talentless contestants appearing in the Crystal Maze



Don't you open that drawbridge, for there's something in there! Yes, the whacky Doc is lurking inside, devising usual and unusual problems for you to tackle



Castle of Dr Brain



Even if you already have your 'A' Levels, you ain't seen nothing yet. Use all the numbers to satisfy mathematical equations

with all manner and description of teasers and posers. You must solve each one or be dismissed from his grandiose home in disgrace.

Mouse controlled, you wind your way forward, clicking on entrances to move. To solve the various puzzles, you have to point, click and move the on-screen objects – whatever happens to be appropriate to the given circumstances.

From creating electrical circuits to solving mathematical thumb-twiddlers and negotiating mazes, you must get your brain in gear and stay

mentally active throughout.

If you are in desperate need of assistance, spend one of your few special coins to prompt help in the form of in-depth textual explanations, revealing more than your initial briefing. If you're lucky, the whole solution to the problem may be given, but don't rely on such a rarity.

With three difficulty levels available, once you've completed Dr. Brain as a novice, be assured of increased complexity on the two tougher levels. Since one game can take a considerable time to play, a

'Save Game' option is incorporated to dispel any frustration from having to cover your steps all over again, should you want to continue the following day. Unfortunately, Dr Brain is, without doubt, eccentric and truly warped. You could be playing with binary digits one minute and fiddling with clocks the next! In a way, this could be regarded as the Amiga equivalent of the excellent Channel 4 programme, The Crystal Maze. Doctor Brain may even be Richard O'Brien – their surnames are suspiciously similar.

OVERALL
79%

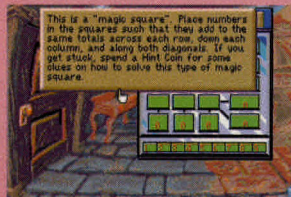
Brainstorming the castle



As the lights above the castle door illuminate, follow suit by clicking on the relevant bricks



Through the keyhole, we see nothing. But on the door is a plaque, so something may be hiding within...



To continue further, you must solve the puzzle. An explanation of the game is given – the rest is up to you



You aren't getting far at all. A little more time and thought should lead you to the solution



Of course, you knew all along that the answer was 15... especially when the numbers somehow fit into place!

A C T I O N I N F O

GRAPHICS

80%

CASTLE OF DR BRAIN

SIERRA £34.99

TEAM: Corey cole

SOUND

25%

Slow disk accessing hampers an otherwise quite commendable puzzle and quiz product. More testing and trying than an L.A. jury, Dr Brain stretches your mind to the limits and maybe even beyond in the cases of some people. Concise in-game directives result in clearly defined objectives, meaning it's the problems that require the thought and not the interpretation of instructions, even in the more complicated instances. With great graphics, although the music is as dismal as a wailing hyena, Dr Brain is a fine thought-sapping Sierra title.

ALAN

LEAGUE RATING

16 TRIVIAL PURSUIT

17 CASTLE OF DR BRAIN

18 ATOMINO

PUZZLE & QUIZ



Create a safe circuitry by arranging the various components in the correct order. Fail to do this, and you'll end up illustrating that spikey haircuts definitely aren't 'in'

LIVERPOOL



YOU'LL NEVER WALK ALONE

A game for 1-2 players featuring all aspects of a real football match - strategy, tactics, penalties, headers, free kicks, throw-ins, crowds, spectacular graphic routines and high quality sound effects. It is officially endorsed by the entire Liverpool team who feature throughout. It's the next best thing to playing real football at Anfield.

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Ishar

Legend of the Fortress

ROLE PLAYING



Underrated French development team, Silmarils, have recently had the success they deserve with Storm Master. Following on from this is yet another game destined for great acclaim, entitled Ishar.

You begin the adventure alone. The idea is to recruit a team of four

others to prepare for an attack on the temple Ishar, where the figure of Krogh is using his evil powers to manipulate the world for his own selfish ends.

Its adventure/RPG formula is designed to be as user-friendly and rewarding as possible. The execution and implementation of commands and

instructions is possible by pointing and clicking the mouse on a variety of easy to understand icons or short phrases (such as 'Pick lock' etc).

Each of the characters possess attributes unique to themselves. These include the typical numerics indicating strength, magical ability and so forth. Such attributes determine the character's effectiveness in any situation that might arise, including combat.

Fighting is simple enough; just click on the character's 'Attack' icon or, alternatively, the appropriate scroll if you're casting magic. The more powerful adversaries will also use magic in combat so prepare to desperately defend yourself from gorgons and the strongest magic user of them all, Krogh.

Collect energy replenishing foodstuffs, thief cash from dead foes so you may buy goods and artefacts from shops, discover items that are vital to your quest, such as rings that protect each member of your small army from dragon's fire.



Above: Guarding the stone bridge is an awesome minotaur. No amount of smooth talking will get you past, only a sharp sword and powerful swipes. Left: Just like in reality, cities are full of interesting buildings and bars, dirt and grime and the occasional mugging. Great authenticity



Body

- A** Your player's attributes that determine his success in battle and chances of survival
- B** A graphical display of your inventory, with a possible nine items to carry. At the moment, all you possess is a monk's habit
- C** Your character's dress sense. Currently, you're without armour and are destined to get arrested!
- D** Items and objects in use are placed in your hands
- E** Movement controls, and directions concerning which way you're heading

GRAPHICS

84%

ISHAR

SILMARILS £29.99

TEAM: In House

SOUND

70%

Noticeably distinguished in the graphics area, *Ishar: Legend of the Fortress* plays almost as well as it looks. The adventure theme gracefully combines with the investigative element to produce a thoroughbred game. Perhaps the downfall of *Ishar* is its simplicity; you begin to wish for more activity, interaction and involvement, more problems and less roaming. Sound effects are typically adequate RPG noises but nothing adventurous. Certainly a valiant effort by Silmarils and, if they can learn from this, a firm foundation for a sequel.

ALAN

LEAGUE RATING

14 SHADOW SORCEROR

15 ISHAR

16 LORD OF THE RINGS

ROLE PLAYING

Silmarils emphasise two key factors of the gameplay: a progressive, detective element that leads to sub-plots, and personalities, the first of which leads to intriguing mini-adventures. For example, chatting to someone in a pub may reveal certain clues concerning how to infiltrate *Ishar*. On the other hand, you may deduce the whereabouts of items vital to your quest. I wouldn't say this is particularly original but they seem to think otherwise!

The latter matter of personalities is much more interesting. Each warrior, barbarian, magician, or whoever else may be in your band of merry men and women, have a certain degree of individuality in terms of charisma and even emotions. One of your group may be untrustworthy which makes your other members uneasy at his presence. You

can then take a vote as to whether you want to dismiss him or her.

More influentially, opposite sexes can fall in love with each other. If one of your team falls madly in love with someone outside the team, this can cause a few problems as you find someone like your barbarian comrade wanting to settle down!

To keep his loyalty, you'll have to assassinate his bride to be, but the others in the team may look upon this act unfavourably and retaliate. It's a tricky situation.

Movement about the vast landscape (that includes towns, hamlets, forests and plains) is made possible by clicking on the compass directions in the top corner of the screen. To make walking even easier, there are side-step icons, enabling you to bypass obstructions without having to change direction and take an unnecessary trek around the blockage. Mapping is recommended, especially in large towns.

Containing 160,000 views and 150 characters, *Ishar: Legend of the Fortress* should keep you searching and exploring for quite some time, maybe even long enough to entertain you until the Storm Master sequel hits the shelves, due to be released in November this year.

In the heart of the tunnels and passageways, you are confronted by a Gorgon. Her magical powers are strong enough to paralyse and then kill your party

OVERALL

82%

Talk

F Your small army of warriors and magicians are shown along this bottom strip

G Either eat, drink or examine objects with these icons

H All the gold pieces that this particular person is carrying. With 500,000 in your pocket, why don't you just retire and buy a home on the Riviera?

City Slicker Saving the World



Life begins in the countryside. Strolling through the wilderness, you meet a friendly fellow who directs you to a tavern – where better to begin your adventure?



Heading south, a strange village begins to unveil itself from the blanket of mist. Everything looks quiet enough but now you have to find the local tavern



As you go around a building, a band of Orcs ambush you. Frantically click away at the 'Attack' icon in a strong attempt to fell them all in just a few blows



Upon entering the tavern, you quietly find a seat and listen out for any useful news and information. One of the punters gives you a possible lead...



Exploring most of the buildings, there are not many left where Jarel's friend could be living. With a bit of luck, this house will be the end of your search

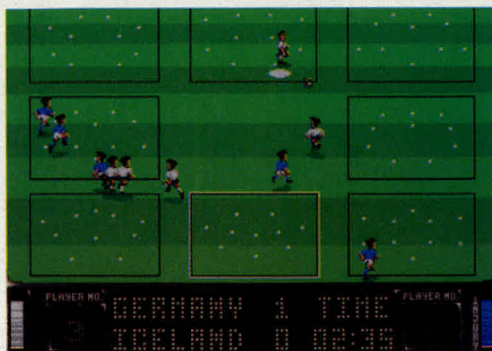


At last, you've found Jarel's long standing mate. His advice is priceless, sending you into the forest to find the four birches and the spirit of Azalghorm





Would-be Brian Clough will undoubtedly spend plenty of time tinkering with the team formation. Dressing room tactics will almost certainly affect the final result



It's possible to change your team's formation at any time. But beware, some formations on offer are decidedly experimental



An exciting slice of action can be replayed time and again thanks to the extensive range of 'video recorder'-type controls



Most Amiga users consider Kick Off II to be the footy simulation yardstick. Whenever another hapless challenger enters the fray, the first thing we all do is compare it to Anco's all-time classic. And why not? After all, they're both footy sims, they belong to identical genres, and one is bound to be better than the other.

Needless to say, Kick Off II is far, far superior in just about every department imaginable, but is Striker still worth a quick look?

Striker is a straightforward, 'arcade'-style kickabout and there's little here for the purists, so if you're expecting a wealth of strategic and team management features, forget it. You can either set up a single, one or



two-player friendly, or enter a full knockout-style world tournament.

It's possible, of course, to change a number of the game options, such as the pitch type, game length, wind strength, team formations etc, but there's no facility to change your team on a name to name basis. You can, however, take your pick from a pool of international teams.

Once you're happy with the game set-up, the action reverts to the stadium. The pitch is displayed from a slightly elevated angle, much the same as in Microprose's International Soccer Challenge. The players run round and about at a reasonable rate and their actions are, on the whole, quite realistic.

The nearest player to the ball automatically comes under your control. Once in possession, you can guide your player around the pitch and press fire to kick the ball. The longer you hold down the fire button, the harder the shot, or pass, if the case may be.

If a set piece situation arises, you can determine where you want the ball to go by moving a dotted white line. All of the various 'special' moves can be activated with ease using specific joystick moves.

So, as 'normal'-style footy games go it's just about got the lot, but there



The computer-controlled goalkeeper pulls off a stunning reflex save. The animated, electronic scoreboard acknowledges the fact

are a few problems. Firstly, there's nothing new here, which is no bad thing, but most of the familiar features, such as the aftershot, aren't anywhere near as effective as their Kick Off II or 'Sensi' Soccer counterparts.

The diving headers and overhead kicks are the outstanding features, while the video replay facilities are comprehensive but you can't output your moments of glory to disk.



ACTION INFO

STRIKER RAGE

TEAM: G CHRISTOPHERSON, A RIKON
& K DAVIS £25.99



I don't want to be too critical here, because in its own right Striker isn't that bad. It's still, however, infinitely less realistic than the irrepressible Kick Off II. For a start, you'll rarely be required to pass the ball, because it's a lot more effective to dribble than risk losing possession by playing it to an off-screen opponent. Secondly, it's quite possible to score from the same position every single time you launch an attack, so the learning process and the experimentation elements are thrown out immediately. Certainly not as commendable as 'Sensi' Soccer and about 10 goals behind KO2.

PETE

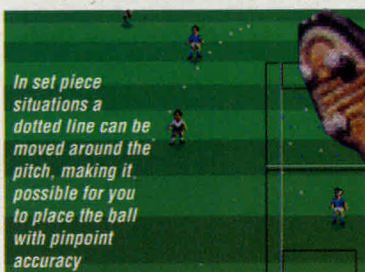
LEAGUE RATING

23 TV SPORTS BASKETBALL

24 STRIKER

25 DISC

SPORT SIM



In set piece situations a dotted line can be moved around the pitch, making it possible for you to place the ball with pinpoint accuracy

Striker

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G-LOC was a massive hit in the arcades but unfortunately it just doesn't have the same impact on the Amiga



The enemy are hot on your tail and you'll have to use some pretty fancy flying to avoid their missiles. If you can outrun him the view will return to the cockpit display

SHOOT 'EM-UP



If you are one of those people who just can't keep away from the arcades you will have undoubtedly heard of G-LOC R360,

a shoot'em-up much in the mould of Afterburner but positioned within a cockpit that swivels through 360 degrees – hence the name. If you have not you can now play the game in the comfort of your own home, without the swivel cage of course.

Arcade Similarities

Images have done the conversion for US Gold and it has to be said that it is very close to its arcade counterpart.

As with the arcade game you are placed in the hot seat of an experimental fighter plane, ahead of you 36 different missions literally soaked with enemies who are all intent on your destruction.

One thing that immediately catches your eye is the speed and smoothness of the 3D play area.

This has been achieved by reducing ground detail to nothing which isn't a major problem as it is the speed that is the main ingredient in G-LOC and therefore works very well.

One of the levels requires you to negotiate your way through canyons. This can prove extremely tricky especially when the enemy air force and naval force are constantly bombarding you



The plane is viewed from two different positions – the chase view and cockpit view.

The cockpit view is most common as this is where you deal out death and destruction to the enemy with the forward twin rapid-fire cannon and an awesome missile guidance system.

Damage reports and ammo remaining indicators are also displayed in the cockpit. The chase view is implemented when an enemy plane is chasing you.

Airborne Evasion

Here you must guide your aeroplane away from the enemy and avoid his cannon fire and the possibility of a lock on. As soon as the threat is eradicated play continues in the cockpit view. Each mission requires you to shoot down a set amount of enemy and if you finish before the timer runs out you may be lucky enough to be awarded an extra life – you only start with one. Other missions involve the destruction of ships while negotiating through narrow canyons and what with constant

enemy bombardment to deal with simultaneously this can cause quite a few problems.

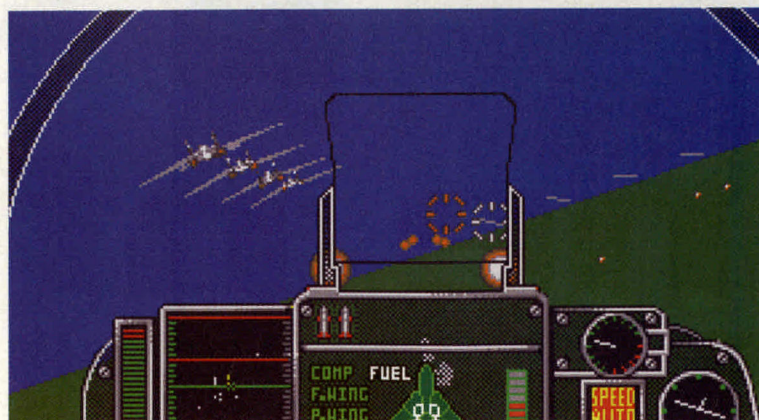
It has to be said that G-LOC is quite difficult and with so many objects and missiles on the screen at once it does become confusing at times and you will find yourself relying on luck more than skill.

Mission Repetition

There is also the danger of repetition in the Amiga version of G-LOC due to the fact that there are only 36 missions to have a dabble with and all of them revolve around the



Too bad. You have taken too many hits without managing to fulfill your mission. Your plane explodes into a dazzling ball of flame



No sooner are you up in the air when you are attacked by the enemy. Dodging left and right you let go with a blast of your laser cannon before releasing several missiles on the 'lock-on' signal

A C T I O N I N F O		
GRAPHICS 	G-LOC US GOLD £25.99 TEAM: IMAGES	SOUND
LEAGUE RATING		
24 HOSTILE BREED 25 G-LOC 26 ANARCHY		
SHOOT 'EM-UP		

Although G-LOC is a pretty faithful conversion of the arcade game it severely lacks playability. With 36 missions, all of which are almost identical, boredom sets in quickly. The screen can also become very confusing with so much enemy fire. This can prove infuriating at times, especially when you have only one life to start off with. Perhaps it would have been better to leave this conversion alone as the spirit of the arcade game is extremely hard to emulate. A technically neat conversion but one that will only appeal to hardened fans of the arcade game.

STEVE

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Categorising Hostile Breed was a bit of a teaser. OK, so the general aim of the game is to blast a few hundred aliens

into oblivion, yet it's possible, apparently, to complete the entire mission using the strategic and management elements only, which form a large percentage of the game. So, why the hell have we put it in the shoot'em-up league?

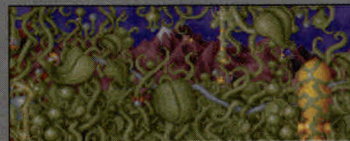
The first reason, and erm, the only reason, is that Palace want it to be seen as a shoot'em-up, which is fair enough. After all, it wouldn't be a very interesting game without the shoot'em-up element, would it?

It could have quite easily been put in the Arcade Strategy league too, but it didn't really fit in with the rest of the games in that league. Anyway, now that's been cleared up, I'll continue with the

A Breed and Butter Tale



The Research Centre is exclusively based on the far off planet Genaro-5...



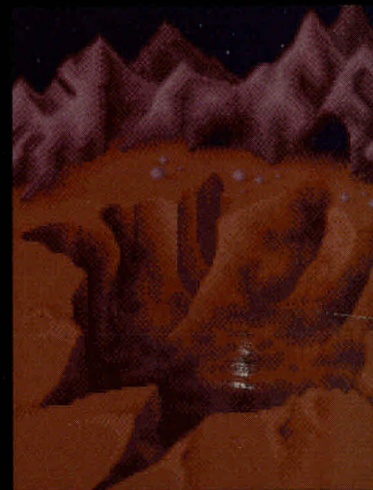
Through the steaming jungles, the cartwheel shaped centre is hardly visible...



Yet when an earthquake erupted, every alien in the hemisphere made it their home...



You must stop the aliens. If they breach the command centre, the base will disintegrate



review. So what's the script? Well, you're in control of a large cartwheel shaped Research station, based on the planet Genaro-5. A massive earthquake has drastically ruptured the walls of

the Station and the planet's life-forms – both animal and vegetable – are entering the complex via the gaping holes.

Your problems, I'm afraid, don't end there. The intruding aliens are slowly, but very surely, making their way towards the

control centre, where the only remaining survivors sit and tremble. If the walls of the control centre are breached, the entire base complex will destruct.

And just to make your life a little more stressful, the station is built up of eight wings, and the aliens are progressing up each and every one of them simultaneously, in real time!

So in effect, there are eight levels teeming with bug type aliens, which reproduce at a rate that may impress the odd rabbit. Everyone of the 590 alien types follows a specific life-cycle and behave in an intelligent, reproductive manner.

Alien Reproduction

It's up to you, of course, to stop such breeding, but you'll have to monitor the actions of each alien to discover how they interact and how to stop 'em mating. Shooting them at birth in the shoot'em-up section of the game is quite effective, but the majority of aliens will grow up, cause some havoc in their respective wings, give birth and die.

The centre of the Research Station is, as mentioned before, the main area of concern, but it's still operative and a vital part of the game itself.

This is where you can forget about the horizontally scrolling shoot'em-up sections in the eight wings and concentrate on the strategic and management elements. From the control centre you can launch your shuttle back into any one of the eight wings or access the various facilities.

There are five major areas; the reactor, robot production, shuttle hangar, defence systems and computer information. Each of these screens are vital and must be visited on numerous occasions, but as they're detailed elsewhere in screen shot form, I won't bore you with specific details twice.

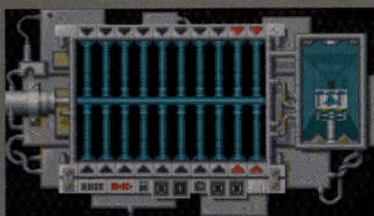
Using these facilities you can reduce the number of aliens by setting up a series of automatically controlled weapon systems and

Hostile Breed

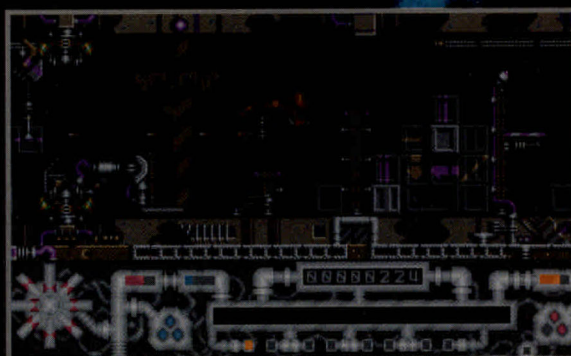
The Bonus Game



To complete the bonus game and gain an extra weapon or defence system, line up the holes in the lock bars in under 15 seconds



If everything goes according to plan, the ball will slide unhindered from one side of the lock to the other. Your reward will appear in the panel to the left



If you shut down one of the power sources completely, one of the wings will be plunged into total darkness and none of the special features will function

The main cannon is ideal for trimming down the number of aliens in each wing. Only the small will survive an attack from such savage weaponry

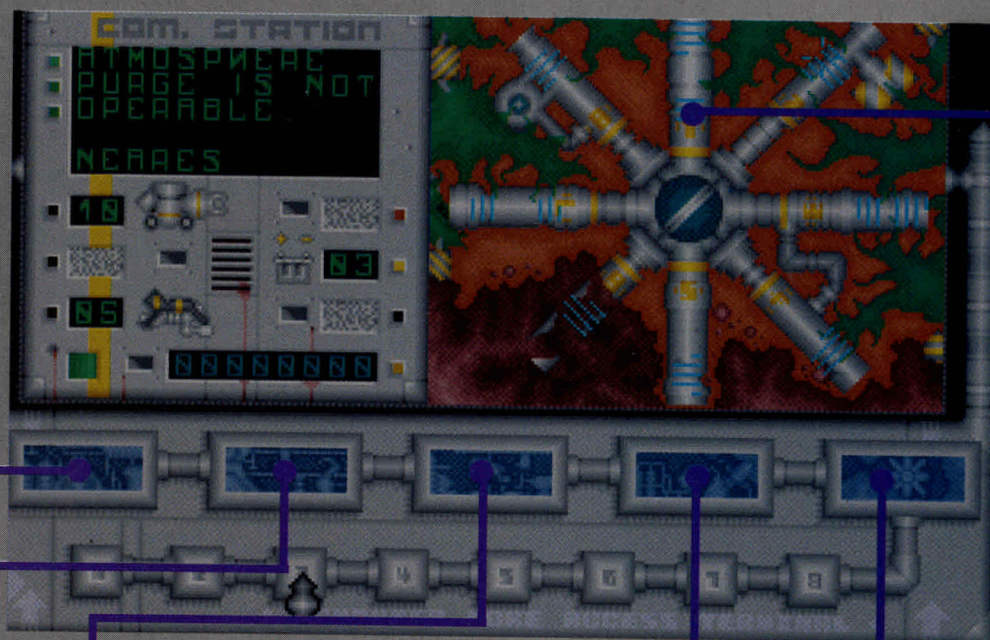




The fusion reactor forms the heart of the entire Research Centre. Its main function is to supply all of the eight wings and the other parts of the command centre with electrical power. Bad management could force specific areas to close down, while over-usage could cause a massive explosion and hence the end of the game



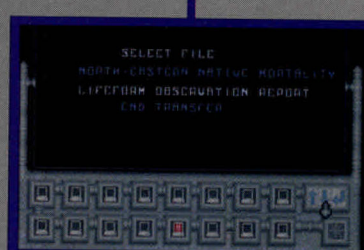
Automatically controlled robots are used to repair damaged walls, severed cables and inoperative rails. From the robot production screen you manufacture four types of robot and decide how many of each should be produced. Once completed, you can send them down any of the eight wings and wait for them to perform their respective duties



The surviving shuttle only contains a naff single shot laser gun, so increasing your arsenal is imperative. To use any weapon you must successfully complete a bonus game and receive a weapon crate. Once you've done that, you can return to the Shuttle Hangar screen and fit the weapon. Any weapon power-up lasts for the entire game



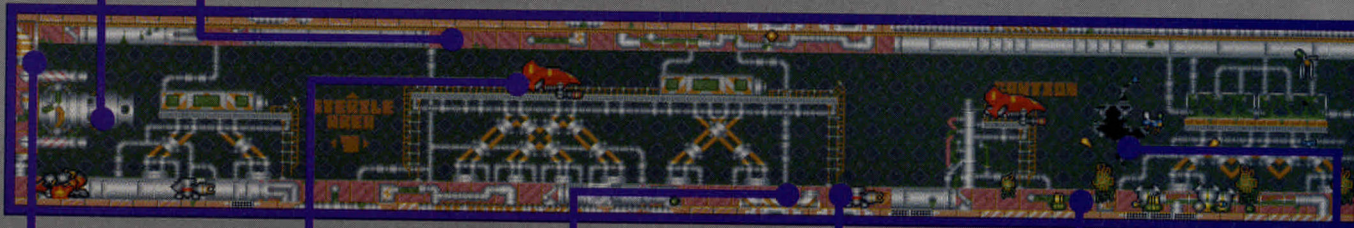
The shuttle ship alone isn't likely to keep the marauding aliens at bay. To make your task a little easier, Joe the Gunner can be forced to fire a few wing internal weapons every now and then. To really upset the intruders, try firing one of the eight main cannons down one of the wings. Each weapon, in particular, the main cannon, uses quite a lot of power



There are 16 computer terminals scattered throughout the Research Centre. They were initially designed as servicing computers, but if you reactivate them now, you'll be able to gain a wealth of information on the intruding aliens and the different weapon systems. To keep them functioning, ensure that all the wires from the reactor are intact

MAIN CANNON: Press the space bar to send a mass of alien mincing, electrical death down the wing

THE OVERHEAD RAIL: Fly your shuttle into the rail to move up and down the wing swiftly



DOCKING TUBE: Fly into the tube to leave the wing and enter the command centre

YOUR SHUTTLE SHIP: Apparently, it's the only remaining ship, but you get about six to play with

LANDING PAD: Land on one of these pads to enter the bonus game and win some extra weapons

ROBOT: A Breach robot scuttles down the wing in search of any wall holes for it to repair

WIRING: Supplies power to the 16 computer terminals, landing pads and defence systems

BREACH: A large hole in the wall of the structure allows hundreds of aliens to intrude

you can create and launch robots to repair damaged hardware, such as electronic wiring and walls.

All of the above functions require power, of course. This is where the reactor comes in to play. You must carefully manage the power in such a way as to ensure that each wing receives the necessary supply.

If you fail, a lot of the hardware in the wings which helps you out won't function, or you may overload the system altogether and blow the entire place into kingdom come.

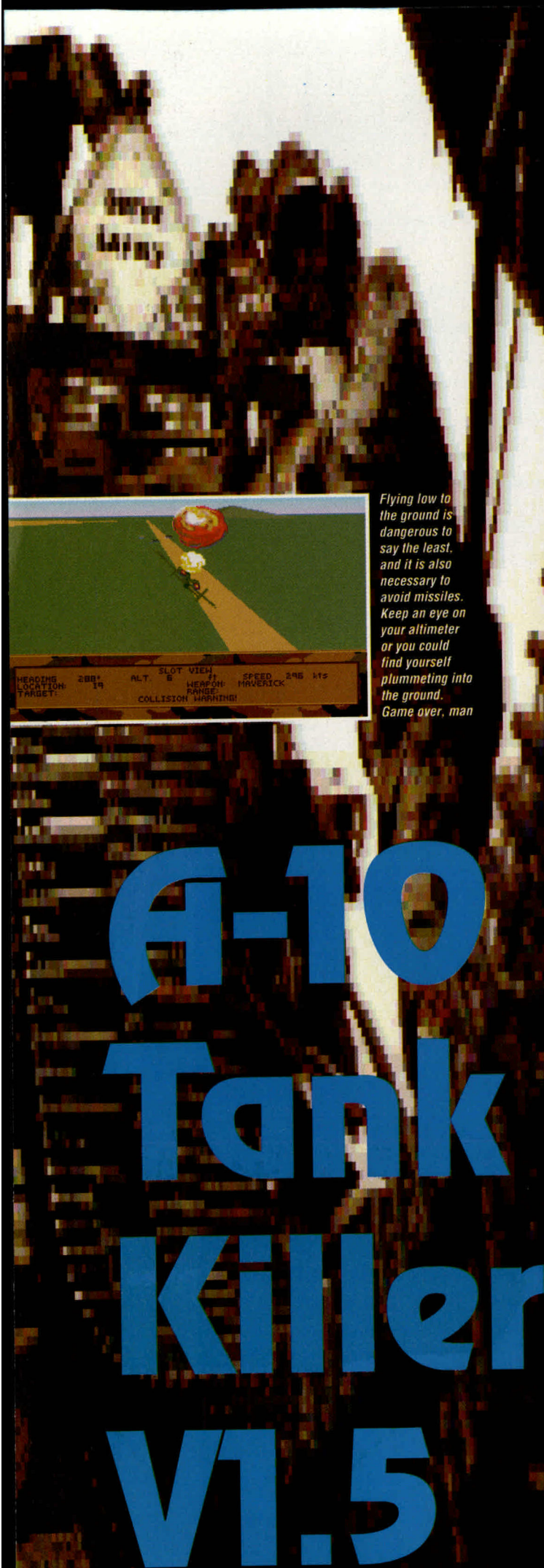
OVERALL
77%



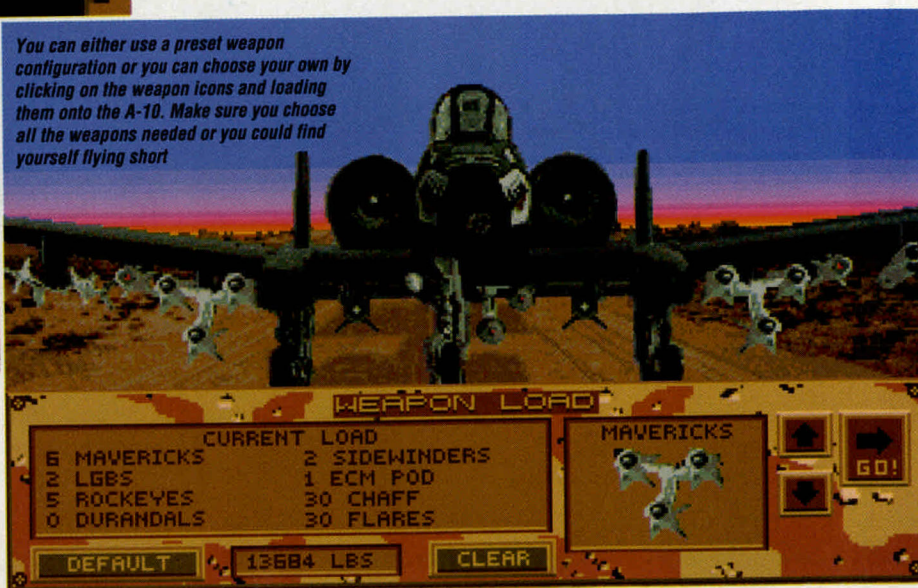
A C T I O N I N F O		
GRAPHICS 88%	HOSTILE BREED PALACE £25.99 TEAM: Rob Stevens & Jo Walker	SOUND 82%
LEAGUE RATING		
23 RUBICON		
24 HOSTILE BREED		
25 ANARCHY		
S H O O T E M U P		

Oh no! It's one of those games that's bulging with interesting ideas and beautiful graphics, but which fails in the enjoyability stakes. I don't want to be too critical here, because *Hostile Breed* is a pretty good game and it'll certainly excite any strategic cum hardened shoot'em-up freak who's desperate for an almighty challenge. The big problem is, in fact, the initial difficulty level, which is somewhat overwhelming. Some of you will love it, others will probably play it for a couple of days, like I did, and put it to one side. A big cop out I know, but there you go.

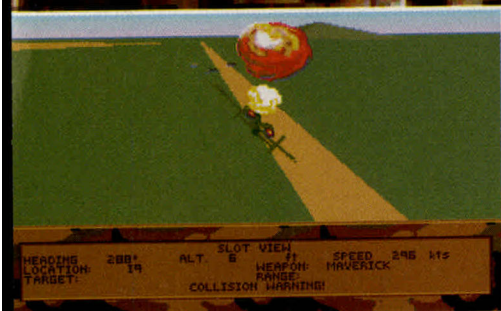
PETE



You can either use a preset weapon configuration or you can choose your own by clicking on the weapon icons and loading them onto the A-10. Make sure you choose all the weapons needed or you could find yourself flying short



Flying low to the ground is dangerous to say the least, and it is also necessary to avoid missiles. Keep an eye on your altimeter or you could find yourself plummeting into the ground. Game over, man



If you don't choose to 'fly now' you will be told all the necessary details of your mission by your superiors. This is extremely effective and helps increase the suspense just before flight. Will you return?

Buck, it seems the enemy will be caught in the rain without an umbrella.

A-10 Tank Killer V1.5

FLIGHT SIM



You may have noticed that A10 Tank Killer has already been released, so firstly let's eradicate any possible confusion here – this is version 1.5 which has been enhanced considerably. The first A-10 Tank Killer didn't fair too well in the leagues, being extremely jerky and therefore very unplayable. However, version 1.5 looks much more promising.

The A-10 Tank Killer, as the name implies, is an anti-tank aircraft designed to fly low and hit hard. It was created to fight against a possible Soviet invasion of Germany and it was due to the Vietnam war and conflict with Soviet-built weaponry that the A-10 was constructed.

It had never actually seen action until the Gulf War in 1991 where it proved to be an extremely reliable ally to the infantrymen stationed in the desert. The A-10 was an obvious choice to go after Scud launchers.

On day two of the war, Captain Mark Koechle and his wingman, 1st Lt Don Henry, both members of the 23rd, were heading out from a forward base in Saudi Arabia when their radios suddenly crackled with the command to divert from their preplanned targets and, instead, head for co-ordinates somewhere in

Iraq. Scud launchers had just been detected.

As they approached the co-ordinates where they had been told to search, the two Warhog pilots found themselves flying through severe haze. They varied their altitude, looking high and low for an opening that would reveal the launchers. Suddenly Koechle saw three faint outlines on the desert. Koechle and Henry went down for a closer look.

"As I rolled out I could see what looked like three flatbed trucks in the desert. I thought, well there's three and they look like scuds to me."

The two pilots used bombs, Maverick missiles and their awesome GAU-8 Avenger 30mm Gatling guns to make short work of the launchers. Koechle took out two and Henry nailed the third. As far as the two pilots could tell, the Iraqi missile crews were so surprised that someone was shooting at them that they put up no defence.

Mission Impossible

There are three different scenarios in A-10 Tank Killer, one of which is a new Iraq scenario depicting the war in the Gulf. These are accessed through clear and concise menus with neatly digitized backdrops.

The three scenarios are: central Europe 1, consisting of flight training, Europe 2, a real conflict with far more



Left & below: You begin your mission on the runway. The throttle is controlled via the numerics with 1 to 9 indicating the power. Power setting 9 is needed for a faultless take-off. You can watch the take-off using the external camera slots

Returning back to base you find your superiors none to happy. Your objectives were not completed and the enemy has managed to break through your defence. Oh well, better luck next time eh!



involvement than Europe 1, and Desert Storm – the Gulf War.

You can choose to fly with a set weapon load or you can edit them as you think best. Missiles include the Maverick, Rockeye, LGB, Durandel and Sidewinder as well as the GAU-8 gun. From here it's time for your mission proper.

Fact or Fiction?

Controlling the A-10 with joystick is impossible. Although version 1.5 has been upgraded, the 3D is still considerably jerky, even when the detail is turned right down, a very useful option. Therefore, control should be used with the mouse since this gives a finer sensitivity.

The rudders play a major part and can eradicate the use of the mouse altogether which is A-10's saving grace. Without the rudders it would have been a lost cause.

The majority of the missions are fairly realistic, as is the overall handling of the A-10. The enemy is tough and will launch every single possible weapon it can throw at you.

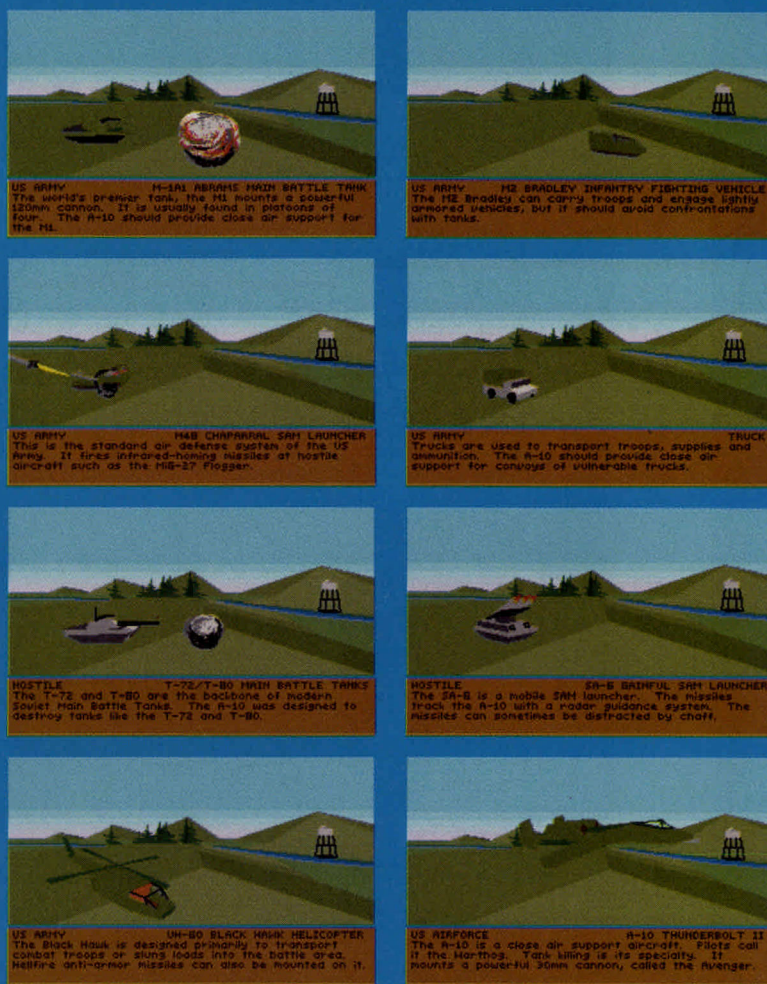
This tends to enhance the atmosphere considerably as do the variety of messages on the radio, which depict the destruction of allied platoons if you cock up and fail to perform your duties as quickly as you should.

OVERALL
84%

A C T I O N I N F O	
GRAPHICS 	SOUND
A-10 TANK KILLER V1.5 SIERRA £34.99 TEAM: Dynamix	
LEAGUE RATING	
9 A320 AIRBUS 10 A-10 TANK KILLER 11 GUNSHIP	
F L I G H T S I M	

A-10 Tank Killer Version 1.5 is a definite improvement over the first version but the graphics are still extremely jerky. The mouse and rudders eradicate this problem quite considerably and the game proves to be very good fun with plenty of varied missions and a neat and concise user interface. Sound effects are excellent and the general atmosphere is very high quality. A little more interaction with the actual cockpit would have been nice. If you don't mind using a mouse you should find A-10 very enjoyable but it does take patience to master and understand. **STEVE**

The Art of Modern Warfare



MISSION SUMMARY

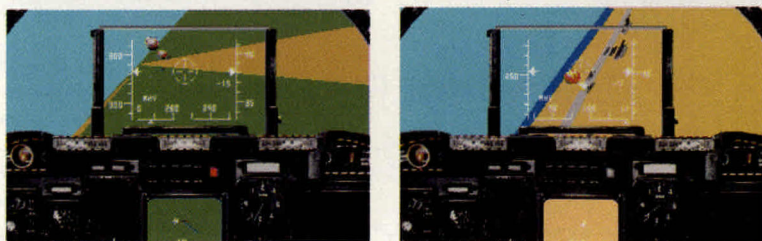
MISSION NAME: HOG HEAVEN
 RESULT: FAILURE
 PILOT STATUS: DECEASED
 TACTICAL SCORE: 0

TANK: 0 ADA: 0
 AFV: 2 AIRCRAFT: 0
 TRUCK: 0 AIRSTRIP: 0
 BRIDGE: 0 INSTALLATION: 0

GO!

The ACRV-2 Command vehicle was NOT destroyed. Some of the enemy armor was destroyed.

At the end of your mission you will be given a mission summary telling you how many of the enemy units you have destroyed, your total score and whether or not you died. It will also give you a report on what was achieved and what was not



The A-10 lives up to its name and blows away an enemy tank platoon using Maverick missiles. Pay attention to the info window on the right of the cockpit, telling you whether you have locked onto an enemy or ally

Some more tanks bite the dust. In the heat of battle things do tend to get a little jerky and calling up the map can be rather infuriating because it takes about 20 seconds before the key press is registered

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"Stupendously compelling and a gift for all fast-action pinball lovers, mercilessly conveyed by the Amiga to keep you rooted to your seat and eyeballing the screen. An authentic alternative to the genuine article." AA Review April '92

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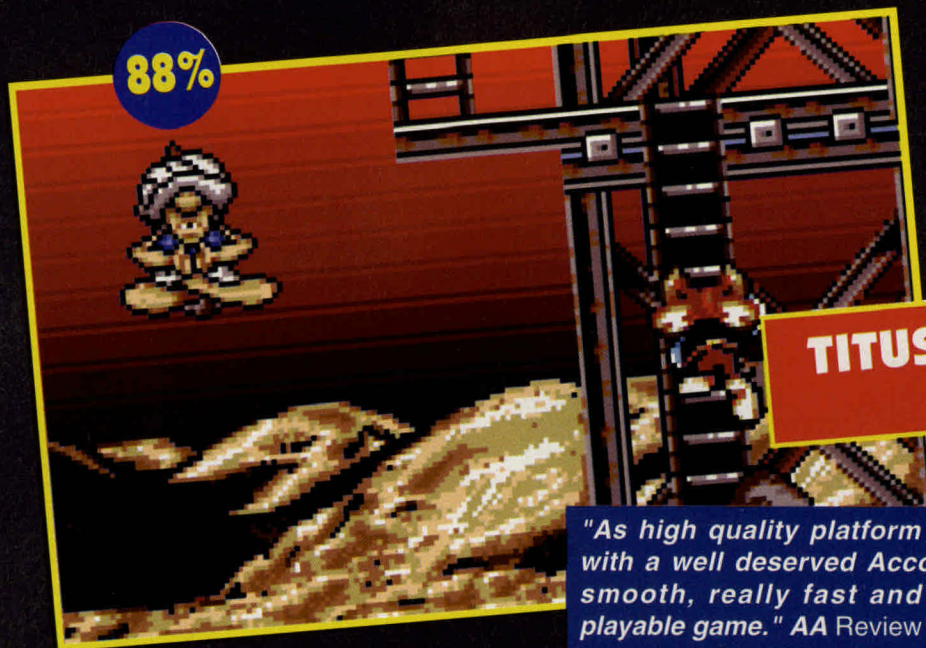
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Accolade rated!



88%

TITUS THE FOX
TITUS

"As high quality platform fun, Titus The Fox comes with a well deserved Accolade tag. Scrolling is very smooth, really fast and makes for an eminently playable game." AA Review January '92



VIDEO KID
GREMLIN



85%

"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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Lure of the Temptress



with Lucasfilm and Delphine currently dominating the adventure scene, a fresh challenger enters into the fray.

Designed and programmed by Revolution Software, Lure of the Temptress features the all-new game engine, 'Virtual Theatre.'

Originally Lure was under the care of Imageworks but, with the collapse of the Maxwell empire, the future looked rocky.

Virgin, on the other hand, had other ideas after having realised the immense potential of this classy product. Investing in Lure, the result is terrific and is sure to be a well deserved hit.

First impressions suggest that it's merely an improved Future Wars/Operation Stealth-type interface, but as the action progresses and more characters make an appearance, you realise just how much time and effort has been put into the system.

Unfinished Business

Trimming a long story short, you take on the role of Diernot, a macho character out for revenge. You must defeat the Temptress who commands the Skorl race.

These are the people who killed your companions and are now wreaking extreme chaos and havoc on the tortured land.

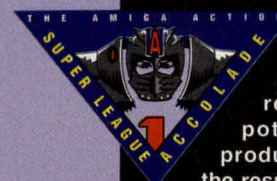
The entire game is controlled via the mouse, and even though most of the commands are sentence-based, you'll never need to access the keyboard!

OK, so this system has been mastered by the likes of Delphine (and if you are familiar with their system, you'll be instantly at home), but this also manages to create an entire 'real' world in which a host of characters lead individual lives and act upon their own intelligence.

Options become available depending on what you discover. By clicking on a window, for instance, you are presented with the possibility to 'look through' it as well as anything else that happens to bear relevance.

If you're examining a book though, you won't be given the chance to 'look through' it for obvious reasons. This results in a system that is a sheer delight to use, in that it offers both simplicity and effectiveness.

Lure of the Temptress has come a long way since work began early last year. As part of Virgin's forthcoming cluster of releases, this can probably be regarded as the leader of the pack. With leaders like this, who needs followers?



Into the shop you go. Good timing could well result in overhearing parts of a conversation you're not supposed to listen to in the first place



The village is a bustling hive of activity where you'll bump into a myriad of different people. Some will help you, others hinder you



That's a big dragon isn't it. You'll have to put the fire out before you go any further or life in the cave may get a little too warm for comfort



Pop into the local public house for a quick couple of pints and maybe even pick up on the odd piece of idle housewives gossip



Searching everything is of paramount importance. Just one missed object could throw you completely off the track



The caves are a fiendishly difficult section where you must work out a number of levers and pulleys in order to progress onwards



The gates won't open for just anyone, you'll need a helping hand, maybe even a woman's touch to get you any further than this

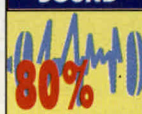
GRAPHICS



LURE OF THE TEMPTRESS

VIRGIN £29.99
TEAM: Revolution Software

SOUND



LEAGUE RATING

- 1 MONKEY ISLAND 2
- 2 LURE OF THE TEMPTRESS
- 3 MONKEY ISLAND

A D V E N T U R E

Monkey Island fans will lovingly embrace Lure of the Temptress while others will give it a very fond and meaningful hug. Why not go and treat yourself to gorgeous graphics and superb sound to complement testing puzzles and succulent gameplay? With the money to be made from this, Maxwell could have paid off his debts with ease - well, almost. Wonderful entertainment from Revolution who Virgin should be smugly proud of, and quite right too! Lure is undoubtedly going to be one of this year's greatest hits. Be lured, be tempted. ALAN

OVERALL

91%



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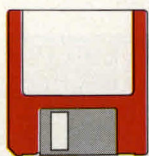
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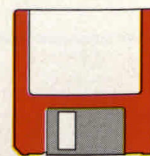
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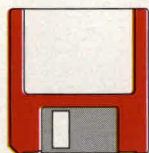
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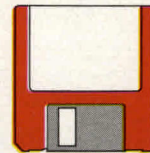
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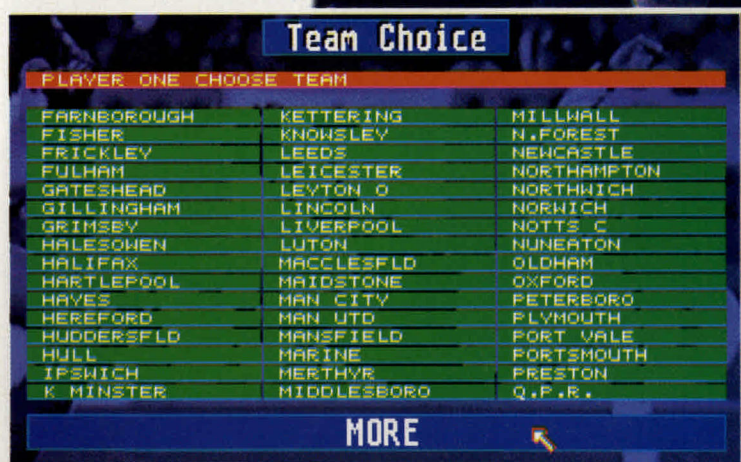
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Championship Manager



It's pre-season friendly time. Before you get into the rough and tough of a league campaign, you can assess the strengths and weaknesses of your team

This is the main menu. Every feasible section of the game can be accessed from here so you'll become familiar with this sort of menu system



There are three pages of teams to choose from. As well as all the world famous league teams, a number of non-league and amateur clubs are available



Everyone seems to be trying to cash in on the football craze at the moment. There's a big battle going on between

Sky, BBC1 and Granada over the rights of coverage for the new Premier League games, while the computer industry has seen an abundance of football sims released, including Domark's

Championship Manager. Based around the usual league and cup season, you fall into the shoes of a dodgy fourth division manager who has to take his team of no-hopers up through the divisions to attain financial security. With a weakened squad of players and a less than competent coaching staff, you're sure gonna have your work cut out.

After you have sat through the initial game set-up which takes about six minutes, just as it did in Player Manager, chosen your team and input your name, you are presented with an options screen, soon to become your lifeline to the game.

From here you control everything from team selection to club finances. The first thing you must do is see just how good your opposition is. This helps when you are choosing your team and tactics for the match.



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ABILITY GOOD

LEAGUE SCOUTS

STEVE THOMAS

AGE 48 YRS
CHARACTER RESPONSIBLE
ABILITY V GOOD

TONY JACKSON

AGE 40 YRS
CHARACTER PASSIVE
ABILITY GOOD

JOHN MOUNTFIELD

AGE 43 YRS
CHARACTER UNSELFISH
ABILITY V GOOD

CLUB PHYSIO

LEE BLACK

AGE 40 YRS
CHARACTER CONFIDENT
ABILITY V GOOD

YOUTH SCOUT

ALEX TURNER

AGE 39 YRS
CHARACTER WITHDRAWN
ABILITY GOOD

DONE

Team and tactics

Mallorca - Spain

CONTINENTAL STYLE



- 01 GOALKEEPER
- 02 RIGHT BACK
- 03 LEFT BACK
- 04 SWEEPER
- 05 CENTRE BACK
- 06 CENTRE BACK
- 07 RIGHT MID
- 08 CENTRE MID
- 09 CENTRE ATT
- 10 CENTRE ATT
- 11 LEFT MID
- 12 CENTRE MID
- 14 CENTRE ATT

OK

Organise your team's formation to optimise your abilities during the big match. Will you go for an attacking 4, 2, 4 or the safety of the sweeper system?

Man City Squad

Trns	Staf	Leag	Fixt	Accs	Info
01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50	51	52	53	54
55	56	57	58	59	60
61	62	63	64	65	66
67	68	69	70	71	72
73	74	75	76	77	78
79	80	81	82	83	84
85	86	87	88	89	90
91	92	93	94	95	96
97	98	99	100	101	102

No player is complete without his stats! There's nothing like a few facts and figures to confuse the manager. Just look how much Lazio paid for Gazza



The bar charts represent the current level of effectiveness within the varying team departments. In typical fashion, Man City is struggling once again

MAN CITY SQUAD NEWS

PAUL CROSSLEY OUT FOR ABOUT 2 WEEKS WITH A PULLED HAMSTRING SUFFERED DURING TRAINING.

Marking your man

Each player has a series of statistics that gives you an idea of their abilities. The various numbers will tell you how fast a player is, what their best points are, and whether they have the stamina to survive a full match or not.

A player with high numbers will cost you more on the transfer market yet will be worth it on the pitch.

As expected, you have the financial backing of your board of directors when it comes to purchasing more players to strengthen your squad. The transfer market can do wonders for your team but you can get stung pretty heavily if you're not careful. Keep an eye on statistics before you part with any cash.

Another appealing feature is the ability to change your job should the chance arise. You are not tied to one club as is the norm with most management games.

More lucrative job offers may come from other clubs if you are doing well but, on the other hand, the board could sack you if you are not living up to expectations. Either way, you're not tied down to one position.

OVERALL
81%

It's inevitable that in the rough and tumble, high-pressure world of football, serious injuries will occur. Here we see Paul 'Killer' Crossley is out of action

Trns	Staf	Leag	Fixt	Accs	I
01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50	51	52	53	54
55	56	57	58	59	60
61	62	63	64	65	66
67	68	69	70	71	72
73	74	75	76	77	78
79	80	81	82	83	84
85	86	87	88	89	90
91	92	93	94	95	96
97	98	99	100	101	102

Scrutinise your players' attributes and then determine their playing position on the field. Make a good choice to improve your chances of glory

ACTION INFORMATION

GRAPHICS



CHAMPIONSHIP MANAGER

DOMARK £25.99

TEAM: Paul & Oliver Collyer

SOUND



Domark's latest should be commended for the incredibly detailed statistics it has to offer. Everything you think of can be thoroughly checked before you make a decision. The graphical side is hardly worth mentioning; you get one of 10 digitized pictures behind every screen but can change this if you feel the need. As for sonics, they don't exist but they're not really necessary in a game of this type. If I had to gripe about anything it would be the inclusion of fictitious player names, but don't let this stop you buying what is a good all-round management sim. Jason

LEAGUE RATING

14 THE MANAGER

15 CHAMPIONSHIP MANAGER

16 TENNIS CUP

S P O R T S S I M

THE HOME COMPUTER

Over the last ten years, the computer has established a permanent place in the home, and the number of home computer users increases dramatically every year.

Many people have yet to tap the full potential of their home computer and are constantly looking for new ideas and applications.

The most popular systems have proven to be the ST, Amiga and PC, and at the International Computer Show, you will be able to see, try and buy a whole range of products and services which will help you to maximise your use and enjoyment of these machines.

Working from home? In the home office feature you will see all the latest technology available for the small home office, including word processing, spreadsheets, desk-top publishing, upgrades, tele-networking and modems.

Looking to help your child's education? Many companies will show all the latest computerised educational courses from early learning to GCSE and beyond.

What about Multi Media? It is now possible to create, reproduce and store sound using your home computer thus enabling you to unleash your own musical creativity and improve your musical performance. Video and visual interfaces are another rapidly developing field where you can edit and change your home videos.

All this and entertainment too! Many exhibitors will be showing all the latest games software and of course the hand held games consoles - the fastest growing home computing niche.

So whatever your area of interest, you'll find the hardware, software, peripherals and consumables you'll need at the International Computer Show and all at great show prices.

Pre-purchase your fast lane tickets to save money and beat the queues. Simply call the ticket hotline number 0726 68020 for your tickets now. Or send the voucher with your cheque or credit card number. Closing date 3rd July 1992.

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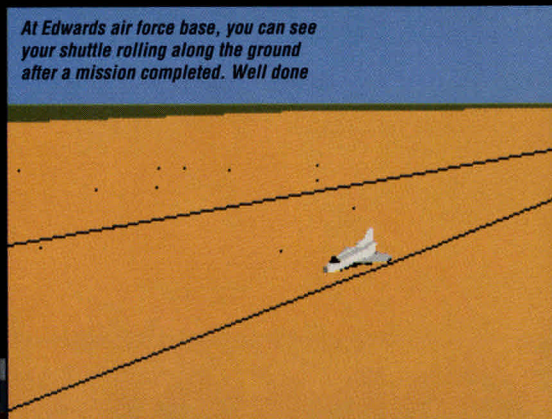
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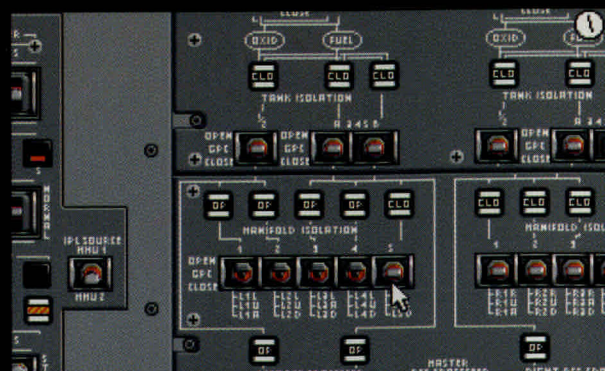
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At Edwards air force base, you can see your shuttle rolling along the ground after a mission completed. Well done

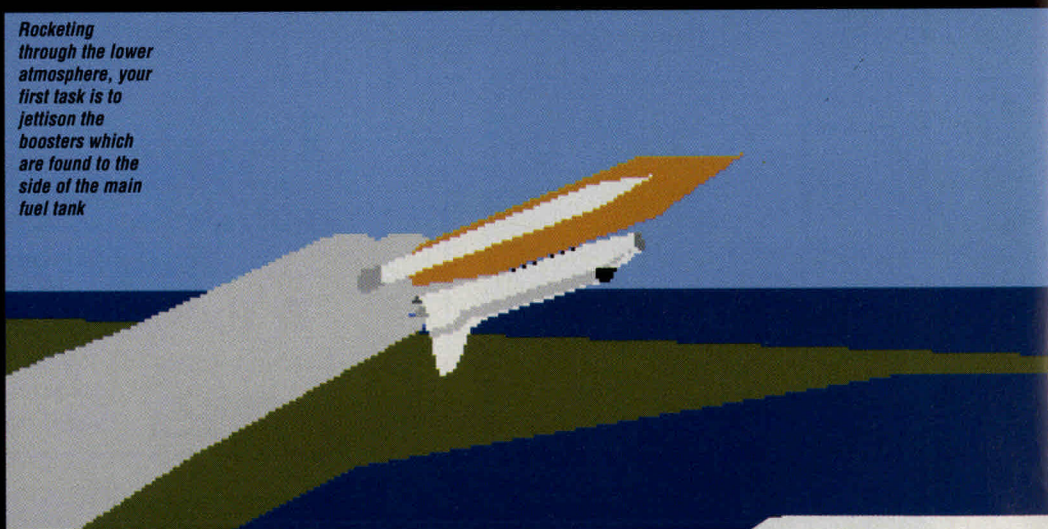


If you're struggling to get to grips with piloting a shuttle, try flicking a few of the switches and just see what happens!



Shut

Rocketing through the lower atmosphere, your first task is to jettison the boosters which are found to the side of the main fuel tank

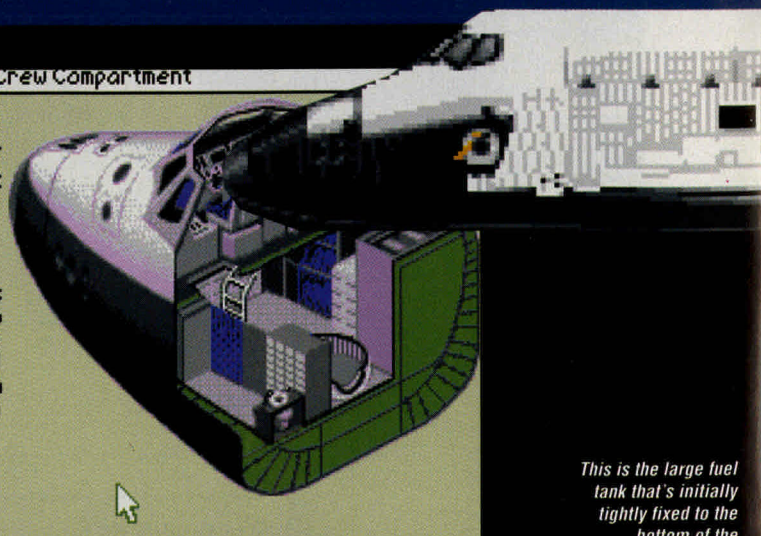


Viewing Cape Canaveral from the air, you can see a shuttle on the launchpad. Prepare for immediate take-off!

Crew Compartment

The Crew compartment is a sealed, pressure tight three level cabin of about 2325 cubic feet. It is mounted inside the forward fuselage at the front of the Orbiter.

Entry to the Orbiter is through the side hatch to the mid deck, or the airlock to the payload bay. The side hatch can be jettisoned in an emergency.



This is the large fuel tank that's initially tightly fixed to the bottom of the shuttle. It's eventually jettisoned



The shuttle can be dismantled, allowing you to learn about all aspects of the craft. Here, the crew compartment is explained

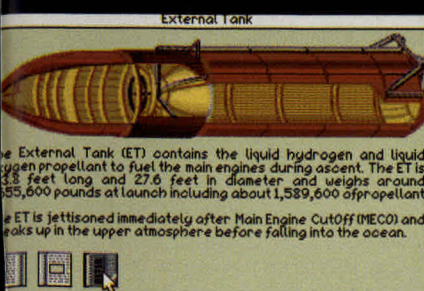


Once off the ground, chaos and confusion break loose. That's if you get airborne

Shuttle Bitz



Reliving the Enterprise experience, you make the first shuttle flight from the back of a massive Boeing airliner



The External Tank (ET) contains the liquid hydrogen and liquid oxygen propellant to fuel the main engines during ascent. The ET is 155 feet long and 27.6 feet in diameter and weighs around 155,000 pounds at launch including about 1,589,600 of propellant. The ET is jettisoned immediately after Main Engine CutOff (MECO) and breaks up in the upper atmosphere before falling into the ocean.

FLIGHT SIM



They say everyone knows where they were when President Kennedy was assassinated. The younger ones among us can't really appreciate this form of aged nostalgia.

Instead, we recall where we were when the Falklands War started in 1982 or, more appropriately to the task in hand, what we were doing when the first shuttle was launched.

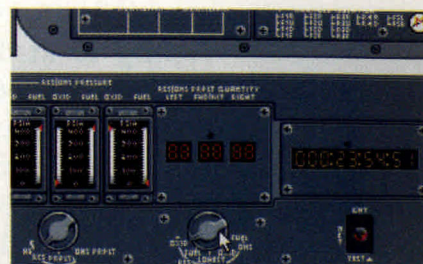
Over 10 years ago, on April 12th 1981, to be smugly precise, Colombia powered into space as the first re-usable spacecraft, designed and constructed by those scientific boffins in the USA.

Recognised as a giant leap for man's galactic research, Virgin now hope to bring this great, historical achievement onto the home computer. Shuttle is similar to Thalion's best-selling A320 Airbus in a sense; the emphasis is on an intensely detailed, accurate and complex simulation, rather than a frenzy of action.

Don't expect Martian attacks or zapping lasers in a ferocious, fictitious space battle, but prepare to learn about how to operate jet packs and off-load satellites, among the many other vitally important duties that are regarded as 'all in a day's work' by the people who actually do this job for a living.

Astronauts train for years before being allowed to pilot America's space baby. The game is probably going to prove no exception! With an overwhelming number of controls to master, your brain will become frazzled by switches, blips, digits and anything else that could possibly confuse you.

Mouse and keyboard controlled, there are pull-down menus that access commands and instructions you need to understand in order to fly around the globe at dazzling speeds of 17,000 mph. Fortunately, speed blurs have been omitted! With solid



Digital read-outs, switches, gauges, flashing lights - it's very futuristic, but what does it all mean?

rocket boosters to eject, a universe to soar through and explore, and daring missions to complete, Virgin closely consulted with NASA to bring this foreign and somewhat mysterious world to your home and have done a rather good job of it at that including such detail as is seldom found in the most realistic flight sim. Yes, you'll need to read the manual thoroughly. Yes, you feel as though you're actually there, gliding past the stars. No, this doesn't mean you can ring Cape Canaveral for a ride on their next flight...it's ticket only.

OVERALL
80%

Shuttle Bitz

* There are two launch sites for the shuttle: Cape Canaveral and Vandenberg air force base

* There are numerous landing sites, including those at the launch bases. Another strip is at Edwards air force base in California. Also emergency landing strips are sited in Spain and New Mexico

* The space shuttle was developed by NASA the acronym for the National Aeronautics and Space Administration

* The maiden flight consisted of a 933,757 mile journey, lasting just 2 days, 6 hours, 20 minutes and 32 seconds

* Space shuttles are transported between bases on the top of Boeing 747s

* Tragedy struck on the 25th launch of a space shuttle. The craft named Challenger exploded during take-off on 28th January 1986, killing all seven crew members instantly

* The Shuttle instruction manual is 148 pages long while the Mission Guide booklet is another 26 pages of facts and details

A C T I O N I N F O

GRAPHICS

82%

SHUTTLE

VIRGIN £29.99

TEAM: Vektor Grafix

SOUND

70%

LEAGUE RATING

12 BIRDS OF PREY

13 SHUTTLE

14 PROFLIGHT

F L I G H T S I M

Programmed for someone who has always craved for a flight simulation in its purest form, not only does Shuttle satisfy this longing but also attacks it with an original theme and angle. Due to its complexity, Shuttle places itself beyond the reaches of the typical games player, demanding days of study and practice. Still, you might find a lot of the tasks confusing. Your patience and perseverance will be tested more than ever before, so beware, if your mental constitution isn't at its peak. My guess is that most of you will find Shuttle too long-winded for its own good. ALAN

007
AMIGA
ACTION



Combining strong elements of beat'em-up with exploration of the unknown, *Sword Of Honour* can be fairly labelled as a 2D Last Ninja. While action and combat is aplenty, subtle techniques allow you to avoid unnecessary energy depleting battles. Learn how to strike, then dodge, hit and run at the speed of a viper.

Enter pagodas and temples in the search for items of use, and scan the ground for objects of importance. You'll need to present people with gifts, or give them bribes if you like in order to collect the statues you need to

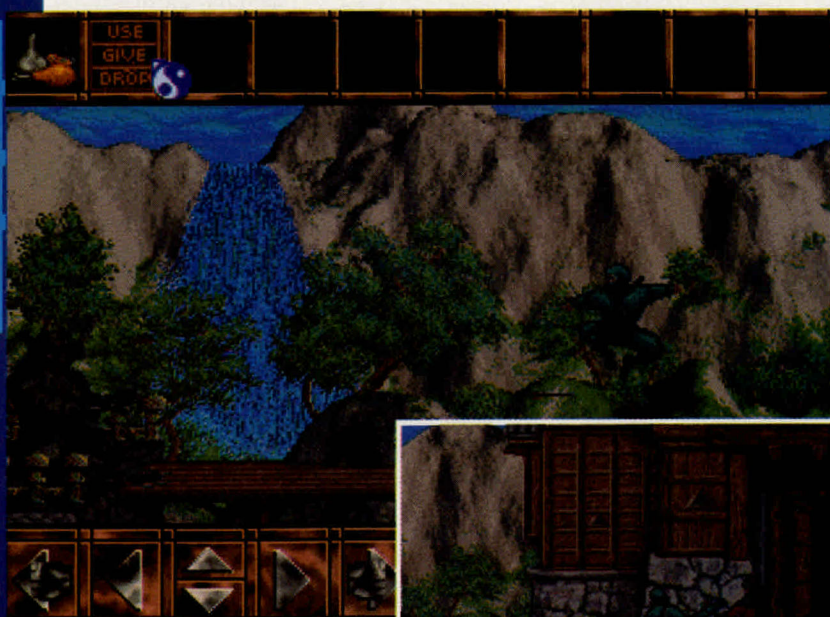
accomplish your gruelling and altogether perilous quest.

Use, Give and Drop commands are implemented by the mouse, utilising the inventory boxes at the top of the playing area. Every object you pick up is graphically represented, enabling, with a swift glance, quick interpretation and also examination of the inventory you have.

For those of you with a joystick phobia, the mouse provides an alternative control

method. By clicking on the relevant icons at the base of the screen, you can execute an array of punches and kicks, as well as walking left and right. Joystick users must manipulate the stick and fire button in all eight directions to achieve the same results.

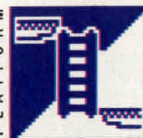
Sword Of Honour is the one that holds most promise from DMI, and is sure to put a jitter among the folk at System 3, the people who live, eat and sleep Ninjas. Are we to see a series of successful sequels? Well, you never know your luck.



The sword wielding Samurai is no match for your kick to the mush. Duck away from his swiping blade, then strike again



As you approach the innocent looking statue, a poison arrow shoots out in your direction. Time your life-saving jump to avoid instant death. If you are hit, you can try again with your few remaining and invaluable lives



Colourful, puzzling platform rambles are consistently popular, so now DMI are joining this seemingly never-ending trend with a cutesy caper going under the decidedly goofy name of Doofus.

Developed by Prestige, this refreshingly pleasant platform escapade originates from their German HQ, (but please don't mention the war). You control a buoyant fellow with his faithful canine friend dutifully following him just about everywhere.

By shooting the enemies that stroll aimlessly around the land (don't they always), you can collect a variety of special items and tokens. On certain stages throughout the land, you take the role of your furry four-legged dog

Hoping to strike lucky three times in the coming months, DMI are to launch oriental beat'em-up *Sword Of Honour*, a platform adventure under the name of Doofus, and to round the trio off is a puzzle game entitled *Locomotion*. Time to read on for the complete low-down on these enticing, tasty titles...



Buildings usually contain people whose demands need satisfying, or you may even find items of use such as these shurikens. Use them sparingly against the toughest of foes that you come across

Sword of Honour



More chop than suey, more venom than Phooey, you launch into a flying attack at your opponent. Bash him to the ground!

Doofus

Locomotion

PUZZLE AND QUIZ



easygoing puzzle game where you guide chuff-chuffing trains about their everyday business.

As trains depart from their stations, a letter by the vehicles indicate the destination for each one to aim for. This means you have to click on sections of track to alter their direction. Turn straights into turns and avoid potential catastrophic collisions until they safely reach 'home'.

Points are awarded for successful journeys but deducted for crashes. Furthermore, everything has to be finished within a testing time-limit.

"Locomotion is a simple puzzle game that could prove to be a satisfying surprise"

Once a day's work is done, you can progress onto the next level where the track layout differs. For unlimited travel, a railroad design and construction kit will also be incorporated into the package.

With leaf-free tracks and the option to duck into the kitchen rather than the buffet car, Locomotion could yet prove to be a satisfying surprise.

Inset: Four trains steaming along the tracks causes havoc.

While flicking the track, the time counter ticks down

Right: Rushing headlong into Station Three at a breakneck pace are a trio of seemingly unstoppable locomotives. Are you able to time their arrivals so as to avoid a possible collision?



Jumping over the deep pool, you are bitten on the backside by the piranha. Time your leap more carefully

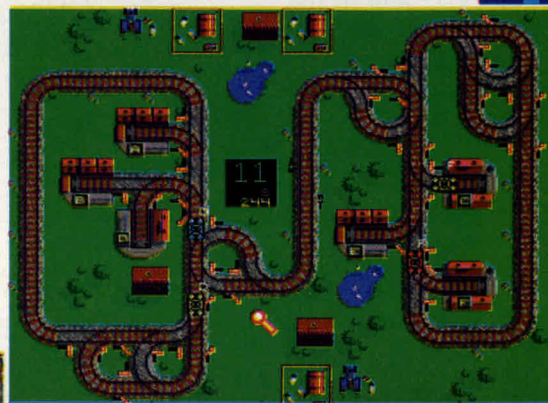
Collect the small purple star, bonus jars and coins when you kill an enemy. All will give you absolutely loads of points!



and madly yelp around, gathering all bonuses that happen to be present.

And that's about as much as we can tell you about DMI's Doofus. Rest assured though, for as soon as more details come trickling in, you'll be the very first people on this planet to know.

Inside the dog kennel are masses of bonus items. You must control your dog, clearing everything within the time limit



Two bridges, a crossroads, and more trains than BR ever have running at any one time results in chaos and confusion - that's more like BR!

PROJECT: SWORD OF HONOUR, LOCOMOTION & DOOFUS

HOUSE: DMI

RELEASE: TBA

TEAM: PRESTIGE

PRICE: TBA

COMMENTS: *Sword Of Honour possesses excellent animation with good explore and discover streaks. As a modern day, lavish beat'em-up in the Last Ninja mould, this should prove to be a long term, action quenching title. Locomotion is simple to play and as addictive as a Michelle Pfeiffer movie. Never frustrating, always entertaining, this is another strong game from DMI, sure to pass away many an hour. Doofus is less attractive than the former two titles. Platform purity results in few distinctive touches, making it unable to compete among its fellow contemporaries. However, with more time left to go in development, it is possible that the evolution of Doofus may take a turn for the better.*

INSPECTED BY: Alan

089
AMIGA
ACTION

They say we're emerging from the recession but we know different! Therefore, Alan Bunker analyses another eight new budget releases – think of us as your guiding light in these times of need! From the pits of software hell to the heavens of pure games craftsmanship, see all those cut-price buys here first. You'll never see things in this world in the same way again.

Budget Go

BUDGET SPECIAL

Disc Action Sixteen



81
BUDGET
RATING

7.99

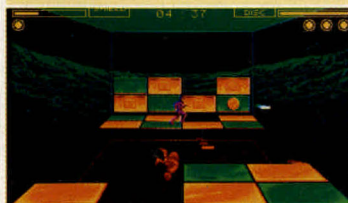


A simple concept presented with a flair that said everything about Loriciel's commitment to producing quality software when originally released. Now for a few measly pounds, this action/strategy game should be very strongly considered as your next budget buy and here's why.

As a one or two player game, you face your opponent across a chasm. The limited floor space for each person comprises of tiles as does the wall behind each character. By hurling discs, you must weaken your opponent's wall until, eventually, the tiles shatter and also cause the floor segments to dissolve.

By destroying the ground your sporting competitor walks upon, he will fall to his demise and you will be declared winner of the bout.

With energy levels to preserve and special discs to collect, Disc is fabulous.



BUDGET SPECIAL

Advanced Destroyer Simulator Action Sixteen



80
BUDGET
RATING

9.99



As a dashing sailor responsible for a Royal Navy destroyer during World War II, you must embark upon a series of seafaring campaigns. Evacuate allied forces, patrol the seas, and escort all the friendly old freighters.

ADS wins no awards for detailed simulation but deserves credit for its simple to play arcade style action. Fire all guns, launch torpedoes, take evasive action – do whatever is necessary to complete your mission.

With clear, crisp graphics and fiery sound effects, ADS is the game that satisfies action hungry Captains who don't want the pressures of fiddling with all the gadgets and activities that in-depth sims offer.

Plenty of operations mean that this, once Futura release, should keep you happily blowing your foghorn for quite some time to come.



BUDGET SPECIAL

Escape From The Planet Of The Robot Monsters The Hit Squad



80
BUDGET
RATING

7.99



A tongue-in-cheek caper as you combat rampant robots over the surface of a large planet. The dreaded Reptilons are kidnapping humans and using them as slaves. What can we do?

Well, you are to be the captives' saviour, along with a second companion if so desired. Rush around with your gun blazing, disintegrating all mechanical monsters.

Touch working humans to free them for the good of Mankind and plenty of points. Drop bombs if the going gets too tough for even your trigger-happy finger. Blast computers and machinery to cause as much havoc as possible.

Dated graphics but obsessive gameplay make Robot Monsters a worthy addition to Ocean's budget label.



BUDGET SPECIAL

Supaplex Action Sixteen



86
BUDGET
RATING

7.99



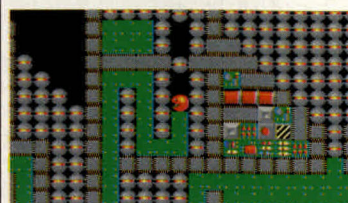
A boulderdash clone with instant appeal, Supaplex was launched by Digital Integration not that long ago.

Your gobbling Pacman-like character must collect all the infotron icons throughout the levels. Unfortunately, you are hindered by Zonks.

These curiously named objects aren't alive and kicking but rest in one place. However, when you eat the ground from beneath them (which you have to do to reach the infotrons), they come tumbling along the passageways you've created.

Therefore, you must dodge rolling Zonks which will knock you for six (and a life), gather the necessary items, then discover the whereabouts of the exit.

Supaplex is a thinking game that asks enough from your grey matter to keep you entertained, but is always pleasant enough to prevent becoming too demanding for enjoyment.



mes Reviewed



40
BUDGET
RATING

7.99



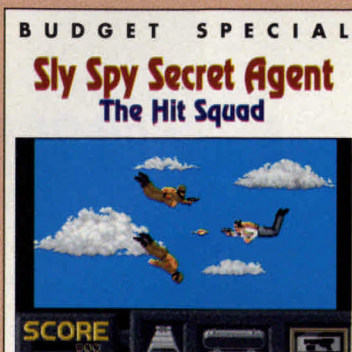
Running around mazes and shooting everything in your rampant way may be

appealing when you're an elf, valkyrie, magician or warrior, but when it's as a freedom fighter with about as much pace as a one-legged hyena with a severely ingrowing toenail, then the appeal suddenly diminishes.

Crack Down is a slow and dated blast, well, more of a struggling phut-phut, in which you have to negotiate the levels, dropping time bombs at the designated locations.

To assist your troublesome cause, pressing 'Alt' on the keyboard launches a Smart Bomb to clear the immediate area but these are only available on a strictly limited basis.

For more enjoyment on a very minimal level, you can access a two-player split-screen feature. Nevertheless, the poor graphics, snore-worthy sound, and vanishing gameplay throw Crack Down into the pits.



38
BUDGET
RATING

7.99



Large, detailed sprites and colourful backgrounds turn this unofficial 007

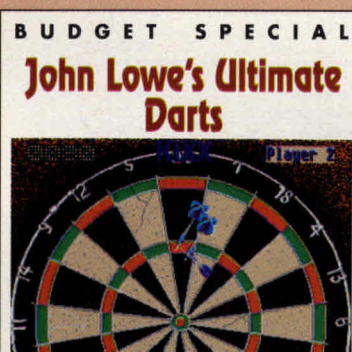
into a beefy hero with a big gun (oo-er!). Dashing here and there, shooting all who confront you, it all sounds too good to be true, doesn't it?

However, poor animation with gameplay that is about as exciting as a night on the town with my left welly make Sly Spy Secret Agent a game to definitely try and miss.

Consisting of nine levels of complete and utter boredom, you can expect to complete the game after a only couple of attempts, maybe one if you're quite talented with a joystick!

Don't be fooled by its visual presentation, don't expect Bond girls galore. In fact, just don't bother with it and invest your cash in Canary Wharf - it's got better prospects.

I'm surprised Ocean even considered regurgitating Sly Spy, even on budget.



18
BUDGET
RATING

7.99



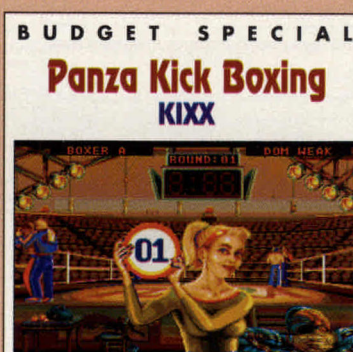
The beer-bellied stars of darts have never made an impact on the Amiga. This re-

release of the computer game endorsed by John Lowe, originally by Gremlin Graphics, is a pitiful package of sub-standard programming that I thought had been long forgotten.

Enter into various levels of competition, from smoke-filled pubs to smoke-filled major tournaments. Presented with a wobbling dart hovering over a smoke-veiled board, you press fire to throw. Wherever the end of the dart was pointing at the time determines where exactly you're going to hit.

Novelty comes in the form of optional football and cricket matches. Points scored in each round, in comparison with those of your opponent, will affect the outcome of the matches.

Needless to say, it makes you cry after prolonged play and, if I were you, I'd keep a bucket handy to catch the tears.



90
BUDGET
RATING

7.99



If everything was to be taken in a literal sense, the thought of two tanks

fighting it out in a boxing ring could be quite bizarre. Fortunately though, the name Panza refers to Andrea Panza, the world kick boxing champion.

The game is basically a one to one beat'em-up, but with several special features, including choosing all the various moves so you can have your own individual fighter.

Training and exercise are essential as you move up the ranks. Without proper preparation, be assured that you won't get far.

Graphics are the best I've seen in a game of this type and are incredibly well animated. As for the sound effects? Well, once again, Panza excels in this area, ranging from grunts to jaw breaking cracks and crunches. A classic game at a more than reasonable price. Buy now for a fine experience.



BULLITT SOFTWARE

27 Yeardsley Lane, Furness Vale,
Stockport, Cheshire, SK12 7PN
Tel: 0663 744908
Proprietor: Martin Woollas

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Boggit's Domain

Looks like the summer is here at last. Traditionally this is the time of year that adventurers switch off their computers, hang up their swords after the long winter

campaigns, and go and lie in the sun. Having seen the wonderful new software which arrived via the Goblin Postie this month, summer may have to be cancelled this year.

If you are playing Leisure Suit Larry V and you are stuck because you can't find the Aerodork Travel Brochure, then here is some urgent news. The brochure you seek should be part of the documentation which comes with the game. Because of an error during packaging, some batches have been sent out without this essential item. If you have this problem telephone 0734-303171 or write to:-

Sierra-in-Line Ltd, Unit 2, Station Rd, Theale, Berks RG7 4AA.

You will have to quote the registration number on your disks, so pirates need not apply.

1992 Software Oscars

On Sunday 12th April the annual European Computer Trade Show software awards were presented. The Best Adventure/Role Play Game of 1991 was presented to Eye of the Beholder from Strategic Simulations. The unusual thing about this decision is that I agree with it.

I was beginning to think that that everyone had funny tastes except me, so it's reassuring to hear that we are in agreement for once. After years of producing such games as the Dragonlance RPGs which were very popular with the enthusiast role player, SSI wisely changed their style towards the better graphics and easier game controls which made Eye of the Beholder such a hit with everyone. Eye of the Beholder II has improved upon this formula, which no doubt ensures that there will be even more games of this type to look forward to.

Compost Heap

Eye of the Beholder II

Now here is a game which richly deserves a bouquet of the finest blooms from my Petunia Patch. From the very start, it has got what it takes to be a classic RPG. It has a huge play area which sprawls through dungeons and towers. The controls are the same as those used in the original game

which is no bad thing, but you must get used to using the keyboard for the movement commands while keeping the mouse for other actions. In that way you can float like a butterfly and sting like the bee, as a wise old pugilist used to say.

Again like its predecessor, it is a very confusing finding your way around the maze of corridors because there are lots of secret switches and illusion walls. But no-one promised you a rose garden!

At the moment I'm having great difficulty finding my way through a series of illusion walls while trying to fight some seemingly invincible Willo-the-Wisps at the same time, but the very fact that I'm willing to persevere proves that the game has an addictive power.

Unlike some monster/maze games, Eye of the Beholder II has a storyline threaded through it which affects the gameplay. There are heroes and villains to be encountered along the way, enabling you to enlist and dismiss characters from your group, as is your want.

Not everyone or everything is what they seem, so you can end up with a group of back-stabbing rotters pretending to be your friends. A bit like the Common Market I suppose. Pity the game doesn't have a Magic Sniff spell. One whiff of garlic and you'd know who to kick up the backside! The game is difficult for a newcomer, but if you're an old warrior then you'll relish this well-crafted game which will give you weeks of pleasure.



Welcome, please come in.

"Come into my dungeon," said the spider to the fly. "I've been keeping an 'Eye' out for you." In fact U.S. Gold have now got two 'Eyes' for you to play with. And they are both crackers!



Boggit's Mailbag

Somewhere to the west of the Blue Dragon Mountains, north of the Crystal Falls and deep within the Great Wood, there is a clearing which is dominated by a massive Blackthorn Tree. The shingle which hangs from one of the lower branches bears the single word, 'BOGGIT'. Beside the small door is nailed the welcoming sign, 'Go Away!'

Letter from a Zork Dork

After buying Zork a week ago I have not got very far. I've solved the damn puzzle and got a valuable egg, priceless painting, trunk of jewels and encrusted bracelet, but I can't seem to get the jade figurine.

William Menzies, Bradford

take the jade figurine with you – at least not yet. You will pick it up on the way out of this section. However I will tell you what you should do as you go through this part of the cave.

Making sure that you have the garlic with you, go North from the Squeaky room into the Bat room. Here is the jade figurine. Go East to the Shaft room. Put the torch into the basket, then turn on your lamp and head North to the Smelly room, then down to the Gas Room (do yourself a favour and don't use the lighted torch to hunt for the gas leak!). You will now enter a small maze, so follow these directions: E, NE, SE, SW, D.

You are now either at the top of a ladder or you're lost. Go down to the Ladder Bottom, and then South to the Dead End. Get something from there, then return to the Ladder Top. From there, go back to the Gas room. Go up, then South to the Shaft room again. Put the coal in the basket, and lower the basket. Now carry on...

Boggit's Glade Revisited

Lies, lies lies! Seeing that you live in Kent, I rang the Head Post Office and asked them if they had a Goblin Postie working for them. The lady at the other end laughed. She looked in her computer and said, "There is no 'Goblin' working for us, has ever worked for us, and it is very unlikely that we will ever have one working for us."

You sometimes refer to Boggits 'plural'. How many of you are there? Have I got one in my garden?

(Name and Address withheld to prevent a thrashing.)



Don't you just hate fire-balling wizards who won't get out of your way when you are in a hurry? The corridors of Mindscape's Knightmare are stuffed with inconsiderate little monsters just like this one

You're breaking my heart. After one week's work you've got a trunk of jewels and a valuable egg. I only get given a bag of porridge and a couple of kippers for slaving over a hot Amiga for a month. When I was young we were so poor that we had a scrambled egg for breakfast. My mum put one egg on the table and we all had to scramble for it. For years I couldn't afford shoes; I painted my feet black and laced up my toes. Don't expect any sympathy here you greedy pig.

The simple answer is that you can't

before I stumbled and fell through a gap in one row.

Here I found myself on a path which led into the Great Wood. It's not surprising that few people know of this place I'm certainly not going to tell you what field it is. In fact the Great Wood is so far off the beaten track that Post Office has to mail letters to me. You must have heard of the G.P.O (Goblin Post Offices). It's a bit like the National Elf Service, or the Gnome Guard.

I don't know if there are any other Boggits still around – I believe that someone insisted that they break the mould after I was created.

Knightmare Switch Hunt

Being stuck in Quest 4 of Knightmare, and having heard that their helpline will only help with questions on Quest 1, I decided to phone them and shell out

money for their Hint Book. However, before I asked about the book I decided to ask for help one last time. Lo and behold a nice, warm, caring human being replied, 'Certainly sir, have you got your pen ready?' He then proceeded to tell me how to solve the 'Evil till the End' room.

Call the switch next to the lock '2' and the lock next to it '1'. Flick 2 2 1 1 open door and push wall. Flick 2 1 1 2 2 2 2 1 walk through door and push wall. Flick 1 1 2 2 2 1 1 2 and get key. Go back to Dizzy Rooms (the four switches). Flick 4 3 1 2 2 4 4 2 put key in keyhole and get key. Flick 2 1 1 1 3 3 4 4 2 2 4 then make your way back to the false wall.

I rushed home and tried the solution and it worked. However, a few dozen monsters later, I am stuck again in the section called 'Hunt for a Switch'. Can you help?

Keven Burns, Nottingham

Find the wall switch and flick it. Find a key then find the keyhole and use the key.

Find the switch behind the closed door and then return to the safe room near the start of Quest 4. Near the safe room you will find a new ladder leading downwards. Go through the room filled with

Compost Heap

When the pre-publicity and the razzamatazz waggons have passed by, will you find that the road is paved with gold, or something else? It is worthwhile remembering that after the Lord Mayor's Coach comes the Manure Cart. Out there cleaning up, there is a small, stumpy figure wielding a bucket and broom – and he doesn't have a smile on his face.

Might and Magic III

I'd already seen reviews of the PC version of Might and Magic III which praised its stupendous graphics and sound capabilities, so when the Goblin Postie stuffed the Amiga version under the door of the Blackthorn Tree this month I was sure that I was onto a winner.

So much for optimism. I soon found out that if I wanted to play the game using only floppy disks I'd have to do some work first. The game comes on six floppies, but before you begin you will need to format two more of your own. Once this has been done you must run a program which



If these are your idea of scary monsters then Might and Magic III has got lots more where these came from. On the other hand, Boggit is less than impressed after waiting months to get his hands on this long-awaited game only to find that the gameplay is awkward and unforgiving

purple monsters and down the next ladder.

At the Colonel's Bequest

I've bought a copy of Sierra's Colonel's Bequest and it's driving me mad. I've spied on the house guests, walked around the grounds and seen the weapons in the Colonel's cupboards, but I can't figure out what to do next.

Can you please help or else I'll go insane and write to a really 'nerdy' magazine.

L. Robinson, Bury

So the threat is that if I don't help, you'll stop writing to me and bother somebody else? Well that should strike terror into my heart.

You say that you have spied on the other guests, so I guess you have discovered that if you push the armoire you reveal a secret passage.

If you go in there you are able to look into all of the rooms through the spyholes and watch what goes on. It took me ages before I failed to find that!

Question Ethel. Watch Lillian put on perfume in the bathroom, (close your eyes if she starts to do anything else). Push the armoire.

Spy on Lillian and Ethel. Spy on Fifi and the

copies files from the game disks onto these new disks – and at the same time it copies other files onto your Workbench disk.

And this is where your problems can begin. Your Workbench disk must have at least 4K of free disk space on it. Do you know how to find out if you've got enough space? If you haven't got that space, do you know how to make room? If you don't know what to do, then you've got problems. What you must do is make a copy of your Workbench disk, then using the CLI commands, delete some of the files that your new Workbench won't need. But how do you know which files you won't need?

Let's just say that it was two hours later that I managed to get the game to finally boot, and by that time the air inside the Blackthorn Tree was blue. I then made two moves and the game crashed! I smiled, whistled a merry tune, and threw the box of disks at the wall.

Two days later, when I had recovered my usual cheery disposition, (*pardon?* – Ed.) I returned to the game. I searched in vain for anything which I felt was worthwhile. Far from being exceptional, the graphics are wishy-washy and jerky. I can't even remember what the sound was like, so it must have been really memorable. But for me the combat sequences were the most confusing part of the whole game. There does not appear to be any system for forming your group into a battle order – putting your fighters to the front and your magicians at the rear.

When a fight begins all party members seem to take an equal brunt of the monster's wrath. I say 'monster', but the comical graphics which represent these death-dealing fiends, makes them look as menacing as escapees from a Looney Tunes cartoon.

While manfully wrestling with the controls I managed to again select something which the game took exception to, and again it showed its displeasure by crashing the system. Whistling softly, I removed the disks from my Amiga, opened the front door and chucked them as far as they would go! Just don't write to me and say you weren't warned.

Colonel. Look at Dr. Wilbur's bed and his bag. Look at the Colonel's cigar. Look at Clarence's cigar. Move the Grandfather clock and the mirror. Spy on Rudy and Gloria. Spy on Clarence and Gertrude.

Look at the decanter of cognac. Go to the Colonel's bedroom and see him with Fifi, (it shocked me I can tell you).

Downstairs you must see Gertie and Clarence talking in the parlour. See Rudy and Gloria in the Billiards Room. Later you must see Gertie asleep in her room. Having done all that you might feel like a refreshing shower, but unless you want to take part in a remake of Psycho I would stay out of the bathroom and have a French shower instead.

That's a bit like a British shower, but it doesn't involve water.

Black Crypt Conquered

I have just completed Black Crypt and to prove it I enclose a copy of my Save Disk. I also enclose the solution to the Ogre on Level 2.

When entering Level 2, dart past the Ogre and find a wall switch at the far side of the room. Pull the switch and you will be teleported to another section of the room next a switch.

Pull this switch to reveal an opening. Go through here and solve this section to find a key.

Take this back to level one, and after a series of switches, a door appears. Use the key to open the door and walk through to the teleport.

Enter the teleport and 'voila!' you'll find the Ogre-Blade sword. Return to Level 2 and kill the Ogre to get the key he wears around his neck.

Bryn Eithin, Walsall

Correct me if I'm wrong, but isn't 'Viola' a French word? You also appear to have a strange surname. I think my nose is beginning to smell a rat – or should that be a frog?

I may start insisting that in future all letters should begin with a declaration that states:- 'I am not now, nor ever have been, a member of the French nation.' What do you think?

Still talking Riddles

I thought it was time I found out what you have all been talking about, so I bought Dungeon Master. My problems with the game are:- What does the rabbit's foot do?

Is there any advantage in the type of clothing that the heroes wear? For instance 'Fine Robes' as opposed to a little armour or leather?

I am now stuck in the Riddle Room and can't get any further.

I have put the bow, gold coin and the blue gem and the Mirror of Dawn on the shelf, but nothing happened.

In answer to Felicity Grater in the March issue. We pay 12.10 Australian dollars an issue and cannot enter the competitions so who's whining!

And the reason I buy the mag is just for you, dearest Boggit.

S. Martin, Victoria

What a smoothie you are Suzanna.

If it wasn't that I knew that 12 Australian dollars

wouldn't buy a peck of Kookaburra pellets I would be impressed.

The rabbit's foot is supposed to make the holder luckier in battle, so he more often scores a hit.

As the rabbit had four of these lucky charms and they apparently didn't bring him much luck I would throw it away.

In the real world of adventures, magicians are banned from wearing armour and must instead wear robes.

Different robes offer different protection, but in Dungeon Master all of the heroes are entitled to wear armour, so you should wear that the moment that you find some.

I have looked through all the books on the game and none of them give any indication what protection each type of clothing gives, so my advice is just to make sure nobody hits you.

The Riddle Room you speak of is on Level 6 (aren't you doing well!) and the items you mention are indeed the correct ones to solve the problem.

You do realise that you should put one item in each alcove don't you? Your letter says that you have put all the items on 'the' shelf.

Once you've correctly put three items in place, a door will open in the wall.

When the fourth item is placed, a secret alcove will appear to reveal a key.



If you are still struggling to complete Black Crypt from Electronic Arts then take heart. One reader at least has completed the difficult quest and here is a screenshot of the final terror which he has sent to prove it

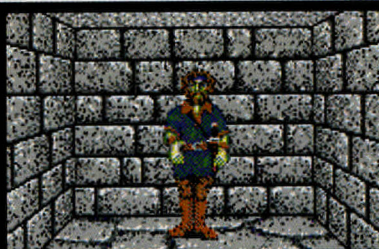
A Quick Spin

In your capacity as advisor and mentor to the many lost souls who write to you each month I assume it is necessary for you to load and play the games. It would therefore be a great asset to be able to roam freely around the game. The following cheat will allow instant transportation to anywhere in the Land of Britannia of Ultima VI, plus the ability to design super-characters and equip them with any type of weapon.

The use of these cheats will have an effect on the game akin to that of a grenade in a greenhouse, but I sense that you have the iron will needed to resist the temptation to use them indiscriminately. (How true! - Bogg).

At any time during the game, have a chat with lolo and say "Spam", "Spam", "Spam", "Humbug", pressing enter after each word. You now have access to a number of menus which allow you to inspect and alter many of the game's parameters.

The second tip allows you to teleport. When you find a place of interest, hold down the Alt key and press 213 on the keypad. A 13 digit number will appear, as well as a map of your surrounding area. Ignore the first 6 digits and split the last 7 into three groups of 3, 3 and 1. These are



TALL, SCRUFFY BUT STALWART MAN WALKS TOWARD YOU AND SAYS,

"I AM L'MONTES!"

Wandering around in the depths of the Cosmic Forge there is none other than a lonely Frenchman. You can imagine how delighted he was when he bumped into the Boggit. Can you imagine how he felt afterwards!

the co-ordinates (in hex) defining your 3D position. Horizontal, Vertical and Level. Zero being Overground, 1-4 being Dungeon and 5 the Gargoyle World.

For example, while in the presence of Lord British the numbers are 133, 15F, 0. Now assume you are elsewhere in Britannia and you wish to return to Lord British's castle, hold down the Alt key and type 214 on the keypad.

A prompt will appear. Press the correct keys on the 'MAIN' keyboard followed by the Return key. Two more prompts will appear for the other co-ordinates and after you have entered them you will be instantly transported to the new location. Of course you must have first visited a place and found its co-ordinates before you can transport to it.

The Black Dog, Newcastle

'Oh Sneakiness your name is Humanity'.

How do you cunning brutes uncover these secrets? I have worn my legs down tramping around the lands of Britannia these past hundred years and no-one ever told me what I was doing wrong. No wonder I always arrive just as the party is finishing. I haven't had time to try out this cheat, but I warn you. If I cover my keyboard in Spam and nothing happens I will come looking for you - and I'll make mincemeat out of you.

The Amazing Krystal

I saw that you liked Bane of The Cosmic Forge and I can do nothing but agree. I also liked Knightmare and the old, great Bloodwyche, (too hard for a tree inhabitant maybe?). I would like to ask you a few questions about The Krystal. Where is Hargon? How do I get into the castle? How do I open the door at the fountain?

P.S. Heavy address you've got there Dude. It almost sank me.

Slefan Svensson, Sweden

It's confession time again, so I'll admit I've never played the game. The solution which I have makes no mention of Hargon or a fountain, but it does explain how to get into the castle. Go to the streets of Novala, but don't buy any food. Talk to Sereena at the Fruit Stand and say, 'I don't know' when you're asked where you are from.

Give one or two skringles to Boris the Butler to get five psychic points. Find Bendoon the Beggar and give him a skringle, (serves him right for 'bending doon' I suppose!). Give him another and he will give you the Pommel, (I can't believe believe that I'm writing this nonsense!). Search for Gloop the alien and ask, 'What do you do?'

You'll be given an invitation that enables you to enter the palace. Tell the Palace guards that you are there to see Nedrod. When they ask 'why' say, "by invitation."

Looking for a Let down?

I'm playing that addictive game, Bane of the Cosmic Forge, and I've no idea how to bring the drawbridge down. I've tried many combinations of the six buttons but no luck.

To show that I'm not a complete cabbage brain, I worked out how to open the Stone Altar using the Book of Ramm. Press the Goat's Head, the Orb, the Stave and then the Orb.

Tony Bailey, Liverpool

I can never understand why a simple puzzle like this causes you human dorks so many problems. The answer is so easy. Simply pick up the Official Hint Guide for Bane of the Cosmic Forge from Sir-Tech and turn to page 40. I quote:- 'Get a vial of Mystery Oil from Queequeg and give the control panel a splash.' Now press the buttons in the following order:- Safety, Pump, Coilwrap, Truss, Safety and Winder.' What was so difficult about that?

The other information which you'll find interesting regarding this game is that U.S. Gold now have the right to publish all of the Wizardry games, and Bane will be available from them later this month. The next Wizardry game - Crusaders of the Dark Savant - will be released through U.S. Gold in the Autumn.

Eye of the Catacomb

I have managed to get through many of the lower catacomb levels in Eye of the Beholder II but now I'm stuck. I'm in a room with the message, "You must leave many things behind." There is a door in

the room which I can't open and the floor is covered in pressure pads. As payment for your help here is a tip. If you have the thief Insal in your party, then get him to pick the locks in the temple, but before you go to sleep, drop all your possessions because then he can't steal anything from you.

Russell Brett, Southampton

The room you describe has a pattern of 3x3 rows of pressure pads on the floor. To open the door, hold down the pads by dropping objects in the pattern of the 5 side of a dice - one in each corner and one in the middle.

Behind the door there are some heavy monsters who will pour out and kill you. Instead of putting an object in the centre square you may find it a clever tactic to stand there and let the door open. When a monster emerges you can then step off the pad to quickly shut the door again. In this way you can deal with the monsters one at time. Smart eh? My mother didn't have any foolish children!

Orats! It's A Monster

In that cool but old adventure game Space Quest, I get fried when I reach the light beams in the caves. I've tried everything, but I cannot get past them. I'm also baffled on what to do when I meet that grim Orat monster.

Paul Hammerton, Fareham

Maybe the light beams really are meant to slice you into little bits and then fry your eyeballs until they pop! It seems a perfectly satisfactory way to end a game to me. Brave human enters cave. Laser beam zaps him into a flash of ash - and everyone else lives happily ever after. The End. Oh, if only life was like that.

The alternative story is that you search the ground around the escape capsule that you so recklessly crashed, and find the piece of glass from the shattered windscreen. With this you can reflect the beam and so escape the fate which you so richly deserve.

As for the hungry Orat, you can toss him the pressurised can of water from the survival kit and he'll instinctively swallow it. It's then that he'll find out what a real 'F' Plan diet is!

Final Thought:- Never hit a Troll when he's down. He may get up again!

Send all your money and queries to:

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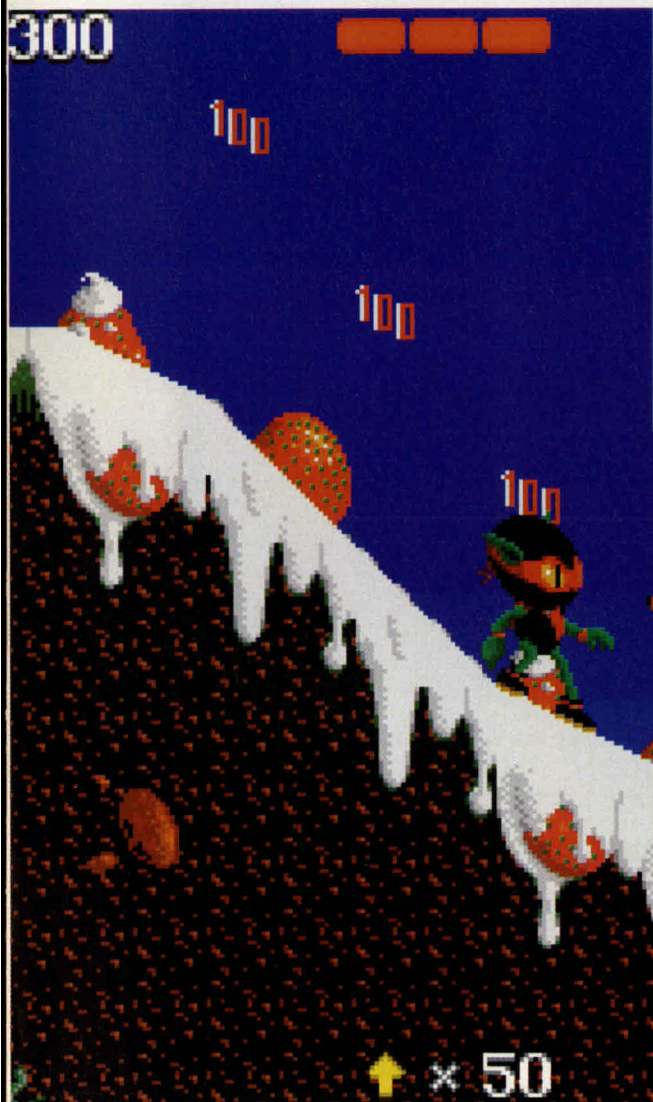


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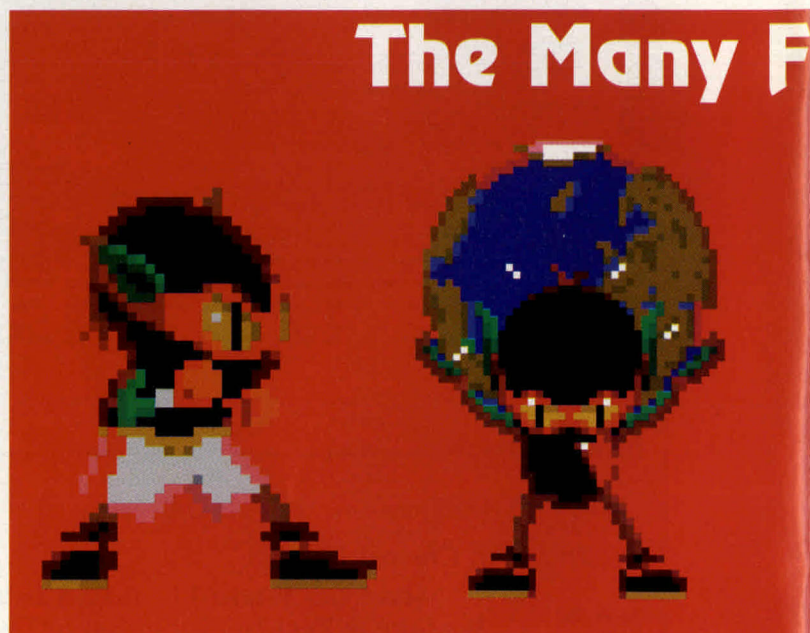
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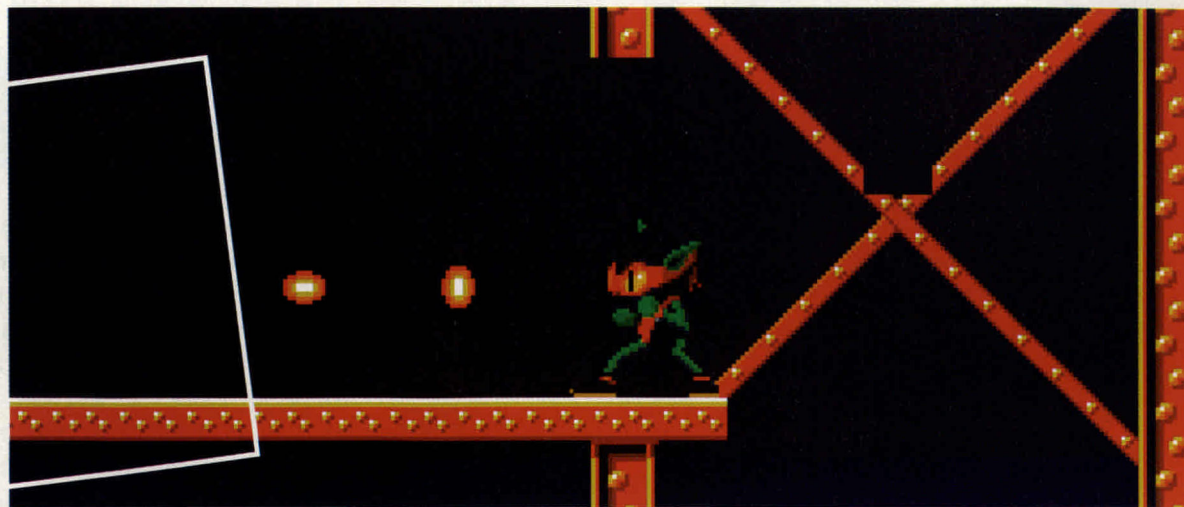


Obviously, by now, you will have already checked out our mega exclusive of Gremlin's amazing Zool and will realise just how ultra-cool this character really is.

We just couldn't let an opportunity like this slip by so, in conjunction with the review (on page 18), Gremlin and

The Many F





oured Zool

ourselves have decided to run a stunning competition with an equally stunning prize.

A Short History

The thing is... Zool is a Ninja from the Nth dimension and has been transported to a surreal world of killer fruit, rampaging sweeties and malicious saws.

Using his superior fighting techniques and amazing acrobatic skills, Zool must make his way through seven worlds of utter mayhem. Each World has its own characteristics and consists of three levels. Zool must collect as many

goodies as he can on these levels while avoiding the nasties that inhabit them. Each level ends with a dimension portal which allows access to the next one, the third culminating in a showdown with a boss guardian.

What's Through the Round Window

As Gremlin are such a generous bunch of guys and gals they have come up with an absolute corker of a prize, plus runner-up goodies.

The winner of this illustrious competition will earn themselves a Star LC (not Little Chef) 200 Colour Printer worth squillions of pounds.

Five runner-ups will each receive signed copies of Zool plus a Zool lapel badge which is priceless (30p from the market).

A Cool Zool

You will have noticed four famous Zool characters named Indiana Zool, Atlas Zool, Zool Skywalker and Zool Ali. What we want you to do is design your own Zool character, preferably a famous one.

You can draw your Zool on paper or send your piccies on Deluxe Paint format, either will do. You can use the review or the pictures here as templates for your eventual

masterpiece. But that's not all, as in the Amiga Action style we also want you to fill out the tie-breaker in no more than 20 words.

Send your entries to:

**Zool is Cool, Amiga Action,
Europress Interactive,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

Entries that reach us any later than 31st July '92 will be burnt in an orgy of naked dancing. So keep your wits about you and get moving - now!

aces of Zool



I have enclosed my design of Zool for you to feast your eyes on!

Zool is cool because.....

.....

.....

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

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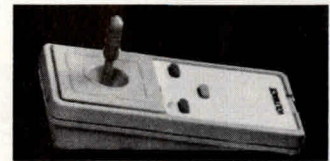


Grand Prix screenshot courtesy of Microprose

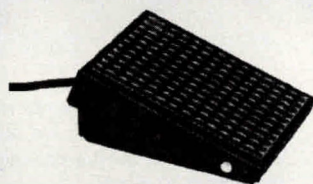
proportional steering, acceleration and braking at your fingertips. The Delta 3A analogue joystick is U.K. made with 1 years guarantee and only costs £16.95. The Delta 3A should be available from your local dealer, but if not, you can order direct from us. They say Grand Prix is probably the best game ever written for the Amiga – make it even better by running it with analogue joystick.

Nigel Mansell could not have won four Grand Prix's in a row if he had one switch to turn left and another to turn right. Steering a real car is analogue so real simulators use analogue controls. Of course, driving an analogue joystick is not so easy, it takes practice, but then if you want it easy, just watch the demo sequence and don't bother to run the program.

The Delta 3A analogue joystick is easily held in the hand with one thumb over the gear change button giving you



DELTA 3A



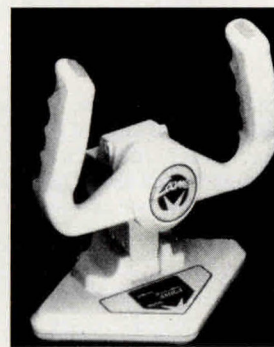
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function. The kit has three pedals, the control box with 5 sockets and a joystick port splitter. The functions can then be operated by either joystick or pedal.

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£59.95

FOOTFIRE D - A single fire button on a foot pedal as per the digital joystick fire button. It comes with a joystick port splitter so that it can be plugged in with any joystick and give you the choice of fire on the handset or fire on the footpedal. It will also add the fire function to analogue programs like Birds of Prey which have been written using the digital fire button. £9.95

FOOTFIRE A - will put the analogue joystick fire button onto the single digiped to give you a free hand for operating the keyboard on complicated flight sims. £9.95



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Commodore Comment

I am writing to raise a couple of concerns I have about the May edition of Amiga Action.

First is the choice of incompatible coverdisk material. Since the Amiga A500 Plus was introduced, Commodore has sold almost 200,000 units. However cheap it may have been to acquire Winter Sports as a cover mount game, it was an unwise choice bearing in mind the fact you are ignoring 20% of your UK market.

Overall your tone on the Amiga A500 Plus is astonishing. This is my second concern. To be described as an 'infamous' machine (Peter Lee, Talkback - May page 94) suggests a depth of ignorance which could only be remedied by either totally re-programming or preferably replacing the CPU on your operative.

If software developers wish to create compatible software they follow our guidelines. The development community has had over two years notice over the introduction of Workbench 2.0 and any product written for the Amiga since 1985 adhering to the correct programming techniques runs perfectly on the latest Amigas.

Some software houses have ignored the minimal investment to register as developers and used some rather sloppy and illegal techniques, contravening our advice. Fortunately, companies like this are not in a majority.

This is no reason to criticise the Amiga, and wouldn't it be refreshing to see such mediocre budget products finally left behind us all as the Amiga, its software, games and peripherals go from strength to strength.

Andrew Ball, Commodore UK

It's obvious that the 'tone' of our article upset you, but let's be honest, the A500 Plus is famous for all the wrong reasons. Fortunately, most incompatibility problems have since been eradicated, with the budget market being the one exception.

We phoned up several software houses who had either never heard of your guidelines, or had, but didn't really know how to acquire them.

One highly respected software house hadn't even heard of the A500 Plus until it was announced by the press, and when they tried to borrow one from Commodore they were told to go out and buy one.

We're all striving for greater success and both machine manufacturers and software developers alike should come together to support the users, who seem to be the ones who suffer. Let's hope the future will be more co-operative and that we don't have the same problems with the A600. And how about a cheap home machine with a much faster processor?

Difficult Disks

While I agree with the article concerning the vulnerability of the A500, unless the price of hard disks comes down to a level where more Amiga owners can afford them, there is another side to the coin.

As the owner of a GVP 52 MB hard drive, I am continually disappointed with the very limited amount of software which it is possible to install. I estimate that less than 5% of software is written which allows installation on a hard disk as easily as that expected by a PC user, and although it is possible to install maybe a further 10%, this often requires the writing of fairly complicated executable start-up sequences using utilities such as Opus and Cygnus.

Therefore, to safeguard the future of the A500 we not only need cheaper hard drives but more software written for HD installation, and this could present a major problem. Software houses will need to change significantly in their approach to copy protection for what is regarded as home computer software as opposed to PC software.

An indication of software houses concerns must be the amount of software which is currently available for HD installation on PCs, but is configured as non DOS for the Amiga thus preventing HD installation by any means I know!

Christopher Woods, Cleveland

There doesn't appear to be an easy answer to the hard disk installation/pirating problem. In the past, too many people have abused the software industries trust, so it's unlikely that any products will be released without an anti-piracy device. Expect a future dogged with code wheels and manual protection.

The Ratings War

Why the hell did you give Borobodor 70% and describe it as "frustratingly slow and tedious", when an advert for the game printed in your magazine has a quote from Amiga Mania which gave it 87% and described it as "brilliant, large colourful sprites and backdrops, faultless parallax scrolling and catchy tunes for each level. What more could you ask for?" Either you

didn't review the same game as Amiga Mania, or there has been some big mix up in your, or their review. Please can you put me straight on this.

On a lighter note, I really like the GTGA section as a pullout booklet. It's a brilliant idea. It saves me from having to go through all of my Amiga Actions to find a cheat I need.

James Hill, Lancashire

Opinions vary from mag to mag, so you'll always find quite a few differing percentages. But, as we're the world's biggest selling Amiga games magazine (official!), I'd take our advice and ignore everybody else. Anyway, most other mags, apart from Amiga Mania, didn't rate it either.

Sticking His Oar In

I have noticed that nearly all magazines review games with just one reviewer. Having owned a Spectrum previously I read Crash and found that having at least two reviewers reviewing a game was much more helpful as it gives a wider and more helpful analysis of the game in question.

For instance I have read several reviews for Black Crypt and some think that it is excellent, while others have said that it is not that good. I have bought the game on the strength of good reviews.

One way of enhancing the system is by giving the view of someone who likes that particular genre of game and the view of someone who is either impartial or prefers other types of games.

You may say that this system would take more time or take up more space, but it may not be the case until you experiment, and it may be for the better. I would also like to see more criticisms for games, as games like Myth and Willy Beamish etc cannot be perfect or even near perfect, as I have found.

I do not wish to be critical or patronising, but I feel that your already brilliant reviews could be enhanced and perhaps even bettered if ideas along the lines I have mentioned were to be implemented. Keep up the good work!

Kamal C. Garrett, Chichester

The overall score and the league position is a general team opinion. If we included more comment boxes, the actual review would be a lot less informative and the number of screen shots, annotations and links would be reduced dramatically. So, although each review is credited to the individual, the overall rating is discussed and (usually) decided at team level.

Send your letters to:

Peter Lee, Talkback, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Macclesfield, SK10 4NP.



Super

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 Monkey Island 2 **A**
- 2 Lure of the Temptress **A**
- 3 Secret of Monkey Island **A**
- 4 Indy and the Last Crusade **A**
- 5 Plan 9 from Outer Space **A**
- 6 Cruise For A Corpse **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 Dune **A**
- 14 Trial by Fire **A**
- 15 Operation Stealth **A**
- 16 Zak McKracken **A**
- 17 Maddog Williams **A**
- 18 Rise Of The Dragon **A**
- 19 Heart of China **A**
- 20 Zork Trilogy **A**
- 21 Suspicious Cargo **R**
- 22 Wonderland **R**
- 23 Demoniak **R**
- 24 Hitchhikers Guide to the Galaxy **R**
- 25 Maupiti Island **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 Willy Beamish **R**
- 37 Manhunter series **R**
- 38 Hook **R**
- 39 Deja-Vu 1 & 2 **R**
- 40 Shogun **R**
- 41 Spellbreaker **R**
- 42 Wishbringer **R**
- 43 Chronoquest series **R**
- 44 Enchanter **R**
- 45 Sorcerer **R**
- 46 Beyond Zork **R**
- 47 Zork Zero **R**
- 48 Suspect **R**
- 49 Beurocracy **R**
- 50 Deadline **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 Eye of the Beholder II **A**
- 4 Captive **A**
- 5 Legend **A**
- 6 Black Crypt **A**
- 7 Knightmare **A**
- 8 Ashes of Empire **A**
- 9 Heimdall **A**
- 10 Space Crusade **A**
- 11 Moonstone **A**
- 12 Hunter **A**
- 13 Another World **A**
- 14 Eye of the Beholder **A**
- 15 Robocop 3 **A**
- 16 Corporation+Mission Disk **A**
- 17 Cybercon III **A**
- 18 Cadaver **A**
- 19 Elf **A**
- 20 Hero Quest + Data Disk **A**
- 21 Xenomorph **A**
- 22 Barbarian II **A**
- 23 Rocket Ranger **A**
- 24 It Came from the Des & Ant Head **A**
- 25 Mean Streets **A**
- 26 Horror Zombies from the Crypt **A**
- 27 Unreal **A**
- 28 Kult **A**
- 29 Prince Of Persia **A**
- 30 Obitus **R**
- 31 Crystals of Arborea **R**
- 32 Voodoo Nightmare **R**
- 33 D/Generation **R**
- 34 Gold of the Aztecs **R**
- 35 Last Ninja 3 **R**
- 36 Abandoned Places **R**
- 37 Zombi **R**
- 38 Ninja Remix **R**
- 39 Dizzy's Excellent Adv. **R**
- 40 Colorado **R**
- 41 Bloodwych+Data Disks **R**
- 42 Colditz **R**
- 43 Head Over Heels **R**
- 44 The Immortal **R**
- 45 Indiana Jones - Fate of Atlantis **R**
- 46 Hare Raising Havoc **R**
- 47 B.A.T. **R**
- 48 Mercenary III **R**
- 49 Shadow of the Beast II **R**
- 50 The Simpsons **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 Starglider 2 **A**
- 5 Storm Master **A**
- 6 The Killing Cloud **A**
- 7 Special Forces **A**
- 8 North and South **A**
- 9 Interphase **A**
- 10 Dragon's Breath **A**
- 11 Midwinter **A**
- 12 Iron Lord **R**
- 13 Pirates **R**
- 14 Millennium 2.2 **R**
- 15 Damocles & Mission Disk **R**
- 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 StarTrek (P.D. 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 Perfect General **A**
- 4 Mega Lo Mania **A**
- 5 Populous II **A**
- 6 Global Effect **A**
- 7 Dreadnoughts **A**
- 8 Genghis Khan **A**
- 9 SimCity+Terrain Editor **A**
- 10 Supremacy **A**
- 11 Celtic Legends **A**
- 12 Bandit kings of Ancient China **A**
- 13 Battle Isle **A**
- 14 Populous+Promised Lands **A**
- 15 Railroad Tycoon **A**
- 16 Realms **R**
- 17 Centurion - Defender of Rome **R**
- 18 Breach 2 **R**
- 19 Harpoon + Data Disks **R**
- 20 Murder **R**
- 21 Laser Squad **R**
- 22 Breach **R**
- 23 Paladin **R**
- 24 Deuteros **R**
- 25 SimAnt **R**

Platform



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

- 1 Zool **A**
- 2 The Addams Family **A**
- 3 Gods **A**
- 4 Rainbow Islands **A**
- 5 Parasol Stars **A**
- 6 Fire And Ice **A**
- 7 Robocod **A**
- 8 Leander **A**
- 9 Rick Dangerous 1+2 **A**
- 10 Titus The Fox **A**
- 11 Deliverance **A**
- 12 Fuzzball **A**
- 13 Rodland **A**
- 14 James Pond **R**
- 15 9-Lives **R**
- 16 Switchblade 2 **R**
- 17 Magic Pockets **R**
- 18 Jim Power **R**
- 19 Switchblade **R**
- 20 Toki **R**
- 21 Elvira The Arcade Game **R**
- 22 Blues Brothers **R**
- 23 Chuck Rock **R**
- 24 P.P. Hammer **R**
- 25 Bubble Bobble **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 Humans **A**
- 3 Dyna Blaster **A**
- 4 Pipemania **A**
- 5 Push-over **A**
- 6 Klax **A**
- 7 Chips Challenge **A**
- 8 Tetris **A**
- 9 Brat **A**
- 10 Blockout **R**
- 11 Welltris **R**
- 12 Bug Bomber **R**
- 13 Ishido **R**
- 14 Puzznic **R**
- 15 Nevermind **R**
- 16 E-Motion **R**
- 17 Trivial Pursuit **R**
- 18 Castle Of Dr. Brain **R**
- 19 Atomino **R**
- 20 Supaplex **R**
- 21 Logical **R**
- 22 Gem'X **R**
- 23 Brain Blasters **R**
- 24 Atomix **R**
- 25 Revelations **R**

League

As the most comprehensive rating system, AA Super Leagues have been slightly modified this month to bring them even more up to date. Not only this, but turn over to take a look at July's special league analysis on shoot'em-ups.



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

Shoot'em-up



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

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

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 | Their Finest Hour + Data Disk | A |
| 6 | F-16 Combat Pilot | A |
| 7 | Battlehawks 1942 | A |
| 8 | Fighter Bomber | A |
| 9 | A320 Airbus | A |
| 10 | A-10 Tank killer V1.5 | R |
| 11 | Gunship | R |
| 12 | Birds Of Prey | R |
| 13 | Shuttle | R |
| 14 | ProFlight | R |
| 15 | Interceptor | R |
| 16 | Flight Simulator 2 | R |
| 17 | Knights Of The Sky | R |
| 18 | MiG-29M Super Fulcrum | |
| 19 | F-29 Retaliator | |
| 20 | F-15 Strike Eagle II | |

Role Playing



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

- | | | |
|----|------------------------|---|
| 1 | Might and Magic III | A |
| 2 | Might and Magic II | A |
| 3 | Pools of Darkness | A |
| 4 | Death Knights of Krynn | A |
| 5 | Champions of Krynn | A |
| 6 | Bard's Tale III | A |
| 7 | Bard's Tale II | A |
| 8 | Ultima VI | A |
| 9 | Starflight II | A |
| 10 | Starflight | A |

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 | PGA Tour Golf+data disk | A |
| 7 | Speedball | A |
| 8 | Microprose Golf | A |
| 9 | Games: Summer Edition | A |
| 10 | Player Manager | A |
| 11 | World Class Rugby | A |
| 12 | World Class Leaderboard | R |
| 13 | Links | R |
| 14 | The Manager | R |
| 15 | Championship Manager | R |
| 16 | Tennis Cup | R |
| 17 | TV Sports Football | R |
| 18 | California Games | R |
| 19 | Pro Tennis Tour | R |
| 20 | Jahangir Khan Squash | R |
| 21 | Sensible Soccer | R |
| 22 | RBI 2 Baseball | |
| 23 | TV Sports Basketball | |
| 24 | Striker | |
| 25 | Disc | |
| 26 | J Barnes European Football | |
| 27 | Zany Golf | |
| 28 | Manchester United - Europe | |
| 29 | Fiendish Freddy's Big Top of Fun | |
| 30 | Master Blazer | |
| 31 | Tip Off | |
| 32 | European Football Champ | |
| 33 | Wayne Gretzky Hockey 2 | |
| 34 | Microprose Soccer | |
| 35 | International Soccer Challenge | |
| 36 | Superski 2 | |
| 37 | Grand Monster Slam | |
| 38 | World Games | |
| 39 | Projectyle | |
| 40 | Purple Saturn Day | |

Bat & 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 | R |
| 5 | Arkanoid | R |
| 6 | Krypton Egg | R |
| 7 | Lords of War | R |
| 8 | Botics | R |
| 9 | Titan | |
| 10 | Ballistix | |

Land & Sea Sims



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 |

Racing



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

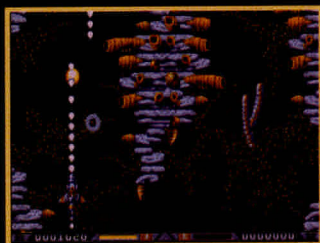
- | | | |
|----|-------------------------------|---|
| 1 | Jaguar XJ220 | A |
| 2 | Lotus Turbo Challenge II | A |
| 3 | Formula One Grand Prix | A |
| 4 | Supercars 2 | A |
| 5 | Stunt Car Racer | A |
| 6 | Nitro | A |
| 7 | Lotus Esprit Turbo Challenge | A |
| 8 | Vroom | A |
| 9 | Team Suzuki | A |
| 10 | Super Cars | A |
| 11 | Indianapolis 500 | A |
| 12 | Super Monaco GP | A |
| 13 | Test Drive 2 | R |
| 14 | Toyota Rally | R |
| 15 | Lombard RAC Rally | R |
| 16 | Super Hang-On | R |
| 17 | Hard Drivin' II | |
| 18 | Jupiter's Masterdrive | |
| 19 | Psyborg | |
| 20 | Ivan Stewart's Off Road Racer | |
| 21 | Indy Heat | |
| 22 | Outrun Europa | |
| 23 | Combo Racer | |
| 24 | 4D Sports Driving | |
| 25 | RVF Honda | |

Super League

Those of you more trigger happy than a maddened Dirty Harry lust to get your joystick into the best shoot'em-ups around. As one of the most competitive leagues, we now present what we consider to be the best five blasts on the Amiga. You'll love 'em!

Xenon 11-Megablast (Imageworks)

2 With a cracking Tim Simenon soundtrack, you could get on down with some funky tunes while mastering the art of shoot first and never ask questions later. Buying bonus weapons and utilising them to their optimum potential is the only way you are ever going to complete this year's old classic. Being a Bitmap Brothers production, you know the quality is bound to be high. Loved by veterans and attractive to the newcomers out there too.



Project X (Team 17)

1 One for well into the nineties and sure to send your head spinning with its superior graphics and powerful sound effects. The gameplay is more gripping than velcro, while the immense difficulty level ensures you earn each victory over an alien wave.



Exciting power-ups liberally sprinkle spice upon this furious blast set in the very far reaches of outer space.

This really is an engrossing contemporary shoot'em-up. That sets a whole new standard in home computer software without a hint of any restraint, and one that probably only Team 17 themselves can surpass.



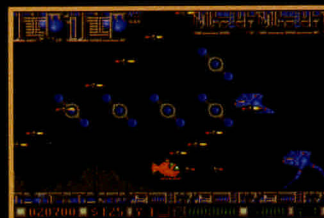
Blood Money (Psygnosis)

3 A one or, two-player frantic action blast, that features four huge levels and effective power-ups.

When you've mastered Blood Money, you continue to return and experience the pleasure of this adrenalin pumper which takes an

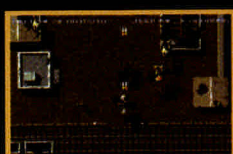
hour to complete even then - it's impossible to finish this game in 15-20 minutes once you know what to do.

Firmly maintaining Psygnosis' great reputation, Blood Money still has life in it after all these years and is now available on their Sizzlers budget label.



SWIV (Storm)

4 SWIV is a true example of how good an arcade-style game can be on the Amiga. With the exception of Xenon 2, SWIV is the ultimate vertically-scrolling blast, sporting some of the most gorgeous graphics you're likely to see anywhere and brilliant sound. Storm pulled a beauty out of the hat with this one and they still haven't matched it.



Turrican 2 (Rainbow Arts)

5 Subtitled, The Final Fight, this is the best platform blast you can buy. The programmers improved immensely over the original Turrican. The graphics are tremendous and the whole thing feels like an arcade game. The size of the levels is likely to keep you playing for months, giving you more than value for money, especially on budget!



- 1 Project X
- 2 Xenon II - Megablast
- 3 Blood Money
- 4 SWIV
- 5 Turrican 2
- 6 Turrican
- 7 Silkworm
- 8 Killing Game Show
- 9 X-Out
- 10 Z-Out
- 11 Alien Breed
- 12 Simulcra
- 13 Apidya
- 14 R-Type II
- 15 Midnight Resistance
- 16 Venus
- 17 R-Type
- 18 Battle Squadron
- 19 Amnios
- 20 Wolfchild
- 21 Space Gun
- 22 Alcatraz
- 23 Rubicon
- 24 Hostile Breed
- 25 G-Loc
- 26 Anarchy
- 27 Operation Thunderbolt
- 28 Warzone
- 29 Stellar 7
- 30 Ork
- 31 Video Kid
- 32 Pegasus
- 33 Bonanza Bros
- 34 Fantastic Voyage
- 35 Strider II
- 36 Atomic Robo-Kid
- 37 The Executioner
- 38 Armalyte
- 39 Line of Fire
- 40 Operation Wolf
- 41 Shadow Dancer
- 42 Super Space Invaders
- 43 Gauntlet 3
- 44 Xenon
- 45 Agony
- 46 Terminator 2
- 47 Super Skweek
- 48 Battlestorm
- 49 Robocop 2
- 50 The Godfather
- 51 Starush
- 52 Mercs
- 53 Under Pressure
- 54 Baal
- 55 Cavitas
- 56 Alien Storm
- 57 Warlock The Avenger
- 58 Cardiaxx
- 59 Steve McQueen - Westphaser
- 60 StarRay
- 61 Predator II
- 62 Ghost Battle
- 63 Frenetic
- 64 Escape From The Robot Monsters
- 65 The Spy Who Loved me
- 66 Total Recall
- 67 Back to the Future 3
- 68 Menace
- 69 Saint Dragon
- 70 Thunderjaws
- 71 Zone Warrior
- 72 U.N. Squadron
- 73 Vaxine
- 74 Dan Dare II
- 75 Monty Python's Flying Circus
- 76 Starglider
- 77 Dragonstrike
- 78 Defender II
- 79 Eswat
- 80 Robocop
- 81 Mystical
- 82 Dragon Fighter
- 83 Eliminator
- 84 P-47
- 85 Dan Dare III
- 86 Eliminator
- 87 Pang
- 88 Oops Up
- 89 The Plague
- 90 Wreckers

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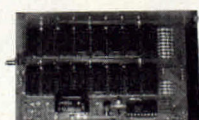
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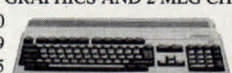
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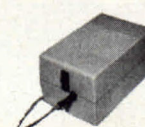
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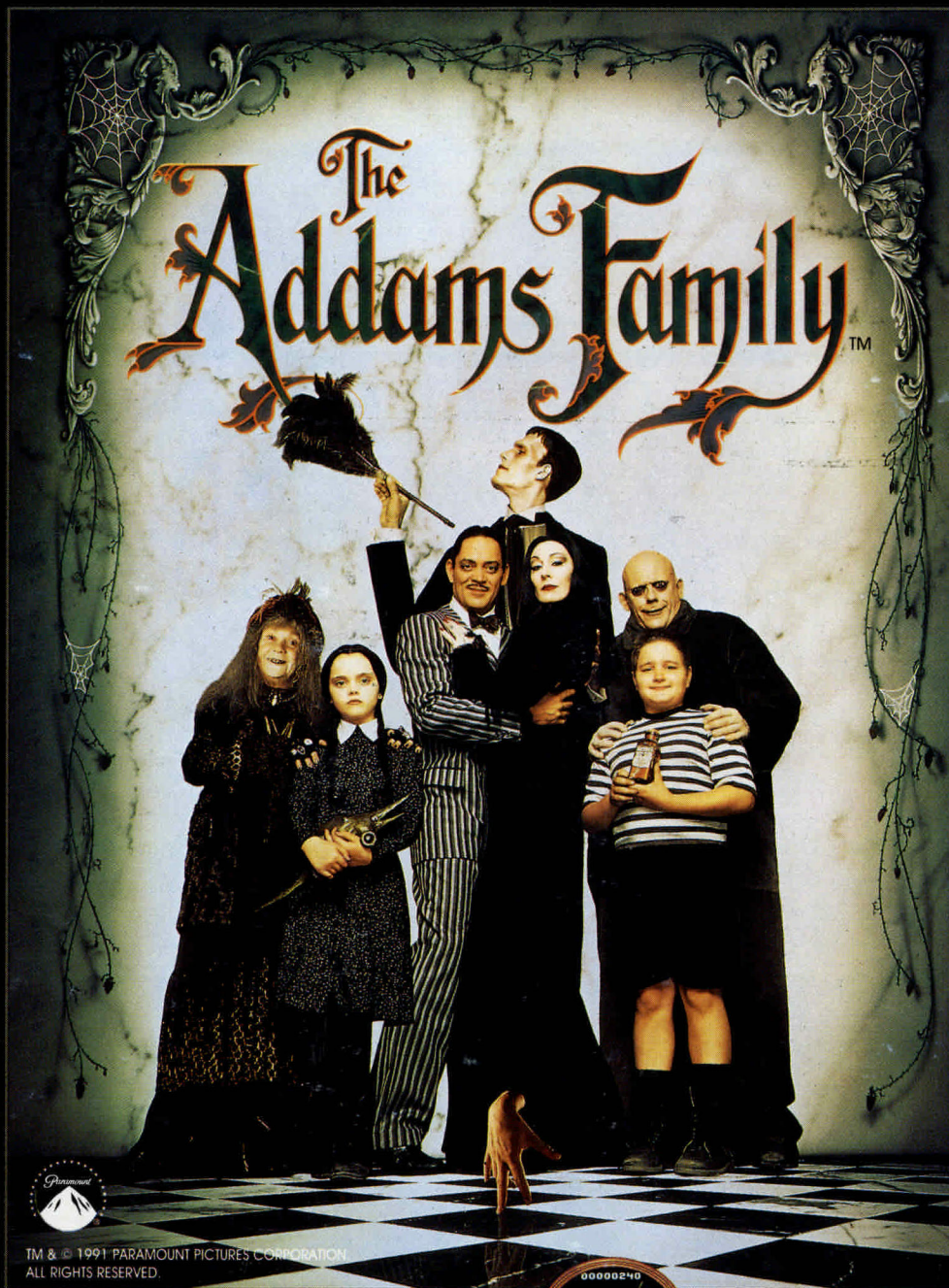
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But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



play how they wanna play...

But watch out for Tully - he plays mean. Tully is the treacherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



say what they wanna say...

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dance how they wanna dance...

And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

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