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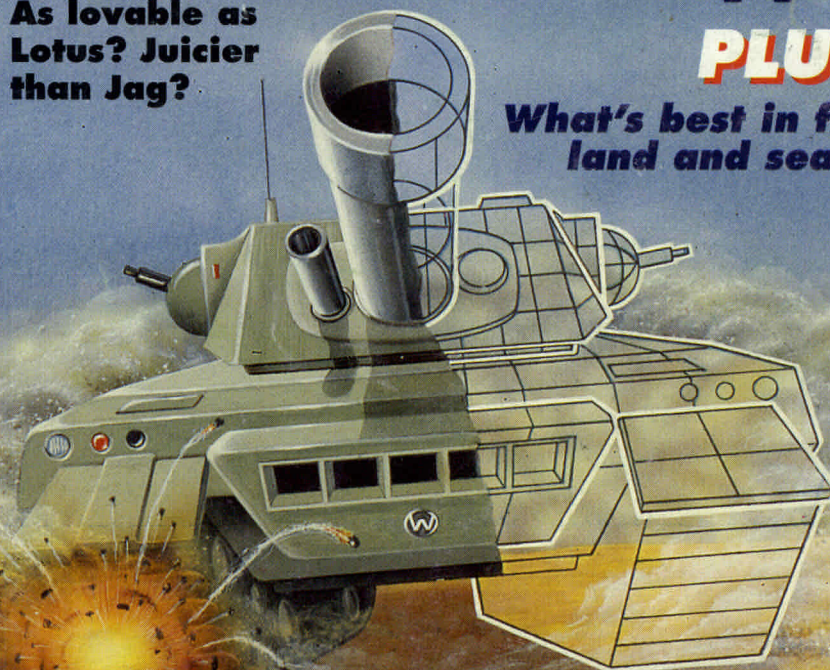
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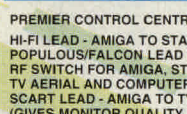
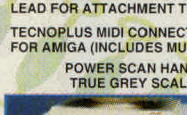
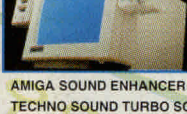
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Battle of the skies

We're in flighty mood this issue as Steve takes the engine cover off his favourite flight/war simulations!

There's definitely no competition with the Amiga Action Competition! And why is this? Well, this month, we're handing out a free Sega Megadrive to the person who can solve a ridiculously simple puzzle. Turn to page 70 to find out what this tricky task is going to be...



AMIGA ACTION

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49

blue print

Take to the air as we preview the hottest new games soon to hit the shops, with *Tornado*, the impressive new flight sim from Digital Integration, leading the formation. Expect some squishy fun in *Bill's Tomato Game* (stranger than it sounds!), and we take an exclusive peek at *Enchantia*, from Core!



Bill's Tomato Game Pg 52

regulars

News.....10

And here is the news! Forget Yugoslavia and the failure of the Germans to cut interest rates to allow the pound to rise in the ERM (Huh? - Ed.). Instead, cast your eyes over Nigel Mansell and *Tenebrae*!

Subscriptions.....31

How many times have we got to say it? We want your flippin' money! Now we can either ask you nicely (like we do on page 31), or we can send the boys around! I mean, it's not every day we run 35% discount offers!

Talkback.....65

We publish your letters and wonder why, with the collapse of Communism and the lousy state of the singles chart, you keep sending us stuff about Amiga games! (Coz it's a computer mag - Ed.) Oh.

Budget Games.....68

Feeling skin? Peter Lee is the man for you, as he dips his hand into the company wallet and checks out some of the newest budget titles...

Boggit's Domain...85

Somehow, for some obscure reason, we continue to allow this thoroughly nasty piece of work an on-going platform in this magazine to spout his fetid thoughts. Find out what this creature has been up to recently on page 85.

Buyer's Guide.....90

We've lovingly cobbled another Buyer's Guide together for your pleasure. So if you failed to buy that great shoot'em-up twelve months ago and you can't remember what its name was, then this is the section of the magazine for you!



72

giving the game away



Myth p82

This month we let the parrot out of the cage and skeleton out of the closet with **Monkey Island 2**, **Myth**, **Shadowlands** and **D/Generation**! Eek! Look out for our **Small Tips** too!



Monkey Island 2 p72

reviews

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COVER DISK



Gobliiins: Gobble up this fully playable demo of the zany new game from Coktel Vision – if you don't like it, you're a complete gonk! To have any chance of success over the three lovely levels, you must qualify as a mind-bent, freaky, flipped-out funster. Yikes! **Ugh!:**



Ugh! p8

Experience all those sick-inducing back seat smells of your average taxi cab in this mega platform puzzler. **Tornado:** How can you hold back your anticipation for this month's most non-bogus flight sim slideshow thanks to our exclusive selection of D-Paint screen shots? Nice one Pete!

6

The real secret of Project-X...

Oh dear, oh dear, what must The One and Amiga Power have been thinking? Our amazing secret level (issue 33) was a complete prank on our part, but our illustrious competitors (huh!) failed to see the joke and ripped it off as a genuine cheat. Ahem. Can't you think up your own cheats, eh lads? One up for us!



GOBLIINS

Guide a trio of Gobliliins through three puzzling screens...



Nobody else in the entire universe had the sheer capacity to contain such a mammoth playable demo but Amiga Action, in conjunction with Digital Integration, proudly presents the first three levels of the quite bizarre and extremely humorous *Gobliliins*.

But surely size isn't that important, shouts the 'less than well endowed' male population quarter, it's the motion in the ocean that counts. But *Gobliliins* isn't just huge. It's playable, it's rib-ticklingly funny and it's the most mysterious demo you could ever wish to play. So, if you've got any deep desires to make three little ugly demons more than happy, grab your mouse and read on...



Asgard:
A warrior who uses his fists. Will hit anything and everything.

What's it all about?

Let's explain *Gobliliins* simply. There are a number of individual screens (three in the case of this demo), each of which must be progressed past. It sounds dead easy, and funnily enough it

Ignatius: A brilliant magician who can cast spells from great distance.



is, in theory. Trouble is, you don't know how to progress through each screen, and neither do any of the Gobliliins. And guess what? We're not



Once you've managed to enter Niak's castle the demo ends. As an extra bonus, the computer takes you through this extra screen.

gonna tell you either. Now, before you start screaming and demanding a refund, we'll basically tell you how to complete the first screen, but after that you're on your own matey!

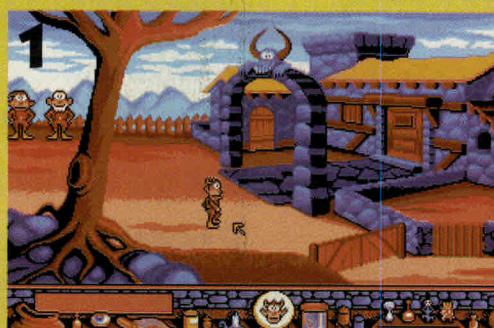
You control three Gobliliins named Oups, Ignatius and Asgard. Each of these Gobliliins has an exclusive capability which when used in conjunction with something or other on the screen produces a certain effect. On the first level for instance, the aim of the game is to

acquire a pickaxe. Finding this pickaxe isn't easy, in fact it doesn't exist yet! So yes, the whole thing is very bizarre!

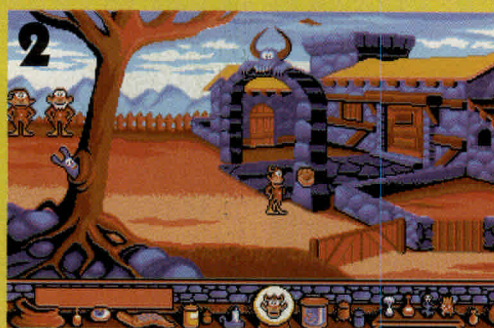
The majority of the fun however, is the exploration element, so if you don't want to know how to progress past the first level, try to avoid the instructions sequence found below this.



Oups: Use him to manipulate objects. He's the technician of the trio - most useful!



1. The aim of the demo is to get inside Niak the Wizard's house. To achieve this you'll have to somehow get him to open his door. We're not going to explain this, so we'll just tell you how to get off the first screen. Firstly, to take control of any particular Gobliliin, either click with the left mouse button on the required Gobliliin or click on the round portrait at the bottom of the screen...



2. To move the selected Gobliliin ensure that the mouse pointer depicts an arrow and click the point on the screen you wish to move the Gobliliin to. So, to progress past this screen move Asgard the warrior to the left of the foremost pillar. Click the right mouse button to bring up his special ability (punch) and click on the part of the screen you wish to punch (in this case the pillar)...



3. One of the horns on the archway will fall. Use Oups to pick-up the horn (it will appear in his exclusive inventory box found in the bottom left hand corner of the screen). To make Oups pick things up, click the right mouse button until the pointer depicts a hand and then click on the required object. Stand outside Niak's house and use the fist pointer to make Oups blow the horn...



4. For some reason, blowing the horn causes a stick to fall from the tree. Move Ignatius towards the stick, click the right mouse button to bring up the fist icon. Move the fist icon over the stick and press the left mouse button. The stick will become a pickaxe and a flashing 'go' icon will appear which must be clicked with the left button. That's it, you've done the first screen. Now you're on your own.

PUBLISHER: Dream Factory
PROGRAMMER: Koktel Vision

TRACK RECORD: Dream factory is a subsidiary of the Digital Integration label. DI have been around for several years producing games across a variety of different formats. Their finest moment could possibly be their up and coming flight simulation, *Tornado*, which is previewed in this very issue. Also remember to check out our unique *Tornado* slideshow!

GAME TYPE: Puzzle **PRICE:** £25.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

Carefully remove your *Gobliliins* coverdisk from the front of Amiga Action and place it in your Amiga's internal disk drive. Turn on your computer and wait for a few seconds. After a while the intro sequence will begin. To skip the intro, simply hit the ESC key.

Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise! Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga (1 meg only) and IBM PC compatibles.

Screen shots from IBM PC version.



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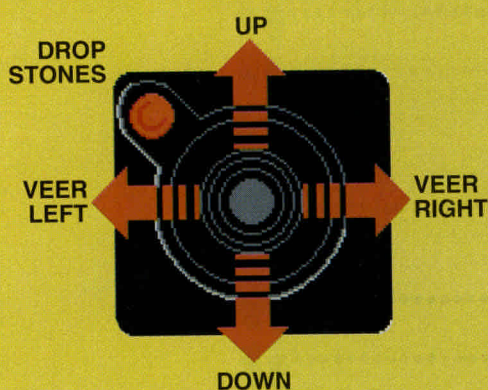
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UGH!

Crazy caveman cabbies...

Ugh! is a prehistoric tale about a young cabbie whose only real aim in life is to marry his childhood sweetheart. But the nameless damsel is a bit reluctant to say 'yes'



until, of course, the cabbie in question can make enough cash to keep her comfortably. This is where you come in. Simply guide our cabbie's flying taxi from platform to platform and pick-up a few punters on the way.

Playing *Ugh!* is dead easy. Take the flying taxi to the punters who will stand on any platform (making sure that you don't land on their heads) and fly them to the requested destination. If you didn't quite catch the number of the required platform, don't worry too much, it's always displayed in the score panel at the bottom of the screen.

If you knock a punter into the water, land on the surface and attempt to pick the stranded body out of the water. Needless to say, if you fly the cab to fast and crash it, you'll lose a life, so



avoid heavy landings and any roaming nasties. And remember, bonus tips will be handed out for a smooth and efficient journey, so try not to drop any of the punters in the drink!

PUBLISHER: Soundware International

PROGRAMMER: Playbyte

TRACK RECORD: Soundware have been around for quite some time in the mail order business, but they've only recently jumped on the software publishing bandwagon. Their other releases include *Cricket* and *The Oath*. Look out for what promises to be their finest release to date, *Tearaway Thomas*, out soon.

GAME TYPE: Puzzle **PRICE:** £25.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

Take your *Ugh!* coverdisk demo, place it in your Amiga's internal disk drive and power-up. The *Ugh!* demo will now load and run automatically. Unfortunately, the *Ugh!* demonstration will not run on any Amiga which doesn't have at least one megabyte of memory.

THE FOUR PD GAMES - LOADING INSTRUCTIONS

There are two ways to load the four PD games. You could load them from any workbench shell or CLI. If you are unaware of how to do this, you can insert the *Gobliins/Tornado* disk and hold down the CTRL and D keys while it boots. When the cursor appears insert the PD disk (make sure you wait for the Amiga to respond to the newly

inserted disk) and type either 1,2,3 or 4 and press return. We are sorry for making this procedure less than straightforward, but the *Ugh!* file made it very difficult for us to put a DOS header on the disk.

TORNADO SLIDESHOW - LOADING INSTRUCTIONS

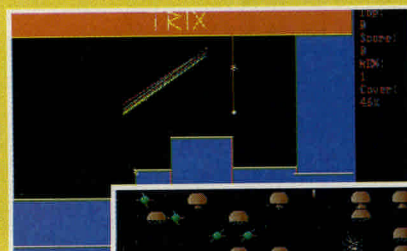
Tornado is the latest flight simulator from Digital Integration and it promises to be highly accurate

in the technical and speed departments. Anyway, for more info on the game, check out this month's Blue Print. And don't forget to look at our specially constructed slideshow to get a real insight into what promises to be the most exhilarating flight sim ever!

There are two ways to load the *Tornado* slideshow, so please choose whichever option suits you best. Insert your *Gobliins/Tornado* cover disk and turn on your Amiga. When it starts to load, hold down the keys CTRL and D until you're quite sure that the *Gobliins* loading procedure has been interrupted. Now type in the word TORNADO and press return.

If you prefer, you could load a workbench, insert the *Tornado* disk and double click on the relevant icon. This method should suit hard disk users. Once the slideshow has loaded, sit back and enjoy the show!

If you are having problems with either of your coverdisks, place the offending article in a sturdy envelope and send it to: **Amiga Action Duff Disks, TIB Plc, TIB House, 11 Edward Street, Bradford, West Yorks BD4 7BH.**



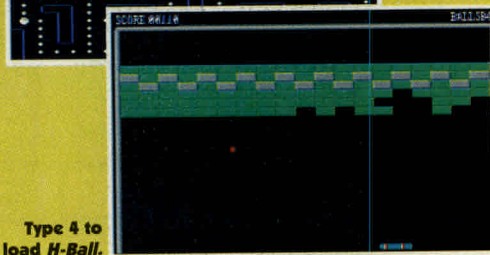
Type 1 to load *Trix*.



Type 2 to load *Rollerpede*.



Type 3 to load *Pacman*.



Type 4 to load *H-Ball*.

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Aah! Fishy sporty events — whatever next? James Pond is back and this time he's donned his running shorts and vest for an all out race against other fishy fitness freaks. The race is on!



A fishy going on

Will we ever hear the last of the fishy character Pond? Millennium don't think so and are now putting the finishing touches to the latest story in our scaled friend's hectic life.

Aquabatics is set in Atlantis in a stadium situated within a giant whale. All the sea creatures have gathered together for this prestigious occasion to watch Pond and a gathering of other would-be Carl Lewis' fight it out amongst the bubbles.

There are ten different sports with three characters competing, including yourself, a frog and shark — two players can challenge each other if they like.

You can expect the price of *Aquabatics* to be around £25.99 with the release date set for November. We'll keep you posted.



Here we can see one of the other competitors in *Aquabatics*. These giants act as end-of-level guardians for our scaled friend to beat.

THE GAME WITH NO NAME

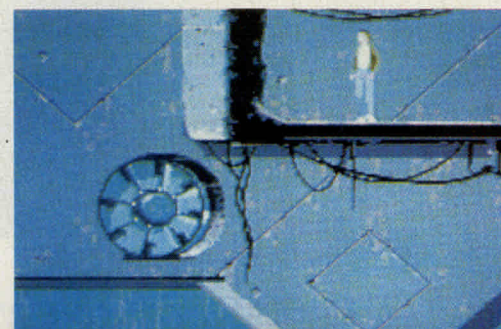
Graphically animated adventures seem to be stealing quite a decent chunk of the Amiga games market these days as the industry steers more towards hard disk sized products, slowly relinquishing the arcade style titles.

Delphine seem to be taking advantage of this change in the market with their own releases. Their latest product, although not named, promises to be bigger and better than their last effort *Another World*.

It tells the story of a student named Michel in his last years of study on an Earth jungle colony called Titan. Unfortunately, he has had to flee as he is coming very close to discovering a major secret about the colony. Now he is being chased by a bunch of hoods. Michel must try and find out what the secret is and stop the hoods before they can follow through whatever their evil plan is.

The game is looking very nice at the moment although no date of release or price has yet been decided. We'll have a more in-depth preview very soon.

Although no name has been fixed yet for this latest Delphine masterpiece, the game itself is looking very tasty. Expect the usual high quality and superior animation techniques in this story of a young man who is hunted down by an assassination team after discovering a deadly secret about the Titan complex, an Earth colony where the young student is studying in his final year.



In the fast lane



Gremlin are well known for their top quality racing games and *Nigel Mansell* looks to be no exception. It is extremely fast and very smooth.



What a time to be putting the last touches to *Nigel Mansell* when the guy is doing so well in the Grand Prix Championships. Gremlin Graphics are again to prove the great timing of their products.

If you thought *Lotus* was quick you ain't seen nothing yet 'cause *Nigel Mansell's Grand Prix* is ultra fast and very smooth. Featuring sprite based cars and objects with 3D road vectors, *NM Grand Prix* is looking very special indeed with options to race all over the world as well as tune your vehicle to maximum performance.

The game (hopefully) should be finished in time for the end of the Grand Prix season so keep 'em peeled and cross fingers that Mansell wins — for Gremlin's sake (if not Murray Walker!)

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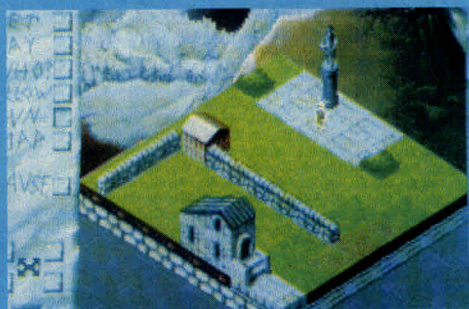
A WAX IN THE WORKS

The ladder to success

Ever since the release of *Populous*, 3D isometric games have received much acclaim on the Amiga and Millennium are now putting the finishing touches to *Rome* written by Steve Grand who also created the very successful *Robin Hood* also for Millennium.

You play the part of a slave who must perform certain tasks and solve puzzles in order to climb the ladder of success and eventually become Emperor. It features all the promise of *Robin Hood* with a few more goodies and surprises.

Hopefully we'll be able to bring you a full preview of the game in the months to come.



From slave to Emperor. That is your task in *Rome* from Millennium but in keeping with history your journey is full of dangers such as volcanic eruptions and war.

In a trance

Sleepwalking can be very dangerous, especially if you've strayed outside of your own home and into the streets full of danger. *Sleepwalker* from Ocean is all about a young boy who sleepwalks all over the place. However, you're not required to control the sleepwalker

Aah! The master's sleepwalking once again. Try and save him with your canine intelligence.



but his dog who must ensure that his master doesn't fall into any danger from traps and the local nasties.

Although still in an early stage of development, *Sleepwalker* already features six levels set in a factory and a building site to name but a few. Keep your eyes peeled in these pages for further news of this doggone interesting sounding platform game!

The macabre has often been neglected by software houses due to the fickle attitudes of the games-buying public. The only games to actually touch on this subject in great detail (and with incredible success) were *Elvira and Elvira II* by Horrorsoft for Accolade. They have now improved on these past games in *Waxworks* featuring even more gruesome scenes and toe-curling animations.

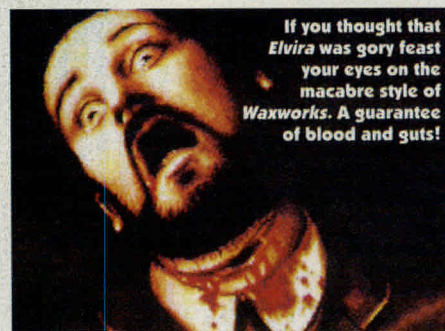
Waxworks is still very early in development but already it is promising to be a major hit. The game, directed by Mike Woodruff, has been two years in the making with time being spent on faster anim loading and the creation of a neater interface.

The game theme revolves around a young man who is paying a visit to his twin brother named Alex, living in a place called Irontown. On reaching the town he finds that his brother has disappeared and even the police have given up the search.

Many years ago the main character's uncle Boris died but still contacts him telepathically. Uncle Boris was always interested in the macabre, even converting his own



Each and every character in *Waxworks* was once beautiful but those with sinister intentions are made to look slightly evil such as these two waxworks nasties.



If you thought that *Elvira* was gory feast your eyes on the macabre style of *Waxworks*. A guarantee of blood and guts!

house into a museum full of waxwork models of witches, demons and monsters. However, at night strange noises could be heard emanating from the house and so the neighbours moved away.

On the way to the graveyard where the hero's uncle Boris is buried a flash of light blinds him followed by a terrifying noise. His uncle's tomb is blown open and the coffin disappears. Looking into the tomb, he sees images of himself and his brother Alex lying dead at the bottom - aah!

As *Waxworks* is still a long way from release we have no price or release date details as yet, but you can be guaranteed that it is going to be a massive hit as soon as it creeps out of its lair.



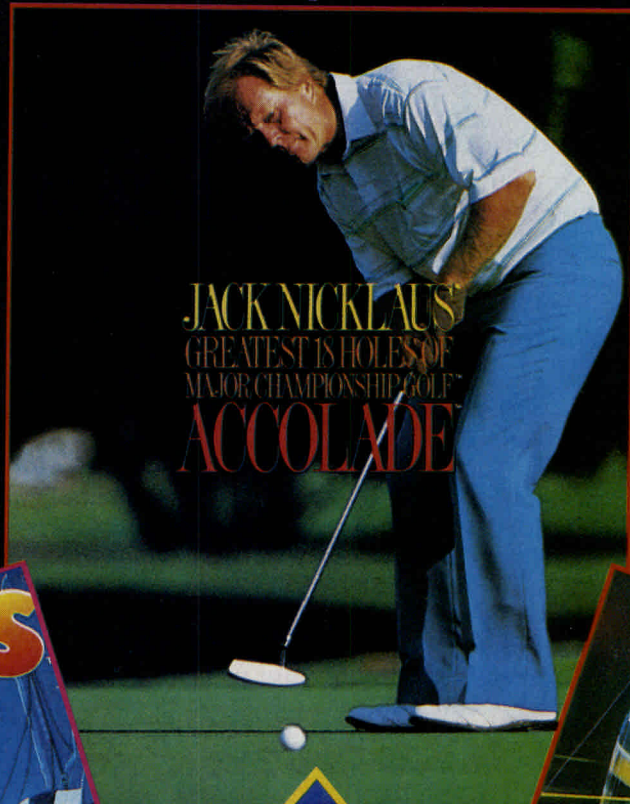
The house of Uncle Boris is full of nasty surprises and you can guarantee danger at every turn. The waxworks have come to life and could be the cause of your Uncle's untimely demise and your brother's disappearance.

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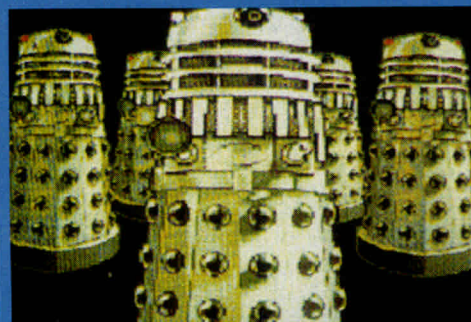
I don't care what anyone says, John Pertwee was definitely the best at it and Peter Davidson was definitely the worst. What am I talking about? Dr Who of course, or as we affectionately call it - Dotaroo.

Yes, that seasoned time traveller Dr Who has finally made his way to the world of the Amiga. Essentially a platform game, *Dr Who* is set in the year 2254 and the Earth is under threat from alien invasion. Who could be behind such a terrible conquest? Only the Daleks under command of the dreaded Davros.

The action takes place through the city of London and the sewer system. Little is known about the game but we'll try and give you more information as we can get it. *Dr Who* is being written by Alternative Software and is due for release in November.



Basically a platform game, *Dr Who* is set in the future in London — the Earth is in imminent danger of a Dalek invasion spearheaded by the evil Davros.



Dr Who's arch enemy is back and this time he's brought the troops with him. Stop the evil Davros and his invasion plan and remember — EXTERMINATE!

3D IN YOUR FACE

Tenebrae is an adventure game set in a 3D world packed to the brim with monsters, other characters, buildings and puzzles. It plays much like *Bard's Tale* although the user interface has been much improved implementing a point-and-click system similar to those used in *Dungeon Master* etc.

The game is being written by little-known company D & H responsible for football and cricket simulations. The game boasts very fast 3D updates as well as plenty of other special effects including shadows. When a monster is far away all that can be seen is its shadow but as it gets closer you can see the image of the beast clearly. Creepy...

The main screen is taken up with the present view with the left slot displaying the character and his possession slots. His attributes such as

health, dexterity, power, endurance and charisma can all be seen to the right of the character slot. These change as damage is inflicted or through lack of food and water.

You can, of course, create your own character at the beginning of the game adding that role-playing feel which is essentially what *Tenebrae* is all about. Expect to see it around September time.



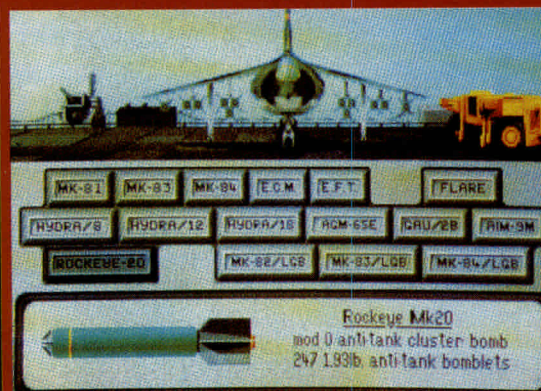
Around the character are certain inventory slots depicting what items the characters has under his control. Pointing on these allows you to manipulate them.

Domark take a Jump

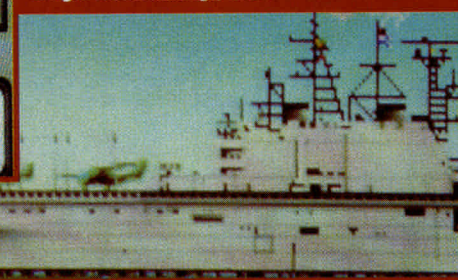
Simis, responsible for *Mig 29 Super Fulcrum* are in the middle of creating their *Harrier Assault* game, a flight simulator in which you must fly a Harrier Jumpjet. The guys have been researching Harriers for quite some time even stepping into the cockpits for ultimate realism.

An island in the Pacific has been overrun and you must command your troops in order to take the island and

destroy any of the enemy forces. Firstly you must enter the briefing room and select a mission at which point you can arm your plane and then take off to the danger zone. MicroProse are also writing a Harrier simulation entitled just that so the competition is on. May the best man win! Hopefully, we'll be able to give you more information on Domark's *Harrier* as and when it comes in.



Things are really hotting up on the simulator front and Domark and MicroProse are both going to be battling it out with their Harrier simulations. We haven't got any cockpit views for you to look at but the in-between shots are looking very nice as you can see. Once you have selected your mission you can then load up your Harrier with the weapons necessary for the particular mission. Choose the correct configuration or you could be caught embarrassingly short.



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Vikings Fields of Conquest is a strategy simulation for up to six human or computer opponents. Each player assumes the role of a Lord in control of a kingdom with up to twenty armies to command in an attempt to become sole ruler and King of medieval England. Vikings Fields of Conquest has taken over two years to produce, is stunningly presented in 64 colour mode on the Amiga and contains all the elements of an in depth gameplay together with state of the art presentation, a must for strategic role players.

Kingdoms of England II



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ACTION REVIEWS

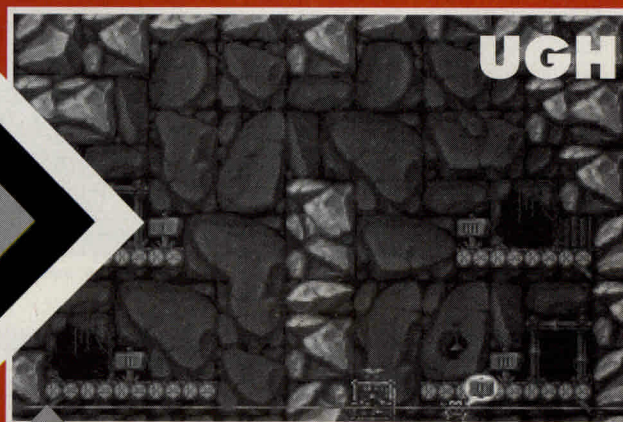
Yes, it's happened again! Another Amiga Action, and another Action Reviews! And have we got some good ones for you!

(Dunno, have we? – Ed.) So turn this page and get stuck into our new, improved, washes whiter than white, 100% biodegradable, phosphate-free Reviews Section!



Take the ball on your chest and aim for Liverpool, on p 46.

Head to the Norse pole and bang those Ragnaroks together in this end of the world game from Mirage.



Ugh! No, not what we say when Steve White walks in first thing in the morning, but the new platform game from Soundware.



Oh no! The film is being shown tonight for the first time – and I've lost it! Get hysterical in *Premiere* from Core.

Also under the 'scope in this outrageous issue is: *Lords of Time*, *Fascination*, *The Oath*, *Air Bucks*, *Crazy Cars 3*, *Crazy Seasons*, *MegaTraveller 2: The Quest for the Ancients*, *Guy Spy*, *European Champions* and *Air Support*! Read 'em and weep!

How to use this page:- Read it.

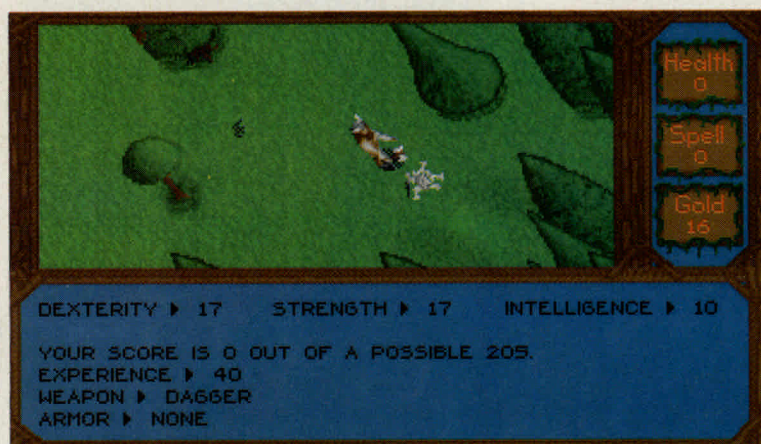
LORDS OF TIME

ARCADE ADV

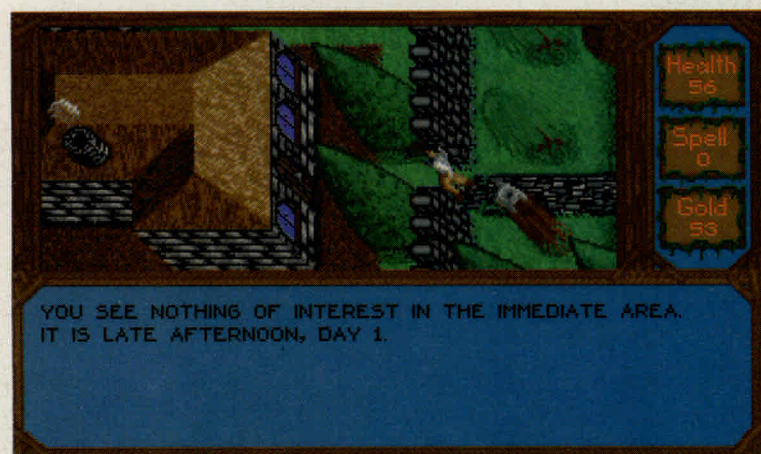
Another place, another time, can you escape?

LORDS OF TIME

PUBLISHER: Hollyware
TEAM: In House **£25.99**



The farmer doesn't appreciate you taking advantage of his sheep, and finds great enjoyment in hitting you with an axe. And who wouldn't?



Cleaner wanted – apply within. Hmmm, damn this adventuring lark – I'm swapping my sword for a feather duster. A life of Ajax and Mr Sheen for me!

Don't make the mistake of thinking that this game has having anything to do with Tom (Loose perm) Baker, or Peter (All Creatures Great and Small) Davidson, who were both Time Lords. Depending how you look at it, it's probably just as well, – I mean, can you imagine Bonnie Langford following the timelords about on a computer game?

Testing times

The year is 2016 and being a pilot is always a risky job, especially when flying test aircraft. To cut a long story short, a bizarre accident sends the experimental plane out of control and causes you to pass out. When you come around you find yourself in a strange world.

Once past the intro, you'll have to select a character who you'll control throughout the game. There are only three attributes to worry about: strength, hitpoints and dexterity, therefore it shouldn't be too difficult to choose. Once you've

made these decisions, the first thing you'll notice is that the screen is split into two sections, the top half being the most important showing the main play area and the bottom half being a text box which describes the way your character is feeling (and also allows interaction with any of the many friendly/unfriendly people you'll meet on your travels).

Now the quest begins! You need to find out where you are, and one of the first messages you receive is that your hero is hungry, so food is also on the agenda. Later on in the game you'll encounter some of the nasty monsters that inhabit this strange world and you'll either have to fight them or run for your life. The outcome of combat is decided by pressing fire and moving your joystick towards the enemy – the higher your character's dexterity score the more chance you'll have of hitting the nasty.

Play takes place on a gigantic scrolling map which tends to consist



The king of the land waits inside. Sadly he will not speak to peasants... if only you could get him to listen to you, maybe he could help.



Like our Earth, this planet also has lots of gullible fluffy sheep. As well as its fair share of perverts.



Dare you enter the old mine? Who knows what secrets lie ahead. Don't forget to light your torch before entering.

mostly of forests and mountain ranges, all of which are there to be explored. As time goes on the sun sets and the moon comes up – the land is even more dangerous at night. At night time make sure you sleep indoors. Don't just bed down on a makeshift camp because the chances are you'll never wake up – death comes easy to strangers in this mysterious world!

Staying alive

Several onlookers commented it looked boring and a bit samey, and to be honest, anybody who hasn't played the game would probably agree. However this is one of the few games of late I've played that really gets you involved with not only your quest to get home, but in just keeping your man alive in a land where the odds are heavily stacked against him. You are very rarely given a particular mission to embark on – and this in itself will tend to tease the player onwards.

Health 34

Spell 0

Gold 0

DEXTERITY ▶ 17 STRENGTH ▶ 17 INTELLIGENCE ▶ 10

YOUR SCORE IS 0 OUT OF A POSSIBLE 205.

EXPERIENCE ▶ 10

WEAPON ▶ DAGGER

ARMOR ▶ NONE

Yikes its a Ghoul, no its a Zombie. I can never tell the difference, a bit like the old Indian/African elephant debate.

Health 27

Spell 0

Gold 0

YOU FOUND FIRST AID EQUIPMENT.

Health 29

Spell 0

Gold 0

DEXTERITY ▶ 16 STRENGTH ▶ 23 INTELLIGENCE ▶ 6

YOUR SCORE IS 0 OUT OF A POSSIBLE 205.

EXPERIENCE ▶ 42

WEAPON ▶ DAGGER

ARMOR ▶ NONE

Hi ho hi ho it's off to work we go, with a bucket and spade and a hand grenade... (Hold it just one second! That's not right! – Snow White Ed.)

The deep water allows our hero to get wet, catch a cold and contract a dose of cholera. Sounds like an ocean of fun... (Hey, why not collar-a doctor? – Hilariously funny Ed.)

ANALYSIS

Adventurers beware: Book those holidays, drop your engagement, quit your job, because there is no way you'll have time for anything else when you get your teeth into this. Hundreds of screens and tens of quests will give you hours of spelunking fun but it's up to you to mine them out of this little gem. If you've got anything about you, you'll at least want to take a look.

Brad.

87%



Odin's journey to earth was to be a difficult one so what better way to travel than incognito...



Transforming into a raven he then finds he can reach earth in a very safe way...



However he must find somewhere to transform back to his normal form. Hmm, this looks promising...

Take a bearing and head Norse to do the Loki Kooky with a chess-type game based on Viking legends. Has Mirage come up with the gods ?!



RAGNAROK



To take a pawn or any other small piece on the board you'll have to simply place one of your characters on either side, however some of the pieces have the power of regeneration! Thankfully, (or unfortunately depending on how you look at it!) this can only be used a couple of times otherwise the games would go on forever wouldn't they!

Odin is in trouble, the end of the world, Ragnarok, is getting closer, he is due to be slaughtered in battle and quite understandably, he doesn't want much truck with this idea! So he devises a plan which he hopes he can use to survive.

Using a variant on the board game *King's Table* he plans to enter a bar down on Earth and play the various beer swilling regulars. This is where you enter the proceedings, taking on the role of Odin himself. There are six of these gents who throw down the gauntlet to you and each must be beaten at the game twice for you to succeed in your goal.

The game is played on a board of 11 by 11 squares and is really a game similar to chess. There are two sides representing the good and evil gods, coloured white and black, respectively.

You have to beat each opponent playing both the black and white sides. This means that there are basically 12 games for you to win.

When you play the white team, the aim is to guide Odin to the safety of one of the four corners. If you are playing black then you have to try and stop the whites from succeeding.

To take a piece from the opposing side you'll have to place two of your pieces on each side of

STRATEGY



Finding a nicely deserted barn he lands and slowly begins to turn into a human...



Now I'm here, I suppose I'd better find some worthy opponents to do battle with...



Aha! This looks like a good place, it's full of varying personalities. Let battle commence!

them. To overthrow Odin you'll have to completely stop him from moving by covering all four sides.

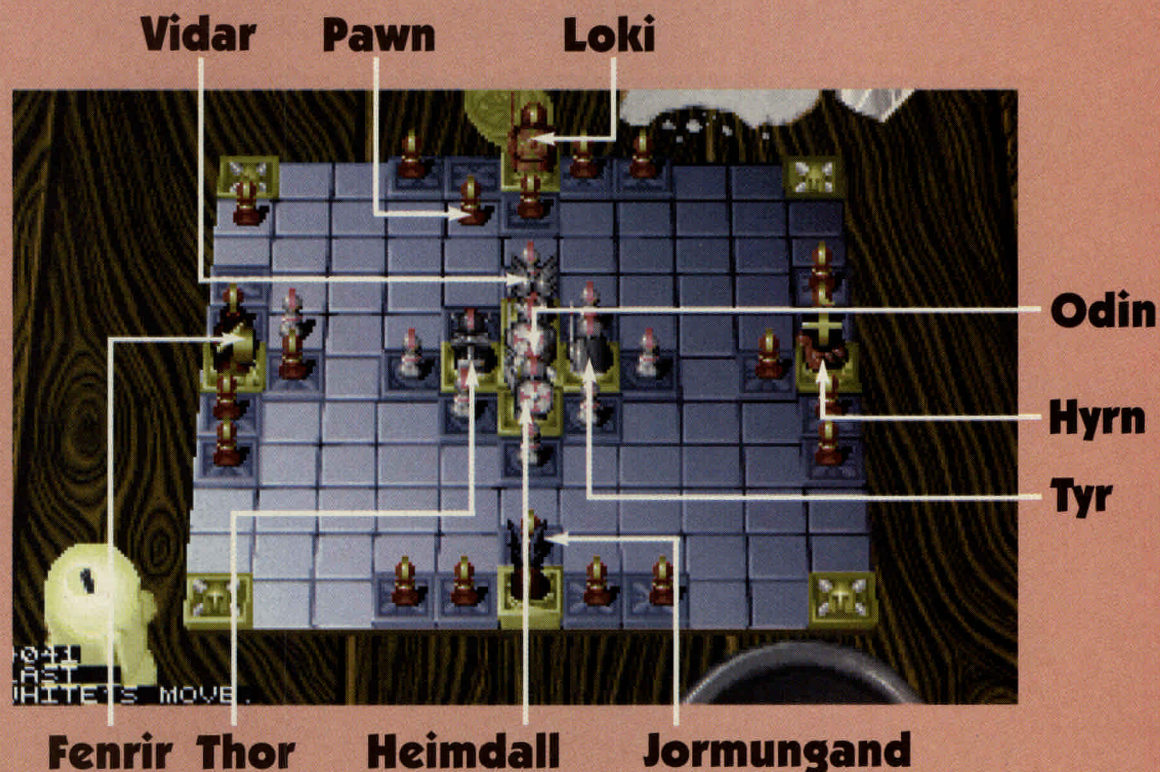
Moving your pieces around the board is simply a case of picking them up and placing them where you want to go. When you pick up a piece a box will appear telling you how they can move and what distance. It is good to note that only Odin can end a move on any of the four corners or the centre square. If you attempt to perform an illegal move the computer will tell you it is not possible. So there.

Loki over here...

Each of the characters can only move horizontally or vertically – except one. Loki is on the side of the evil and can move diagonally any number of spaces. This makes him a formidable opponent for the whites. You'll either have to use him to his full advantage or avoid him as much as possible.

If you have a very strategic mind and enjoy the likes of chess then this is a game well worth checking out. Nip down to your local shop and hunt for it now!

My kingdom for a Norse



Playing Black it seems I've picked my strategy wrongly as the computer is winning by miles! Odin is out in the open and nearly all of my pawns are taken. Ah well, back to the old drawing board I suppose!

RAGNAROK

PUBLISHER: Mirage

TEAM: Imagitec Design £25.99

ANALYSIS

Beautiful presentation and absorbing gameplay make up this wonderful adaptation of the board game *King's Table*. Obviously those of you who just cannot be bothered with computer versions of chess will want to miss this but for those gamers who like to plan wars this is recommended. It's the best game of its type on the Amiga bar *Battle Chess* and if it's your sort of thing, buy it!

Brian.

83%



Originality certainly isn't one of *The Oath's* strong points. This end-of-level guardian bears more than a striking resemblance to the one found in *Apidya*.



Another horizontal blaster rolls off the production line...

THE OATH

PUBLISHER: Soundware

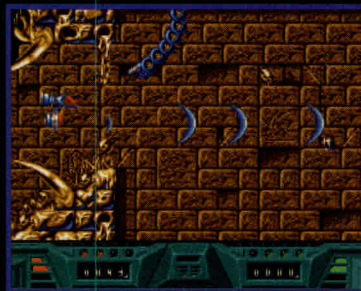
TEAM: Attic £25.99

ANALYSIS

Slow, frustrating, and predictable are words which sum up *The Oath* perfectly. OK, so it looks fairly pretty and it's quite addictive to a point, but we've seen this sort of thing umpteen times before. So why bother? There are finer shoot'em-ups on the shelves and once you've tamed the initial grasp and got to grips with the clashing parallax scrolling, it's ultimately very dull.

Peter.

50%



The parallax scrolling is the one aspect subject to most criticism. Differentiating between each level is almost impossible. Can you see two layers of parallax here?



The entire game consists of six increasingly difficult scrolling sectors. Each level has a specific look and an exclusive life form.

THE OATH

Don't you just love original products? After all, a refreshing game is a rarity these days, so when something even slightly different enters the software arena, it's worth getting quite excited about. That's exactly why *The Oath* bored me to tears. It's the sort of horizontal blaster that you and I have seen a million times before, although if you've taken our advice you should have missed out on some of the lesser efforts, like *Starush*.

The first area of sheer boredom is the manual. It's very badly translated, for starters, and the storyline is so long and irrelevant that I won't even bother recounting it. But who needs the manual anyway? Like I said, we've all played this sort of thing a billion

times before, so we don't need to be told how to play it.

Every aspect of *The Oath* is fully predictable. It scrolls from left to right, there are some pretty parallax backdrops and there's the usual plethora of weapon power-ups, aliens and end-of-level guardians.

Even the common problems which we associate with shoot'em-ups are firmly in position. It's obvious, for instance, that having lost a life, all your weapons will be taken away, making it very difficult to progress.

The expected sprite to background collision problems are evident too. Guiding a heavily powered-up craft through a parallax backdrop which clashes horribly isn't my idea of fun, and needless to say, quite a few lives are lost as a result of confusing the

first lethal level of parallax, with the second harmless level.

Having said all this, *The Oath* is still moderately addictive, just as any other shoot'em-up is. And yes, for the first couple of hours I did feel the urge to play it again. Frustration soon sets in, however, and I very much doubt that I'll be playing it in a week's time.



The guardians are a bit tame compared to the rest of the level. With a powerful weapon mounted, they're easy to destroy.



Collect the hovering hardware to power-up your weedy Blastershuttle. Losing a life leaves you in an impossible situation.





MISSION:

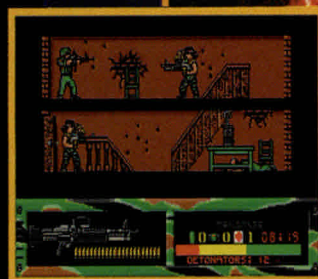
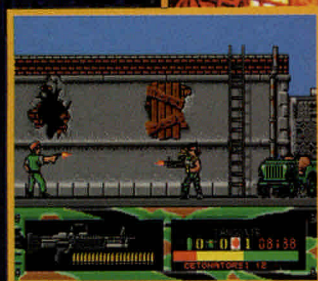
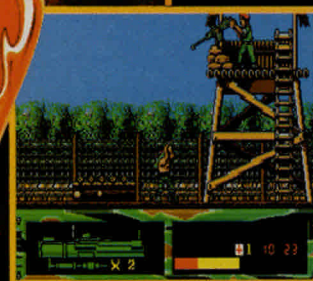
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..GET..

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Fig leaf fraternity



Nastius Dinosaurus will ram you into oblivion if you land near to him. Not really recommended.

Knock out the dino or rustle fruit from the tree by collecting and dropping the rock in the appropriate places.

Unable to whistle or utter the word "Taxi!", you have to keep a keen eye on the place to make sure you don't miss anyone.



As the bearer of good apples, bananas, melons and oranges, modern day farmers would dearly love to know how to grow a tree like this.

Now this is a cheap and effective way to wash your feet.

An almost full energy bar guarantees you plenty of movement before having to think about dinnertime.



Did that man just get out without paying his fare? I hope not, otherwise your missus won't be too happy and she's the one who'll mash your brains in if you've been conned. Oww!

Dive in the depths of prehistory and go caving with the boys...

One question that I've always asked myself, is "How did cavemen quickly get from A to B?" Haven't you ever wondered the same thing? Well, *Ugh!* explains all and is the latest offering from the team who

brought you *Pro Tennis Tour 2*, *Battle Isle* and more.

Taking the role of a primitive taxi driver, you have designed and built the meanest, leanest cab during the early existence of hairy Mankind. Wheels? Where you're going, you don't need wheels! Instead, say hello to your two seater contraption of similar potential as a gyrocopter.

With you firmly strapped into the 'cockpit', scan the various platforms for passengers. When someone appears by their home, nip over and collect them. They'll utter a speech bubble in your direction which will contain a number. Take them to the home with the corresponding number outside it and there you have it. That's the basic idea behind *Ugh!*

But if only ancient life was that simple. Pterodactyls make low passes - the Red Arrows have



Just like the streets of London, you have to negotiate narrow gaps with extreme care.

UGH!



Fortunately, your trendy wooden taxi won't turn rusty when you have to travel along underwater. And it's guaranteed to make you fireproof!

nothing on these beasts. Come into contact with the winged reptiles and it's one life less for you.

The ground may contain parading dinosaurs who see you as a tasty meal. To temporarily knock them out, hence allowing you to reach nearby passengers without being attacked, collect rocks, rise up and Fire One!

Hitting walls sends you spinning to your death while accidentally nudging people as you come in for landing could cause them to take a plunge into the water below. Float over to them and carry out a rescue mission the Royal Navy would be proud of. However, the aged have too many years behind them to have the energy to stay afloat and therefore they will instantly die. Cruel but true!

At times, your demanding journeys will mean you having to zip through water-filled passages. As the water pushes you up, take care not to strike the rocky ceilings.

Gliding and diving through the air, you are subjected to gravity



Dropping the rock onto the tree dislodges a banana from within its leaves. Eat this to maintain your pedal power.

and inertia effects. This makes your business a little more dangerous and is something you'll have to learn to cope with.

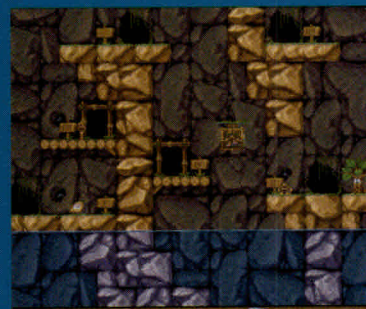
All this work and pedal power to stay aloft is sure to take its toll.

With an ever depleting energy bar, the only way to increase your reserves is to, once again, gather loads of rocks and stones.

Bombing trees will result in fruit falling from the branches. By collecting the various juicy fruits you can watch your strength shoot back to its maximum level.



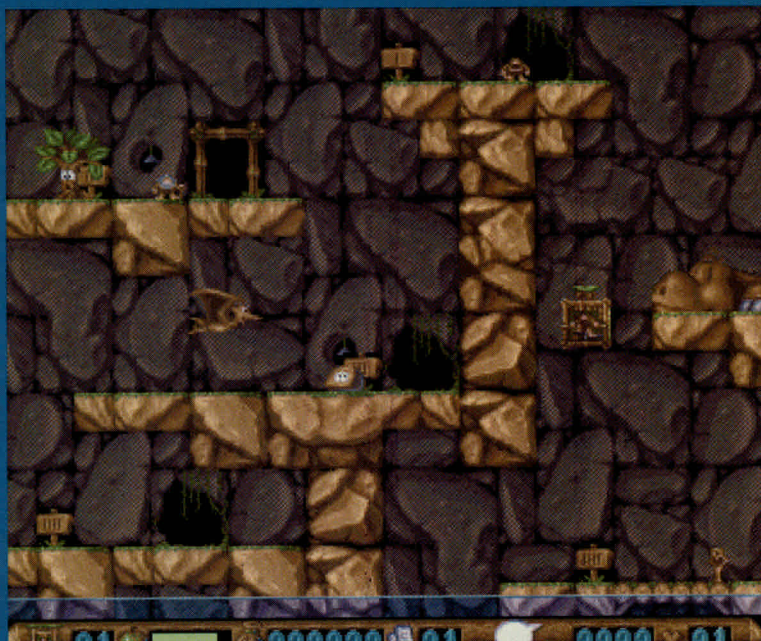
You'll have to be lightning quick here, as there's no trees to help replenish your ever-decreasing energy level.



Sometimes, the water level steadily rises. Transport people to their caves before everywhere becomes flooded.

UGH!

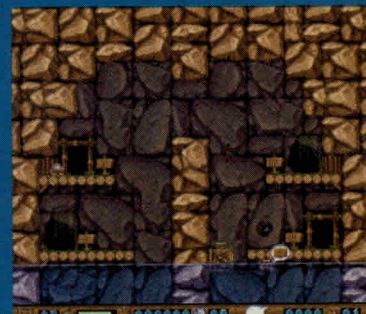
PUBLISHER: Play Byte
TEAM: In House **£25.99**



While the dinosaur causes considerable air turbulence with his snuffling and snoring, the flapping and flying pterodactyl tries to ram you from the screen.



Rainy conditions lurch you almost uncontrollably about the air. Take things slowly or face the fatal consequences.



If you nudge somebody into the water, float alongside and wait for him or her to swim over and clamber inside your taxi.

With 69 single screen locations to complete (thankfully, all screens can be directly accessed by means of a unique code word), each region requires that you transport a certain number of people from place to place. Earn as much

money as you can to fulfill your girlfriend's dreams... And remember to pocket some for yourself. Then you'll be able to afford a limo, travelling in supreme style wherever your journeys may take you. Well, we all dream.

ANALYSIS

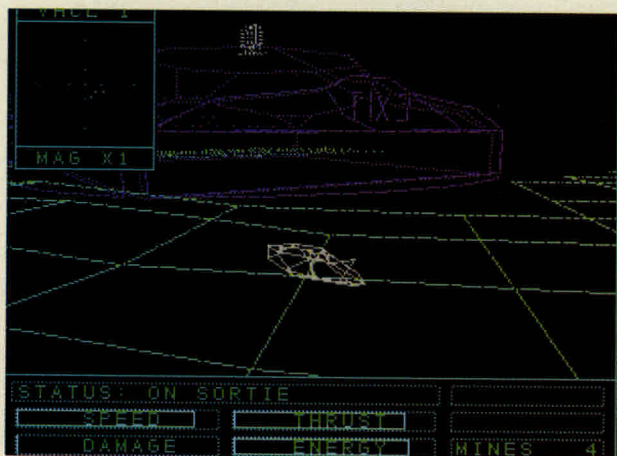
First impressions were of a novel, delicately entertaining game with a gradually increasing difficulty level. As time progresses, such favourable illusions are sadly shattered as *Ugh!* fails to add new ideas during later stages, resulting in a shortage of variety and gameplaying challenge. *Ugh!* swiftly crumbles from being great to mildly disappointing.

Alan.

74%

Air Support?
Sounds like some
medical back
pain harness. In
fact, its a new
flight/war sim...

AIR SUPPORT



One of the missions requires you to gain air superiority and then send your tanks into the enemy HQ complex to detonate mines. The HQ will explode after a certain amount of time giving you the chance to recover your units. However, the enemy will also attempt these tactics.

AIR SUPPORT
PUBLISHER: Psygnosis
TEAM: In House **£25.99**

Although *Air Support* can certainly be classed as a simulator, it takes a different approach normally avoided by software houses – wireframe graphics.

That's right. If you're looking for fancy head-up-displays and compacted instrument panels then look elsewhere. Although the effect does take a while to become accustomed to, you soon get used to it and eventually to like it.

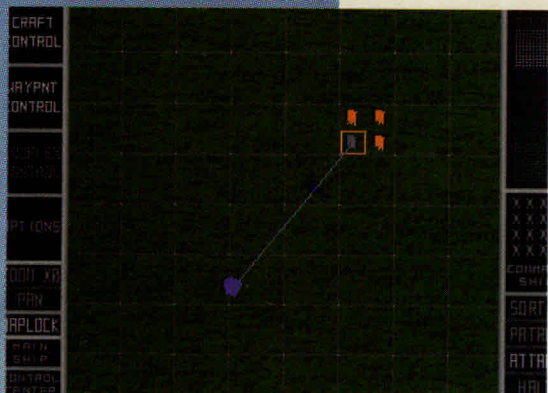
The flying and ground force sequences are secondary to the strategy side of the game. The battle map is where most of the strategy takes place. From here you can call up the databases on vehicle types, view the mission

briefing and direct your units into bloody combat.

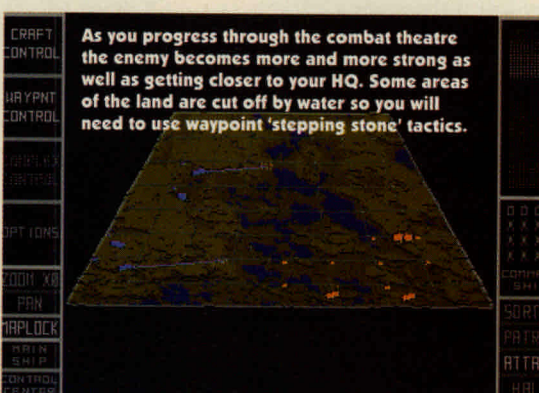
Before you can enter into the war theatre you are required to complete 20 missions that will allow you time to become familiar with the game controls, organisation of military units and their control. The training sims work on a pass/fail system. If your progress line drops through the 45 degree angle you will have failed in your simulation tests. Success means promotion to the war theatre where you will be presented with the true battle map.

Enemy units are shown on the map in red with individual symbols used for tanks and planes. Your own units are seen in blue with the

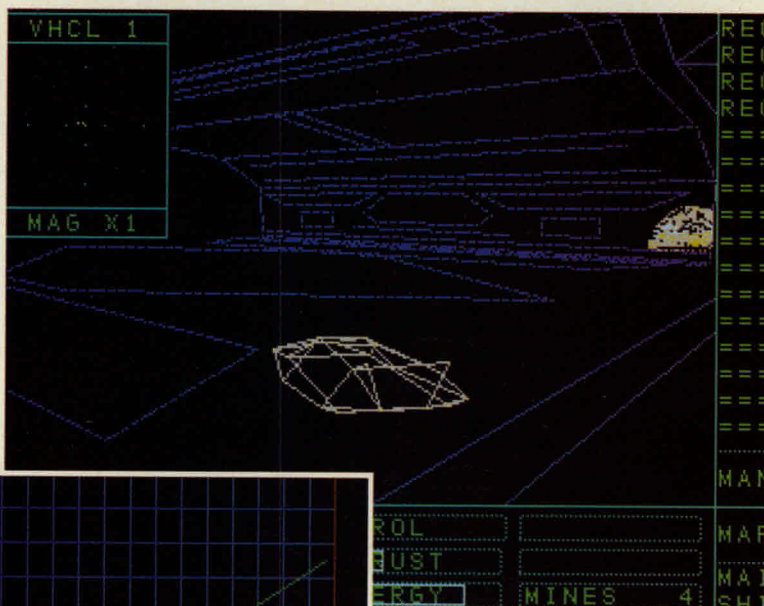
FLIGHT SIM



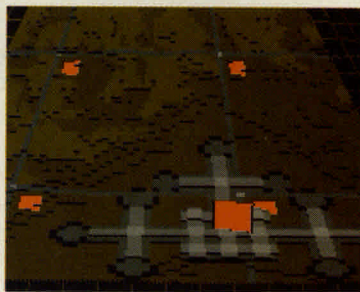
After the mission briefing you will be presented with the battle map and relative targets. You can set your waypoints from here by clicking on the target and then on the craft you wish to attack the target with, whether it be a tank or a jet.



As you progress through the combat theatre the enemy becomes more and more strong as well as getting closer to your HQ. Some areas of the land are cut off by water so you will need to use waypoint 'stepping stone' tactics.



Any new units are built by the factory situated inside the HQ complex. You will have to direct them out of the complex manually or through waypoints at which point they can be sent into battle.



You can call up the HQ map which will display the engaging units as well as your HQ and the enemy's. The HQ must be protected at all costs - lose it and you've lost the war.

I'm a lean, mean, killing machine



You can jump into the cockpits of any of the tanks or the fighters and take control of them. You will need to master the controls as you may find yourself plummeting into the ground or becoming cannon fodder for some guts-hungry enemy.

same symbol combinations. Directives are made by clicking waypoints. This is performed by clicking on the target and then on the unit you wish to engage the target with. That particular plane or tank will then head towards its designated target. From this point you can then switch to view mode where you will be able to see the action from the cockpit of the vehicles, whether tanks or planes.

Material success

Direct control can be taken of a vehicle although this is only recommended if you have passed the training missions with reasonable success.

Your core of production is the colony base which must be protected from enemy attack at all

times. From the colony you can build new and advanced weapons as well as keeping the air and ground forces well stocked. Obviously this takes time so the colony must be built first in order to implement fast production of war materials for supply to the troops.

You control your units from the mothership where the battle map is situated. The mothership should be protected at all costs so combat should be avoided.

This doesn't stop you from infiltrating the enemy's colony and mothership and blowing them to oddly-shaped pieces. This is your main objective in *Air Support* - the destruction of the enemy's factories and complex and eventually their mothership, so grizzled warriors out there are in for some fun!

ANALYSIS

To produce a game in wireframe is a daring move but this has succeeded. It can be watched in 3D using 3D glasses which is extremely impressive. The scenario itself may wear a little thin after a while but there are plenty of different missions to keep you going provided you give the game some time. Learn to play and devote effort to *Air Support* and you will be richly rewarded.

Steve.

88%

"Better than Lotus and the Jag's a Drag" states the advert but can the third in the less than impressive *Crazy Cars* series live up to its promising hype?

RACING

CRAZY

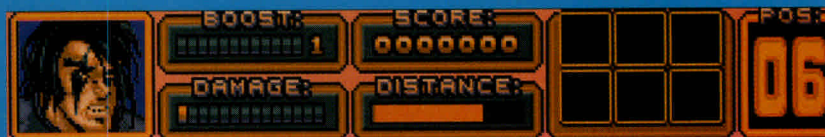
It seems strange to me why Titus have decided to release a third game in the *Crazy Cars* series as no matter how good it is a lot of people will avoid it due to the quality of the first two! Surely they should have produced the same game under a different title to try and give it a chance.

Ask yourself one question - Does the world really need another sprite based racing game in the wake of *Lotus* and *Jaguar*? If your answer to this question is yes then either you work for Titus or you don't like the aforementioned games.

Lotus eater

What Titus seem to have basically produced is a cross between *Lotus 1* and *2* in that the element of the game revolves around competing against 19 other cars, and that the courses that you race on are long stretches of road rather than circuits.

Each of the races takes place in a different district of the United States, each has its individual weather conditions and hazards



Head to head racing is what this game is all about. There are twenty cars zipping along the roads in all and up to three of these are league drivers. These are shown to you by a large arrow pointing at the car with the word "Rival" in it. It is these racers who are your main threat as they could have upgraded their engines and have faster cars than you. Still, you do have one turbo boost to use should they get too much for you!

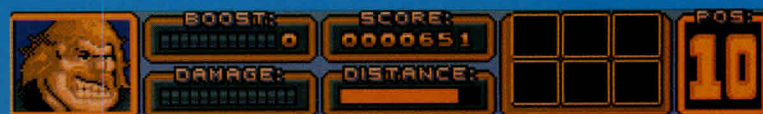
for you to contend with. You select which you want to race on but you'll have to pay an entrance fee for the privilege.

To begin with, the races are simple affairs with dry weather and hardly any hazards but later on some of the them will turn into high speed chases thanks to the police speed traps. This means you'll have to be alert at all times and try to slow down if you see a

police trap. Thankfully you can buy a trap detector from the shop to help you out!

The tracks are displayed on the map as stars. At the start of the game you can only afford to enter a certain number of races and these are displayed on the map as yellow stars.

There are 19 professional drivers to meet over the course of the season and you can race

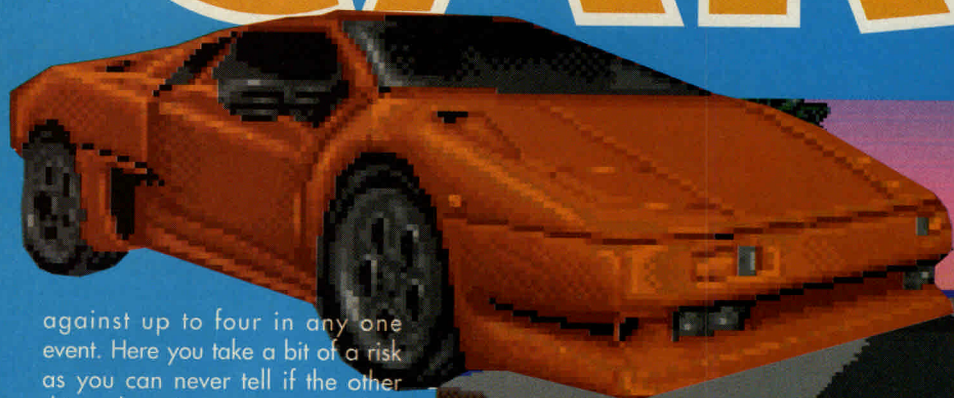


Snow and ice on the road really does affect the car's performance. If you are unfortunate enough to have not upgraded your tyres then the road is extremely slippery and you can hardly control your vehicle. Racing drivers do have a hard time don't they!



Above: Burning through a speed trap too quickly causes the Police to act quickly. All the way to the end of the road you are chased by the ever persistent boys in blue. Some nifty driving is needed to out run them.

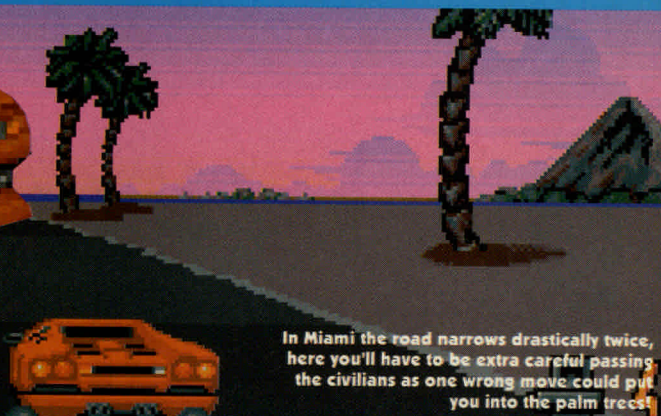
CARS 3



against up to four in any one event. Here you take a bit of a risk as you can never tell if the other drivers have improvements on their cars or not. If you successfully beat them you'll win however much money they opted to gamble.

Your aim is to reach the divisional challenge for the level you are on. This is a race against the clock through two way traffic. To get to this you'll need \$50,000 so you'll have to win, win, win!

Right: The shop can be entered before each race. Here you can buy everything you need to improve your car. You can tune the engine to make you go faster or purchase a radar to spot those police speed traps...



In Miami the road narrows drastically twice, here you'll have to be extra careful passing the civilians as one wrong move could put you into the palm trees!

ANALYSIS

I'm glad to report this is far, far better than either of its predecessors. Graphically it is very fast and smooth, not quite up to quality of *Jaguar* or *Lotus* but still very good. The game plays superbly, the controls take a little getting used to, but the car actually feels like it is on the road. For me *Crazy Cars 3* is juicier than *Jaguar* but not as lovable as *Lotus*. What more can I say?

Brian.

89%

CRAZY CARS 3

PUBLISHER: Titus
TEAM: In House **£25.99**

If you simply can't resist the odd French adventure, this effort from DI may be enough to change your mind...

Funnily enough, some of the best Amiga adventures have come from the opposite side of the English Channel. Delphine Software are the main reason for this, creating consistently good graphic adventures. So, when another French development team jumps on the adventure bandwagon, it's time to sit up and take a serious look.

Unfortunately, *Fascination* completely destroys the consistency we associate with French adventures. It gains many influences from the likes of *Future Wars* and *Cruise For A Corpse*, mainly in the game interface department, but it fails miserably thanks to the terribly

unauthentic storyline and a handful of irrational puzzles.

You play the part of a woman airline captain who has landed herself with a suitcase full of majorly important chemicals which could change the medical world. On route to its new home, the bloke carrying the suitcase collapses with a fatal heart attack on your plane. Which seems a tad unfriendly of him, to be honest.

It's now your responsibility (god knows why) to deliver the case safely to some laboratory in Miami.

The actual game interface, as mentioned before, is a bit similar to that of the Delphine series of adventures. You can click on just about anything, pick things up, use objects together and interact with just about any on-screen character. The mouse pointer changes to give you some idea of what mode your working in. If, for instance, you move the pointer over the mouth of

a character, the image will change to depict a speech bubble.

The entire adventure spans about 20 screens and it's really a matter of sussing out the puzzles on one screen, and then progressing. So, there's not really anything here to get too excited about, apart from the short porn sequences, of course! Yes, that's right, this game even has a 16 certificate, so the pervert types among you are sure to buy it, regardless of quality.



Let's see... is it true the Americans like ample breasts?

Why a successful, female airline pilot should want to read the latest issue of Playboy is beyond me. Maybe she's gotten bored of handling all those gearsticks.

FASCINATION

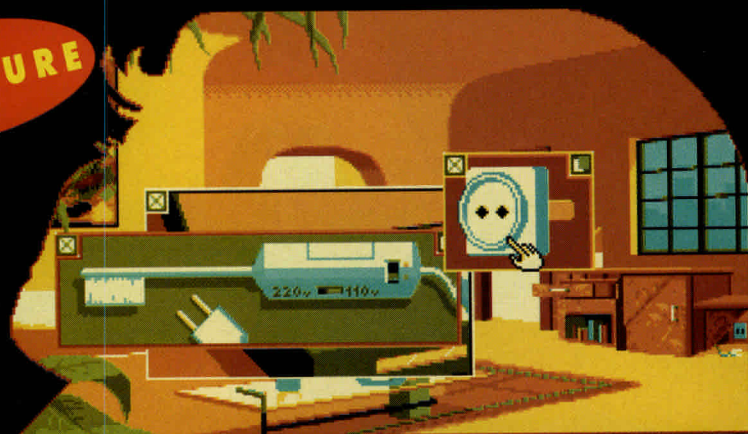
PUBLISHER: Digital Integration

TEAM: Coktel Vision **£29.99**



No way, you old macho! Why should I make one man miserable when I can make a lot of men happy?

Your boyfriends gaggin' for it, there's little doubt about that. But if you can resist the temptation, you may be able to pick up some helpful hints by the hotel poolside.



Opening the suitcase was a doddle, but sussing out what to do with that electronic toothbrush may not be so easy. Try plugging it into the wall socket and turning it on.

FASCINATION



Good interaction with each character is the key to success. Most may not be too helpful at first, but if you offer them something in return, you may get lucky.

ANALYSIS

Fascination isn't the best adventure game to make its way across the channel, due to the bizarre and irrational puzzle element. Yet once you've grasped the fussy and sometimes infuriating puzzle aspect you'll probably whiz through the 20 odd screens in no time at all. Unfortunately, the crude graphics and needless porn sequences do little to improve its case.

Pete.

51%

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SIMULATION • SOFTWARE

EUROPEAN CHAMPIONS



Is this European Championship tie-in three months late or just under four years too early...?

QUALIFICATION				
GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5
ENGLAND	FRANCE	GERMANY	NETHERLANDS	SCOTLAND
VS				
POLAND				

Take part in a fully fledged and very inaccurate European Tournament. Every tournament statistic is stored on this large 'wall chart' style screen.

Releasing a European Championship football game three months after the actual event, is perhaps a bit silly. After all, the summer of '92 was dogged with dodgy games based on the great event. And while one of the offerings (*Sensible Soccer*) proved popular and worthwhile, there were plenty which failed miserably. *European Champions* from Idea is a very late qualifier and a definite no-hoper for the title.

The back of the box says, and I quote "comprises every game action and feature characterising a real football match". If that's the case, then why can't I perform any kind of slide tackle or induce any aftertouch on a kicked ball?

In fact, this really is a very basic

footy game. As usual you take control of the player nearest the ball. The player under your control is indicated by an arrow which will change colour depending on whether you're in possession of the ball or not. Once in possession, you can either dribble or kick the ball in the desired direction.

A power bar at the top of the screen appears, allowing you to determine the strength of the kick. In set piece situations, you can slide the kicker left or right to influence the ball direction. This also applies to the goalkeepers who are otherwise independently controlled by the computer.



Selecting the best team for the job is imperative, just as Graham Taylor found out in the actual Euro Championships. But hey, wait on a minute, what's Gary Lineker doing in the squad?

ANALYSIS

European Champions is probably best described as the skeleton of modern football games. That is, there's scarcely any more to it than just kick and run. It's not desperately unplayable or even slow, just very, very basic and far too easy to master in such a short space of time. Hugely inferior to the *Sensi' Soccers* and *Kick Off IIs* of this world and needless to say, well worth avoiding.

Pete.

34%

Euro Champs gives you the opportunity to take part in a less than accurate representation of the real life competition. All of the national teams and an impressive pool of players is provided, so you can alter any team till your heart's content. A few pitch types and weather conditions are also available but all they seem to do is change the speed of the game and not the bouncing of the ball which seems to resemble a tennis ball.



There appears to be a little inertia on the players, making it very difficult to perform sharp turns. The players also have a tendency to take control of themselves every now and then.

EUROPEAN CHAMPIONS

PUBLISHER: Idea

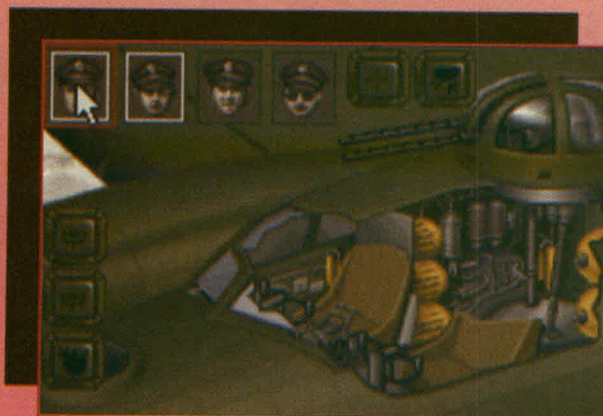
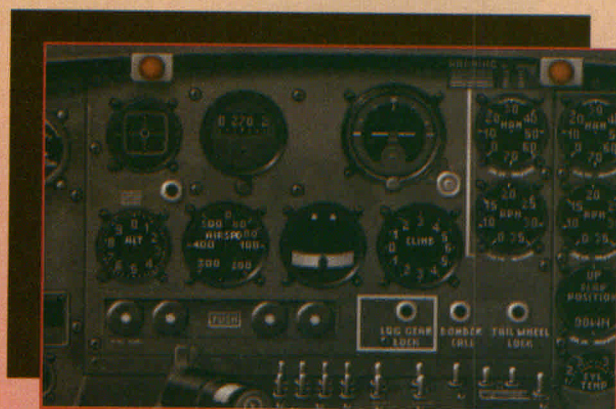
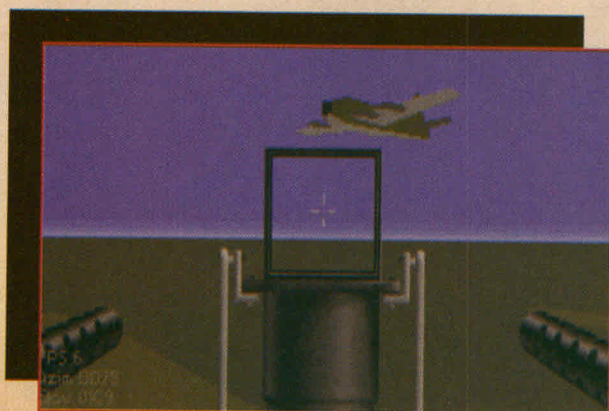
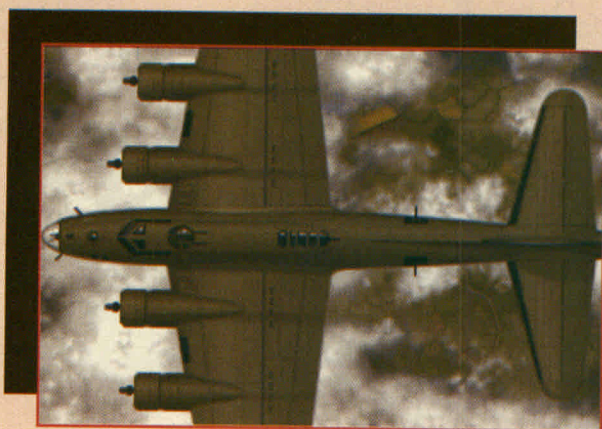
TEAM: A. Farina & L. Podesta £25.99



A shot from a tight angle beats the arms of the keeper with ease, but cannons off the underside of the bar. Unfortunately, nobody was there to bury the rebound.



A goal is celebrated in the best possible way. In fact, we were under the impression that the lap of honour followed the lifting of the trophy and not a useless consolation goal.



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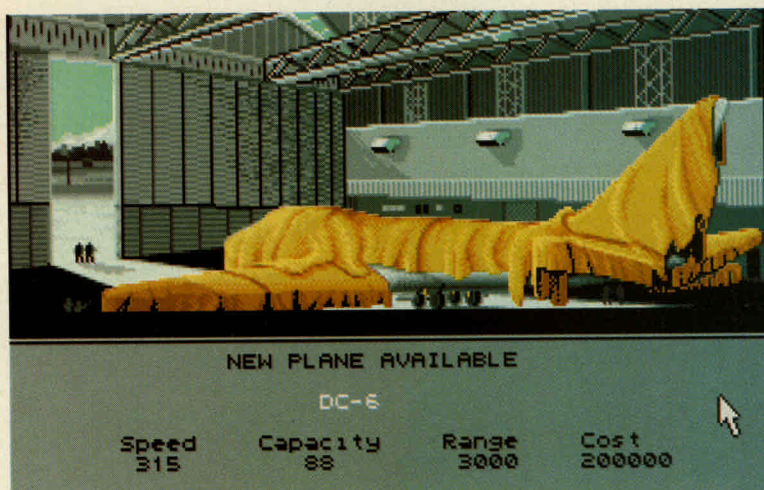
B-17 Flying Fortress.

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

MicroProse Ltd. Unit 1 Hampton Road Industrial Estate,
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AIR BUCKS

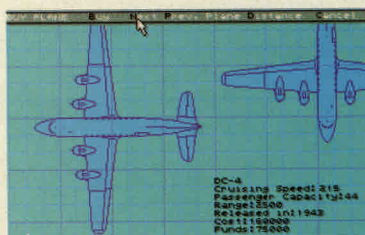
Look out Richard Branson, here we come!



A great new plane is about to be officially unveiled. Can you afford to place an order or should you wait just a little longer, paying for the expensive maintenance costs on your ageing aircraft in the meantime. The decision is yours.



Your account is in the black but your bank manager is showing concern regarding the lack of large profits. Should you take out a loan to increase your investments or slowly plod on?



When you decide to buy a new plane, you can fit it out to your exact specifications. Allocate space for first and second class passengers, as well as adequate room for the transportation of cargo.

Suppose you could call Impressions' latest Airways Tycoon with inspiration seemingly deriving from Microprose's railroad gem. Place yourself at the head of a small company in the late Forties where your priority is to create a successful airline company. You have until recent times to become the biggest and best!

Organise landing sites in worldwide locations, purchase aircraft and design them with a purpose in mind – should you designate most of your capacity to passengers or cargo space?

Where do you want to fly between? Large cities lead to more trade, provided your fares compete with the three in-game opposing businesses, but at the same time, costs are greater than if you were to utilise smaller towns. If you have the bodies available, then the computer controlled airlines can be human controlled.

Create a network of routes but further distances require more modern (and expensive) aircraft. Is the service going to be profitable or will you finish up selling your assets? Maybe your bank manager can help but his patience is short and interest rates high. As a last resort, it's possible to sell shares in your company, but do you really want to start letting yourself slip further and further from being in complete control?

Air Bucks allows you to try a type of life most people never experience. Have you got what it takes? Have you got the Branson blood or Laker losing streak? Is Air Bucks going to be the one to answer such thought provoking questions?

STRATEGY

AIR BUCKS

PUBLISHER: Impressions

TEAM: Eddie Grabowski & Co. £25.99

New York or bust



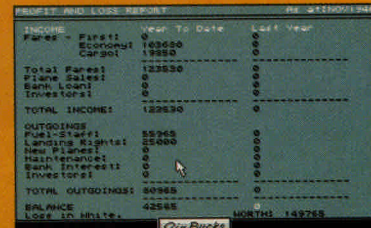
Your brand new company, Air Bucks, gets off the ground to enter the cut-throat world of the airlines.



Watch your maiden flight go from your base in Miami to the hustle and bustle of crazy New York city.



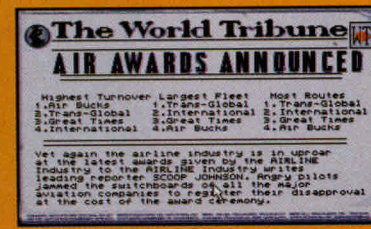
Begin by negotiating for a landing site to start a scheduled (and hopefully) money-spinning business



As the days pass by, view your financial situation to ensure everything is running smoothly and profitably.



New York is your first 'catch' with its large population. What better place to start than the Big Apple?



You receive an award for the highest turnover, proving your foundations are now set for the future.

ANALYSIS

Arriving with a bumpy landing to then lightly jolt along the runway, Air Bucks is reasonably comfortable second class entertainment. The time scale almost puts you to sleep but something pushes you on, willing you to expand and grow internationally. However, I would suggest that Air Bucks isn't intricate enough to attract your attention for months to come.

Alan.

75%

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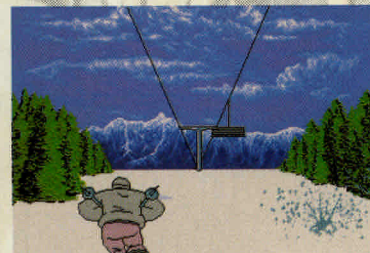


Here we see our hero beginning his mission by parachuting into Berlin during the middle of the night. Can you find Baron Von Max before it's too late?

GUY SPY
PUBLISHER: ReadySoft
TEAM: In House **£29.99**



As soon as you enter the subway you are set upon by Von Max's evil henchmen, so some quick reflexes are needed to wipe them all out. Just in case you were wondering, yes I did buy a ticket before entering the subway!



A holiday in Switzerland will never seem the same after playing this section of the game. The enemies are perched up above on the ski lift and occasionally they throw down grenades to try and put you off and kill you! (That'd work! - Ed.)

GUY SPY

Here is the latest hero to hit the computer screens, complete with bulging pectorals...

We all know the type of games ReadySoft produce, those mega expensive interactive demos that are about as much fun as running naked across a

motorway during the rush hour. So it was a nice surprise to find that *Guy Spy* actually contains a game under the glossy presentation.

Each level of the game has you controlling Guy as he tries to thwart the plans of an evil Nazi, Baron Von Max, and his minions. This

involves searching for the fabled Crystals of Armageddon through various different games styles ranging from shoot'em-up to sports simulation.

There are basically four different sections to the game, one per disk, where you have to chase the foe across continents to your final confrontation in Von Max's doomsday tower.

Tough guy

This time, there is a lot more to the game than just tapping the joystick in the direction to advance to the next screen. Here you have more freedom over your movements and each of the sections does take a decent amount of skill to complete.

Sadly, this game moves at a slow



Hi Mum! (Ahem!)

pace and you'll grow bored with it. In addition, none of the sections really challenge you enough and you'll end up finishing very quickly.

There are skill levels to try, to make the product last longer, but the levels are identical on each so once you've beaten the game on 'Easy', you probably won't want to play it again. But even the 'Easy' level isn't that simple to do!

ARCADE ADV



By far the best section of the game (that I've reached) is the shoot out between two cable cars. Six foes hide in the car in front and you've only got six bullets, so accuracy is very important.

ANALYSIS

Graphically, this is great, using the same big sprites as we've come to expect from ReadySoft. However, the sound is restricted to a tedious tune and totally unrealistic sound effects. The game itself would be quite good but it is ruined by slow movement of the characters. At £30 this is slightly overpriced but it is still a lot more worthwhile than *Space Ace* or *Dragon's Lair*!

Brian.

71%



**THE MAGICAL SPIRIT OF SPIELBERG
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PETER PAN has now grown up, and is far away from **NEVERLAND**, but his old enemy **CAPTAIN HOOK** has not forgotten and schemes his revenge. Kidnapping Peter's children, he lures our hero back to the Island of **PIRATES** and **"LOST BOYS"** for a final confrontation.

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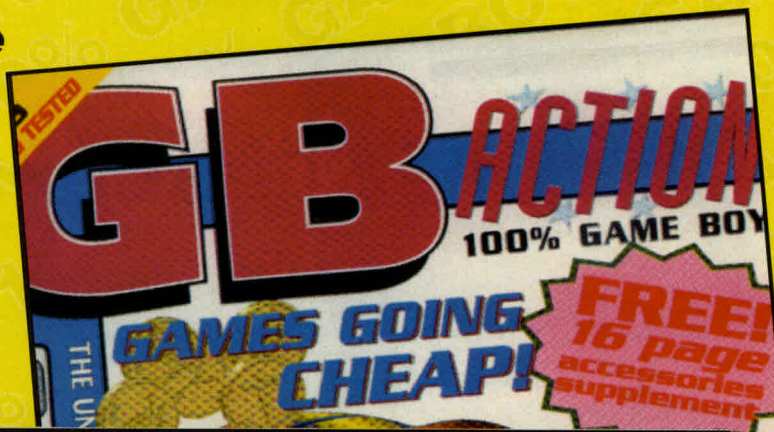
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CRAZY SEASONS



P-p-p-pick up a penguin in this chilly new platformer...

CRAZY SEASONS

PUBLISHER: Idea

TEAM: S. Zuelli & Co. £25.99



Level one beckons and I've some serious box shuffling to do. Here goes...



Oh, it's summertime, and my next task is to deal with the aptly-named summertime section. Can't wait...



Level one didn't take too long. It's Level two, and look! More boxes to shuffle!



I'm still in the Spring section... this time it's Level three. Oh joy...

Anyone remember the game *Pengo*? It used to hang around amusement arcades way back when 8 bit machines ruled the world. You played the part of a penguin which had to push ice blocks and kill roaming nasties.

Well, with *Batman Returns*, Penguins are back in fashion and the guys at Idea have jumped on the icefloe and delivered us *Crazy Seasons*.

Once again you become a penguin, shoving things around (this time) in a platform environment. Your mission is to push variously shaped blocks into a certain order before your time runs out, whereupon you'll be released into the next level. If this sounds a bit easy, there are also various creatures around out to make things a tad more tricky.

There are two ways of dealing with these nasties – you can either avoid them, or push blocks into them, trapping and eventually killing them. However, avoiding them isn't particularly difficult. There are also power-ups about, though



This level is a bit trickier than the others... but not by much.

you probably won't need them early in the game.

The first time I played this, I got about a third of the way through it, using my least favourite joystick last thing on a Friday afternoon. Brian also played this, and got half way through it on his first go. To say this was an easy game is like saying Hannibal Lecter must've had



I'm reading my paper. Obviously this game isn't quite as exciting as I'd hoped.

an unfortunate childhood.

Occasionally, the screen freezes (! – Ed.) and you're asked to type in a code. The idea behind this is, presumably, to prevent piracy, though why you would want to steal a copy of this game is anyone's guess. Oh, and finally, check out some of the Italian to English translations on the intro screens – it's the best laugh you'll get out of this game.

PLATFORM

ANALYSIS

This game has run-of-the mill tattooed all over it. The graphics are just not up to the kind of quality a platformer needs. The music stays the same screen after screen and the whole thing is so laughably easy you'd have time to learn Japanese while playing it. How dare they charge £26 for this when you consider the opposition. This game is not crazy – it's mentally deficient.

Nick.

41%



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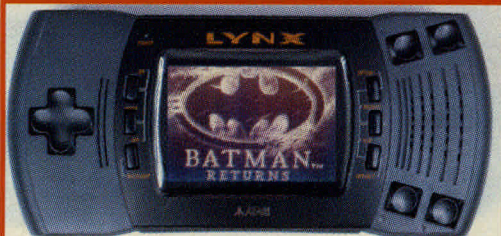


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The Intro: Pay attention to this - useful info is to be had (if you can stand the sight of Eddy 'The Eagle' Edwards dressed in a shell suit telling you what to do!).



Let's check out the nightlife in downtown Rhylanor. Hmm... Maybe this isn't the right sort of place for a party. Okay then, let's try to find Trow Brackett...



I am still looking for that RPG which is going to suck me right in and keep me going all night till I drop with exhaustion the next day. Is *MegaTraveller 2* the one to do this, everyone cries?

The scene in RPGs is all important, and this one has a story involving ancient alien races and dodgy technical sites. This site, imaginatively called the 'Ancient Site' has gone haywire and is spewing purple goo over the local wildlife. Is it sabotage? Have the Ancients decided to cause some mischief? The site is 80 feet under slime, so you'll have to take a stroll around half the galaxy in search of the answer to these questions. And you'll no doubt be pleased to know the government and industry have put up a half billion credit reward for the safety of the planet.

After an intro which you're advised to watch, go off in search of Trow Brackett, the historian, who may help you.

Selecting your 'away team' is all important. You'll want people with a good range of abilities (fighter, thinker, soldier etc), as well as people in reserve, in case you lose some of the team

ROLE PLAYING



in combat. Now you are ready to slog around Rhylanor Startown knocking on doors till you meet with Dr. Brackett.

You move by dragging your characters around a map of the city by mouse. To enter a building, you'll want to drag them in. A problem I had was accidentally dragging the mouse pointer off the map (which sits in a screen window) onto the icons, thus triggering all sorts of screens of information to drop over the map, obscuring the playing area.

Various buildings contain different people willing to trade or give you some information, gossip and the like, and it's a good idea to take a walk around to get your bearings.

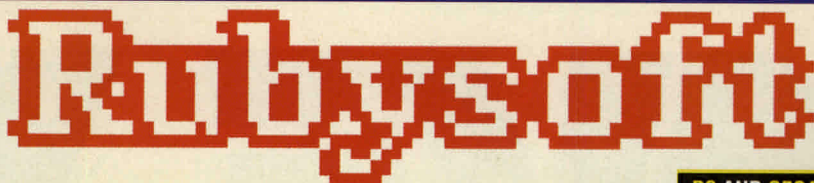
Once you have the information you require, it's time to head to the travel agency and book your tickets off to another planet. Good luck - The Galaxy is counting on you!

ANALYSIS

I have to confess that I got bored after several hours of slogging. The graphics are pretty poor, the sound is practically non-existent, disk access is slow (forget about buying this if you don't have 2 drives), and the gameplay just isn't going to attract non-RPGers. However, *MegaTraveller* fans are going to love this and its continued development of the *MegaTraveller* world.

Nick.

74%



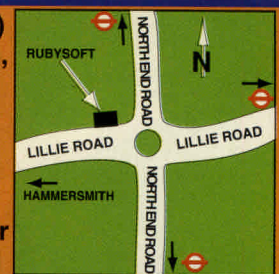
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PREMIERE

Some nasty sod has stolen the film and the Premiere is tomorrow! Panic time!



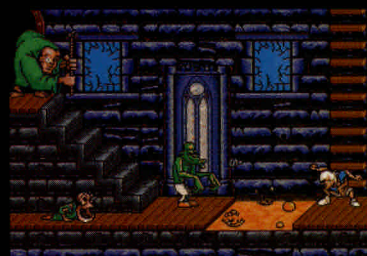
Perhaps the most atmospheric level is the B/W movie set. You however, stay in colour!



Buffalo stampedes can be fatal but these creatures don't mind being stood on!



A photographer catching you acts as a pause for our hero but he can still be hurt!



I suppose with all those monsters on screen cacking yourself is acceptable!

For each level you are armed with an appropriate weapon – for instance, during the Western level you'll be armed with dynamite to throw at the various foes. All weapons are in short supply so you'll have to be creative when you use them. You can find more bullets, sticks of dynamite etc. lying around the levels but there isn't that much.

As well as the western set, you'll have to fight through, in no particular order, a horror movie, black and white comedy, science fiction, cartoon (Roger Rabbit was true after all! – Ed.) and B-movies. At the end of each level, you'll be rewarded with one of those precious reels you're searching for so desperately.

PLATFORM

The platforms on each level are two walkways deep and our hero can leap from one to the other simply by pulling down on the joystick

Remember *Heimdall*, also from Core? Well, the same programming team behind this mega hit have come up with *Premiere*. Both games are graphically very similar but that is where the similarities end!

It seems to me that 1992 has become the year for every software house to swamp the games-playing public with as many platform games as possible (I'm not going to reel off a list because there are just far too many!). Core themselves have *Chuck Rock 2* in the pipeline as well as this.

In *Premiere* you take on the role of one Clutch Cable, a hotshot movie editor who stupidly fell asleep while working one night. While he slept the six reels of the film were stolen from under his nose. Now it is up to him to get them back, and time is in dangerously short supply.

Each level takes place in one type of film set and the first one you visit is Wild West World. Here you have to contend with rampaging outlaws and angry looking native Americans. (Indians to you and me!) The aim, basically, is to negotiate the various platforms and ladders to reach the end of the level, whilst avoiding an axe in the back!

Below: Behind the sets you still encounter many nasty foes!



Above: All the filmmakers' tricks of the trade are revealed in this game! Boo!

Below: Nasty Indians wield their tomahawks carelessly – watch out!



PREMIERE

PUBLISHER: Core Design
TEAM: The 8th Day **£25.99**



Fans of sci-fi films will love the graphical presentation of the Future Level!



You'll need to be quick on the draw if you are going to beat the end-of-level nasty on Level One. It's high noon all over again!

and pressing fire. This can help when trying to avoid the foes in your path. The first level is fairly simple so you can learn to change between the two levels with speed.

Control over Clutch is easy – every move of the character is performed as you'd expect, but even then the levels are very difficult to negotiate. This makes *Premiere* a very worthwhile buy.

As with most of Core Design's games recently there is a flashy intro sequence. This game is no exception and *Premiere* contains perhaps the best intro the company has produced to date. It features smashing animation and some great sound effects – if you liked the *Wolfchild* animation then you'll absolutely love this.

In the world of platform games this ranks up there with the likes of *The Addams Family* and *RoboCod*! Buy it and you too can fail to be the next Steven Spielberg!

ANALYSIS

Right from the moment this game loads you are bombarded with an array of excellent graphics. The entire visual presentation is both humorous and brilliantly drawn. Soundwise, things are slightly worse, but still far above average. The beauty of this game is that it is mindblowingly easy to play while, at the same time, being nicely challenging. I love it – buy it now!

Brian.

92%



"Do not open when red light is on!"



LIVERPOOL



If one of the opponent players has possession you can always attempt a sliding tackle although make sure the referee isn't watching at the time or you could be for the off!



Everytime a foul or ball out is called a picture of the referee appears blowing the whistle. Pick yourself up off the floor, dust yourself down and get back in there my son!

Will Liverpool go to the top of the Premier League? Have Arcon successfully hit the goal? Find out here...

Here we are in the BBC studios, "Three, two, one and... Cue Des!" Smarm, suave, slither, molasses. "And now it's over to John Motson and Trevor Brooking at Anfield for coverage of the Grandslam Liverpool Game."

Liverpool is published by Grandslam and produced by Arcon. The pressure was certainly on to do right by the boys and the squad's hundreds of thousands of fans. Arcon's brief was to recreate the character and ambience of the team both on and off the pitch, and present a realistic interpretation of the action and excitement that is the Liverpool game.

With these crucial elements in mind, the Arcon team set about attacking the project from a number of angles, embracing the character of presentation and the development of the latest technology to bring enhanced realism and pace to the field of computer footy.

Liverpool encompasses team management and coaching as well as on-pitch action. But for those who just want to get on the field and give 'em 'ell, don't let the management feature put you off, as it is one of the most accessible, simple and straightforward soccer management interfaces I've seen.

Money for nothing

There's a nice buzz of power as you control and manipulate the fate of multi-million pound players like John Barnes and Ian Rush. "Look John I don't care if Lucozade is isotonic in tune with your body fluids, you're not flippin' playing and that's final!"



There are plenty of game options to keep a player on the ball.



The action is very fast indeed and the controls are quite numerous allowing more control.

Joking aside, the coaching team management section features digitised pictures of the squad and for each player a stat list encompassing their morale, player-form, injury details, bookings and suspensions, as well as the weather conditions on match day. From these statistics, you can select your team, bearing in mind the players' natural playing positions in real life. For example, Ian Rush or John Barnes are considerably more effective forwards than defenders,

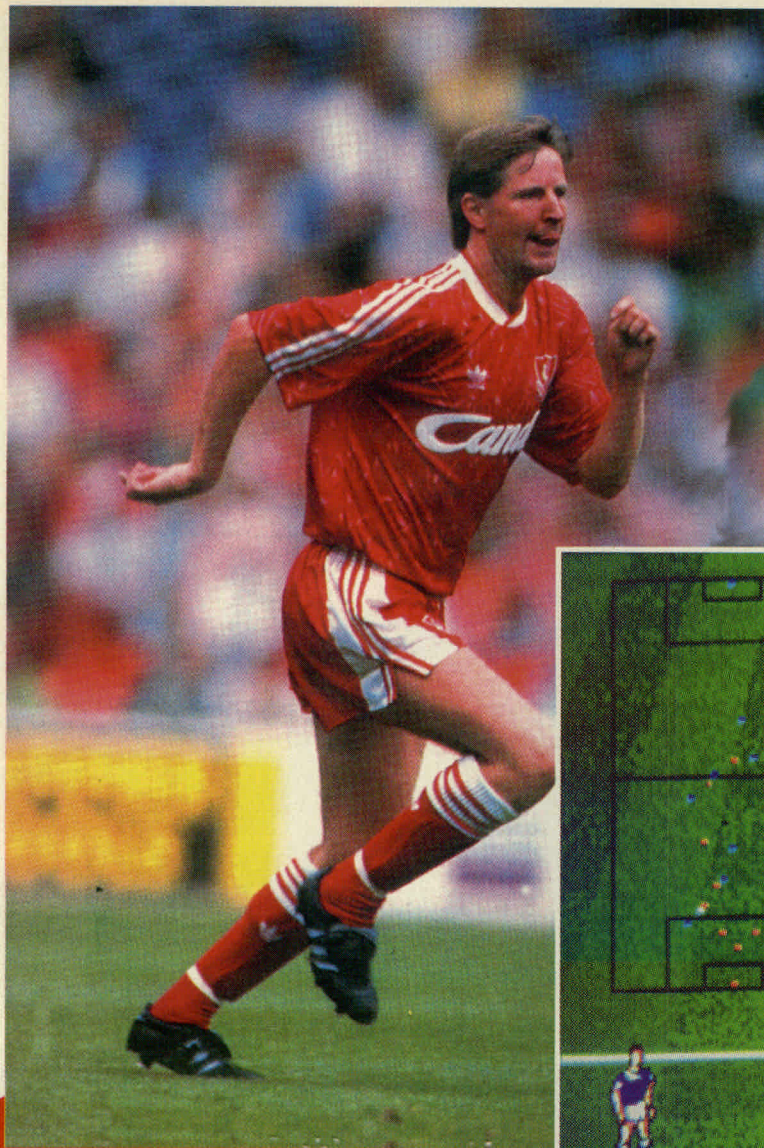
while Nicol or Burrows are more at home protecting Grobbelaar's goalmouth... often while he's dribbling the ball up the pitch.

Ball control

A handy 'Practice' option allows you to get to grips with the controls and feel of the game without jeopardising those crucial early points with first-match jitters. Whether a practice session or an actual match, you can choose the state of the pitch, wet, dry or merely



It's a great pass to the right and they're into the opponent's goalmouth. He shoots, the goalie dives and gets his fingers to the ball but it rebounds into the left corner. GOAL!



LIVERPOOL

THE COMPUTER GAME

In May 1892, John Houlding (a self-made businessman and Conservative councillor) founded the Liverpool Association Football Club.

As well as being fun to play, Liverpool is also full of interesting facts. Unfortunately, it isn't too hot for fans of other teams. Maybe now is the time to change your support.



The pitch view is shown to the top-left of the main display. From here you can see the positions of all the players in relation to the position of the ball.

moist - it does affect the speed of the ball and player control. Then you can practice any aspect of play from simple penalty taking to free kick tricks and antics and once you've learnt the difference between the corner flag and the goal mouth, you're ready for some serious action and the choice of League Championship or FA Cup campaign.

The pitch is presented as an elevated projection using criss-cross vector graphics which look like the turf pattern. This works exceptionally well achieving a smooth fast scroll, which moves with the play of the ball and added realism to the look of the game.

Kick Off fans will immediately be aware of the difference in ball and player control instead of a fun free for all which made Kick Off less than realistic, but a monster hit nevertheless. Liverpool, however, has a greater number of options when you have possession, and more kicking variety.

You have direct stick control with any man in your team nearest the ball while the rest of the team reacts and moves under computer control. Meanwhile, if you see the opportunity to pass, pulling back on the joystick makes the player chip the ball in the desired direction. Additionally, pressing the firebutton whilst dribbling kicks the ball and, with practice, you can achieve aftertouch and curve.

The game adheres to normal off side rules as well as throw-ins and corner kicks both of which you have full control over. Taking a corner, the harder the firebutton is pressed the harder the shot, while throw-ins are a case of aiming for direction and pressing fire.

You can always expect trouble from the Ref, so watch those diving tackles - nevertheless the action is uninterrupted with a constant flow of play. Nice one, Cyril.

SPORTS SIM

LIVERPOOL

PUBLISHER: Grandslam

TEAM: Arcon Development **£25.99**

ANALYSIS

I liked the control interface and the greater variety of play that can be achieved, although I can imagine staunch Kick Offites moaning that the controls are over-fussy. Whether you enjoy a quick kick about or are a real footy fan, I reckon the majority will appreciate this considerable advance in the field of computer soccer. This has everything but the Mexican Wave!

Jason.

81%

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Oh boy! Have we got some hot ones for you this month! While the sun glares outside, Amiga Action raises the temperature indoors!

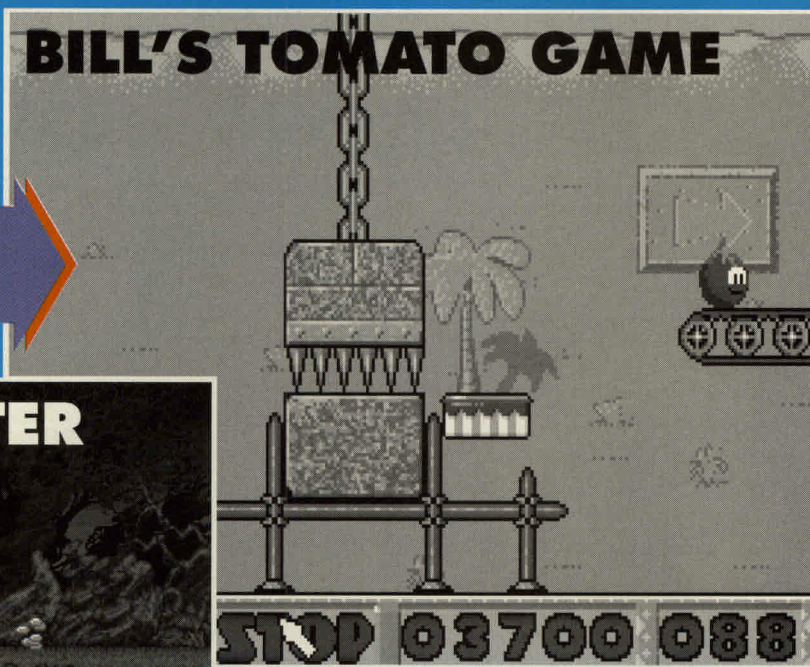
TORNADO



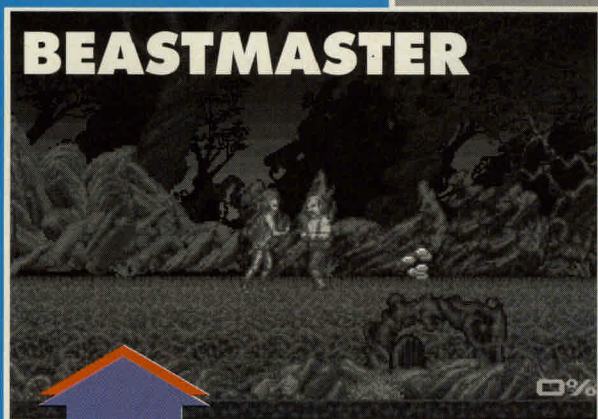
Phew! Not only do we exclusively preview DI's scorching new release, *Tornado*, but we interview them about it too!

Squishy fun as we peel the skin off Psygnosis' latest, and get right to the seeds of inspiration behind this fruity number.

BILL'S TOMATO GAME

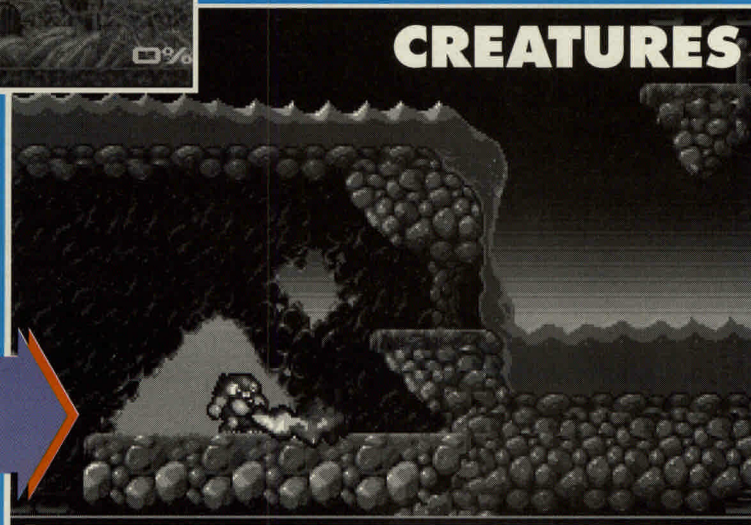


BEASTMASTER



Strange things are afoot (or a claw) at the software house Thalamus. Take a peek behind their curtains as we unveil a mass of their new releases, including *Beastmaster* and *Creatures*. Certainly, it's a Blue Print section Animal Lovers can feel at home with!

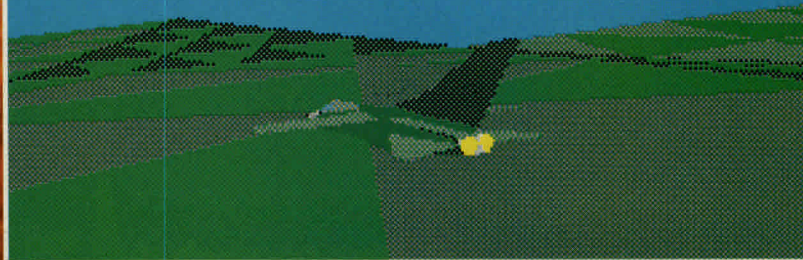
CREATURES



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BLUE PRINT

The Tornado played a major part in the Gulf War bombing runways and military factories containing chemical weapons. It is the most effective low-level bomber in the world.



Tornado will soon be making its low level pass, so head for cover in our exclusive preview and coverdisk slideshow!

TORNADO

The flight simulator market is a lucrative one and now only a few software houses hold the monopoly. One such company is Digital Integration, responsible for the excellent and highly awarded *F-16 Combat Pilot*. DI release, on average, only one game per year but each one is always of a high standard – *Tornado* looks to be no exception.

As with all flight simulations the pilot is required to fly a series of missions, although, like *F-16 Combat Pilot*, the missions are unlimited due to the target selector and waypoint editor. Missions disks are also planned with enhancements to the original program in line with enhancements to the actual *Tornado*.

So just what has *Tornado* got over past flight simulations? We talked to the programmers.



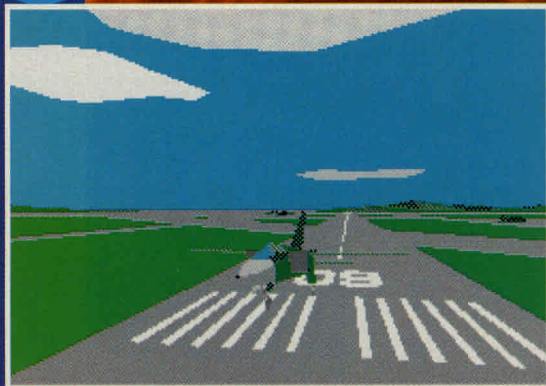
How do you see yourself as developers of simulation software against competitors such as MicroProse and Rowen?

DI was one of the pioneers in the field of home computer 3D graphics and many programmers have contributed ideas to the In House 3D system first developed by Dave Marshall. For this project we started with a clean sheet of paper and set out to implement the best of those ideas in clean and optimal code. We believe the result speaks for itself – you won't see significantly faster real-time 3D. In addition to simple speed, several other factors set our system apart from most of our competitors.



Considering the speed disadvantages of detailed landscapes, what will *Tornado* offer that other flight simulators have failed to deliver?

DAll objects are drawn at their correct relative and absolute sizes. You won't see 500 foot telephone poles or 200 foot tall houses. Your altimeter and your eyes will agree, and, most important, low-level



Digital Integration was also responsible for the much acclaimed *F-16 Combat Pilot* which was the first flight simulator to feature realistic night missions. *Tornado* promises the same and plenty more. The 3D engine has also been improved.



Above: Sweeping low across the play area, the Tornado searches for possible targets.

Right: The Tornado landscape is far more advanced than any seen in flight simulators before. The more ground detail there is, the slower the game will run so DI have included options to turn the detail down.



As well as the many different cockpit views you can also view the action using the many camera slots around the plane. Expect to see other camera views such as the tower, wingmen and enemy targets.



The Tornado is a low-level bomber and therefore great skill is required to keep the plane from smashing into the ground. Left and right views are included so keep an eye on your altitude.

NADO

high-speed flight will give you the real sensation of speed.

Large ground features are visible up to 25 miles away. Not only does this mean a richer visual environment, it means that you can always fall back on visual navigation to get you home.

AMIGA ACTION In what ways has the object generator been improved over the one used for F-16 Combat Pilot?

D The object generator is a major application written in GFA Basic. It provides a completely graphical user interface for the design of solid objects from start to finish. The program was developed in parallel with the 3D engine, with continuous feedback between the two projects. As a result the code required to draw the object is simple and elegant.

AMIGA ACTION Many flight simulators suffer from jerky graphics due to poor 3D routines and cluttered ground

visuals. With such ground detail will Tornado suffer from jerkiness and slow updates?

D Not at all. The map generator is closely related to the object generator and aims to achieve the same happy results – simple, elegant code in the 3D engine driven by complex, optimised data automatically generated by a user-friendly editing system. It was used to create the road and railway networks on the map seen in the Tornado demo – about 1600 route miles over 10000 square miles. This task took about two hours.

When this utility is complete, it will take perhaps a week or two to create an entire new map, right down to object placement, and the new map will plug into the program as seamlessly as new objects.

AMIGA ACTION Thanks very much for your time guys. The future seems to be looking great on the flight sim front, so chocks away!



Using a specially written map creator, the guys behind Tornado are able to design and create new maps within two weeks.

PROJECT: Tornado

HOUSE: DI

RELEASE: Sept 92

TEAM: In House

PRICE: TBA

COMMENTS: What we could be seeing here is the most definitive and realistic flight simulator ever released on the Amiga. We were able to see a demo of Tornado and it looked simply stunning. The update was extremely fast while objects remained fluid in movement which is surprising considering the amount of ground detail. This is an exciting time for flight sim buffs and I don't think that you will be disappointed with what's to come from DI. Tornado looks set for great things!

INSPECTED BY: Steve

Bill's Tomato Game

Can you ketchup with Psygnosis' saucy Tomato trickery?

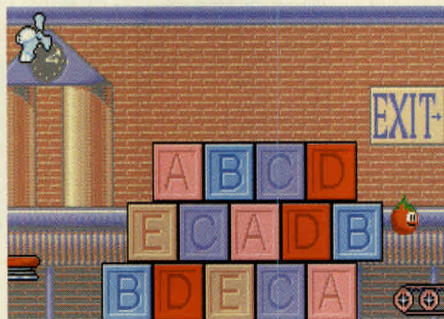


Terry and Tracy Tomato are lovers (ah!) but they have been separated by the plans of the evil Squirrel Sam who has turned a bit nuts. (Groan! - Ed.) He is situated at the top of a large magic vine which you, under the control of Terry, must climb to confront your foe.

Each leaf of the vine houses is an entrance to a complex of ten screens packed to the brim with fiendish puzzles and obstacles for you to work out and avoid. Each screen must be bounded across in one go but this isn't anywhere near as easy as it sounds. Due to the delicate skin on a Tomato you cannot hit anything sharp or land too fast.

Fruity frolics

The ten screens for each level are based around a certain theme. On the version I played, it had a toy factory, Egyptian scenery and psychedelic patterns as the backgrounds for each screen. When you complete a level you'll be given a



Getting to the exit takes some doing! On this particular screen you have to skid across the top of the blocks, so a lot of speed is needed to make it!

password as is the rage nowadays so you'll be able to begin again where you left off, if you like.

Basically all you have to do is leap from the catapult platform across to the conveyor belt somewhere else on the level. This is performed by placing fans, trampolines and other such items to help you. For each of the screens you have a certain number of each object to use which you cannot exceed.

Your objects can be placed anywhere on the screen that isn't already occupied by a platform or hazard. Some of the hazards are moving and if they touch one of the items you have placed, the said item will sadly disappear, so on some levels you'll need good timing and reflexes.

Casually lying about on each screen you'll find an assortment of bonus items consisting of gold trinkets and other such items of jewelry. All these are simply collected when the Tomato travels over the area the item is situated in.

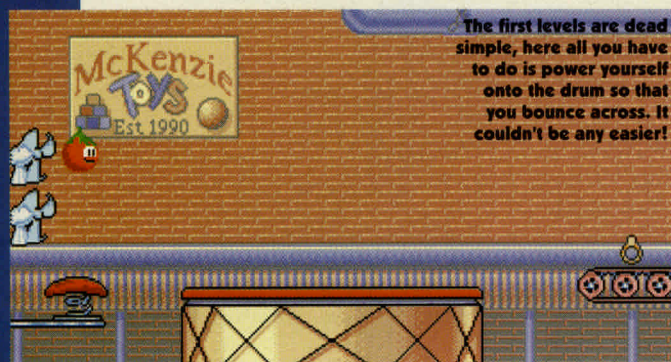
In the finished game there will be over 100 levels for you to battle through, each with appropriate music. Plus what game from Psygnosis would be complete without the fully blown intro sequence that fills a whole disk! *Bill's Tomato Game* is certainly no exception!

Strange secrets

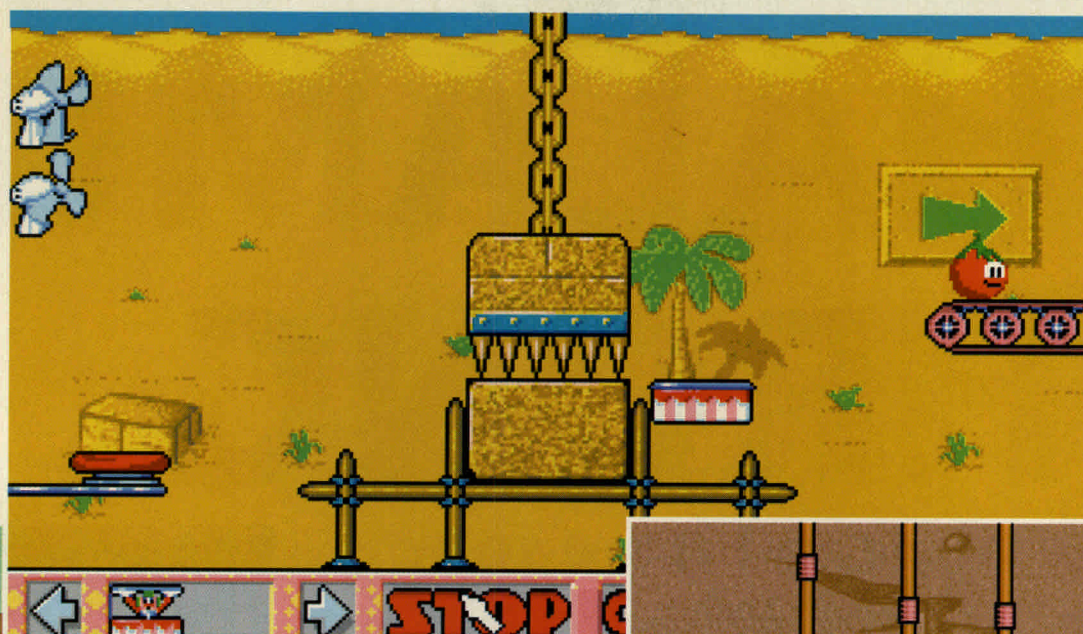
On some of the screens you'll be quite happily working away at the normal goal when suddenly you'll be transported to a bonus screen. The entrances to these are invisible and entering the levels is just a case of trial and error. Once inside these troves of teeming treasures you'll be greeted with a screen full of bonus items to collect.

Bill's Tomato Game is being programmed and put together in-house at Psygnosis by Bill Pullen (I suppose that's why the game's called what it is!) who was previously responsible for their recent shoot'em-up *Aquaventure*.

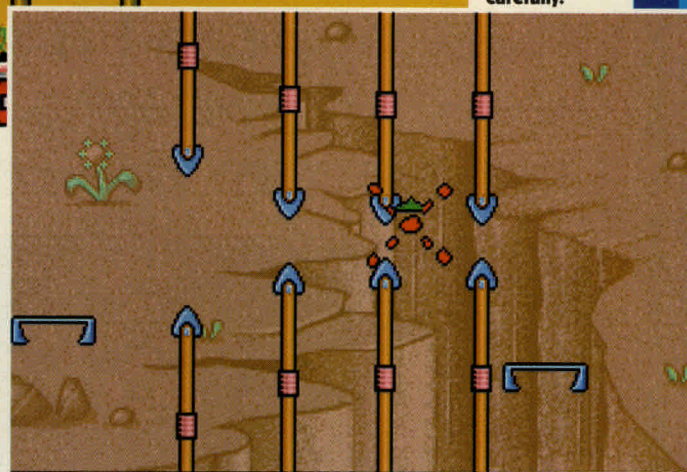
The press release states that "Tomatoes is the ultimate source of Computer game fun" and I'd be definitely inclined to agree with them!



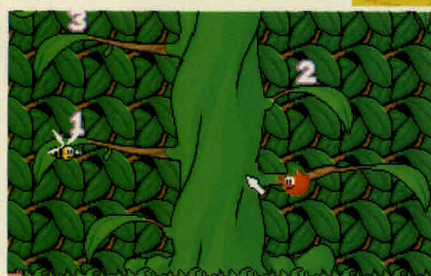
Below: This level takes some working out due to the rather awkward positioning of the way out. Hopefully this object set up will work to my advantage. As usual, there's only one flippin' way to find out!



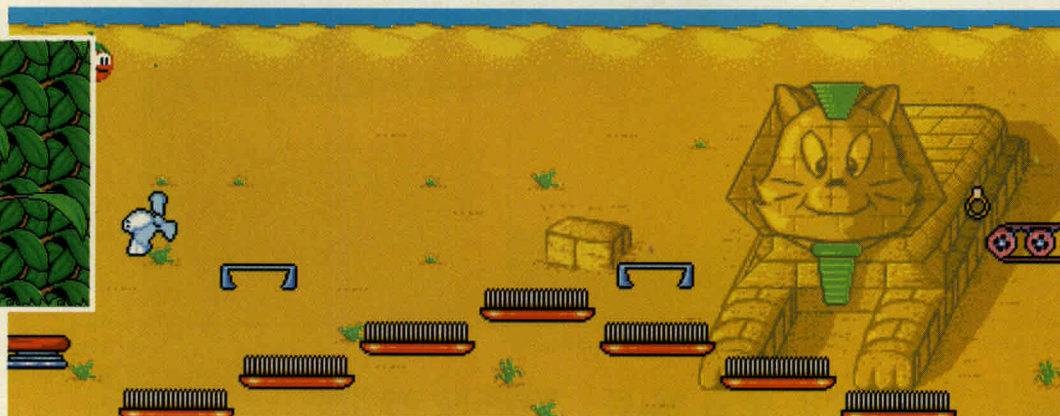
Anything sharp (Like my stunning sense of humour! - Ed.) will instantly explode poor Terry so in situations like this you'll have to time the launch of our hero extremely carefully.



This level has obviously been timed terribly. Old Tel' has been impaled on top of a wooden spear! If you time this level correctly you'll manage to get through the gap - just!



The entrance to each level is found on a branch of the magic tree. When each section of screen is completed you'll reappear in time to see two more branches grow above you.



Some of the levels are longer than one screen long so you'll need plenty of power to get across the gaps. This one is particularly difficult as the exit is positioned higher than the start platform. Now, how can I manage this? Time to put my enormous vegetable-based intelligence to work...



Falling too far causes Terry to splat on the floor. This will also happen to you if a sharp obstacle pierces your delicate skin.

PROJECT: Bill's Tomato Game

HOUSE: Psygnosis

RELEASE: AUG/SEPT

TEAM: Bill Pullen

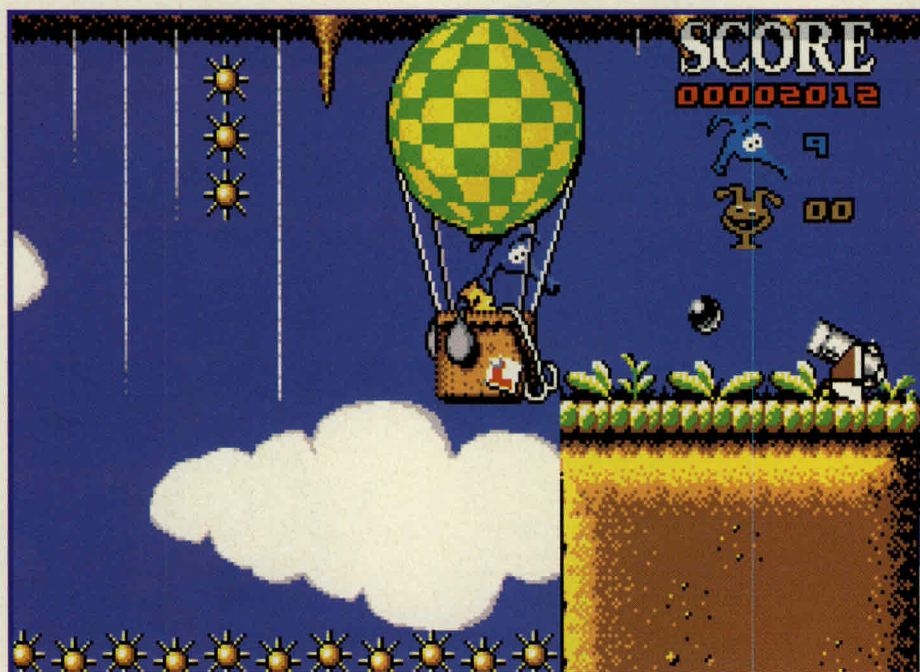
PRICE: £25.99

COMMENTS: From what I've seen of *Tomato* so far, it seems to me that Psygnosis have another classic on their hands. The simple ideas are always the best and with *Tomatoes* it shows. Just take a look around the page, the graphics are crisp, clear and mindbogglingly cute to watch - surprisingly Terry is a character that most people will learn to love. This, combined with the excellent addictive gameplay, is looking like building into the next big thing in the world of puzzle games. A *Lemmings* beater perhaps?

INSPECTED BY: Brian

THALAMUS THRONG

Please Sir, can I have four more? Oh, alright then! Thalamus to the rescue...



Now Nobby displays his limited ballooning talents. Run for cover!

NOBBY THE AARDVARK



Whirring and spinning onto the screen comes the Tasmanian Devil.



Stick your nose down an anthill and give one long, hard, noisy suck.



Fire your collection of dead ants at oncoming foes. Take that, ugly people!

Have you ever seen a panther that is pink, think? A panther that is positively pink. So now you've met the pink panther, the rinky dink panther, and it's as plain as your nose. He's the one and only truly original, panther pink panther from head to toe. And the aardvark, too!

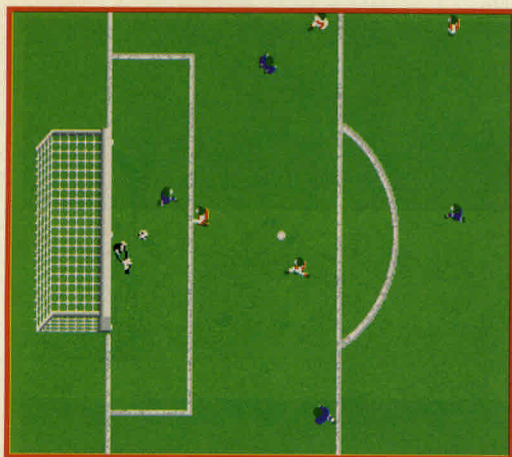
For this particular game has nothing to do with peculiarly coloured cats but rather the sideshow. This platform adventure has you controlling the long-nosed co-star, sucking up ants and even flying around in hot-air balloons.

Aardvarks are strange creatures, aren't they? They're best described as the equivalent of Steffi Graf in the animal kingdom (we like her, really, and her nose is quite sexy when you think of it!). It's just that we have this thing when it comes to noses, and the aardvarks' is by far the funniest we've ever seen, especially Nobby's wonderful konk!

Including a guest appearance by the Tasmanian Devil (you know, the speeding, spinning monster who sounds like someone speaking with a slobbering mouthful of pickled onion crisps), *Nobby The Aardvark* ranks near the top of Thalamus' forthcoming cluster of releases with its cartoony graphics and outrageously boppy sounds and tunes.

Let's hope Inspector Clouseau makes a comical appearance with his clumsy ways and rather suspect French accent. How did he ever get into the police force?

There is not yet an official release date for *Nobby the Aardvark*, but we expect a finished copy of the game within the next month or two.



ARSENAL F.C.

It's always a dangerous job reviewing football games around here. Not only is every other person in the office a *Kick Off* 2 nut, but they all support Liverpool too. So I approached the footie game *Arsenal F.C.* with some nervousness.

Arsenal F.C. supports all the usual footie features, including full match commentary, injuries, penalties and substitutions. So if after that list of possible woes, you have any players left, you'll need to choose a team. This

you can do using the easy selection features, while marvelling at the still shots of your heroes. Then send them out into battle but remember not to go for the red card-carrying Ref too often!

Thalamus will also be releasing data disks in the future, probably 'coz half of Arsenal's on the transfer list because of last season. Well, maybe not... Look out for *Arsenal* towards the end of September.

Time to play the game and am I going to score? Who cares? I've bet £200 I'm going to lose... Whaddya mean that's cheating? It's football!

CREATURES

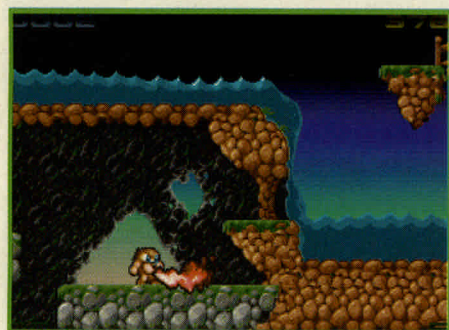
Already a huge success on the Commodore 64 (Spectrum's were always better), Thalamus now feel the time is just about right to introduce top-selling *Creatures* to Amiga owners.

It's another bounding caper where the

hero is an ugly, furry beast with a daft grin. You must shoot foes or toast them with your fiery breath but be prepared to take evasive action at the last second when the going gets hazardously and frustratingly tough.

Currently in its very early stages of development, *Creatures* should be completed in time for a release date later on in the year. In the meantime, if you know a friend with a Commodore 64, then try and steal a play of the game (but don't steal a copy!) over at their house. You probably won't be disappointed.

With an 8-bit sequel already in existence, you should be able to guess what the long-term future holds, too. If you can't, well, we're not going to tell you!



Holding down fire and then releasing, causes you to breathe fire like a rampant dragon.



Right. Time to choose my best team. Hmm... I think Kevin Campbell is a good bet...



Fireballs from your tongue are a major form of attack. Must've been a good tandoori!

BEASTMASTER

Remember the old film *Beastmaster*? When Marc 'V' Singer spent his time prancing around in a loincloth talking to the animals? Well, it had to happen, and several years after the event, Thalamus have got around to releasing a game where you too can spend your time embarrassingly underdressed and gibbering with the apes.

Your object is to charge through 300 screens of beat'em-up mayhem in search of the Guiding Light. Gasp at the graphics and sigh at the scrolling as you enlist the control of various animals to help you in this quest.

You have a variety of methods of kicking the locals' heads in, so joystick waggles and psychopathic headcases among you are in for a treat when *Beastmaster* is finally released, snarling, from captivity!

Hello baby. I know you need some lurve and I have a lot of lurve to give you... (Theophilus P. Wildebeastmaster)



Hah! This bloke's a wimp. Now, must remember not to lead with my left



Hey gringo, wanna play some poker?

PROJECT: Thalamus Special

HOUSE: Thalamus

RELEASE: Sept '92

TEAM: Varied

PRICE: £25.99

COMMENTS: Thalamus have come up with an interesting set of four games. While it is a bit early to say how *Creatures* and *Arsenal* are going to do, we're impressed with the character and charisma of *Nobby* and *Beastmaster*. Who'd have thought a creature with a three-foot nose was destined for stardom? (German Tennis players excepted.) If Thalamus can maintain their 8-bit form on the Amiga, then you can expect some very nifty games towards the end of the year.

INSPECTED BY: Alan & Nick

CURSE OF ENCHANTIA

Any game with a hero answering to the name of Bradley can't really be taken seriously, can it? Core's first attempt at the adventure genre owes lots to the great *Monkey Island* series in that it has plenty of humour and gallons of brain teasers to test you to the limit.

It seems to be the rage today to produce adventure games where no typing is needed and *Curse of Enchantia* is no exception. It has a unique control system where every option is easily accessible.

The plot takes place in the magical land of Zeloria which is being constantly tormented by an evil witch. The population all dream of a day when they can live happily without this threat and Bradley is the reluctant man for the job.

You start off your mission hanging by your feet on the wall of a prison cell, so therefore your first task is to set yourself free. This is fairly tricky to perform but not all the puzzles will be of this difficulty. You can be assured, though, that you'll be busy for months sorting them out!

The graphics are superb, as you can probably tell by glancing around the page. The different backgrounds have all been painstakingly drawn and digitised to produce the desired effect. The sound is also of an equally high quality with plenty of speech and witty effects. Prepare to be enchanted come September!

Right: Emerging from the lake bottom brings you out in this damp-looking cave. How are you going to find a way out of here?



All the game's options are accessed from this menu. It is simply called onto screen with one dainty push of the right mouse button!

With some of the best adventures for ages available at the moment, can Core be as enchanting?



Above: The whole graphical side of the game is spectacular. This is all down to the fact that each screen was digitized from a painting!



Left: This is how you start the game. Don't let all the blood rush to your head!

PROJECT: Curse of Enchantia

HOUSE: Core Design

RELEASE: Sept '92

TEAM: Core Design

PRICE: TBA

COMMENTS: This looks like a truly awesome adventure at the moment. Graphically, it contains some of the best images I've witnessed for a long time, the attention to detail in all the backdrops is incredible, and the sound too is just brilliant. With over 200 rooms to explore, this is an adventure just as big as *Monkey Island 2* (but hopefully on fewer disks!). Whether this is good enough to be better than the aforementioned, or *Lure of the Temptress*, remains to be seen.

INSPECTED BY: Brian

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BATTLE

FOR

The battle for control of the air and land is hotting up. The clash of the Titans is on!

THE SKIES



You can't beat the excitement of zooming up behind an enemy and then riddling him with bullets. *Battle of Britain* delivers.

F-19 Stealth Fighter written by MicroProse was an incredible success. It simulates the F-19 in missions over Libya and the Gulf.



Flight of the Intruder, written by the same guys responsible for *Falcon* took the top place in the Flight Sim League and remains there to this day.



Many years ago, a flight simulator appeared from Electronic Arts entitled *Interceptor*. It was an overnight success and was to start an acceleration of flight sim releases from many software houses. But as the technology improved, many of those fell by the wayside leaving only a few to dominate this lucrative genre.

While the battle was hotting up in the skies, things were getting pretty sticky on the ground and on the high seas. Tank games and submarine simulators, although not as popular as flight simulations, were taking the Amiga games scene by storm. Things seem to have quietened down on the ground recently but the flight battle continues!

The air war

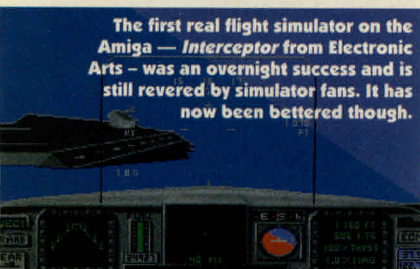
When released, *Interceptor* by Electronic Arts was a massive hit and it was a long time before it was bettered. *Interceptor* is still favoured by many simulator fans although by rights people should have moved on, as the stuff being produced now makes *Interceptor* look pretty tame.

The next release was to set the standard of flight simulations for a long time to come – *Falcon* from Spectrum Holobyte, released through the now non-existent Mirrorsoft. It featured the F-16 Fighting Falcon but included far



Although MicroProse's *M1 Tank Platoon* is the best tank simulator around, honourable mention must go to *Sherman M4* and especially *Team Yankee*. Both were well received, although not true sims.

more, such as fully detailed display cockpit views, a larger mission area with varied directives and very realistic sound.



The first real flight simulator on the Amiga — *Interceptor* from Electronic Arts — was an overnight success and is still revered by simulator fans. It has now been bettered though.

The original was a little unplayable as the plane tended to suddenly flip when rolling but the release of the first and second mission disks, apart from adding extra missions, cured the bugs present in the original. This made *Falcon* the best flight simulator on the Amiga and all other formats available at that time.

Other companies were by now jumping onto the bandwagon with releases such as *Fighter Bomber* from Activision, *F-16 Combat Pilot*

FIGHTERS

Flight of the Intruder - Mirrorsoft

Excellent graphics and amazing sound make this one of the best simulators made so far. Fly up to two different types of planes as well as head-to-head over Vietnam.

F-16 Combat Pilot - Digital Integration

The first simulator to incorporate night missions. Written by Digital Integration it won several awards and is now available on budget.

Falcon - Action Sixteen Budget

Although released many years ago *Falcon* still ranks as one of the best flight sims around. Responsive controls and truly realistic sound make it a must.

Their Finest Hour - Lucasfilm / US Gold

Lucasfilm's recreation of the Battle of Britain features the option to play Luftwaffe or RAF fighting over the southern area of England. Includes a mission builder as well as campaigns.

Battlehawks 1942 - Lucasfilm / US Gold

Lucasfilm's first venture in flight simulation, *Battlehawks* depicts the battles of the Pacific. Play American or Japanese pilots in

AIRCRAFT



bombing, fighter and torpedo missions.

BOMBING

Battle of Britain - Lucasfilm / US Gold

If you're not into the fighter missions you can always attempt the

bombing missions as a Luftwaffe pilot. Fly the Heinkel He 1-11, Dornier and Stuka dive bomber as you attempt to destroy targets on the south coast of England.

F-19 Stealth Fighter - MicroProse

The simulator of the most advanced bomber ever which featured heavily in the Gulf War. Fly your bird over enemy territory and bomb vital targets.

HELICOPTER

Gunship - MicroProse

Despite its age *Gunship* is still the most comprehensive helicopter combat game available. With two objectives in every mission and a wealth of enemy hardware you'll need all your skills!

Thunderhawk - Core Design

Featuring ultra-smooth 3D, *Thunderhawk* was the first simulator to be written by Core. You control a futuristic helicopter and must venture into the war zone over a series of missions.

from Digital Integration and *Gunship* from MicroProse.

Fighter Bomber allowed the player to control several planes and although it looked relatively impressive, it was fairly basic compared to the like of *Falcon* and *Interceptor*. The 3D was poor and updating was slow and jerky.

Much controversy surrounds *F-16 Combat Pilot* as it did not receive the acclaim it so rightly deserved. Now that it has been released on budget, it seems to be

selling by the bucketload. As a simulation, it was extremely realistic with limitless mission directives as well as weather options and the chance to fly night missions using infra-red, a feature sadly neglected in previous flight simulators including *Falcon*.

MicroProse came to the front with *F-15 Strike Eagle I and II* as well as *F-19 Stealth Fighter* which was a huge success though its main drawback was the amount of keys needed to fly the damn thing.





Meanwhile, the ground war was hotting up with *M1 Tank Platoon* from MicroProse, *Silent Service I* and *II* also from MicroProse and *Team Yankee* from Empire. The only true simulations of tank warfare were *M1 Tank Platoon*, *Team Yankee* and *Sherman M4* from Loriciel, incorporating arcade elements to make the products more sellable.

A different approach was taken by Lucasfilm under US Gold with their releases of *Battlehawks 1942* and *Battle of Britain* which have become firm favourites among simulator fans. Both depicted World War II planes,

Battlehawks 1942 simulating the battles over the Pacific between the USA and Japanese air forces and *Battle of Britain* simulating just that with aerial conflicts between the RAF and Luftwaffe.

Unfortunately, *Secret Weapons of the Luftwaffe* failed to appear on the Amiga, which certainly was a tad suprising.

World War I had been neglected until fairly recently with the releases of *Red Baron* from Dynamix and *Knights of the Sky* from simulator masters MicroProse. *Red Baron* was dismally slow and the updates unbearable but *Knights of the Sky* was reasonably successful.

The next major release was from the guys who wrote *Falcon* and was entitled *Flight of the Intruder*. Featuring a natty two player link up option, it allows you to fly two planes - the F-4 Phantom and the A-6 Intruder in night and day operations over Vietnam. *Flight of the Intruder* took the top position in the Super League's Flight Simulator section and has stubbornly remained there ever since.



So what about the future? Has the Amiga reached its pinnacle in simulations or will future releases be even bigger and better? It looks pretty promising.

MicroProse are set to release *B-17 Flying Fortress*, *Harrier* and *A.T.A.C.*, and Domark has *Harrier Assault*. DI are to release the much-awaited *Tornado*. The skies are looking very crowded for Amiga simulator buffs!



Battlehawks 1942, written by Lucasfilm, depicts the battles between the Japanese and American Navy Air Forces over the Pacific in such epic confrontations as the Battle of Midway and Guadal Canal.

LAND



TANKS

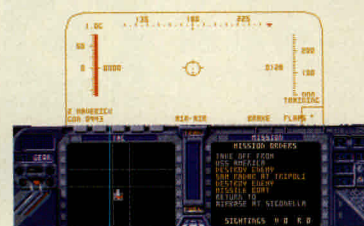
M1 Tank Platoon - MicroProse

Although fairly old, *M1* still stands as one of the best tank games to date. You control one of the M1 tanks in a platoon who must venture out and destroy the enemy platoons and other military targets.

Team Yankee - Empire

Although not as good as *M1*, *Team Yankee* is still an excellent tank simulator featuring sprite objects and a 3D map. It offers a good combination of tactful thinking and mass destruction of the enemy forces.

Know your bird and treat her well



One of the most important features of a flight simulator is the realism, which begins inside the cockpit. Decent cockpit visuals are essential and many simulators have fallen by the wayside due to their lack of graphical originality. From top to bottom and left to right are the cockpits of the best: *Battlehawks 1942*, *Battle of Britain*, *F-16 Combat Pilot*, *F-19 Stealth Fighter*, *Falcon* and *Flight of the Intruder*. Impressive, eh?

SEA



SUBMARINE

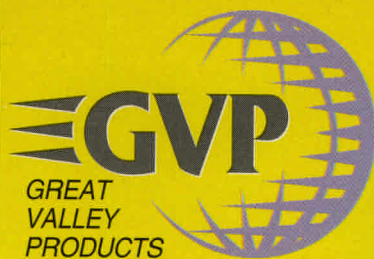
Silent Service II - MicroProse

The *Silent Service* games were the first to tackle submarine warfare with some competence. Graphically, *Silent Service II* is very atmospheric with an easy-to-use interface and with plenty of missions, it offers lots of long term appeal.

WARSHIPS

Dreadnoughts - Turcan Research Systems Ltd

Dreadnoughts is the latest of the *Battlescape* series and depicts the battles of World War I. Data disks include the Bismarck scenario and the Russo-Japanese war.



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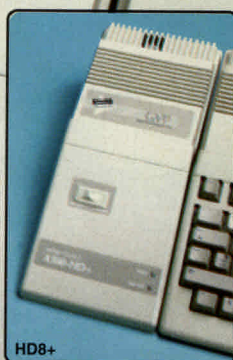
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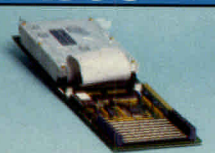


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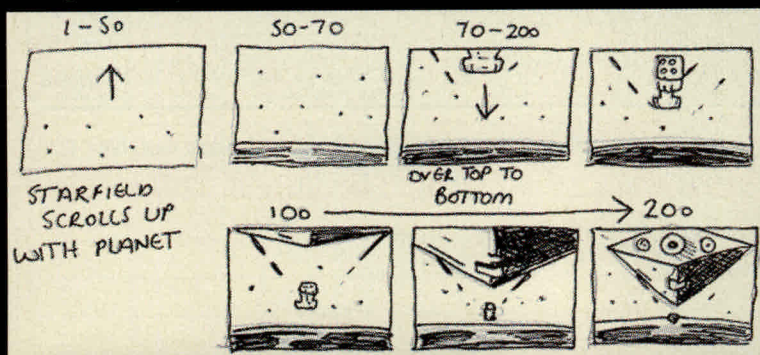
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THE WORLD OF ANIMATION

If you're seriously thinking of entering into the PD world you're gonna need a little help especially with animations. Here's a simple guide for those of you who may feel a little daunted at creating your own anims...

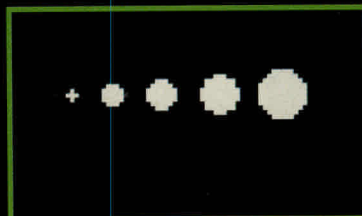
Due to the many requests on animation we've received, we have decided to give you a simple run down of what exactly goes into creating an animation of the high standard most Amiga owners expect from PD libraries (although most are of a very poor quality). We take the *Star Wars* anim created by Amiga Action as an example and take you through the storyboard, drawing and anim phases you would use.

Below: The first stage of animation creation is to design a storyboard so that you can visualise your anim before actually working on the computer.

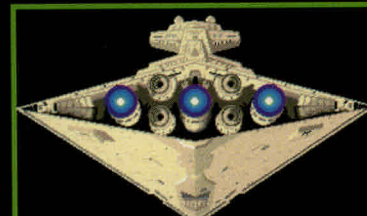


1 The first and obvious thing to do is decide the subject of your animation. It's best to draw a storyboard as this helps to visualise the finished piece before touching the Amiga. In our example we have used *Deluxe Paint IV* as our art package.

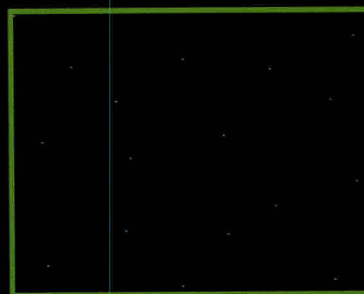
2 Animations are built into layers. The *Star Wars* anim uses 6 layers of animation and these are the starfield, planet, small ship, large ship, lasers and explosions. You must therefore decide which layers come first so



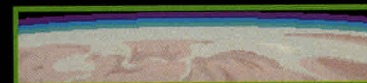
EXPLOSION BRUSHES



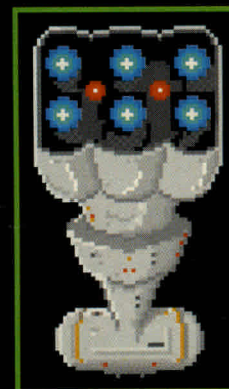
IMPERIAL STAR DESTROYER



STARFIELD



PLANET TATOOINE



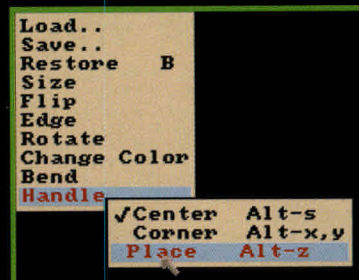
REBEL BLOCKADE RUNNER

that you can render (draw) them in order – if we had rendered the small ship before the large ship it would have been totally covered up even though the small ship appears first. You must plan your layer sequences correctly.

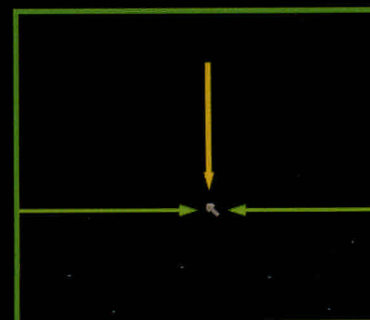
3 Using your 'layer order' you should then begin creating your elements. The first in our case is the starfield, easily achieved by placing white pixels randomly around a black background. We then set the frame amount to 200 (this depends on memory) and grab the entire starfield as a brush.

Moving to frame 1 we set the brush handle to the top of the brush and paste it down at the bottom of

the screen so that it cannot not be seen. This then sets the start position for the starfield. Selecting **Animation/ Move** we enter the values so that the starfield scrolls onto the screen (altering the y axis in the requester) over 50 frames of animation. You can test your animation by previewing first instead of drawing. The starfield layer is now complete.



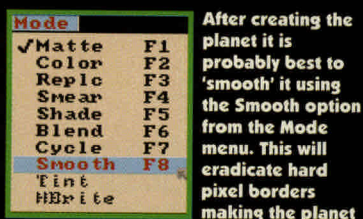
Select the **Handle/ Place** menu option on Brush so that you can move the handle to the top centre of the starfield brush. This will allow you to place it off the screen so that it can scroll up.



The brush should be placed below the screen so that it cannot not be seen. The green arrows indicate the top of the brush and the yellow arrow indicates the direction you should push for it to disappear completely off the screen.

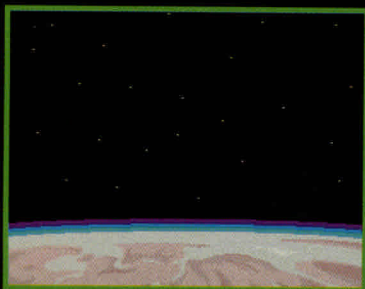
4 Using the scratch page, we then draw the planet at the bottom of the screen smoothing it using the **Smooth** option which makes the image less pixely. Grabbing the entire screen including the planet as a brush we once again set the brush handle to the top of the element and paste it at the bottom of the screen on frame 1 of the animation so that it cannot be seen. Using the exact move values as those for the starfield we render the planet in over 50 frames.

We now have a starfield and planet that scrolls onto the screen over 50 frames of animation.



After creating the planet it is probably best to 'smooth' it using the Smooth option from the Mode menu. This will eradicate hard pixel borders making the planet

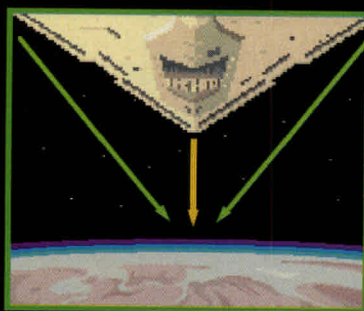
look more hazy. You can do this by grabbing a planet sized brush, selecting Smooth and then placing it over the planet and clicking on the mouse button.



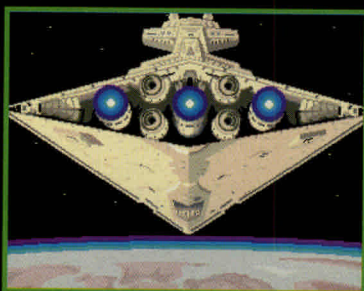
Here we can see the planet and starfield together. Both scroll up at the same rate to occupy the entire screen. This adds a film intro quality to the animation. An intro is important for this reason.

5 Next we must create our large ship, a Stardestroyer. Because the large ship needs to appear over the sides of the screen on the finished anim to create a feeling of size, we have to draw it at its smallest size and then render it in reverse as we cannot unfortunately draw a picture bigger than the screen size.

Once the ship is drawn, it is pasted in the centre of the screen as a brush and then animated in reverse so that it zooms out of the picture to the top of the screen growing in size at over 100 frames

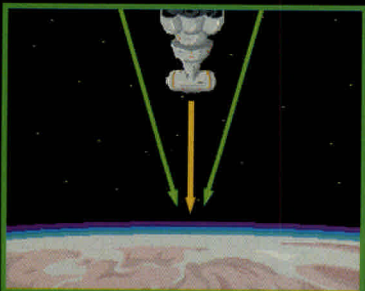


Here we can see the start of the Stardestroyer at the top and its final resting position at the bottom. This is the result we get when we play the animation. When the Stardestroyer appears it gives the impression of size as it has been magnified from the original brush.

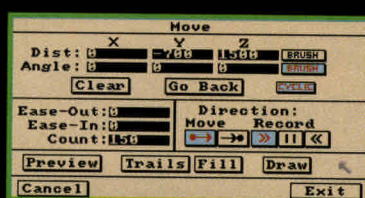
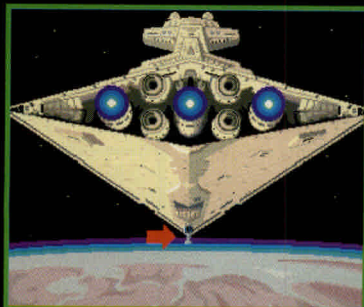


starting on frame 200, as the anim is drawn in reverse. When the animation is run it appears from the top and shrinks into the distance.

6 We can now design our smaller ship using the scratch page. Once this is done we can grab it as a brush and set the brush handle to the bottom, pasting it down at the top-centre of the screen so that it cannot be seen. Using the move requester we set the smaller ship so that it shrinks into the distance. It is rendered over 130 frames starting, at frame 70. This gives it time to appear before the larger ship.



Here we can see the start and end positions of the small ship. As it is drawn over the frames, the larger ship appears. The small ship is drawn over this which is exactly the result we require.



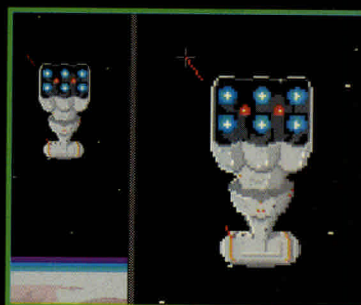
Using the move requester we must position the small ship to the top of the screen and then animate it downwards and into the distance.

7 We now have a starfield and planet that scrolls onto the screen followed by a small ship zooming into the distance followed by a larger ship. Timing is an essential part of decent graphic work. In the *Star Wars* anim the major problem was getting the Stardestroyer to appear at just the right time in relation to the smaller ship. All we can recommend is practise. It took us a fair time to get the animation running correctly.

8 The lasers can be drawn now. This is done using the line tool with a single pixel brush. A small line is drawn, the frame is advanced and the next line is drawn in relation to the first.

The explosions are created with a series of differently sized circles which are then placed over the impact points frame by frame growing in size and then decreasing to nothing. When the animation is run these look like quick flashes. The *Star Wars* anim took about four days to complete which isn't really bad. Practise makes perfect so keep trying and read the *Deluxe Paint* manual as it makes for a competent reference.

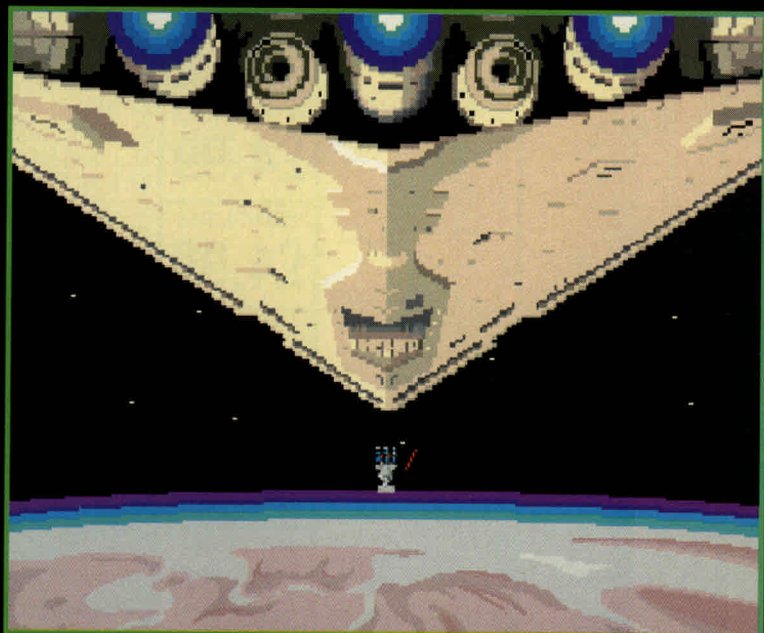
To get your animations into PD you will probably need a cruncher to make the anims smaller as well as an animation player. These can easily be found in PD libraries or on the Amiga Computing disks. If you can afford it we would definitely recommend you try and get yourself a hard disk or at least 2Mb RAM expansion. If your animations are good enough we may even consider putting them on our coverdisks! And that certainly can't be bad!



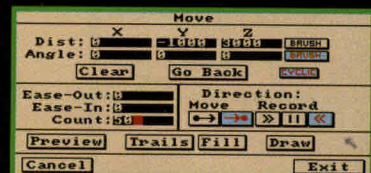
We can use the Magnify option to draw in the lasers. Make small lines with the line tool, increment the frame and then draw another line from the last position and so on until the impact point.



You can also add text to your productions to make them look more professional. You can then animate them off or on or into the screen using the move requester. You can even push them into the screen using the Z axis, if you like.



Here we see the finished animation with all the layers finally rendered. It does take time to create animations of this standard but *Deluxe Paint* is extremely helpful and can perform most of the functions for you. Try smaller anims to begin with and once you have grasped the basics try to copy the one shown here.



Placing the Stardestroyer at its final position, we select the move requester and type in the values for the ship to come out of the screen. As this is the opposite way to which we want the ship to travel we must render it in reverse.



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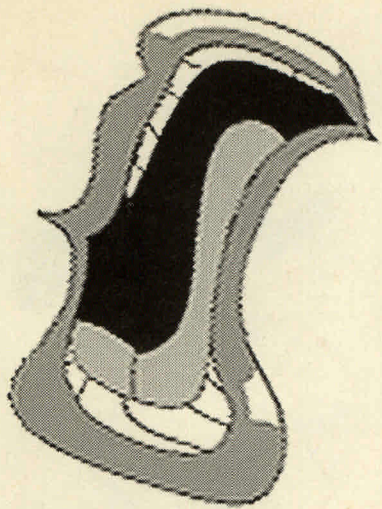
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Wanted...

Firstly I would like to congratulate you for producing such a brilliant magazine. I would also like to congratulate Lucasfilm for devising such brilliant adventure games. I own every Lucasfilm adventure, apart from one, *Maniac Mansion*.

Being an old game, I have had great trouble in trying to track it down. I was informed at one time by a mail order company that it was going to be re-released. Is this true? If so, when? If there's anybody out there who has the game (and would like to sell it for a good price) or anyone who knows where I could purchase the game, I would be very grateful if you could contact me through Amiga Action. Thanking you in anticipation for all your help.

Stephen Bartle, Clifton.

The Big Match...

Being an avid reader of Amiga Action and quite a few other Amiga specific publications, I read with great interest your review of the otherwise highly acclaimed *Sensible Soccer*. A score of 78% is, when compared to other AA reviews, a very low percentage. A few friends and I regard *Sensible Soccer* to be the best Amiga game around. Here are a few reasons why:

- 1: The depth of the presentation is second to none, giving the player an opportunity to play with a number of instantly recognisable teams and players.
- 2: If you get bored with the provided competitions, you can either customise the exiting ones or design your own.

3: The playability isn't hugely superior to that of *Kick Off II*, but *Sensible* is a lot more accessible to the beginner.

Maybe you didn't recognise the potential of *Sensible Soccer* when you reviewed it. I'm quite sure that if you spent a little extra time with it, you'd regard it just as highly as the rest.

C Jackson, Maidstone.

When the review copy of Sensible Soccer arrived, we played it solidly for two days before we made our decision. We've also played it a fair bit since we reviewed it and I'm pleased to report that our opinion hasn't changed. Every member of the AA team agree that it's the second best soccer game (some reviewers at Europress Interactive swear by it) of all time and yes, the accuracy and variety of the provided teams and competitions is commendable.

At the end of the day, however, we still return to Kick Off II, even after three years of play (including the original Kick Off, of course). Kick Off II takes a while to 'get into' and an age to master. We still, for instance, score goals which are entirely different to any other goals which have been scored in the past three years. That's what makes it such an accurate representation of the real thing.

So, we don't dislike Sensible Soccer, we just don't rate it as highly as Kick Off II. If we're still playing it in three of four years time, we may think differently.

Kicked Into Touch...

These days it's hard to find computer software shops willing to indulge in a 'try before you buy' policy, due of course to the swarms of kids who take advantage by playing all the latest software all day for free.

Consequently we rely on magazines such as Amiga Action to point us in the right direction - spending £25 on a load of rubbish is no joke.

To be relied on, you have to be reliable, and unfortunately you're way off beam with your review of Domark's *European Football Champ* in your July issue. Bear with me while I point out a few inaccuracies (there

were ten, but they themselves are very inaccurate, so we're not printing them all - Ed.)...

1. The screenshots are not from the Amiga version. In fact, they bear absolutely no relation to the Amiga version. For a start, they look quite good.

2. Your review said "even the zoom facility is here, so when something exiting happens, the camera moves in on the area of interest". Nope, there isn't a zoom mode.

3. Your review said "A single press of the fire button produces a low, fast kick, while a double

click lifts the ball high". There are no double clicks.

4. Your review said "The goalscorer runs to the touchline and gleefully accepts the crowd's cheers". No he doesn't. He and his teammates run in circles until the replay cuts in.

5. Your review said "There is a fair bit of humour in EFC. The fat referee frequently lands on his pot belly and the cameraman are always being knocked senseless by stray shots". Nope, sorry. The referee is not fat, hasn't got a pot belly and never does anything as interesting as falling down.

STAR LETTER

Shopper's Paradise...

I have purchased your magazine from issue one and you'll no doubt be pleased to hear that I still own every single copy.

I don't normally write to computer magazines unless I feel really strongly about a certain subject. On this occasion, I'm writing about people who needlessly complain about high software prices. In fact, I cannot understand the logic of the people who continue this argument.

Are they completely stupid? Most go down to their local computer store and shell out on average about £30 on a single piece of software. Have these people never been to a computer show? Or have they seen the prices offered by mail order companies of which you advertise in abundance?

I visited the Fifth International 16 Bit Computer Show on the 14th February 1992 and picked up some incredible bargains. I purchased *Flames of Freedom* (RRP £35, released Nov '91) for £10 and *Flight of the Intruder* (RRP £30, released May '91) also for £10. In fact, I purchased four titles on one stall, and because I paid

with cash, the supplier deducted a further £10 from the total amount.

All of the games were originals, complete with full documentation and I worked out that I made a saving of well over £100.

I also use mail order companies on a regular basis and normally receive a first class service. However, my favourite mail order company, Legend Software, appear to have seemingly stopped taking orders.

So, here's a message to all you whingers. Use these places, that's what they're there for. Games need not cost an arm and a leg, so shop around for the best prices and you'll definitely be pleasantly surprised at what you can pick up.

Julian Boss, Cookley.

While it is usually possible to pick up software at reasonable prices, you'll generally find that most bargain buys are dated titles.

Mail order companies will usually knock a few quid off their latest wares, but you'll have to be prepared to wait a few months to buy software really cheaply. It depends on how well the game sells.

Needless to say, there aren't any cameramen to get knocked senseless, either.

6. Your review said "The (Snip! - Bored Ed.)"

There are other inaccuracies, such as the description of the tournament option, but I think I've made my point.

Luckily I managed to try out the game before parting with my money, and you can appreciate how grateful I am that I didn't fork out £25 on the strength of your review.

Clearly, Domark have moved the goalposts, if you'll pardon the pun, and their conversion has omitted all the good, interesting bits from the Taito coin-op original.

But surely your job as reviewers is to point this out to us, not print a review clearly based on the coin-op or else an early spec from Domark which bears no relation to the product on the shelves.

I appreciate that because of your deadlines you sometimes have to review early versions of games, but surely you should make this clear in your review, not mislead the public, however inadvertently, into thinking this is what they get.

Your one and only weapon in the Amiga magazine war is your reliability. If people trust you, they'll buy your magazine - and they clearly do, or you wouldn't be Britain's best seller. You mustn't betray that trust.

Peter Black (appalling smartarse).

What a huge pile of complete and utter pump! Here are a few reasons as to why you may have written such a load of total and utter drivel:

1: The game demonstrated in the shop wasn't European Football Champ at all.

2: You obviously can't play games.

3: You're blind.

4: You were desperate to get into the world's biggest selling Amiga games magazine and although you've succeeded, you've made a total prat of yourself.

5: Appalling smartarse? Appalling dumbarse.

Less PD Please...

Although I have owned my Amiga for one and a half years, I only began reading Amiga Action in January, attracted by the excellent reviewing system, the excellent coverdisks and the stunning cover artwork. However, I feel that both the covers and the mounted disks have started to deteriorate.

I am referring, of course, to the inclusion of Public Domain software on your disks. PD

STAR LETTER

Title Troubles...

I trundled into my newsagent the other day, just as I always do when the new issue of Amiga Action is due out on the shelves and to my sheer horror, I found that the logo colours had been drastically changed.

There's nothing wrong with that, of course, but I felt as though the baby I'd been buying from issue one had completely lost its identity. I'm generally a stick in the mud and I don't like change. Please revert back to the old logo and make one reader at least, very happy indeed. Apart from this huge cover change, the other improvements within the magazine are a lot less subtle. So please keep up the good work!

Wayne Carson, Bradford.

We didn't decide to change the logo overnight, I can assure you. It's something which the whole Amiga Action team discussed time and time again.

We changed the logo in such a way as to attract new readers, but not to alienate our loyal followers. That's why we changed the colour and not the shape.

games are trash and have about as much lasting appeal as a dead hedgehog. The idea of coverdisks is to let readers experience the gameplay style of new games and not to give away PD software which could be bought for next to nothing if anybody really wanted it.

It would be much more useful if you could give away demos of games which received high percentages in the magazine, as these would complement the review.

Although this letter is quite critical, I do enjoy reading Amiga Action (usually, anyway!) and I wish you could improve the standard even more than you have done.

M Dowler, Preston.

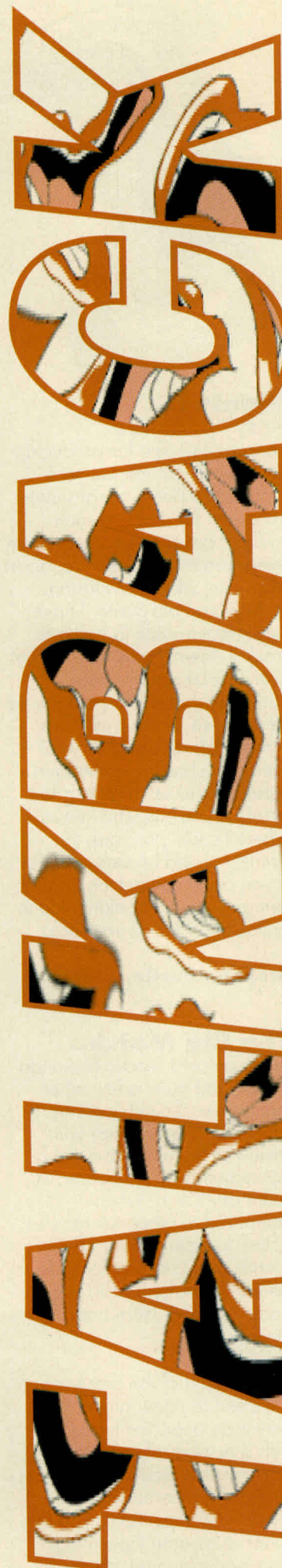
The response to us putting Public Domain software on our coverdisks has generally been very good and we'll probably be running some more soon.

If we could put plenty of the latest and best games on our coverdisks we most certainly would, but unfortunately, there aren't that many playable game demos available. We have to ask the software companies specifically to create the demos for our magazine and usually the games are so far into development that it's very hard for the programmers to create cut down versions.

Anyway, to suggest that Public Domain software is unplayable isn't fair and we've had a number of letters complementing our decision to include such games. If anybody else has strong feelings on this subject, please write in. You could win yourself the software prize of your choice, so don't forget to include the name of the game you'd most prefer.

Send your letters to:

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the opposition's flag and replace it with your own within the time limit, and do so without being stabbed in your tracks, you can say hello to your new fort and whistle Dixie to the homeless enemy.

This is superb in one player mode and stupendous as a two player confrontation. Even then, the loser will come away with a big grin - it's so exhilarating taking part!

Alan.



ERIK

ATLANTIS

£7.99

A pretty straightforward, production line platform affair which blatantly steals ideas from games such as *Rainbow Islands* (hidden goodies, etc.) and *Rick Dangerous* (hidden and unexpected obstacles).

Guide Erik, a Viking-type fella, through twenty-eight levels of scrolling mayhem, shooting or avoiding an endless barrage of nasties and obstacles. There are plenty of jewels to collect to make some serious cash and loads of power-ups to buy from the sparsely scattered shops.



As semi-cute platform games go, *Erik* is fun, but ultimately far too simple. It tries in vain to be *Rainbow Islands*, but after the first few levels, some seriously hard-to-avoid hidden obstacles (spikes, arrows etc.) appear, which have obviously been slipped in to make it more challenging. All they really do is make this a bit more frustrating and far from fun to play.

Pete.



SPIKE IN TRANSYLVANIA

CODEMASTERS

£7.99

Looking very much like a dated 8-bit program, *Spike* is a typical arcade adventure which is not too dissimilar to the *Dizzy* collection. Needless to say, *Spike* is dead easy to get into. The puzzles are so simple to begin with that it's fairly difficult not to become instantly absorbed.

All the puzzles I've come across so far have been object based, so it's a simple matter of



finding an object and deciding whereabouts to use it. The main objective however, is for Spike the Viking to rescue his captured friends. The baddies mindlessly roam around and so avoiding them is a matter of luck. *Spike* is good fun, though, but maybe a little too simple.

Pete.



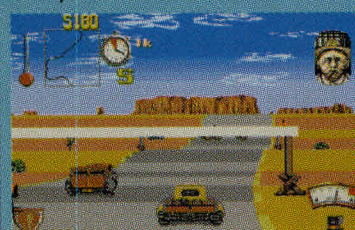
MOONSHINE RACERS

G.B.H.

£7.99

This chase game was released by Millennium about a year ago and its release was completely overshadowed by *James Pond* and *Horror Zombies*.

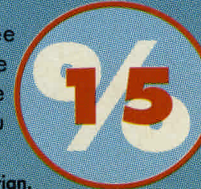
After a brilliant intro sequence my expectations were raised for a nicely decent racing game featuring funny characters and fast action. How wrong I was! This comes from the very same programmers who ruined *Chase HQ* for Ocean, so if you've played that you'll know pretty well what to expect here.



Your aim is to trundle through 15 stages delivering moonshine to bars along the route whilst avoiding the police and various other road hazards. If this had been a fast game it may have been enjoyable but what we have here is slow and very tedious.

If you see this in the shops, glance away or you will regret it.

Brian.



NARC

THE HIT SQUAD
£7.99

Every so often, or more often than not as the case may be, the Hit Squad produce the most sickeningly crap beat'em-ups available. *Renegade* is probably THE prime example, although I've never subjected myself to every offering. Their shoot'em-ups are usually of a good standard, so when given the opportunity to review *Narc*, I obliged, half expecting something relatively decent.

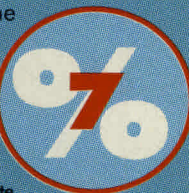
How wrong could one man be. This has to be the second worst



budget game I've ever played (after *Renegade*). Graphically, it bears little resemblance to its arcade counterpart, while the playability is repetitively poor.

If you spent more than £20 on this, please accept my deepest condolences. If somebody offers you money to take it away, grab the cash and burn the disk in a wild orgy of naked dancing.

Pete.



NARCO POLICE

G.B.H.
£7.99

Saying this creeps along at a snail's pace, may upset a few snails. But that's the big problem with *Narco Police*, it's just so teeth-grindingly slow.

As the title suggests, you're part of a crack drugs team, which must infiltrate and destroy a massive narcotics centre. The viewpoint is directly behind your character, so the rest of the play area is displayed in 3D. As you progress down the tunnels, security guards, wall mounted guns and other such ferocities must be taken out with your



chosen weapon. To add a little strategy to the proceedings, you can alternate between members of the team and communicate via special computer terminals.

A suitable atmosphere is created due to the instant appeal of the 3D graphics. If it was less sluggish and more responsive I'd recommend it, but as it stands, it's just too damn slow.

Pete.



POPEYE 2

ALTERNATIVE SOFTWARE
£7.99

Well, what can I say about this one, apart from the fact that it's based on that lovable sailor named Popeye, his lover, Olive Oyl and his old foe Brutus. That, I'm afraid, is the most interesting part of the review over, 'cos once you've gotten over the fact that it's based on such a great cartoon character the fun ends.

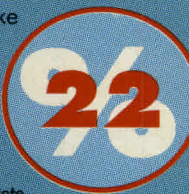
Guide Popeye up a progressively scrolling menagerie of platforms, avoiding various obstacles. These obstacles vary, but in typical platform game



fashion, you can fully expect to see plenty of falling objects, disintegrating floors, dodgy ladders and plenty more. As well as taking Popeye to the top, to ultimately rescue Olive Oyl, you must also defuse a few bombs and collect a number of objects to make it past certain characters.

Sounds good... but it's dead dull.

Pete.



SOOTY AND SWEEP

ALTERNATIVE SOFTWARE
£7.99

Right on! Prepare yourself for the adventures of one of TV's greatest double act. Yes, having achieved near legendary status on the box, Matthew Corbett's fun-loving glove puppets are ready to make their debut on your Amiga.

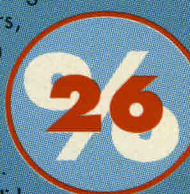
Sooty and Sweep bring you not one but two mega games with which to while away the hours. Both come with a two-player option and include changeable skill levels. The main game sees the dynamic duo searching their



house for a number of items that Matthew has carelessly left lying about. The idea behind the action is to uncover all of the objects in an allotted time period. The second game is snap in which you must match up revolving reels.

Sooty and Sweep might appeal to younger games players, but apart from its novelty value it's not really worth bothering with.

Nick.



ACTION COMPETITION



WIN A ST GOOD ME



START



Primitive life has never had it so good. Yes, Soundware's *Ugh!* sorta brings Flintstone fever to your computer. While ravishing women whistle for your services and greying elders hobble about impatiently, *Ugh!* is the latest and oldest taxi service for you to operate.

But hold on one second! What's this? Well a big 'Wahey!' for Soundware who are offering, in conjunction with Amiga Action, one stupendously splendiferous Sega Mega Drive, if you can help Ralph, the prehistoric cabbie, complete his journey. It's a taste of *Ugh!* for you to savour.

So what's the idea? Well, all you have to do is guide Ralph through the maze to set up a romantic encounter with his nameless girlfriend. Simply draw a line from Ralph to his girlfriend and make sure that he doesn't pass through any obstacles, such as walls!

It sounds simple, and yes it is, so we'd also like you to think up a name for Ralph's gorgeous other half who's currently wandering around with absolutely no identity whatsoever. The most humorous name will undoubtedly take the honours, so please try to make sure that it's slightly funny, at least.

We must receive your entries by the end of October 1992. Any which arrive after this date will be torched and submitted to a dark, deep pit. So, whatever you do folks, don't delay!



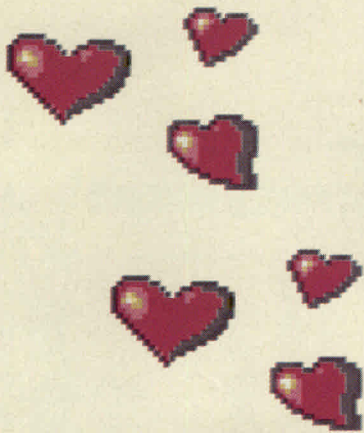
FINISH

Send to: Amiga Action,
Mega Stonker Compo,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

WIN WIN WIN WIN W

ACTION COMPETITION

ONKINGLY GA DRIVE!



**My name for Ralph's girlfriend
and wife-to-be is:**

.....

Name

Address

.....

.....

**Photocopies accepted if you don't want to
cut your mag.**



**P.S. Have you remembered to enclose your
solution to the maze?**

☐

Please tick here if you do not wish to
receive any promotional material

IN WIN WIN

MONKEY ISLAND 2



PART 2

Welcome back to Amiga Action's complete *Monkey Island 2* solution.

This, the final bit, covers parts 3 and 4. Last month's issue contained the first two parts, so if you missed out, order your back issues now, and rid the world of Ghost LeChuck for the second time in your illustrious career...

Part 3 - LeChuck's Fortress

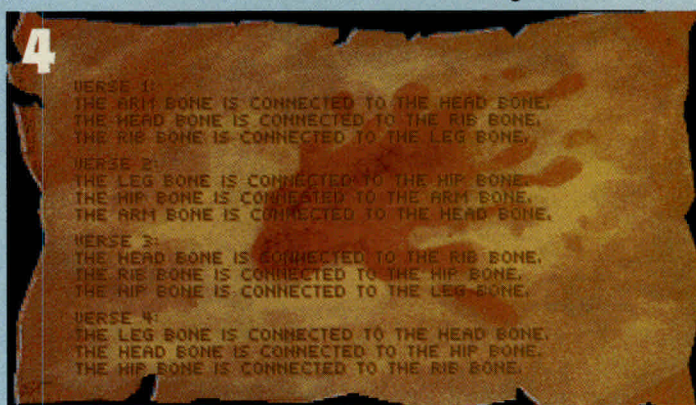
(1) Once you enter LeChuck's fortress, walk along the path to the right and keep walking right (through the front tunnel and NOT the back tunnel) until you get to the dungeon. Talk to Wally (3) then go to all the signs (2). Look at the spit encrusted paper (4) and write down the lyrics of each verse (actually, don't bother writing down the lyrics if they're the same as the ones featured in the screen shot). Now enter the back tunnel through the right

side and look at the first verse (it's possible that what is said may differ between versions, but look out for something along the lines of "Arm connected to head, head to rib and rib to leg").

If you look at the first three parts of the verse in order, they should read arm, head and rib. Find a statue that matches that description (i.e Arms on top, head in the middle and rib on the bottom). Push it and walk into it (5). Do the same for the next three verses.

Eventually, you should end up at a huge door (6). Open it and take a stroll through. Get the key (7), whereupon you will be captured by LeChuck and horribly tortured. Now use the crazy straw on

the green drink. Spit once towards the pan (8) at the bottom and twice at the shield on the right hand wall. By now the spit should have extinguished the flame. If not, try spitting elsewhere. For a laugh, just wait for a while and do absolutely nothing. Open the Juju bag to discover a box of matches. Now light a match (9)...



small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

small tips

OK, so you can't progress past a certain position in some game or other and you're a wee bit afraid to admit it. Never mind, eh? Simply cast your beady eye over the following Small Tips and all - well, plenty anyway - will be revealed. And remember, my game busting comrades, if you know anything sneaky about a recently released game, drop us a line to gain instant fame and fortune.

Psyborg

To start the ball rolling, here we go with the complete set of level codes for Loricel's Psyborg. Simply enter the codes in the usual manner.

ANACREON TERMINUS

1: N/A
2: 1610
3: 1510
4: 1704

KRYPTON

1: 7564
2: 5027
3: 5269
4: 7235
5: 4794

TRANTOR

1: 6619
2: 7672
3: 6765



KALGAN

1: 0413
2: 9411
3: 6855
4: 9591
5: 4269

KALGAN

4: 0218
5: 9336
6: 3704
7: 4970



Part 4 - Dinky Island

(11) The explosion at LeChuck's Fortress will catapult you to Dinky Island (10), an area never before explored by Guybrush in either adventure. Once there, look at the welcome sign (12). Go to the still, pick up the martini glass, use it with the ocean to fill it with salt water and then use it on the still to purify the water. Open the barrel and get the cracker. Talk to Herman but don't bother to answer his questions. Give the cracker to the parrot (he'll give you the first direction). Take the bottle from the water and pick up the crowbar which can be found near the barrel and crates. Now enter the jungle.



Find the pond and pick up the rope (it's loosely tied around the box). Open the box with the assistance of the crowbar (13) and take the dynamite from inside. Find the tree with the bag hanging from

it, use the bottle on the tree and use the newly-broken bottle on the bag (14). Pick up the box of cracker mix and use the glass containing the distilled water on the mix. Go to where the parrot said to go



MONKEY ISLAND 2

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ZORGON

- 1: 4640
- 2: 4412
- 3: 2436
- 4: 8883
- 5: 5564
- 6: 1902
- 7: 4425

SOL

- 1: 3610
- 2: 2349
- 3: 3482
- 4: 2613
- 5: 7292
- 6: 2022
- 7: 4425

Rubicon

To activate a number of cheats, pause the game by pressing the Space bar and type in: THE REAPER. This will automatically activate the infinite lives cheat and give you the ability to select your favourite weapon by using the keys F1 to F7. To recharge your weapons, jab F10; while pressing the L key with the game paused will enable you to skip levels.



Pang

This absolute classic has just been released on budget, so if you haven't got it yet, buy it now! To celebrate its release, here's the cheat. Type in: WHAT A NICE CHEAT on the map screen. If everything has gone according to plan, the screen should turn purple and you'll be able to start on any level you like!



small tips

Project X

To update our player's guide which we published a couple of months ago, here's a small tip which makes the second end-of-level guardian a tad easier. Make sure you've got a couple of homing missiles and the side shot. As soon as the guardian appears, move to the utmost top right hand corner of the screen and stay there. Keep your finger on the fire button until the guardian fizzles out and dies. Oh, and don't worry if it strays a little close, you're completely safe!



Jaguar XJ220

On the sound select screen, choose the sound FX and select radio. This will cause the scenery to travel at twice the speed, yet the actual speedo remains the same. Thanks to Bri of GB and Amiga Action for that one.

Apidya

Having problems with this fine shoot'em-up? Fear not! Simply type one of the following codes into the title screen to access the various levels:

MISSHONEYBEE
DEPUTYOFLOVE
SNEAKPREVIEW

To view the game's end sequence, type in: SHOWCREDITS and press return. Many thanks to David 'The Bone' Miles of Marwood.

MONKEY ISLAND 2



Now go to the first-aid room and take Dad's head (20). Open the drawer and take the syringe (don't try this at home kids!). Then examine the waste paper

Once you hit the ground find the light switch (just to the right of the very middle of the screen. Use the switch to illuminate the room. LeChuck will appear and try to banish you with a voodoo doll (19). When you reappear LeChuck will try again. When he stops doing it so frequently go to the storeroom and get a bottle of root beer, a Kewpie doll and a balloon (21).

(head East from the pond to the dinosaur). If you get lost and stumble across a public telephone (15), pick up the receiver for a little - unrelated to the storyline - fun! When you've found the sculptured dinosaur, give the parrot another cracker and note his directions (head north to the pile of stones). At the pile of stones, give the parrot your final cracker and take down, memorise, or simply read what's in the following brackets (head due east from the rocks to X). Do as the parrot says and you should stumble upon the X (16).

Use the shovel on the X. Now use your final match on the unlit dynamite and

then throw the lit dynamite

into the hole (17). After a

few dramatics, you'll find

yourself in a large crater

(just as you were when you

started the game). Use the

crowbar on the rope. Use

the rope in the twisted metal

at the top of the hole (18).

Now Governor Marley will

arrive, but the rope will

snap.



basket to discover a pair of gloves. Find the room with the Grog machine and use the balloon and gloves on the helium tank. Then use the coin return slot on the Grog machine. Now wait, and when LeChuck comes into the room he'll bend over to grab the penny. Quickly pick up LeChuck (22). This will cause Guybrush to take his underwear. (Note: some scenes may be unsuitable for children or the easily offended...).

Make your way to the elevator, press the CALL button. Go into the elevator and use it a couple of times. Eventually, LeChuck (minus undies!) should appear at the lower level. When the doors open he will try to use the doll on you. Just use the lever and his beard will get caught in the closing doors (23). When the doors open again, get the beard. After having explored the ever familiar side street, go back down to the lower level and look for LeChuck. When you find him you must be very quick. Give him the clean white hanky that Stan gave you. He'll use it, give it back to you and zap you.

When you reappear try to use Dad's skull, the hanky, the doll, the under-wear and the beard scraps in the Juju bag. Now you'll have a voodoo doll pulsating with power. Find LeChuck and use the hypodermic needle on the doll. LeChuck will leave, so follow him and use it again. Use all the selections given (for fun). If you rip off the doll's leg, you win (24). And that my friends, is that. You've beaten the game. Now prepare yourself for a very weird, but equally fantastic end sequence, which finally reveals the whole truth behind the Secret of Monkey Island...



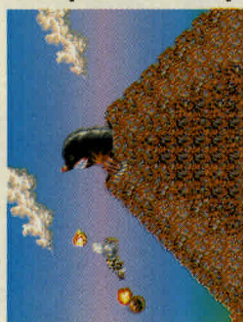
MONKEY ISLAND 2

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Push-Over

Thanks to Brian Sharp (again!) for the first 50 level codes of Ocean's latest puzzler. Enter them in the normal way.

1: 00512
2: 01536
3: 01024



4: 03072
5: 03584
6: 02560
7: 02048
8: 06144
9: 06656
10: 07680
11: 07168
12: 05122
13: 05634
14: 04610
15: 04098
16: 12290
17: 12820
18: 13856
19: 13314
20: 15362
21: 15878
22: 14854
23: 14342
24: 10246
25: 10758
26: 11782
27: 11270
28: 09222
29: 09734
30: 08718
31: 08206
32: 24590
33: 25103
34: 26126
35: 25614
36: 27662
37: 28174
38: 27150
39: 26638
40: 30734
41: 31246
42: 32270
43: 31758
44: 29726
45: 30238
46: 29214
47: 28702
48: 20510

The following 50 levels will be published next month

Keep 'em coming in!
Send your cheats, tips
and solutions to: GTGA
Small Tips, Amiga
Action, Europress
Interactive Ltd,
Adlington Park,
Macclesfield SK10 4NP.



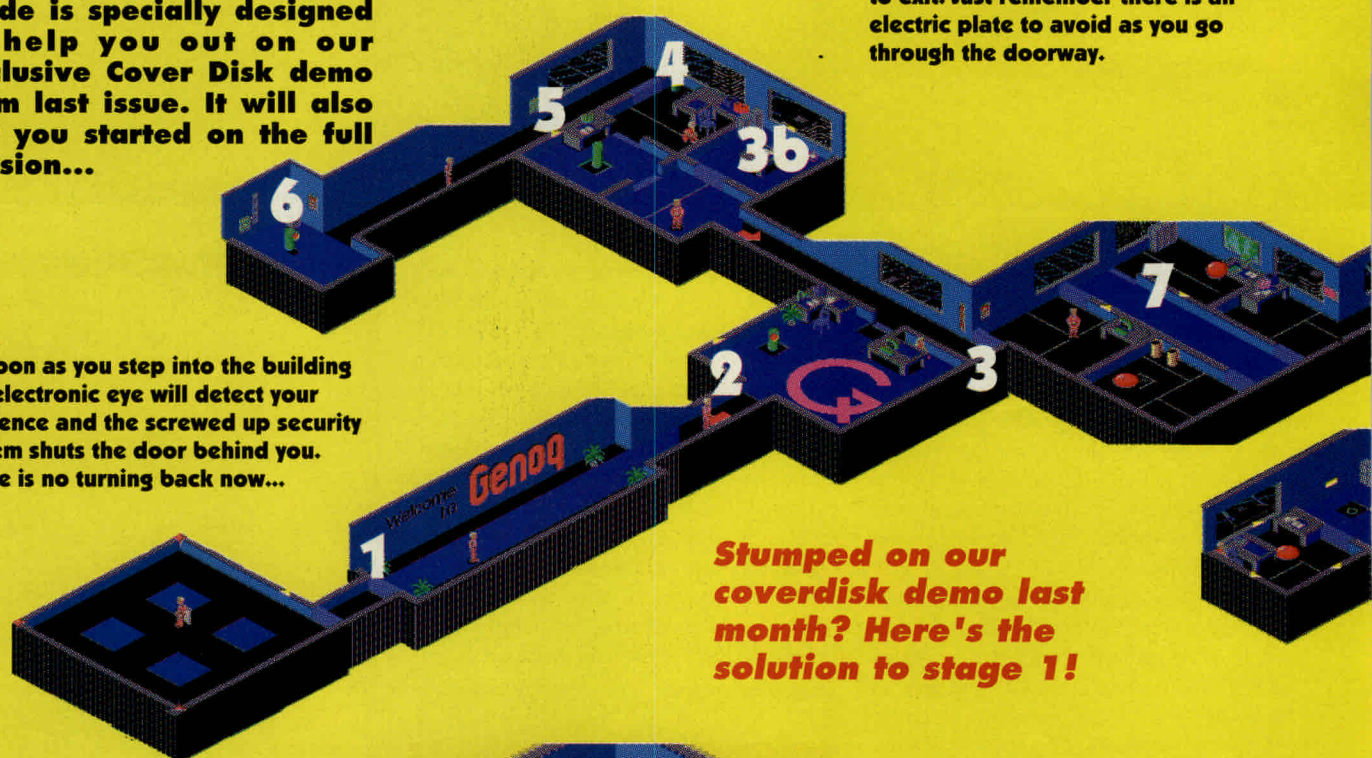
Who'd have thought that a game where you control a courier could be such a classic? If the real world is as dangerous as this I'm never going to become an employee of Red Star! This guide is specially designed to help you out on our exclusive Cover Disk demo from last issue. It will also get you started on the full version...

As soon as you step into the building the electronic eye will detect your presence and the screwed up security system shuts the door behind you. There is no turning back now...

Switches that look like this need keys to open them so you'll have to search elsewhere on the level for a security key, the number of the key you want will be displayed when you try to use the switch. The key for this particular bit is situated in the next room (location 3b). Collect this and advancing will be simple.



The switch to this door is totally hidden behind a wall. Go to the room where the key was found and shoot the wall near to the entrance, eventually the door will open and you'll be able to exit. Just remember there is an electric plate to avoid as you go through the doorway.



Stumped on our coverdisk demo last month? Here's the solution to stage 1!

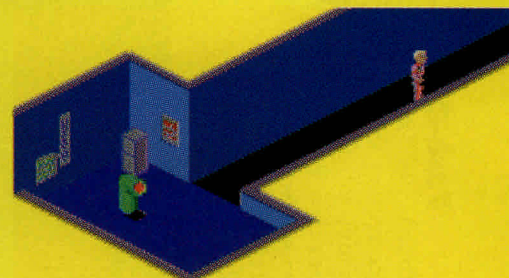
The security guards are fairly simple to avoid at this stage of the game but beware, they do get a lot faster later on. To turn this one off simply run over to the yellow switch on the wall and push it. You can now safely wander over to the other side of the room and talk to the receptionist. It doesn't matter what you ask.



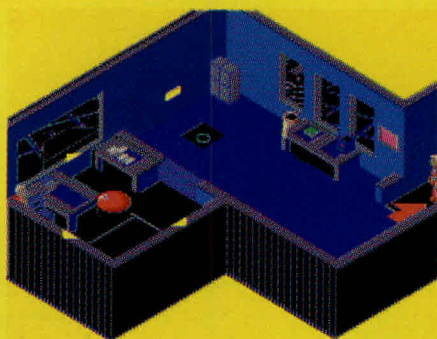
Run down the corridor and then pause to wait until the security guard isn't watching you, run right around the back of the guard and shoot one of the cabinets out of the way before collecting the grenade box hidden behind it. Now run out of the room as quickly as is humanly possible to avoid getting shot to pieces!



Up to this point you've had to perform your various tasks completely unarmed but wandering behind this desk will soon change that. A laser gun lies partially hidden behind the table and when you pick it up it'll be yours for the rest of the game. Just don't get too trigger happy as you can shoot the hostages by mistake.



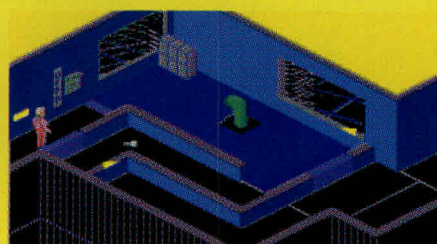
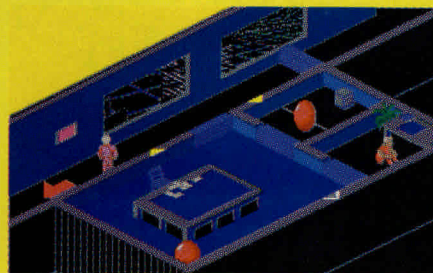
7 The best way to secure this room is to block off the generators as quick as humanly possible. Open the first door with the switch and kill the A-gen immediately across the corridor. Now run down to the other end of the room and kill the other A-gen. You can now access the computer safely before progressing to the next room.



8 Hidden in the wall is another electronic eye. If you cross this then you'll make the security guard appear and you'll be hard pressed not to lose a life. So shoot the eye before you progress into the room. Watch out as the A-Gen will keep hitting switched making the guard appear also. Make sure that you talk to the hostage before rescuing him to gain an extra life for your troubles. Now head back to location 8 on the map...

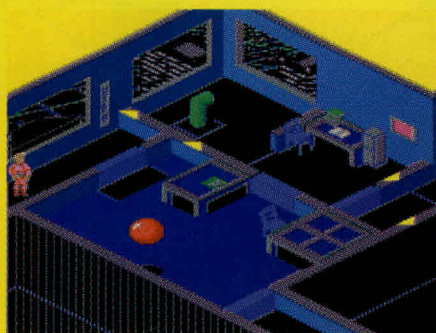


9 Kill this A-Gen before you open the door to rescue the hostage. If you don't then there is a possibility the A-Gen will bounce across and kill him instead. Remember to kill the other A-Gen before any of this is attempted (or it could get hectic!)



10 Don't bother to shoot the A-Gen on the other side of the laser barrier. If you just stand where it can see you then there is a good chance that it will hit the laser barrier killing both adversaries in one foul swoop.

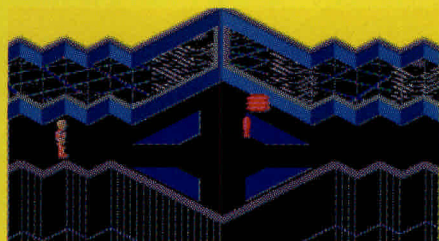
11 Before you even think about getting this key run around the corner and hit the button directly below it on screen. This will open the door next to the key which will make it possible for you to successfully negotiate the room without dying.



12 Timing is the only way you'll get through this room. Stand as close to the laser barriers as you can and as soon as the closer barrier moves past, run! And don't stop running or you'll undoubtedly get killed.



13 There isn't really any point in going through this door unless you want to gain a couple of extra lives and rescue some hostages. If you want to go there you'll have to perform some natty rebounding tactics with the laser, use this to hit the switch near the exit and then run down to avoid being crushed by the closing door.



14 This hostage is fairly difficult to rescue if the laser barrier still remains. Edge your way towards it and make sure that he is as close to you as possible. When the barrier goes past run across quickly. If you timed it accurately enough the hostage won't die and an extra life will be yours!

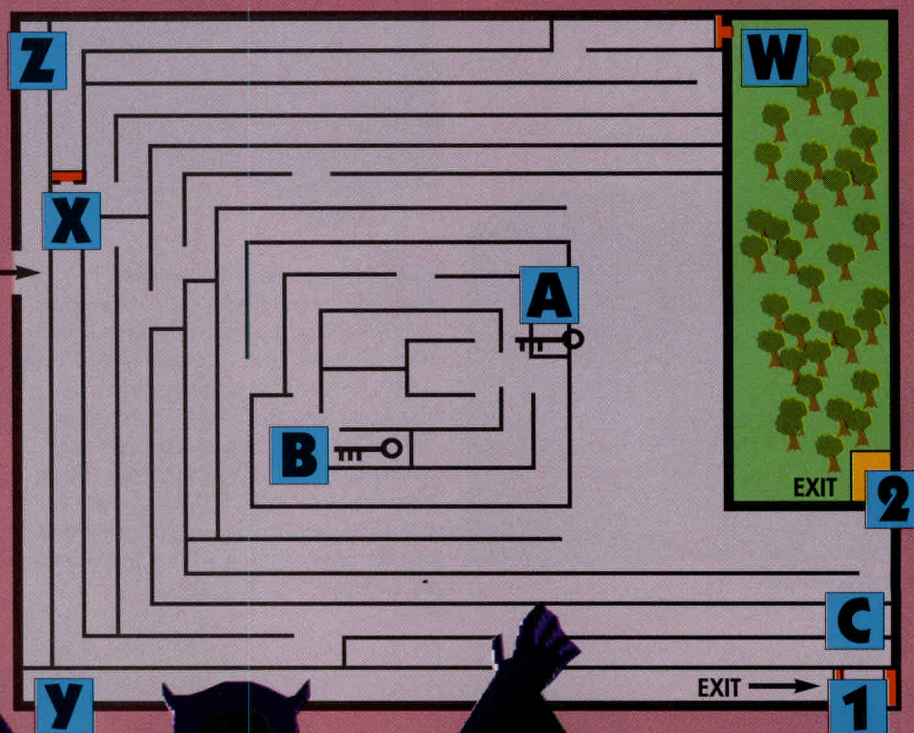
Now simply exit the level using the tube at the top...

D/GENERATION



Oops! We promised you this one last month, but the eagerly awaited *Monkey Island 2* solution had to take priority, I'm afraid. Anyway, better late than never, I suppose. So, here we go with the second and final part of Domark's sensational *Shadowlands* guide. This month we take you through levels 6-13.

Level 7



Switch C opens wall Z.

Key A opens door Y.

Key B opens door X.

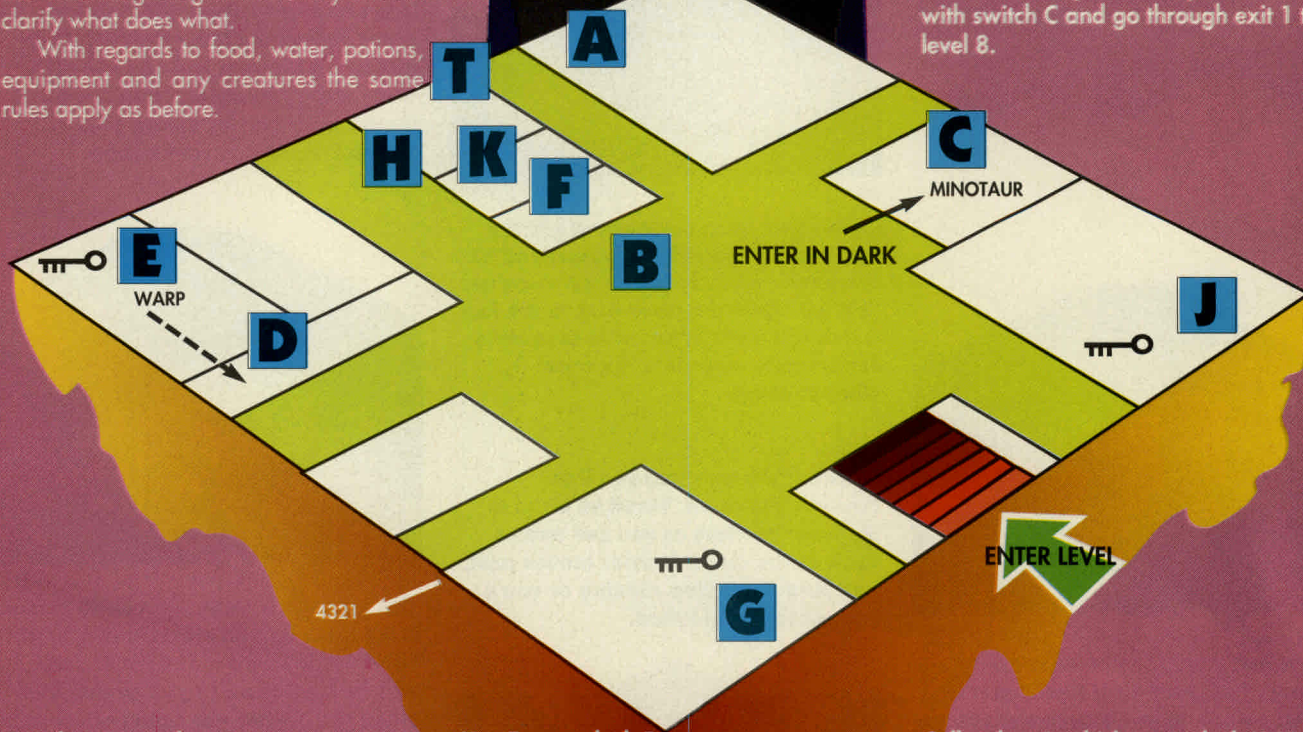
Lock W is opened by the key at the end of the "Egyptian".

Collect both keys (A+B), open the wall with switch C and go through exit 1 to level 8.

Level 6

There are a number of keys and switches which open doors anywhere in the level. The following diagram and key should clarify what does what.

With regards to food, water, potions, equipment and any creatures the same rules apply as before.



Switch A opens door B.

Key C, found in the chest, opens door D.

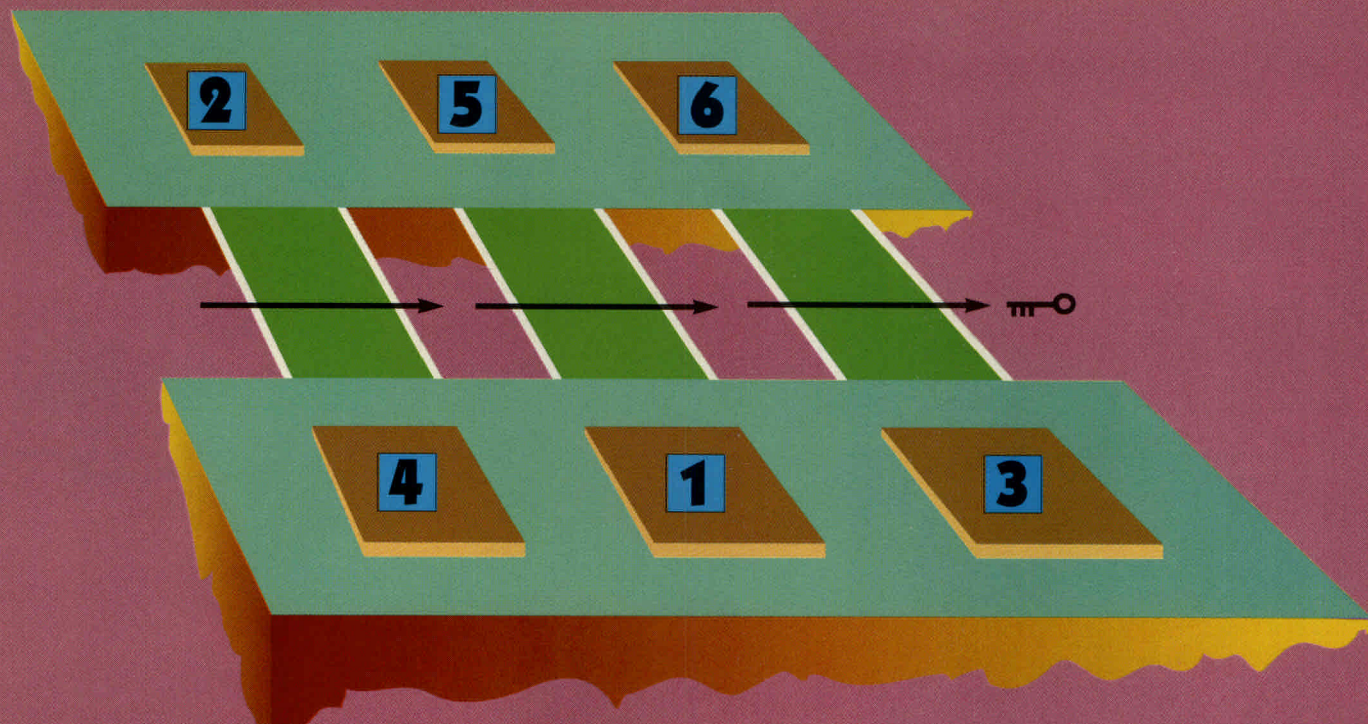
Once through door D, throw fireballs down the corridor until key E appears.

Key E opens lock F.

In order to collect key G use the switch combination 2-4-3-1 (in quick succession) to gain access to the room. Key G opens lock H.

Collect key J, which opens lock K. You will need an empty chest to solve "I am 1, act like 6".

Exit the level via the teleporter T, to enter the next one.



Level 8

Throw three coins at the fountain at the end of the long corridor (past the Sarcophaguses). Come back to the double doors near the entrance and press the secret switch near them. Now press the next secret switch in order to enter the "Zodiac Room". To get the key you need to place two men on each pressure pad in the following order:

- 1: Capricorn
- 2: Aquarius
- 3: Pisces
- 4: Aires
- 5: Taurus
- 6: Gemini

Your key collector can walk one step further each time a switch is activated without getting teleported.

Collect the key and go through the double doors. In order to solve the "Sacrifice Puzzle" stand one figure with no items at the end of the passage. Now have a second character throw a fireball at him. The fireball will explode inside the Altar and the doors will open. Exit through these doors.

Now fireball into the teleporter created by the secret switch "Send and appropriate sacrifice". But be careful! If you mistime the fireball it will reappear behind you.

Walk the characters carefully around

the pits (the switches do nothing) and push the secret switch in the alcove at the end of the passage (with snake and torch). Now enter the shop. Do not buy the third item. Exit the passage.

"Read the hieroglyphics" - light all the decorated walls by walking around them. Eventually the keys you require will appear. All four keys must be collected in order to open the next series of rooms.

"Send me your champion" - operate the three switches and send your best fighter through the door. Leave all his items behind ("Travel light") and walk him over to the switch. He will teleport beyond the Axe. Now press the secret switch, enter the room and kill the minotaur using the torch. Collect the chest (which should, and more than likely will, contain two keys). One will let you out. Kill the other minotaur (also with a torch). Put the two spare keys in the two locks by the steps. This will create a teleporter back in the

"Send me your champion" room.

Now reunite your characters via the teleporter, and collect the chest in the secret room beyond the steps. Go down the steps and if everything has gone

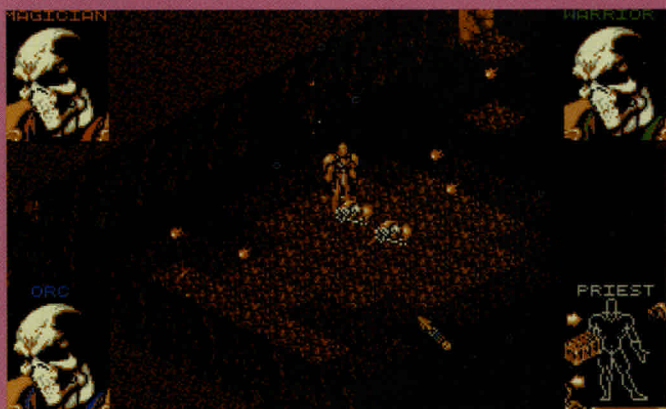
according to plan and you've followed our tips correctly, you should be able to enter level nine. Now turn the page and discover how to finish the game.



A quick trek across a seemingly uninhabited field soon results in the death of three party members. Sneak behind trees to defend your party from steamin' fireballs.

SHADOWLANDS

SHADOWLANDS



Things are seriously hotting up now – literally! In fact, only one party member remains even remotely intact. We advise you to save your game position as often as possible, if you want to have any hope of finishing *Shadowlands*!



A small cheat enabled us to reach this point from the very start of the game. If anybody knows how to activate this cheat, drop us a line so we can throw your letter in the bin and sneer at it! (It's part of our new mean image).



Use the chessboard to copy the switch pattern and lead your men in formation in order to operate the four switches simultaneously. Throw a lit torch down into the pits in order to open the next doors ("Light falls"). Now extinguish both torches in order to open the next doors. Send a fireball into the rightmost teleporter to close the pit and open the wall. Go around to "Fire Straight". Fireball straight over the pits. Eventually two teleporters will appear. Go into them and warp over the pits.

Level 9

Read sign X. It will teleport you.

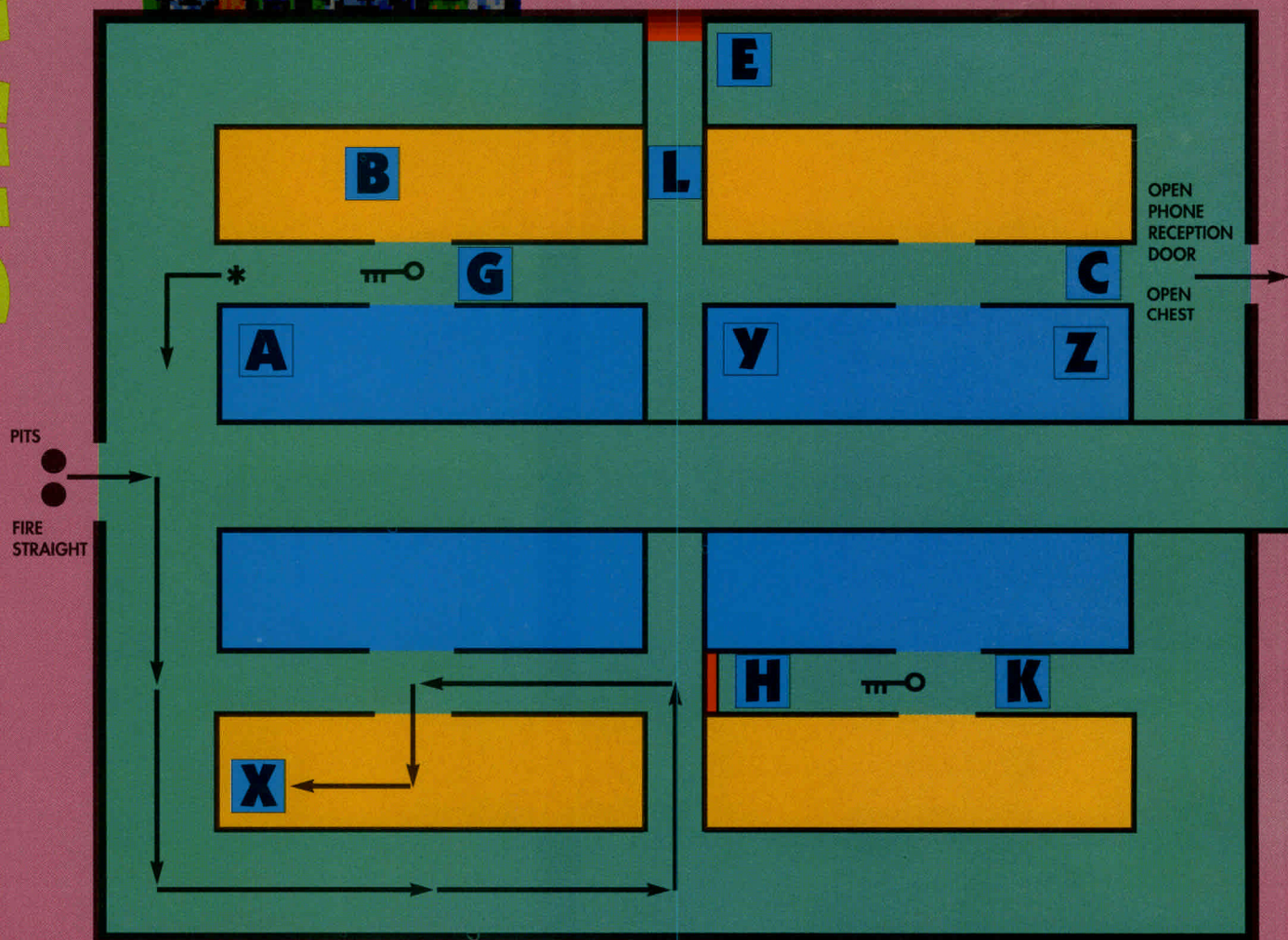
Try and read all the signs you encounter as they can move you around: X - Y - Z - A - B - C.

Key K opens lock L.

Key G opens door M.

*Teleport out and go around again to H.

Exit through E to level 10.



SHADOWLANDS



Kill the 2 anubises, collect the keys and exit into level 11. And you thought this game was hard, eh?

The diagram illustrates a closed-loop control system. A central blue rectangular block represents the plant. A feedback path, shown as a black line with arrows, starts from the output of the plant, goes up, then right, then down, and finally left to the input of the plant, forming a continuous loop.



Violence is the name of the game in System 3's great fighting adventure. The levels do take a fair amount of brain power to work out so with our help you will need to worry no longer. The manual with the game tells you how to complete the first section so we'll start at the Norse legend bit...

Maelstrom - Gateway to the North

Unfortunately you start this level armed with nothing more than your fists. Stand your ground and an axe-wielding Viking will run towards you, so time your kicks and when he dies the axe will drop. Collect and use it to kill any more Vikings that head your way - I found that the upper cut works wonders.

(1) Continue to run back and forth on the ship - don't stand still for too long as you'll probably get struck by the lightning - and wait for the bird to take off. Now follow the bird's flight path and when it get low enough chop at it with the axe. If you hit it a coin will drop, so collect this to complete the level.



The Forests of Nidhogg

Select the axe as soon as you begin then run and chop the goblin that runs towards you, pick up the dagger that it drops and select it. Now run right and throw daggers at anything that crosses your path - remember to collect any



daggers that you are awarded.

After a while you'll come to a lady in distress **(2)** tied to a burning stake. Run past and collect the flaming torch. Use this torch to kill the flying ghouls that appear from above and after a while they'll retreat. The girl will now reward you for your troubles by turning into a sword (well weird, if you ask us!)

Continue along the level killing the beasties with your daggers and eventually you'll come to a large dragon. Select the sword and wait until the dragon breathes fire **(3)** at you. Jump over the flames and chop the shoulder - leap back out quickly before you get your head bitten off. Repeat this until a cut appears on the dragon's shoulder.

Now stand at the back of the screen and throw daggers into the open wound (ouch) and the level will be complete.



Asgard - Domain of Odin

Using the axe, proceed upwards chopping the heads of any plants that appear - also try to kill a small dragon to get a plentiful supply of daggers. When you reach the first drawbridge select your daggers, jump onto the overhead platform and lob your daggers into the eye of the skull.



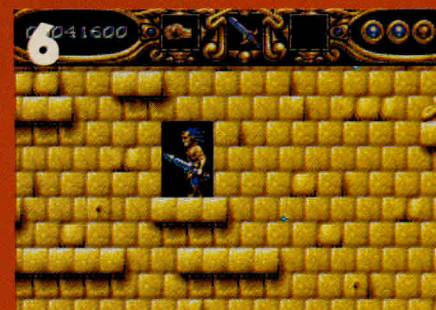
Climb down and kill the guard using your daggers **(4)** and be sure to collect any extra energy when he dies. Now climb right back to the top once again and repeat the same process for the second drawbridge. Thor will now swoop down and whisk you off to do battle with the all-powerful Odin.



Select the axe and stand on the far left of the screen. When the dragons appear, kill them **(5)** and collect the daggers. Next up you'll have to fight Thor. Watch which platform he lands on and (unless it's the bottom one) unleash some daggers into his feet from the next lowest platform. When he is dead, jump to the top platform and pile the rest of your daggers into Odin's face.

The Valley of the Kings

Use your sword to kill the snakes that you find and stand on the centre platform of the level, a door will open behind you **(6)** and you'll enter a new section. Run to the right avoiding all hazards that appear, proceed slowly as some of the traps are activated by underfoot panel (a la Barbarian 2). When you reach the far right, collect the Eye of Horus, then head



back outside (left) avoiding the traps once more, if you can.

Jump up to the left and upwards, kill any snakes that block your path and head across the top of the pyramid to the right, fall down and stand as far to the right of the last platform as you can (you'll be stood at the edge of the screen) after a few seconds another door will open taking you inside another section.



Run along to the right once more avoiding similar traps (7) to those previously avoided until you reach a seemingly dead end. Walk along and a door will open, so go through it. Continue to the right once again and when you reach another dead end repeat the same tactics as before.

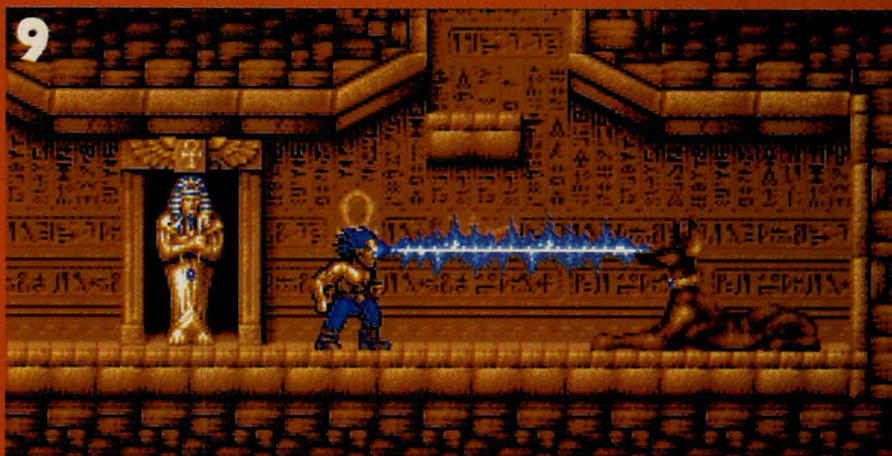
Chambers of Anubis

Select the sword and run to the right, kill one of the guards to receive the Ankh, and jump over any other foes that come your way. Smash open the trophy type thing with your sword and pick up the energy



bonus before continuing to the right.

Fall down the first hole and go left to smash two more trophies (8) (don't bother killing the mummies that get in the way - just jump over them). Collect the two pots inside the trophies and run right. Don't climb up the hole just yet, continue eastwards and jump over the spikes and you'll find another trophy to open.



Now return to the hole you fell down and climb all the way up, past the middle floor. Select the Eye of Horus as your weapon and wait for the guard with helmet to appear, shoot him with the eye - be aware that using this weapon reduces your energy supply!

When the baddie dies he'll drop the helmet, so collect it. Now smash open the other trophy to the right.

Climb down to the middle floor and head left back to the start, select the Ankh and stand in front of the Ankh symbol on the wall. Your energy will now get replenished.

Run all the way over to the right and kill the guard with a staff using the eye. Anubis lies waiting for you on the far right.

Duck down under the Ankh symbol on the wall, select your Ankh from the inventory and when Anubis has fired, stand up and quickly select the Eye of Horus. Fire at Anubis and after a few seconds of a laser beam (9) he'll die and drop a piece of treasure, pick this up and you'll be able to jump high enough for the platform overhead. Continue upwards and exit the level.



Tomb of the Pharaoh

This level is fairly simple when you know how to do it. You need to have the four pots from the previous level, so when you are confronted with four platforms positioned next to pots, all you have to do is place the correct pot on the correct platform. (10)

These are the positions each pot must be placed into:

- Blue - top left
- Green - bottom left
- Anubis - bottom right
- Pharaoh - top right

When this is done successfully all four pots will be on fire, so proceed to the right. When you reach the Pharaoh don't panic when the laser beam fires (11) because it won't hit you. You'll now be able to fly so shoot just behind the eyeball whilst avoiding the fireballs. Eventually the Pharaoh will explode.



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Boggit's Domain

Time to see what's festering in Boggit's house as we take a stroll and discover why he's now become a hard case.

Well first the good news – I've finally got a hard disk. The pile of games which I couldn't play without the use of this item had become so large that I felt I really had to grit my teeth and spend some of gold which I've been saving under my cot. It's a GVP Impact Series II disk and happily it was a simple 'plug in' and boot. My only problem was that the connector on the side of my Amiga was already being used by the Action Replay cartridge which I use to take screen shots. Luckily I was able to buy a special connector from Datel which lets you plug two things into the single output (only twenty pounds to you sir!) If you ask Datel's technical support whether it works with any hard disk they will tell you that they only recommend you try it with the official Commodore's A590 drive, but I can tell you that it also works with the A500-HD drive from GVP as well.

Unfortunately that is the end of the good news. I think all of the wicked things I did in my youth are finally catching up with me and my brain is beginning to go soggy. This month I seem to have become stuck in a host of games and can't seem to make progress in any of them. Perhaps, just for a change, someone can help me out.

In *Black Crypt* from Electronic Arts I have come to a grinding halt on Level 10. Blocking my progress is a magic force field at position 9,27 which my mage is incapable of removing with his Dispel Magic spell – presumably because he cannot cast a spell at a high enough level. I did find a Scroll of Dispelling on this level, but I seem to have used that on some other force field and now it has gone. My problem is that both my save games are after the time that I used the Scroll, so there is no way of restoring a point when I still

had it. Does this mean that I can't go any further? Surely I don't have to start the whole damn game over again? My brain hurts just to think about it and believe me I am not pleased!!

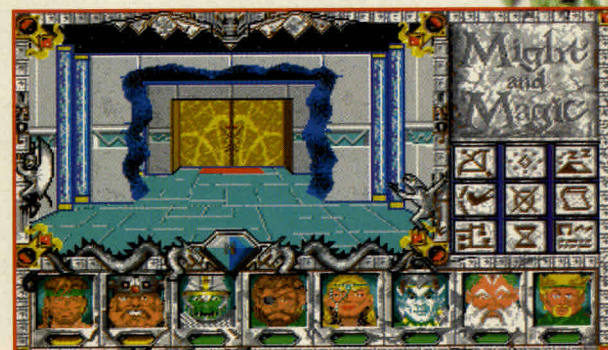
I have also come to a bit of an 'insanity gap' in *Monkey Island II*. I thought I was doing really well until I came to the Pirate Spitting Competition. I thought that years of spitting in the face of monsters would have made me an ace at 'gob-glooping', but in this game I can't seem to get my hero to do more than dribble down his stupid chin. However I've decided to read a few game reviews from a few other Amiga mags and that's sure to make me spitting mad. *Monkey Island II* is even better than its predecessor and it seems to go on for ever. I think there is no doubt that Lucasfilms now reign supreme in the graphic adventure genre with poor old Sierra coughing in the dust behind them. I have seen bits from the next *Indiana Jones* adventure and that looks good enough to surpass all that we have seen so far from Lucasfilms. Look out for *Indy's* return in September. (By the way, check out this month's GTGA for the rest of the solution to *Monkey Island III*! – Ed.)

I then decided to forget about my troubles and give *Rise of the Dragon* from Sierra a bit of a thrashing, and was doing wonderfully until I came to a halt up to my neck in rats and sewage beneath Jonny Qwong's house. Having managed to blow open the electrical panel, I can't for the life of me figure out how to use the circuit tester without getting 2000 volts up my robe. It didn't make me feel any better when in the next post I received a letter from a reader begging me to give him the answer to this puzzle as he knew I would certainly be able to crack it.

In *Eye of the Beholder II* I was also having trouble finding the six mirror shields in the Azure Tower, until some saintly human from the Amiga Action Team sent me some maps which helped me out.

Now I've moved into Medusa's lair and I'm lost in the damn maze. Isn't life a bitch?

The 'very nice man' from the front office also sent me the hint book for *Might and Magic III* and I was flabbergasted to see that it was 238 pages long. I decided to nip down to the Compost heap where I had previously chucked the game's disks and



Boggit changes his mind about as often as he changes his socks (Phew-ee! – Ed.), but having discovered that you can 'boot down' walls and find large areas which he foolishly missed on his first journey through *Might and Magic III*, the old misery guts now seems a little better disposed to this huge RPG.

give it one more shot. With the book's help, and the essential addition of a hard disk, I felt I might get some sense out of it. A few hours later I've got to admit that the game is better than I first thought. I don't take back my main criticism that it is unplayable without a hard disk, but there certainly is a huge game hiding



behind the awkward front panel. I confess that part of my original problem was that I didn't realise you could 'boot down' the barriers which block your passage in the first town. Once you do this you will discover the dungeon beneath the city and the magic mirror that enables you to travel around the world. Things seemed a lot more interesting after that. I still think the graphics are nothing like as wonderful as all the reviews would have you believe, but if you have a system which can cope with the game's size then it is worth playing.

BOGGITS TIPS

Eye of the Beholder

There are times when my bad temper pays off. Only last week I was stomping up and down the corridor on the first level of Temple Darkmoon in the *Eye of the Beholder II* smashing everything I could find because I was in a bad mood and guess what I found? Hidden behind one of the black but statues is a secret button. If you

press the button a corridor appears which leads to a room with three transporters. Turn right into the first transporter and you will be whisked off to another room

with large skulls adorning the walls, and three alcoves each containing a gem. Put all of the gems in the alcove in the southern wall, and a further secret passage is revealed. Pass through the door at the far end of the passage and you will find bottles of potions, a lightning bolt scroll, a copper key, a magic wand, plus another strange gem. The name of the gem is the 'Troplete' Seed. Now all clever races would immediately realise that 'Troplete' is an anagram of 'Teleport', but no doubt it will take humans a little longer before the copper coin drops. Return to the Skull room and place the gem in the pit which sits in the middle of the room and you will create a magical Teleport which will take you

This evil character is what's waiting for you in the final confrontation in *Eye of the Beholder II*. Prepare yourself for a very 'interesting' event when you finally dispatch the high priest of Temple darkmoon.



back to your starting point. Not bad for a display of foul temper eh?

I suppose I must give some grudging credit to a certain Glen Smith from Norfolk who gave me a tiny nudge in the right direction for this wonderful piece of information, but then I would have found it myself anyway. Oh yes I would!

Ishar

Now here is a game which seems as if it has been custom-built for the Boggit - a French RPG!

Ishar - Legend of the Fortress comes from a French company called Silmarils and on the box there are quotes from rival magazines boasting, 'Much better than *Eye of the Beholder II*' and 'Simply the best of its kind'. Hmmm...

Well far be it for a simple forest creature like myself to take issue with human reviewers, but that's a load of tosh! There is nothing terribly wrong with the game, it's just that it is the same old ingredients tossed up into the air and been left to fall into the box in a slightly different order. What we have is a sprawling landscape dotted with small houses containing the obligatory inns, blacksmiths and training schools. There are also innumerable heroes and monsters standing like statues amidst the forests and bushes waiting for you to blunder into them as you desperately try to plot some kind of path through a maze of bushes and rivers. I felt quite sorry for some of them as they must have been standing around for days as I went round in circles cursing the genius who put a map in the game, but omitted to include any method of determining where you are on it.

It is very difficult to get your bearings and although you may see a building just a few moves away, you can still get completely lost simply getting to the front door. Stomp around in the forests long enough and you will find purses of gold just lying around waiting for you to spend an evening finding them. Now you can search for a hut and pay some decrepit psychiatrist 1000 gold pieces to tell you that your party is well balanced.

Very little about the game's controls are obvious. All the usual things are there, but few of them can be used without reading the manual. The 'big deal' which both reviewers and the game's authors go on about is the interaction between your own team. Fights and disagreements between team members can supposedly make your life difficult if you don't handle the different races with consideration and sensitivity. Well no doubt there is some of that old nonsense going on in the background, but it's nothing to get excited about.

A French RPG has been sent to Boggit for his view of its capabilities. You would think that the French would have known better than that!



The game looks like a cheap version of *Might and Magic III*. Unfortunately, it's nowhere as good as that, but at least it's playable on a floppy drive. As for *Ishar* being better than *Eye of the Beholder II*, I think I will just put that down to the ravings of a drunken journalist.

BOGGITS MAIL BAG

Lugging a sack of mail through the woods is no fun. It can even be damaging to your health, if the person you are delivering it to happens to be an irascible little horror like the Boggit.

Infocom's Puzzlers.

I hate to write and ask for help, but I'll do it because you have an excellent sense of humour, (you really got me with your comment about a 'thousand French monkeys' recently). In the *Hitchhiker's Guide to the Galaxy* how do you open the toolbox which comes from the speedboat? It must be very obvious because it says that you can't open it with your hands, so I tried using every other part of my body. (Oh no, things are about to get rude! - Boggit.) In the *Leather Goddess of Phobos*, how do I solve the angle problem of King Midas? P.S. Are you the same person who used to write in the Computer and Video Games magazine, called himself 'The Fiend' and walked about with a bag on his head?

Joeki Piel, Holland

Somehow the picture of a Dutchman using every part of his body to try and open a 'tool' box is more than I can cope with. What the message meant was that you must open the box with a 'KEY'. You foolish little Dutch pervert! Search the seat in the boat and you will find the key and a piece of fluff.

The problem of King Midas requires two objects to solve it. During your travels you should have picked up a jar of untangling cream from the Spawning Grounds, and a machine called a T-Remover from the salesman. The machine removes the letter 'T' from objects which are placed inside it, so if you insert the jar of cream it will be turned into un-angling cream. Apply the cream to your problem and hopefully it will make it better. Did I used to wear a paper bag on my head? How dare you! No I am not the same person, and I've a good mind to come over to Holland and kick your Edam balls for suggesting it. Stick that in your dyke and save it.

Up, Up and Away in Ultima VI's Balloon.

I have been playing the totally awesome game *Ultima VI* for the past month and now I'm stuck. Firstly how do you use the Orb of the Moon?

Secondly, I have managed to make the balloon, but it is impossible to control. What am I doing wrong? I know I have to go to the Isle of Avatar to get the other half of the silver tablet, but when I try to get into the building I cannot, because it says I must be on a sacred quest. Lastly, I can get the Rune of Justice, but I don't know how to use it at the shrine. Please help because the disk swapping is getting on my nerves.

J. Bush

I have the horrible suspicion that you have been doing everything the hard way. You should ask Lord British about the Orb of the Moon - he knows almost as much as I do. The orb is used to teleport you to the Shrines of Virtue. 'USE ORB' to activate it. You will now see a pair of cross hairs targeted on your character. Move the cross-hair around to point to where you wish to go. You can journey to the Land of the Gargoyles by moving the cross-hair one space down and one to the left.

Before you travel to Avatar I suggest you take an 'Up and Away-Day' trip to The Shrine of Singularity and say the mantra. This mantra is found by meditating at each

of the Gargoyle shrines and then combining the mantras you find there. Having done this you will be told that you are now on a Sacred Quest. (You'll also be knackered, but never mind!) At the Shrine of Justice you should use the rune and say the mantra BEH.

Jonathan Gordon has also written to ask where he should look to find the mantra of Spirituality. In Skara Brae there is a house located next to the boat dock at the north end of town. In this house there is a woman called Marney who has a very interesting chest. To say anything more would just invite rude remarks from the peasantry, so I'll leave it up to a noble knight like yourself to decide what to do about that fact.

Unlocking Queequeg's Secrets in Bane of the Cosmic Forge.

What is the password to the Captain's Den in the *Bane of the Cosmic Forge*? I've tried saying everything I can think of to Queequeg, but I can't get him to tell me. Also what is the Mystery Oil for? I bought it from the peddler and there had better be a good reason because 699 gold pieces is an awful lot of coins.

You'll get nowhere in the *Bane of the Cosmic Forge* unless you can get the secret password from Queequeg the peddler. Boggit reveals the exact questions you must use to unlock this mysterious stranger's lips.



I would be very (and when I say very, I mean VERY) pleased if you could help.

Dork! Spain

You are quite right. 699 gold pieces is a lot of coins. Six hundred and ninety nine to be precise, but then who's counting? The questions for Queequeg are:- So, what is the password? What Information? Where did he bury the treasure? The treasure is buried in the mountains, The Giant Mountain to be exact.

The Mystery Oil is used to lubricate a rusty metal object which you have not yet come to, so don't worry about it.

You'll also need to know that L'Montes is searching for his beloved dog called Snoopcheri, which is hidden behind a wall. Look for a wall with a mousehole in it, then drop a bit of cheese to reveal all you need to know!

STAR LETTER

You sounded upset that the software awards appear destined to go to pretty programs without much depth. It was ever thus: eye-catching graphics can be appreciated by the meanest intellects, while assessing gameplay and substance might mean that the august judges actually have to play the games concerned, which, given the aptitude of many, could be construed as cruel and unusual punishment - it would also probably double your workload.

Look at it as a learning process. An unsuspecting arcade game freak, deciding to try 'One of those adventure - thingies', buys one of the new graphic demo prize-winning adventures, completes it (or at least has had enough of it) in a few hours, and then is quite happy to spend the next forty years of his life jumping small animals around platforms. One drawback of the deep adventure though is the sheer amount of leisure time that it swallows. Not everyone can budget for this.

One idea might be to stage your own award ceremony, either off your own bat (the Boggit's Bouquet for sustained excellence to ... or by using a readers poll. The latter wouldn't be dreadfully formal - we could score completed adventures out of ten, or list the five best in order whenever we write in. For the record, my own choices would be.

- | | | |
|------|---------------------------------|----------|
| No.1 | <i>Bane of the Cosmic Forge</i> | (9.5/10) |
| No.2 | <i>Might and Magic 2</i> | (8.5/10) |
| No.3 | <i>Dragon Wars</i> | (7.0/10) |
| No.4 | <i>Champions of Krynn</i> | (6.5/10) |
| No.5 | <i>Curse of the Azure Bonds</i> | (6.0/10) |

Incidentally while were in the vicinity of the League Tables, whoever ranks *BT 2* over *Dragon Wars* needs adjusting, preferably with a large spanner - another triumph of form over content.

A. King, Leicester

Hang on a minute - I actually enjoyed reading that! I also enjoyed the other umpteen pages which you sent, but they had to be cut. After all it is my blooming column you know. So there. Anyway it proves that an interesting letter can get a prezzie, so one will be with you shortly, maybe before the year 2000.

Incidentally if anyone wants to send me their list of five best games I'll be happy to see them, before I feed them to Archimedes.



Gasping for a Drink

We the Goblins of Gurulanga are stuck in the desert of the Conquest of Camelot. How do we find water and how do we get to Jerusalem? And before you ask, we are not related to the Goblin Postie!

**Gertie, Gorline and Gertrude -
The Goblin Gang.**

I'm going to answer your question and resist the temptation to say anything else. If you think that you are goblins, then who am I to argue?

Don't hire Jabir when you enter the desert, just go south without him. Go east, south then east. Don't drink the water you find, because it's poisonous. Jabir will now try and prevent you going east so draw your sword and make him run. Go east and then north where you will find a building. Go up the stairs on the southern end of the building and onto a platform. Take the other stairs down and here you will find the pool of Siloam. Once you have drunk your fill return the way you came to the foot of the first stairs. Go north and you will come to the Gates of Zion.

Now that I've sent you off on the right track here are a few answers that others may be looking for when you are quizzed by Aphrodite:-

Hippolytus, Apple, 6, Dove, Zeus and Theseus. You can work out for yourselves which answer goes with which question.

The sign of the Die in Eye of the Beholder II.

In Eye of the Beholder II I have gone down into the catacombs and found a room with twelve pressure pads on the floor. A sign says that I must leave many things behind before I can leave this room. I have tried putting objects on all the pads but nothing happens. What do I do?

M. Collins, Pangbourne

Well I've seen the save game you sent me and I couldn't believe it. I've never seen so many bones, it looks like there has been a massacre in the room. Think of the floor pattern as one side of a dice cube. You must drop objects which resemble the pattern for 5. One object in each corner and one in the middle. Once you've done that the door will open and it's time to 'rock and roll'!

Getting Ahead in Monkey Island II.

I know my surname sounds suspicious but, 'I am not now, nor never have been a member of the French Nation', so please help me. I want to buy Monkey Island II but

I still haven't finished the first one.

What is Herman Toothrot's pressing business? Why can't I find anything sensible in the Monkey's head? And why didn't Stuart Pearce score with his free kick and beat those French Ba—ds! P.S. If you or any of your friends want clothing or parts for their motor-cycles just give me a call.

J. Beauchemin, Avon

What makes you think there is anything sensible to be found inside a monkey's head? There are of course monkey brains, (which are delicious when served up on a bed of crushed ice) but that's another story. I've mentioned the answer to this problem before, so nobody else better ask about it again! All right?

You need the navigator's head which the natives have to guide you through the giant monkey head. Give the natives the pamphlet entitled, 'How to get Ahead' and then they'll give you the shrunken head for you to use.

Now what in the world makes you think I would be seen dead on a motor bike? Can you imagine me even being able to reach the pedals! Careering through the Great Wood on a Harley Davidson is an experience that I think I'll pass on thank you very much.

From Warsaw with - Love?

My name is Pawel Jedrak and I live in Warsaw Poland. I am 21 and I am a student at the Warsaw School of Economics as well as a broker at the Warsaw Stock Exchange. Until the May edition of the Boggit's Domain I thought it was great, marvellous, stunning etc. Answering a letter from someone called Mike from Poland you said that you thought Poland was having enough trouble getting sausages, never mind software. Well pardon me, but in my opinion that statement is a bit unkind. Why do you want to say things like that? If you think that we here in Poland live in trees and eat raw potatoes with bear fat on them, then you should come here and check it out.

One other thing which confuses me is that you don't seem to know that Amiga Action sells lots of magazines in Poland. It may not seem a lot to you, but it is a big market. I hope you'll think it over, because the situation could change rapidly - as well as what I think my favourite

Now here is an unusual little graphical adventure called D/Generation from Mindscape. You need to be fast with the fingers if you want to move the hero through endless rooms filled with traps and monsters, but I found it lots of fun.



Amiga magazine is!

P.S. I realize that my English is not as fluent as yours, but my Polish is!

Pawel Jedrak, Warsaw

That's what I like to hear - some carefully considered insults from a loving reader. Get MAD baby!! I thought I was supposed to be the one with the bad attitude. The more Polish readers I've got, the happier it makes me. If there are lots of you out there, then let's hear from some more. I know that you all have got a good sense of humour because I've been told that there are lots of Polish jokes...

Very well it's time I laid down the quill and got on with making the supper. Some liver sausage sandwiches for Archimedes and a mug of spiced elderberry wine for me. After that a stroll through the glade to water the petunias, and to bed.

Send your letters to:-

Boggit's Domain,
The Old Blackthorn Tree,
29 Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.

THE DAWN OF A

Sexy
Unstoppable
Powerful
Exciting
Raunchy

NINTENDO ACTION
MAGAZINE



SUPER
ACTION

100% SUPER NINTENDO ACTION

Here we go again! Still too stingy to buy the last 12 Amiga Actions? Okay... Read on!



BLADE WARRIOR

US Gold ARCADE ADVENTURE
£25.99

Delicious looks and challenging gameplay combine to bring the avante-garde to arcade strategy. Nevertheless, there are times when this simply doesn't hang together.

HEAD OVER HEELS

Ocean ARCADE ADVENTURE
£7.99

Wonderful 16-bit version of an old Speccy game. Nostalgia freaks will love this, and newer gamers are guaranteed something good.

BARBARIAN 2

Psygnosis ARCADE ADVENTURE
£25.99

Arcade action with numerous puzzles, the game grabs you from the beginning. Another winner from Psygnosis.

ROBOCOP 3

Ocean ARCADE ADVENTURE
£25.99

A vector graphic arcade adventure where Chase HQ meets Operation Wolf in the only Robocop game truly worthy of acclaim.

SPACE CRUSADE

Gremlin ARCADE ADVENTURE
£25.99

Space age small arms firefight in this ace binary version of the Games workshop board game.

ANOTHER WORLD

Delphine ARCADE ADVENTURE
£25.99

Another World took 2 years to create, but sadly only 5 hours to complete. Absolutely fantastic graphics but far too easy.

SPACE ACE 2 - BORF'S REVENGE

Readysoft ARCADE ADVENTURE
£34.99

The most expensive computer demo I have ever seen. Whaddya mean it's not a demo? Nice graphics, that's your lot. Yawn.

MOONSTONE

Mindscape ARCADE ADVENTURE
£30.99

Imagine having a sword and being able to hit people with it. Moonstone gives you this violent option in this totally unique arcade adventure. 1 to 4 players can take part in this violent bloody quest. An excellent buy for psychopathic nutcases.



ELF

Ocean ARCADE ADVENTURE
£24.99

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean. And it's not a movie licence, either!

THE NEVERENDING STORY II

Line ARCADE ADVENTURE
£25.99

Pass the sick bucket please.

MERCENARY III

Novagen Software ARCADE ADVENTURE
£29.99

More of the same in this 3D exploration game. A bit boring.

THE RETURN OF MEDUSA

Starbyte ARCADE ADVENTURE
£19.99

Futuristic Dungeon Master clone. We've seen it all before.

HARE RAISING HAVOC

Disney Software ARCADE ADVENTURE
£34.99

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.

BLACK CRYPT

Electronic Arts ARCADE ADVENTURE
£25.99

Has Dungeon Master met its match? You decide with this Classic dungeon game.



STORM MASTER

Silmarils ARCADE ADVENTURE
£29.99

Very weird, very different strategy game. None the less an excellent release. Well worth the money.

ASHES OF EMPIRE

Mirage ARCADE ADVENTURE
£29.99

Civil wars have never been so much fun! Basically a crossover of arcade adventure and strategy. Wicked man.

LEGEND

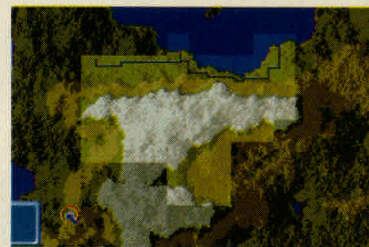
Mindscape ARCADE ADVENTURE
£30.99

Dungeons and dragon games tend to be too complex for the beginner, yet too easy for the expert. Not the case with Legend. Suave, fresh, cool. We like it.

EYE OF THE BEHOLDER II

US Gold ARCADE ADVENTURE
£32.99

The sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. An essential so run to your software store and buy it now. Numero uno.



D/GENERATION

Mindscape ARCADE ADVENTURE
£25.99

Initially the graphics may not appeal, due to the fact that there isometric. I can assure you after a couple of games you'll be hooked.

INDIANA JONES AND THE FATE OF ATLANTIS

US Gold ARCADE ADVENTURE
£25.99

Indiana cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series.



FLAMES OF FREEDOM

MicroProse ADVENTURE
£34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.



CRUISE FOR A CORPSE

US Gold ADVENTURE
£27.99

Beautiful murder / mystery adventure in delightful Agatha Christie style. Just brilliant.

MONKEY ISLAND 2

US Gold ADVENTURE
£37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Class, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.



MADDOG WILLIAMS

SMG ADVENTURE
£29.99

Sierra type thingy with more in the gameplay department than graphics. Not bad at all.

MAUPITI ISLAND

Ubi Soft ADVENTURE
£25.99

Good-looking adventure from the Frenchies, but you'll often find yourself back where you started. Good characterisation, but the plot's somewhat weedy.

SUSPICIOUS CARGO

Gremlin ADVENTURE
£25.99

Often amusing and brain-treasing adventure set in cyberish environment. Benefits from being just different enough to be off the wall. A winner.

WILLY BEAMISH

Dynamix ADVENTURE
£34.99

Cartoon-style point 'n' click game, excellent once you get into it but beware, without a hardrive you're wasting your time.

HEART OF CHINA

Dynamix ADVENTURE
£34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this epic adventure game. Superb, buy it now.

LEISURE SUIT LARRY 5

Sierra ADVENTURE
£34.99

The man in the dodgy suit is back, and he's still after one thing - dirty fun. Adults only.

LURE OF THE TEMPTRESS

Virgin ADVENTURE
£29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this - it also has great gameplay! If you haven't got the money, tough!



HOOK

Ocean ADVENTURE
£25.99

The film was a flop, the game isn't as good as the film. Nuff said.

DUNE

Virgin ADVENTURE
£29.99

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.



AQUAVENTURA

Psygnosis SHOOT'EM-UP
£25.99

A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventura and get that sinking feeling. Four years out of date and just too sluggish, it soon crashes into a watery grave.

CYBERBLAST

Innerprise Software SHOOT'EM-UP
£25.99

Equip yourself with a variety of anti-alien weaponry and go in search of un-human activity in this great slaughterhouse favourite.

G-LOC

US Gold SHOOT'EM-UP
£25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em up, nothing more, nothing less.



THE EXECUTIONER

Hawk SHOOT'EM-UP
£19.99

Thrust-style affair that brings to life an old fave with admirable alacrity. Nothing new, but who cares? It's lots of fun anyway.

ARMALYTE

Thalamus SHOOT'EM-UP
£19.99

Annoying R-Type rip-off that rarely gets off the ground. Amazingly irritating in just about every way.

GAUNTLET 3

US Gold SHOOT'EM-UP
£25.99

Disappointing sequel to a great series. The 3D routine is sadly unconvincing and despite a reasonable level of playability, it doesn't live up to its name.

ALIEN STORM

US Gold SHOOT'EM-UP
£25.99

It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

ZONE WARRIOR

Electronic Arts SHOOT'EM-UP
£25.99

A bit like Turrican although not nearly so impressive or addictive. There are better games of this ilk, and you'd do well to save your pennies for those.

TERMINATOR 2

Ocean SHOOT'EM-UP
£25.99

Straightforward action game with plenty to remind you of the movie. In the final analysis though, it's not all that much cop.



ORK

Psygnosis SHOOT'EM-UP
25.99

Another well presented and eminently playable game from Psygnosis. Great monsters and some delightfully gaudy graphics.

THUNDER JAWS

Domark SHOOT'EM-UP
£19.99

Competent gameplay and addictiveness. Parts of the game seem rushed though - an average conversion of mediocre arcade game.

ALIEN BREED

Team 17 SHOOT'EM-UP
£24.99

Graphically excellent spook'em-up game. Great atmosphere, a classy professional product from a talented team.

EPIC

Ocean SHOOT'EM-UP

£29.99

It certainly is. Buy it.

WRECKERS

Audiogenic SHOOT'EM-UP

£24.99

An intriguing storyline enhanced by truly atmospheric graphics and sonics is ruined by over-simplistic gameplay. Nearly but not quite.

THE GODFATHER

US Gold SHOOT'EM-UP

£30.99

Some of the best graphics so far this year sadly put into a very poor game indeed. Following the plot of the three films may seem like fun but it most definitely isn't. Avoid.

WOLFCHILD

Core Design SHOOT'EM-UP

£24.99

Strider might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot-em up.

BONANZA BROTHERS

US Gold SHOOT'EM-UP

£30.99

Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.

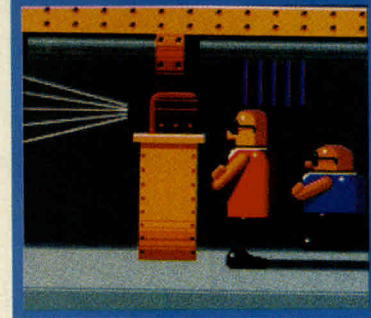
**ROBOZONE**

Image Works SHOOT'EM-UP

£19.99

A blithering idiot of a game. Slow, dull and not much good at anything. Bleagh.

SUPER SPACE INVADERS

Domark SHOOT'EM-UP

£24.99

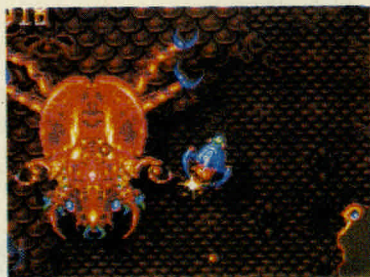
Yes indeed the classic game has been revamped and it still manages to retain its original buzz. Of course, we like it for reasons other than the original having created the whole games industry and given us our jobs...

DRAGON FIGHTER

Idea SHOOT'EM-UP

£25.99

Flying about on a suspect dragon sprite which takes up a quarter of the screen is not my idea of fun.

**AMNIOS**

Psygnosis SHOOT'EM-UP

£24.99

Multi-directional shoot-em up with spectacular effects to offer you.

AGONY

Psygnosis SHOOT'EM-UP

£25.99

An owl with an attitude. Graphically brilliant shoot-em up.

VIDEOKID

Gremlin SHOOT'EM-UP

£25.99

Cuddly kid action with this platformy shooty number. A bit of an between game really.

FANTASTIC VOYAGE

Centaur Software SHOOT'EM-UP

£25.99

Novel approach to the shoot-em up genre, flying around the inside of a body in a mini-sub destroying anti-bodies. Body good game.

RUBICON

21st Century Entertainment

SHOOT'EM-UP

£25.99

Superb graphics, decent sound, sadly lacking in gameplay.

**SPACE GUN**

Ocean SHOOT'EM-UP

£25.99

Aliens meets Operation Wolf in this classy space-age blast-em-up.

STEVE McQUEEN - WESTPHASER

Loriciel SHOOT'EM-UP

£25.99

What has this got to do with old Stevie, but basically what you've got here is an enjoyable cowboys and injuns Operation Wolf ripoff.

ALCATRAZ

Infogrames SHOOT'EM-UP

£25.99

Alcatraz, the prison, has been converted into a hiding place for a top drug baron, complete with mercenary guards. A crack team of armed police must penetrate the prison, and kidnap him to bring him to justice. Class game.

HOSTILE BREED

Palace SHOOT'EM-UP

£25.99

Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

**CALIFORNIA GAMES II**

US Gold SPORTS SIMULATION

£25.99

I wish we could all be Californian. Erm, I'd rather bury myself in an ant hill. Certainly this game doesn't make me want to walk around in ridiculous clothes and start riots in Los Angeles.

CARL LEWIS CHALLENGE

Psygnosis SPORTS SIMULATION

£25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!

WILD WHEELS

Ocean SPORTS SIMULATION

£24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. One that Ocean should forget.

ATHLETICS

Hawk SPORTS SIMULATION

£19.99

Generally despised all-round athletics game featuring some incredibly poor animation and gameplay. How they had the nerve to charge £20 for this is a miracle.

ESPANIA '92

Ocean SPORTS SIMULATION

£29.99

If you can't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea and a great game.

THE GAMES - % STATISTICS			
1990	E. ROBINSON	USA	15.2
1992	S. MALASZCZAK	POL	11.5
1994	H. STEPHENS	USA	11.5
1996	F. BLANKES/KOE	NOL	11.5
1998	M. JACKSON	AUS	11.5
1999	B. COBBERT	AUS	11.5
1999	M. KUDOLPH	USA	11.5
1999	M. EVIS	USA	11.5
1999	B. STECHER	GER	11.5
... CONTINUED			

ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge SPORTS SIMULATION

£25.99

Only so-so, even if you like cricket.

SUPER LEAGUE MANAGER

Audiogenic SPORTS SIMULATION

£25.99

Standard fare for footie management nuts.

GRAHAM TAYLORS SOCCER CHALLENGE

Krisalis SPORTS SIMULATION

£25.99

Grrr...Arrrrgh...Took Gary Lineker off after 65 minutes, did he? Snarl...Grunt... An okay game. The Challenge is to guess how GT got the England Manager's job.

MICROPROSE GOLF

MicroProse SPORTS SIMULATION

£34.99

No detail overlooked in this almost as good as PGA' game. Good fun.

4D SPORTS BOXING

Mindscape SPORTS SIMULATION

£25.99

A good attempt at a game that really never could have been. If only the Amiga was more powerful, ho hum.

TIP OFF

Anco SPORTS SIMULATION

£25.99

A case of resting on your laurels if you ask me, with the basketball version of Kick Off. Well disappointing.

ADVANTAGE TENNIS

Infogrames SPORTS SIMULATION

£25.99

A nice tennis game with nothing else to add. What more can I say?

WWF WRESTLEMANIA

Ocean SPORTS SIMULATION

£25.99

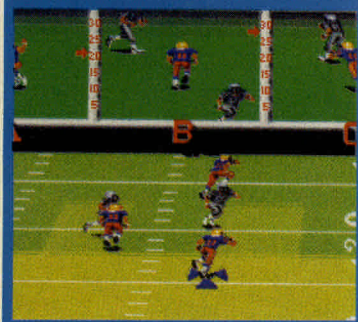
Sweaty bodies and face paint is the order of the day in this dodgy rendition of the popular TV show. They can get away with style over content in the ring but not here, I'm afraid. Sad.

JOHN MADDENS AMERICAN FOOTBALL

Electronic Arts SPORTS SIMULATION

£39.99

American football games have been pretty dire in the past but EA managed to change all that! If you're an American Football fan, buy it. If you're not, buy it. Absolutely faultless.



WORLD CLASS RUGBY

Audiogenic SPORTS SIMULATION

£29.99

Underrated. A tremendous game based on the Rugby Union of 91, grab it now and give the Aussies a good hiding.

WAYNE GRETZKY ICE HOCKEY

Bethesda SPORTS SIMULATION

£25.99

Basically Ice Hockey with a violent streak, good un-clean fun.

THE MANAGER

US Gold SPORTS SIMULATION

£25.99

A football manager-type game.

SUPER SOCCER

Starbyte SPORTS SIMULATION

£25.99

You must be kidding. What a joke. At £26, we're not laughing.

PGA TOUR GOLF

Electronic Arts SPORTS SIMULATION

£25.99

Golf is so boring... Zzzz. Uh, oh yes, one of the best golf sims available, but if you don't like golf, forget it.

JOHN BARNES EUROPEAN FOOTBALL

Krisalis SPORTS SIMULATION

£25.99

Run of the mill football game. Although cheaper than buying Sky next year...

SUPER SKI 2

Microids SPORTS SIMULATION

£24.99

Several average wintry type sporting events in this middle of the road game.

REBEL RACER

Starbyte SPORTS SIMULATION

£25.99

Tron light cycles ripoff on an original 3D tip. I like it, not a lot of other people will.

CHAMPION MANAGER

Domark SPORTS SIMULATION

£29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there.

STRIKER

Rage SPORTS SIMULATION

£25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

SENSIBLE SOCCER

Renegade SPORTS SIMULATION

£25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this is for you.

LINKS

Access SPORTS SIMULATION

£29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want? (How about a large sum of money!)

EUROPEAN FOOTBALL CHAMP

Domark SPORTS SIMULATION

£25.99

You may have seen this in the arcades... It's memorable because this is the game where not only can you tackle the players, but kicking and punching is a far more effective (heh heh).

FACE OFF ICE HOCKEY

Krisalis SPORTS SIMULATION

£25.99

A program that somehow manages to make Ice Hockey look more like Curling. Dismal.

INTERNATIONAL SPORTS CHALLENGE

Empire SPORTS SIMULATION

£29.99

Ace sports game for ace sports gamers. Lots of unusual features to keep you busy.

MEGA SPORTS

US Gold SPORTS SIMULATION

£25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again.

TV SPORTS BASEBALL

Mindscape SPORTS SIMULATION

£29.99

Okay ball slugger. But don't run yourselves out trying to buy a copy.

WINTER SUPER SPORTS

Flair SPORTS SIMULATION

£25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.



MIG-29M SUPER FULCRUM

Domark FLIGHT SIMULATION

£39.99

Detailed but nonetheless dull flight simulation that manages to get it right in the technical department, but is still on the runway when it comes to good old fashioned fun.



KNIGHTS OF THE SKY

MicroProse FLIGHT SIMULATION

£34.99

Chocks away and all that, so get your flying goggles on for the best World War I fighter plane sim to date. Spiffing.

BIRDS OF PREY

Electronic Arts FLIGHT SIMULATION

£34.99

Plenty of different planes but Birds of Prey is just too jerky to be playable. Not much cop!

RED BARON

Dynamix FLIGHT SIMULATION

£34.99

Crash and burn with this WWI fighter sim. The game certainly did

A320 AIRBUS

Thalion FLIGHT SIMULATION

£35.99

Never in my days have I played a passenger plane simulator as good as this. Forget bombing missions, this is much more technical and difficult. Original.

SHUTTLE

Virgin FLIGHT SIMULATION

£44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

A-10 TANK KILLER V1.5

Dynamix FLIGHT SIMULATION

£34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.



OUTRUN EUROPA

US Gold RACING

£25.99

A variety of vehicles and some lush graphics fail to enliven what ultimately doesn't pass the test. Even so, much better than its Out Run predecessors.

RED ZONE

Psygnosis RACING

£25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you on the road. The game's okay, but don't trade your Yamaha in yet.

CISCO HEAT

Image Works RACING

£25.99

Police cars racing each other with 3D routines. Forget it. It didn't take us long to.

LOTUS TURBO CHALLENGE 2

Gremlin RACING

£25.99

Quite superb rear-view driving game that breathes some life into what had been a fading genre. Great for head-to-head racing.



CHAMPIONSHIP DRIVER

Idea RACING

£25.99

Drive five different types of car in this birdseye-view racing game. Hmm... So so.

4D SPORTS DRIVING

Mindscape RACING

£25.99

Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crap!

INDY HEAT

Storm RACING

£25.99

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

RACE DRIVIN'

Domark RACING

£24.99

This game was un-officially sponsored by Lada (Joke). Scrap it.

BIG RUN

The Sales Curve RACING

£25.99

It should have been re-titled Big Rip-off. Do not buy.

JAGUAR

Core Design RACING

£25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.



VROOM

Lankhor RACING

£25.99

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy.



DINOWARS

Magic Bytes BEAT'EM-UP

£25.99

Someone somewhere will one day become unimaginably rich by inventing computer games based on everyone's perennial favourite monster, the dinosaur. The guys behind Dinowars missed the boat badly. A pity.

DARKMAN

Ocean BEAT'EM-UP

£25.99

Yet another progressive beat-'em up with a few arcade sequences chucked in for good measure. The baddies are just too easy to dispose of. In all, great film, shame about the game. Next, please!

LAST NINJA III

System 3 BEAT'EM-UP

£25.99

Stupendous graphical beat-'em up with more action in it than a roomful of LA riot videos and more than a few nifty puzzles to solve along the way. Still state of the martial, um, arts.



PIT FIGHTER

Domark BEAT'EM-UP

£24.99

The arcade original got by without much gameplay because of its graphics. The Amiga version doesn't even have that going for it.

HUDSON HAWK

Ocean BEAT'EM-UP

£25.99

Neat beat-'em up based on the film turkey. This game is extremely addictive- Ocean have paid a lot more attention to the film than the Director did.

FIRST SAMURAI

Ubi Soft BEAT'EM-UP

£25.99

Classy platformy beat-em up with some gorgeous graphics. Difficult to beat. Impossible to put down.

FINAL BLOW

Storm BEAT'EM-UP

£25.99

The only way you're likely to get brain damage with this game is by beating your head against the wall in frustration. Boxing has never been so boring. Avoid it or you'll be sorry.

TURTLES 2

Image Works BEAT'EM-UP

£25.99

Being green is certainly no fun, and this is not the exception to the rule. Yuck.

KNIGHTMARE

Mindscape BEAT'EM-UP

£30.99

Not much to do with the TV program of the same name, fortunately, but this game will put down most others of the Dungeon Master genre.

DOUBLE DRAGON3

Storm BEAT'EM-UP

£25.99

The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it - I don't care.

MYTH

System 3 BEAT'EM-UP

£25.99

Freaky number with all the ingredients of an excellent game. Mix 'em all together, put in the oven for 30 mins (gas mark 6) and hey presto! An excellent game in anyone's eyes.



MEGA-LO-MANIA

Imageworks STRATEGY

£30.99

A brilliant piece of software. Where do we start? Addictive, fantastic, inspiring? Just buy it.



NAPOLEON I

Internecline STRATEGY

£29.99

Typical strategy game based on the Napoleonic Wars. Usual presentation, and usual lack of gameplay.

SEIGE MASTER

Vulture STRATEGY

£25.99

Battlemaster clone that owes rather more to the original than to originality. Thankfully it has been forgotten.

UTOPIA

Gremlin STRATEGY

£29.99

Detailed and hugely engrossing space-operative strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



VOLFIED

Empire STRATEGY

£25.99

Not bad at a budget price, but still nothing to shout about. It's just another shoot-'em up.

BATTLEISLE

Ubi Soft STRATEGY

£30.99

Military strategy the way it should be. It looks good, plays quite well, and it's pretty darned violent.

FORT APACHE

Impressions STRATEGY

£29.99

Get off your horse and drink ya milk, plenty of that in these mediocre strategy war game set in the wild west.

POPULOUS II

Electronic Arts STRATEGY

£29.99

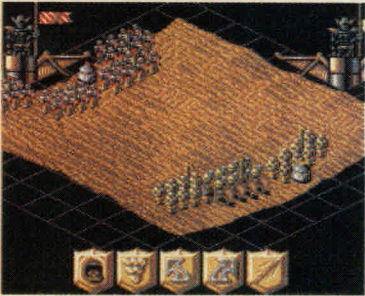
A massive game that puts you in the shoes of God! Easy to get into, hard to complete. At least you'll get the last laugh at Judgement Day.

REALMS

Graftgold STRATEGY

£29.99

Tired of being a God, or a Mayor? Well, why not be a warlord. Yes, Realms gives you that opportunity. Nice one.



SPACE 1889

Empire STRATEGY

£29.99

The year is 1889, the great space race is already underway and steam-powered rockets fly to the moon. It gets worse, or better depending how you look at it. Strange strategy game.

FIGHTER COMMAND

Impressions STRATEGY

£29.99

Bombing raids against Tripoli and all the other strategic targets, interception missions, the lot. Underrated Strategy.

TRADERS

Linel STRATEGY

£25.99

Being an interplanetary trader can be a barrel of laughs. Not this time though. I think I'll stay at home.

MEDIEVAL WARRIORS

Merit Software STRATEGY

£24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive game. I'd fight too if I was trapped in this turkey.

CELTIC LEGENDS

Ubisoft STRATEGY

£30.99

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



CRIME CITY

IF STRATEGY

£29.99

Nefarious dealings, and shady underworld going ons in this strategy game. plenty of James Bond thrills as well as a good healthy portion of death and destruction. Fancy yourself as a Mafia man? Well this may well be your cup of cappuccino. (Safer too, I think! - Ed.)

CHESS CHAMPION 2175

Oxford Softworks STRATEGY

£19.99

Nice version of chess, plenty of options.

VENGEANCE OF EXCALIBUR

Virgin STRATEGY

£29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

DREADNOUGHTS

Turcan Research STRATEGY

£29.99

3D naval warfare game based on battles from the beginning of the century. No radar and guided missiles here! Atmosphere and gameplay in abundance.

SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY

£24.99

Wooden armor and razor sharp katanas meet horsemen with bows in this very bland strategy wargame.

FLOOR 13

Virgin STRATEGY

£24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10. Scary, sinister, frightening.

PERFECT GENERAL

Ubi Soft STRATEGY

£30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. If you like strategy games, you'll like this.

SIMANT

Ocean STRATEGY

£34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

CIVILISATION

MicroProse STRATEGY

£34.99

Quite a superb addition to the god business, from the game gods themselves



CONFLICT KOREA

SSI STRATEGY

£29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything worth fighting over.

DISCOVERY IN THE STEPS OF COLUMBUS

Impressions STRATEGY

£24.99

Oh, life on the ocean waves. Should've been better.

VIKINGS

Krisalis STRATEGY

£24.99

Strap on that horned helmet and go conquer the world! An okay strat game - at least you don't have to wear the ridiculous clothes.

WARRIORS OF RELEYNE

Impressions STRATEGY

£25.99

Quite a superb addition to the god business, from the game gods themselves



COVERT ACTION

MicroProse ARCADE STRATEGY

£34.99

Crime-busting sim from the Prose boys that attempts to break new ground, but failed to break even. We're looking forward to more games of this ilk, only better.

ROBIN HOOD

Millennium ARCADE STRATEGY

£25.99

Amusing adventure that lures you into a pseudo-Sherwood tale of goodies and baddies. Scrolling seems jerky, but still lots of fun.

GALACTIC EMPIRE

Tomahawk ARCADE STRATEGY

£25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared.

STRIKE FLEET

Electronic Arts ARCADE STRATEGY

£25.99

Modern warfare sim that fails to stay afloat.

RULES OF ENGAGEMENT

Mindcraft ARCADE STRATEGY

£25.99

Great presentation, but the time delays on the standard Amiga make you want to bite bits out of a sofa. They've tried too hard on this particular one.

HEIMDALL

Core Design ARCADE STRATEGY

£34.99

One of last years best releases. A truly amazing 3D Dungeon Master-type game that nobody should be without.



SPECIAL FORCES

MicroProse ARCADE STRATEGY

£34.99

Control four Dogs of War in the unofficial sequel to Airborne Ranger. Get your webbing and Dr Martins on and away you go. Arcade and strategy action working as one. Massive.





MONSTER BUSINESS

Eclipse PLATFORM
£19.99

Bland arcade game best kept buried in the garden.

THE BLUES BROTHERS

Titus PLATFORM
£25.99

Surprisingly excellent platformer with a lovely soundtrack. There are hours of enjoyment here, and you won't be satisfied until you've completed the game.

ROBOCOD

Millennium PLATFORM
£25.99

A cracker that puts so-called console classics to shame.



BUILDERLAND

Loriciel PLATFORM
£24.99

Sweet enough cutesy game initially, but that soon turns to frustration. Lacks any lastability.

MEGA TWINS

US Gold PLATFORM
£25.99

Sickly cute but still lots of laughs anyway. Not in the same league as Rainbow Islands, but a giggle nonetheless. Take a squint at it.

RODLAND

The Sales Curve PLATFORM
£25.99

Another platform game- but a top notcher. Neat graphics, gameplay and sound- worth checking out.

LEANDER

Psygnosis PLATFORM
£25.99

Scrummy character designs and silky smooth scrolling combine to make an exceptional game. A worthwhile purchase.

BABY JO

Loriciel PLATFORM
£25.99

At first it all seems terribly childish,

but this emerges as one of those games that you can't put down. Difficult to pinpoint why it's good... It just is.

FUZZBALL

System 3 PLATFORM
£19.99

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant. Yeah!

HAGAR

Kingsoft PLATFORM
£25.99

Basically a platform game, with nothing big or clever about it. Shame really

CAPTAIN PLANET

Mindscape PLATFORM
£25.99

Hmmm. An environmental game. Be Green- don't pollute your Amiga with this rubbish.

HARLEQUIN

Gremlin PLATFORM
£25.99

Freaky diamond catsuits in this wickedly tricky platform game.

TOP BANANA

Hex PLATFORM
£25.99

With a title like that, how can it possibly fail? Quite drastically, as it turned out.

FIRE & ICE

Renegade PLATFORM
£25.99

Sigh, not another platform game... Erm, this one is different.

DELIVERANCE - STORM LORD 2

21st Century PLATFORM
£25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys.



JIM POWER

Loriciel PLATFORM
£25.99

Fantastic gameplay and graphics really sell this amazing platform shoot-'em up game.

ZOOL

Gremlin PLATFORM
£25.99

Psychadelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



THE ADDAMS FAMILY

Ocean PLATFORM
£25.99

They're crazy and they're kooky. Yep, I'm sure they are - over a thousand screens of platform fun, a must for all platform fans.

ELVIRA - THE ARCADE GAME

Flair Software PLATFORM
£25.99

Errr, nice game, good graphics and... Oh, what the hell - Big bits. Grab it quick.

COOL CROC TWINS

Arcade Masters PLATFORM
£25.99

Why do I get wary when lovable green creatures with attitude start to appear? Call it Turtleitis. Okay gameplay, unusual way of getting about, but nothing special.

DOJO DAN

Europress Software PLATFORM
£25.95

Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

PARASOL STARS

Ocean PLATFORM
£25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)



HOI

Software Business PLATFORM
£25.99

The basics are there but don't expect the world from green screen heroes.

RISKY WOODS

Electronic Arts/Dynamics PLATFORM
£19.99

Their best release. Nice one.

MONOPOLY

Virgin PUZZLE AND QUIZ
£19.99

You know what to expect. Personally, we wouldn't pass Go.

SARAKON

Virgin PUZZLE AND QUIZ
£19.99

Far too easy game based on ancient symbols and bits of rock. A bit of a let down.

SWAP

Palace PUZZLE AND QUIZ
£25.99

Swap coloured shapes around until they hit each other and disappear. It seems like a good idea until you actually play the thing.

SUPAPLEX

Digital Integration PUZZLE AND QUIZ
£25.99

Boulderdash derivative, but addictive nonetheless. Improved gameplay, but graphics really not up to scratch.



BOSTON BOMB CLUB

Palace PUZZLE AND QUIZ
£25.99

Graphically and on the sound front, not really up to its nearest rival, Logical. The more you play, the less you want to. A pity.

KWIK SNAX

Code Masters PUZZLE AND QUIZ
£7.99

Any egg that wears sunglasses is

all right by me (Hmmm... Ed.).
Nice little cheap budget game.

TILT

Soundware PUZZLE AND QUIZ

£20.99

An original computer version of an unoriginal game. Different.

CASTLE OF DOCTOR BRAIN

Sierra PUZZLE AND QUIZ

£34.99

Complicated, taxing, impressive. Puzzle fans will be in their element.

PUSH OVER

Ocean PUZZLE AND QUIZ

£25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

CATCH 'EM

Prestige PUZZLE AND QUIZ

£25.99

Dodgy game with puzzle elements thrown in for good measure.

BUGBOMBER

Kingsoft PUZZLE AND QUIZ

£24.99

Strangely addictive puzzle bomb-'em up. Check it out.

GOBLIINS

Dream Factory PUZZLE AND QUIZ

£25.99

A tricky little number with a few irritating features. And that's just the Elf who lives at the bottom of my garden (You feeling all right? - Concerned Ed.)

STEG

Codemasters PUZZLE AND QUIZ

£7.99

Slippery fun with a cute slug.

OH NO! MORE LEMMINGS

Pygmalion PUZZLE AND QUIZ

£25.99

On the rodent to hell, yes indeed, those dodgy cult characters are back with more suicidal fun. Die happy, man.



SUPER TETRIS

MicroProse PUZZLE AND QUIZ

£29.99

Nice blockbusting work from Microprose in this worthwhile update to the Tetris phenomenon.

WIZKID

Ocean PUZZLE AND QUIZ

£25.99

Great graphics and silly fun abound in this vegetable based game. Yes, I did say vegetable.



MIGHT AND MAGIC 3

US Gold ROLE PLAYING

92%

£40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.



DEATH KNIGHTS OF KRYNN

US Gold ROLE PLAYING

£30.99

More quality fare fromSSI. RPG fans will like this.

STARFLIGHT 2

Electronic Arts ROLE PLAYING

£25.99

Space trading ahoy. There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

HARD NOVA

Electronic Arts ROLE PLAYING

£25.99

Incredibly intricate adventure that'll keep you happy if you've an IQ the size of Olympia. For the rest of us it's all a tad baffling. (Speak for yourself! - Brainy Ed.)

THE LORD OF THE RINGS

Electronic Zoo ROLE PLAYING

£25.99

Wasted opportunity to make good with an RPG. Clichéd, slow and pretty dire all round.

SHADOWLANDS

Domark ROLE PLAYING

£29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect - best avoided.

POOLS OF DARKNESS

US Gold ROLE PLAYING

£30.99

Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

ISHAR

Silmarils ROLE PLAYING

£29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this gigantic roleplaying game become apparent, but are you willing to wait that long?



BANE OF THE COSMIC FORGE

US Gold ROLE PLAYING

£37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.



PINBALL DREAMS

21st Century BAT AND BALL

£25.99

If you're the kind of drooling simpleton that runs to the new pinball machines down the amusement arcade just because you fancy playing with little balls, then this one is undoubtedly for people like yourself.





**ARE YOU
ALRIGHT SAM?**

**OH MY GOD!
I THINK HE'S BEEN
POSSESSED!**

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I'VE GOT TO BUY AMIGA
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GOING TO DIE!**

So, you think you've got plans for **September 17th** do you? Well, not any more you haven't! Because that's the day the new issue of Amiga Action comes out! And why should this interest you?

Because:

We'll be giving you the solutions to Lure of The Temptress and Hook!

Because:

Of our newly updated Buyer's Guide – see what we thought of all of the previous year's releases!

Because:

Our competitions are brilliant!

Because:

You can see what we think of the month's games

releases in the run up to Christmas (only 80 more shopping days!)

Because:

We'll break your flippin' legs, that's why!

So remember to **buy** the all-new **Amiga Action** on **September 17th 1992** (at 9am, GMT)! And don't be late! Because we won't be...

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"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"
"The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID, your life will be a lot poorer." 91% AMIGA POWER
"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS"
"A truly 90s game... definitely one for the collection." 92% ST FORMAT

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