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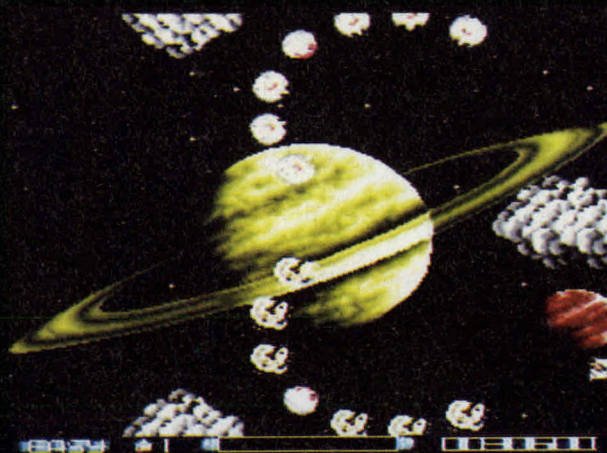
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- A lower price! Yes, we got it right again - a lower price! Due to a great deal we get on coverdisk prices, Amiga Action is now only £3.50 for 116 full colour, value-packed, better than the rest pages.
- The best subscribers offers around! You can either pick up the mag at a ridiculously low price of £1.92 a month, or get Pinball Fantasies, Premiere or Nigel Mansell!

Remember, Amiga Action is your mag - so keep looking out for new ideas in the next issues!

AMIGA ACTION

Europress Interactive Ltd, Adlington
Park, Macclesfield, SK10 4NP
Tel (0625) 878888 Fax (0625) 876669

Editor: Alan Bunker

Deputy Editor: Nick Merritt

Art Editor: Fiona Howarth

Assistant Art Editor: Alex Jeffries

Reviews/Coverdisk Editor: Peter Lee

Writers: Steve 'Rooster' McNally

Contributors: Andy Mitchell

Advertising Artwork: Jason Sharples

Advertising Department:
Tel (0625) 878888 Fax (0625) 876669

Senior Advertising Manager:
Nadia Lawlor

Senior Advertising Sales:
Ian 'Ratty' Kenyon

Ad Production:
Leila Caston

Circulation Manager: David Wren

Systems Manager: David Stewart

Managing Director: Brian Raynor

Commercial Director: David Hirst

Printed by: B.P.C.C. Carlisle

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**NO. 1
AMIGA MAG**

63

blue print

Slap yourself silly with the up and almost coming **Streetfighter II**, hitch a ride on the **Transarctica** express and meet our Kim face to face. Not only this, but the **Universal Monsters** are here to party!

regulars

Cool World p68
Run your hands down the hips of Ocean's latest.

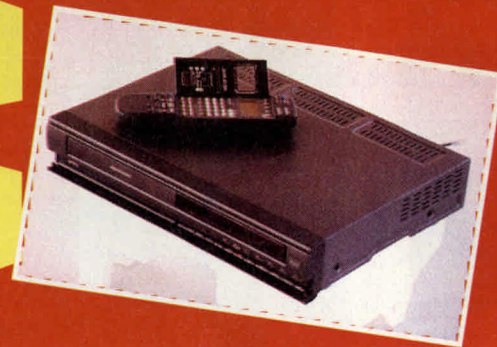


Streetfighter II p64



It's that time of month when we give away loads of prizes worth more than the Queen's estate (well, almost that much). Our Lethal Weapon compo gives you the fantastic opportunity to win a JVC video recorder and clip-loads of the game. Are you tough enough to battle through to the grand prize? Why not enter and find out.

78



News.....8

At last, Desert Strike flies onto the Amiga scene, hovering only a month or so away. And what's this? Another Dizzy game!

Subscriptions....60/88

Mmm, gimme a luvly jubbly game now! Ok, calm down. How does Pinball Fantasies grab you? What about Premiere or Mansell? We'll even give you massive price reductions.

Budget Games.....75

At last, Rainbird's most splendid Carrier Command has sailed onto a budget label. And there's more, including ol'buddy Zak and his wondrously wicked ways.

Public Domain.....97

Wow, like heavy man! Yeah, sorta Space Invaders but not quite. Kinda like spaghetti noodles without sauce. Yech.

Talkback.....83

"Oi mister, leave my PD alone!" Get on yer bike and get yourself a life. And who's that feller that insists on writing to us all the time?

Boggit's Domain..101

He's world famous but only seen in the pages of Amiga Action. Who is it? It's out get-down guy, our boogie all night Boggit.

Buyer's Guide.....106

A luscious list of all the releases over the last 12 exciting months. How much do we rate them? How much do we hate them? Eight full pages tells all. Check it out!

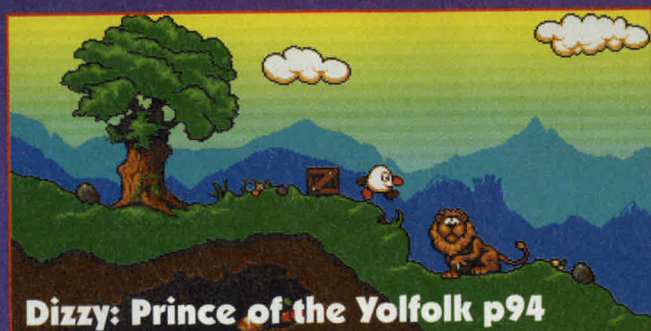
90

giving the game away



Da, daaa! Yes guys and gals, the final massive instalment to our **Gobliiins** solution is exposed (found it a bit chilly in this weather, actually) plus there's **Dizzy's Yolkfolk**.

Gobliiins p90



Dizzy: Prince of the Yolkfolk p94

reviews

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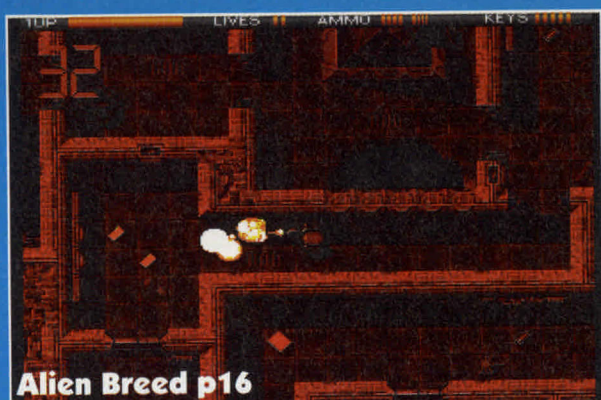
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Competition Winner!

Please give a yelp of delight as we announce the winner of our Beast III competition from the October issue. And the winner of the ace Sony Hi-Fi is the one and only Andrew Bogue from the wonderful land of Worcestershire. The runners-up prizes are already winging their way to the other 10 lucky readers.

coverdisk



Alien Breed p16

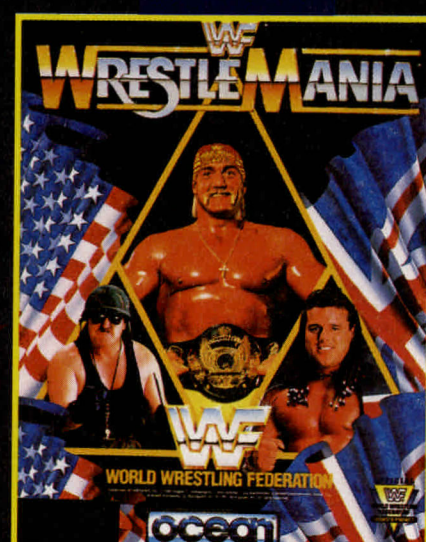
Golly gosh and a whopping big gasp! **Alien Breed** rears its rather sexy head again but this time in remix form. Amiga Action gives you one splendid, exclusive mini-level for you to slap a sloppy kiss on. Then you can go for a round with **Nick Faldo** before you take to the fairway, rounding it all off with **Cytron** and **Donkey Kong**. Fabbo.



Nick Faldo p19

16

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ACT NEWS NO

DIZZY IN A SPIN

Cystal Kingdoms Dizzy is Codemasters' latest epic featuring that lovable little red and white egg. The game is released this winter and looks like it could be Dizzy's most exciting adventure yet, combining action and adventure with a comical stance.

In this episode, Dizzy must attempt to save his homeland from an imminent curse. The Crystal Kingdom is disintegrating, a sure sign that the crystal treasures of the Prophet Zeffar have been removed from their sacred place. Dizzy's quest is to retrieve Zeffar's crystal chalice, crown and sword. Taking place over four levels the game looks as if it's going to be fairly impressive when eventually finished.



And you thought you were taking granny out for a quiet Sunday afternoon drive in the countryside!

Circuit breaker

Slicks is another forthcoming Codemasters game. For a change, this one doesn't feature our eggie national hero. This is actually a race game based on their console extravaganza, *Micro Machines*.

Six of the world's top circuits have been incorporated and the game features three modes of play: practise, Grand Prix and the most exciting of all, a two player head-to-head challenge. The game looks as if it will be joyfully overflowing in the gameplay department and will hopefully be the most playable top-down racer around.



Your car swerves wildly as you attempt to avoid strange blue objects in the middle of the road.



Above: At the Codemasters' office, Dizzy's patience is running out after asking for the fifteenth time when his latest game is going to be ready for release.

Left: This is a picture of Dizzy standing on top of a grassy knoll waiting for Codemasters to finish his latest epic.

Fight them on the beaches

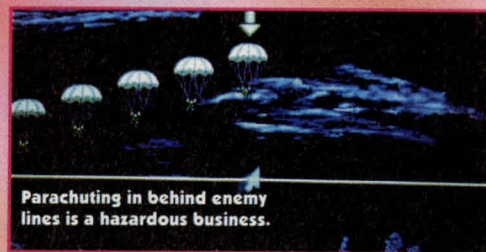
Futura's latest offering is to be based on the Normandy landings of June 6th, 1944. You take on the role of a foot soldier as you progress through the game and can choose to be in a tank, ship or a plane.

As you gain in experience, you'll be given the task of commanding entire divisions and eventually be shouting orders to your entire army.

D-Day is being programmed by the same team that brought us *Panza Kick Boxing* so it is bound to be pretty damn smart!



This is where your men are briefed for the mission ahead. Stiff upper lip time boys!



Parachuting in behind enemy lines is a hazardous business.

Mouse watering mice

Logitech has just announced that it has produced 20 million mice. The big question is, where do they get enough cheese? Anyway, to celebrate they have launched a new family of mouse known as the Pilot Mouse. Ergonomically designed this mouse retails at the extremely attractive price of just £21 + VAT. You can work out the actual price for yourselves!



Doodlebug

Limited Edition
Includes Rip
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Doodlebug offers twenty levels of varied platforms spread across five themed worlds. Interactive characters within the game allow Doodlebug to buy buggies, submarines, helicopters, space ships and dragons to help him on his quest to rescue the lovely Princess Lady Bug.



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OUT WITH THE CHOPPER

A German Triumph?!

With the imminent success of Thalio's *No Second Prize*, plans are already afoot to develop a sequel (the review of the first effort is elsewhere in this issue).

The follow-up will be based around the Grand Prix scene, featuring all the circuits you'd expect to see from a season of motorbike racing and, of course, a full complement of international, top class biking maniacs.



General Kilbaba, a mad military tyrant, has invaded a small but wealthy arab emirate, seizing total power and generally being a bit unpleasant. He has attained a reputation of being thoroughly merciless and the US President believes that an all out air strike is too big a risk to take.

Take to your heavily armoured helicopter and embark upon *Desert Strike*. The Amiga version should be in the shops before Christmas, retailing at a worthwhile £25.99.



Desert Strike has been at the top of the Mega Drive charts across Europe since its release in April and looks set to repeat that same degree of success on the Amiga.

Having a blast

Boom Box is described as interactive fun with music and is the latest from Dr T's music software.

The player is supposedly able to create exciting musical grooves via triggering samples.

Chart hopefuls out there will want to get hold of this sharpish so that you can start making tons of cash and become internationally famous at the same time! Expect to have to pay around £35 for the privilege.

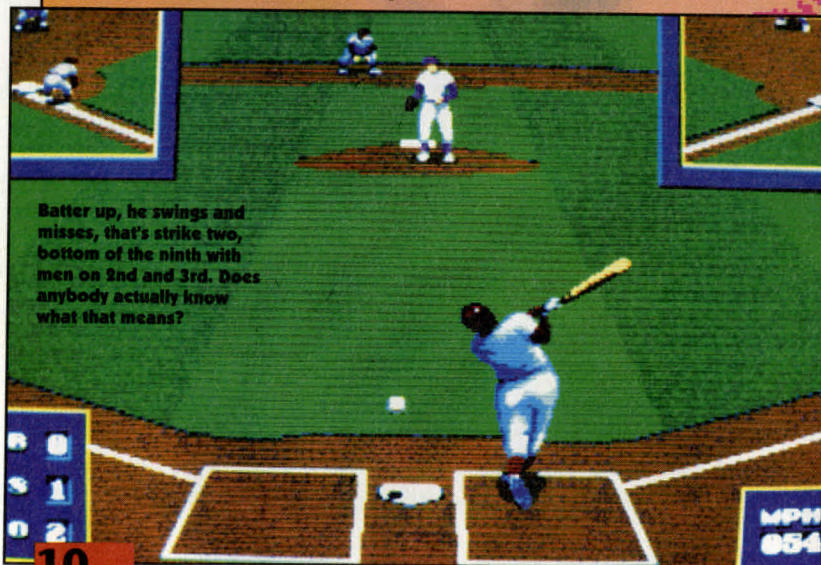


It's described as being more fun than you're prepared for, and it has to be said, it certainly looks exciting!

MTV goes Classical

Mindscape is set to release three new titles on their Classic range, all at the lovely price of just £19.99.

Contraptions is a tricky isometric 3-D puzzle game in the mould of the now classic *D/Generation*. You control a repair man and must work your way through a machine fixing all the bugs in the system.



TV Sports Baseball is also released and is supposedly the most complete computer baseball game ever developed. Completing the line-up is another TV Sports game, this time it's the boxing version.



Another great victory for Guts Goodbody in Mindscape's boxing game. He remains undefeated and with you guiding him, how can he lose? Ouch, gerrof!

Amberstar

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BACK INSIDE THE RING

Those huge great sweating lumps of muscle called wrestlers are back in WWF2, attempting to capture the Christmas number one slot - again!

Can you see the attraction of massive men in their forties, who have taken enough steroids to shame

most athletes, running around a ring pretending to hit each other and shouting all the time?

Well Ocean have seen the potential for a second release and it will undoubtedly sell better than most. It'll be available in time for Christmas.

Dirky deeds

Don Bluth's latest epic featuring Dirk the Daring is subtitled *The Curse of Mordread*. In this instalment, Mordread tries to gain revenge for his brother's destruction by kidnapping Dirk's family, the fiend!

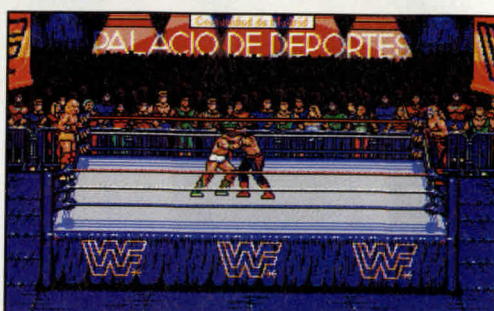
You must test your skills in order to rescue Daphne and the children before it's too late. As usual with these games, the graphics and sound are some of the best you will ever see on a home computer. Let's hope that the gameplay matches up!



Awww! That poor little defenceless mouse is about to go to the big cheese-making factory in the sky at the hands of a ruthless pussy cat!



Wrestling can be compared to two knights preparing to go to battle. Unfortunately it is a battle where they only pretend to hit each other!

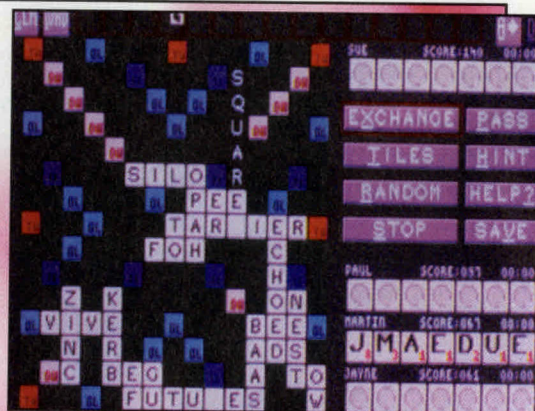


Head-crushing action aplenty here. People actually enjoy watching this stuff? Sad really, isn't it! (Hold on a tick, I watch it all the time on ITV - Ed.)

Scrambled head

Scrabble is the ultimate game of verbal wizardry and it is once again rearing its head on the home computer after a number of unsuccessful attempts in the past.

US Gold appear to have got it right this time and the computer certainly plays a mean game. There are 12 skill levels and a four player option. Over 126,000 words are locked into the games memory so remember, no cheating!



There is nothing to choose between the three players in this tense encounter - it could go either way! Whoever thought Scrabble could be this exciting!

Turkish delight

In this delightful little platform romp from Krisalis, you take on the role of Sinbad Jnr. The Caliph is convinced that it's you who has kidnapped his beautiful daughter Laila. The only chance you have to prove your innocence is to escape from the dungeon you're held in.

The game is in its early stages but is already great fun to play. Price TBA.

Our budding little swashbuckler faces a torrid time throughout his adventure, facing menacing musclemen and even killer bees!



Aren't there supposed to be magic carpets and genies in lamps to help me out? If so, where are they?

Immerse yourself in

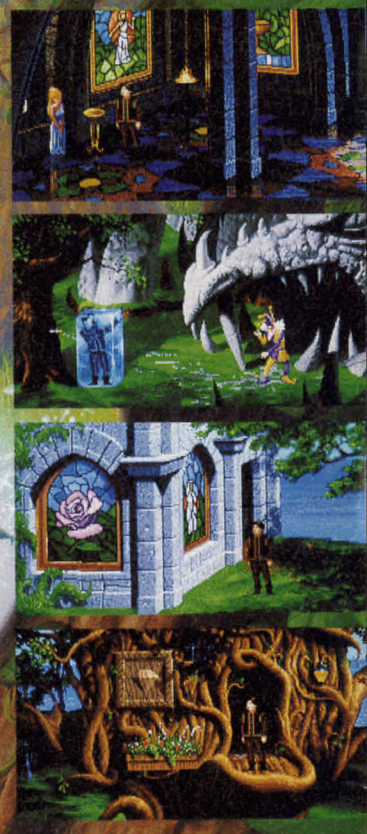
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ALIEN BREED '92

Is it inhumanly possible (Twilight Zone tingling sound, please) to improve the first *Alien Breed*? The guys, gals and strange life-forms responsible for the original certainly think so. Yep, Team 17 has now enhanced the original *Alien Breed*, designing more levels and making it much more difficult.

And then look what they do! With absolutely no consideration for all the smoothly run computer stores throughout the country, they sell the remix at a ridiculously low £10.99. There's sure to be complete chaos as everybody dashes to buy a copy!



Mmm, a lovely big gun to show the masses of aliens just who is boss around these parts. On second thoughts, let's forget the macho stuff and get the hell out of here.



Once past the alien, enter the large room and collect all the credits, keys and anything else that may be lying around.



Like the beginning of a Bond movie, the screen becomes flooded in red. But what did you do for this to happen? Play the demo and find out!



If you're suffering from a shortage of keys, why not shoot open the doors? But is this a wise idea, considering there's a critter waiting on the other side?

WHAT'S IT ALL ABOUT

Grab your stick and prepare to embark upon a mission into a futuristic world of danger and daring. There's even a two-player option so you can put your mate's life at risk, too!

The idea of the demo is to activate the zone's destruction pod and then quickly escape before the whole area is blown higher than Steve's rubber doll. If you can do this without dying at the clawed hands of an alien, you can consider yourself a worthy candidate for the real thing when it hits the shops.

Throughout the game, you will see computer terminals resting against the walls. To access them, stand close and press the Spacebar. The rest you can discover for yourself - we recommend you grab a set of keys for when you panic during the self-destruct sequence. There's nothing worse than being stuck behind a locked door with safety just down the corridor and an alien to the rear.

Oh by the way, if you run out of keys and have a clip of ammunition to spare, try blasting the doors off.

And who exactly is Lynette Reade, the incredibly sexy voice on the computer log-in screen? If you know, please tell Alan and put him out of his lovesick misery. Or even better, if you're reading this Lynette, why not give him a call?

PUBLISHER Team 17

RELEASED Nov 1992

PROGRAMMER Rico Holmes & Co

GAME TYPE Shoot'em-up

PRICE £10.99

LOADING INSTRUCTIONS

Place the *Alien Breed* coverdisk in your drive and the game should automatically load. To skip the intro text, just press the fire button on your joystick. Now ask yourself a question... Do you feel lucky?

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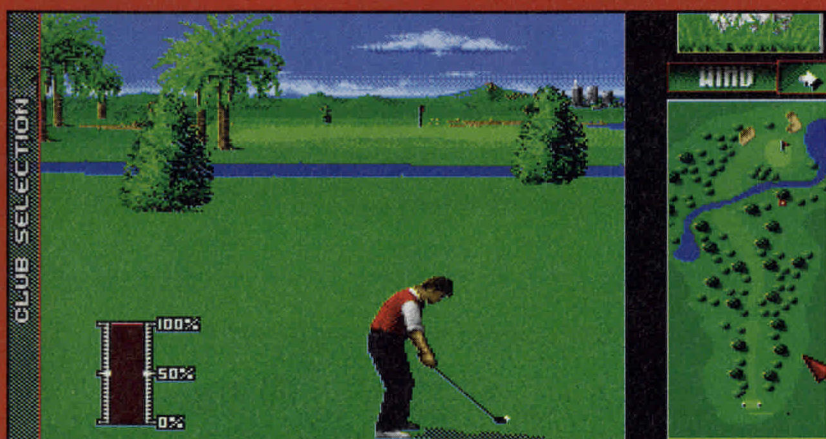
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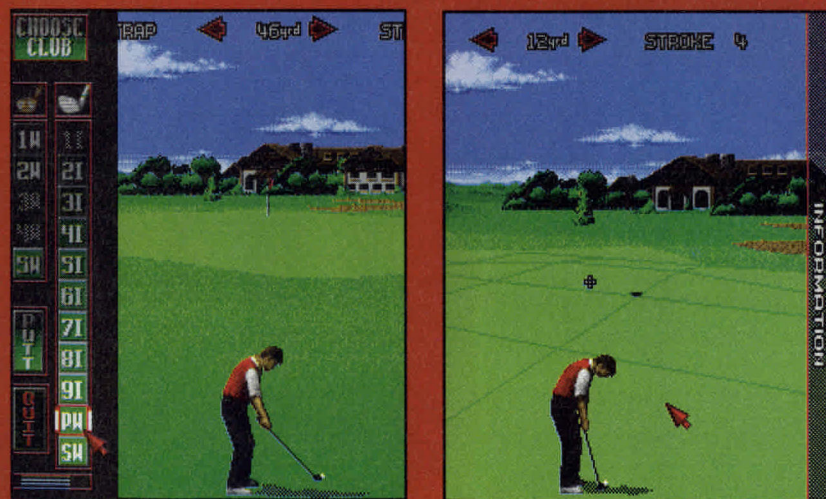
NICK FALDO'S WORLD CHAMPIONSHIP GOLF

A *PGA Tour* beater or a *MicroProse Golf* mutilator? That's the question surrounding *Nick Faldo's World Championship Golf* from Grandslam. It has been written and designed by Arc Developments using a unique new system called Reality 3 and it looks all the better for it. Just take a peek at the stunning screenshots and gasp at the sheer realism.

Whether it will oust the classic aforementioned golf games from the helm of the leaderboard remains to be seen. To make your own mind up, load the disk and play it for yourself. A full one hole experience lies in wait...



Watch the river! Actually, try to land the ball in some water to witness the remarkable ripple graphic effects. Try hitting a tree as well and see what happens.



Just drag the mouse pointer over either side of the screen to reveal more options than you can shake a pitching wedge at. Just experiment to achieve maximum enjoyment.

Putting is tricky unless, of course, the groundsman irons the green beforehand. Hit your shot 'into' the gradual slope for the perfect shot. Very tense moments, eh?

| | | | |
|-----------------------------|--|-----------------|-----------------|
| PUBLISHER | Grandslam | RELEASED | Dec 1992 |
| PROGRAMMER | Arc Developments | | |
| GAME TYPE | Sports sim | PRICE | £25.99 |
| LOADING INSTRUCTIONS | Place the disk into your drive. After a while, the Amiga Action coverdisk menu will appear. Shift the mouse pointer over the appropriate name and click once. Now wait for the demo to load and get ready to play. | | |

WHAT'S IT ALL ABOUT

If you require a quick peek of the hole from above, move the pointer over the right-hand border. Select an alternative club by moving the mouse pointer over the left-hand border and click.

To play a shot, select the club you wish to use, move the shot direction icon to where you want the ball to go and then select the desired amount of power. To hit the ball, move the mouse pointer to the bottom of the golfer sprite until it changes into a curved arrow. Left click to initiate the shot.

Having done this, a 'swing icon' will appear where the power indicator used to be. This is split into two zones. The first area is wrist snap. Clicking on this as the bar shoots past will add an extra 10% power to your shot.

'Double Click' is the second area. This zone varies in length depending on which club you are using. Clicking twice inside this zone ensures that the flight of the ball is true. Missing the beginning of the zone will result in a hook and mistiming the second click will result in a slice. Repeat this procedure until you reach the green. When using a putter, the 'power' icon and 'swing' icon are replaced by one single icon representing the strength of the putt stroke. Move the pointer to the golfer's feet and left click. The power will start to rise. Click again to stop it. Glad that's cleared up!

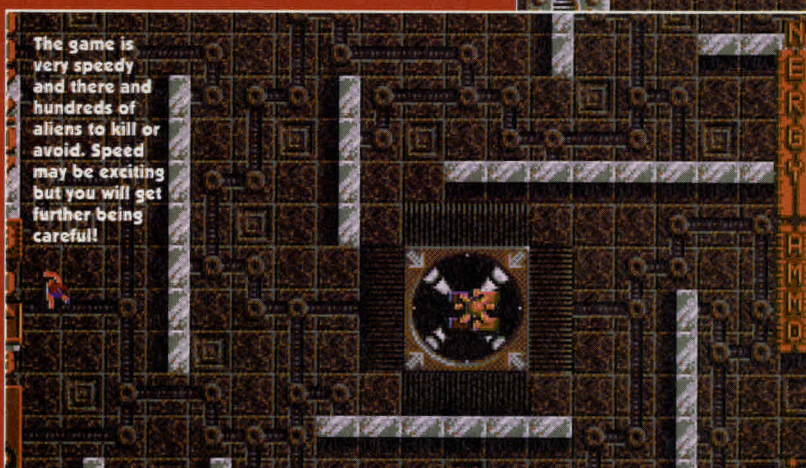


The crucial shot. A decent strike can make the remainder of the hole a lot easier. A stray drive will probably result in a bogey hole.

coverdisk

CYTRON

Rescuing scientists is the order of the day in this massive playable demo from Psygnosis. You take control of a tank which can split into two smaller vehicles. Drive around the screen avoiding or shooting enemies, collecting power-ups, accessing computer terminals and most importantly, rescuing the scientists.



The game is very speedy and there are hundreds of aliens to kill or avoid. Speed may be exciting but you will get further being careful!



There are some mega-powerful weapons available for use in the game. Just press F10 to choose between them.



Scouting around the screen at high speeds can be great fun, but watch out for those aliens!

WHAT'S IT ALL ABOUT

To play the game, simply move around the screen using the joystick. The firebutton will shoot your chosen weapon and F10 will change between weapons.

Perhaps the most interesting feature in the game is the ability to split your vehicle into two parts. To do so, press the Spacebar. You can then control one half of your tank while the other remains in a protective cocoon.

To swap between the two again simply press the Spacebar. You can also rejoin them by moving the half you are controlling close to the other and then press the Spacebar again.

Collecting a power-up couldn't be easier. Just drive over it and you will immediately feel its effects.

Use the teleporters by simply driving over them and you will automatically be warped to a pre-determined destination.

The Half Meg Blues

If you're one of the few people who hasn't yet upgraded to a 1 meg Amiga, please disconnect all external peripherals before attempting to load the half meg demos.

DUFF DISKS!!

If your disks are duff, please return them to: PC Wise, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan, CF48 2YY. Please do not send them to the Amiga Action offices!

| | | | |
|-----------------------------|---|-----------------|-----------------|
| PUBLISHER | Psygnosis | RELEASED | Nov 1992 |
| PROGRAMMER | Lunatic Software | | |
| GAME TYPE | Arcade Strategy | PRICE | £25.99 |
| LOADING INSTRUCTIONS | Insert the disk into the drive and wait for the new Amiga Action menu system to load. Once this is done, click on the name 'Cytron' and wait for a short while. The game will then have loaded and who knows what lies ahead! | | |

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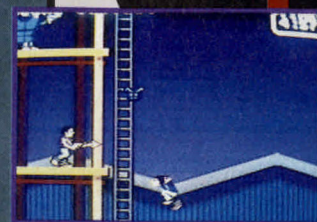
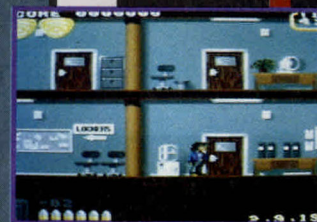
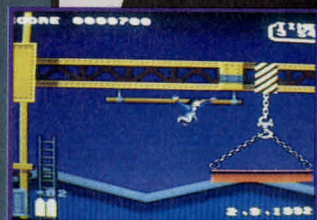
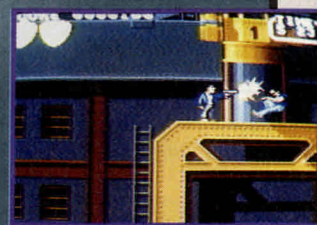


CODEMASTERS

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LETHAL WEAPON



TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

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ACTION REVIEWS

Christmas is drawing near. So near in fact that you can now hear its footsteps around the corner. It's time to break out the pen and paper and start writing those letters to Father Christmas: "Dear Mr Christmas, please can I have a year's supply of Amiga Action reviews?"



Platform action in which the hero chucks a banana at his enemies. Have Team 17 gone mad? Turn to p30 to find out.



If you fancy a huge throbbing beast between your legs then Thalion's new motorbike sim might be just the game for you.

Ronald McDonald, the TV burger legend, gets his very own game and not before time either!



Football management thrills from Gremlin. Can you climb to the top of the table or will you be dumped alongside Forest?

Also mercilessly dissected: Tearaway Thomas, Tiny Skweeks, The Legend of Kyrandia, Shadowworlds, Bunny Bricks, Lethal Weapon, Cytron, Caesar, Nigel Mansell's World Championship, Paladin II, Ween, Roadrash and Locomotion.

Reviews? We got 'em! The best games analyses?

We got 'em! Lousy "we got 'em" punchlines? We got 'em!

Mel confronts a bloke with a bigger weapon than his. I think he's about to get very annoyed...



When the first Lethal Weapon film burst onto the scene, audiences goggled at the slick action, the snappy one-liners and the awesome amount of Male Bonding from old Male 'Locktite' Gibson himself. Soon the combination of Mel's ridiculous hairstyle and his habit of squinting madly at the camera had him voted the sexiest man alive, as opposed to James Dean, who had long been

considered the sexiest man dead.

Since Los Angeles had all but been wiped out in the first film, Mel set off after South Africans in the sequel – Lethal Weapon 2, and as for the third – well, I can't remember since the only thing left for Riggs and Murtaugh to destroy was our brains.

The game sees the gruesome twosome teamed up in pixel form, running around doing their own bit for community policing in the aftermath of the LA riots in a platform environment.

Ocean have done their best to try to liven up this standard approach by cloaking the plot in drugs deals, terrorism, hostage taking and something so secret that Ocean deliberately misspelled the entire PR handout we got with the game to ensure we couldn't tell you what it was.

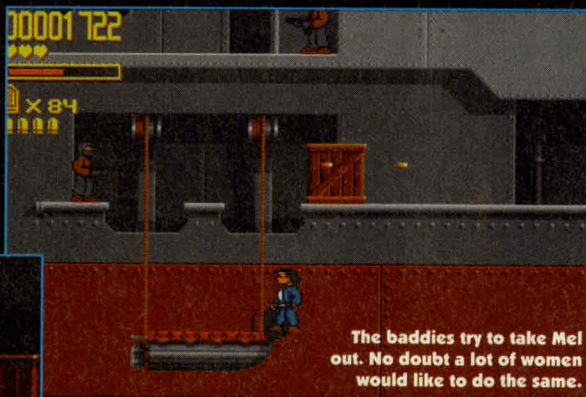
Fishy firepower

To aid you in your travels around this pixel mayhem, you have an awesome and totally deadly arsenal of weaponry for police work. Since these levels include sharks, frogmen, and dudes armed with flamethrowers, you'll undoubtedly need it.

The first three levels can be traversed in any order. In level one, you take on a bunch of druggies hiding out down the

docks, in level two, a bunch of terrorists hiding out amongst the subways, and level three, a bunch of baddies hiding Leo Getz in an abandoned steelworks.

The various baddies you'll meet are armed with increasing degrees of lethal weapons (sic),



The baddies try to take Mel out. No doubt a lot of women would like to do the same.



I see this bloke has a fiery temper.



As you can see, Mel's hairstyle once again dominates proceedings.

LETHAL FACTS

- The films were named after Mel's wild ways, and not some sex-related illness.
- Patsy Kensit, who appeared in LW2, is a darned attractive woman.
- Mel's hairstyle does actually get its own credit in the film.
- Mel is actually Australian and only acts, walks, talks, looks, moves and seems like an American.
- Can anyone remember the plot of the first Lethal Weapon?

Whip out your weapon and join Mel and the boys...

PLATFORM

LETHAL WEAPON

and you can be assured that a direct hit from a missile launcher will do nothing for your vital energy rating.

If you fancy, you can take on these nasties with fists and feet, but bear in mind that it is only the screen version of Mel Gibson who is the suicidal maniac.

That's a small 'un

The graphics are small but well-drawn, and there is plenty to do. My only reservation is that *Lethal Weapon* is basically nothing more than a standard beat'em-up platformer. You can get shot, lose energy, fall off platforms – the usual sort of thing.

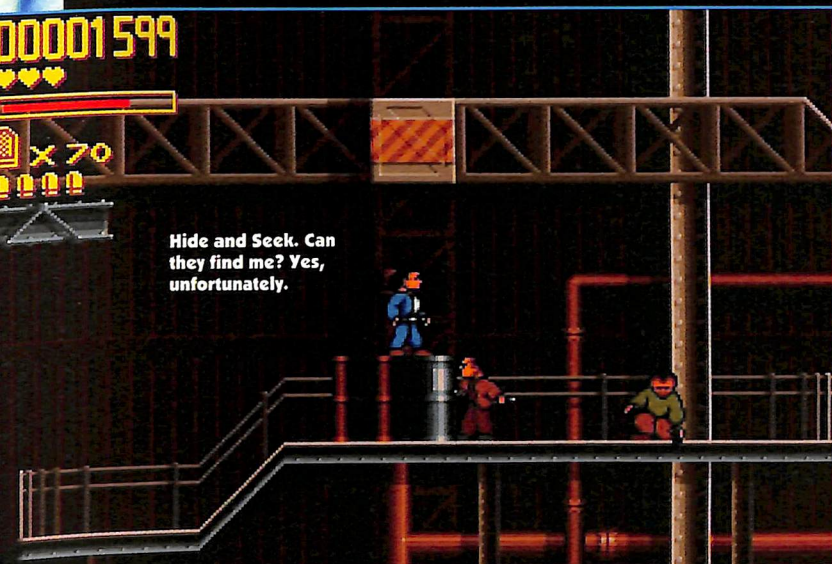
Ocean have done these games many times before, with greatly varying results, but if you want to see a game which really links movies to computer games well, you'd be much better off looking at *The Addams Family* or the excellent *RoboCop 3*.



Standard platform moves abound, including 'The Jump'.



Aaah! Mel's been fatally shot in the back! I guess this means the mighty James Dean is no longer the sexiest man dead anymore.



Hide and Seek. Can they find me? Yes, unfortunately.

82%

THE LOW-DOWN

PUBLISHER: Ocean
TEAM: In House £25.99

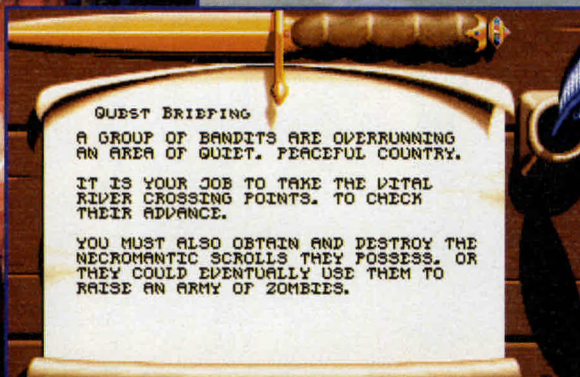
Lethal Weapon is a well-made platform beat'em-up with plenty to do, but ultimately we've seen better than this. The lack of features which directly tie the game into the films may disappoint some people. Graphically, there's plenty going on, but I tend to get a bit bored with aimless mayhem, and by the time you've shot your 150th baddie, you may want to try something different. Unfortunately, the lack of variety is the main problem, but then the films weren't exactly *Citizen Kane* were they?

Nick.

GRAPHICS

SOUND

Have these people never heard of central heating? This couple are spending a quiet evening relaxing by the fire.



Our budding heroes are informed of the tasks that await them. Simply take over two vital river crossing points and destroy any scrolls containing excerpts from the necromantic book of N'Kano.

The strategy employed was correct and the attack on the first crossing was successful. It is decided that the wizard should stay and guard it from attack.

PALADIN II

Step back in time to a land of legends, magic and chastity belts.

The time has come once again for you to step into the shoes of the legendary hero, the Paladin. Countless quests await, and only you are skilful and brave enough to tackle them.

Well perhaps that's not quite true but some of them are damn difficult, anyway!

During your adventures, you will come up against many different adversaries. However, at least you will not be expected to face them alone. There are a veritable wealth of volunteers

willing to aid you in these treacherous tasks but remember they are completely under your control, so their mistakes will also be your mistakes.

ROLE PLAYING

Paladin II has 20 missions built in, ranging from the reasonably easy to the unbelievably difficult.

They consist of many varied goals and targets including rescuing the kings and princesses, taking control of vital crossing points on rivers and leading a gang of thieves in an attempt to steal the

Dark Scrolls from a heavily defended fortress.

The game's interface is very easy to use. Every option available to you is represented by an icon over to the right-hand side of the screen. Simply click on it with the left mouse button and you can perform activities such as pick up, drop or use objects. You're also able to load/save a game, check on your mission objectives and identify what is on a certain area of the screen.

Mousy moves

Combat is simply a matter of moving into position within range of an enemy and pressing the left mouse button. Moving around the terrain couldn't be easier – just click on the area of the screen you want the character to move to and, if he is facing the right way, a simple click on the right mouse button will send him wandering off in that direction.

The addition of a mission builder is a welcome feature in the game. This means that experienced roleplayers can create and devise their own missions, allowing you to challenge your friends to try to solve them.



Steve the Paladin, in a moment of extreme bravado, decides to rush the second crossing alone – and succeeds! What a hero! Or something...



This is it, the moment of truth as our band of weary travellers prepare to attack the first vital river crossing point. Can they do it?

THE LOW-DOWN

PUBLISHER: Impressions
TEAM: Omnitrends £29.99

Impressions have hit the nail right on the head with this release. Some serious roleplayers may be put off by the simplicity of the combat system but it is the strategy element in which *Paladin II* comes into its own. It may not have pretty graphics but the amount of thought which needs to go into completing the missions is staggering. If you enjoy strategy games, look no further.

Steve.

89%

GRAPHICS

SOUND

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Bringing the battle to your Amiga



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

You've completely wrecked your bike and must watch the rest of the race from the trackside monitor screen.

Whilst the rider in fifth position battles it out with a backmarker, you sneak by on the outside.

POS 6TH LAP 4 TIME 0:11:48



RACING

NO SECOND

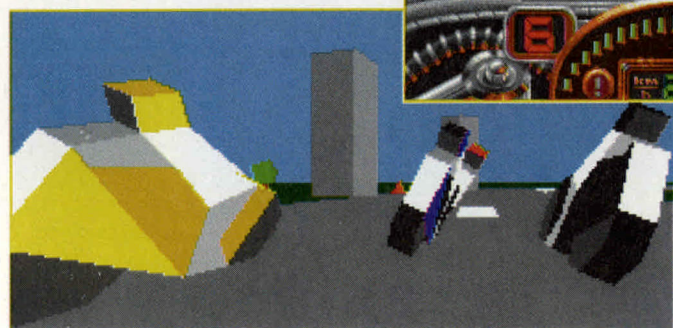
Get on yer bike and drink ya milk!

This is what all motorcyclists and racing game enthusiasts have been waiting for. I have to admit to being both of the above so as an 'expert' in these fields, I can safely say *No Second Prize* is a real treat.

Thalion clearly demonstrate to Domark and their lousy *Hard Drivin'* series just what vector-filled racing action is all about. Even Gremlin can learn a thing or two as Thalion's effort accelerates beyond *Team Suzuki*, obscuring it in a cloud of dirt and dust.

The idea of the game is to shred a few tyres along some of the

You're just behind this small bunch but the angle of the replay camera can only pick up your head. Nice red helmet, though.



world's finest circuits. British tracks are featured in particular, from Brands Hatch to Oulton Park.

He's got Nort-on

You are directly competing with six other bikers and a seemingly endless number of others who are just along for the ride. To help you determine who is who, all your

main opponents are mounted on coloured bikes while the insignificant riders zip about on either black or brown cycles.

Points are awarded for first to third place. At the end of a season (which consists of 20 races), you must achieve the most points to win the magnificent prize of a somewhat nifty superbike.

But what's so good about *No Second Prize*? To put it plainly, it's spectacular; it's ultra smooth and very, very fast. Not once does the



scrolling jerk in any way and the mouse responds perfectly to your movements. Your computer opponents are almost as nippy as yourself which makes the whole affair even more realistic, especially when they respond to situations correctly. In other words, they follow the racing line around corners and also battle it out between themselves.

If you become involved in a crash with other bikes, they also suffer the effects of sliding off the track as well as losing time and

positions. There is no bias that provokes you into shouting "That's not fair!" unlike



Above: The first corner of a new race is really dangerous. Take it easy then open up the throttle on the straight.

The heli-camera always follows the leading bike so you know when you're within close distance of the nippy feller.



Above: Each of the circuits has a description attached to it. They give you an idea of the danger points on the track.



You're so close to the tail of the yellow rider, his exhaust fumes are strong enough to make your nose drop off.



The league table displays where in the competition you lie and gives you an idea of who your main opposition is.

PRIZE

many other race games.

Your race bike can be selected at the beginning of a season. Each piece of machinery is different. For example, one particular bike may have great speed and acceleration but poor cornering. Another may have excellent cornering but be constructed of a weak and fragile bodyframe so don't crash!

Damage to your bike is measured by a small bar displayed at the bottom right of your dashboard. Destroying your lovely bike results in a single point being deducted from your championship score, and yes, it is possible to



On the grid with engines revving but where are the good looking blondes holding up the name cards? Oh well.

have an embarrassing tally in the lowly minus figures.

Nevertheless, *No Second Prize* will be one big plus among your collection of racing games.

91%

THE LOW-DOWN

PUBLISHER: Thalion
TEAM: In House £25.99

Tremendous in every respect, *No Second Prize* is like no other throbbing you may have previously had between your legs. It couldn't be more aptly named too, for it takes all the motorbike racing game honours. You already know about the marvellous speeds and smoothness of the graphics but the sound is also top class. Powerful engine noises fade in and trail off as you pass other riders, while screeching tyres add the final touches in creating the greatest motorbike racing game on the Amiga. Alan.

GRAPHICS
SOUND

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Check out the time limit. Yep, that's right, only three seconds remaining. When the time limit finally expires, the intensity of horrific attacks become increasingly unbearable - you'll never survive the onslaught!



After somehow surviving a seemingly fatal drop through about 20 screens, you find yourself confronted by what can only be described as the contents of Steffi Graf's nose.



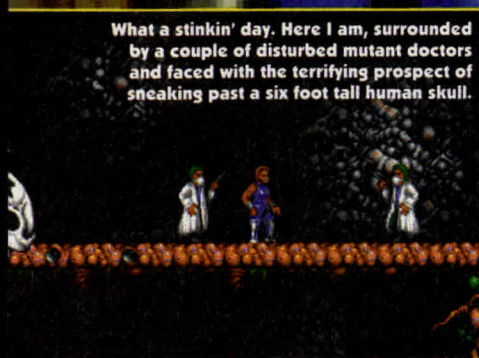
ASSAS

Team 17 are back with their fully blown *Strider* stonker...

Wow! It's the latest Team 17 game and every one in the AA office is overflowing with enthusiasm and excitement, which is not surprising really, considering Team 17's track record. After the delights of *Alien Breed* and *Project-X*, every Team 17 game is awaited with baited breath. Will *Assassin* continue this trend or will it reach the lower standards hit by their first title, the almost forgotten *Full Contact*?

A quick glance at the overall percentage will immediately set your minds at rest. Without a

What a stinkin' day. Here I am, surrounded by a couple of disturbed mutant doctors and faced with the terrifying prospect of sneaking past a six foot tall human skull.



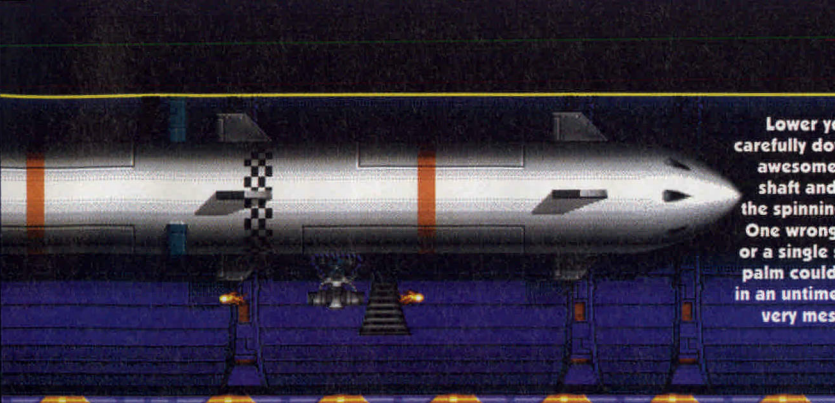
Nope, this isn't an over-exposed screen shot, it's actually the devastating result of an *Assassin* detonated *Star Burst* which wipes the screen of everything good or bad. Not bad, eh?



Climbing a tree to escape the gaping jaws of a Pitbull terrier isn't the answer, I'm afraid. Level one is rife with the bloodthirsty mutts and they're a real pain to shake off.



Dispose of the mortar-firing trooper to reach vital energy supplies. And while you're at it, collect all the gold stars to increase your chance of gaining an extra man.



Lower yourself carefully down the awesome crane shaft and avoid the spinning fans. One wrong move or a single sweaty palm could result in an untimely and very messy fall.



SIN



The first end-of-level guardian is a real breeze. But how a trio of razor-sharp boomerangs can possibly defeat an armour-clad droid is completely beyond me.

doubt, *Assassin* is another top quality Team 17 production. It's the game US Gold's *Strider* should have been, so if the coin-op holds the tiniest place in your heart, go out and buy this product with confidence.

The plot, as ever, is completely irrelevant but for the sake of those who need an atmosphere-building

AMIGA ACTION ACCOLADE

storyline here's a brief run-down of the latest world threatening predicament...

An evil tyrant going by the name of Midan is currently residing in an underground lair and wreaking havoc on a nation of innocent folk. Playing the part of a sole assassin, you must enter the stronghold and be fully

responsible for Midan's demise.

Midan's hired and trained an army of cronies from all walks of life, so you can expect to meet a wild selection of various sized murderers, ranging from dog handlers to crazed syringe-wielding doctors. Disposing of such horrors is your first highly dangerous task.

Thankfully, the Assassin is a superfit athlete who's well endowed in the gymnastics department. He can run, jump, climb, cling, monkey and fall from considerable heights without so much as straining a hamstring. Accessing all these moves from a single

PLATFORM



Kick some ass-assin!

A surplus supply of Assassins.

A mega weapon capsule.

The amount of mission time remaining.

This pool of energy must be filled to activate the mega weapons.

Current score. This determines your final ranking.

The small purple heart represents your energy level.

A boomerang power-up. Let's hope it doesn't come back!

Collect a massive total of 100 gold stars for an extra life. You'll need every star you can possibly get your hands on.

The mega weapon control and supply panel.

Assassin-ate 'em!



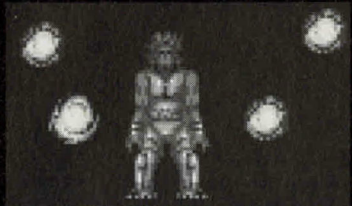
Flame Path: A tall wall of fire which moves outwards, torching and scorching anything that dares to cross its path.



Proxim Mines: Two awesome proximity mines which explode and inflict damage to unarmoured enemies.



Boomerang: The standard Assassin armament. Easily powered-up and despite what you might think, a lethal weapon.



Robo Walkers: A couple of robotic walkers despatched to take out the first enemy they encounter.



Heat Seekers: A trio of deadly heat-seeking missiles which home in on the enemy and explode on impact.



Fire Storm: Bolts of explosive fire thrown from your soul and sent to rain down on nearby enemies.



Star Burst: Collect fifty stars on a level to gain a single Star Burst. The ultimate Smart Bomb.

joystick is potentially a programmer's nightmare, but once you've played the game for five minutes you'll be swinging from the trees, leaping cataclysmic pits and gasping at the effortless control you have over your character. Amazing!

First impressions suggest that your assassin isn't so fortunate in the offensive weapons area. Armed only with a single razor-sharp boomerang, you must somehow attempt to take on not just the army of minions at large but also a selection of huge and gruesome end-of-level guardians.

Boomania

The native Aussie weapon isn't of course fully suitable for the task in hand and for that reason a selection of boomerang power-up icons can be found or stolen from the dead. Such power-ups give you extra boomerangs, additional power, wider throwing arcs and greater speed. If you discover a power-up icon, you can change its effect by shooting it and watching the letters cycle. Using this method you can tailor

your boomerang to suit the varying needs within the game.

To take a little of the strain away from your ever-returning boomerang, there's also a wide selection of mega Smart Bomb weapons which are also collected in icon form. Other icons allow you to boost energy levels, increase the time limit and gain extra lives. Most of these icons are left lying about, but some are dropped by the enemy upon hitting the snooze button.

The entire game consists of five levels which span across 1500 screens. Each level really is huge

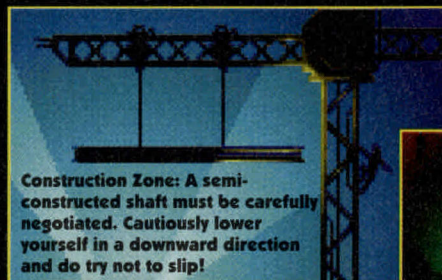
and it'll take you quite some time to find the exit for each. The backdrops are created using 32 colours and the multi-directional scrolling is both fast and smooth. Technically then, *Assassin*'s a real treat, even in the sound FX and music departments where classic samples and atmospheric speech are used, like they were in the fantastic *Project-X*, to boost the already tense atmosphere.

Dressed to kill

The presentation is also a throwback to that of *Project-X*. Before the game begins you can

access an options page to define the number of lives you want to start with, the level of difficulty and whether or not the boomerang power-ups can be cycled. Choosing to start the game with more lives will reduce the amount of available bonus points and playing the game as a rookie will tame the difficulty level, but restrict you to playing the first two levels.

Choosing both of these options will no doubt reduce your chances of achieving a saveable high score and receiving a favourable ranking, ranging from soiled underwear to Team 17 GOD!



Construction Zone: A semi-constructed shaft must be carefully negotiated. Cautiously lower yourself in a downward direction and do try not to slip!

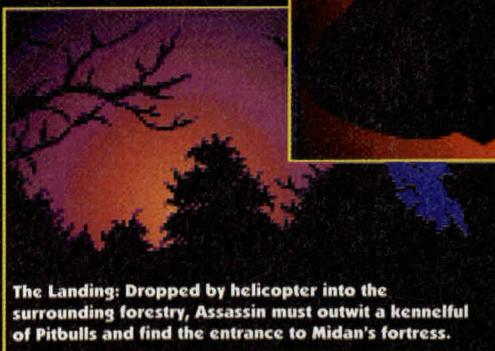
Genetic Asylum: Midan's medical lab is the home of much genetic experimentation. They're currently looking for new Guinea Pigs and guess who's the next patient?



Midan's Labyrinth: Yes, you've made it at last! Don't sit back yet though, this is the toughest challenge to date. A complex maze and a dramatic meeting with Midan!



Missile Command: After the dizzy terrors of the previous level, something slightly tamer than a trek through an unexploded missile dump would have been appreciated.



The Landing: Dropped by helicopter into the surrounding forestry, Assassin must outwit a kennelful of Pitbulls and find the entrance to Midan's fortress.

91%

THE LOW-DOWN

PUBLISHER: Team 17
TEAM: Psionic Systems £25.99

After expecting something slightly less enthralling than *Project-X*, *Assassin* must go down as Team 17's finest hour. What sets it apart from the rest is the effortless control you have over the main character and the bewildering array of atmospheric graphics and aural. Combine all this with a fine difficulty curve (a huge problem with *Project-X*) and a technical achievements list as long as your arm, and you're looking at another slick Amiga arcade game which shouldn't be overlooked.

Pete.

GRAPHICS
SOUND

NIGEL MANSELL'S WORLD CHAMPIONSHIP

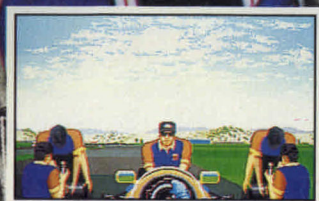
The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience.

- Race the full 1992 season in the superb Canon Williams Renault F1 car.
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- Fast and furious race action with actual Renault F1 engine sound FX and superb detailed graphics.

*THE REALISM OF THE
RACETRACK....*

*THE POWER AND THE
GLORY!*

RENAULT **F1**



Screenshots from Amiga version.

**FORMULA
WORLD
CHAMPIONSHIP**

Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS. Tel: 0742 753423.



BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION

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From the programmers of 'DUNE'

KGB

BUREAUCRACY KILLS

**THE SOVIET
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August 1991.

**The worlds
most powerful
secret organization
is about to go out
of control...**



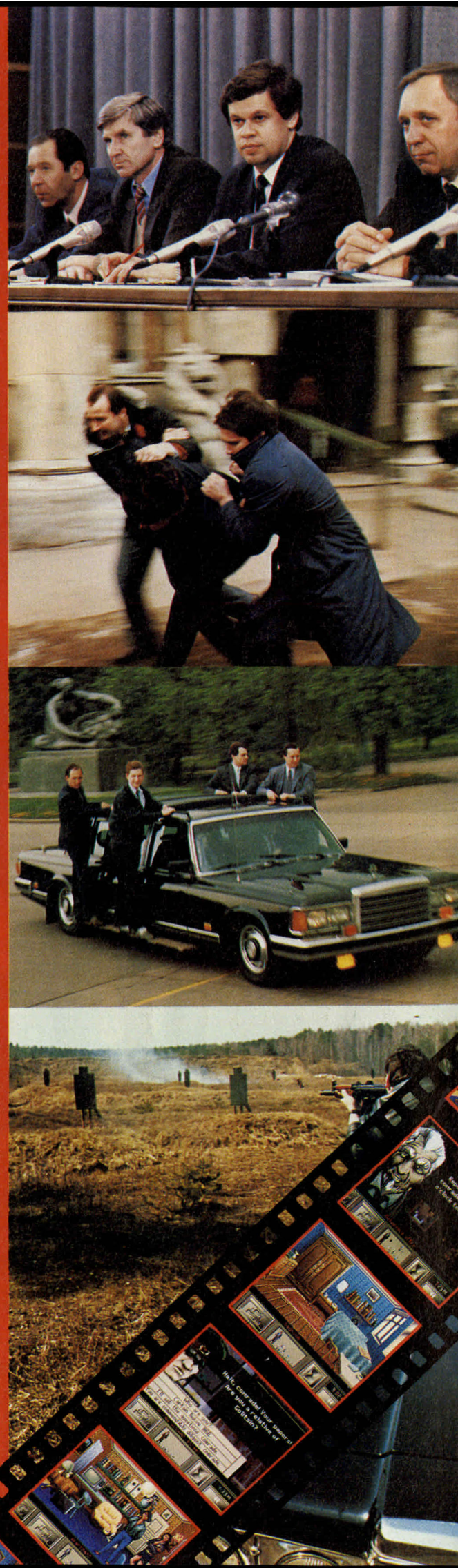
PC & Amiga

Screenshots may be taken from a different version

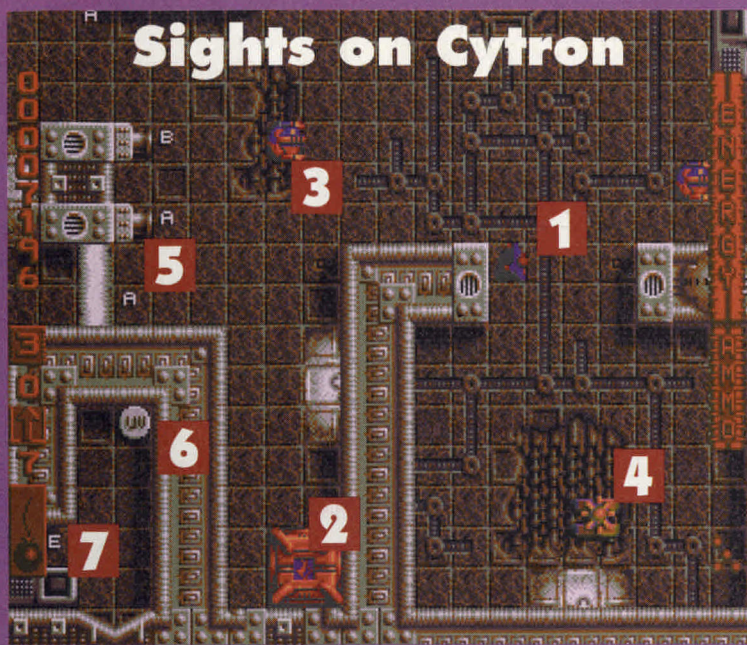
KGB the games, (C) CRYO Interactive Entertainment

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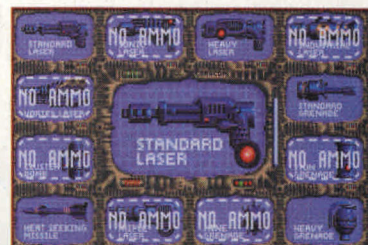
Virgin Games Ltd. 332A Ledbrooke Grove, London W10 6AN



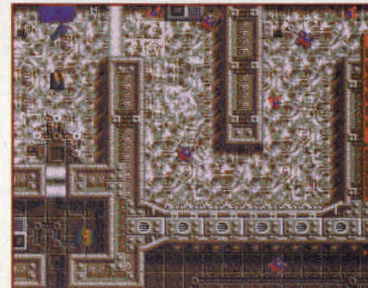
Sights on Cytron



- 1** One of the many trapped scientists who need rescuing from the alien hordes.
- 2** A generator that spews out all manner of grotesque beings.
- 3** Aliens can sometimes be mistaken for scientists because of their similar blue colour scheme. Why couldn't they be red or something?
- 4** Your heavily armoured tank can split into two smaller, nimble vehicles.
- 5** Shoot the 'A' switch to turn off the deadly energy barrier just to the side of it.
- 6** Collect the various icons. They could supply you with extra ammo, replenish your energy reserves, or even something completely different.
- 7** Access computer terminals to change weapons, scan the zone you're in, and so on.



Now you've logged into a computer, select a weapon that you think will satisfy your needs. The heavy laser's looking good!



The surface is swamped in liquid nitrogen, causing you to slip and slide. Now control of your tank is even more difficult!

CYTRON

Paradroid '90 powers into 1992 and beyond.

Of course, *Cytron* isn't the sequel to *Paradroid '90* as both games are under the wings of two different publishing companies. It is obvious, though, where the inspiration for *Cytron* came from.

Taking command of a tank is no easy task (just ask the Army). And guess what? Yes, ten out of ten, you control a tank. With no Iraqis, Libyans or Commies within hundreds of miles, what exactly are you supposed to shoot at?

Well, how does alien life-forms from another universe grab you?

In the far reaches of a galaxy floats a powerless spacestation. Overrun with gruesome aliens, indescribable beasts, the Prisoner Cell Block H cast and robotic adversaries, you must penetrate deep and rescue a number of trapped and extremely troubled scientists.

Joystick controlled, rush your tank through the levels, searching

for your objectives. Certain passageways are too narrow to fit through in your complete form but you can split into two smaller vehicles to allow progression.

The action is frighteningly fast and exceptionally frantic when you see your time limit for each stage almost at a life-threatening end.

This is when you tend to dash into enemies and lose fatal amounts of energy.

By accessing computer terminals, you can replenish energy reserves, select weapons and so forth. All this amounts to a good *Paradroid '90* clone but it's just not as slick.

ARCADE STRAT.

THE LOW-DOWN

PUBLISHER: Psygnosis
TEAM: Lunatic Software £25.99

The problem with *Cytron* is that it's left in No Man's Land. It can't make its mind up whether it wants to be a shoot'em-up, puzzle or strategy game and can't explain itself away as a combination of the above. The result leaves the player looking despairingly for some sort of motivation to play on but not succeeding in finding it. Good for a while but you'll soon be searching elsewhere for your fun.

Alan.

78%

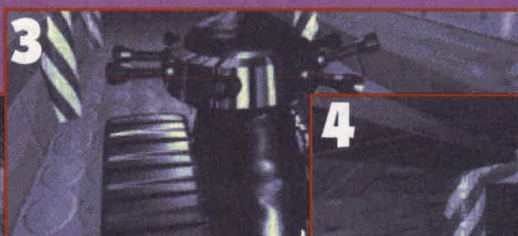
GRAPHICS
SOUND

Where's Oddball when you need him?



You roll through the futuristic corridors.

An alien droid flies at your tank.



You adjust your turret and take aim.

A plasma bolt puts an end to that adversary.



LOCOMOTION

From Euston to Inverness, this one is a trainspotters' paradise.

PUZZLE



Out in the desert, the track construction workers must have been a little under the influence when laying down the railways. Had they never heard of straight lines?

The clackity-clack of wheels can now be heard on your computer and you don't even have to suffer the stomach-wrenching agony and pain of eating concrete sandwiches or tasteless burgers.

Although nothing to write to BR about, *Locomotion* is a mildly entertaining puzzle game for a while. The aim of the game is quite straightforward; ensure each train reaches its destination by re-directing them via the control points on the track.

Each station is identified by a letter clearly written above it. The same technique is used on the trains where the letter above your loco tells you where it should be heading. Point and click your mouse-controlled cursor about the area to ensure things go as smoothly as possible.

The difficulty arrives late... I mean arrives when you have a



Divert the trains so they don't suddenly face a head-on collision with another one coming in the opposite direction.



You halt the progress of Train C to allow Train A to reach its station. Now switch the track and let Train C continue.

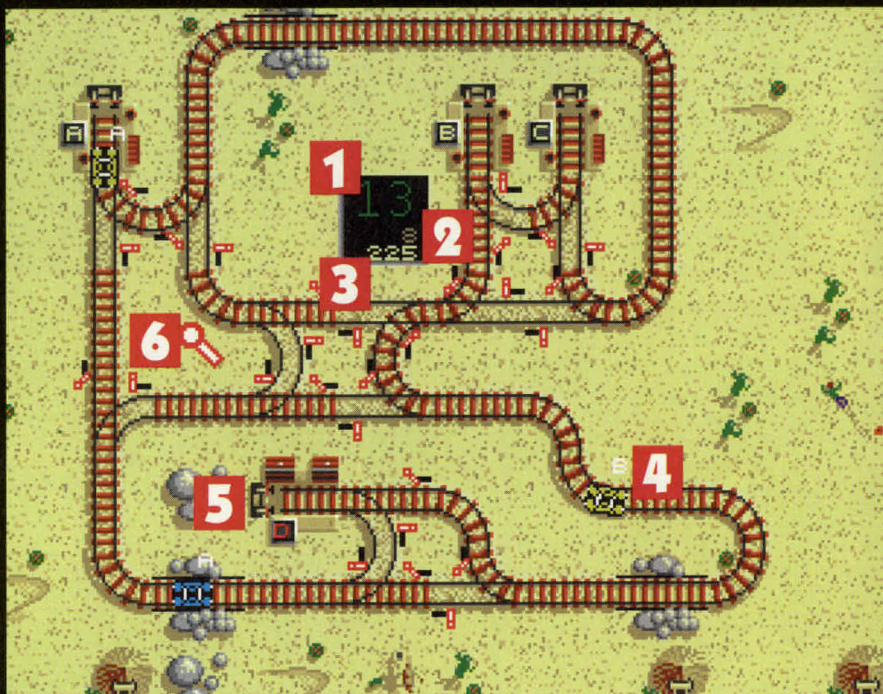
number of trains steaming about the tracks, risking collisions and crashes. You are only allowed to destroy so many trains before having to start all over again.

A time limit also imposes extra pressure on your fat controller skills. Since your trains can't communicate to each other and aren't labelled with silly names like Toby, all the hassles are on your shoulders so every initiative and opportunity to save time has to be taken by you alone.

There are pre-designed levels for you to overcome and also an accessible track designer option you can implement. Unfortunately, this doesn't allow you to sprinkle on the spice of variety that the game as a whole is lacking.

Going Loco

- 1** This denotes the number of trains you have to guide into the appropriate stations. Quite a lot, isn't it?!
- 2** You are only allowed to destroy this number of trains in collisions.
- 3** The more trains you have on the map, the quicker your time limit decreases.
- 4** The letter above the loco tells you where your resting place lies.
- 5** Trains entering the wrong station are forced to do an immediate U-turn.
- 6** Guide your cursor about the screen, flicking the track where necessary.



THE LOW-DOWN

PUBLISHER: Kingsoft
TEAM: Prestige £25.99

They say the simplest things in life are best. *Locomotion* is simple but far from being the best. Even so, its undemanding nature is good as a relaxation technique and is sure to boost any deflated egos. A few tied-up damsels on the track would have been interesting, but as it is, *Locomotion* chuffs into the average bracket and will probably spend life in a siding with Thomas and Gordon.

Alan.

68%

GRAPHICS
SOUND

REACH FOR THE SKIES

THE BATTLE OF BRITAIN

Summer 1940. The future of World War II hangs in the balance. The cream of the German Luftwaffe and the aces of the RAF are locking horns in their most crucial confrontation yet – The Battle of Britain.

Over 50 years on, you have the chance to re-live that famous battle and play the part of a British pilot or a German flying ace. Your performance determines whether the outcome is a repeat of the British victory or an unprecedented German success.

Programmed by the team that brought you "Flight Of The Intruder", the definitive 90's flight sim, Reach For The Skies exploits the same unparalleled technology and reaches new heights of historic realism.

- Re-live the crucial days of the battle as controller, pilot or gunner.
- Includes huge array of in-flight options and controls.
- Choose from eight meticulously recreated aeroplanes – Spitfire, Hurricane, Bf 109, Bf 110, Ju 88, He 111 or Do 117.
- Features record and playback modes – watch and re-watch your favourite dogfights.
- PC version includes multiple sound board support, 256 colour VGA graphics and Gaurad shaded aircraft for extra realism.

Available on PC and 100% compatibles, Atari ST and Amiga.



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SUMMER 1940:
France is defeated.
Britain stands alone
against the enemy.



At the major eclipse, the valiant heart will depose three grains of sand in the Revuss; in this way his enemy will be destroyed... As Ween you must fulfil this prophecy.

Under orders from your grandfather, the good sorcerer Ohkram, you must go and find the fabled Revuss. You are bound to come across many strange people and creatures throughout your quest, many of whom will try to aid you by providing information and help, but essentially you must succeed alone.

Travel a long journey to the heart of the kingdom of the Blue Rocks, where with magic and cunning you must defeat the most terrible monsters, all the while living where the shadow of sorcerer Kraal falls.

For their latest release, Coktel Vision has gone for the most popular adventure game control

Ubi and Orbi are twins devoted to your cause. They join you on your journey and will be helpful without actually showing themselves to you.



WEEN THE PROPHECY

Can you overcome the problem of Blue Rocks?

method at the moment - a point and click interface. As with all of these control devices you simply point at the area of the screen or object you wish to utilise and away you go. Every company seems to have developed its own point and click system these days, each with its own plus and minus points. This one seems a little more simplistic than most but it hardly detracts from the actual gameplay. A very nice touch which has been incorporated into the game is Ween's reliance on characters whom he doesn't directly control.

For instance, in order to light

a fire he must summon Urm the fruit eating vampire and ask him to set fire to the wood and straw in the fireplace. However Urm just

ADVENTURE

loves fruit and needs an incentive to help you. Provide him with some fruit and he'll definitely offer assistance if he can.

Ohkram's good buddy Petroy also stays in touch with Ween's adventures telepathically and keeps a watchful eye over you.

An interesting feature is the



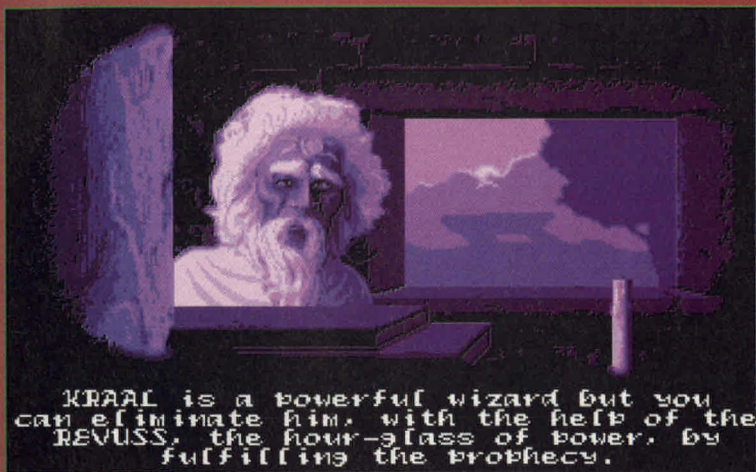
The point and click system used in Ween is similar in style to most graphic adventures these days. There is no typing whatsoever in the game.



Your fruit eating vampire friend is extremely helpful. Summon him with a magical flute and tell him exactly what you want. Unfortunately you'll then have to bribe him. Who says you can't buy friendship?



I wouldn't like to meet up with this evil character in a back alley in Salford! Fortunately he is fossilised into the wall so you needn't worry too much.



KRAAL is a powerful wizard but you can eliminate him, with the help of the REVUSS, the hour-glass of power, by fulfilling the prophecy.

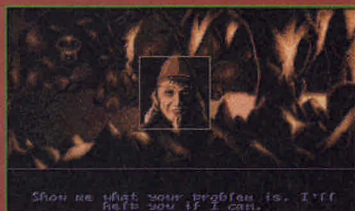
provision of jokers to get you through particularly tricky sections of the game. If you're completely stuck, play one of your limited number of jokers and it will give you an additional clue on how to get out of trouble.

Ultimately, *Ween* beats the life out of *BAT II* but falls short of overcoming the likes of *Rise of the Dragon*. In saying this, *Ween* is certainly worthy competition and a credit to Coktel Vision.

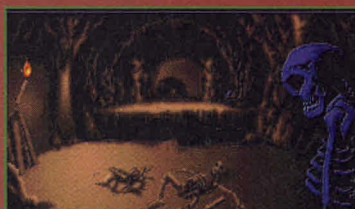
This mean old rat really is a nasty piece of work! He has something you want but won't let you get at it. You'd better figure out a way to get rid of him!



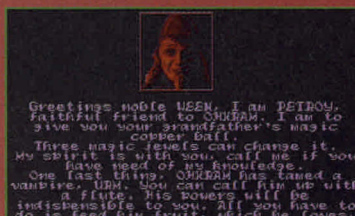
Your quest is set out for you by your powerful sorcerer grandfather, Ohkram. You had better do as he says or he might tell your Dad and you don't want that.



Good old Petroy, always willing to lend a hand whenever necessary. Sadly he's a bit thick and doesn't provide too much help. Never mind, it's the thought that counts!



Here's a tricky situation. If you can avoid being scared witless by the maggot-infested skeleton, you must get across the perilous precipice. Don't look down!



Petroy is an very old friend of your grandfather's from way back. He will help you at every possible opportunity through a useful telepathic link.

84%

THE LOW-DOWN

PUBLISHER: Coktel Vision
TEAM: J Kluytmans £25.99

When I first played *Ween*, I must admit that I wasn't all that impressed. After a while the whole thing began to grow on me. As I began to make headway, I found myself becoming more and more engrossed in the storyline and the whole atmosphere of the game. Also, graphics and sound are more than adequate throughout. My only problem with *Ween* is that it may be tricky for some as you can easily miss objects, no matter how experienced you are. You literally have to click on everything you see!

Steve.

GRAPHICS

SOUND

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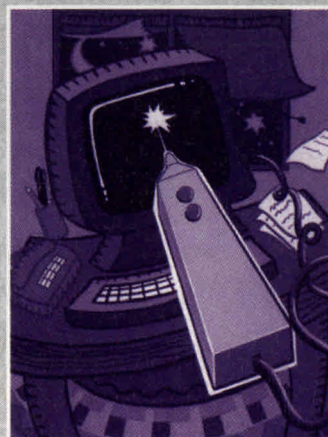
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TINY SKWEEKS

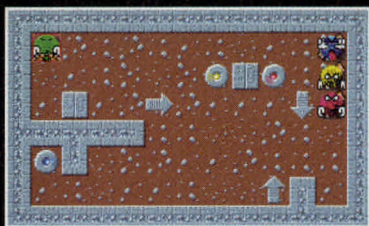
Cute, cuddly and complex conundrums to wipe out any remaining brain cells.

Remember Skweek, our hero from the planet Skweez? After his last adventure he fell in love with a beautiful Skweezette with whom he had many children. These little bundles of joy became known as Tiny Skweeks and they enjoy nothing more than causing mayhem and chaos with their tricks, japes and practical jokes.

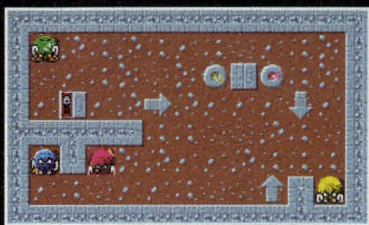
The Tiny Skweeks have a secret desire to paint everything and everyone pink. You must quickly



The start of this level shows us that the screen contains four Skweeks, four sleepers and an extra time pick-up.



The situation has changed a bit now. Green is in place on his sleeper and the extra time has given you breathing space.



Blue is now in place and things are coming together quite nicely. With a little skill this level can still be completed.



That's the third one away with the fairies on a sleeper. That just leaves Pink. The last is always the most difficult though!



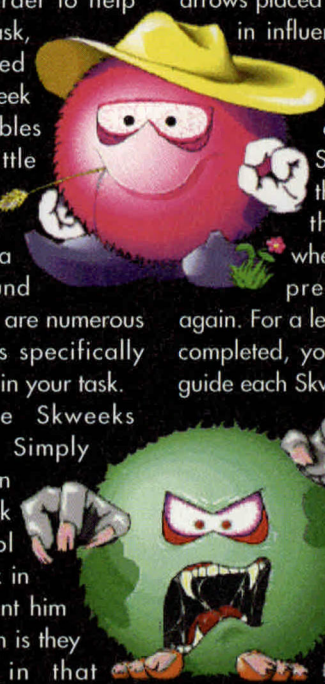
This is the basic game screen. Guide each Skweek to his or her sleeper within the time limit to complete the level successfully.

stop them and in order to help you with this noble task, Skweek has provided you with a Tiny Skweek controller. This enables you to guide the little terrors to their sleepers where they will safely drift into a doze. This may sound easy but in fact there are numerous traps and obstacles specifically placed to hinder you in your task.

Controlling the Skweeks couldn't be easier. Simply click the firebutton over the Tiny Skweek you want to control and push the joystick in the direction you want him to move. The problem is they carry on going in that

direction until they hit a wall, an obstacle or another Skweek. On certain levels there are

arrows placed on the screen which influence the direction of the Skweeks. To change control to another Skweek simply press the firebutton, move the controller to wherever you want and press the firebutton again. For a level to be successfully completed, you must guide each Skweek to



Pick this up for extra time - you'll need every Skwillysecond you can get.

When a Skweek hits these, it's forced to wander off in the appropriate direction.



Obnoxious little blighters, beats me why anyone would want to help them anyway!

A sleeper for a Skweek. A bit like your favourite armchair but not as comfortable.

PUZZLE

a sleeper corresponding with their own colour. But can you do all that within the time limit?

A password system has been incorporated to enable you to continue from where you left off. With 101 progressively harder levels, thank goodness for these small mercies! At least you're guaranteed to be kept busy.



A beautiful setting for this level, deep in the countryside. Doesn't it make you long for summer? No, me neither!

THE LOW-DOWN

PUBLISHER: Loricel
TEAM: Atreid Concept £26.99

I can't make up my mind about *Tiny Skweeks*. My head tells me that it's a great game packed with devious puzzles and fun to play as both *Pushover* and *Chip's Challenge* were. But I can't help feeling that something is missing. Perhaps it's the fact that I've seen it all before. Puzzle games are becoming stale and this is an area which needs an injection of originality similar to that given by *Lemmings*.

Steve.

70%

GRAPHICS
SOUND

WEEEN

THE PROPHECY



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PREMIER

SPORTS

They're going wild on the terraces and chanting from Ibrox to Stamford Bridge

How many times have you seen a football management game? Now you can add one more to that very large number!

Yep, Gremlin has decided to go all radical on us by producing a tactical, point and click soccer sim (well, it's radical to them). You all know the score - a training session

here, a ground improvement there. To be fair, *Premier Manager* is a very thorough and competent representation of football management at all levels.

You'll certainly have to be on the ball if you wish to guide your lowly Conference team to the

AMIGA ACTION ACCOLADE



heights of the lucrative Premier League. The added interest for these type of games always arrive during the all-important 90 minutes of game time. So how is match action conveyed to the person on the keyboard?

A small window, about the size of a large boot stud, animates the on-field activity from shots on goal to sliding tackles and disgruntled referees. In the meantime, a horizontal bar with a small component sliding along it from side to side depicts which end of the field the ball is. Goalscorers are named

along with the exact time they netted the ball.

The other important feature of *Premier Manager* is the multi-player option. A maximum of six



There we are! Yep, *Premier Manager* allows you to erect an advertising board with Amiga Action's logo on it.

HALF TIME



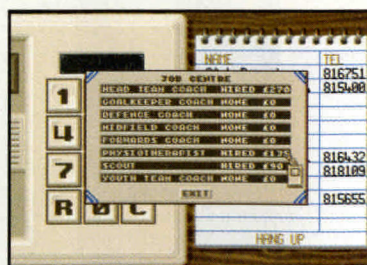
The match eventually gets underway after you've spent a lot of time organising team tactics...



In you go with a hard, crunching tackle risking life, limb and hamstring. So far, no goals have been scored...



Hughes and Withey are having storming games. Let's hope there's more to come. The lads have done good! You never know but by the end of the season, they could be the top goalscorers.



Hire coaches to improve your team. The more you pay them, the better they perform when dealing with your players.



Will the bank listen to your pleas or tell you to get back to work? You can only hope the bank manager says 'yes'.

MANAGER

out Gremlin's latest! You can hear the
ge, Carrow Road to Maine Road.

human players are allowed to participate. Control of your particular club and its dealings is made possible via the Function keys. So once someone is satisfied

with their pre-match preparations, hit the appropriate Function key and let the next person begin their tasks. Having more than one human player does lead to interesting events such as everybody bidding for the same player on the transfer market.

The satisfaction of beating everyone else to employing a particularly sought after player can result in some very smug glances directed at your disappointed rivals... then quickly duck!

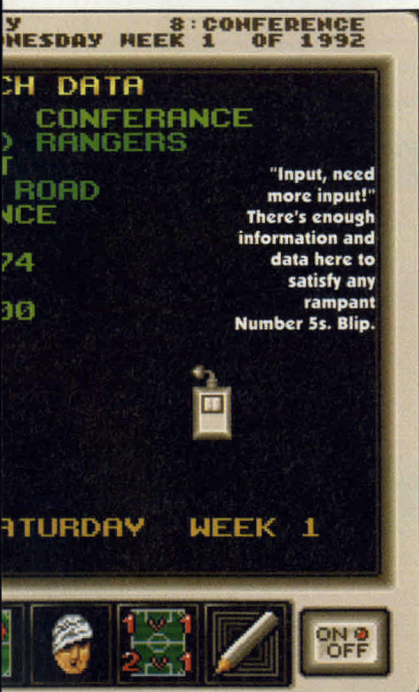
Ultimately, you have to become the best team in England and make enough money to survive the

onslaught of interest rates, wage demands and so forth. While money can be loaned from the bank and gate receipts give your money reserves a much needed weekly boost, there is another way of lining your pockets...

Advertising injects thousands of pounds into your club's account. Accept or reject offers from major

companies to advertise on your pitchside advertising boards - even making a shady deal with the Amiga Action crew is possible.

There are so many features to mention, it's difficult to cover them all. You know of the two most important aspects of *Premier Manager*: how the games are played and the multi-



A phone call away are the men behind the scenes. Without them, you'll be left with a group of drop-outs in the changing room.



Oh no, look at all the players you have! Who shall you select? Who shall you drop? Aagh, try not to get in a tix.

You'll have to buy lesser talented people until you make enough money to bid for the big guys in the Premier League. You'll have to buy lesser talented people until you make enough.

And here is the news. You didn't score, you haven't yet won a game, your nickname must be Souness, and you should be out of a job.

FULL TIME



And somebody eventually makes a breakthrough. Randall tees up the ball for a rasping shot...



...but the goalie makes a really stunning save, leaving the game wide open for both teams...

EXTRA TIME



Minutes later, your defender makes a crucial tackle in this very hard-fought and energy-sapping tie...



Oh well, a 0-0 scoreline is a fair result as nobody actually deserved to lose, but it doesn't do your championship hopes much good.

➡ player option. Er, now where do I go? Well, as you'd expect, players are given individual strengths. Each of your squad is given a number of figures, indicating their abilities at handling, tackling, passing and shooting. Obviously, you have to arrange your men to suit their specific skills. For example, good strong passing players should be situated in midfield.



I wish Ray Houghton was available for my team at £850,000. That had to be the buy of the season, if ever there was one.

The traditional formations are available such as 4-4-2, 5-3-2 and so on. Then you can determine whether you want to play the long ball, passing, attacking or defensive game. Your choice should reflect your team's abilities

| P COACHING | HN | TK | PS | SH | ST | TRAINING |
|--------------|----|----|----|----|----|----------|
| G Churchward | 31 | 17 | 21 | 10 | 86 | Handling |
| D Bournstock | 18 | 32 | 7 | 11 | 84 | Tackling |
| O Palmer | 6 | 24 | 23 | 14 | 88 | Tackling |
| D Smart | 10 | 28 | 6 | 3 | 86 | Tackling |
| D Ricketts | 7 | 27 | 19 | 16 | 81 | Tackling |
| O Lundon | 19 | 32 | 18 | 10 | 81 | Tackling |
| M Banks | 2 | 22 | 25 | 11 | 94 | Passing |
| M Weston | 10 | 14 | 30 | 19 | 82 | Passing |
| M Withey | 10 | 9 | 27 | 18 | 87 | Tackling |
| A Randall | 5 | 17 | 20 | 26 | 85 | Tackling |
| A Withey | 4 | 13 | 16 | 33 | 92 | Passing |
| S Gill | 16 | 16 | 23 | 25 | 87 | Shooting |
| S Boyle | 3 | 25 | 10 | 10 | 94 | Shooting |
| R Cousins | 18 | 18 | 20 | 3 | 90 | None |
| R Crawley | 6 | 19 | 9 | 9 | 90 | None |
| R Mogg | 27 | 7 | 9 | 5 | 80 | None |
| R | | | | | | |
| R | | | | | | |
| R | | | | | | |
| R | | | | | | |

LEAVE COACHING

Assign special training techniques to your players. For example, improve your attacking strength by practising shooting.

and your opponent's weaknesses. Scout reports on other teams are readily available and this doesn't even require the use of a million dollar spy satellite!

A complete list of match results, league tables, progress charts, physios, leading goalscorers and plenty more

KER: 3 £660667 BATH CITY 10:10 CONFERENCE
WEDNESDAY WEEK 2 OF 1992

| CONFERENCE | LEAGUE | TABLE | | | | | |
|----------------|--------|-------|---|---|---|---|-----|
| B NAME | P | M | D | L | F | A | PTS |
| UGH TOWN | 1 | 1 | 0 | 0 | 3 | 1 | 3 |
| OMBE HANDERS | 1 | 1 | 0 | 0 | 2 | 1 | 3 |
| ING | 1 | 1 | 0 | 0 | 2 | 1 | 3 |
| THWICH VICT | 1 | 1 | 0 | 0 | 1 | 0 | 3 |
| LING UTD | 1 | 1 | 0 | 0 | 1 | 0 | 3 |
| RINCHAM | 1 | 1 | 0 | 0 | 1 | 0 | 3 |
| ENHAM | 1 | 1 | 0 | 0 | 0 | 0 | 3 |
| MBOROUGH TOWN | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| MSGROVE | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| H CITY | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| TOW ALBION | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| CORN | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| FFORD RANGERS | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| DERHAMSTER | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| LYBRIDGE CLIC | 1 | 0 | 1 | 0 | 0 | 0 | 1 |
| TERING TOWN | 1 | 0 | 0 | 1 | 1 | 0 | 2 |
| CCLESFIELD TWH | 1 | 0 | 0 | 1 | 1 | 0 | 0 |
| RTHRY TYDFIL | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| STON UTD | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| TESHEAD | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| OVILL TOWN | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| LFORD UTD | 1 | 0 | 0 | 1 | 1 | 3 | 0 |

Since you've just played the first match of the season, you can't really complain about being in the middle of the table. Hopefully, the situation will only improve.

HOW DOES IT COMPARE?

Vs The Manager by US Gold – Premier is more in-depth but lacks the graphical excitement of *The Manager*. It's a close call but *Premier* just about wins on away goals.

Vs Player Manager by Anco – *Premier* is far more involved but, of course, *Player Manager* has the *Kick Off* engine working overtime during the matches. *Player Manager* keeps action freaks alive but tacticians will much prefer Gremlin's offering.

Vs Championship Manager by Domark – Thankfully, *Premier* processes information at a much faster rate than Domark’s unfairly criticised effort. *Premier* hasn’t got the same amount of statistics and detail but is far more playable.

Vs Football Director 2 by D&H – FD2 has been described as ‘dead hard and dead crap’ by a certain football management simulation expert here in our offices (and it wasn’t me!). Er, ‘nuff said, really.

The Verdict: In my opinion, *Premier Manager's* only real challenger is *Championship Manager*. *Premier* is certainly more accessible. It's difficult to say which is the one for you – I'd have your half-time Bovril and drink it by owning both *Premier Manager* and *Championship Manager*.

THE LOW-DOWN

PUBLISHER: Gremlin

TEAM: In House £25.99

Premier Manager convincingly boots other football management games into touch. Slickly presented and engrossing to the very last detail, the only drawback is that the matches aren't as interesting as they could be. Nevertheless, you won't be able to call yourself a wise, old football manager if you haven't got this particular title in your collection. Necessary, vital, fulfilling - *Premier Manager* should be with you and your Amiga right now. So why isn't it? And it even has a multi-player option, too.

Alan

GRAPHICS
SOUND

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SHADOWWORLD

Feast your eyes on this truly marvellous photoscaping RPG sequel!



Shadowlands was critically acclaimed throughout the computer games world for its ground breaking approach to role playing games. From its



There are various ways to open the doors in *Shadowlands*. One such way is to find a keycard, insert it into the corresponding door and it should open.

revolutionary super photoscaping techniques through to the ease of use provided by its mouse driven interface, the game was a major success. So much so that developers Teque decided to produce a second game based around the same unique engine. *Shadowlands* is the result.

The storyline for the game has changed radically when compared to *Shadowlands*. Whereas the former was a straightforward fantasy role

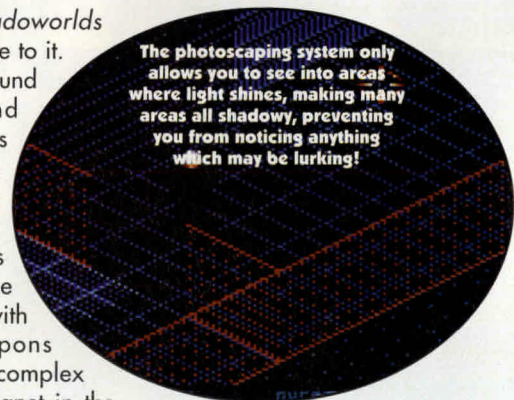
playing storyline, *Shadowlands* has a much harder edge to it.

The game is based around a team of four hand picked future soldiers whose job it is to investigate the

mysterious circumstances surrounding the loss of contact with a massive weapons research facility. The complex had been orbiting a planet in the outer reaches of the galaxy.

The soldiers which are chosen for the mission are all misfits and deemed expendable by the authorities. Due to the situation of galactic peace which is in place at the present time, the soldiers are forced to begin the mission completely unarmed and without any means of defending themselves against whatever horrors await them on board the space station. That is, of course, until they can find one lying around or take one

The photoscaping system only allows you to see into areas where light shines, making many areas all shadowy, preventing you from noticing anything which may be lurking!



off a dead enemy. Then you get shot dead for looting!

Another interesting feature is in place here. Weapons such as lasers and cannons come in two parts - the weapon itself and the barrel. You are able to piece the different items together and



Somewhat heroically, one member of your team has volunteered to teleport alone and take on single-handedly whatever horrors lie on the other side!

ROLE PLAYING

This is it then. Time to take a deep breath and head on into the adventure of a lifetime. Don't let the safe start location lull you into a false sense of security though!

AGE: 27
STRONG ABILITY
AT FOLLOWING ORDERS.
IQ BELOW 6.

Left: You are informed of your soldiers physical characteristics and personal problems.

| | | |
|----------|----|------------------|
| STRENGTH | 27 | NAME: STEVENS |
| HEALTH | 54 | HISTORY: GENE WA |
| COMBAT | 03 | AFTER 0 |
| TECH | 06 | LEADERS |
| | | CAN BRE |

| | | |
|----------|----|------------------|
| STRENGTH | 20 | NAME: ANGEL |
| HEALTH | 48 | HISTORY: HISTORY |
| COMBAT | 01 | PROVED |
| TECH | 03 | SERVICE |
| | | PROME T |

| | | |
|----------|----|---------------------|
| STRENGTH | 17 | NAME: YOKO |
| HEALTH | 39 | HISTORY: SHY COM |
| COMBAT | 02 | EXPERT |
| TECH | 05 | DISLIKES ALL GINGER |
| | | LIFEFORMS. |

Information screens are plentiful at the start of the game. Look at them and they will teach you how to perform actions such as opening doors.



DS

therefore it is possible to have a flamethrower mechanism with the barrel from a cannon for mass destruction!

The *Shadowlands* photoscaping system has been retained. For the uneducated, this is a system whereby if no light is shed on a particular part of the room, the location you're at will be depicted on screen as being shadowy, therefore making it difficult to make out objects such as floor panels, light switches, and so forth.

Fortunately, each of the soldiers wears a helmet equipped with an illuminating light. There is a drawback though! In order to make the lights work you must first find a



Even the formation your team walks in can be messed around with. There are a number of preset formations, as well as the option to create your own.



Equipment screens are where you kit out and modify your soldiers. Mixing and matching gun barrels can be done to achieve the ultimate weapons.

86%

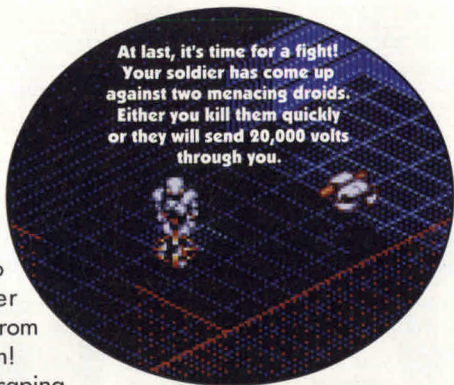
THE LOW-DOWN

PUBLISHER: Krisalis
TEAM: Teque £25.99

Teque knew that they couldn't really go wrong with *Shadowlands* because it is very similar in all but storyline to its predecessor. *Shadowlands* is extremely easy to get involved in and has some very nice cosmetic touches throughout. It's easy to learn how to perform all of the actions available to you. My only gripe would be that movement around the screen can be a little frustrating, especially when the whole team is moving together - it's too easy to get stuck behind a wall! Even so, it's top class. Steve.

GRAPHICS
SOUND

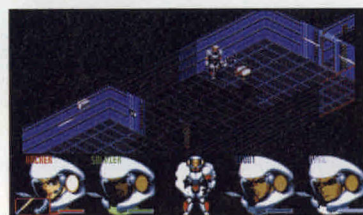
At last, it's time for a fight! Your soldier has come up against two menacing droids. Either you kill them quickly or they will send 20,000 volts through you.



battery, which of course won't last for ever when you do!

Moving around the terrain couldn't be simpler. Click on the left leg of the character you wish to move, or the right if you want the whole party to move, and then click on the part of the screen you want them to move to. To use an object in your possession, click on the hand the object is held in.

Shadowlands sheds plenty of light on how RPGs should be done.



One of the maniacal machines goes down but there's no time to relax as you have the other menacing one to worry about.

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THE LEGEND OF KYRANDIA

Save the wonderful world of Kyrandia in this enchanting new graphic adventure.



Many centuries before the setting for the game, King William the First created a covenant with the Natural kingdom, a covenant in which the residents of Kyrandia and the Natural World formed an alliance for mutual care and protection.

The Kyragem emerged from the ground on the spot where King William was standing. This gem

The beautiful isle of Kyrandia. This once peaceful utopia is now threatened by an insane court jester named Malcolm! Good thing he isn't a Norman.

was given to the people of Kyrandia as a symbol of the sacred deal and was a constant reminder to them. However, the mystic gem became a target for all people with evil intentions as it contained enough power to take control of the entire island.

You may think that no-one would want to wreak havoc in the peaceful paradise that was



Don't panic when you reach the crossroads. Your decision of which path to take will not drastically affect the rest of the game. In saying this, if you go North...

Kyrandia, however you would be wrong. There was one, and his name was Malcolm. This may not be a particularly sinister name, and let's be honest, it doesn't exactly strike fear into the hearts of all

good men, but the fact remains that he wasn't a particularly nice chap!

Malcolm was jester for the Royal Court of Kyrandia and more than a little insane. Unfortunately for the Kyrandians, Malcolm has



Inside the temple you will find nothing but help. An old friend of your grandfather named Brynn will provide you with some useful info.



In order to proceed in the game, Brandon must find some way to repair the bridge. As with most of the problems in Kyrandia, they are logical.

The bridge looks ruined, Herman.

A ruined bridge

OPTIONS



The pool of sorrow is deep within the heart of the forest. Find it and you will be able to catch a teardrop.



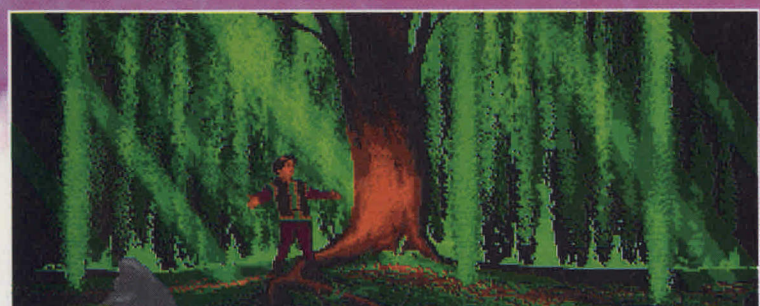
decided that it's time for him to take some action, and with the magic powers in the land dwindling rapidly the people are defenceless against his evil intentions.

Taking the role of Brandon, you have been chosen to save the land and rid it of the deranged lunatic. You must guide him safely

through all of the puzzles, traps and mysteries that await him. The game is a graphic adventure in the style of the Lucasfilm and Sierra games as opposed to the style recently employed for Ween and Bat II.

As usual there is a point and click interface which is extremely simple to use making gameplay a

ADVENTURE



The last thing you would expect to see in the heart of a forest is a tree! However this is no ordinary tree. It's a very special one, so there! (Oo that's mysterious, isn't it - Ed.)



Let go of the branch, Merith.

Your little friend Merith is in big trouble once again. This time stuck up a tree with no way of getting down, unless you decide to lend a helping hand.

The temple of Kyrandia is a most holy place. Rest assured, you will come to no harm in here unless you wander in with horns coming out of your head and have a pointed tail.

joy. This particular one is simpler than most, just click on an object or person to pick it up or talk to them, and click in your inventory to keep it. No list of verbs to click on, just simple and straightforward. This isn't a disadvantage in my opinion but I'm sure that many prefer things a little trickier so you'll have to make up

AMIGA ACTION ACCOLADE

your own minds about this one folks. The puzzles throughout Kyrandia are not that difficult but do require some degree of head scratching and will undoubtedly take time to work out. The graphics are nothing short of stunning and the sound matches up nicely to form an all round excellent game.



Inside Darm's abode

OPTIONS



Darm is an all-round good egg, especially when fried alongside a couple of rashers of bacon. Don't let the dragon fool you though, he's just an old softy at heart!

92%

THE LOW-DOWN

PUBLISHER: Virgin

TEAM: Westwood Studios £25.99

The Legend of Kyrandia is one of the best graphic adventures on the Amiga. It has everything you could ask for: nice sound, great graphics, a good storyline and most importantly in my opinion, puzzles which actually require an element of intelligence in solving them. The game plays like a dream and has a great game interface. The only thing that lets it down is that it comes on nine disks. The amount of disk swapping involved as a result is a real pain - it's only worth having if you own a hard drive.

Steve.

GRAPHICS

SOUND

CAESAR

STRATEGY

Titter ye not! Frankie Howerd impersonations abound in Impressions' simulation of the Roman empire.

In *Caesar*, you are given the job of governing a province as efficiently as your abilities allow. There is a drawback though - you will have to build it yourself from scratch. You must provide housing, employment and leisure activities for the people before they will even consider moving in, and obviously it's hard to govern a province without anyone to govern over!

Buildings must be erected on the land you have chosen to build on. Things such as heavy industry, market places, theatres, amphitheatres and hippodromes can all be built and are all vital elements for producing a successful and happy environment for your subjects to settle in.

Once you have managed to entice the

citizens to move in, your success as provisional governor will be judged in four different categories: peace, culture, prosperity and the empire's communications and transport network. You will also be given an overall rating based on all of these factors.

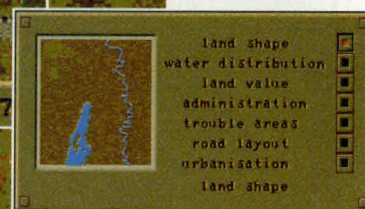
You start the game with the lowly title of

Decurian, just one step above the normal citizens. However, with good judgement and continued success you can advance up the ranks to Legate, Consul, Preconsul and with

The Forum is the hub of all activity in Caesar. You receive details of all important aspects of life in an imperial province.



an incredible amount of skill and good luck you may just make it to be Caesar. Life is not always rosy though, even in a happy city. Why? Because your city will be frequently attacked and invaded by barbarians. If it isn't properly fortified with a well equipped army, then all of your hard work may well be wiped out in a single stroke.



Above: The mini-maps are one of the most useful features in the game, showing you the deficiencies in your paradise.



This is not the best way to build a successful city. Sticking a few tents in the wilderness just won't do!



This is more like a village than a city! However there is no time limit and you have plenty of time to make it grow.

All cities have to start somewhere and in *Caesar* things are no different. You must build up your city from scratch.

THE LOW-DOWN

PUBLISHER: Impressions
TEAM: In House £29.99

Any game in which you have to build and maintain a city seems to have endless appeal for computer users. I cannot honestly remember a bad example of this type of game and *Caesar* is no exception. It's a great title and one of the best of its kind. You won't tire of this one and the hours of gameplay means it is a tribute to the power of the pound. Grab your laurel and toga, and enjoy yourselves! Steve.

91%

GRAPHICS
SOUND

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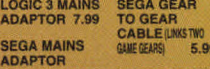
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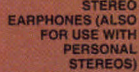
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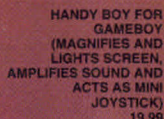
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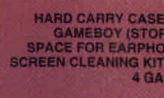
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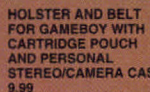
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NIGEL MANSSELL'S CHAMPIONSHIP

All revved up and plenty of places to go.

If nothing else, the people at Gremlin Graphics certainly know how to write a good driving game. How they ever knew that Nigel Mansell would be racing his way to victory in the 1992 Formula 1 Championship is anyone's guess. Still, they do, they did and the end result is now here for all of you to see.

There are two sides to *Nigel Mansell's World Championship*. On the one hand you can boot it up, rev your engine and start racing immediately. However, if you're into the more serious side of Grand Prix racing you can choose to practice a circuit, tweak your car's performance and then qualify before eventually racing.

Those of you who only want five minutes of sheer exhilaration can choose a single

track to race on. However, determined contenders for the World Championship title will have to race over all 16 Grand Prix circuits around the world (incidentally, Gremlin's game is the only one of its kind to have official FIA permission to use the tracks!).

Prior to any race, drivers will

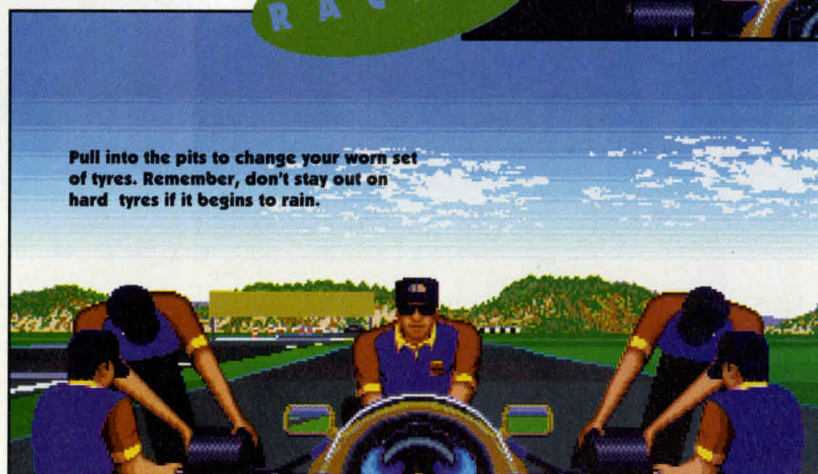
be given details of the circuit they are about to race over. In addition, they'll also receive a weather report which offers a percentage chance of rain. Depending on the information gleaned from the briefing, players may choose to modify their car.

Change the aerofoils of the car to improve traction, choose the gear ratios to determine acceleration and top speeds or swap tyres depending on the weather and your driving prowess.

Obviously, the boy racers among you will ignore the set-up sequences. True contenders will make any necessary adjustments and move on to the qualifying stages. A warm-up lap precedes a timed lap on which your grid position will be determined.

As you're lined up on the grid, an automatic starter is displayed. As the red lights illuminate, you should get ready to pull away and as the green signal flashes on, accelerate hard. A good start can see you gain precious seconds but if you over-revved when the red light came on you could find yourself being overtaken. In addition to yourself, there is also a full collection of top rated drivers.

Of course, *Nigel Mansell's World Championship* isn't the only



Through the power of a joystick, you can rotate the globe in order to choose your next racing destination.



The circuit you're tackling and the exact positions of all the cars in the race.

Sixth position out of the 12 that are in the race.

How far you are to completing this particular race.

You have the option to set your speed so it displays either mph or kph.

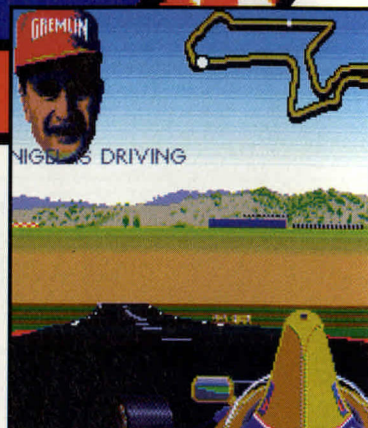


Your rev counter helps you decide when to change gear when in manual.

Automatic gears are currently selected.

Your F1 car is fitted with a 6-speed gearbox.

The pit crew has four sets of tyres on standby.



And here's our man, giving you a very quick guide around the track. A very, very quick guide in fact!

WORLD

Formula 1 racing game around. *Super Monaco GP*, *Vroom* and *MicroProse Grand Prix* make up the bulk of the competition vying for pole position. So how does Gremlin's latest stand up against its contemporaries?

It makes *Super Monaco GP* look like a little dated, it's infinitely more playable than *MicroProse Grand Prix* but admittedly not as

detailed, and although *Vroom* is certainly quick, *Manzell* has the visual advantage of handling larger sprites. When all said and done, *Nigel Mansell's World Championship* looks set to become another speedy success for Gremlin. What's more, it's definitely worth a tenner each way on whether it'll be the Christmas Number One!

Like a bat out of hell



The first race of the season promises to be a hot and sweaty one. Now how fast will you be in qualifying?



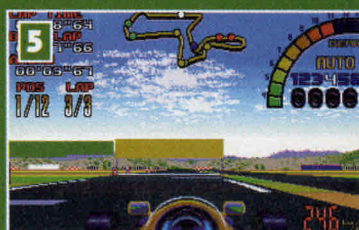
Off you go in your quest for glory. Come on, get your foot down! You're not in a McLaren now, you know!



Approaching the corner tight on the inside, you'll have to hug the kerb in order to pass the cars in front.



On the brow of a hill, you attempt a courageous passing manoeuvre down the left-hand side. Go for it!



And you cross the finish line in a magnificent first position. Quick, get to the champagne before anyone else.

| 6 | SOUTH AFRICA | TIME | POINTS | TOTAL |
|---|-----------------|----------|--------|-------|
| | MANSELL | 00:48:30 | 10 | 10 |
| | RICARDO PATRESE | 00:49:45 | 9 | 09 |
| | AUSTON GIBBS | 00:49:45 | 8 | 08 |
| | PERNARD BERGER | 00:49:45 | 7 | 07 |
| | MARCO BRUNEL | 00:49:45 | 6 | 06 |
| | KEVIN KEMP | 00:49:45 | 5 | 05 |
| | CLAYTON | 00:49:45 | 4 | 04 |
| | W. ALDRIDGE | 00:49:45 | 3 | 03 |
| | W. DE OCEANO | 00:49:45 | 2 | 02 |
| | IVAN CAMPBELL | 00:49:45 | 1 | 01 |
| | NIGEL MANSELL | 00:49:45 | 0 | 00 |

You earn a glorious maximum of 10 points after the first race of the season. Not a bad start, really!

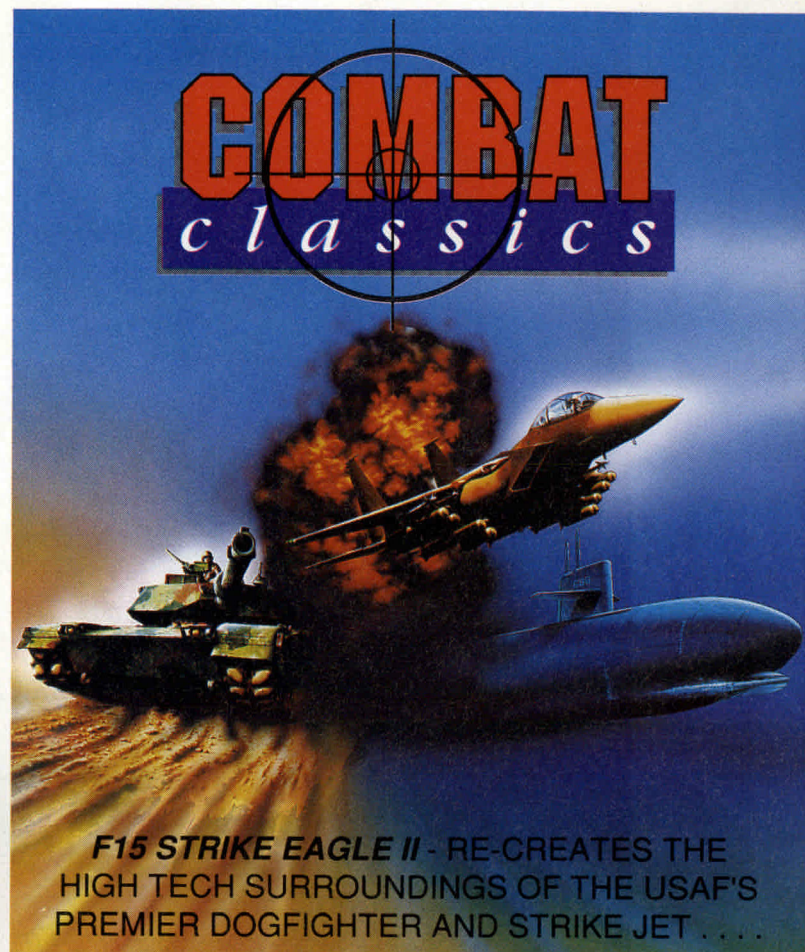
87%

THE LOW-DOWN

PUBLISHER: Gremlin
TEAM: D. Godley D. Hibbard £29.99

They have the technology, they have the experience, they have the endorsement. But do Gremlin have the result? Put plainly, yes. The usual high standard has been reached but they can't seem to top the original *Lotus* which is still considered by most to be the best racing game around. My only gripe is that the roads are very narrow, making it difficult to overtake the wide cars. Even so, it's going to guarantee more satisfied customers for Gremlin. I'd now like to know where they go from here with the racing genre. Alan.

GRAPHICS
SOUND



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The other riders don't take too kindly to being overtaken. For instance, this rider has taken it upon himself to punch you and sadly he was right on target.

Two wheeled action with a difference – good ol' mindless violence too!

After the tremendous success of *John Madden's American Football*, Electronic Arts are just about to release their second Megadrive to Amiga conversion. This time the game is an all action arcade race game with violent overtones.

As a conversion this is near perfect. Everything moves as fast and as smooth as the Megadrive original, it even has the same tune and effects. The only difference is that there are two fire buttons less on this version!

For those not familiar with the game, it's basically a road race similar to *Super Hang-on*. You must ride as fast as possible along winding stretches of tarmac desperately trying to beat the rest of the riders to the chequered flag.

In this game however, you are racing against vicious rider gangs

ROAD RASH

The loneliness of the violent rider



- 1** Get your fists and feet at the ready, this rider looks ripe for a dose of butt kicking!
- 2** Check out any riders gaining ground by looking in the mirrors.
- 3** The distance travelled on the current level is shown here.
- 4** Crash the bike and it'll get damaged. Your "energy" is depicted by this bar.
- 5** Although the game isn't really against the clock the faster you perform the better!
- 6** Only 12th at the moment! If you don't get a move on you won't qualify on this race.
- 7** The closest competitor's energy and name are shown on the right.
- 8** Oh what a gorgeous, sexy biker! Yes, quite right, it's you!



After each race, punching F3 on the keyboard takes you into the bike shop where you can spend your hard-earned readies on the biggest bike possible.

who like nothing more than watching their opponents biting a chunk of road at high speed. You can stop them from doing this with a well aimed punch or kick.

The road weaves from side to side and up hills like no other game – these are more like country lanes than main roads. If the game was any faster, you'd probably feel a heaving sensation from the stomach!

There are five races per level of the game, and on each level you'll race against the same opponents allowing you to get to know their characteristics. As you approach another rider, he'll sometimes produce a steel bar to hit you with. Pressing fire will snatch it from him so you can use it for your own advantage.

Approximately 14 other riders are on the road at the same time (depending on whether there are any policemen or not). To successfully finish a race you have to finish in the top four positions. So speed is of the essence as there isn't much time to stick around and fight the other riders – just execute

a quick push with your leg and then burn off over the horizon.

Also watch out for other road users as bikes aren't the only things on the road. After all it is a normal road and not a race track! Weave past cars along either side of the road because hitting an oncoming car results in a rather nasty. There are also crossroads

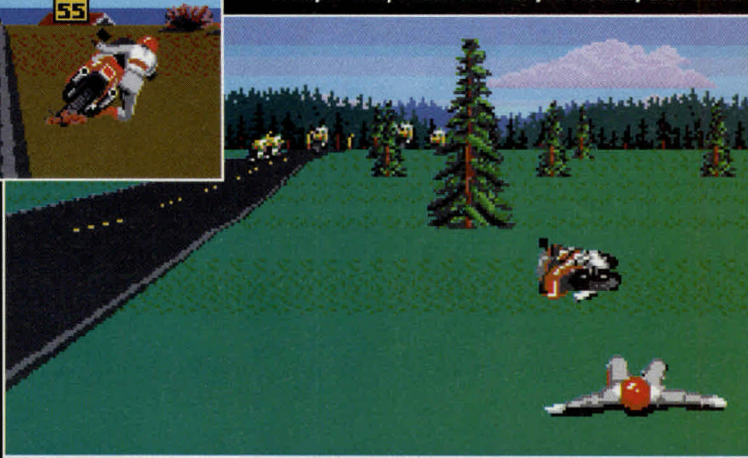
for you to rush through with your fingers crossed! When you hit a car or roadside object, you'll be thrown from your machine. Leap quickly to your feet and run down the road to remount your machine. This is highly dangerous as you can also be hit by opponent riders and cars while doing this.

The race is illegal so there are a fair share of policemen on patrol. Falling off your bike in front of these will result in your arrest and take you out of the race. You'll then have to pay a fine before

Oh no, it's PC Pete! Some nifty riding is called for if I'm to out-run this mean street cop! Then again I could always try to kick him off his bike!



What did your mother tell you about hitting a tree at over 100mph? Well, whatever it was you certainly didn't listen!



Oh, that was a beautiful kick to the mid-section! Now just watch that rear view mirror to see if it was sufficient to knock him on his ass!

being able to continue. Speaking of paying – the whole game is based around money. The higher up you finish in a race, the more money you'll receive. This is used to repair a damaged bike or buy a new, more powerful machine to race on. All in all inclusion of violence turns it into a highly enjoyable experience!



80%

THE LOW-DOWN

PUBLISHER: Electronic Arts
TEAM: Peakstar Software £25.99

The feeling of satisfaction fills you up as you fight off the other riders, giving you a great adrenalin rush in the process. OK, so the speed isn't really all that fast (when you compare it to *Vroom*, *Crazy Cars III* and so on), but then again who needs speed when you've got a game that's as much fun as this? The sound is good with an array of tunes during the races and the odd grunt or growl from the other riders. The Amiga has lacked a decent motorbike racing game for a long time and this fills the gap nicely!

Brian

GRAPHICS
SOUND



Winning a race prompts you to forget about personal safety and throw your arms into the air. Some good balance is required for this – thankfully this is something you possess!

Wheeee! Hurting over the hills at maximum velocity causes your bike to take to the air. Just pray that there isn't a corner coming up. Oh look, there is!



BUNNY BRICKS

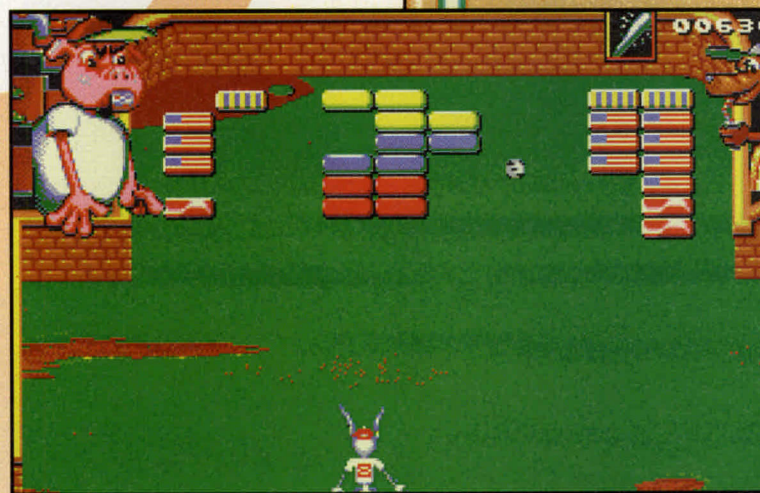
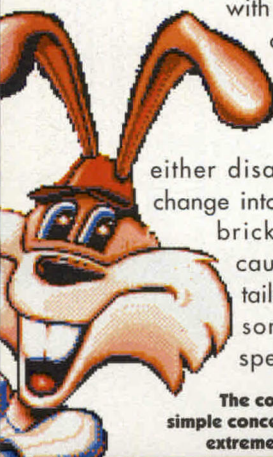
Ever wished you could be a five foot, baseball bat wielding rabbit? Good, coz now's your greatest chance.

If you have found yourself hankering after a surreal version of *Arkanoid* recently, then your prayers have now been answered. *Bunny Bricks* firmly places you in the shoes of a baseball playing rabbit.

Taking the role of this particularly unusual main character, you must take your bat and whack a little white ball as hard as you can up the screen to where some bricks lie quivering with fright.

If the ball connects with a brick then it will do one of two things; it will either disappear or it will change into a special bonus brick which when caught by our bob-tailed hero will have some quite pretty spectacular effects,

The control system is a fairly simple concept, although it can be extremely frustrating at times.



Possibly the strangest main character ever in a computer game. But is *Bunny Bricks* more fun to play than it is to watch a decent *Bugs Bunny* episode?

such as slowing the ball down, making it much easier to hit.

To hit the ball, you must push the joystick in the direction you want the ball to go and then press the firebutton to swing away. If it is a little beyond your reach then it is possible to send our big-eared friend lunging to the side in an



While trying to strike the bricks, some geezer has decided to turn on the fan. Now your ball is wafting about all over the place.



The special bonus bricks come in very handy, especially the rocket ball!

attempt to get the ball back.

To advance on a level, you must clear the screen of all the blocks. Levels are set on various landscapes including the beach. There are plenty of levels and the game is fairly difficult, so longevity is not really a problem. Graphics are reasonably good with a fairly

high cuteness factor. As for the sound, it's more than adequate for a game of this type but a few eleccy guitars throbbing away would have been good!

THE LOW-DOWN

PUBLISHER: Daze
TEAM: Silmarils £25.99

Bunny Bricks is not a major product from Daze and it shows through quite clearly. This could really be considered an 'in-between product' before *Transarctica*. Unfortunately, *Bunny Bricks* has suffered quite considerably and I can't really find any substance to it. I found myself bored with it quickly and after about twenty minutes I lost interest. My advice would be to wait for *Transarctica*. Steve.

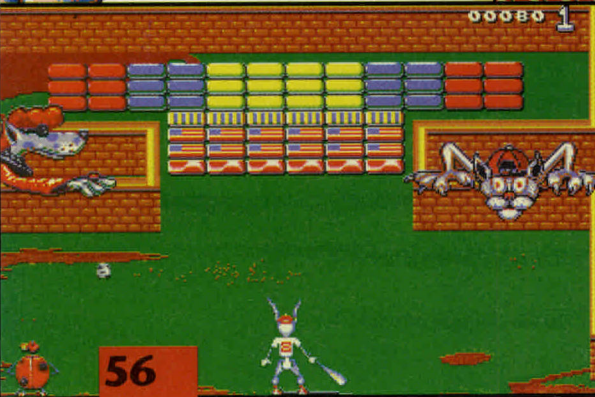
67%

GRAPHICS
SOUND



The dark blue bricks can't be destroyed which means hitting all the red bricks is a bit of a problem. You'll have to exploit all possible angles to succeed.

Above: There are all kinds of weird and wonderful creatures inhabiting the lands. It's not all bricks.



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MCDONALD'S LAND

PLATFORM

Big Mac please? "Would you like a matching trilby, sir?"

Explore the level of your choice by guiding Mick and Mack through the streets of McDonald's Land. Visit all the locations and collect four cards to advance worlds.

Those McDonald's people aren't popular chappies, I can tell you. They continue

to churn out dodgy television commercials featuring strange Chinese pensioners and actually getting served within the three minute time limit is practically unheard of these days, particularly on a Saturday lunchtime.

But worst of all, they continue to put a gherkin in every single burger and I've yet to meet a single human being who doesn't immediately slap it on the formica table top. Even so, I adore McDonald's grub and this console-esque platformer from Virgin has plenty to do with the Yankee fast foodsters. It's based on

This is the life. Two McDonald's cards to your name, a host of small springboards and more golden arches than you can shake a single Chicken McNugget at.



Ronald McDonald himself, the big life-sized plastic figure which greets you upon purchasing a Big Mac or McChicken Sandwich. The bad guy of the piece is

Ronald's Clubhouse
Lazy Leaves
Cards Needed 4
Lives 04 Arches 27



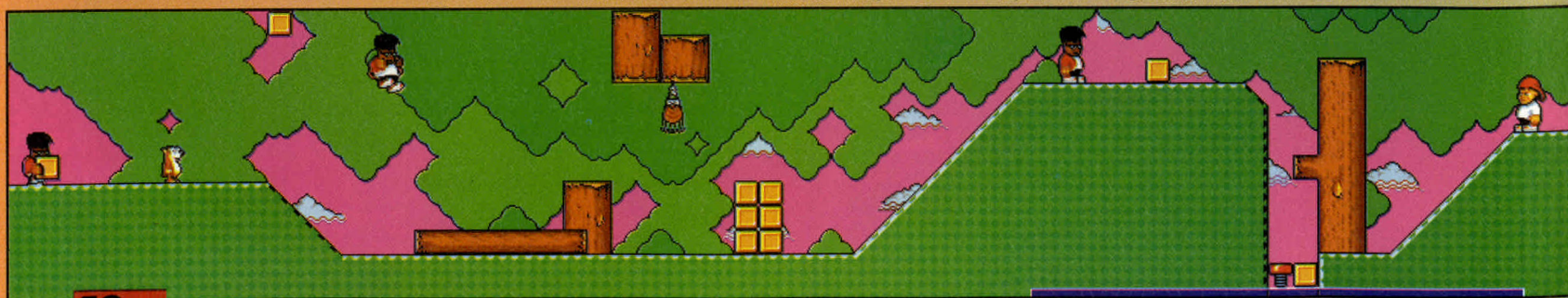
Hamburgler, the thief from the TV commercials of old, who lives up to his name and does a runner with Ronald's magic bag. Needless to say, old Ronny is hugely dischuffed so he's hired Mick and Mack the MC Kids to recover the ill-gotten gains. Anyway, that's enough

McDonald's banter, what's the game all about? Well, as mentioned before, it's a cutesy console style platform game very much in the same mould as *Super Marioworld*.

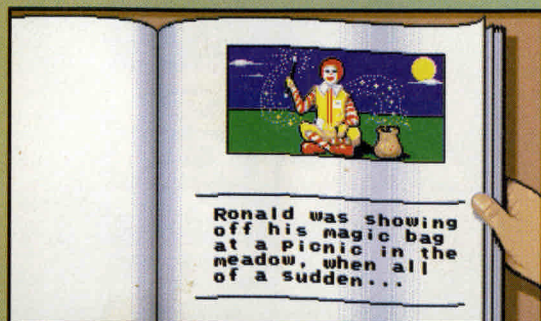
The game is made up of 30 levels, spread throughout seven worlds. You can access any level of the world you're currently visiting



You want helpful hints and painful requests from Ronald McDonald himself? You got 'em! Hey, wait on a minute, that's the Burger King slogan.



Meaty Meter



What an interesting story. Portrayed through the pages of a magic storybook, your task is revealed page by page, or should I say in-between worlds.

by simply manoeuvring a scaled down version of your character around a single screen world map (if you've seen *Marioworld* you'll know what I mean). To complete the world you must collect a number of objects from each level and return them to the indicated point.

Each level features parallax scrolling in all directions and is rife with platforms, bloodthirsty nasties, springboards, throwable blocks for killing the enemy with and plenty of other objects and hindrances. Making contact with anything slightly dangerous looking or falling foul to one of the many

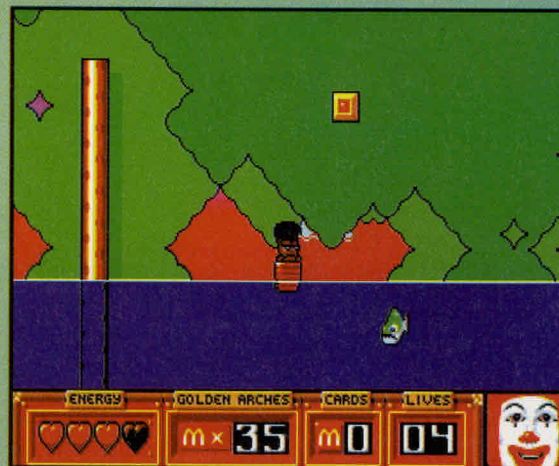
obstacles results in the loss of energy and a full life.

Unlike *Zool*, *Fire And Ice* and *Doodle Bug*, *McDonald's Land* contains a much greater puzzle aspect and as such, progression is fairly slow due to the amount of thought required to solve what are usually quite straightforward puzzles. Having said all that, it doesn't contain anywhere near as many puzzles as say *Beast III* and most of them centre around the correct usage of transportable blocks.

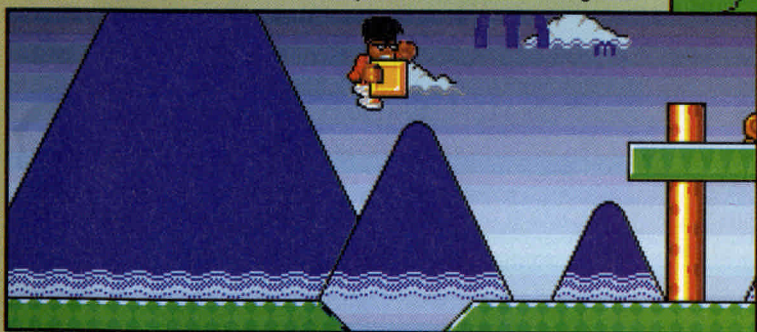
If, for instance, you jump on a springboard carrying a heavy block, you'll reach much greater heights due to the extra weight on the spring. Plenty of similar style puzzles can be found throughout, but no less in abundance are the hidden bonuses such as extra lives and McDonald's golden

arches which when collected increase your pool of lives.

To make the whole task a tad easier, there's a unique co-operative two player mode where both Mick and Mack take it in turns to work towards completing the ultimate task. If you do complete the game in either mode, it's possible to play through it again, upside down!



Above: Avoid the snapping choppers of Freddie the Fish by using the barrel to transport Mick. The brave will fancy their chances on the moving platform above.



You wouldn't believe what jumping on a springboard with a brick in your hand can do for your life. Try this at home kids and yes, please do break your neck.



Yo man, give me five! The intermittent congratulations screens features Mick and Mack in a typical streetwise pose. Just who are the MC Kids?!

81%

THE LOW-DOWN

PUBLISHER: Virgin
TEAM: Arc Developments £25.99

McDonald's Land may be the nearest thing to *Marioworld* on the Amiga, but it's nowhere near as good as either that game or the other fine Amiga platformers. First impressions are far from favourable, due to the lacklustre backdrops and the main character who slides all over the damn place. Initial frustration is, however, soon overcome and beneath the over sensitive controls lies a thinking man's platformer which should satisfy your needs between games of *Zool* and *Fire And Ice*.

Pete.

GRAPHICS
SOUND

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We're here again to give you the blues in full, glorious colour. We'll turn you green with anticipation and then red with impatience when you decide you can hardly wait for finished versions of the games we look at. So don't be a complete lemon - read on!

A world beater or a first round disqualification? We confront *Streetfighter II* and examine its challenge for the number one beat'em-up spot.



Frankenstein's monster makes a modern day appearance and he's brought his mates along with him. Run for cover or face the frightening fangs of the Wolfman.



Mad Max has dumped his turbo-charged car and jumped onto a train in this promising post-nuclear experience. Can you survive in a world of anarchy?



Does Kim Basinger blow just one more kiss to us all or will her new adventure onto computer be laddered before she even manages to mutter the words 'Vicky Vale'?

THE MOST UP TO DATE PREVIEWS EVER!

PREVIEW

Capcom's *Streetfighter II* is apparently the world's most popular coin-operated arcade machine. I'm not too sure how such a conclusion has been reached, but if it is true, the world is a worse place than I initially feared. I am constantly stunned by people who speak so highly of dodgy arcade style beat'em-ups.

Admittedly then, I don't understand the appeal of such games, but I can fully appreciate why US Gold have obtained the rights to 'the world's most popular arcade game'. If they produce a commendable conversion, it'll sell by the lorry load. If they create a dog, it'll sell by the lorry load too, due to the strength of the name itself. So they can't really lose!

Streetfighter II has already been converted onto the Super NES and, as expected, it achieved great things. In conversion terms, it was absolutely perfect, boasting full multi-layered parallax scrolling, identical sound FX and the same poorly animated characters. Creative Materials (of *Godfather*, *Espana '92* and *Final Fight* fame) are the chosen Amiga developers, along with new guy Gordon

Fong who's been brought in specially for this project.

Unlike *Final Fight*, *Streetfighter II* isn't a progressive beat'em-up. Instead, the player must trot across the globe and take on a number of vicious opponents one on one. There is a two player mode, but this doesn't allow both human competitors to team up and take on the might of the enemy (it's a

straightforward head-to-head battle between both players on a single screen).

In one player mode, the player must defeat a single opponent to progress. You must continue to the end, beating a coach load of the world's strongest men and women. If you lose a bout, you'll have to start again from the very beginning unless, of course, you're in possession of a few spare credits.

Each and every one of the characters you face has been pulled from the arcade game, so all your old favourites are here, including Ryu the Japanese martial arts expert, E-Honda the Sumo wrestler and Zangief, Russia's answer to Hulk Hogan. In addition to this, there are four exclusively controlled computer tough nuts thrown in to test your strength to its utmost limit.

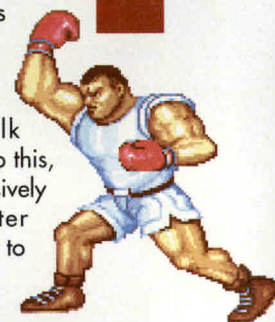
Every character has three special moves among the usual combat options. If all the moves from the arcade are retained, expect a selection of kicks and punches. The special moves are a lot more varied and representative of the character. The Sumo wrestlers, for instance,

Streetfighter II is packed with spectacular death-defying actions, as this particular incident illustrates to perfection. Does this signify a female success?



STREE

F



Every bout takes place in a single location, which scrolls from left to right to monitor the action. Unfortunately, the stunning parallax scrolling seen in the arcades has been omitted.



Below: With a pair like that, she's bound to stiffen the opposition. If you're gonna die, there's no better way to go.



Is this arcade conversion able to give the competition a rather severe battering?



Who said females were the weaker sex? Whoever spoke those words should be forced to take on the might of the butch Chun Li.

The luscious temptress avoids the coward's flying limb and is now preparing herself to execute a rather well-aimed punch to the crotch.



TIGHTER II



perform energy draining bear hugs, while Ryu and Ken throw avoidable fireballs and Guile slaps his hands to create an ear-shattering sonic boom!

It's possible to access each of these

moves using just a joystick, but there are alternative control methods which combine joystick and key pressing. For those without two joysticks, either player can use full keyboard controls, so the frantic button bashing seen so often in the arcades looks set to be recreated in thousands of homes worldwide. All you need now is a few flashing lights and a gang of rowdy yobs in the corner.

Ryu was taught everything about martial arts by Ken. Part of the curriculum obviously covered the art of cowering.



PROJECT: Street Fighter II

HOUSE: US Gold

RELEASE: Dec '92

TEAM: Creative Materials

PRICE: 25.99

COMMENTS: The quite superb *International Karate* + is the only beat'em-up that's held my attention for a reasonable amount of time. Still, *Streetfighter II* will obviously appeal to anyone who's ever been turned on by the coin-op. Graphically and sonically, it's inadequate, but when you consider the difference between a coin-op and an Amiga, I suppose it's understandable. Most importantly though, it seems like the playability will make the grade. It should be a great success.

INSPECTED BY: Pete

LEGENDS OF VALOUR

Is US Gold's latest to become a heroic legend or just another brave attempt?

Legends of Valour Volume 1: The Dawning looks set to be a monster hit if the finished product lives up to US Gold's expectations. It's being designed by Kevin Bulmer (of Corporation fame) and Ian Downend, the man responsible for Resolution 101. The game runs on any Amiga with one meg of memory and has some pretty impressive specs.

Incorporated into the game are scrolling 3D texture mapped graphics and sprites that scale in Real-Time with variable

aspect ratio. They are used to create a 3D 'virtual world' on equipment that costs a fraction of current Virtual Reality hardware, but how many times have we heard that before?

The setting for this virtual world is a fictional medieval town named Mitteldorf. It's populated with 'virtual' people, each with their own job, house

"Cryo produce stunning characterisation, breathtaking architecture and rich landscapes"

and personality. Apparently, everyone will react individually, even to the point of bearing a grudge! For example, if you kill

a character's brother or sister, they may come looking for you to gain revenge! This gives the user

complete freedom within the game environment with no predetermined path to follow, and the ability to create his or her own 'virtual' lifestyle.

Several storylines have been interwoven into the fabric of the town and players will have the choice of whether to follow the story to its conclusion or not.

Legends of Valour is the first part in a series of games. Part II is as yet untitled but is said to have even more technological advances. Apparently, Kevin and Ian will be tweaking the 3D routines to run 12 times faster than the current game.



Right: Time for a stroll in the park. Hold on a second, who remembered the stale bread for the ducks?

Right: Here is a lovely picture of a house in a glorious technicolour 3D Virtual Reality viewpoint. Wow!
Below: There is so much detail in the game that it is even possible to have a quick nosey through a window!



After a long day's pillaging and marauding, there's nothing like nipping down to the local for a quick one (oer)!

PROJECT: Legends of Valour

HOUSE: US Gold

RELEASE: Nov '92

TEAM: Kevin Bulmer & Ian Downend

PRICE: TBA

COMMENTS: Up to now, we have only seen still screenshots from the game and have not actually seen it up and running so it is impossible to say how it plays. However, it must be said that if it lives up to its hype, then it will certainly be a game to look out for. It has certain similarities to Origin's *Ultima Underworlds* on the PC, but runs with only a fraction of the hardware. If it is as good as it could be, then *Valour* is destined to be the best game of its type so far.

Expect a full review next month.

INSPECTED BY: Steve

SHADOWWORLD

On the three planets of the Magna 6 system you have set up a modest research facility. Nothing too extreme. Just a few personnel, a Galaxy-class space station and the most powerful weapons development facility the Universe has ever known.

But now you have a problem. The regular daily contact schedule on the sub-space station network with Magna 6 has gone a bit quiet. Well, silent actually. In fact, you have had no word from the facility in 2 months.

You need to send trusted yet expendable men in to get answers and carry out a discreet, efficient operation.

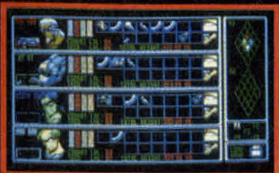
Pick your four man team and "Deep Sleep", the cryogenic computer will keep them in suspended animation until they arrive at Magna 6, an interstellar journey of almost 17 months. And then wait for their report. But what possible explanation could there be for trouble on Magna 6 - there is no power in the universe capable of disturbing the facility. The known universe, that is.

"I suggest you rush out and buy it immediately"
85% Amiga Power

"An incredible number of alien nasties to blow away...I was highly impressed."
85% CU Amiga

"Undoubtedly a very polished, sophisticated and enjoyable role player and a big one too"
88% The One

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COOL WORLD

Re-align the boundaries of reality in Ocean's Cool World.

Cool World looks set to fulfil the fantasies of thousands of young male Amiga owners all over the country. Why? Because it is a game based on a film starring the lovely Kim Basinger.

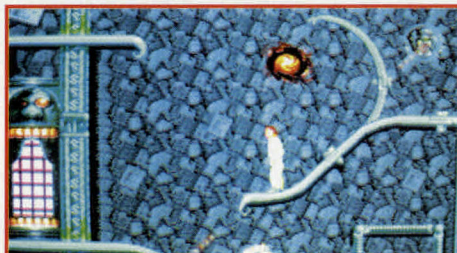
First the bad news, it's only a cartoon film featuring the voice of Ms Basinger. The good news is that the game will give Ocean plenty of scope to put loads of digitised picsies of you know who in between the game levels.

The game has a really weird storyline. The balance between the real world and the cosmic world is being altered by beings known as Doodles. They are mischievously replacing objects from the real world with objects from the extremely wacky Cool World. Far out, man.

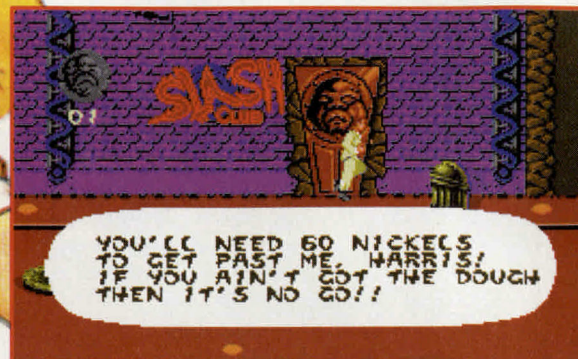
Unfortunately, you don't get to play Kim's character but never mind. You play Harris the policeman and must return objects to the appropriate world. Travelling between the worlds is achieved by the use of vortexes and it's imperative you go between the worlds righting the wrongs.

The game appears to play very similarly to Bladerunner so if you have ever played that, you will know what's in store for you when exploring Cool World.

You must solve mind-bending puzzles if you are going to be able to complete your most taxing mission.



"looks set to fulfil the fantasies of thousands of young male Amiga owners"



You are told that to get in here, you will need a sum of 60 nickels. But where are you going to get that sort of money from?



Harris always gets carried away when he's cooking a meal. He finds it so exciting, he has to jump on the worktops.



Harris is given his first piece of information from an extremely friendly, talking dog! You don't see that very often!



Harris struggles to restore normality to the real world by returning objects to the Cool World. But where's Kim?

PROJECT: Cool World

HOUSE: Ocean

RELEASE: Dec '92

TEAM: In House

PRICE: £25.99

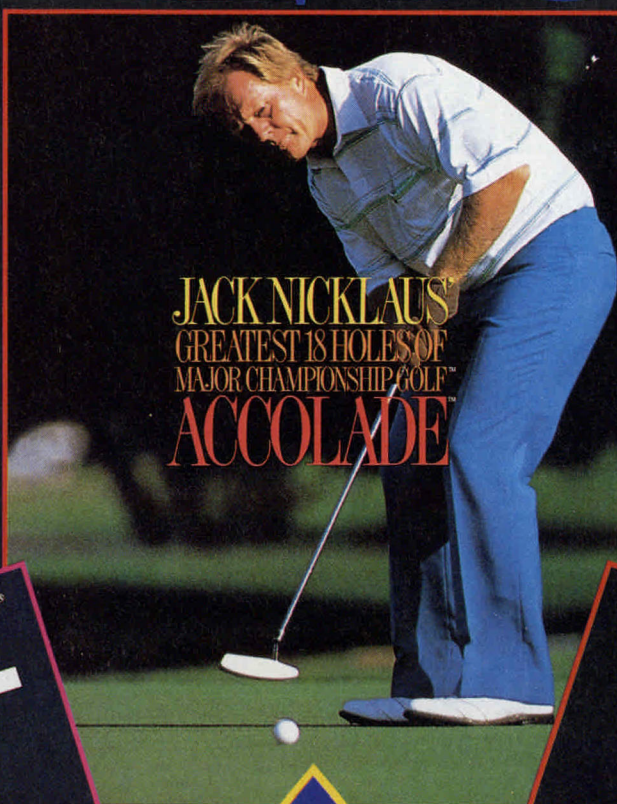
COMMENTS: The film *Cool World* is surrounded by a fair amount of hype at the moment so that alone should guarantee it sells by the truckload - a full-size poster of the wicked woman herself would also help. Hopefully, this won't mean Ocean will release the usual disappointing and mediocre package that more often than not masquerade as a film license (*RoboCop 3* and *Addams Family* being exceptions). If they put the required amount of work into *Cool World*, it'll result in a good little game.

INSPECTED BY: Steve

AIM ONLY FOR THE TOP



TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS. PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S 'FAVOURITE SHOT IN ALL GOLF' IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.

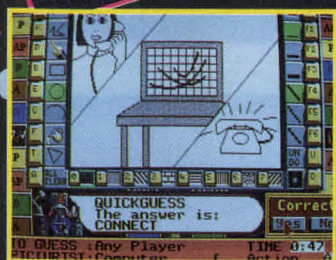


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The Duel
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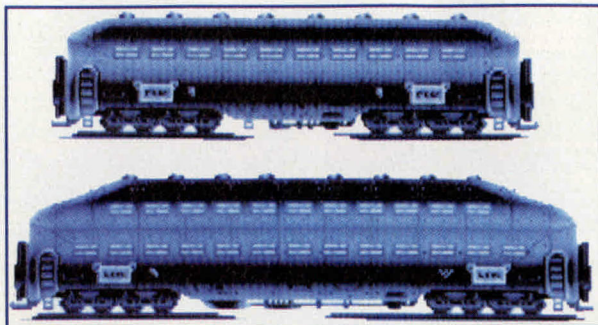
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This is the age of the high-powered, missile carrying, rocket-blasting train.

Above right: Because we are shutting down coal mines these days, it means there's plenty of fuel for the future.

This is the sleeping car, stylishly decorated to show the harshness of a post-nuclear Ice Age?!



What's going on here then? No it can't be, can it? It is! Silmarils are currently developing a game that breaks new ground concerning plot and gameplay. That's right, there's an

original and innovative game set to stun the Amiga world!

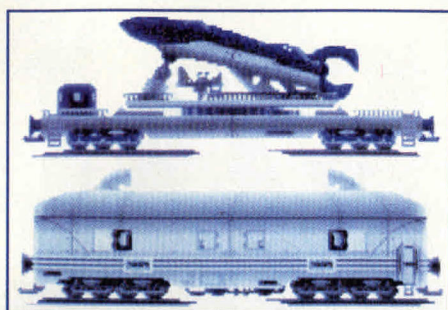
After a nuclear experiment to overcome the Greenhouse Effect goes drastically wrong, snowstorms and blizzards throw the planet into another Ice Age. Great trains thunder across the surface, providing the only means of transport for commodities



**All aboard
for a trip
around the
globe and
back.**

TRANSAR





"Thunderbirds are go!" No, that's not Thunderbird 2, that's something with a little more style.

and people. Life is bleak but you are perhaps a glimmer of light for the future....

It is your belief that it may be possible to reverse the climatic situation by bringing the sun back to life. However, a group called Viking Union have other ideas. By bringing the sunshine back, you'll ruin the monopoly Viking Union has over the rail system and coal reserves which is a fuel now valued as currency. In other words, they're out to stop you!

Billed as a fantasy strategy simulator, *Transarctica* is destined to be a gorgeous blend of exquisite graphics and dangerously addictive action. With a number of missions to complete along the way to your far and distant goal, life will present you with many perilous hazards and problems. It's kinda like a typical day's journey on BR - hell on

"a gorgeous blend of exquisite graphics and dangerously addictive action"

wheels. As you steam ahead from place to place, desperately trying to achieve your final but elusive objective, the need for fresh coal supplies, food and spare parts for your train becomes even more vital.

There's nothing worse than being stuck up a valley without a wheel.

You'll need a financial head upon your shoulders to make enough to money to

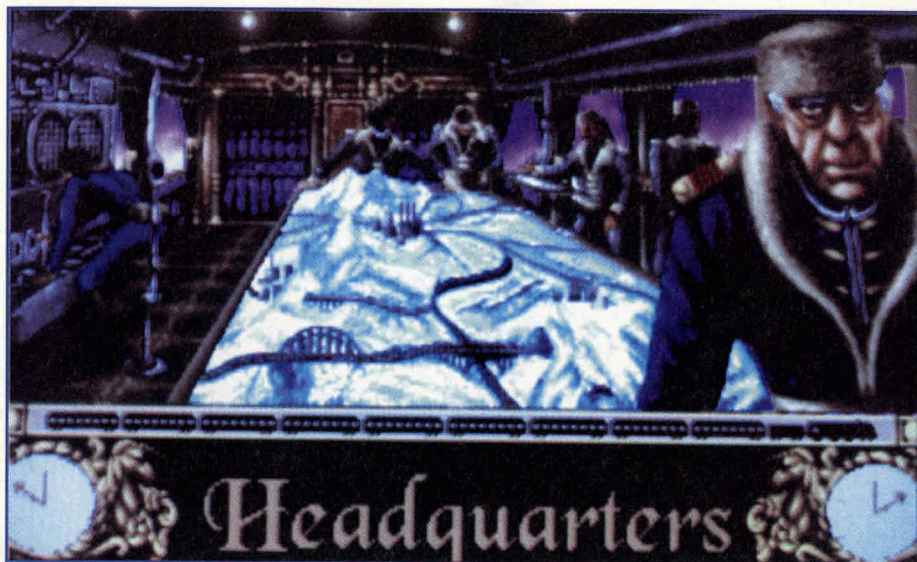
keep on going. Then when the circumstances change for the worse and an armed Viking Union train pulls up alongside with guns blazing, you'll have to battle it out with your own selection of weaponry and designer fur coats.

The possibility of such attacks can be lessened by ordering your commando units to go forth and destroy bridges or sections of track. This foresight clears the way and lessens the chance of such unwelcome and unpleasant surprises.

But it isn't only Viking Union members who are keen to string you up to the boiler stack. Savage wolves roam the icy wilderness while hairy elephants cunningly disguised as mammoths also fail to greet you with a friendly smile.

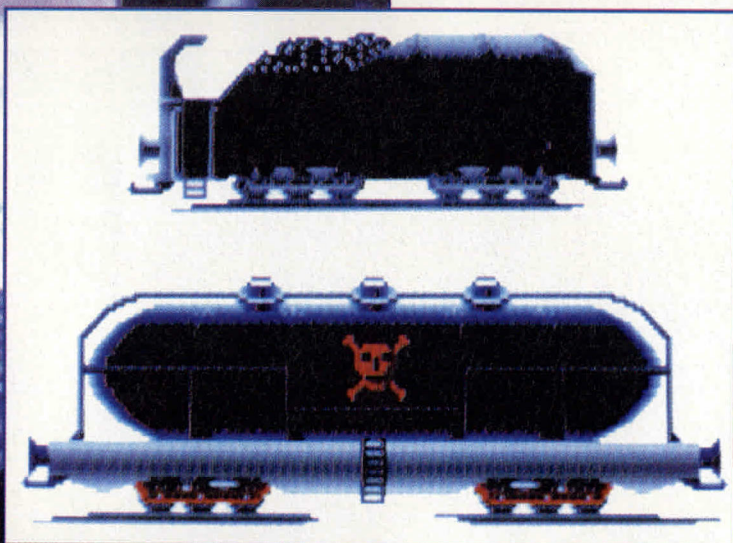
If you've got the courage to travel on the Underground then feel free but beware of unsavoury characters lurking in the dark. Seeing as this game is set far into the future, nothing seems to have changed. I wonder if they'll have managed to wash off the graffiti by then.

There are many more features within *Transarctica* that go some way to making it a product which is bound to stimulate the mind and imagination. And you even get to investigate the theory of the Loch Ness monster. Could it be a bagpipe player in a wetsuit or is it really a rough looking lizard from times past?



"Captain, this is a rather crude model of the area that I knocked up in my spare time."

CTICA



Your train can pull a variety of carriages including passenger, war, prison and storage wagons.

Left: Perhaps the warmest place on the planet is in the engine room of your large locomotive.

PROJECT: Transarctica

HOUSE: Daze Marketing

RELEASE: Jan '93

TEAM: Silmarils

PRICE: £29.99

COMMENTS: It's another carefully designed and developed fantasy product from the people who brought us *Ishar*, *Metal Mutant* and *Storm Master*. A high graphical standard pushes *Transarctica* almost to the point of being too good to be believed. The gameplay will intrigue, excite and moisten the senses, thrusting you into a realm of ecstasy. The beginning of a new year has never looked so good before. And it's only going to cost you £29.99 so keep an eye out for it.

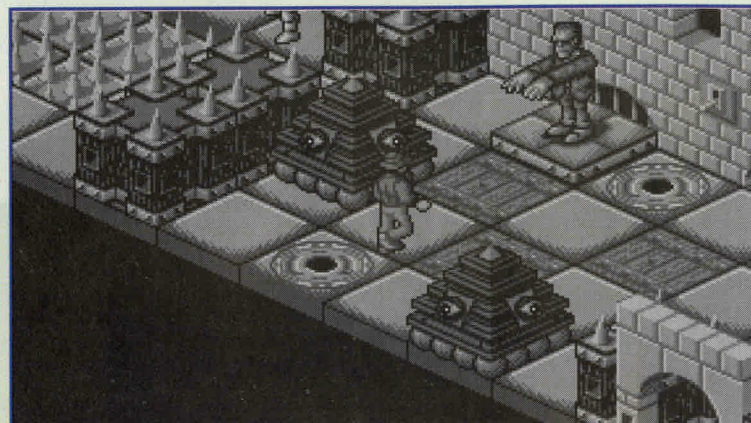
INSPECTED BY: Alan

UNIVERSAL

Monstrous mayhem with all the film stars of yesteryear.



It's certainly getting a bit warm in here! Those flames look a bit dangerous and you've got suits of armour to cope with as well.



You'll have to be careful here. Make sure that you don't get caught by Frankenstein or he'll stick a rather unattractive bolt through your neck.

Professor Van Helsing, monster hunter extraordinaire, had many years ago defeated his six deadliest enemies and banished their corporeal bodies beyond the realms of Man. However, the power of Bloodstar is not finite and the banishment ritual must be performed and renewed annually to prevent the monsters from returning to once again walk the Earth, striking terror into the hearts of every man, woman and child who just happens to cross their evil paths.

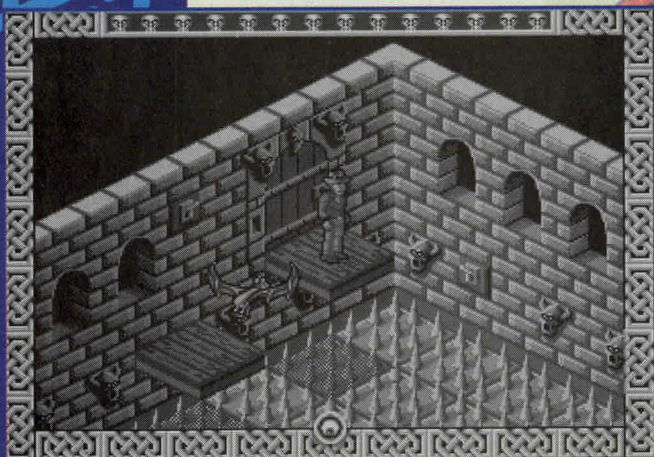
Unfortunately, Van Helsing himself is only mortal and has fallen prey to the Grim Reaper although how anybody can take the Reaper seriously after *Bill and Ted's Bogus Journey* is beyond me. It is now the duty of grandson Alex Van Helsing to come and live in his

grandfather's castle and take over his late relation's estate, and most importantly assume the mantle of keeper of the Bloodstar. Alex must carry out the ritual each and every year without fail if he is to keep the gruesome six at bay.

Upon arriving, he finds the barrier has been breached and before him stands the horrifying sight of Dracula, Frankenstein and his bride, The Creature from the Black Lagoon, Jeremy Beadle (cleverly disguised as the Wolfman) and the Mummy.

The Bloodstar has been shattered into six pieces which have somehow ended up scattered to the four corners of the castle and its surrounding grounds. You take on

"With its unusual endorsements, this will be scratching and clawing at the Number One chart spot"



Above: How would you fancy standing on something that size when two feet from certain death? Has anybody got a thick cushion?



Above: Aagh! Please, no more spikes! Isn't it about time the person behind these screens sought out the address of a decent therapist? Actually, I think I've got a few contacts in that area.

Left: This time the screen is not that dangerous for a change. Just a matter of finding your way out in as safe a manner as possible.

MONSTERS

There's more spikes here than in Nigel Kennedy's dodgy haircut. Our Nigel could actually be a seventh monster. What do you think?



Plenty of hot stuff on this level. It's jam-packed with flames and boiling lava pits so you'd better watch out!

the role of Alex and must retrieve all six pieces, returning them to their rightful place in the castle's chamber in order to banish the fearsome fiends forever.

The actual game is divided into four sections: the dungeons, the pyramid, the castle and the forest. All I can say is that it must be a very big house!

As an isometric 3D arcade adventure in a similar vein to *Head Over Heels*, it's reminiscent of Ocean's glory days during the mid-Eighties. To aid you in your quest, various potions are dotted around the place to do wonderful things such as reveal

hidden platforms, make you invulnerable and freeze all baddies in the room.

Each piece of the Bloodstar is housed in a small chest. These chests are scattered at random around the large and spooky castle. You must find them all within a certain time if you are to finally rid the world of these classic movie monsters.

Keys are essential to completing the task at hand. All keys are also randomly placed about the castle and they come in three different colour

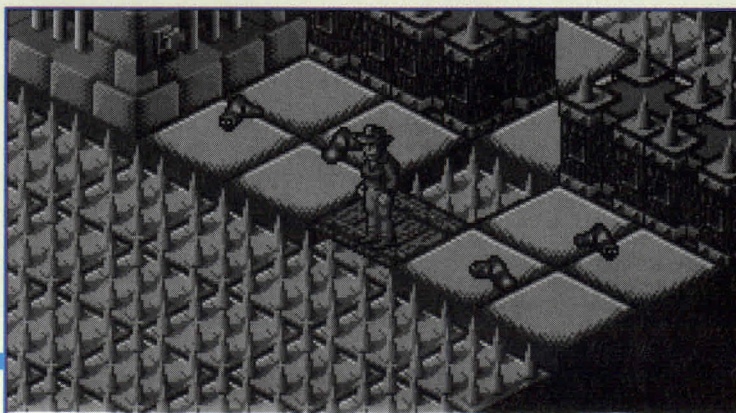
types. Discovering which keys open which doors is a trial and error process.

It's rare that we see the classic monsters of old making appearances in computer games. I vaguely remember the CRL adventure series which put you up against the likes of Dracula and the Wolfman, but it's about time we saw them in a good looking arcade adventure style game. Don't let us down, Ocean.



Above: Alex never knows what lies beyond the next door. Maybe it's another statue of ol' Frankie.

Here we see Alex being attacked by slug-like creatures. Not a pretty sight!



Above: The only way Van Helsing can traverse some areas is by use of a moving platform. Rather him than me!

PROJECT: Universal Monsters

HOUSE: Ocean

RELEASE: Dec '92

TEAM: In House

PRICE: £25.99

COMMENTS: *Universal Monsters* is a long way from being a finished product. The demo I saw suggests this intriguing package with its unusual endorsements will be scratching and clawing at the Number One chart spot. The quality of the graphics look to be high and reverts back to the traditional look of Ocean games. Everything moves fairly smoothly although a little slowly at the moment. *Universal Monsters* features a star cast which is always a good start to creating something very special.

INSPECTED BY: Steve

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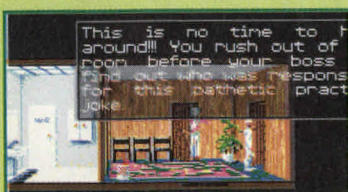
FUTURE WARS

Kixx XL
£12.99

This first Delphine game never became a household name, but it put the now famous French developers on the map and formed the foundations for a handful of fine and fruity interactive adventures.

Future Wars boasts the supposedly unique Cinematique system which basically means the entire game is mouse controlled.

You play the part of a window cleaner whose curiosity gets the better of him. Whilst nosying around a large skyscraper, you suddenly stumble upon a secret

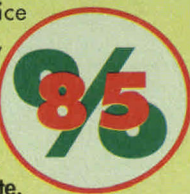


passage that transports you back in time and lands you in the midst of an alien attack.

Compared to today's standards, *Future Wars* stands up proud. The graphics and sound are both commendable and the actual adventure is very gripping but a little too linear in places.

A welcome re-release which should, if justice is to be done, receive a lot of deserved attention this time round.

Pete.



MIDWINTER

Kixx XL
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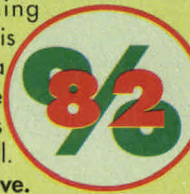
Midwinter certainly caused a stir when it was first released a few years ago. It has to be said that it still looks an extremely good game and is certainly better than much of the so-called state of the art games released these days.

The game is all about taking back Midwinter Island from a hostile group who have overrun it. Obviously, you cannot do this alone and to be successful you must enlist the aid of various soldiers and civilians who believe in your cause. Unfortunately,



many of these people don't get along for various reasons such as one had an affair with another man's wife, and won't cooperate with someone they don't get on with. There are various methods of transport such as skis and walking. By far the most spectacular is the cable-car method which produces some stunning visuals. All this adds up to a great game which has aged very well.

Steve.



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INDIANA JONES AND THE LAST CRUSADE

Kixx XL
£12.99

You would be hard pressed these days to find someone who has never heard of Indiana Jones so it's no surprise that computer games based around his character are so incredibly popular.

In this latest episode, Indy is asked to help a wealthy industrialist find the eternal life-giving Holy Grail. Any doubts he may have had about accepting the challenge are wiped out when he

discovers that his father, a grail expert, has gone missing while on the trail of the grail, so to speak.

The point and click interface was one of the most sophisticated ever seen at the initial time of release, and although surpassed now, still serves its purpose adequately. The graphics are impressive and the game has a great storyline which follows the plot of the film closely, with Indy wise-cracking his way through the episode, this time with a little help from his Dad.

Steve.

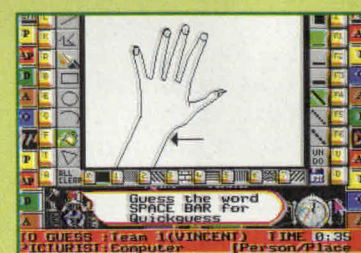


PICTIONARY

The Hit Squad
£7.99

Pictionary, for those who don't know, is apparently a game of quick draw. The boardgame version was tremendously successful. It entailed getting quite a few friends around to tour house, giving each a pencil and paper and getting them to draw pictures while the others try to guess what they are actually supposed to sketching. And that was no easy thing!

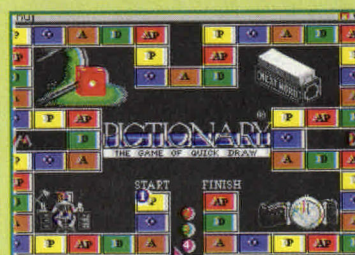
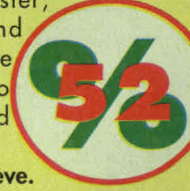
Unfortunately, the idea has suffered in the conversion to the Amiga. There is nothing wrong



with the actual program, in fact it is quite nicely presented with a fairly decent graphics package on which to create your minor masterpieces. Well, the term 'masterpiece' is being optimistic.

However the idea doesn't really work and the fact remains that it is easier, quicker and much more enjoyable to use a pen and paper.

Steve.



THE DUEL - TEST DRIVE II

The Hit Squad
£7.99

Test Drive II gives you the opportunity to drive two of the fastest production cars ever made, the wicked Ferrari F40 and the Porsche 959, both of which are capable of speeds in excess of 200mph.

The game itself is a fairly decent race game. At first, it is a little tricky to get the hang of the controls as they are a little bit more realistic than the average race game controls, the difference being that the wheel doesn't



magically centralise after cornering - it takes a second or so to straighten out.

The race is run over numerous stages set throughout different landscapes such as mountains and forests. I'd say that Test Drive II is better than most race games and certainly warrants £8 of anyone's money!

Steve.

7/5



ZAK MCKRACKEN

Kixx XL
£12.99

It was labelled the funniest game ever just three years ago and it seemed almost certain that Zak McKracken and his enemies, the Alien Mindbenders, would soon become household names. It never happened, unfortunately, and Lucasfilm turned their attention to a seafaring pirate by the name of Guybrush Threepwood.

Due to its somewhat low popularity, I must presume that most Amiga owners don't own this almost forgotten classic. It was one of the first point 'n' click adventure



games to appear and undoubtedly the most humorous. Unlike the Monkey Island series, Lucasfilm went out of their way to be hilarious and it worked a treat.

From the quite ridiculous plot to the rib-tickling alien intermissions, Zak McKracken will keep you laughing way into the night until you finally beat the damn thing. Experience the chuckle of a lifetime!

Pete.

9/0

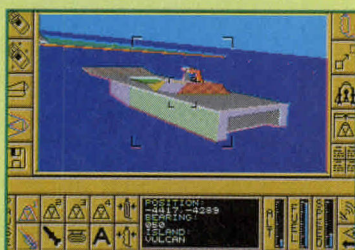


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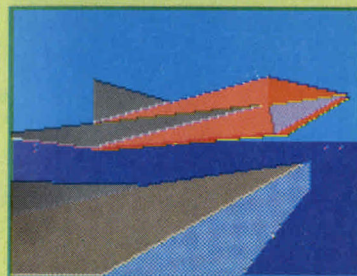
OK, it's years old but the appeal is still apparent in force. There's just so much to do and strategies to plan out, Carrier Command is one of the most rewarding arcade style battle sims on the market.



Fly aircraft, invade islands with your amphibious force and construct factories, mines and command centres where possible. Carrier Command is always going to be remembered as a quite outstanding achievement in home computer entertainment - and rightly so! Buy this and you're sure of a big, beautiful, pleasurable surprise.

Alan.

9/0



BART SIMPSON VS THE SPACE MUTANTS

The Hit Squad
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The game featuring Sky Television's favourite under-achiever caused a real stir and surprised everyone when it actually turned out half-decent. Fully expecting an over-hyped luke-warm conversion, Ocean provided us with a playable and puzzling platformer.

Playing the part of Bart himself, you must thwart the Space



Mutants attempts to take over the planet. To achieve this, you must spray anything purple an alternative colour, because the Mutants need purple objects to rule over the world. Bizarre plot, or what?

Pete.

6/3





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ACTION COMPETITION



ARMED AND DANGEROUS

After last month's sensational competitions, you may be forgiven for thinking that it would be difficult for us to come up with something to match them, let alone better them. We're glad to say, however, that you're completely wrong. Yes folks, we've done it again, this time teaming-up with Ocean for their latest big release, Lethal Weapon.



On offer this month is a fabulous, hi-tech video recorder from JVC that's worth £300. This little black bundle of joy is cram-packed with enough features to make your old top loader pretty pathetic. It includes extended play to give you six hours of pure pleasure from a three hour tape, as well as an LCD programmable remote control, intelligent message display, still frame and frame advance feature, on screen displays, auto head cleaning and a child lock!

As if that wasn't enough, the winner will also receive a copy of the top rated game *Lethal Weapon* and 10 runners-up will also receive a copy of the game.

My lethal weapon is:

And this is what I would do with it:

Please send your answers to: Armed and Dangerous Competition, Amiga Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral, L65 3EA.
All entries must reach us by 19th December 1992.

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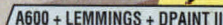
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SEE PANEL
ABOVE



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The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart on the right.

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For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown on the chart on the right along with a list of the FREE gifts from Silica with every Amiga 600 purchased.

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ACTION FEATURE

DMA TAKE A WALK-ER ON THE WILD SIDE

What is the most talked about subject in Britain today? The weather? The economy? Will John Major resign over the coal dispute? No, it is in fact what DMA in DMA Design stands for? Steve investigates...

DMA Design has been around for quite a while now and has some pretty impressive products behind them. Formed in 1988 by David Jones, who incidentally still has sole control over the company, they have been responsible for smash hits such as *Blood Money* and the now legendary *Lemmings*.

Since its formation, the company has grown in size and stature. They now have 20 people on their payroll, as well as numerous people contracted to do specific tasks, such as soundtracks and conversions. They have a close working relationship with Psygnosis and all of their games to date have been released by the Liverpool based software publishers.

Amiga Action decided that it was time the software buying

The concept behind *Walker* is extremely simple but what is it? Shoot absolutely everything that even thinks of moving!



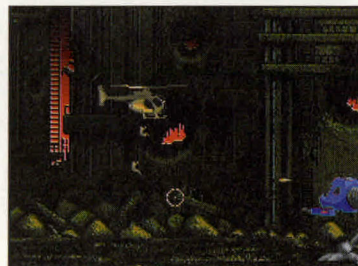
public discovered more about DMA Design and we put them through our rigorous, Gestapo-like interrogation procedure in order to come up with some answers. Don't worry though, they came through unscathed, so don't cross

There are absolutely millions of enemy forces for you to blow into tiny pieces. They swarm at you from all directions.

Lemmings 2 off your shopping list!

Blood Money was DMA's first critically acclaimed title. As the follow up to *Menace*, it's hailed to this day as a classic shoot'em-up, but what do they actually feel about the game themselves?

"*Blood Money* was designed with serious gamers in mind. If we were to do it again some things would change as tastes and



Attacks are not limited to the ground. You will also have to cope with aerial attacks from helicopters when playing *Walker*.



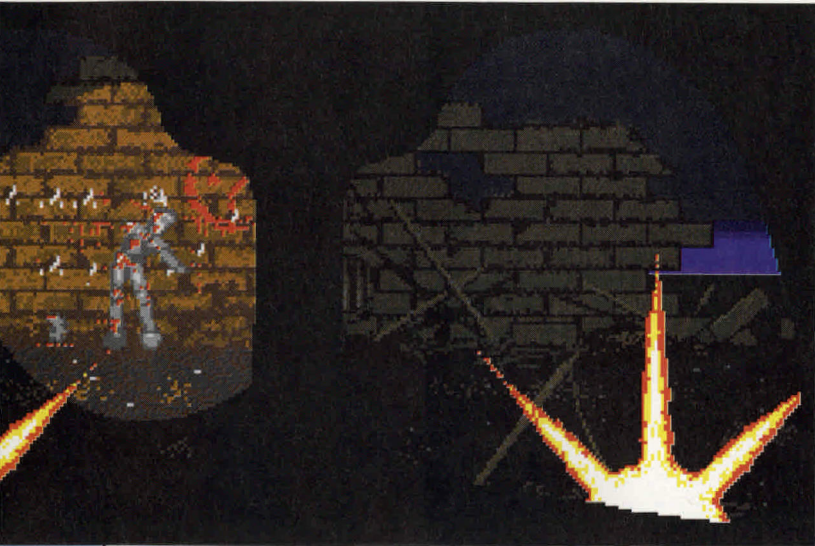
Here we see McLemming. No surprise that he has been included since the designers are based in Edinburgh!

design ideas have changed since it was originally written. Even so, we think *Blood Money* compares quite favourably with the more recent and up-to-date shoot'em-ups, especially when you remember it is now over three years old."



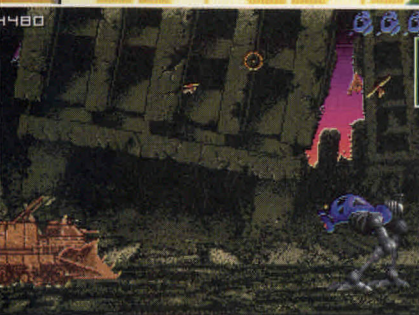
Huge explosions are the order of the day in *Walker*. It's certainly true when they describe it as being a mini war.





Above: Here's an interesting viewpoint, actually from within the Walker so that you get a better view of your victims.

Below: Lemmings 2 has to be one of the most eagerly awaited products of the year. This is definitely going to be one to watch out for!



Heavily armed tanks thunder through the levels, firing randomly at your machine.

Is there any chance at all of a follow up release?

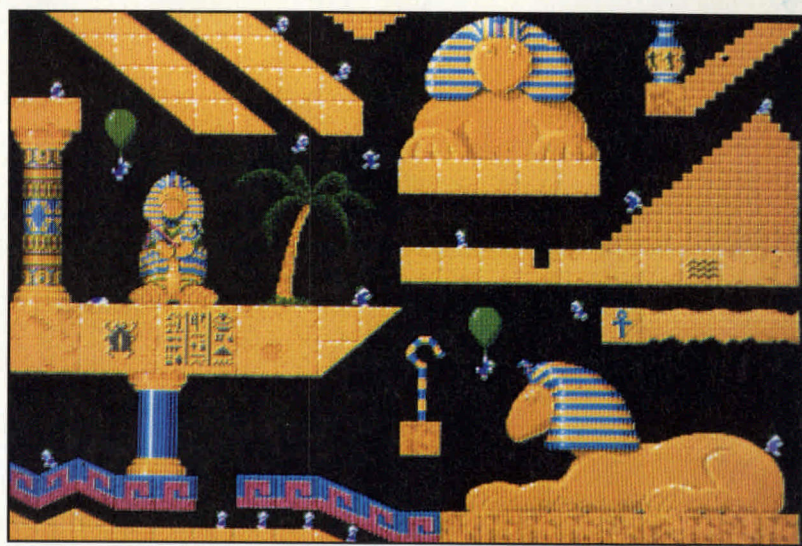
"We'd like to do a sequel. This depends on who we have free and how we think people would react."



The guys at DMA Design have high hopes for this one and rightly so from what we've seen! Top class blasting action!

It is often difficult to judge what people want and how well a game will be received when it is released. Of course, one exception is *Lemmings*. If there was ever a game destined to be successful then it must be *Lemmings 2*. We asked where the idea for the original game came from, and did they have any idea of the stampede of critical acclaim it was to rightly receive.

"Tracing back to the inception of an idea like *Lemmings* is very difficult. General consensus has it that one of our programmers, Mike Dailly, made a Lemming-like animation of creatures walking up a hill and getting blasted. This was looked at by numerous people and *Lemmings* gradually turned into a game. As time passed by, we began to realise that *Lemmings* would have a great deal of appeal."



When *Lemmings 2* appears, it is virtually guaranteed to be one of the biggest seller games ever on the Amiga.

So now to the future. DMA has two major products in the pipeline, *Walker* and *Lemmings 2*.

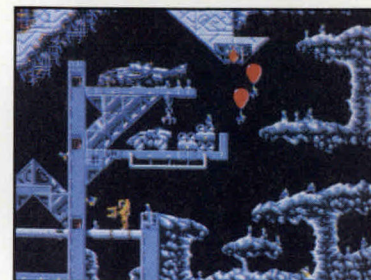
Walker is their shoot'em-up with a difference. The main sprite in the game looks remarkably similar to the Scout Walker from the movie, *Return of the Jedi*. We wondered whether this was their form of inspiration?

"The *Walker* character came from the first level in *Blood Money*. Don't ask where the *Walker* in *Blood Money* came from!"

Well that certainly cleared that little mystery up! How does *Walker* illustrate how DMA have advanced and developed since the time of *Blood Money* and *Menace*?

"*Menace* and *Blood Money* were of the classic shoot'em-up genre, whereas *Walker* is in a sub (or super) class of this. The main developments since the early days are in gameplay details. It is great to play, being like a miniature war. There is so much detail that each time you play *Walker*, it is slightly different and unlike many other shoot'em-ups, your enemies have a level of intelligence."

So then, what are the different considerations between producing



And here we see the *Lemmings* attempting a Trans-Atlantic crossing by balloon.

something like *Lemmings* and something like *Walker*?

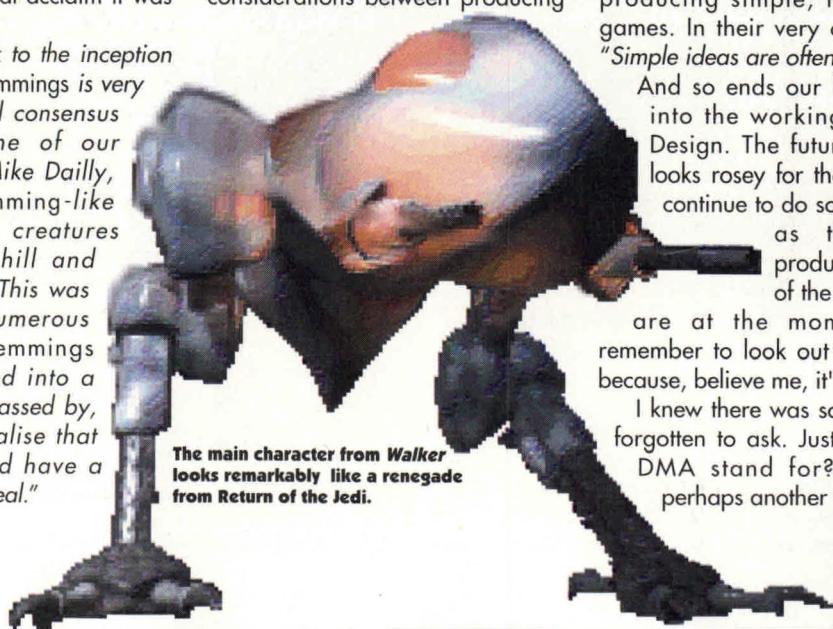
"The production considerations between a *Lemmings* type product and a *Walker* type product are not as different as they might first appear. Our aim is still to produce a game that is very easy to get into, is great fun and is full of lasting appeal."

A sentiment like that is always nice to hear, in fact it almost brings a tear to the eye! The good thing about this particular company is that their track record proves they are committed to this statement and strive to maintain the standards they set for themselves - of producing simple, fun to play games. In their very own words, "Simple ideas are often the best."

And so ends our little insight into the workings of DMA Design. The future certainly looks rosey for them and will continue to do so for as long as they keep producing games of the quality they

are at the moment. And remember to look out for *Walker* because, believe me, it's red hot!

I knew there was something I'd forgotten to ask. Just what does DMA stand for? Oh well, perhaps another time!



The main character from *Walker* looks remarkably like a renegade from *Return of the Jedi*.

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TALKBACK →

Question Time

After purchasing and recently completing *Monkey Island 1 and 2*, I felt I must write and congratulate Lucasfilm for producing the most enjoyable game I have ever had the privilege of playing, and to ask whether there are any plans for a third game in the sequence. Could you also tell me if *Indiana Jones and the Fate of Atlantis* is any good? How does it compare to *Monkey Island 2* in size and humour and when will it be released?

While we're on the subject of *Monkey Island 2*, is a hard drive worth investing in, will the price of them ever drop or should I just put up with the numerous disk changes? Would an external disk drive be a better idea or is this particular option a waste of money?

Finally, will *Gobliins 2* be larger, better and less of a hassle to control than the first and will it contain a superior end sequence?

Stuart Broadbent, Eccleshill.

Monkey Island 3? It's a possibility, but we've not heard anything for certain. Anyway, *Indiana Jones and the Fate of Atlantis* is a real stunner on the PC, so expect something equally as wicked on the Amiga.

Hard drives are expensive pieces of kit and buying one purely to play adventure games is possibly a waste of money. A second disk drive would reduce the amount of disk swapping quite drastically and they're much cheaper than hard drives. It's up to you. *Gobliins 2* better than the first? How should we know, we haven't played it yet. If you've got any gripes with the end sequence, contact Coktel Vision and tell them to do something about it.

A500 Extinct?

Over the past few months I've been reading about the new Amiga 600, the 500+

and a new series of games orientated Amigas which Commodore plan to release in the very near future. Having owned a trusty Amiga 500 for the past three years, I must admit to being a little worried about its future - or lack of it!

Will the A500 eventually die out and become extinct? Will software developers stop writing games for it? I'd like to part exchange my A500 for an A600, but nobody seems to offer reasonable part exchanges. And I certainly do not want to just give it away for monkey nuts.

Sam Z, London.

It's highly unlikely that any software publishers will ignore the Amiga 500, as it makes up a large percentage of the total Amiga market. Unfortunately though, when Commodore finally unleash their games orientated Amiga 1200, complete with new chip set, there will be plenty of compatibility problems, mark my words, but the software publishers will continue to support the A500.

Finest Blend

I am writing to express my own personal views on the great public domain debate which has recently graced the pages of *Amiga Action*.

Personally, I cannot see what the problem is, as your readers are getting a really good deal whatever their interest.

Your game demos, although great fun, do not use up all the disk space and what better way to fill it up than with selected public domain titles?

Okay, so some of your many readers absolutely hate the Public Domain scene, but they can always erase this software and won't have lost anything, will they?

It's nice know that some Public Domain has been included because your coverdisks cater for a wider

audience and besides, surely people agree that it's far better to have too much stuff on the disk than of course too little!

I think you've got the

right mixture of PD and game demos, unlike some of your rivals, which leads me to another point. You offer two disks (unlike many other mags) which makes *Amiga Action* even better value.

Now you can't go wrong with that, can you?

Stuart N Hardy, Sheffield.

Another Angel

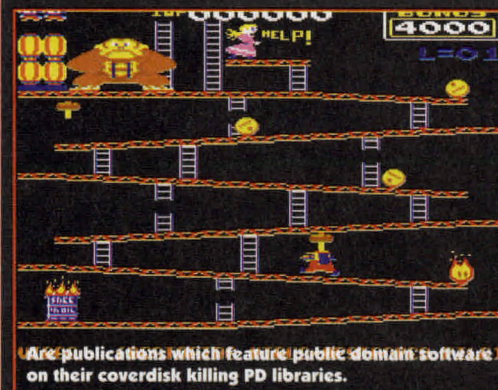
I've read with interest the recent PD debate which has appeared time and time again in *Amiga Action*. While I fully understand the views of all your readers and why they air their concern (considering the high price of the coverdisks), everyone apart from myself and my competitors has neglected to realise who is being affected most by public domain software being freely spread on everybody's coverdisks.

I am talking about the public domain houses, the small companies who for years now have been supplying public domain disks for almost no profit and zero recognition.

Every PD house is now in great danger of losing out and ultimately going out of business. The majority of suppliers have already gone. Take a look through any *Amiga* magazine, including your own, and you'll realise

how few companies remain. A certain *Amiga* publication once contained around 30 advertisements at this time of year. This year it contains just six.

Now my company is struggling, so are many



Are publications which feature public domain software on their coverdisk killing PD libraries.

others, and it's only a matter of time before myself and the others go out of business. Of course, this sad situation isn't entirely due to big selling magazines putting PD on coverdisks, but it is a big contributor. The seemingly never ending recession, the prospering budget market and people's general tiredness toward mega demos are other major factors.

I know this sounds like a real sob story, but quite a few livelihoods depend on the general public's willingness to purchase public domain and shareware software from us suppliers.

A PD Library Supplier, Somewhere.

Hold on a minute. I was under the impression that all public domain software was freely distributable and that public domain libraries supplied the software on a no profit making basis. I know full well it sounds a little harsh, but your livelihood shouldn't really rest on the current state of the public domain market. Do any other libraries have similar views? If so, write in and share your grievances.

TALKBACK →

Patronise That Man

As a member of the quiet clan of Amiga Action readers, I close my magazine every month enriched and enlightened, totally satisfied. This month (October), however, I closed my magazine and headed straight for my keyboard, hence the letter. For the first time in three years of reading Amiga Action I must speak out.

The person Nameless, Homeless has no brain. If this person stopped to think for a moment, would he not realise that if he stopped wasting time pirating software, instead of playing them, then the software houses would not have to spend more time and money writing unique code to stop idiots such as him pirating. Then the prices would go down and the games would be in the shops sooner.

I think that covers points one, two and three of his letter. As for point four, wasting money only to play a game once then sticking it on a shelf is purely ridiculous. If he read your magazine properly, he'd know what games to buy and which to avoid without looking at the game first.

Thank you Amiga Action for many hours of pleasure. I hope you print this letter, because Nameless, Homeless needs to be patronised and insulted.

Jeff Pearce, Warstones.

Have Faith

People always tend to write in to disagree with certain percentages, but from my experience of reading Amiga Action, it seems as though half of the time you yourselves cannot make up your minds.

Some games receive over 90% (Zool, Pinball Fantasies, etc.) so it's quite obvious to the reader that

what's on offer here is an excellent game. At the other end of the percentage scale, some games, particularly budget titles, receive less than 10% such as *Stun Runner*, *Narc*, etc.

On a much more frequent basis, a whole selection of games (which are usually full priced titles) receive percentages of around 80% which is really neither here nor there. Is this your indecision or could you be slightly harder? Do you back off and give it an 'average mark' just in case other magazines label it a potential classic?

Don't get me wrong, I love your magazine more than most of the others, but in your opinion there seems to be a lot of average games around. Be more sure of yourselves and if you don't like it, say so and be more critical.

Stu Raven, Chester.

A lot of games receive around 80% because they're not potential classics, but they'll undoubtedly appeal to fans of the genre. Take *Doodle Bug* for instance. It's a half-right cutesy platform game which will surely appeal to people who like such games, but it won't convert anyone who spends all weekend playing the likes of *Populous*, *Powermonger* or similar style strategy games.

Basically, we take into consideration all tastes, that's why we sometimes say if you like this sort of thing you should buy it, even though we may think it's a pile of rubbish. Anyway, our reviews usually tie-in with the opinions of other Amiga publications and only a very select few readers take the time to write in and criticise individual percentage scores.

Was It A Mirage?

Ever since reading your review of *Humans*, I have waited for the game with baited breath. I've jogged down to my local software supplier on numerous

occasions only to be turned away. I've telephoned various magazines only to be informed that it's already out. So where the dickens is it?

Alex Leech, Bedford.

By the time you've read this, *Humans* will almost definitely be widely available. And that's a fact, so there. We've just received another interesting fact too. *Humans* shipped over 60,000 copies on its first day, which is more than *Lemmings* achieved. How about that!

Hardy Worthwhile

Why does Stuart N Hardy continue to grace your letters page with dull and utterly boring messages that nobody is interested in? Other magazines have recently ousted him from their pages, so why don't you? He raises points which a child of five could raise, yet you continue to give this guy more than his fair share of tree.

Surely you receive letters of greater interest. Does Stuart work for you, or is his Dad the managing director of your company? And what does N stand for? Nonse, nerd, or just a nincompoop?

James Redburn, Woking.

Other magazines may insult Stuart on a regular basis, but we love and adore the guy. He continues to send us letters of some interest at least, which is more than I can say for the rest of you. Just to annoy you even further James, we've printed another one of his letters this month. What do you think about all this Stuart?

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As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga software, with thousands of Amiga programs available. You also get much, much more - a CDTV Disc is equal to over 600 floppy disks in capacity.

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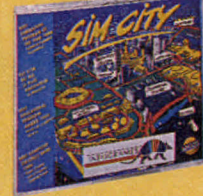
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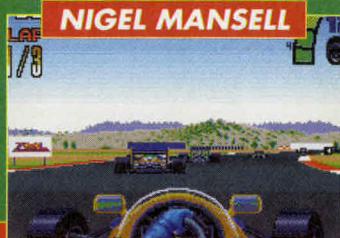
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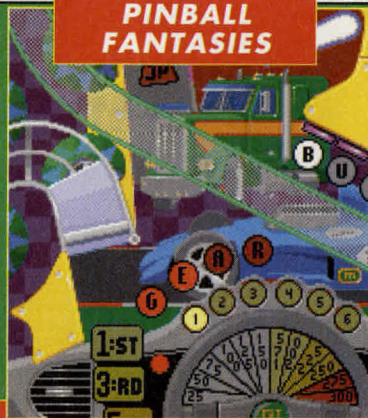
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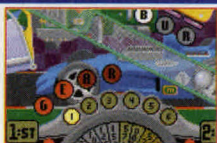


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GOBLIINS



Continuing on from last month is the next and final instalment of the great *Amiga Action GTGA* to that puzzling stonker from Coktel Vision. Yep, the *Gobliins* are back in town.



The watering can should be used on the carrots.

LEVEL 14



Cast a spell on the flat stone that you'll find at the bottom of the dolmen (tomb).



Increase your energy with the eye-opening woman carrot.



Take the stick and use it on the little hole on top of the dolmen.



Utilise the key on the carrot with a keyhole. You've now gained entry to the next level.



After casting spells on the carrots, hit the one with the key and then pick up the key.

LEVEL 15



Keep up with this one! Take the matches, punch the cannonballs and cannon, pick up a cannonball and use it on the cannon, punch the cannon again, use the matches on the cannon, pick up the carrot and use it on the cannon....

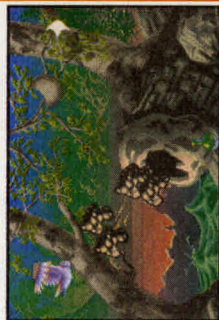
Take a deep breath....

Punch the cannon again, use the matches on the cannon, use the matches on the cooking pot, punch the cannonballs and cannon. Pick up a cannonball and use it on the cannon, punch the cannon and use the matches on the cannon.

Cast a spell on the carrot then pick up the ear trumpet and use it on the rat. Take the mallet and use it on the gong and continue by collecting the pendulum. Leave via the gong. Phew!

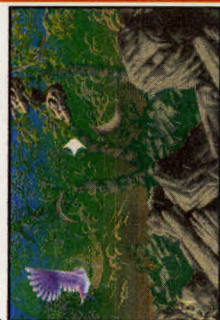
small tips

Ow! This month's selection of tips and cheats is so hot, we just burnt ourselves touching the sack! If cheating's your game and you're stuck on your favourite game, then look no further than the AA Small Tips section. Are you all ready? Now we'll begin...



AGONY

On the main title screen (when the piano music plays), type in the *FANTASY* to activate the cheat. Unfortunately, we aren't really sure what this cheat does but pressing F1 - F5 will select various things - it may be a level skip but who knows? If you work out what happens, please do tell us!



PREMIERE

This tip was supplied by Core themselves. If you're stuck on this great platform game, then simply type SPARKPLUGS on the title screen. The word CHEAT will flash in the centre of the screen to let you know it has worked and before you can say 'Corky O'Reilly it's Kylie', you'll be graced with infinite lives.

LEVEL 16



Put the small stone on the cross. Now cast two spells on the stone. Climb the statue and cast a spell on the left palm tree.

Hit the pick-axe and then take the pick-axe. Find out where to dig with the pendulum and, once this is discovered, begin burrowing away at the ground. Go through the hole.

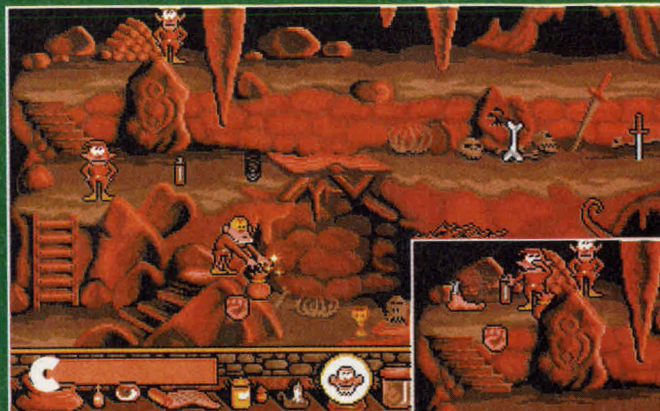
LEVEL 17



Hit the log pile and then take a log.



Use it on the trap and cast a spell on the log.

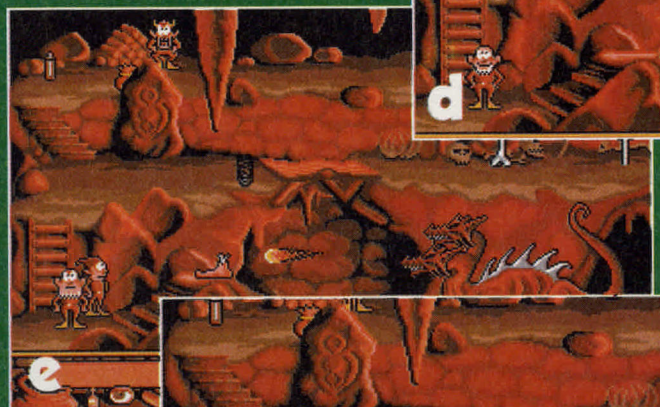


Now let your magician do his stuff on the bag and pick it up. Use the bag on the top of the screen, and hey presto, a foot appears.



Above: When the foot stops to the left, deodorise it!

Below: Take the burning dagger and head for the next level.



Above: Now grab the foot and set it on the mound in front of the dragons.



LEVEL 18



Guide your technician over to the left-hand side of the statue.

Use the burning dagger on the locket of the statue. Pick up the key and use it on the left ear of the statue. Organise the goblins one after the other on the right-hand side of the statue and hence they can be blown out.

GOBLINS

WIZKID

Madder than Vic Reeves and more fun than a nutmeg sandwich - that's Wizkid. Lee Beardmore from West Yorkshire has been beavering away at this game and has discovered a secret room on the first section which can magically warp you to any level in the game.

Simply buy the token from the shop and exit as the body. Now go down the well and enter the Gents toilets. Use the token on the bubble gum machine and you'll fly up to a secret room with another Gents toilet door and an exit. Go through the Gents then you'll appear in a room with a Ladies and Gents door.

Go over to the right and enter an invisible door. (Go to the far right and it should be found near there.) Now go through the Gents and stick to the following patterns to enter the desired section of the game.

ORK

Or even *The Killing Beast* Show as it is sometimes known. K Goodall from Poulton tells us that if you click your pointer on all four corners of the Terminal screen, the cheat mode is activated. Now simply press the following keys to perform your desired action.

H - Health top up
A - Extra ammunition
RETURN - Take off and land anywhere

AQUAVENTURA

Cor, someone's been busy playing *Psychosis* titles

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

small tips

LEVEL 20



Hit the lever and then use magic on the cork which is in the giant's ear.



Next, use the book near the giant's pointy ear.



Collect the fish that's hidden in the top left of the screen. At the top right, the fish can be used as bait to lure out a monster.



Pick up the bowl and place it where the tears of the laughing giant fall.



Use the book near the giant's ear, take the full bowl and use this on the monster. Take the catapult and leave by means of the exit in the top left.

[illegible]

recently and he goes by the name of K Goodall (again). This time, he's been playing this decidedly average 3D shoot'em-up. On the options screen, hold down CTRL and F10 then press fire to start. You can now skip levels by pressing L and skip to the tunnel section by pressing T. It's always worth loading the game just to see the intro sequence, anyway!



UGH!

Last month, you'll have found 35 level codes revealed in this very section. Now as if by magic (like the shopkeeper in Mr Benn), the last codes are given out.

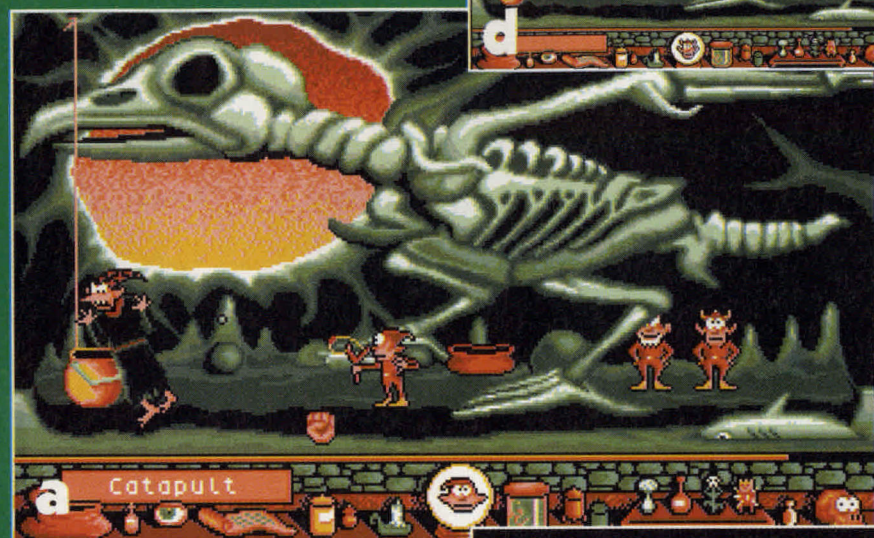
- 36 - FISHYREQUISITITE
37 - ARTHURFIGGIS
38 - CRUNCHYFROG
39 - SPRINGSURPRISE
40 - WALLYWIGGIN
41 - SIXTEENTONNWEIGHT
42 - RASPBERRYKILLER
43 - SCOTTOFTHESAHARA
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45 - POLLYTHEEXPARROT
46 - EWANMCTEAGLE
47 -
48 - ASCOTSMANONAHORSE
49 - KEITHMANIAC
50 - NOTGOODENOUGH
51 - NUDGENUDGE
52 - THEWOODPARTY
53 - THESENSIBLEPARTY

LEVEL 21



Use the catapult on the bananas. Strike the lever. Now let the three goblins pounce on the fish.

LEVEL 22



You're nearly there! Use the catapult on the wizard. Cast a spell on the long stone on the floor, causing it to grow into stairs.



Climb the stairs and let your magic do the business once more, this time on the bird / wizard.



The top rope will descend once you have used the catapult on it.



Take the rope and activate it on the claw of the skeletal bird. The warrior pulls himself up the rope and you should now hit the head off the flea / wizard.



Use the catapult on the rope where the warrior hangs - it will now fall down. Place the bag on the floor, just under the spider / wizard.



Cast a spell on the spider. Take the bag and close it. The wizard is now imprisoned and you've completed the game. Well done!



Goblins

54

ADOPTADPTNIMPROVE
55 - WELLOSAILOR
56 - ARTHURTREE
57 - ABLOCKOFWOOD
58 - LIONTAMING
59 - RONOBVIOUS
60 - CHANNELJUMP
61 - TUNNELINGTOJAVA
62 - MAURICEZATAPATIQUE
63 - KENBIGGLES
64 - ALIBAYAN
65 - KENDOVE
66 - TIDDLES
67 - THENAKEDANT
68 - KENSHABBY
69 - ALBATROSS



A big sigh of relief, please. Thank goodness that's over!

Well, that's it for another month. Sorry to all readers waiting for the rest of the *Troddlers* codes but we thought it best to leave them until next month, as the game's only just been released. If you have any more decent cheats, then send them in to the following address:

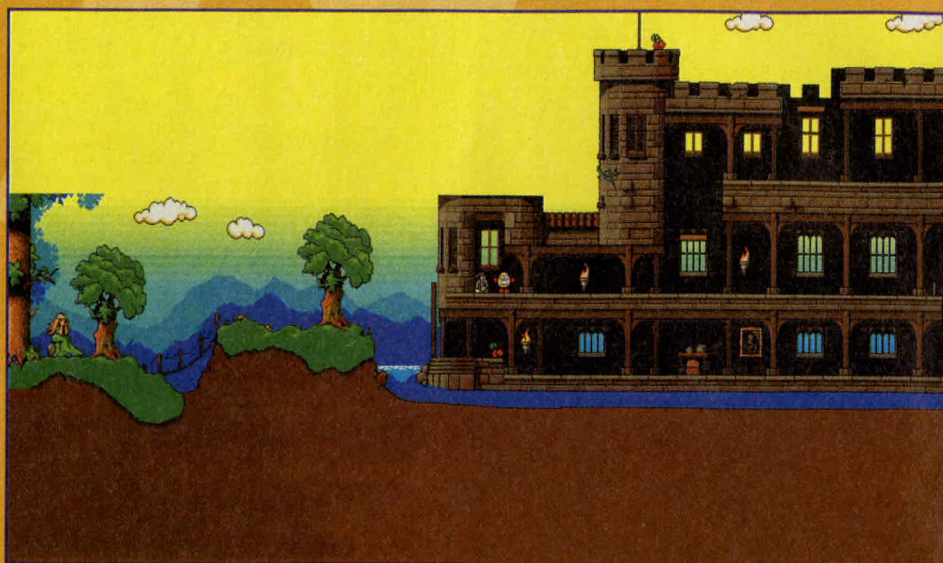
GTGA Small Tips,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.

We look forward to your finest tips and cheats!

PRINCE OF THE YOLKFOLK

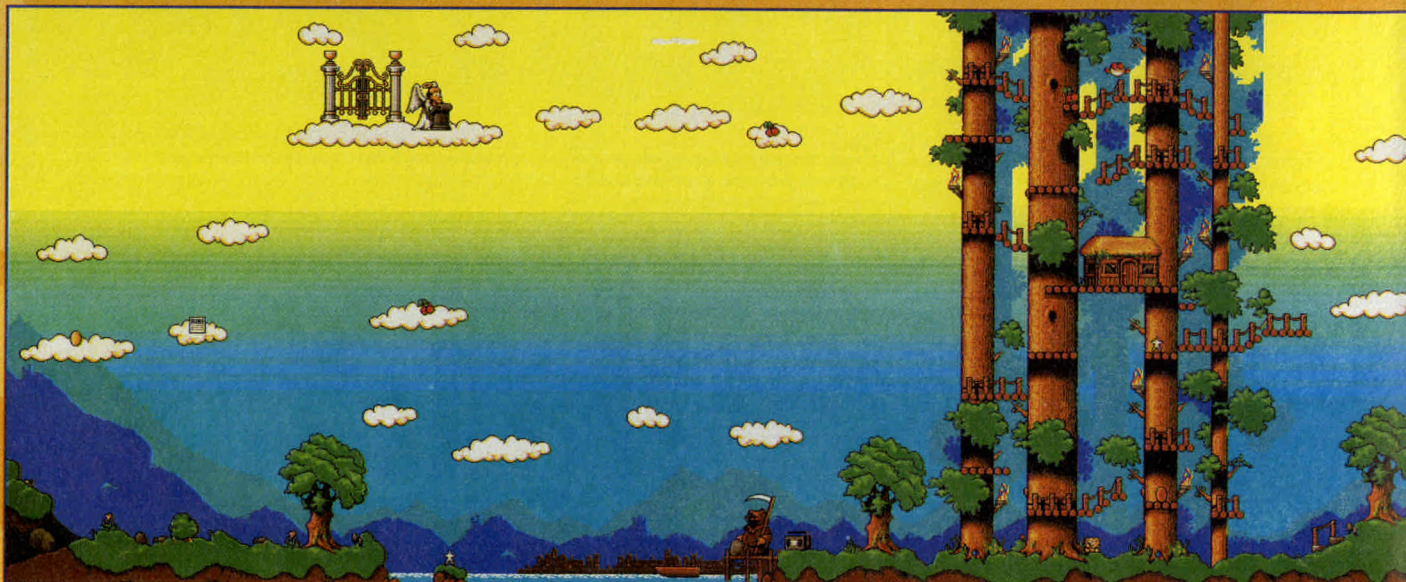


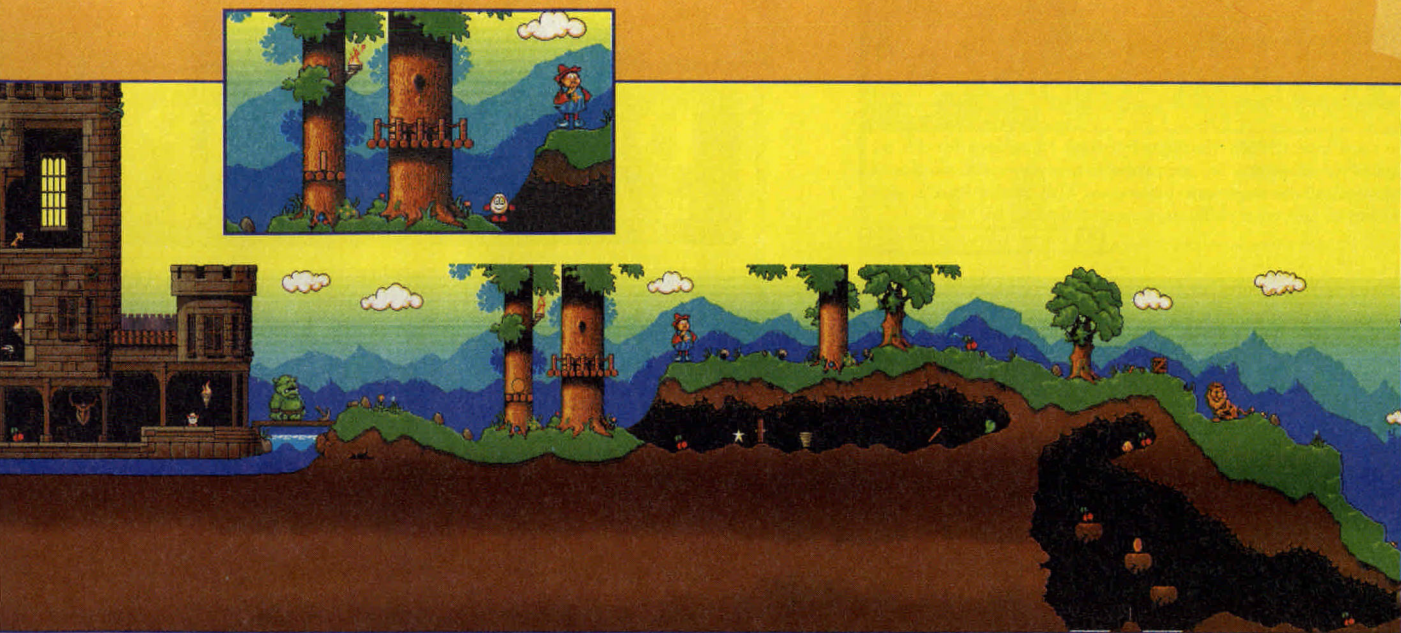
"I'm so Dizzy, my head is spinning, like a whirlpool, it..." That's enough, thank you! Stop the very sad Vic Reeves renditions and on with the complete solution to Codemasters' latest Dizzy adventure, *Prince of the Yolkfolk*.



Here's a list of all the objects, where they are and what to do with them.

| Object | Room | Use On | Room |
|-----------------|--------------------|------------------|-----------------|
| The Leaves | Trapped | The Door | Trapped |
| The Match | Trapped | he Leaves | Trapped |
| The Water | Trapped | The Burning Door | Trapped |
| The Pickaxe | The Rear Entrance | The Boulder | Hillside |
| A Gold Nugget | Top of the Hill | The Ferryman | The Ferryman |
| Acme Bridge Kit | Hello World! | The Ledge | Treetops |
| A Golden Harp | Tower Drawbridge | St. Peter | Heaven |
| Wooden Cage | Top of the Hill | Fluffle | Forest |
| Holy Cheese | Heaven | Cage | Forest |
| Caged Fluffle | Forest | The Troll | Rear Entrance |
| Outboard Motor | Stairs and Landing | he Ferryman | The Ferryman |
| The Scythe | The Ferryman | The Brambles | Tower D/bridge |
| A Rusty Old Key | Castle Ramparts | The Door | Deserted Tower |
| A Brass Bugle | Tower Ballroom | The Personage | A Few Trees |
| Some Tweezers | Edge of the Tower | The Lion | Top of the Hill |
| The Thorn | Top of the Hill | The Floor | Double Trouble |
| The Spanner | Double Trouble | The Mechanism | Castle D/bridge |
| The Jokebook | A Few Trees | The Princess | Castle Gardens |
| The Regal Flag | Castle Gardens | he Flagpole | Castle Ramparts |

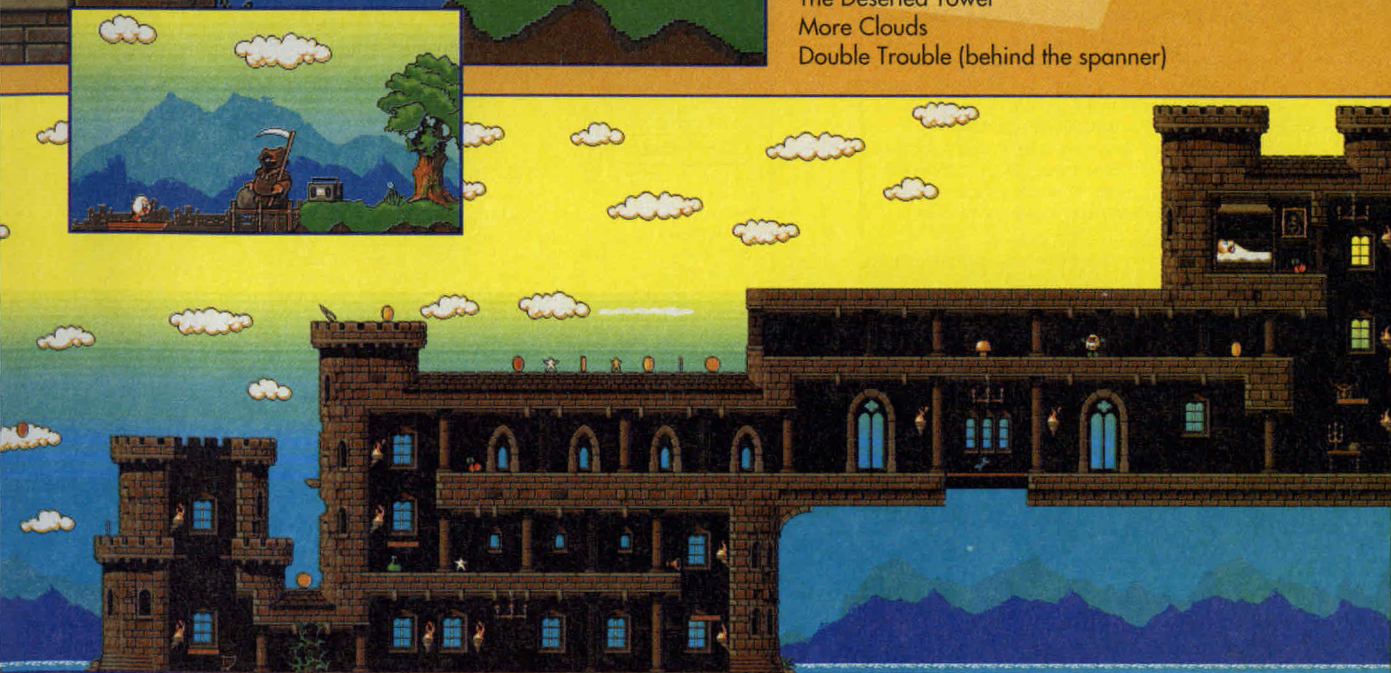




The thorn must be left somewhere in the Double Trouble room, and then the Evil Dizzy must be made to walk over it. This will kill him, allowing you to pick up the spanner. After you have done all of this, you must go and kiss Daisy who is in the Deserted Tower. She will ask you for 20 cherries to make a cherry pie for Grand-Dizzy.

Following is a list of all the rooms with cherries in them:

- Trapped!
- A Few Trees!
- Hillside
- A Secret Cave!
- Top of the Hill
- The Ferryman (behind the stereo)
- The Uppermost Branches
- Awfully High Clouds
- Enchanted treetops (in the treehouse)
- A Fluffy Cloud
- The Enchanted Forest (behind the Fluffle)
- Stairs & Landing
- Castle Ramparts
- Castle Drawbridge
- Tower Drawbridge (behind the brambles)
- Edge of the Tower
- The Deserted Tower
- More Clouds
- Double Trouble (behind the spanner)



PRINCE OF THE YOLKFOLK

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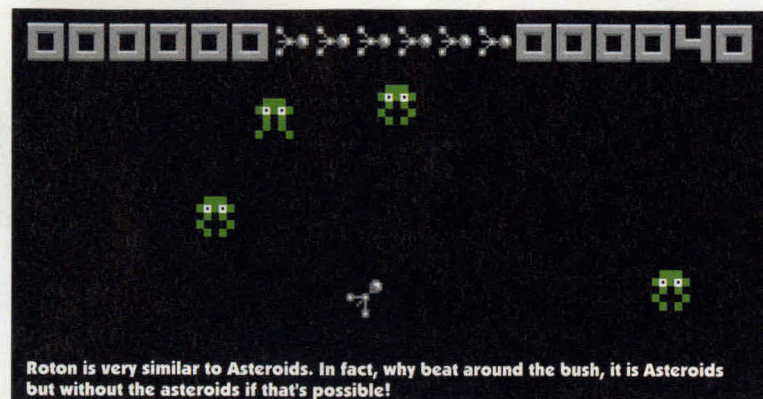
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PD SPECIAL



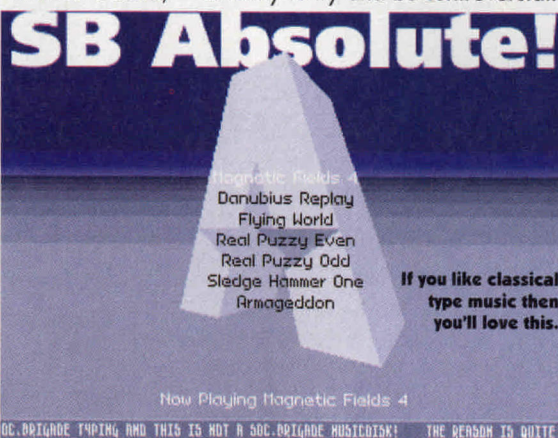
Roton is very similar to Asteroids. In fact, why beat around the bush, it is Asteroids but without the asteroids if that's possible!

It's a bit of a mixed bag as far as PD is concerned this month, with the usual demos and a few of the classic games being churned up again. All the software has been supplied by 17 Bit Software. Make sure you have a pencil and paper at hand and we'll give you the address at the end of the programme (I've always wanted to say that!).

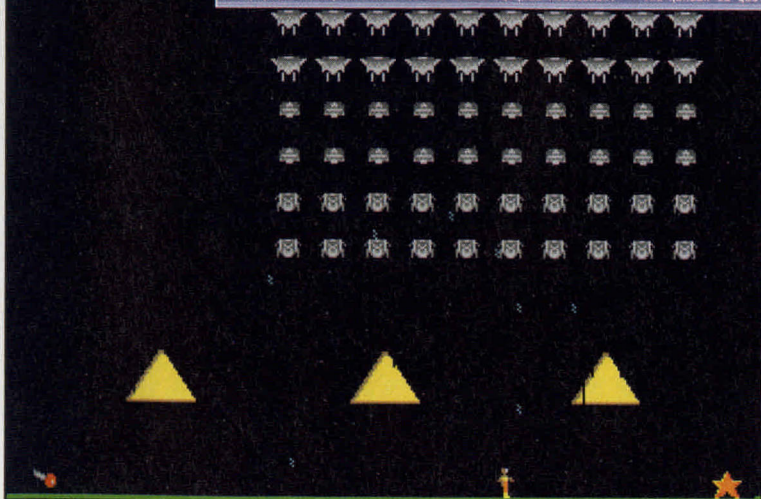
First up is disk 2232. Imaginatively titled *Games Galore*, it contains seven classic little games although you might not recognise some of them from their titles: *Mr Wobbly* is a surreal version of *Space Invaders*, *Donkey Kong*

speaks for itself, featuring the very first appearance of a certain Mr Mario while *Solitaire* is a version of the card game Patience. The others on the disk are as follows: *Q-bic*, *Aniso*, *Maze* and the quaintly titled *Little Boulder*. Not a bad disk if you like that sort of thing.

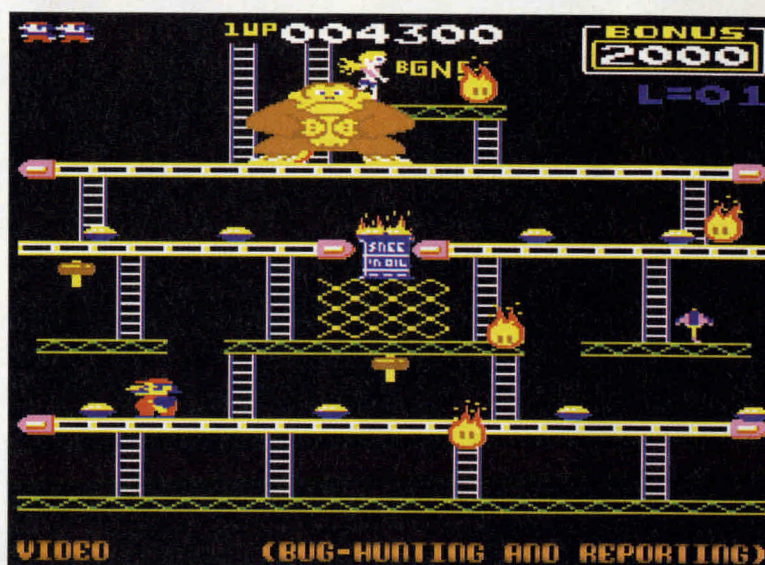
The *Grapevine* magazine comes on three disks numbered 2227. This has come from a group of very sad individuals who think it is funny to try and be controversial.



Now Playing Magnetic Fields 4
DC BRIGADE TYPING AND THIS IS NOT A SOC BRIGADE MUSICIAN! THE REASON IS QUITE



Mr Wobbly is a pretty strange version of the classic *Space Invaders*. First of all collect the bullets, then you can take on the might of the alien hordes.



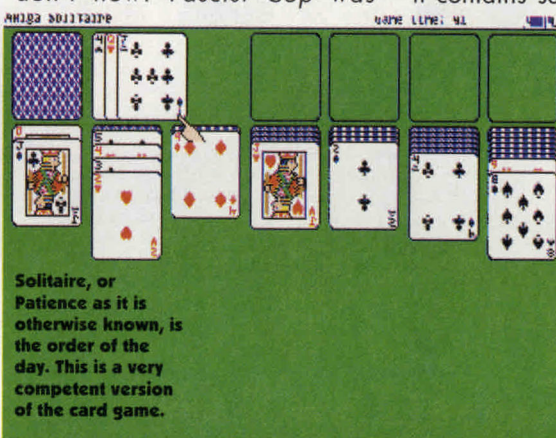
What a classic! *Donkey Kong* was one of the first arcade games I ever played. I didn't like it then and I don't like it now! Now is that controversial or what?

It opens with the statement that if you are easily offended to reset your computer now. As I am not easily offended so I didn't but I wish I had. What makes them think people want to read this rubbish I don't now! *Fascist Cop* was

riotously funny I don't think.

Disk 2228, *Roton* is version of *Asteroids*. 2229 is *Technotrance III* and is the usual 11 minutes of dance music and 2230 is called *Musication* and is unusual because it contains several classical style

tunes. Contact 17 Bit Software at 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Telephone them on 0924 366982.



Solitaire, or Patience as it is otherwise known, is the order of the day. This is a very competent version of the card game.

GRAPEVINE #12

GENERAL

| | |
|--|--------------------------------|
| 000: Index | Index :000 |
| 001: How to use Grapevine | Pazza of LSD :001 |
| 002: Editorial | Pazza of LSD :002 |
| 003: Important | Pazza of LSD :003 |
| 004: A message to PD Libraries | Pazza of LSD :004 |
| 005: Contributions | Pazza of LSD :005 |
| 006: How to Advertise in Grapevine | Pazza of LSD :006 |
| 007: Grapevine diskback Service - Who needs Subscriptions! | Pazza of LSD :007 |
| 008: The Charts | Torch of LSD :008 |
| 009: Nostalgia Corner | Ken D :009 |
| 010: Grapevine 11 - Plus fixed | Shagratt of LSD :010 |
| 011: Letters to Grapevine | Edited by Pazza of LSD :011 |
| 012: The Best of Issue 11 | Dynano of Cyanide :012 |
| 013: Dynano Grapevine Contributions | Dynano of Cyanide :013 |
| 014: About the Grapevine Headlines | Pazza of LSD :014 |
| 015: Fascist Cop - New cartoon series | Lightbringer of Soundwave :015 |



Grapevine magazine is not funny in the slightest. The only use I could find for it was to throw the disks, still you could use it as a drink's coaster.

BAD INFLUENCE!



HITS THE STREETS ON
NOVEMBER 19TH

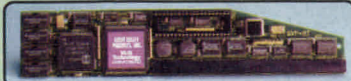


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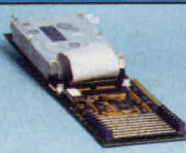
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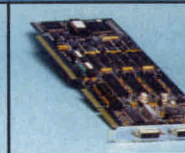


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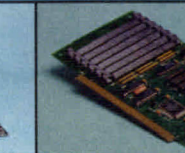


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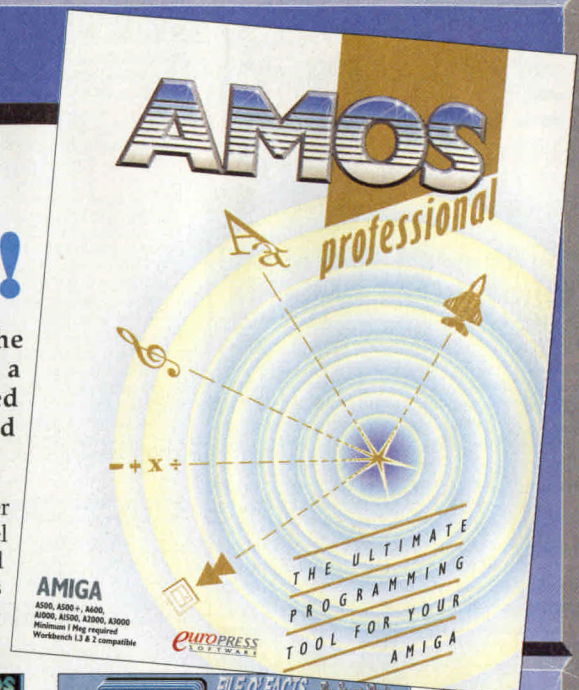
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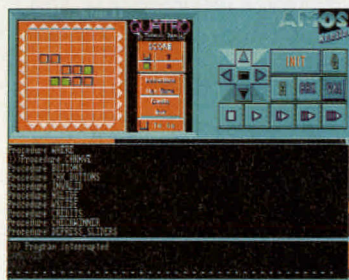
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Boggit's Domain

What's the gruesome, grizzly one been up to this month? Why not poke your head into his domain and find out...

So what do you think of the new Boggit's Domain layout? Yep, that's what I thought too! Plain old yellow parchment was good enough for me when I was a lad and it should be good enough for you ungrateful lot. Spending good money on all this colour and pretty pictures will only spoil you. Mark my words, you're a lucky lot!

Curse of Enchantia - Core Design.

I had a funny sort of a day this month. As the weather was nice, I decided to go for a walk down by the river and feed the crocodiles. I haven't told you about my recipe for rock cakes have I? Suffice to say that the recipe begins: 'Take one rock...'

After an afternoon of hanging upside down in the Curse of Enchantia, Boggit was ready to think anything was wonderful, but maybe the game deserved his approval.

Sometimes I can be a real swine! Unfortunately, I took a short-cut through an enchanted field and walked straight into a trap which had been set by some witch. When the smoke cleared I found myself in chains hanging upside down in a somewhat dank and dirty dungeon.

The Land of Enchantia looks very nice, although let's face it, anywhere looks nice after you've spent the day hanging upside down in a rat-infested cell. Although there are over 180 colourful locations to explore, each screen loads very quickly and the animation is smooth and slick.

It's quite easy to control the game but the puzzles are a bit odd. I'm sure it will be popular with you troublesome lot, so I've got my name down for a solution sheet from Core Design.

Shadow of the Beast III.

This month, Pysgnosis sent me the shadow of a beast to play with. You would think that the miserable swines would have sent me the real thing instead of just its shadow, but I suppose everyone is being careful with their money at present. On the other hand, that which they did send was a big enough handful, so God knows how I would have fared against the genuine article. The box says that it contained the third shadow, but they made no mention

of the other two - which is just as well because I would have had no chance against three of them.

To be fair, the game is not really built for the likes of me as it's an arcade blaster with some puzzles, rather than a puzzle game with some arcade sequences, but who's complaining. A good game is a good game even if I no longer have the lightning reflexes which are required to play it. Of the few levels which I did manage to kick my way through, I thought it looked pretty and was amused by the interesting problems which I found. By all accounts the previous two games were very big in their time and I've no doubt this one will cast a long shadow as well.

BOGGIT'S MAILBAG

I had hoped that by now you would have all moved on to consoles and left me in peace, but a glance in the crystal ball shows that the price of the Amiga A600 is coming down again, a new even cheaper Amiga is soon to be put on the market, and a super-duper Amiga is being tested which will make everything else look like a toy. All of which means that my retirement plans will have to be stuffed back into the cellar. I think I'm going to have one of my 'heads' again today.



Making some Money by Hook or by Crook.

Dear Boggit's Mailbag, would you please help me in Hook. I can't seem to get any money to be able to buy the magnet which will help me to get the clock.

Jamie McDonald, Glasgow.

Are you taking the mickey? My name isn't 'Boggit's Mailbag' you tartan twit, that's the name for this part of the column! It's called that because it's the section where I have to answer all the mail which comes in the big, brown, leather bag. Whatever did I do to deserve this?

I have never played this game because only silly people buy games which are written to go with a movie license as they are usually rubbish. But then you were probably first in the queue which stretched all the way down Smelly Sock Hall Street, (or whatever you call that street with the silly name in Glasgow). According to my solution book there is more than one way to solve the problem, so here is one of them.

You can pick up two mugs from the table in the Crossed Swords pub. There is one mug in the Bait and Tackle. If you can't find the second mug in the Crossed Swords don't despair because there are extra invisible mugs in the Bait and Tackle which can be grabbed behind the one which you can see. Doctor Chops in Muggers Alley will give you a gold coin for each of your gold teeth. Go to Dead Man's Pier and you can get a rope. Go behind Pirate Square and you can get an anchor and a washing line pole. Behind Dead Man's Square you can use the pole to get a jacket from the line and you'll find a gold coin in the pocket. In Hook's ship, (down the alley by Doctor Chops) you can find money inside the pots next to the portcullis.

Making a Dive for a Bikini Top in Larry II.

Dear Boggit I am stuck in Larry II, Wonder what I'm gonna do. In inventory I have got, Onklunk, Wad O' Dough, Bikini Bottom, Passport. Also knife, Matches, flower and soap. Answer my plight will you please How will I escape from the stupid beach? Each time I try to go, I'm arrested by the Russian Rogues.

So help me out Boggit, I'm on my knees Reply in the next issue of AA, PLEASE!

Fariboze Rustom, Pakistan.

If that was your poem, then my advice to you is: 'Don't give up your day job!' I would like to know what a good Pakistani is doing playing this disgraceful, western, decadent game? And now I find that you have been parading around on the beach dressed as a topless woman. Have you no shame?

I suggest you search the bottom of the swimming pool onboard the ship and find the bikini top at once. I will be passing a copy of your letter to my good friend Mr. Gupta who owns the newspaper shop in the nearby village of Riverhead. He no doubt will be contacting your father to recommend that you are given a good thrashing.

Give Us a Clue!

As a keen RPG player who only buys Amiga Action for your column, I should like to point out the one criterion which determines whether or not I buy a new game. This factor is the availability of a clue book. I would rather have several weeks strolling around a graphically inferior game with unoriginal features, than two hours hopelessly stuck in a beautiful,



Knightmare Castle has more than its full share of mind-blowing puzzles, but would you demand a hint book or a helpline before you risked setting foot inside?

spectacular creation that everyone is unbelievably raving about.

Is it possible for either you or the other reviewers to mention this fact in your comments on games, or give us a list of which current RPG's have such an accessory? It really does make the difference between a sale or not. By the way, in case you are interested, Might and Magic III was ace, Eye of the Beholder 1 & 2 were terrific, Dungeon Master was excellent and of course Knightmare was stupidly difficult. If only I could get past the invisible monsters on level 3, Black Crypt would also be good. Can you get a book for Bane of the Cosmic Forge?

Grant Tiller, Bexhill-on-Sea.

Yes you can buy a book for Bane and it's 'big' - one hundred pages of full A4 size sheets. I got my copy from U.S. Gold, so I assume they sell it. If not, you could contact Sir-tech Software, Ogdensburg Business Center, Suite 2E, Ogdensburg, New York 13669. tel (315) 393-6633.

Most RPG publishers do produce hint books for their games because it makes more money for them. I know that U.S. Gold, Mindscape, Sierra and Electronic Arts supply books for most of their games and they also have telephone help services. Some of these telephone lines use the wickedly expensive 0891 numbers, but most don't.

Mindscape certainly gave lots of help with the *Knightmare* game and they have produced a book for it. There is also a book for their latest wonderful adventure *Legend*, which should have a ready market.

I know there are hint books for all the games you mentioned above except *Black Crypt*. There may also be one for this game,

STAR LETTER

Danish Blue.

As a great philosopher once told me, 'If you are ever going to quote someone, 'Always use their exact words'.

Without doubt you are already aware that I'm referring to your minor error in quoting from the song, 'It's Alright With Me' in the October issue of Amiga Action. Right?

In the same issue you asked if, 'anyone knows what the best buy was before sliced bread?' Obviously that must have been the bread knife!

I enclose with this letter the solution to your other question regarding the problem of the sewer below Johnny Qwong's house.

However, nothing in this world is for free and so I ask you for a small favour in return. My girlfriend is having a bit of trouble with 'The Fool's Errand'. I won't quote her, but her question goes something like this: 'How the blooming hell do I solve the levels: 'The three ships' and 'High Priestess'...?

I reckon I don't have to remind you what the Danish Vikings did to your country in the 9th and 10th century when you had something we wanted and you wouldn't give it to us!

So I would like you (if you are able) to tell her how to get on with this foolish game.

By the way, are you the rotten little creature that stole the Great Merlin's owl?

P. Napalm, Head, Founder & Sole Member of Illogical Scientists Inc. Denmark.

As usual I am being blamed for something that isn't my fault. I have pored over the October issue and I can find no reference to the words,

but I suppose they thought they had given you enough help in the game's manual. The simple answer to your *Black Crypt* problem is to find the Mask of True Sight and make sure the leader of your party is wearing it, then you will be able to see the monsters.

You'll also find that many Public Domain disk libraries sell RPG solutions on disk. This is a very cheap way to get maps and help for nearly every adventure and RPG ever written. The only problem with this avenue is that it takes a little bit longer for those solutions to become available.

Sharpen up in Larry III.

I've just bought a rather rotten game called Leisure Suit Larry III. I've collected the soap-on-a-rope, the granadilla wood, some orchids and a ginsu knife. I've been to most places and talked with all the people I know of, but only really got anywhere on the beach (say no more!). How do I get to the town mall and

'It's Alright With Me' in my scroll. I didn't believe I could have written anything like that anyway because:-

- a) Just for the record, nothing that you lot do is ever, 'Alright with me'!
- b) I don't actually know any blooming song with such stupid lyrics.

I suspect you read this drivel somewhere else in the magazine and as usual, because everyone believes that I write the whole damn thing, I get blamed for every spelling mistake and stupid opinion. RATS!!!

And another thing... Someone sent me the *Rise of the Dragon* solution weeks ago. Where have you been? Drunk as a skunk on Carlsberg beer along with the rest of the remnants of your brave Viking ancestors no doubt, and wasting your time leering at the statue of the nude girl in Copenhagen harbour. Blooming perverts!

And how dare you suggest that I stole Merlin's owl. The owl was lost when I found him. I know he was lost, because I saw Merlin searching for him. And to think that after all that abuse you expect me to tell your girlfriend how to 'slove' her levels. Look stupid, there is no such word in the Queen's English as 'slove'. I will tell her where to 'shove' her levels. Will that satisfy you? No doubt your drunken fingers were try to spell the word 'solve'.

I have to say that I have searched my scroll chest and I cannot find any mention of a game called 'The Fool's Errand'. If any other fool out there knows what this continental buffoon is wittering on about then send me the answer and I will heap rewards upon you unless, as I suspect, we are talking about an arcade game.

To prove that I am really a kind-hearted old fool, I am sending you a box of software, which will prove that deep down (very deep) I have your best interests at heart. But there is something rotten in the state of Denmark and if I were you I would think seriously about moving as you're perilously close to France.



Larry V comes in a giant box but is it full of gameplay or just full of disks?

where do I sharpen the knife to help me cut the poxie native grass?

P.S. Were you the good looking guy with the goofy teeth in the movie Predator? He was the guy with the Gameboy built into his arm. If you were, why don't you go to France and kill as many as you can? (Wheezy laugh. Hee, hee, hee.)

Sean Eisenstein, Oswestry.

I'm going to ignore your impertinence (and your silly name) and simply answer your question. You can sharpen your knife on the steps of the Casino. No doubt they have that facility there for gamblers who want to slash their wrists after losing all of their money. There is no way to get to the Town Mall, they just mention it to drive you mad. However I think that's an option you don't need.

Uninvited's Zombie Problem.

I am completely stuck in Mindscape's Uninvited. Since your column is the best helpline in existence, answering these simple questions should be no problem to you:

1. There are a bunch of Zombies guarding the centre of the maze. How do I get past them?
2. How do you get the key from the fast red demon creature?
3. Are there ever going to be sequels to games like Chaos Strikes Back, Phantasie III and Questron II?

Remember, if you don't publish my letter, my good friend Santa Claus is going to 'forget' you this Christmas.

Markus Nevala, Finland.

So you are one of those silly billys who still believes that Santa Claus lives in Finland. Well I've got news for you. Santa left Finland years ago and came to live here in the Great Wood where the weather is always warm and sunny. He was sick and tired of spending each morning shovelling up snow and reindeer droppings from his drive. A raving lunatic has taken over the job now which explains why

games such as the *Ninja Turtles* turn up in so many Christmas stockings and becomes top of the charts each year.

You must map the maze. You must avoid large groups of zombies, but you can operate the amulet from the letter in the mailbox on a single one. There is a tombstone on the

other side of the maze which would look a lot better if someone would put some flowers on it. The solution to the little demon is that he likes plenty of cookies, and all the cookies are kept in a jar in the kitchen.

There is very little chance of a successor to the *Dungeon Master* saga which I find both sad and annoying. The *Faster Than Light* company which wrote it had a licence to print money, but they blew it. I spoke with the president of the company a few years ago and at the time he said they planned to do a sequel set on a deserted space station, plus a real scary adventure set in a haunted house, but what happened? Zilch! Time has passed them by now and they really would have to come up with something extraordinary to recapture the lead they had. As for the other games you mention, I don't know of any plans for sequels.

Kwik Kwip

Q. Did you hear about the Atari user who kidnapped an Amiga user?

A. He sent a stamped addressed envelope with the ransom demand!

A Turn for the Worst in Mindfighter.

Please help me because I am stuck in an old game called Mindfighter. I've read the book, but it doesn't help me. I don't know how to communicate with Robert or Daryl. I give Daryl the snowstorm and he talks, but that is it. I know how to feel normal, but I don't know how to metamorphosis. I would be grateful if you could help.

M. Sweeney, Oxford.

The first thing you must realise is that you have got a load of old rubbish here. *Mindfighter* was one of the great disappointments of the Eighties. I remember reading the novella which came with the game and being absolutely astonished that anyone could have published such a load of twaddle.

I first saw this game while visiting a large computer exhibition in London and while I was

playing with it (the game, not the exhibition), a middle-aged man walked up and stood beside me. We talked about the game for a moment then he introduced himself as Dave Lebling the creator of the Grue and co-author of the Zork trilogy adventures from Infocom. At that point I lost interest in the game. We both agreed that the game's graphics looked interesting, but the command interpreter was appalling.

I never did finish it, but here are some notes from my journal:

GIVE SNOWSTORM TO DARYL,
E,E,S,N,N,N,EXAMINE RUBBLE, D, GET CAN,
U,S,S,W,W,W,N,N,N,N,N,N,N,W,S,W,W,SL
EEP (3 times until ship arrives), INHALE, HOLD,
EXHALE, PORTRAY EVENTS THROUGH EYES,
METAMORPHOSE INTO EAGLE.

Taking A Turn in Lure of the Temptress.

After finding the Lure of the Temptress a bit easy at the beginning, I have finally come a cropper. I'm in the castle and I can get the Skori to sleep. I can then go to the Gateroom, but at this point I become stuck because I can't lower the drawbridge.

Mathew Dunster, Hayes.

This is a game where you occasionally need a little help from a friend and this is one of those occasions. In the Castle kitchen there is a carcass which, if you look at it, you will be able to GET FAT. (Do you know I have the same problem with chocolate!)

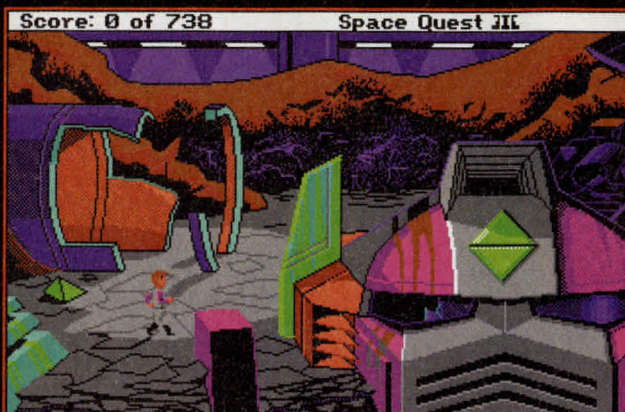
When you get the Gateroom you must use the fat on the lever, then wait for Minnow to arrive. Talk to Minnow then tell Minnow to pull

and hazardous adventure trail.

Could you please advise me of a suitable game for a total newcomer to the world adventuring who is getting middle-aged spread (slightly early), grey (alarmingly early) and bold (just a little, anyway)?

Cpl Nason, Royal Air Force.

Well, well. One of the Brylcream boys is



The Space Quest adventures from Sierra found favour with our pint-sized guru. If you are new to adventuring and want some laughs mixed in with your gameplay, Space Quest III comes highly recommended.

looking for some action at last. Don't you get enough of that round the back of the NAAFI with the WAAFs? I always have trouble with a question like this because I never know if you really mean adventure or role playing. The trouble with adventures is that they can be maddening if you get stuck whereas RPG's are usually a little bit easier on the grey cells. There is also the problem that many games are a mixture of the two game styles.

The easiest, and probably the funniest adventures, are the early games from Sierra. My favourites are Space Quest III and Space Quest II (SQ II is a little harder). Dungeon Master is a great game for role players and it is really addictive.

Polish Piracy

So you think we are a kind of miserable nation, huh? Gimme a break! I live in a big town in Poland and here software piracy is prospering because there is no copyright law and all the new programmes and games are here. I don't like it, but what can I do?

In a previous Amiga Action you were shocked that King's Quest V was in Poland already. Listen man, I've had King's Quest V for over six months and if you want to know, I obtained it free from a buddy of mine.

Nice to hear that you know about our good sense of humour. We are all funny people and do many funny things



like writing letters to you.

If you want to buy a new game in Poland, you only pay for the disks. For instance, Monkey Island 2 (11 disks) costs £11. Utilities like Deluxe Paint (1 disk) cost £1. That's a crazy price, isn't it? All games come here very quickly. For example, Core's Premiere was here on the 5th September.

Well I hope I've convinced you that if you want the newest programmes at the cheapest price, you must come to lovely Poland.

Now to my personal problems. Perhaps you could answer some questions which I've got with Eye of the Beholder II...

Tom Wozniak, Poland.

Whoa! Stop this letter right there. Normally I try to remain a disinterested party to the foolishness of mankind, but your letter makes me uneasy. My mission in life is to help the weak and foolish as they stumble in the darkness and give them a gentle

kick in the right direction. A mild cuff to the head and a firm word of warning is usually all that is required to make most of you see the error of your ways but you my son are pushing your luck! I think I would be failing you if I didn't teach you one basic rule of the forest: 'If you do something wicked, at least pretend to be sorry'. I know that men are weak, shallow vessels and have the morality of slugs, and but for the grace of the Gods I would be one myself, but I cannot allow you to flaunt your lack of honour. Now until you can send me a genuine piece of the box that this game comes in, you can bogg off!

Forcing an Entry into Police Quest II.

Please help me with Sierra's Police Quest II. On Day 2 you are called to a motel and Bains is inside but I don't know what to do next. If I kick the door down, I am immediately blown away and the manager won't give me the keys to the door.

I'd also be grateful if you could please tell me how to get the field kit from the bin in the Police Station.

Rob M'Dowell, Airdrie.

Oh no, another Scotsman. I'm beginning to think that you haggis-bashers must be gluttons for punishment from the way you keep writing to me. Someone asked me why I wasn't frightened that one day a mob of angry Scotsman would attack my treehouse, but I told him about the secret weapon - a collection tin!

You are wrong about Bains being in the hotel room. It's actually a boobytrap. To get the key from the manager, you simply have to use the car radio and they will send out a trooper



If you were tempted by this game and are now cursed by the riddle of the Skoris, the Boggit is here to put ointment on your wounds.

the lever. You now must operate the winch at the same time. It takes practise.

Boggit's Pick of the Pops.

I have owned an Amiga 500 for quite a few years now and have always been happy playing shoot'em-ups, flight sims, etc. Now I feel the time has come to embark on the long

with a search warrant. Give this to the manager and he'll give you the necessary key. To get inside safely, stand at the side of the door and then unlock it.

I think you can actually make a second call on the radio for some help if you feel you need more back-up.

The field kit can be found by moving to the right hand side at the back of the screen in the entrance hall. You can just see the wooden counter on the corner. Walk to counter. Look behind counter, Unlock bin, Get field kit.

Have you tried kissing the photograph of your girlfriend on your desk?

I'd also like to talk to someone called Tom who wrote to me from Poland, saying that he didn't know how to calibrate his gun in the shooting range. The answer is quite easy. Read the manual (Ho ho ho!). Not so easy without a manual, is it?

Kwik Kwip

Q. How do you make an Atari cocktail?

A. Take half a glass of water and add it to another half a glass of water!

Might and Magic II - Acquiring the Orb.

After reading so many questions about tips for the game Wizardry VI, I bought the game which I think is brilliant. I would now like to ask you a favour.

I'm stuck in Might and Magic II and have been for quite a while. I have almost completed it, but I still need the Orb of Power to help me kill the dragon. I have found the Orb, but I can't get it out of the cave. So please use all of your wisdom to help me.

Marcel Houtveen, The Netherlands.

I think it's very unfair that the rest of the world is still keeping the name of your country a secret. To think that all of the Dutch people still think they are living in the Netherlands is a disgrace. Well I won't be part of it any longer.

There are still some of you battling your way through *Might and Magic II*, so if you can't get your Orb home, check out the Boggit's solution.



'O' Options Day=146 Year= 901 Face=

A one-eyed beggar will teach your party the Wizard Eye spell for 100 gold. Pay (y/n)?

The place is called Holland. I'm surprised none of you has ever thought to look at a map and find out the real name. The rest of the world has known about it for simply ages! Well now that we've got that little matter cleared up, I'll fix your other problem while I am in a reasonably good mood.

You are not able to leave the cave with the Orb, but there is nothing stopping your hirelings. Give the Orb to a hireling, then dismiss him. Return to the Inn where you will be able to find the hireling and regain the Orb. A word of caution - don't use a French hireling as he is liable to run off with the Orb and sell it for money to buy snails and garlic.

Are Amiga Adventures Value for Money?

I bought my Amiga for the sole purpose of playing adventures. Prior to this, I had a BBC Micro but games for this were becoming scarce and Amiga adventures looked far more exciting. I now see that I was wrong.

Although they were text-based, BBC adventures were crammed with puzzles, cost less than a tanner and could take between six months to a year to complete. I really felt I got my money's worth.

On the Amiga, I have been horrified at how easy the adventures are. Last week I completed Lure of the Temptress the day after I bought it! I don't think the game justified it's expensive price tag. Games like Secret of Monkey Island 2 and Heart of China cost close to £40, but again I completed them in less than a week.

Another annoying trend are the sub-standard arcade games which are being thrown in at some point. The worst culprits are Delphine Software (They are French you know - Boggit). Adventurers are notorious for hating arcade games, so what makes game designers think we are going to like sub-standard crappy ones? As well as being far too linear, many Amiga

Protection

Light (200)
Magic 60
Forces 60
Levitate
Walk/Water
Guard Dog

adventures have puzzles which contain no logic. For example, why must I give the lady an apple in Leisure Suit Larry to seduce her? Who ever heard of seducing a woman with an apple? It would never work in real life. I know, I've tried it!

In my opinion, the only graphic adventure worth owning is Zak McKracken as this has more puzzles than both of the Monkey Island games put together.

I do, however, adore Dungeon Master and I think Captive has some ingenuity and individuality. I would finally like to say how much I enjoy your column and think it should be expanded. Isn't it also a pity that Doctor Who is being turned into a bloody boring platform game instead of a decent adventure?

Sean Harry, London

Zak McKracken is back on a budget label. If you are looking for a game without frills, but with lots of puzzles, then there can be no better buy.



You are a bit of a cross-patch, aren't you! I would agree with much of what you say and that's why I have been turning my attention more and more to role-playing games. To bring adventures to the mass of game buyers, there has been an increase in flashy graphics and silly puzzles, typified by Delphine and Sierra, but that's where the gold is, so it will no doubt carry on.

Readers might be interested to know that Zak McKracken is being re-released on a budget label so you can save a bit of cash if you wait a moment. Incidentally, the girl's name in Leisure Suit Larry was Eve - hence the apple joke.

At this point I must make a plea on behalf of Neil Coulter from Wareham in Dorset (tel 0929-553244) who needs help with Maddog Williams. I have no solution to this crazy game, so if anyone would like to give him a ring and put him out of his misery he would be very grateful. If anyone has the solution to this adventure and would like me to turn it into a free game then you know where to write:-

**Boggits Domain,
The Old Blackthorn Tree,
29 Blackthorn Drive,
Larkfield,
Aylesford,
Kent,
ME20 6NR.**

**Everything
you ever
wanted to
know about
the past
year's
games is
here in full,
intimate
detail.**

arcade adventure

BEAST III

Psygnosis ARCADE ADVENTURE
£25.99

Absolutely superb final instalment in the Beast series. But don't shout 'you utter Beast' too loudly at the screen or the neighbours will wonder what you're up to.

SWORD OF HONOUR

Global ARCADE ADVENTURE
£25.99

There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.

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 two years to create, but sadly only five hours to complete. Absolutely fantastic graphics but far too easy.

SPACE ACE 2 - BORF'S REVENGE

Electronic Arts ARCADE ADVENTURE

£34.99

The most expensive computer demo we have ever seen. Whaddya mean it's not a demo? Nice graphics, thats 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

Lin 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 and to a much better standard. You're advised to stay well away.

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. Nonetheless, 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 Dragons 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 they're isometric. We assure you that after just a couple of games you'll be completely hooked.

INDIANA JONES AND THE FATE OF ATLANTIS

US Gold ARCADE ADVENTURE

£25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

LORDS OF TIME

Hollyware ARCADE ADVENTURE

£25.99

Quit your job 'coz there's no way you'll ever want to go outside again. An excellent adventure (sic).

GUY SPY

Readysoft ARCADE ADVENTURE

£29.99

Some ace graphics don't really save this overpriced spy scenario.

adventure

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.



THE LOST TREASURES OF INFOCOM

Activision ADVENTURE

£N/A

Fantastic collection of some of the best text-based adventures around. Worth buying for the Hitchhiker's Guide alone.

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? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.



BAT II

Ubi Soft ADVENTURE

£34.99

If you're into difficult, lengthy adventures, the BAT men at Ubi Soft may have something for you.

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 adventure game.

CURSE OF ENCHANTIA

Core Design ADVENTURE

£34.99

The best adventure game on the Amiga to date. So there.

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.

FASCINATION

Digital Integration ADVENTURE

£29.99

Boring French adventure. Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

shoot'em-up

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 inhuman 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.



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.

FIREFORCE

ICE SHOOT'EM-UP

£25.99

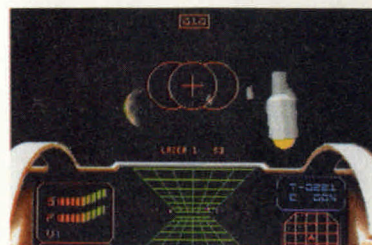
If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

EPIC

Ocean SHOOT'EM-UP

£29.99

It certainly is. Buy it.



WRECKERS

Audiogenic SHOOT'EM-UP

£24.99

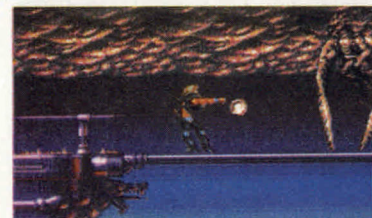
An intriguing storyline enhanced by truly atmospheric graphics and sonics, is ruined by over-simplistic gameplay. Nearly but not quite.

WOLFCHILD

Core Design SHOOT'EM-UP

£24.99

US Gold's disappointing Strider series might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot'em-up.



ROBOZONE

Image Works SHOOT'EM-UP

£19.99

A blithering idiot of a game.

SUPER SPACE INVADERS

Domark SHOOT'EM-UP

£24.99

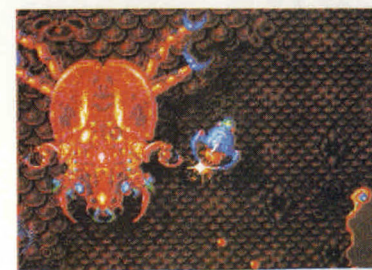
The classic game still retains its buzz. We like it for reasons other than the original creating the industry and giving us jobs...

DRAGON FIGHTER

Idea SHOOT'EM-UP

£25.99

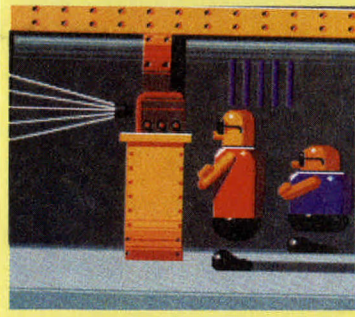
Flying about on a suspect dragon sprite which takes up a quarter of the screen is not my idea of fun.



BONANZA BROTHERS

US Gold SHOOT'EM-UP
£25.99

Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.



AMNIOS

Psygnosis SHOOT'EM-UP
£24.99

Multi-directional shoot'em-up with spectacular effects to offer you.

AGONY

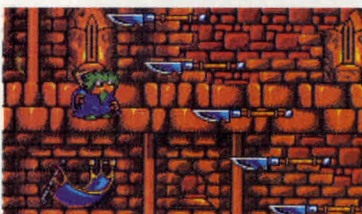
Psygnosis SHOOT'EM-UP
£25.99

Would you believe it, an owl with an attitude. Graphically brilliant.

VIDEOKID

Gremlin SHOOT'EM-UP
£25.99

Cuddly kid action with this platformy shooty number. A bit of an in-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 antibodies. 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

Basically what you've got here is an enjoyable cowboys and injuns Operation Wolf rip-off.

ALCATRAZ

Infogrames SHOOT'EM-UP
£25.99

Alcatraz has been converted into a hiding place for a top drug baron. Armed police must penetrate the prison and bring him to justice.

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.

THE OATH

Soundware SHOOT'EM-UP
£25.99

Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

PROJECT-X

Team 17 SHOOT'EM-UP
£25.99

Truly explosive blast with superior graphics and sound. So hard, you'll probably never finish it.



sports simulation

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!

THE AQUATIC GAMES

Millennium SHOOT'EM-UP
£25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaice filler'? - Hilarious Ed.)

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.

ESPANIA '92

Ocean SPORTS SIMULATION
£29.99

If you couldn'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 good game.

| THE GAMES - '92 STATISTICS | | | |
|----------------------------|-----|------|--|
| 1992 C. BISHOP | USA | 15.5 | |
| 1992 S. MALASTENICZ | POL | 14.5 | |
| 1992 H. STEPHENS | USA | 11.5 | |
| 1992 F. BLANKERS-KOEN | NOL | 11.5 | |
| 1992 M. JACKSON | AUS | 11.5 | |
| 1992 B. CUTHBERT | AUS | 11.5 | |
| 1992 M. RICHOLPH | USA | 11.5 | |
| 1992 M. TYUS | USA | 11.5 | |
| 1992 M. TYUS | USA | 11.5 | |
| 1992 R. STECHER | NOR | 11.5 | |

ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge SPORTS SIMULATION
£25.99

Only so-so, even if you like cricket.

ARCHER MACLEAN'S POOL

Virgin SPORTS SIMULATION
£25.99

Ever been down the pub and groaned when someone fluffed a dead easy double into the middle pocket? Now you can do it at home and avoid buying the next round.

GRAHAM TAYLOR'S SOCCER CHALLENGE

Krisalis SPORTS SIMULATION
£25.99

Grrr... Took Gary Lineker off after

65 minutes, did he? 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.

TIP OFF

Anco SPORTS SIMULATION
£25.99

A case of resting on your laurels 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.

WORLD CLASS RUGBY

Audiogenic SPORTS SIMULATION
£29.99

A great game based on the Rugby Union of '91, grab it now and give the Aussies a good hiding.

TENNIS CUP

Loriciel SPORTS SIMULATION
£25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

WAYNE GRETZKY ICE HOCKEY

Bethesda SPORTS SIMULATION
£25.99

Basically Ice Hockey with a violent streak. Good unclean fun.

JOHN MADDEN'S AMERICAN FOOTBALL

Electronic Arts SPORTS SIMULATION
£39.99

American football games have been pretty dire but EA have changed all that! Buy it - it's absolutely faultless.



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. We like it - not a lot of other people will.

CHAMPIONSHIP 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. Very in-depth and rewarding if you have the time.

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 game 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 them is far more effective (heh heh).

FACE OFFICE HOCKEY

Krisalis SPORTS SIMULATION
£25.99

Oiling your body for combat should be more fun than this. I think. Somehow, this 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

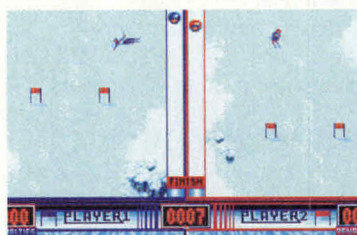
Mindscape SPORTS SIMULATION
£29.99

Okay ball slugger.

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.



EUROPEAN CHAMPIONS

Idea SPORTS SIMULATION
£25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

LIVERPOOL

Grandslam SPORTS SIMULATION
£25.99

Good football sim, with all the usual features. Doesn't really set the stadium alight...

flight simulation



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 1 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 WW1 fighter sim. The game certainly did.

A320 AIRBUS

Thalion FLIGHT SIMULATION
£35.99

Never in my days have we played a passenger plane simulator as good as this. Forget bombing missions, this is more technical.

SHUTTLE

Virgin FLIGHT SIMULATION
£44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

A10 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.

AIR SUPPORT

Psygnosis FLIGHT SIMULATION
£25.99

Who'd have thought a wire frame flight sim could be so good?

racing



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 is okay, but don't trade your Yamaha in yet.

CISCO HEAT

Image Works RACING
£25.99

Police cars racing each other in a dodgy 3D environment. Forget it. It certainly didn't take us long to, thank goodness.

FORMULA 1 GRAND PRIX

MicroProse RACING
£34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

CHAMPIONSHIP DRIVER

Idea RACING
£25.99

Drive five different types of car in this birdseye-view racing game. Hmmm... So so.

LOTUS III THE ULTIMATE CHALLENGE

Gremlin RACING
£25.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



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 unofficially 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.

CRAZY CARS 3

Titus RACING
£25.99

An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

beat'em-up

FIRST SAMURAI

Ubi Soft BEAT'EM-UP
£25.99

Classy platform 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

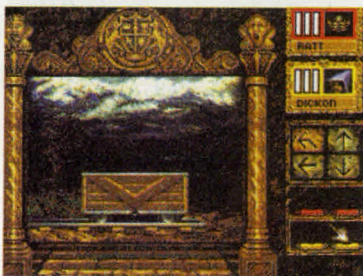
Image Works BEAT'EM-UP
£25.99

Being green is no fun, and this is not the exception to the rule.

KNIGHTMARE

Mindscape BEAT'EM-UP
£30.99

Not much to do with the TV program of the same name but this game will put down most others of the Dungeon Master genre.



DOUBLE DRAGON 3

Storm BEAT'EM-UP
£25.99

The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it - We 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 and hey presto!



strategy

SIM EARTH

Ocean STRATEGY
£39.99

The manual for this took at least half a rainforest to make, so bear that in mind when you have to juggle the world's natural resources in this follow-up to Sim Ant.



FORT APACHE

Impressions STRATEGY
£29.99

Get off your horse and drink ya milk, plenty of that in this mediocre strategy war game.

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.

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. It's a shame you can't destroy the odd livelihood or two with a lightning bolt...

UTOPIA

Gremlin STRATEGY
£29.99

Detailed and hugely engrossing space-operatic 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.



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

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gadaffi's tent and all the other strategic targets, and go on interception missions - the lot. Underrated Strategy.

TRADERS

Linell STRATEGY
£25.99

Being an interplanetary trader can be a barrel of laughs. Not this time though. We think we'll stay at home and play with our toy cars.

MEDIEVAL WARRIORS

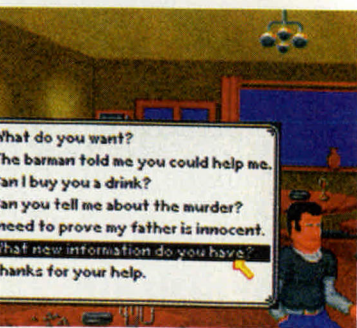
Merit Software STRATEGY
£24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive game. We'd fight too if we were trapped in this turkey.

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 or guided missiles here!

SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY

£24.99

Wooden armor and razor-sharp katanas meet horsemen with bows in this bland 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.

CELTIC LEGENDS

Ubi Soft STRATEGY

£30.99

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



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.

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

Standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

RAGNAROK

Mirage STRATEGY

£25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Bloodthirsty meatheads can enjoy the gore while pretending to be intellectual.



AIR BUCKS

Impressions STRATEGY

£25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

SABRE TEAM

Krisalis STRATEGY

£25.99

Throw away those sad copies of 'Macho Moron' magazine and get down to the next best thing. Be a SAS man and bring messages of peace and harmony the world.

MAGIC WORLDS

Daze Marketing STRATEGY

£25.99

RPG warriors/ heroes/ villains/ sadcases, this is a collection for you! Included are Storm Master, Crystals of Arborea and the dodgy Dragon's Breath.

arcade strategy

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. Which is what we did when we saw it.

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 Amiga make you want to bite bits out of a sofa.

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.



platform

SILLY PUTTY

System 3 PLATFORM

£25.99

We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game.



DOODLE BUG

Core Design PLATFORM

£25.99

Core slip up with this release. Sub Sonic in every sense.

CAPTAIN DYNAMO

CodeMasters PLATFORM

£7.99

Excellent title well worth breaking into a tenner for. We think it's dynamic. (Groan.)

BABY JO

Loricel PLATFORM

£25.99

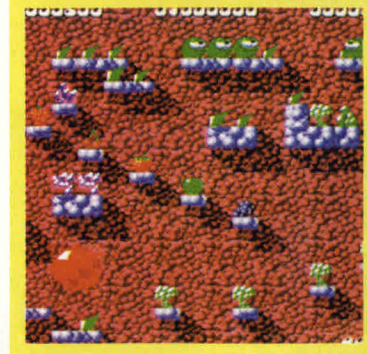
At first it all seems terribly childish, but this emerges as one of those games that you can't put down.

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

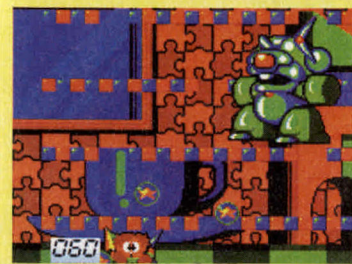
Basically a platform game, with nothing big or clever about it. No chants of 'Skol! Skol! Skol!' either.

PARASOL STARS

Ocean PLATFORM

£25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)



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

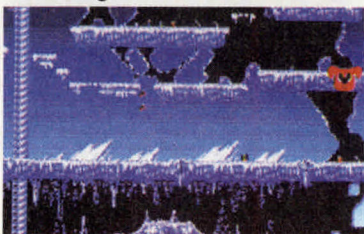
With a title like that, how can it possibly fail? Quite drastically, as it turned out.

FIRE & ICE

Renegade PLATFORM

£25.99

Sigh, not another platform game... Erm, this one is different. An absolute gem.



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

Loricel PLATFORM

£25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

THE ADDAMS FAMILY

Ocean PLATFORM

£25.99

They're crazy and they're kooky. Yep, We're 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.

HOI

Software Business PLATFORM

£25.99

The basics are there but don't expect the world from these green screen heroes.

RISKY WOODS

Electronic Arts/Dynamics PLATFORM

£19.99

Slickly done. Nice one.

UGH!

Play Byte PLATFORM

£25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department. For prehistoric cabbies only.

ZOOL

Gremlin PLATFORM

£25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



CRAZY SEASONS

Idea PLATFORM

£25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

puzzle and quiz

TRODDLERS

The Sales Curve PUZZLE AND QUIZ

£25.99

Don't be a Lemming! If you're going to throw yourself off a cliff, do it with style in this puzzle game.



PREMIERE

Core Design PLATFORM

£25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?



KWIK SNAX

Code Masters PUZZLE AND QUIZ

£7.99

Any egg that wears sunglasses is all right by us. (Hmmm... - BEd.)

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

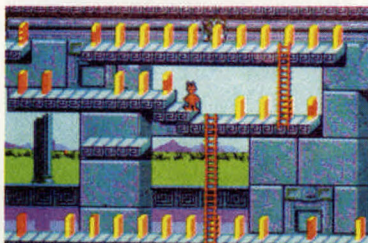
Complicated, taxing, impressive. Puzzle fans will be in their element.

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 our gardens. (You feeling all right? - Concerned Ed.)



STEG

Code Masters PUZZLE AND QUIZ

£7.99

Slippery fun with a cute slug.

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, we did say vegetable.

OH NO! MORE LEMMINGS

Psygnosis 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.

role playing

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.

DUNGEON MASTER/CHAOS STRIKES BACK

Psygnosis ROLE PLAYING

£25.99

A decent couple of titles that still stand up well today. Brings out the devil in you...



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.

MIGHT AND MAGIC 3

US Gold ROLE PLAYING

£40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.



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.

MEGATRAVELLER 2

Empire ROLE PLAYING

£29.99

If RPGs are your thing, then you'll probably enjoy this. However, we found it graphically crude and frustrating.

TREASURES OF THE SAVAGE FRONTIER

US Gold ROLE PLAYING

£32.99

We'd rather bang rusty nails into walls with our heads than play this Dungeons and Dragons rip-off again. Definitely for fans or people with more money than sense.



AMBERSTAR

Thalion ROLE PLAYING

£29.99

It's been a pretty lean time for decent RPGs this last few months, but Amberstar bursts on to the scene to put the rest to the sword.

bat and ball

PINBALL FANTASIES

21st Century Ent ROLE PLAYING

£27.99

It's about time we had another entry in this Bat and Ball section, and what a great release to put here too! The awesome sequel to the original. There isn't a cliché good enough to describe it.



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...



Damn! The *!*?*!***!
have stolen my copy of
Amiga Action.**

Christmas is approaching like Jack the Ripper in a London fog, striking a note of fear into all parents everywhere. So who else can you turn to in these days of fear than your ever-reliable Amiga Action, to guide you through the inevitable games buying morass?

Expect to see under review **TEARAWAY THOMAS, RAMPART, UNIVERSAL MONSTERS, REACH FOR THE SKIES, KGB** and the awesome **STREETFIGHTER II!**

We'll be dissecting **PLAN 9 FROM OUTER SPACE** and starting a completely new idea in competitions! It's never been done before, it's

unique, and you can win **THOUSANDS OF POUNDS WORTH OF PRIZES!** What better way to ward off the Christmas chill than with a red hot, volcanic compo!

And for those of you who are still completely unfazed by all this, there's always our new sister publication **BAD INFLUENCE!** magazine, out on 19th November, stuffed with all the latest games reviews, news about the TV series and an exclusive covermounted cassette containing a preview of the dazzlingly new **RIGHT SAID FRED** single! Also included will be a huge compo with the chance to win your own recording session with the band **Brooklyn!**

**SO DON'T FORGET THE ALL-NEW
AMIGA ACTION, OUT ON THE 17TH
DECEMBER. BE THERE OR BEWARE!**

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THE SUPER STARS RETURN NOW FIGHT LIKE YOU

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Once again, the WWF* Superstars unite for the Grand European Rampage* Tour. Join your favourites, **Hulk Hogan****, **Ultimate Warrior** and many more, as they travel across Europe to square off in the ring against tag teams like **Natural Disasters** and the **Nasty Boys**.

Watch them in the Squared Circle. Follow them to the Grand Finale Match at Madison Square Garden in New York City.

Test your strength and skill. Work with your team-mate to achieve the ultimate goal - the

European Rampage* Tag Team Title.

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OCEAN SOFTWARE LIMITED . 2 CASTEL STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650