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#040 JANUARY 1993 UK £3.75 OVERSEAS £3.95

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## STREET FIGHTER II

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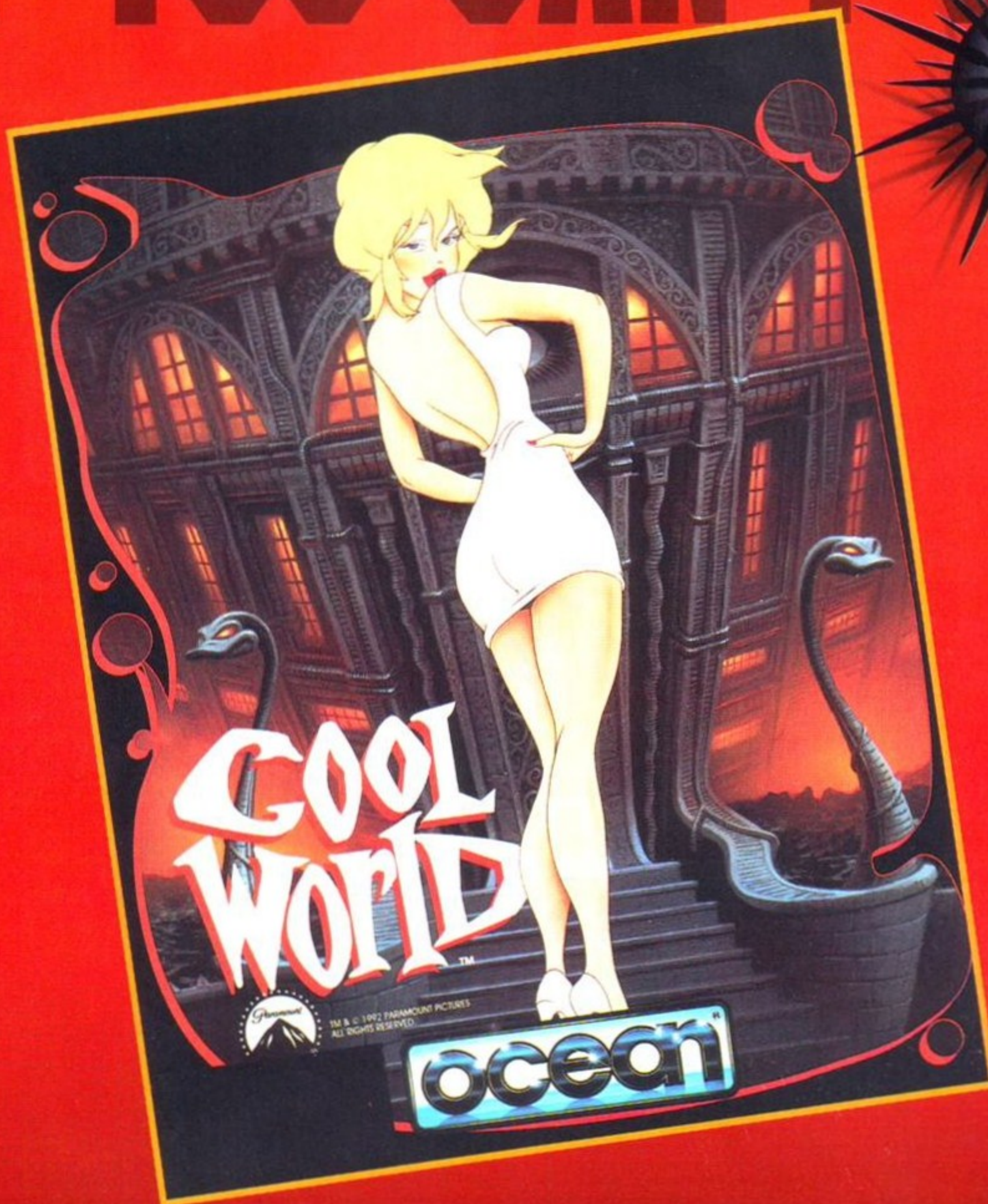
**SEE  
INSIDE  
FOR  
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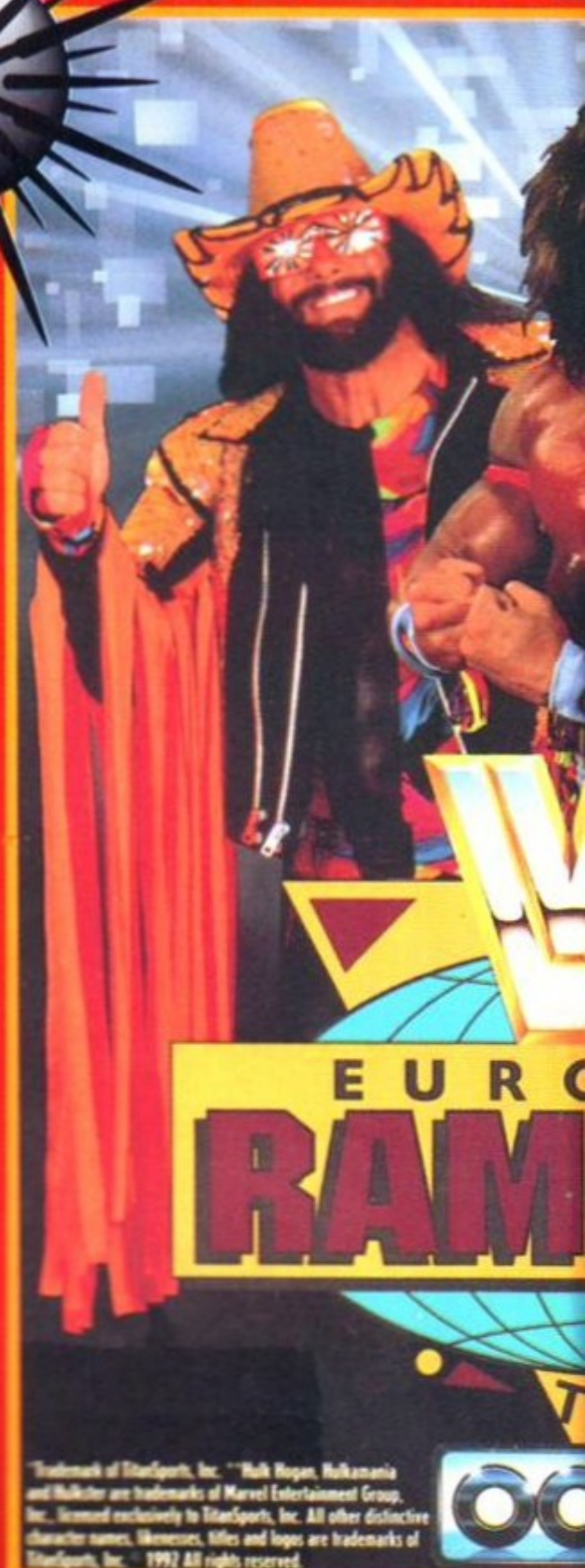
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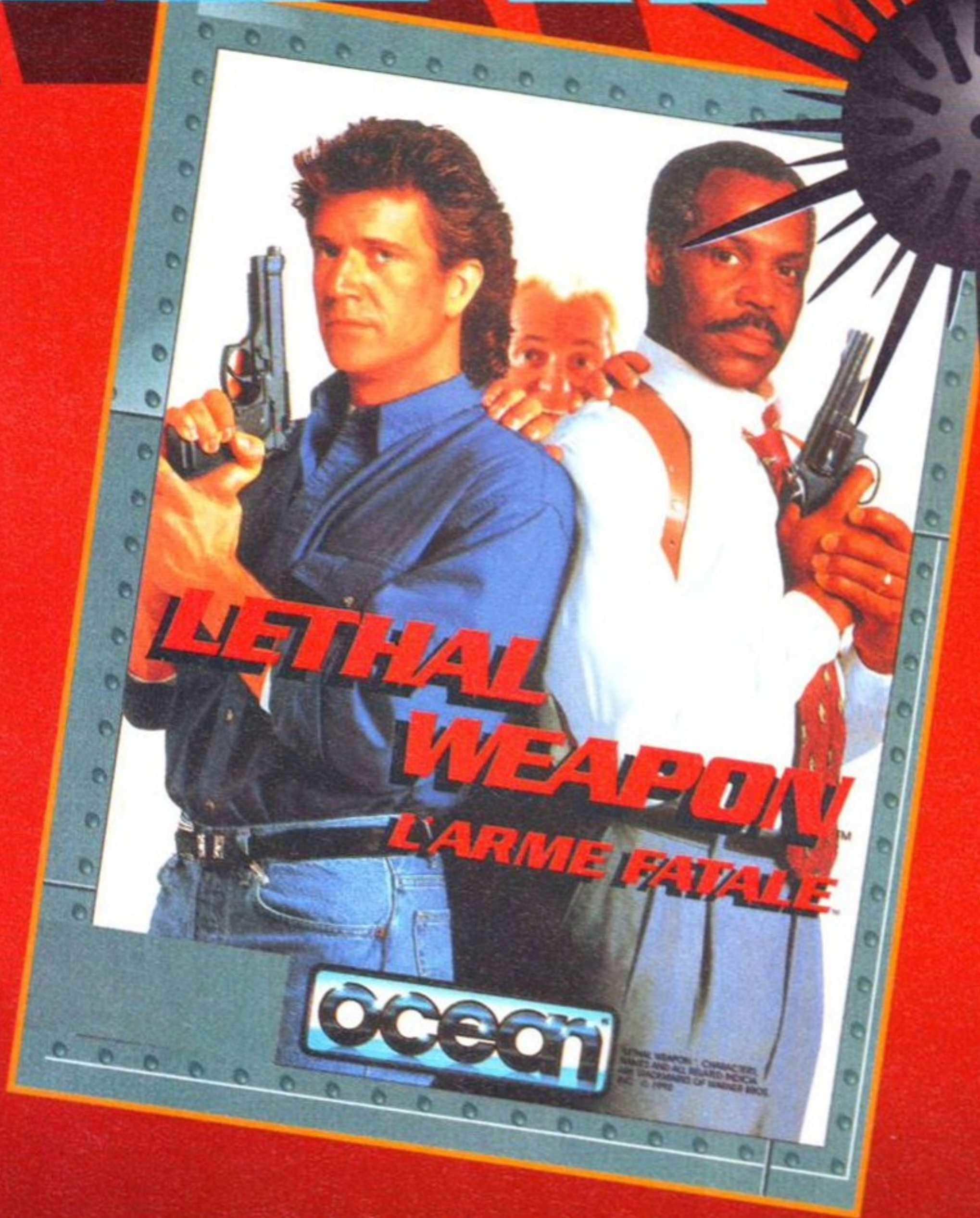
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# NEVER MIND THE WIDTH, FEEL THE QUALITY.

Every month, we strive to improve **Amiga Action**. This month, for instance...

- 19 reviews, a huge £2000 cash prize compo and 7 pages of GTGAs!
- The first reviews around! We reviewed **Zool** months before anyone else did, and now we bring you **Streetfighter II**!
- The only magazine which brings dedicated adventurers the best, most comprehensive coverage you could want, with the **Boggit**!
- A new regular feature, **The Swapshop** which brings all Amiga gamers across the world together

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

## AMIGA ACTION

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NO. 1  
AMIGA MAG

67

blue print

Make war not love is the policy of **Armour-Geddon II**. While you're contemplating this, take a peek at Team 17's **Body Blows** and Elite's platform adventure, **Joe & Mac**. And is it a bird? No, it's **CAP**!



regulars

### News.....6

Hornby shake off their trainspotter tag by launching a touch-sensitive control pad for the Amiga. Cannon Fodder is also unveiled.

### Subscriptions....39/96

A top selection of games are on offer if you subscribe to AA. How do you fancy owning a copy of Mansell, Premiere or Pinball Fantasies? Thought you might!

### Budget Games.....79

The latest selection of budget games will encourage you to sew-up your pockets rather than letting your small change escape.

### Swapshop.....82

We revive the classic chimes of 'Swap Shop' jingling through your ears. There's no dodgy Edmonds chap here, just our very own Peter Lee. C'mon girls, he wants your trade!

### Talkback.....93

This month, Stuart N. Hardy picks a fight with the rest of the world. Also, the A1200 debate continues and we cop some flak over the spelling of Sensible Soccer.

### Boggit's Domain....99

Why do the French drive cars with yellow headlights? Maybe you can answer this question for us next month, Boggit!

### Buyer's Guide.....106

Their monthly update sees the addition of the incredible Assassin from Team 17 and No Second Prize confronts Lotus III. Eight packed pages for you to examine.

A totally incredible competition gives you the great opportunity to win a whopping £2000 in cash. Not only this, but 10 runners-up could find themselves £100 better off, too! Supported by Gremlin and Psygnosis, winners can also look forward to special gifts from the two top software houses in the country. Amazing stuff or wot?



7/6





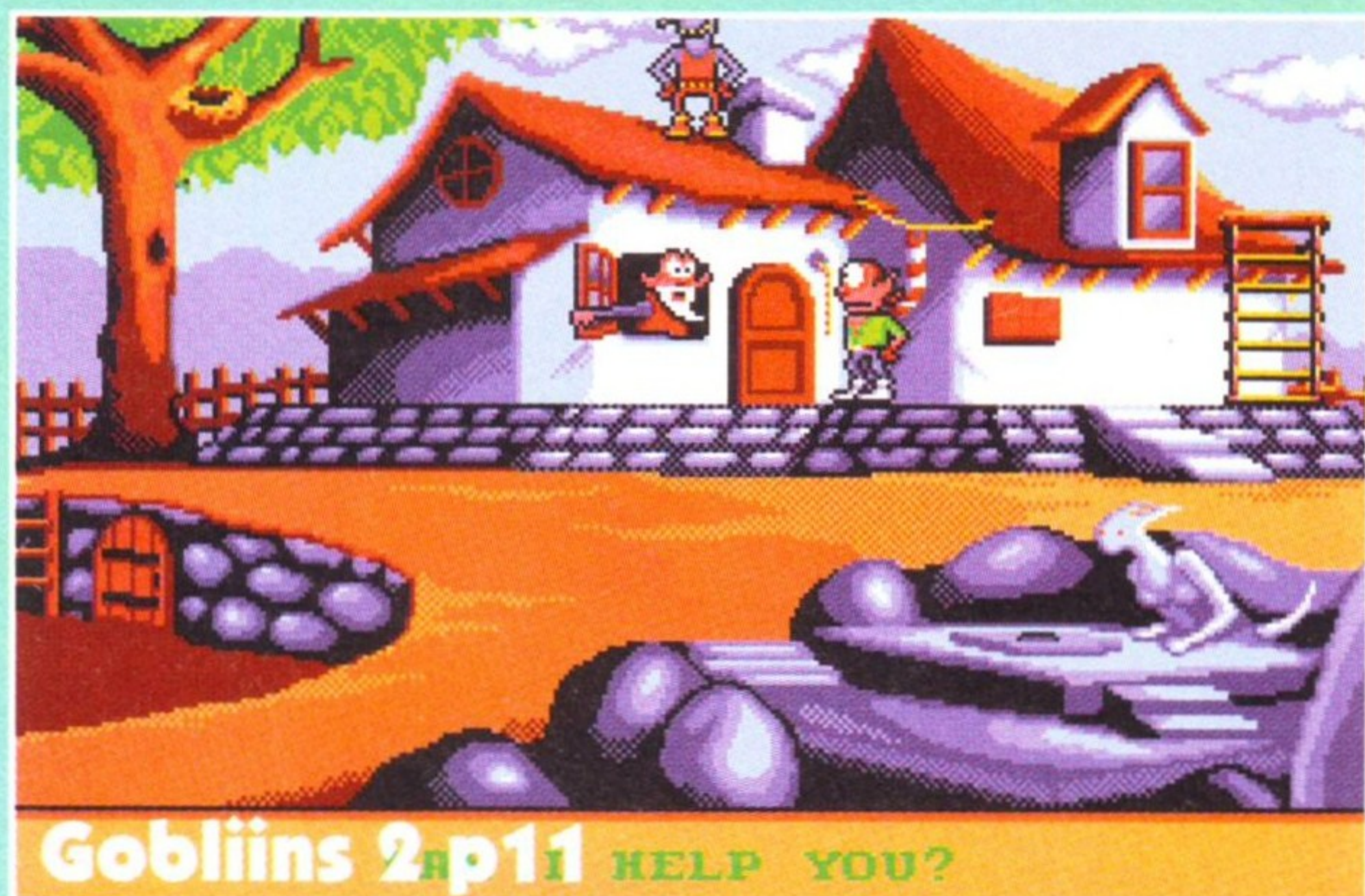


**Legend of Kyrandia**, the adventure masterpiece from Virgin, has been mapped and solved in one massive GTGA feature. Gremlin's intriguing **Plan 9** is also taken apart.

Small Tips p91



Legend of Kyrandia p84



Goblins 2 p11 HELP YOU?

Converted from the Mega Drive onto the Amiga and now onto AA's coverdisk is Road Rash. As Electronic Arts' biggie before the launch of Desert Strike, this is something particularly exceptional and we have one whole level for you to play. Complementing this is Goblins 2, the puzzler more likely to send you round the bend than Blister.



Road Rash p12

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A Fond Farewell

We would just like to wish Peter a prosperous future in his newly chosen career as a boy in blue. He's joined the police force and good luck to him. Peter's been a great asset to the mag and will be truly missed. If you're ever in the Crewe area and you see him, try not to remind him of the time he lost the company car in a Macclesfield multi-storey.







# JOY TO THE TOUCH



Now Hornby are set to become famous not just for trains but for the latest in Amiga control systems. The Turbo Touch 360 is really excellent!

**B**est known for its train sets, Hornby Hobbies has entered the joypad market with a vengeance. Turbo Touch 360 brings to the Amiga the type of joypads previously limited to the consoles.

Turbo Touch 360's main drop on its rivals is the fact that the controller is a touch sensitive pad which is claimed to improve your gameplay, give you superior control and eliminate thumbstrain.

Apparently most people in one study said they preferred Turbo Touch 360 to their regular stick. We like it and, if anything, it borders on being just a shade too sensitive.

Turbo Touch 360 for the Amiga will retail for around £20 and be available from January.

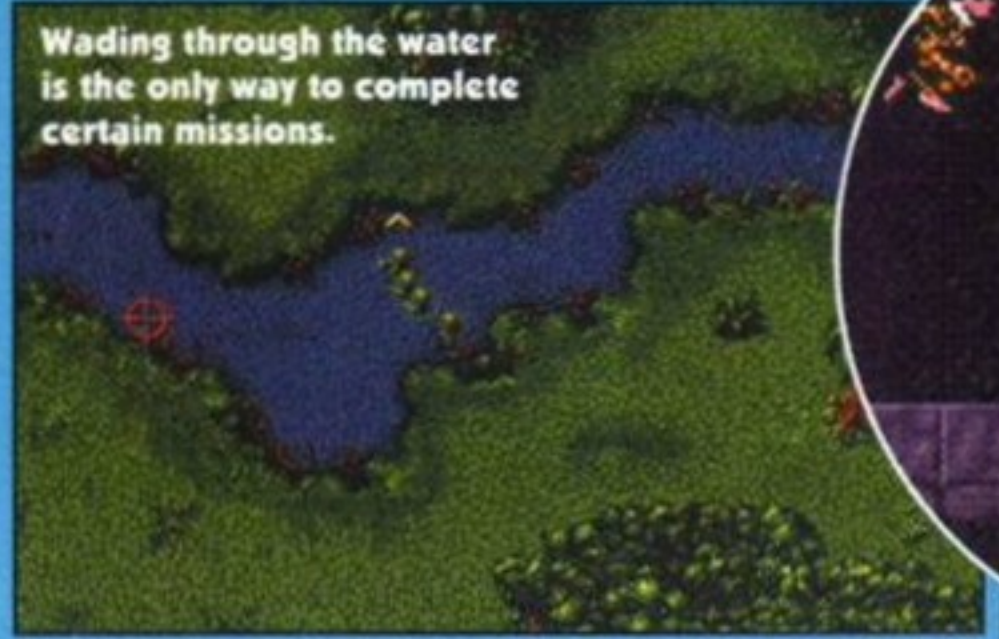
"Grenade!" One of your team members throws a grenade into the enemy squad.



## Can you dig it

**V**irgin and Sensible Software has announced the imminent release of their new game *Cannon Fodder*. The concept of the game, although not the gameplay, is similar to *Lemmings*. You control a small band of soldiers whose mission it is to shoot things, throw hand grenades and the like! The effectiveness of such activity is down to the way you deploy the men. Looking good!

Wading through the water is the only way to complete certain missions.



## Gremlin goodies on budget

**G**BH, Gremlin's budget label, has announced the release of *Lotus II*, *Harlequin* and *VideoKid* in around a month's time. *Lotus II* is the sequel to the utterly superb *Lotus Esprit Turbo Challenge*. Worthy of the name it will be a Gold release, retailing at a mere £9.99.

*Harlequin* was one of the most original and entertaining platformers of late and is also a good Gold release.

Gremlin's excellent shoot'em-up of six months ago, *VideoKid*, is to retail at the standard budget price of £7.99.



## It's just plane fun

**I**mpressions has announced the imminent release of *Air Force Commander*, an upgrade to its satisfying *Fighter Command* warfare strategy game.

The game is improved with the addition of a WWII data disk which also includes Gulf War scenarios and will retail for £29.99 from the end of January. Existing *Fighter Command* users may upgrade for £14.99.



This scenario kinda reminds you of the M6 during rush-hour... but without the wings on.

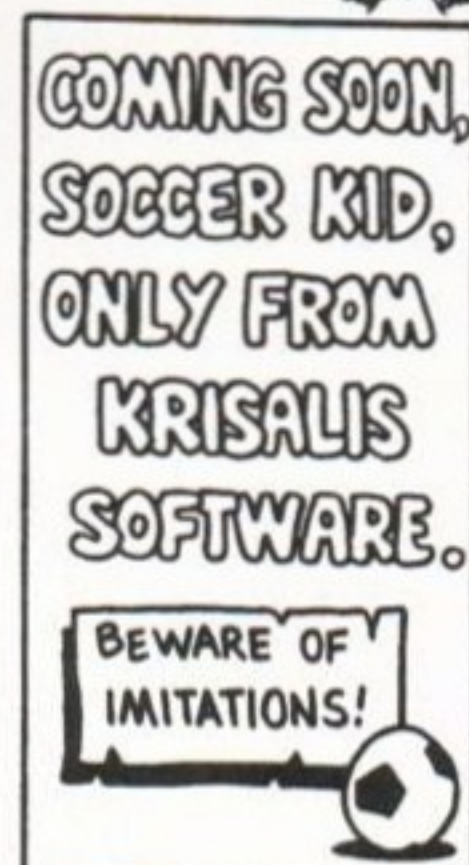
## ★SOCCER KID



SOCCER KID IS TRYING TO FIND THE MISSING WORLD CUP. HE IS SOMEWHERE IN THE BLACK FOREST IN RUSSIA ....



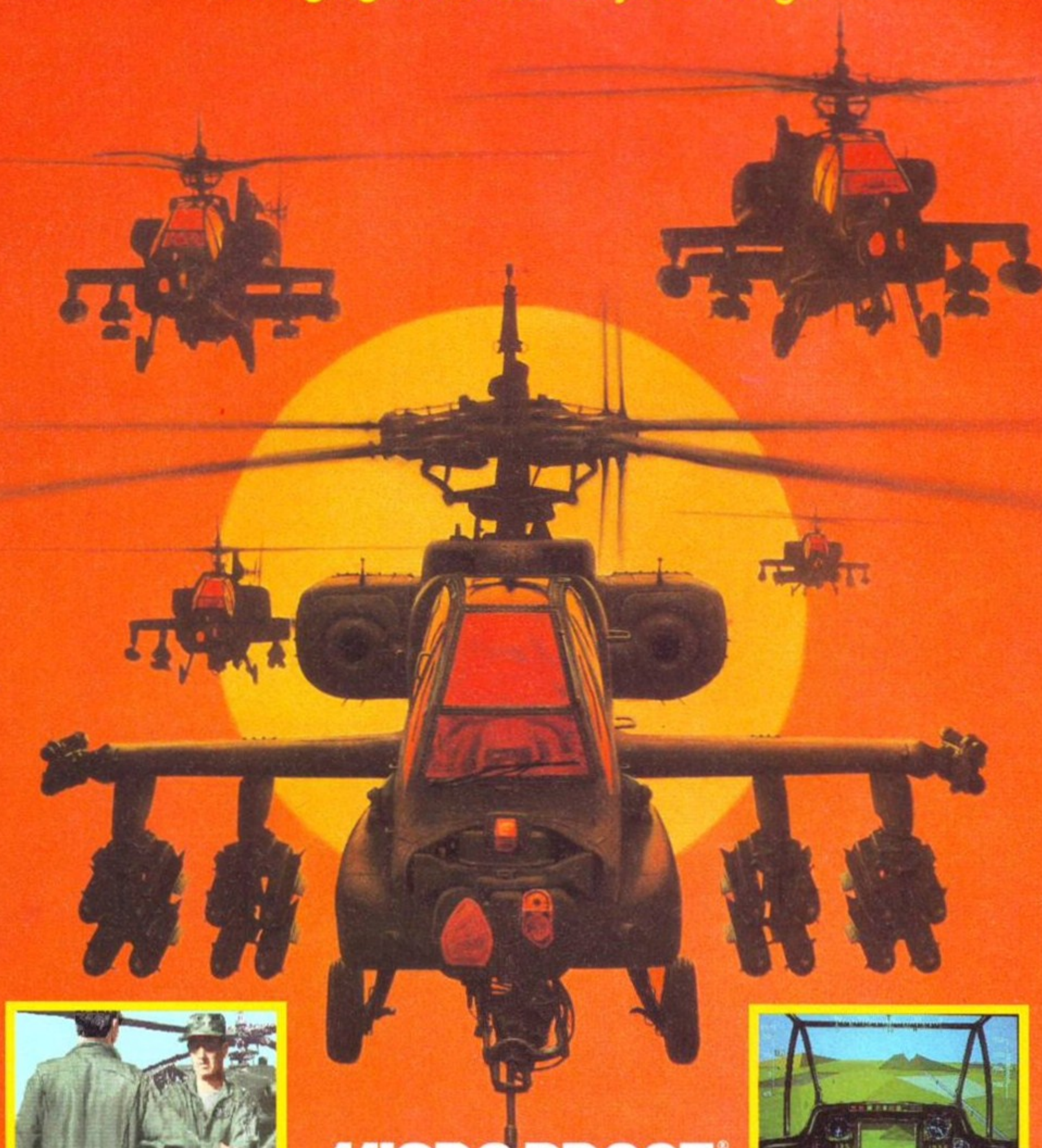
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# CATCH-22 NEWS SPECIAL

## While Kevin Keegan's the local hero in Newcastle, Flair are the local game gurus.

**A**s the Amiga games market becomes more and more competitive, the arrival of new development houses is always greeted with some pessimism. If you're lacking the financial backing of companies like Ocean or US Gold, you need to create

quality products to overcome this initial problem.

The trouble is that without the money to invest in developing and marketing titles, you're soon stuck in a Catch-22 situation.

Team 17 struck it lucky and overcame the odds almost straight

away. *Alien Breed* surged them forward to the point of stardom while *Project-X* kept the momentum going strong.

Others appear to be one hit wonders, such as *Rage* and their overrated arcade style football game, *Striker*.

But this article isn't about the mighty Team 17 or *Rage*. I'm here to let you know about Flair Software, a small team of people dedicated to bringing the best to all Amiga gamers.

### Flairy Tales

So far, Flair have yet to produce what could be termed as a real 'masterpiece'. To be fair to them, though, their previous full price releases have all been to a satisfyingly high standard.

*Elvira - The Arcade Game* earned a loving 87% and demonstrated Flair's ability to create quality platform fun with a world famous character in the starring role. It was described by AA as "almost faultless" and "a very classy product".

Similarly, *Winter Supersports '92* slid up to the 79% mark, where we commented, "If Flair continue to improve like this, the software giants will quake in their shoes".

And now the time has come.

Based in Geordie land in a small historical village, Flair Software are developing a number of products, three of which we'll look at now.

It is expected that each of the three titles won't make an appearance until the beginning of the New Year.

You've got to feel sorry for the programmers as they'll be tied to their computers over the festive period. Well, probably not actually - I mean, a Geordie can't be without his Brown Ale and a rowdy pub when the occasion arises!

## IT'S ALL A MASS

**T**he most promising title is *Metamorphosis* where you control what could be *Silly Putty's* burly uncle. Your blobby pal can change into four different matters: water, gas, solid and a bouncy plasticine substance.

With a number of levels to negotiate, each consisting of a variety of puzzles and mind-

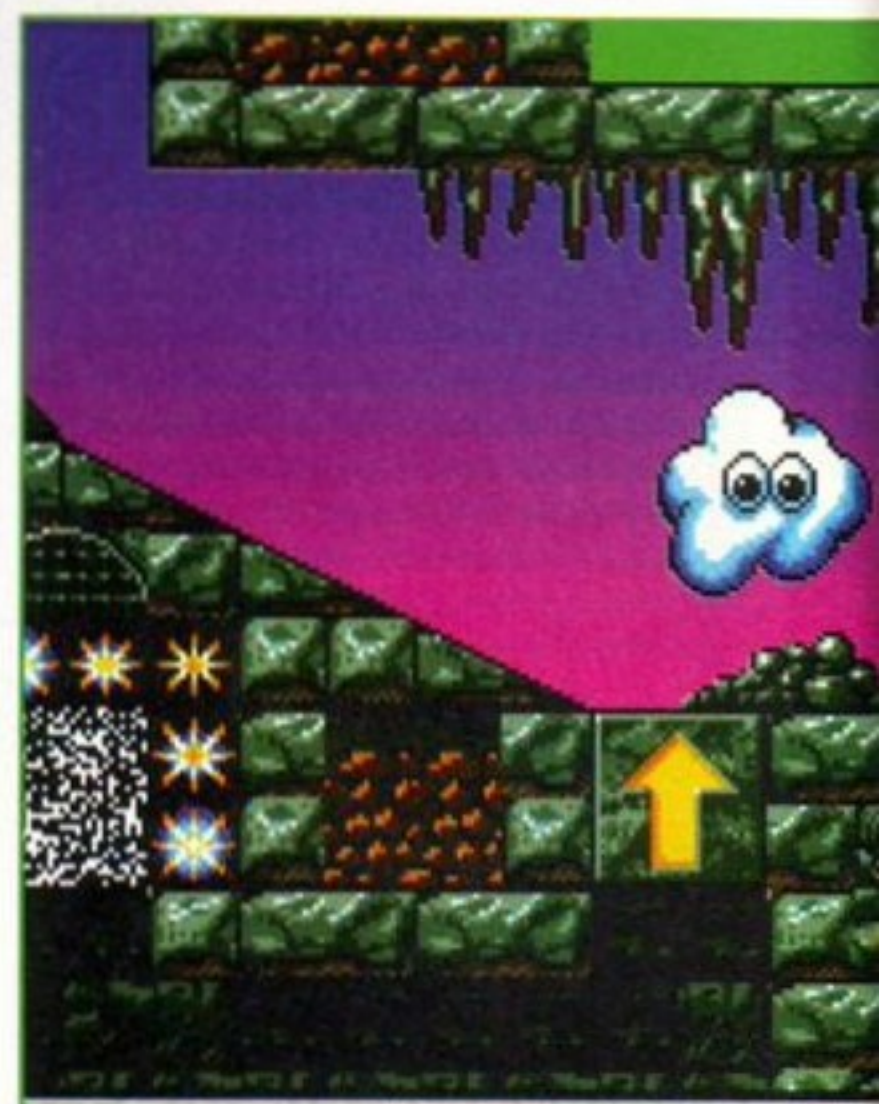


Various expressions on your face clearly illustrate the sticky situations you're in.

boggling problems, you must use your abilities to progress.

For example, transform into a solid ball to bash through barriers and gently drift over acid pools and the like by changing into a CFC-free gas.

*Metamorphosis* is a concoction of cuteness and charismatic sprites along with the playability to match. It's looking good and should be available by the very beginning of next year.



Not only did Flair's wonderful endorsement feature absolutely gorgeous graphics but also an absolutely gorgeous star as the main sprite. Phoaarr!



Upon its peculiar Summer release, Flair obviously envisioned the forthcoming Winter as a chaotic slip and slide affair. Get off your ass, son!





The pre-match talk from the manager tries to boost the team's morale for the first match of the season.

## PITCH INVASION

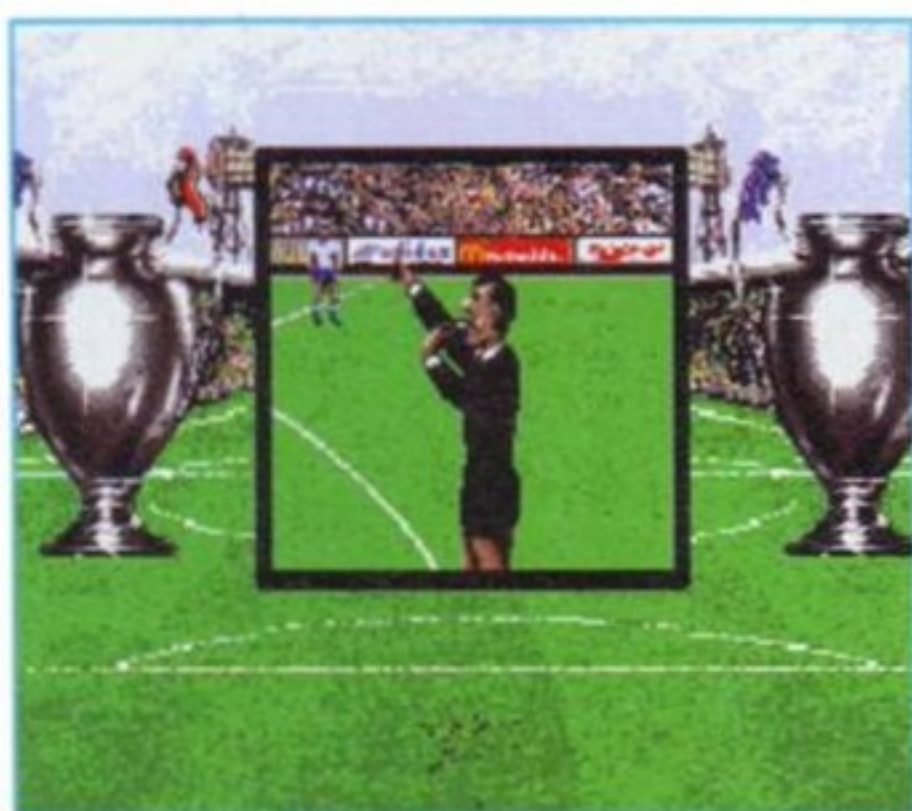
Uh oh, Flair are entering into the football market! I know, I know - you can't beat *Kick Off 2* or *Sensible Soccer*, right? Well Flair aren't trying to. They're fully aware of the two biggies already out there and admit that they're almost impossible to beat.

However, Flair are hoping to climb the league table to the number three position. The feeling of the team is that *European Super Soccer* will be the next best thing after *Kick Off* and *Sensi*. We're inclined to agree from what we've seen of the game so far.

Featuring a large horizontal pitch, a cluster of international teams in their appropriate kits, pitch conditions, penalty shoot-outs plus the usual in-game passing and

shooting techniques, *Super Soccer* is being programmed by the Scottish squad, Creative Edge.

Although the game lacks an Aftertouch facility, control is still flexible and easy. To round-off the delightful graphics will be 200K of in-game sound effects, including over-enthusiastic crowd noise!



The referee struggles to start the match after someone stole the pea from his whistle. Empty your pockets, please!

## IN FOR A TROLLICKING!

Finally, *Trolls* is a colourful platform adventure directly competing with *Zool*, *Robocod* and so forth. Since I'm not a platform fan, it would be unfair and wrong of me to comment too extensively.

From what I can tell, I don't think it will gain the upperhand on the more accomplished platform games around. Sure, it's bright and smooth but the vital addictive qualities aren't yet in there but let's see how it progresses.

For the sake of sanity, get out the Timotei and wash that awful purple dye out of your hair! You're not living in the mid Seventies now, you know!



Above: It's the star of the Castlemaine XXXX advert! What's he doing here and where's his English buddy?

It's not all walk, walk, walk. You're also able to jump on the back of a pig and wildly dash about.

You must collect all the balloons on the level to make any progress. And look, there's only one left.

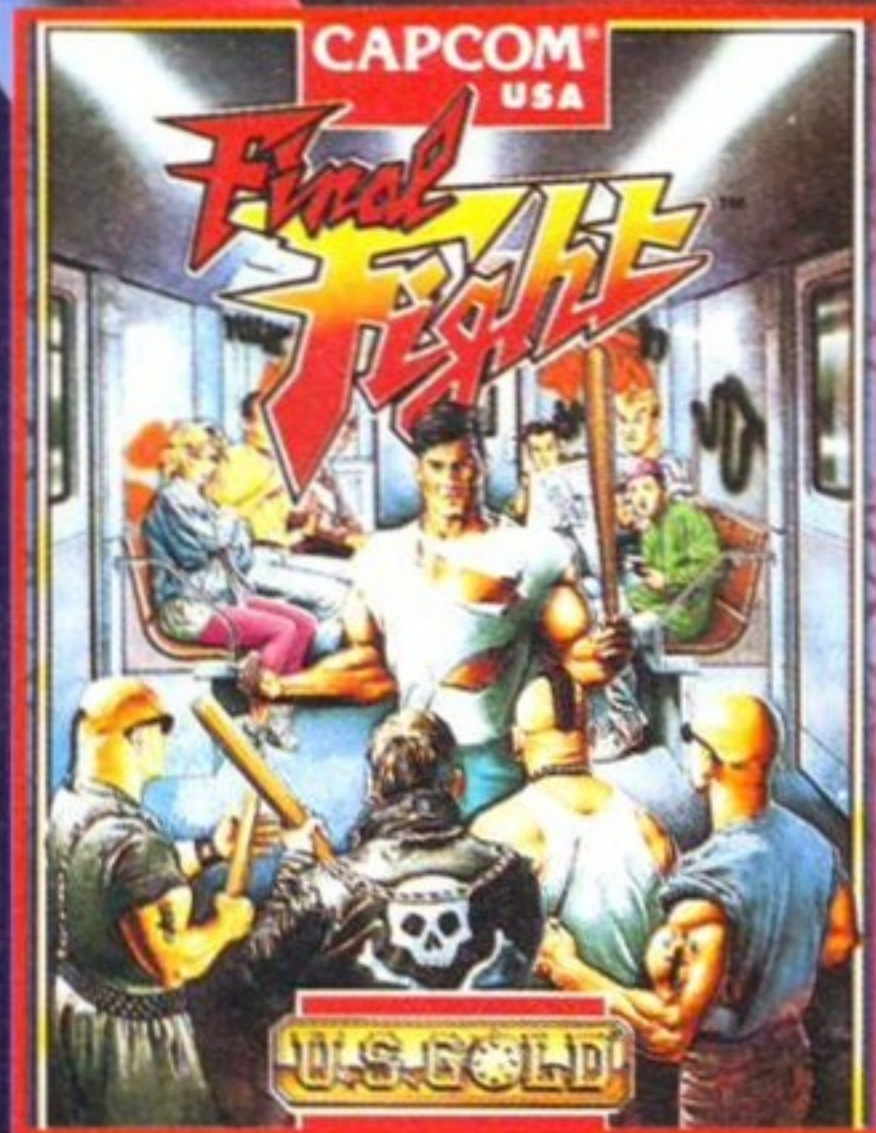
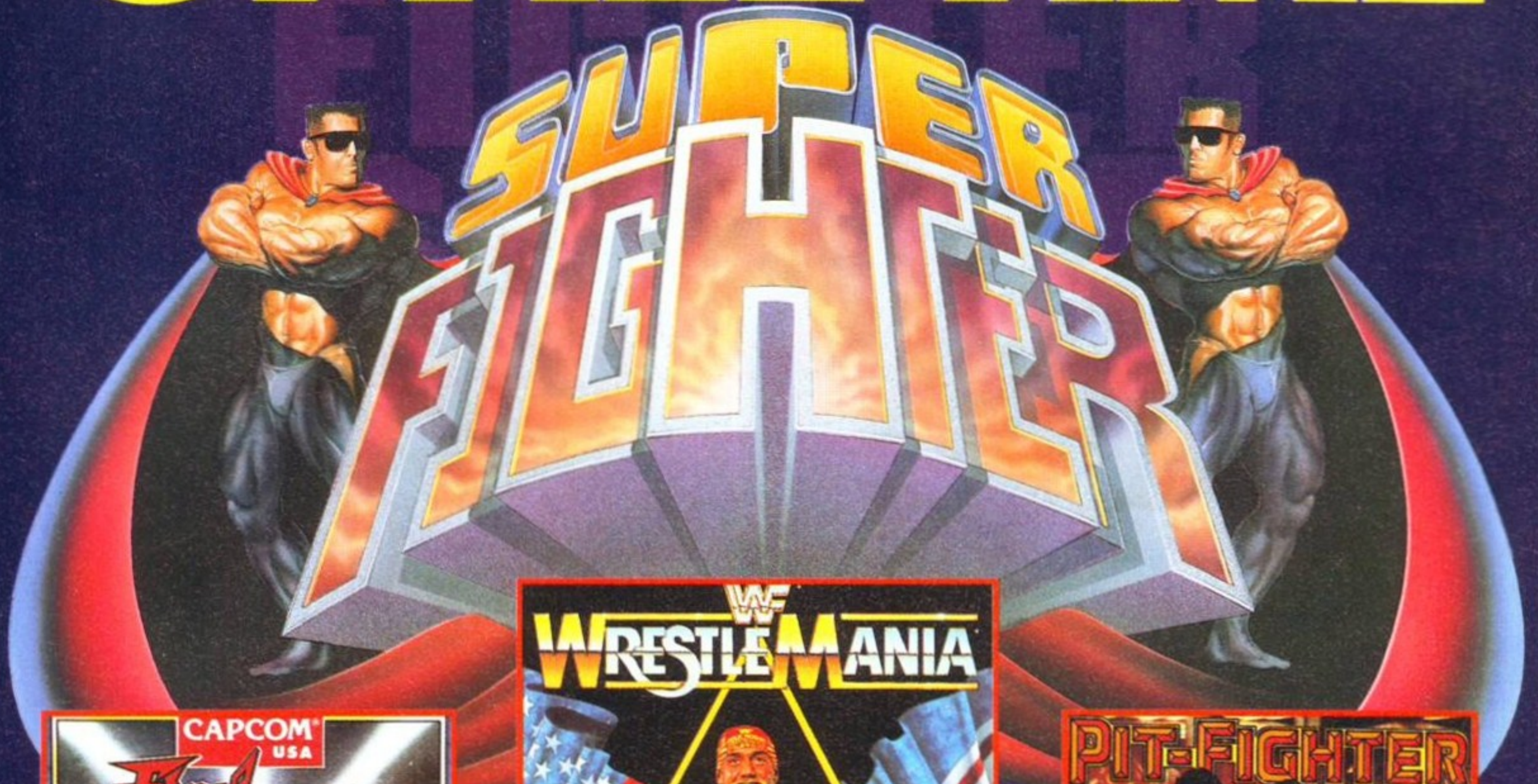


Left: Transform into gas in order to cross over treacherous pits and dangerous ground.

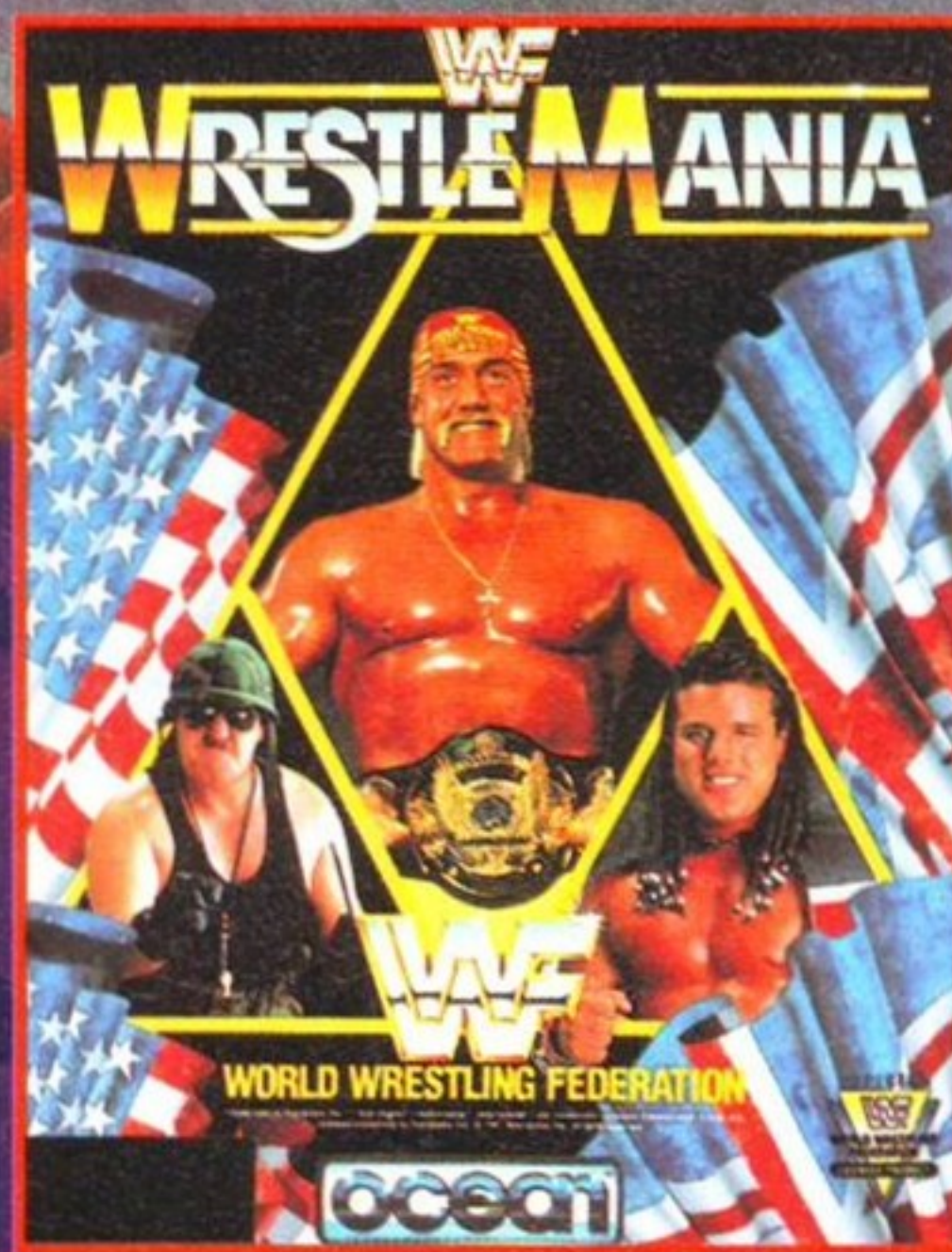
Above: If at this moment you were in the form of a gas, the extractor fan would suck you to your death. Lucky you're a firm solid character, eh?



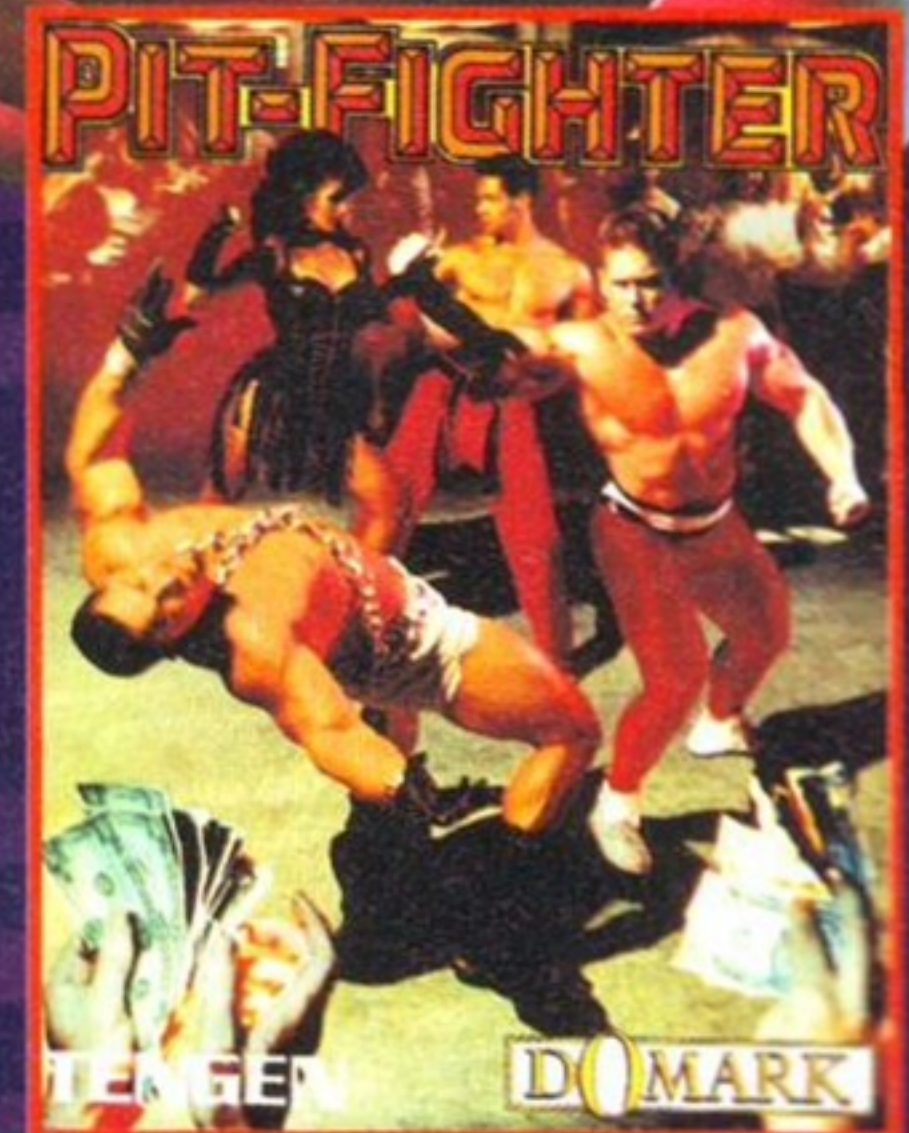
THE HARD-HITTING BIG THREE JOIN FORCES TO BRING YOU  
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# ROAD RASH

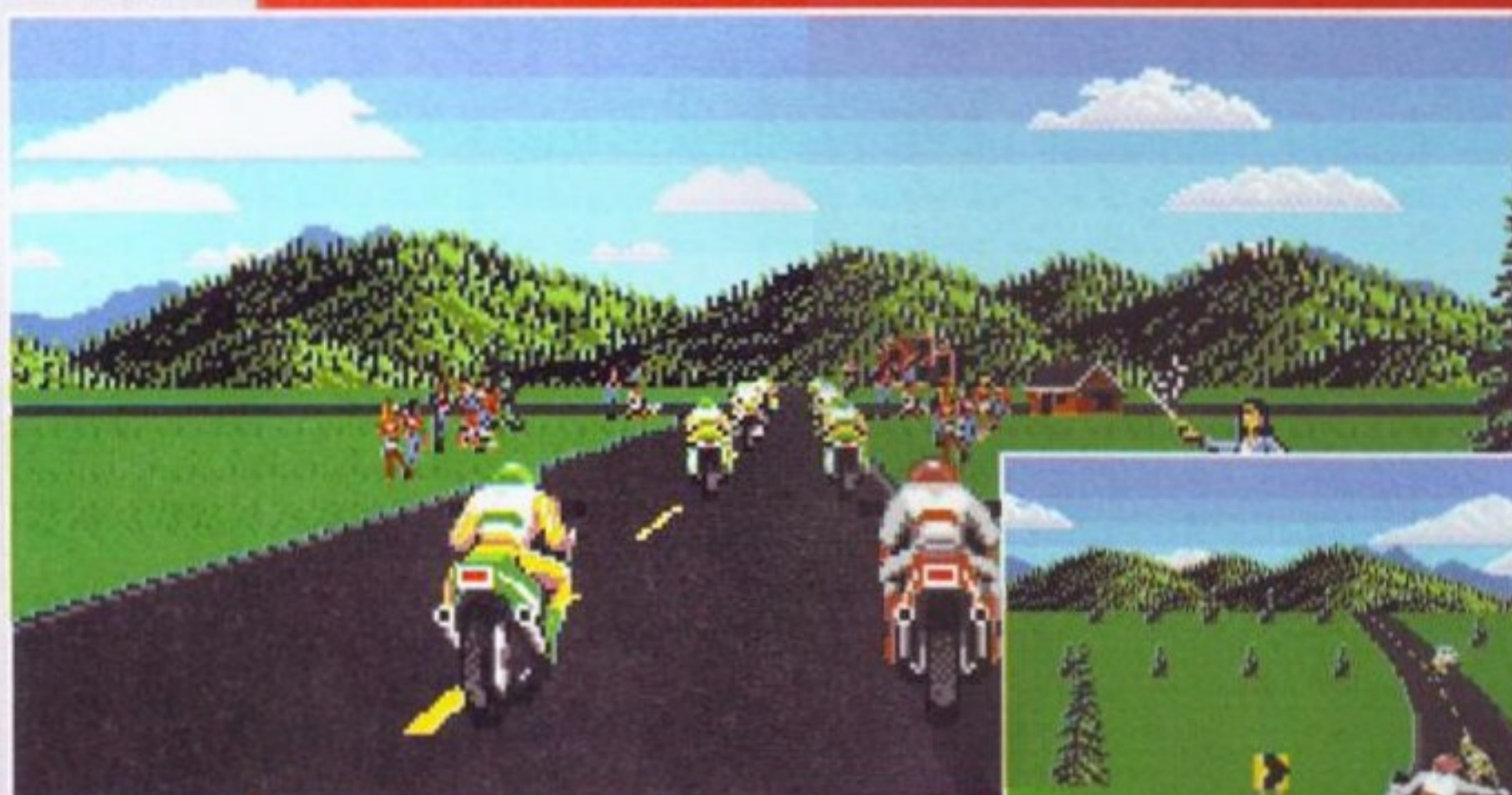
Take a portion of *Super Hang-On*, a wedge of *Streetfighter II* and mix the two together. Add a pinch of salt and what do you get? Electronic Arts' *Road Rash*. Yes, that right! It's a fully fledged three dimensional motorbike racing game with a touch of mindless violence thrown in to spice things up. Take to the roads and don't forget your knuckle-duster, as we present a fully playable one level wonder, which allows you, the lonely violent rider, to burn some rubber and kick some ass...



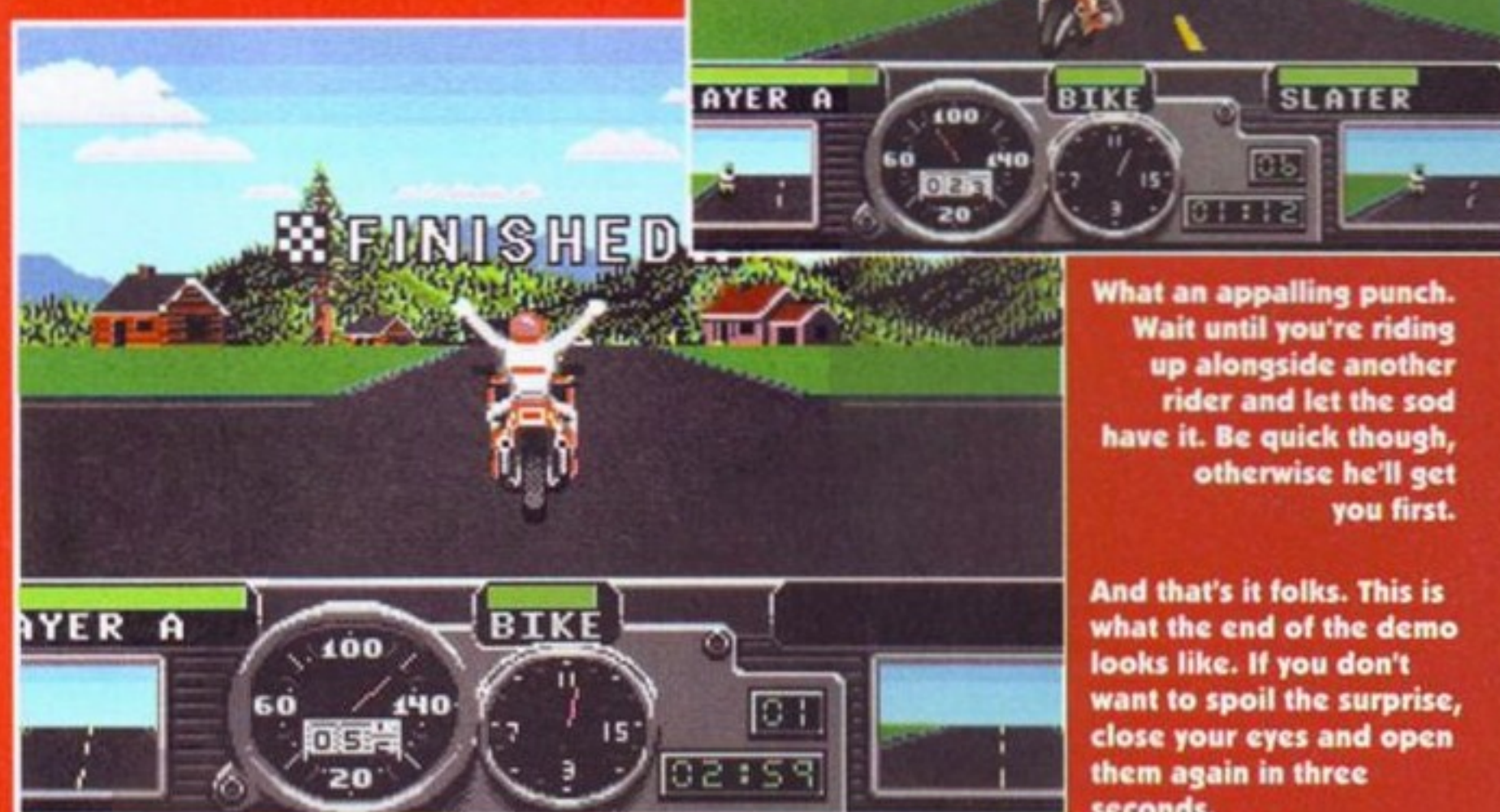
## WHAT'S IT ALL ABOUT

*Road Rash* is a delight to get to grips with. And we know, because we've been playing it for long enough! Simply plug your joystick in, press the fire button and you're ready for the off. The aim of the race is to drive as fast as you can and out run your opponents by either speeding past them on a straight or kicking them off. The faster you complete the race, the more money you'll receive, and that can't be a bad thing.

And that's about it really. For full joystick controls take a peak at the joystick diagrams found elsewhere on this page. Have fun, and remember kids, this is a game eher the riders are trained pixel stuntmen. On no account try to duplicate their moves indoors!



On your marks, get set, go! And they're off. As with all arcade style racing games, the competition screams off in a puff of smoke leaving you on the starting grid.



What an appalling punch. Wait until you're riding up alongside another rider and let the sod have it. Be quick though, otherwise he'll get you first.

And that's it folks. This is what the end of the demo looks like. If you don't want to spoil the surprise, close your eyes and open them again in three seconds.

## Alien Breed Bug Fixer

Team 17's recently released budget game, *Alien Breed Special Edition* (featured on last month's Amiga Action coverdisk), contained a data error in the map of deck eight which stopped the player reaching the level goal. Obviously, this has caused a little confusion among the players who have reached this point.

To cure the problem, Team 17 have supplied us with a patch program which can be found on the *Gobliins 2* coverdisk root directory. To run the program, load any CLI or SHELL window (full instructions of how to do this can be found in your Amiga user's guide), insert the coverdisk and type: FIXAB (press return). Any further instructions are printed on the screen when you run the program.

<b>PUBLISHER</b>	<b>Electronic Arts</b>	<b>RELEASED</b>	<b>Out Now</b>
<b>PROGRAMMER</b>	<b>Peakstar Software</b>		
<b>GAME TYPE</b>	<b>Racing</b>	<b>PRICE</b>	<b>£25.99</b>
<b>LOADING INSTRUCTIONS</b>		Put the <i>Road Rash</i> coverdisk demo into your Amiga's internal disk drive and turn on your computer. The game will now load and run automatically.	



# GOBBLIINS 2

*Gobliins 2* is the eagerly awaited sequel to the acclaimed *Gobliins*. Introducing two new heroes, Fingus and Winkle, the quest is to rescue the Prince Buffoon who is held captive and Jester to the court of the demon Amoniak.

Using ingenuity and team-work between the two very different Gobliins, you must work your way back and forth through many different scenes. Don't fall into the trap of assuming that all you need is a bit of logic and common sense!

Four screens full of puzzle and intrigue are provided here and are a real appetite whetter for the full game. Enjoy!

## WHAT'S IT ALL ABOUT

Controlling the Gobliins is easy once you get used to it. Both Fingus and Winkle can do things simultaneously, but you can only control one of them at any one time. To select the Goblin you wish to control simply click on him with the left mouse button. You can tell which Goblin is active by the fact that he is seen in profile.

Once selected, the Goblin can be made to go places or do things by clicking on them.

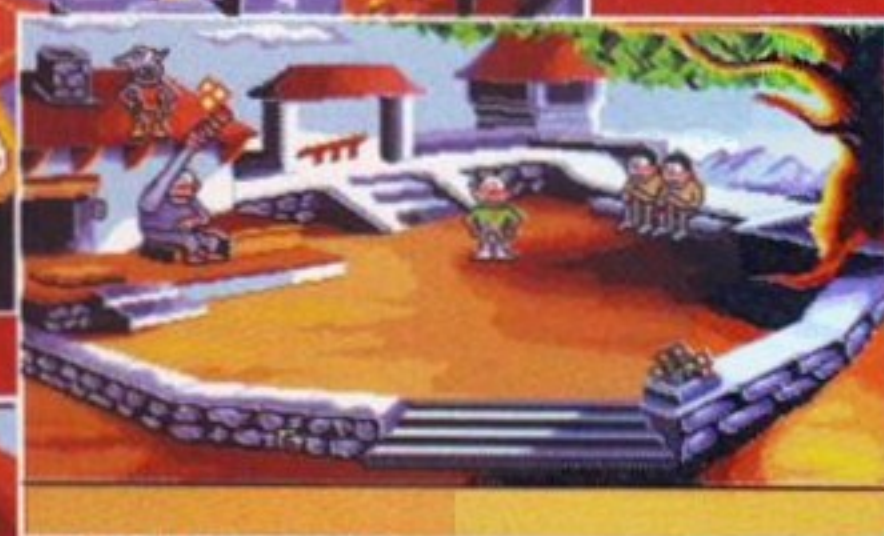
Objects are picked up automatically when the Gobliins go to them. Many objects are useful only on previous or future screens, so remember what you've got in your inventory. The inventory can be accessed by clicking the right mouse button. Both Gobliins can use the contents of the inventory. Once selected these can be used on other items. Try everything!



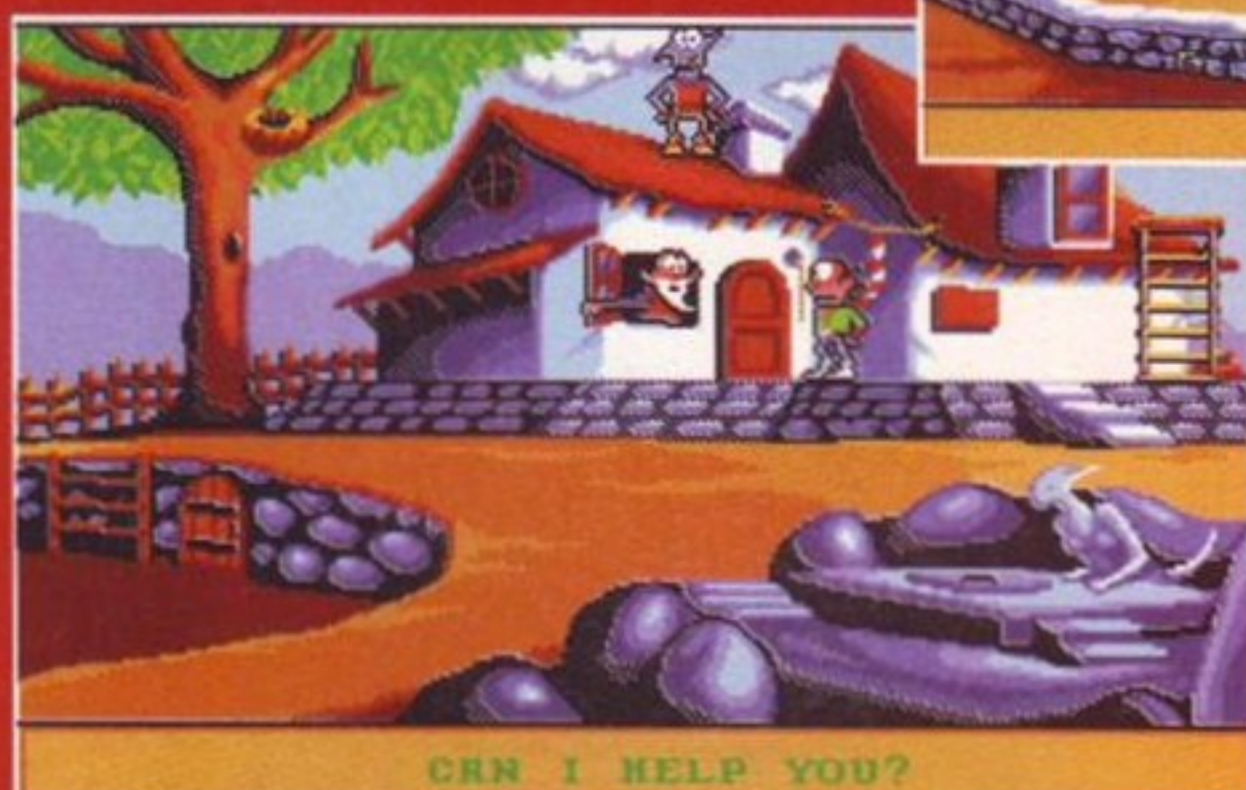
Time watching is certainly the KEY to success in this part of the game. If only Winkle could reach that high....



The fate of the Prince Buffoon is here for everyone to see. It's the task of our reluctant heroes to bring him back, if they can, of course! Only you can do it!



Stealing sausages while standing on the roof is not to be recommended. Winkle has to learn the hard way.



The wizard in the cottage is a source of much that is needed. Be sure not to offend him, but do be persistent - he's an awkward old....



The dog's bark may be worse than his bite, but Fingus isn't stupid enough to put it to the test. Surely there must be a way past somehow?

<b>PUBLISHER</b>	<b>Coktel Vision</b>	<b>RELEASED</b>	<b>Out now</b>
<b>PROGRAMMER</b>	<b>R. Lacoste and E. Maguet</b>		
<b>GAME TYPE</b>	<b>Puzzle/Adventure</b>	<b>PRICE</b>	<b>£29.99</b>
<b>LOADING INSTRUCTIONS</b>		Restart your Amiga and insert the Disk in the usual way when prompted. <i>Gobliins 2</i> will now load automatically. Press return or the right mouse button on the screen after the animations.	



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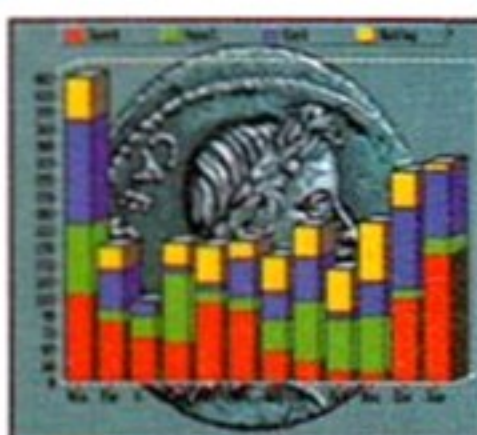
**Wordprocessor:** Compose a letter, check your spelling with the 50,000 word dictionary, mailmerge details from a database file, add graphics, wrap text around it, load ASCII text, highlight with bold, italic and underline... and more!



**Database:** Build up a versatile card index, incorporate up to 50 fields with 70 characters each, use search and replace to modify data, do powerful multi-field sorting, perform arithmetic functions... and more!



**Spreadsheet:** Prepare budgets or tables, alter column widths, insert or delete columns, cut and paste data, lock blocks, choose from over 50 functions... and more!



**Graphics:** Enter data directly or load from the spreadsheet or database; produce pie charts with exploded segments; display bar charts side by side or stacked; overlay your graphs on an imported IFF picture; add a 3D view; add text or lines... and more!



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**R E L E A S E D S E P T E M B E R**

**euroPRESS**  
SOFTWARE

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Mini Office works on all Amigas with 1 megabyte RAM, can read Amiga IFF files and for US users, fully supports the NTSC standard.



# ACTION REVIEWS

Like a flat cap on Del Boy, a naff presenter on The Word, or Clive Anderson and baldness, Amiga Action naturally goes hand-in-hand with games reviews. We have the latest and greatest as well as the cursed and worst. If it's out on the Amiga, we've got it here in the following cram-packed pages.



**Alien Breed '92 - p44**

The only thing missing from this explicitly sexy galactic shoot'em-up is Sigourney Weaver. Unfortunately, the aliens made it!



**Reach for the Skies - p56**

Squishy adventures with a talented tomato. Is it ripe and fruity or rotten and crinkly? Read on to find out.



**Bill's Tomato Game - p42**

There's no way you'll be able to bring this one back down to earth because it's flying high and proud on Cloud Nine.

**Gunship 2000 - p36**



This is more of a chopper than Jack Nicholson and his axe ever was. MicroProse take to the air in this whirlybeast action simulation.

Also examined under the microscope: Rampart, 3-D Construction Kit 2, No Greater Glory, Grandslam Compilation, Cool World, Tearaway Thomas, Fighter Duel Pro, Campaign, Rome, KGB, Exodus, Sensible Soccer V1.1, Streetfighter II, Goblins 2 and BC Kid.

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

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





He won't have space in his sack for a *Street Fighter II* arcade machine, but here's Santa's next best thing.



# STREET FIG

**B**efore you can embark on the first of 11 bouts of mortal combat pitched around the world, you'll have to choose from one of eight warriors who you will control to the death. Yes, that's right the Amiga version of the amazingly successful *Street Fighter II* has hit the shelves.

*SFII* was the arcade machine that always had crowds of frenzied players trying desperately to smash

each others faces in with a variety of special and magical moves. From Guile's lightning quick Sonic Boom to Ryu's powerful Dragon punch, the major moves have survived the transition to the Amiga version without a problem.

## Six into one

The full size arcade machine, from which this conversion is taken, not only had a joystick but a complement of six individual buttons built into it; three for punching with varying degrees of power, and similarly for the kicks.

Now you can imagine the headaches this caused the programmers. On the one button version, you'll still have an awesome arsenal of manoeuvres available but as you would expect, some moves have had to be sacrificed. Ah well, they always say you can't have everything.

All the characters are in here, though: Blanka, Ken, Dhalsim and all your other favourites. So you'll still be able to batter



your opponents into submission with the characters of your careful choice.

The sound is as good as it gets for the Amiga and all of the noises you would associate with a dubbed martial arts film are in there for good measure and, of course, your enjoyment. The digitised treats you can expect to hear range from the thud of a punch connecting with a body, to the crackling of 20,000 thousand volts as they surge through the body



*Right: Guile, the US marine who takes his fighting into the streets in order to make some extra cash. He has a number of special moves up his sleeve including the ability to fire rings of pure energy from his finger tips. Believe us when we say this is totally unlike any beat'em-up in the history of computers.*







Perhaps the most popular character in Street Fighter II is Ryu who we can see on the left of this screen. He's a master of martial arts and arcade veterans will recognise him as the handsome warrior in the hero of the original Street Fighter arcade game.



The screens you can see here have been accessed using special codes hidden in the game. Will you be able to find them?

# HTER II

of Blanka straight into the bones of the unsuspecting victim.

Every fighter is magnificently animated and, when you consider the size and quality of each of the sprites, I think you'll appreciate the amount of work ploughed in to producing the most attractive beat'em-up ever.

## Believe the hype

The backgrounds are almost as detailed as they are in both the arcade original or the Super Nintendo version.

Every care has been taken to turn this impossible conversion into a playable game on the Amiga and to be quite honest, Creative



Materials has quite possibly done as much as they could with what was initially deemed as an impossible licence. They richly deserve great success with *SFII*.



The ultimate bad guy in the game is the almighty Bison - he's a formidable adversary! Look out Chun Li because if his fist hits you, it's curtains for you.



BEAT'EM-UP

90%

## THE LOW-DOWN

PUBLISHER: US Gold  
TEAM: Creative Materials £25.99

Amazing but true that not one corner has been cut in producing what is destined to become an overnight hit and will no doubt become the Christmas Number One. *Streetfighter II* is four disks squeezed to the brim with blood-spilling graphics and bone-crunching sound. The game that could never be is here and judging by this first rate US Gold conversion, the chances are it will be with us for the next 12 rounds at least. And a sigh of relief as it's clearly a vast improvement over *Final Fight*, thank goodness! Brad.

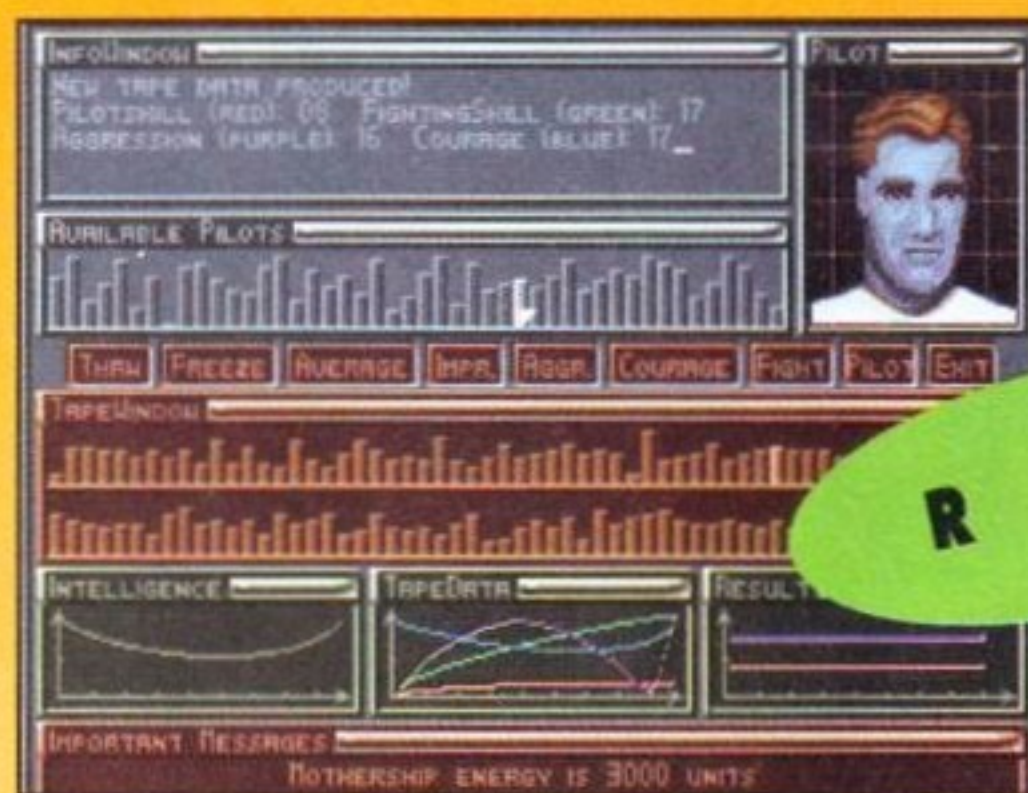
GRAPHICS

SOUND





This is the main game screen. It provides access to all of the game's sub screens, so it's pretty useful really!



Before you can take off, you must thaw out one of your pilots from their life preserving freeze.



At various stages throughout the game your engine will become damaged. Thankfully, it can be repaired.

# EXODUS

They all ignored the endless warnings. Now Earth is dying and it is your task to find a new and flourishing planet.

You can express all of your mad scientist tendencies in the laboratory. Try not to get too carried away!



Choose your ship, stick a pilot in it, and away you go to hunt down asteroids.

Up until now most space role playing games have been very heavy going. The excellent *Megatraveller* games were just too serious for many gamers and they were put off by their complexity. At last though someone has come up with a role playing game in space that is accessible to everyone.

This has been achieved through the combination of an excellent RPG section, and a shoot'em-up element which is similar to a cut down version of that all time classic

*Elite*. The game is based around a series of missions which, as you would expect, become progressively more difficult as the game goes on. Missions consist of anything from taking off to collect meteors that just happen to have floated towards you, to zooming around wasting hordes of very hostile aliens.

Interaction with other races in the game is vitally important to your success in many of the later missions. If you become friendly with them they will provide you with important information.

Such information can be put to good use in matters like upgrading your ship and its weapons system, making it much easier to take out the fiercer enemies later in the game, and so forth.

## Lethal mixture

Collecting minerals and chemicals from the debris of enemy ships and meteorites will enable you to create other useful items by mixing them together in your mothership's laboratory. Get the right amount of components and you can upgrade to a better laser or a faster ship. Be



careful though, get the mixture wrong and a dangerous chemical reaction may cause an explosion which will damage your ship!

Perhaps the only thing missing from *Exodus* is a ranting and raving bunch of Klingons. And I really miss not being able to say, "Set phasers to stun!"

## THE LOW-DOWN

PUBLISHER: DMI

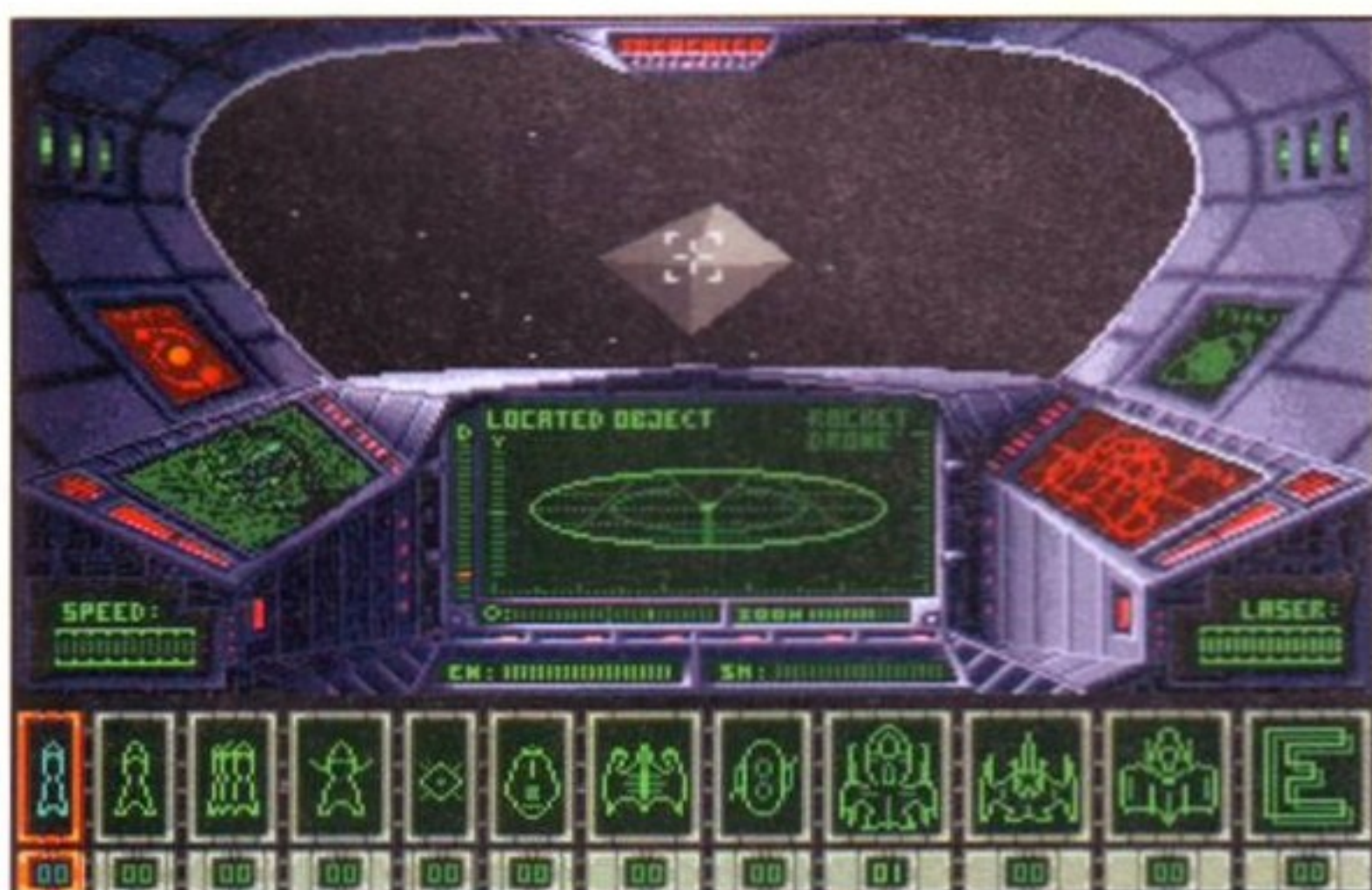
TEAM: Demonware £29.99

*Exodus* provides us with an excellent blend of role playing strategy and 3D space combat. It's also fairly easy to get into and you will soon be building impulse systems and the like with the best of them. Although the combat system may be fairly simple, don't be misled as it serves its purpose well, and in combination with the other many fine aspects, they add up to one first class game.

Steve.

86%

GRAPHICS  
SOUND



The space sections are all played in glorious 3D. This part of the game reminds me of an old obscure space trading game, but I can't quite remember the name at this moment.









**Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200.**

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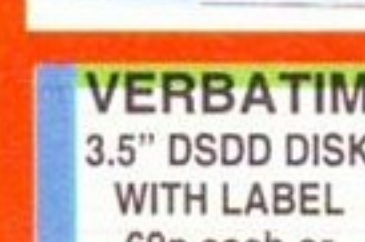
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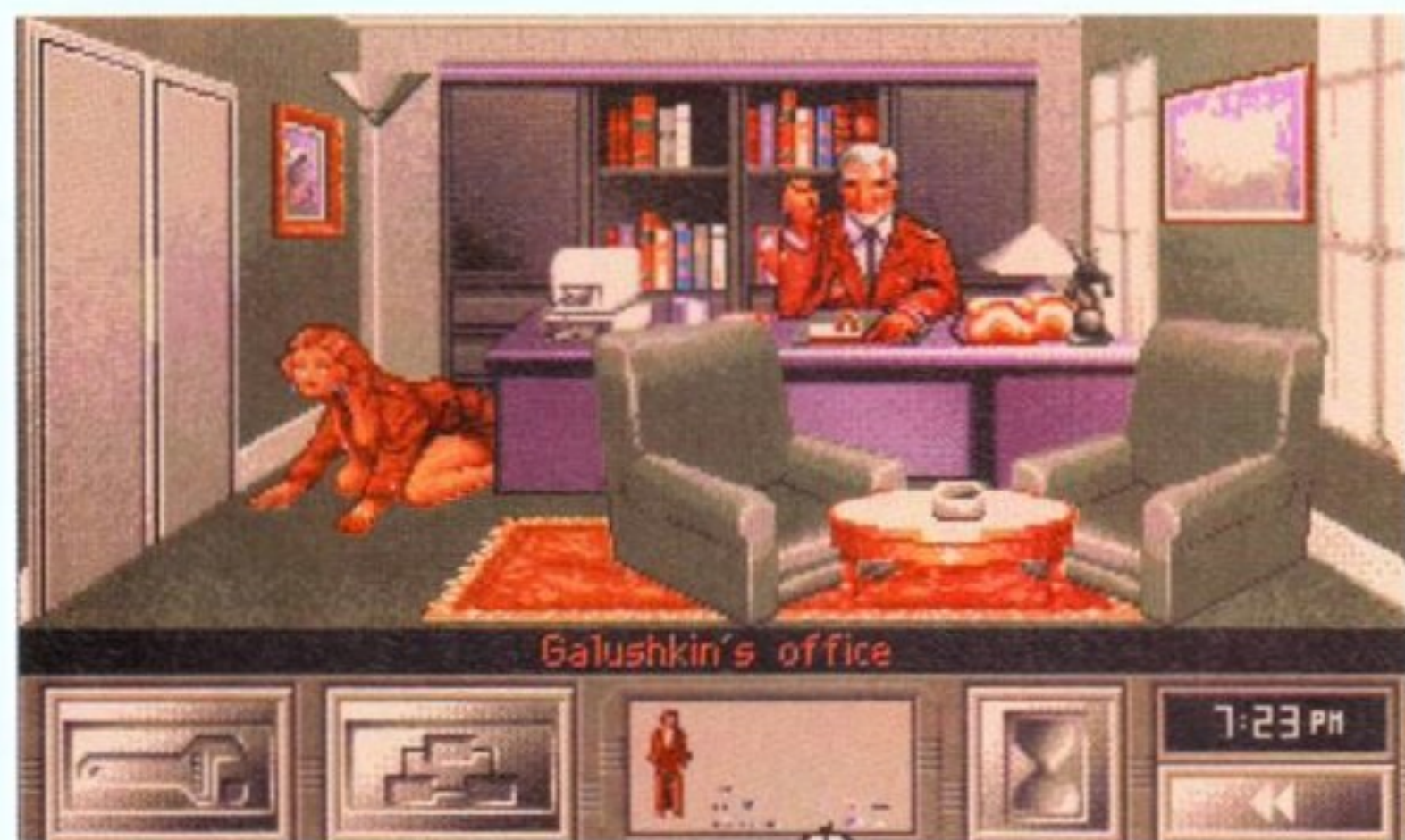
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Catching your superior with his pants down can be risky business. Just pretend you don't notice that his secretary has been taking down anything other than shorthand!

If anyone in Russia found out that the KGB is now the subject of a video game, they might be a touch angered by the frivolous

exploitation of an organisation which many have lived the majority of their lives in fear of.

We are not in Russia, however, and so the KGB is fair game for the programmers. To be fair, in fact, the initial object of the game is not the ruthless oppression of the masses but the investigation of a murder involving a former colleague. You take the role of KGB Captain Maksim Rukov, recently transferred from the GRU to Department P, the



Now this is more like it. Unfortunately this bar is not one for the casual drinker. The road to rack and ruin must surely start here Comrade. Be on your best behaviour.

# KC

## Relive that cold war chill by delving into the world's most feared and mysterious organisation.

purpose of which is to investigate the corruption allegedly rife in your organisation. Your immediate superior Major Vovlov gives you orders to investigate the death of Comrade Golitsin, former KGB agent who had set himself up as a Private Investigator.

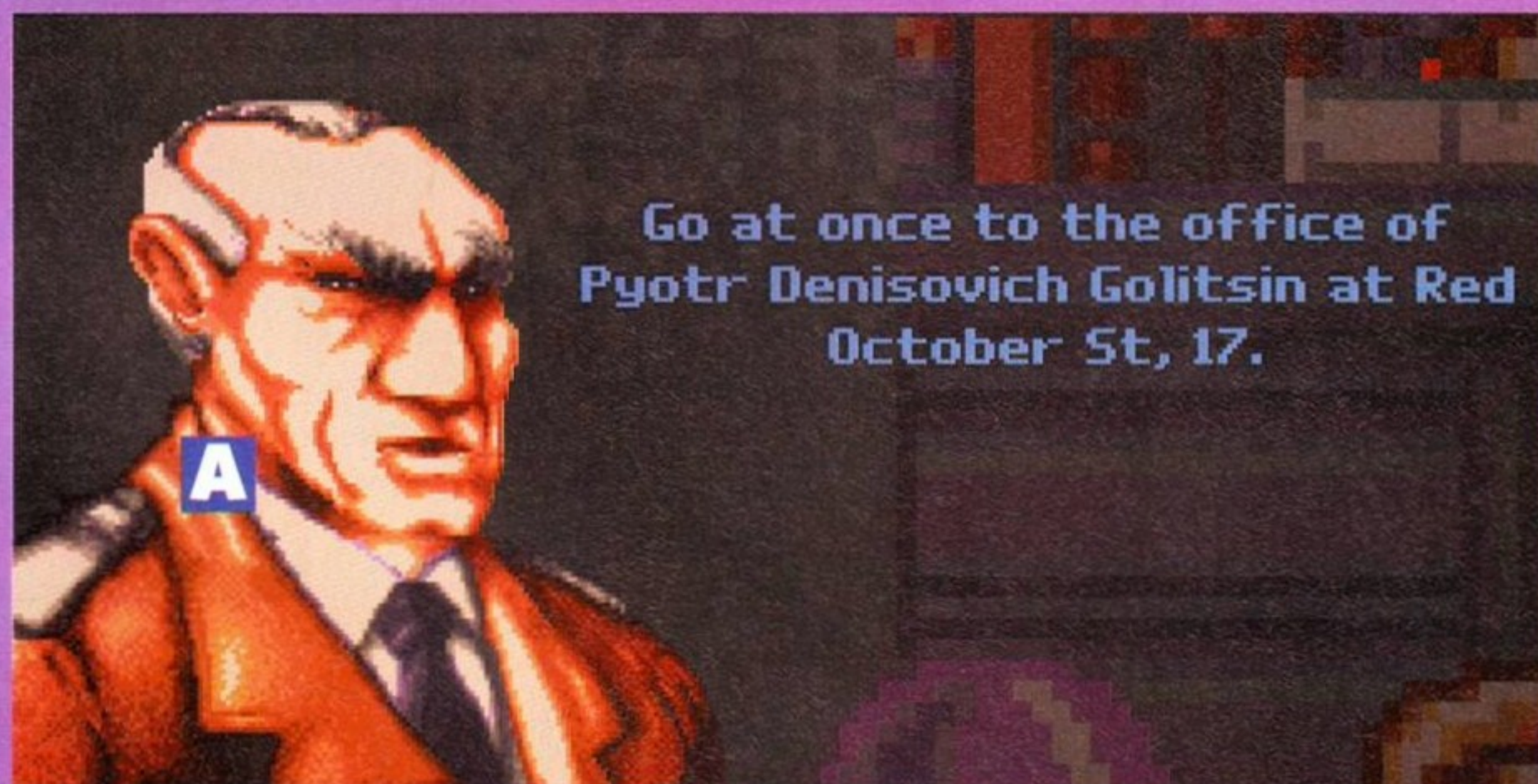
### Goli gosh

You go to Golitsin's office to check the place out. You meet Golitsin's

sister, who provides you (if you're lucky) with highly significant information pertaining to the case.

This is the start of an adventure that takes you through the seedy side of the Moscow underworld. Drugs, murder, kidnap and finally an attempt to oust Premier Mikhail Gorbachev and return the Soviet Union to the control of the hard-line Communists.

Having discovered that



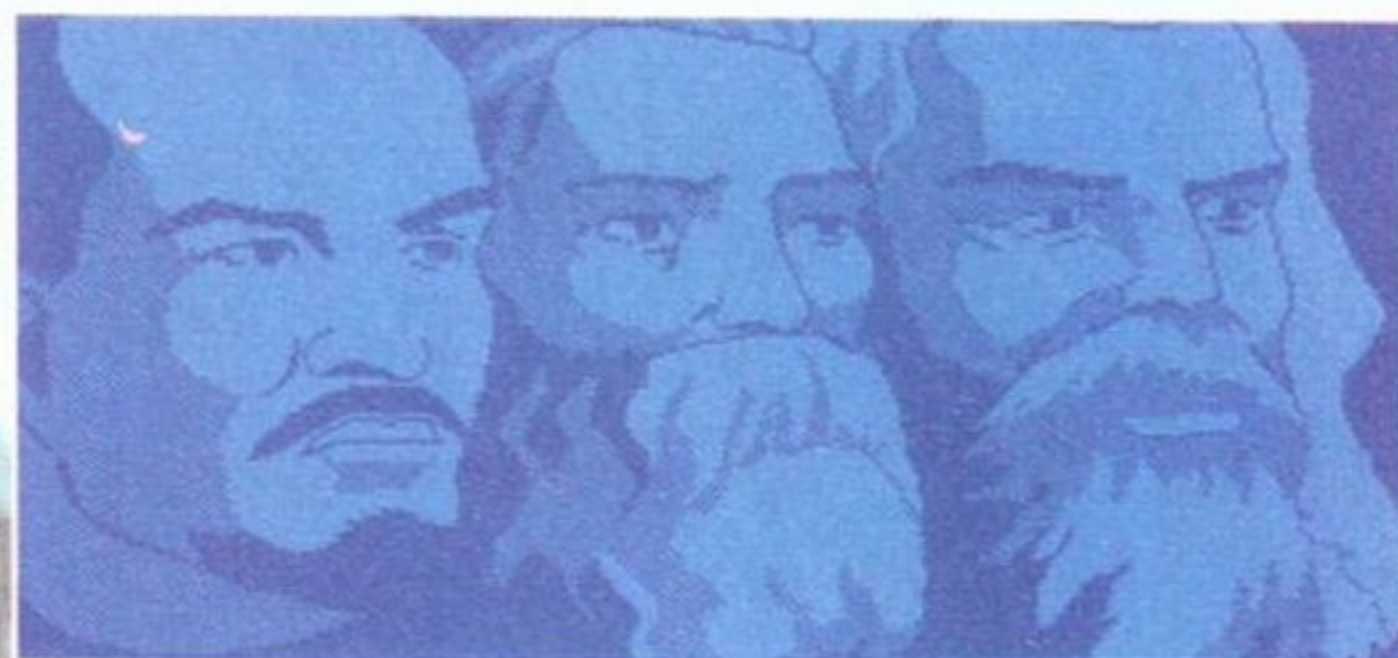
## Reds under the bed

- A** Colonel Vavlov, a crusty old hard-liner. Cross him at your peril.
- B** Click here to load, save or do anything else with a floppy disk.
- C** Maps are pretty handy around Moscow these days. Get yours by clicking here.
- D** Russians don't own much but what you have is listed by clicking here.
- E** Click on the hour glass to wait around without dying of boredom.
- F** Replay the past few hours.
- G** Keep an eye on the time Comrade.



# B

Right: All hail the Fathers of the Revolution. Lenin is almost ubiquitous throughout the game. In these days of Glasnost and Perestroika he should be claiming royalties!



Golotsin was apparently involved in a clandestine and highly illegal export scam, you descend to the baser levels of society in a risky undercover operation. You are practically on your own. You have no weapon, no papers and no back-up whatsoever. This inevitably leads to all sorts of trouble, and you need all of your wits about you to avoid slipping up. Should you not make the grade, a desk-flying job or a sojourn in Siberia awaits.

Those familiar with *Deja Vu* will be instantly at home with *KGB*. The format is very similar indeed, but I would say that *KGB* has superiority over *Deja Vu* as the graphics are smoother and the gameplay is considerably more varied.

One thing that is particularly impressive about *KGB* is the array of speech that is available. You are able to ask questions, give orders, seek information and all manner of other things through a simple menu that appears whenever dialogue is inevitable or necessary.

## Sounds good...

The sound is not too awful either. I think it would have been preferable to have used sound effects in appropriate places rather than the constant computerised tune that accompanies the game all way through. The start-up tune is one of the best I have come across, so full marks there Comrades.

If there is one major criticism that I have to make of *KGB*, it is the



At least the guards are still polite. As a Captain in the KGB you should command respect, but you'll not get it from the Colonel. Such is life Comrades.

fact that the whole game comes on five disks, which are almost constantly interchanged during the course of the action.

There's nothing more irritating than the old toast-swap-shuffle when you're in full flight.

The multiload would be much more bearable if you went through the set a disk at a time without having to re-use the same disk twice. It is this sort of game which points to the fact that very soon a hard disk is going to be essential for every Amiga user.

One other point to be made is that you seem to be playing the role of a private detective very early on in the piece, and it becomes all too easy to forget the KGB connection altogether. However, the game is easy to get started on and advancement is reasonably quick if you aren't too poor at it. This is so important in this sort of game, and other software houses might do well to follow Virgin's example here.

All in all, *KGB* is a good game, although perhaps not Hero of the Soviet Union material.



What a dilapidated shed the KGB's office is! Even the Action has a better office than this. What better excuse could you want to get out on the street and creep about?

Below: Golitsin's office is as shabby as yours. Still, a nice young woman has come to visit. Shame you must break the bad news Comrade. "This is the part of the job I hate..."



# 80%

## THE LOW-DOWN

PUBLISHER: Virgin  
TEAM: In House £30.99

*KGB*, despite the rather dubious nature of the subject matter, is a well written and well scripted graphic adventure. There are many possible options in each situation, even those involving dialogue, and this is a welcome break from the many other adventures where everything becomes all too predictable. The only problem is the discontinuity you get whenever disk swaps are required. *KGB* is the type of adventure game that shouldn't become tired and tedious too soon, and should last quite a while.

Hew.

GRAPHICS  
SOUND





# GRANDSLAM COLLECTION

**We all like a good compilation to dabble with but Grandslam are trying to dupe us with their offering.**



A prehistoric game about a prehistoric family. What more can you expect? A little playability would certainly not go amiss.



Can you score a goal in the Saint & Greavsie quiz? Can you play a whole game without falling asleep?

Consisting of 10 games to groan at, this lot will make you puke 'til you drop. If ever there was a reason for euthanasia, then this is it!

So what do we have? The leading title is probably *The Running Man* and how apt a title 'cos you'll want to run a mile when you see it. Close on its heels is the dated platformer *Terry's Big Adventure* which might curve your lips a little due to its immensely funny looking star.

## Ugly

Football is strongly featured. *Peter 'thicker than a Warburton's loaf' Beardsley* is an abysmally slow and uninspired football game, only just beaten on penalties by *MicroProse Soccer* lookalike, *England*. Do you remember the ancient *1942* by *Elite Systems*? Well, *Scramble Spirits* is a similar style aerial shoot'em-up which should have been dropped into *Iraq* and blown to pieces by the RAF.

What other horrors are lurking beneath the tacky menu screens? Ooh, the *Saint and Greavsie* quiz is quite tough but still naff and very monotonous after a short while. As

for *Trivia*, another multiple choice question and answer game, the boredom settles in even more.

*The Flintstones* lose their "Yabba Dabba Doo" to a "Quack Quack Oink" in this oh so interesting 'paint the wall and watch it dry' scenario.

Prehistoric isn't the word for it.

In the meantime, *Terramex* and *Espionage* fail to lift the package above the basement floor.

What's annoying is that there isn't even one particularly exciting title among the lot - just what the heck do Grandslam think they're up to? Very disappointing.

COMPILATION

## THE LOW-DOWN

PUBLISHER: Grandslam  
TEAM: In House £29.99

You know what'll happen if you buy the *Grandslam Collection*. You'll be whisked away in the middle of the night only to find yourself being shot by a firing squad before dawn. I don't care if you do get 10 games for the price of one, this lacklustre lot should be buried 20,000 fathoms beneath the sea, sealed in an airtight container. Mankind just doesn't deserve this kind of disaster.

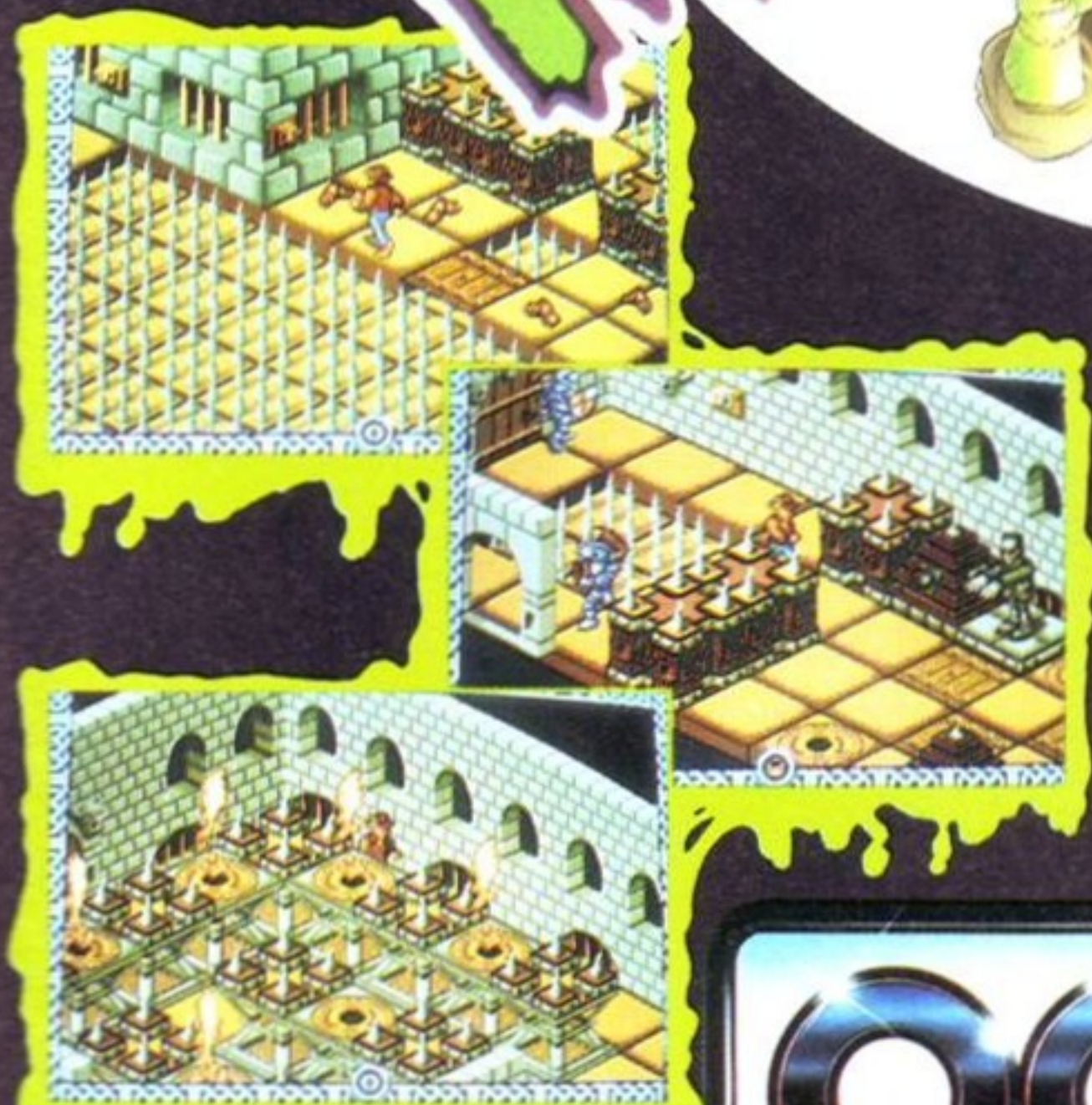
Alan.

35%

VALUE GAMEPLAY



# THEY LIVE AGAIN



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**Battlegroup Sherman M4A3E8**

Front Armour (mm)	91	
Side Armour (mm)	38	
Rear Armour (mm)	38	
Maximum Armour Penetration (mm)	172	
Maximum Road Speed (km/h)	43	
Maximum X-Country Speed (km/h)	27	

Plan your strategy and take out the enemy tanks with a big gun...

# CAM

Above: The main map is where you will plan your entire campaign. Make the right decisions and hopefully success will be yours, and everyone will hail you as a hero!

Empire describe *Campaign* as being "the most comprehensive simulation of warfare in World War II" and judging by the amount of detail and complexity in this release then they may just be right. I've heard *Campaign* described as a cross between *U.M.S.* and *M1 Tank Platoon* so you know what you're in for before you start to play.

This might lead you to think that one area of this concept will be sacrificed in favour of the other, however this is most certainly not the case. The game contains a bucketful of strategy to keep experienced wargamers happy, while there is enough of an arcade element

These are the kind of odds I like! Two against one. This enemy should really cause you little or no problems at all.

incorporated to keep the itchy trigger-finger brigade happy.

The strategy element of the game has you controlling your forces in an attempt to win battles that last a minimum of one day but can last up to a year! Before you start to panic, that's one year in game time.

In all, there's 26 theatres of battle ranging from the simplest battle to controlling every single



The battle map appears when you are involved in a combat situation. It shows the position of all friendly and enemy tanks.

**Artillery**

Your artillery has suffered quite badly in this particular battle, losing three of its vehicles. Better keep those production lines working!



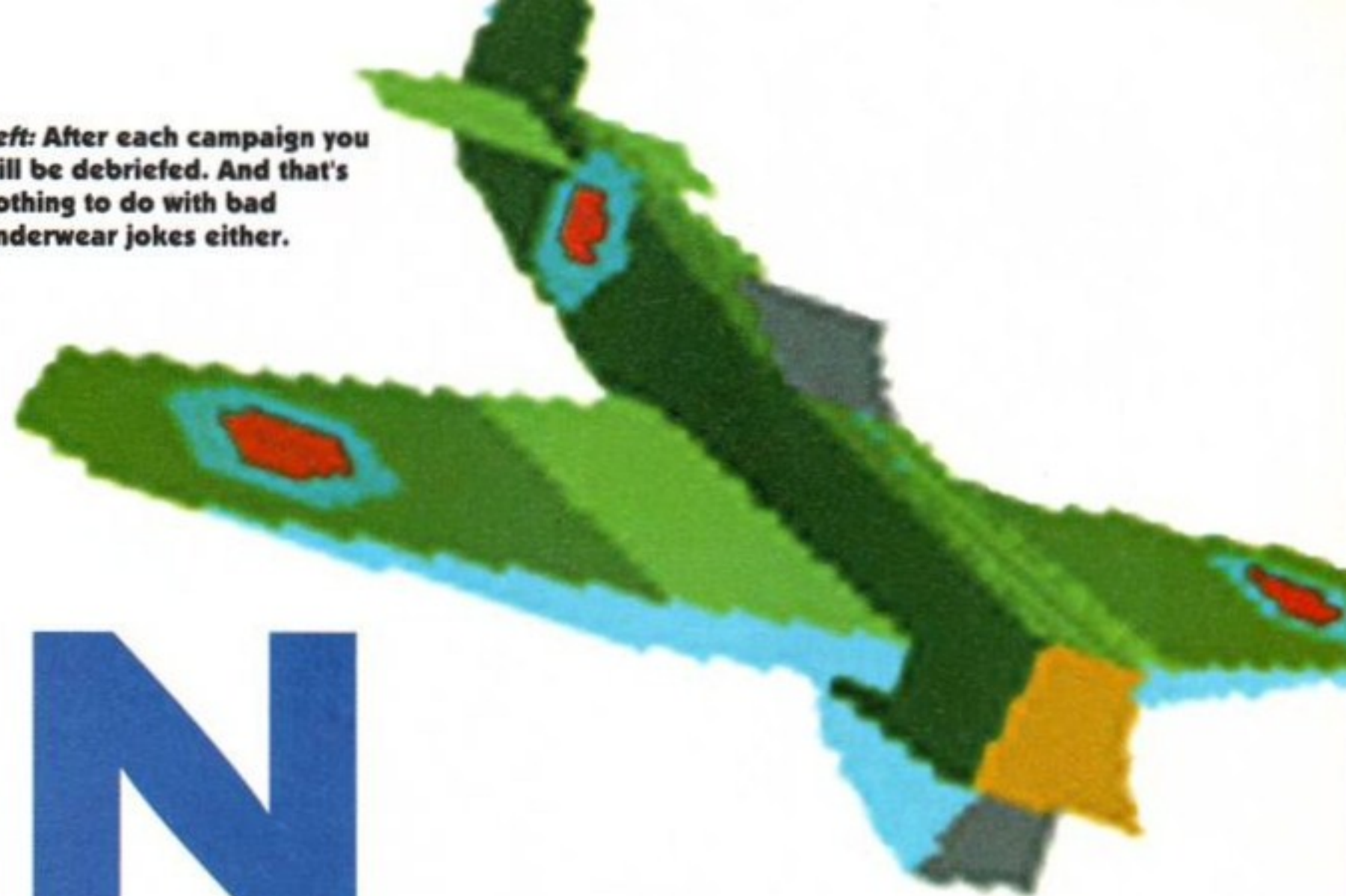
## Post-Battle Debriefing



Military High Command have rated your performance in this battle as:

Not good at all

Left: After each campaign you will be debriefed. And that's nothing to do with bad underwear jokes either.



# PAIGN



the most comprehensive manuals yet seen in a computer game. Split into two parts, one of which is a comprehensive list of facts and figures about every tank and aircraft in the game, the manual tells you everything you could possibly wish to know.

## Manual labour

Fortunately, with this being such a detailed and realistic simulation, the manual is fairly readable and easy to understand. For instance one of the first things you learn is that clicking on any part of the screen with your right mouse button will give you a brief description of what that particular area of the screen is used for. It also contains an exceptionally useful tutorial to guide you through the first campaign.

**STRATEGY**

tank and aircraft that was involved in the Normandy landings on the fateful D-Day.

Each group of tanks under your control can be set to manual, meaning that you control all of their actions, or alternatively select automatic mode in which the computer takes control of each particular groups' actions. This gives you the option to have as much or as little control over the games direction as you like.

Campaign comes with one of

Surprisingly, Campaign is not that difficult to get into. Usually with this type of game it takes about four and a half days to even learn how to drive your tank, but Campaign is different as it is possible to make a good attempt



at, and even complete the first few campaign maps within the first few hours of gameplay.

This is not to say that it's easy to win at Campaign because once you get on to some of the later maps, such as the Battle of the Bulge in 1944 or the Pripet marshes in 1941, you will be tested to the limit no matter how experienced you are.

## Out on a strike

Progressing into the game, more features are constantly becoming available to you, making the game vastly more complex than it was originally. Later in the game your airfields will provide you with automatic and manual air strikes, your ships will patrol the seas, production centres provide you with a means of producing more vehicles as well as precious fuel

and ammunition, and convoys are sent to join your battle groups at the front line.

All of this can get pretty hectic with so much to do, but before you start to worry too much, a speed controller has been included to slow things down to a more leisurely pace.

Thankfully a good job has been made of the strategy section of the game. It is all too easy to let that side of a game pass without much attention being paid to it, as long as there is a good arcade section. So it should be said that this particular element of the game is as engrossing as the truly excellent 3-D section.

Of course, if you are not particularly keen on the idea of driving a tank around the landscape shooting at other tanks then you can let the

De Havilland Mosquito	
	
Bomber aircraft	
Top Speed (km/h)	640
Total Machine Guns	0
Number of rockets	0
Range (km)	2400
Total bomb capacity (kg)	1800





computer take control of any battles and just concentrate on your tactics for success. If this is the way you want to play the game then each time a battle situation arises, the computer will ask you if you want that battle to be manually or automatically controlled. If you don't want any part of it then select manual and the computer will assume control, giving you a brief summary of the fight afterwards.

## Turret trouble

However, there is a drawback to all this. If you don't drive the tank, you don't win the medals. So if you like to see rewards for your hard work then you must climb into your vehicle and take out some opposition. Before you start to complain that you don't like tank simulators let me tell you that this is the best I have seen so far. The excitement level is raised to fever pitch as you are hot on the heels of

an enemy tank. You are able to control anything up to 16 tanks in a 3-D environment littered with trees, houses and of course other tanks!

The best control method for the arcade section is through the keyboard – now there's a novelty! This system is extremely user friendly with you controlling one tank and the others roving around

doing their own thing, blowing each other up and such like.

It certainly gets a bit tense out there at times and your pride occasionally takes a bit of a bruising, especially when you are chasing an evil enemy, have him lined up perfectly in your sights, loose off a shot and miss.

Not too bad you may think but it takes quite a while for your gun to be reloaded so you are left stranded with no available ammo and an enemy tank sticking its gun barrel in your face. You will find yourself having to swallow your

pride many times and turn tail and run to save yourself getting blown to molecules.

As if that wasn't enough, *Campaign* contains another completely different section. This is the map editor and it allows you to create your own campaign maps.

## Mountain deep

You can include anything you could wish for, including forests, mountain ranges, roads, rivers and seas before setting up the vehicle groups and objectives.

Of course, when you consider that the maps included in the game will probably take you months to complete anyway, you know that you have a pretty big game in your hands!

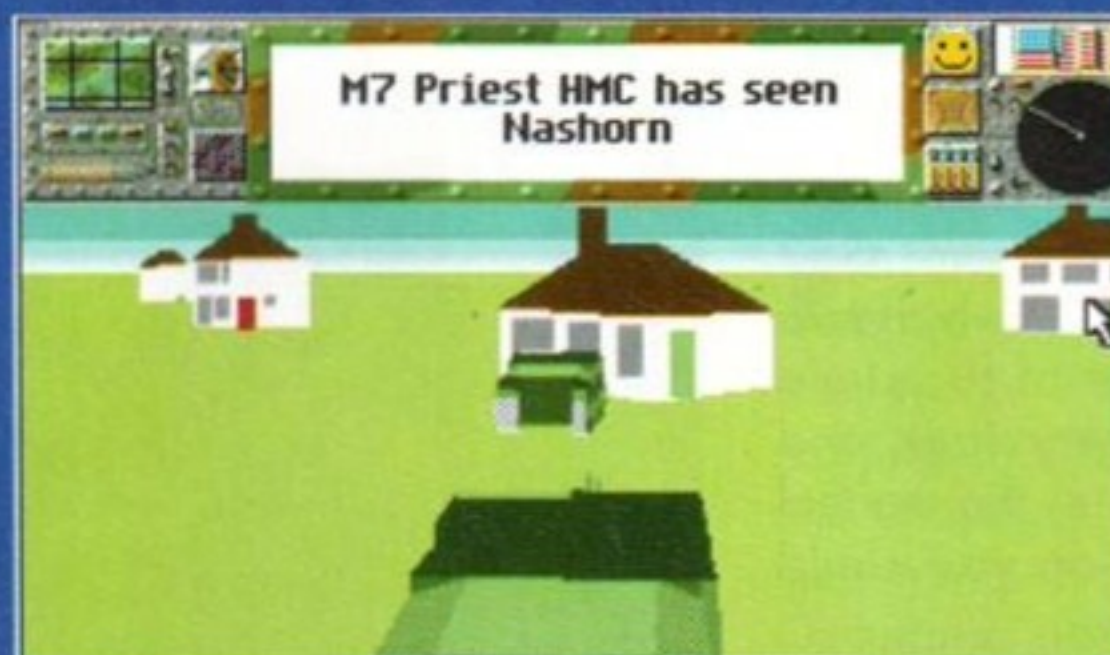
# Stopped in your tracks!



**1.** Your objective in this particular mission is to get to the village and take out any enemy tanks in the vicinity.



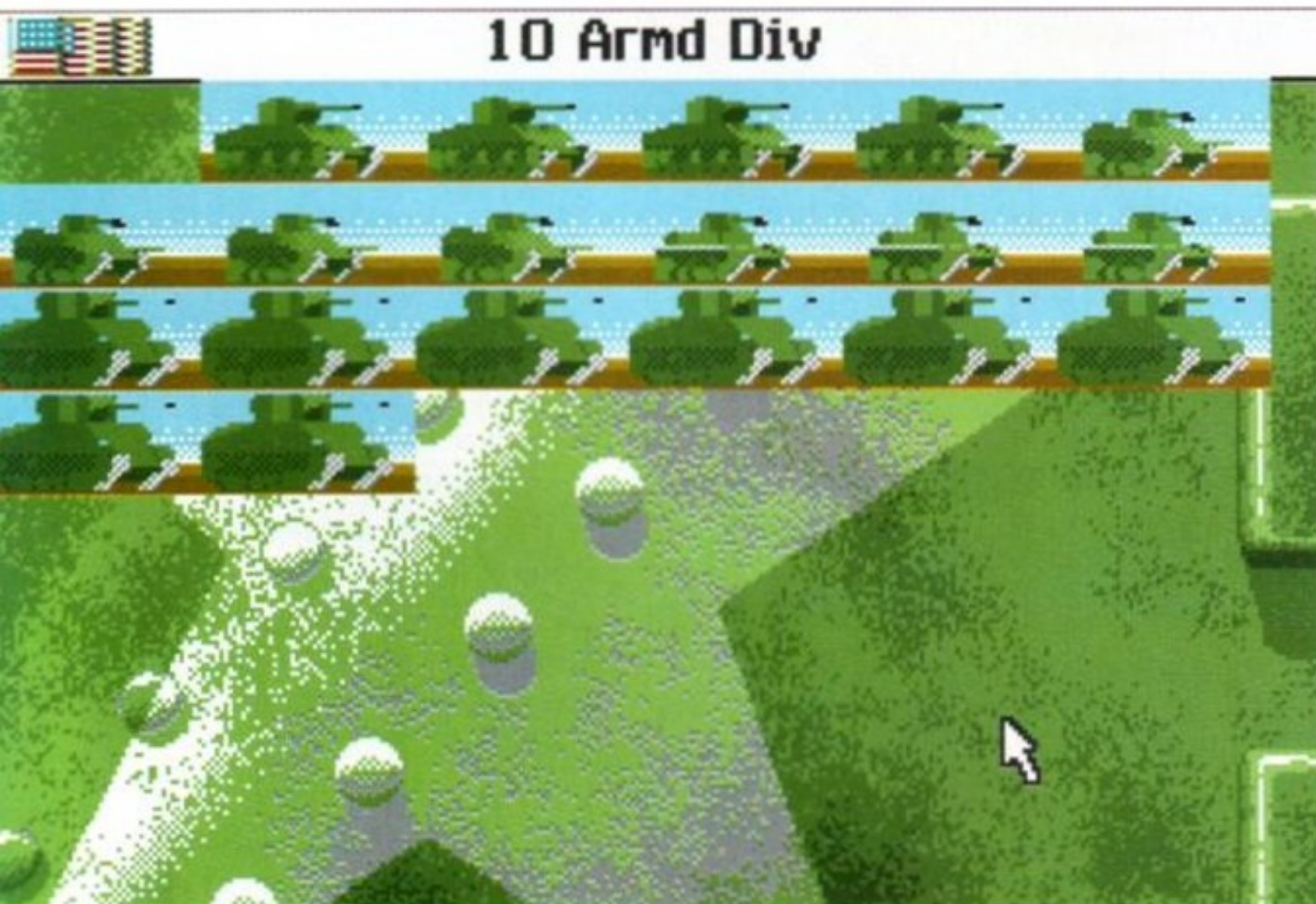
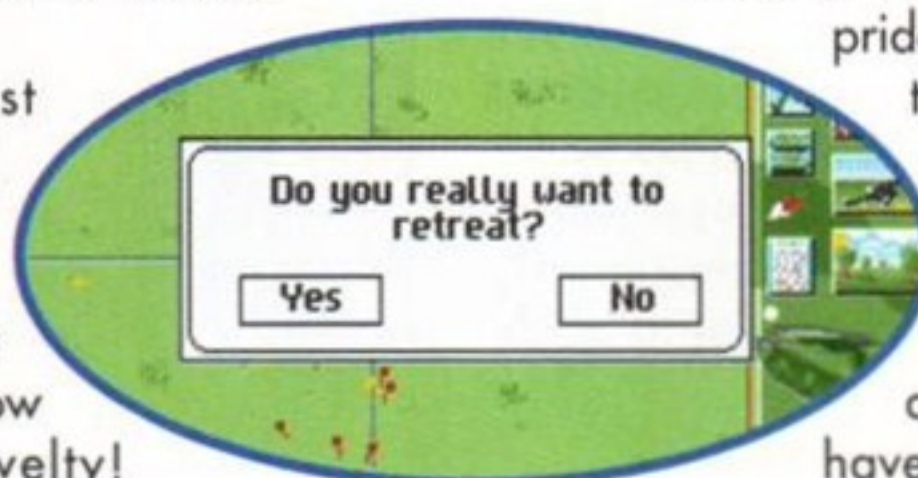
**2.** When you sight your enemy it is time for battle to ensue. Select either manual or automatic controls for each fight.



**3.** The end could well be in sight. One well placed shot could take out the last enemy in the village.



**4.** The battle is finally over. Every single enemy has been viciously slaughtered and you have emerged as a hero!



Each platoon in the game is called a battle group, and each group has a screen showing how many tanks are in it.

# 89%

## THE LOW-DOWN

PUBLISHER: Empire  
TEAM: Jonathan Griffiths £34.99

There is nothing like a topical title and *Campaign* is nothing like a topical title! What can you think of that is less Christmassy than a tank warfare simulator. Never mind though, this is still an excellent game. The enormous scope of the strategy and arcade option is truly amazing and provides a massive long term challenge. If I was to be picky though I cannot really see which area of the market this game is aimed at. The arcade section will put many strategy fans off and vice versa. Engrossing, nonetheless.

Steve.

GRAPHICS  
SOUND



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Big orange swirly things are actually Warps. Jumping into them will magically whisk Thomas off to another place entirely.

Collecting the magic wings gives Thomas the ability to fly through the air by constantly tapping the fire button. This ability lasts until the end of the stage.



# TEARAW

**It's official! Sonic the Hedgehog is the most imitated computer character of all time!**

In recent times, we've had most of the animal kingdom represented in platform games, from spinning bugs to metal-clad fish, Cool Coyotes and the king of them all, the Ninja ant. Now we have Soundware's offering, starring none other than a hairy hound named Thomas.

As games go, this is far from original. *Tearaway Thomas* steals ideas left, right and centre from aged classics such as *Rainbow Islands*, *Rick Dangerous* and, of course, *Sonic*. But this is no bad thing as all these games are highly regarded pieces of software.

The idea behind Soundware's latest is to leg it around five different graphical worlds, collecting gems and finding the exit. Each world is made up of a number of levels and bonus stages.

When you reach the end of a world, there will be a Challenge level where you get a strict time limit to perform a certain task. If you're successful, you'll be awarded an extra life. Thankfully, there are absolutely no enemies to get in the way as these levels are already near impossible!

The major problem with *Thomas* is the strict time limits - it's due to this that the percentage has suffered. You're up against ridiculously short time limits in which to complete each stage, and if these run out, then you'll lose one of your three lives.

Fortunately, *Thomas* is invincible as far as enemies are concerned but don't plough straight through them as they'll knock you over and you'll lose vital seconds of time. The learning curve on the game is sadly too difficult and most people will turn it off before really giving it a chance.

What's there is certainly playable and fun at first but unfortunately, this soon begins to raise your blood pressure to a point most doctors would prefer you avoided! Be sure you have a sturdy joystick handy as you're sure to throw it against the wall or onto the floor at some point!

Control over *Thomas* is simple



Above: Boing! Wandering onto the lid of a jack-in-the-box propels Thomas upwards. Not nearly original but great fun!

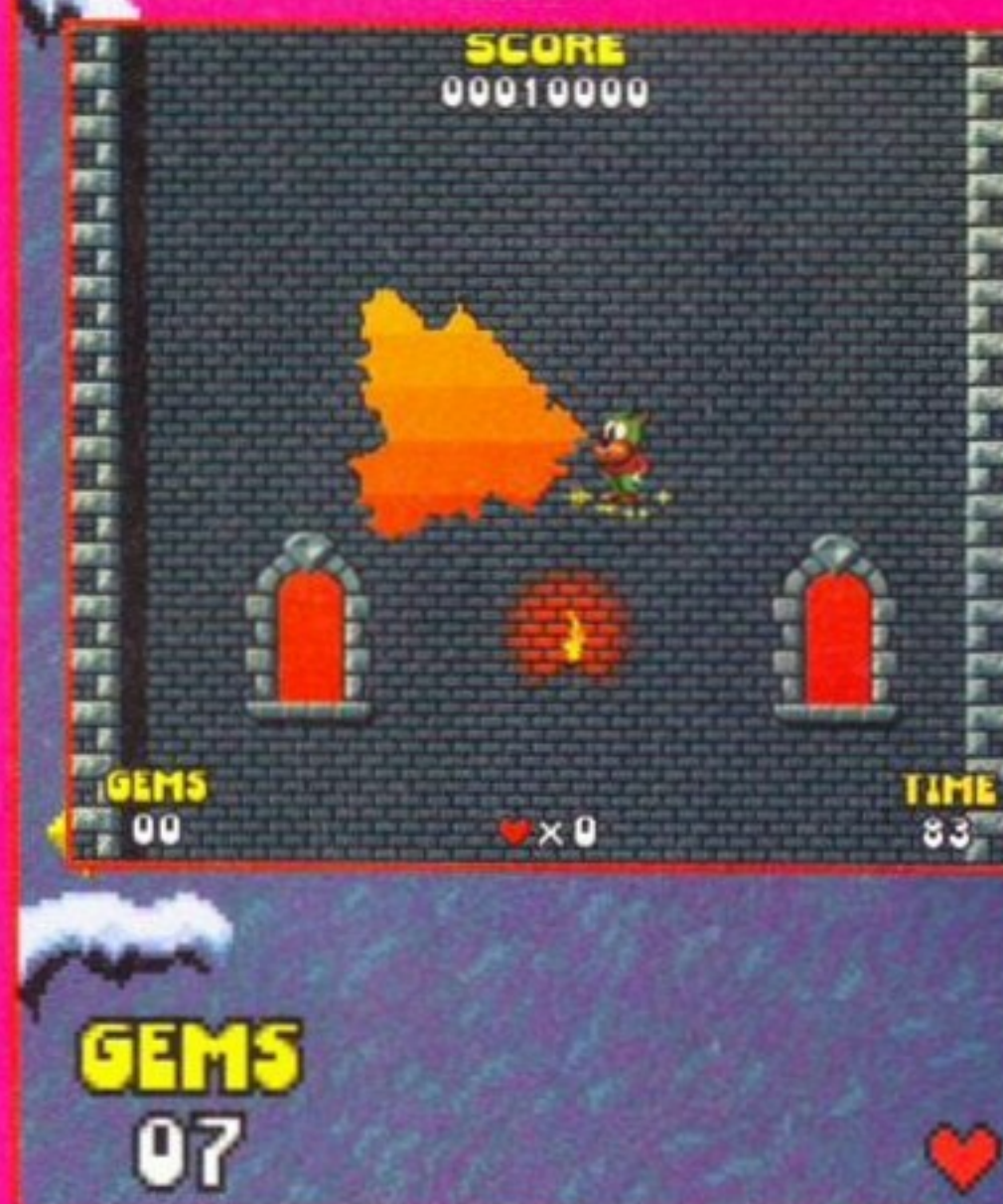
PLATFORM



Whopping great arrows point you in the direction of the elusive exit. I was wondering which way the ladder went!



Which way should you go? When all the platforms are invisible, Thomas has to use his judgement as to where the next one is situated.



Down the slippery slope, poor old Thomas goes. He tumbles head over heels, down the icy mountainside. Sadly, there isn't enough time to climb back up again!



# AY THOMAS

but it does take some getting used to because of the speed he moves at. To say this game was fast would be an understatement, Thomas could easily out-run the nearest Lamborghini if he really felt the sudden urge!

## Missing in action

Admittedly, this game does have its moments – the Ghost Land Challenge stage is particularly noteworthy. This involves climbing up a tower using invisible platforms which may sound difficult but it's fun and challenging. And yes, this was most certainly my favourite part of the whole game.

The two programmers responsible for Thomas are names I've never heard before, and for a first game, it is definitely an achievement. If their games improve on this, it won't be too

long until they are as respected as the industry heavyweights.

Graphically, it is highly colourful, pleasing to the eye and the scrolling is slick without the slightest sign of a flicker anywhere. Each of the levels are different and all are drawn to an equally high degree. However, the sprites are not really of an exceptional quality. It seems Thomas has been aimed at a younger audience. Less accomplished gamers are most likely to gain maximum enjoyment from the antics of *Tearaway Thomas*.



78%

## THE LOW-DOWN

PUBLISHER: Soundware

TEAM: David Hanney & Nick Frampton £25.99

*Thomas* is not really in the same league as *Zool* or *RoboCod*. However, it is still a fun and addictive platform romp that fans of this genre will enjoy. The presentation is just right, giving the game that cartoony feel – the central character in particular is very cute and appealing. However, the problem most people will find is the time limits. If you had more lives to use, then it might not seem so bad, but as it is, you'll probably only play it for about a week because it's just too frustrating.

Brian.

GRAPHICS

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Ah, what a peaceful day in Imperial Rome. That is of course until a slave with ambitions of greatness attempts to make his move.

Here is Hector's humble abode. Well, it's not really his as he's only a poor slave at the moment. He can dream, can't he?

After Caesar climbed the heights last month, we can expect an influx of games based around the Roman Empire. *Rome AD92* is the first of these and it takes a very different approach than that taken by the previous release by Impressions.

Whereas *Caesar* was a fairly serious strategy game, *Rome* is a role playing game which is very much in the mould of another Millennium game, *Robin Hood*. Fortunately though, the team have taken note of the criticisms levelled at their last game and tweaked the game system. In doing this they have created an infinitely more playable game.

Your aim is to complete a series of progressively more difficult missions.

At the start of each task you will be given an objective. Once you have completed this, you will more than likely have to do something else before successfully completing each mission.

As Hector, slave to a rich

This map view will show you the whole of Rome. It also shows you the position of every other person as well! Wow!

# ROME AD92

## Take on the role of an ambitious slave, destined for the top.

Roman lawyer, you must aim for the very top as you have aspirations of eventually becoming the new Roman emperor. Your missions vary from simply delivering a message

to Segamus Megadrivus the Roman Consul (hmm, that's very sad!), to leading the mighty Roman army in attacks.

Your life is certainly not simple! Your everyday routine will consist of nasty things such as bribery, deceit and theft. So if you partake in those type of activities on a regular basis in real life anyway, you will certainly feel at home in this game!

The action doesn't just take place in Rome though. Oh no, you can take Hector around the world to hot and exotic locations such as Egypt and, of course, Britannia.

As you visit these places, the action hots-up and success becomes much more difficult. Life's never easy, is it?

Lying on the floor are the entrails of some strange, dead animal and people will often read the future by using them. Strange.



Conversing with the other inhabitants of Rome will help you find out who they are for a start and then lead to better things!



What a friendly place Imperial Rome was. Shifty salesman such as this one were fairly commonplace on every street.



Possibly the dodgiest joke in the whole of computer games history. You have found Segamus Megadrivus, the Roman Consul.

### THE LOW-DOWN

PUBLISHER: Millennium  
TEAM: Steve Grand & Ian Saunter £29.99

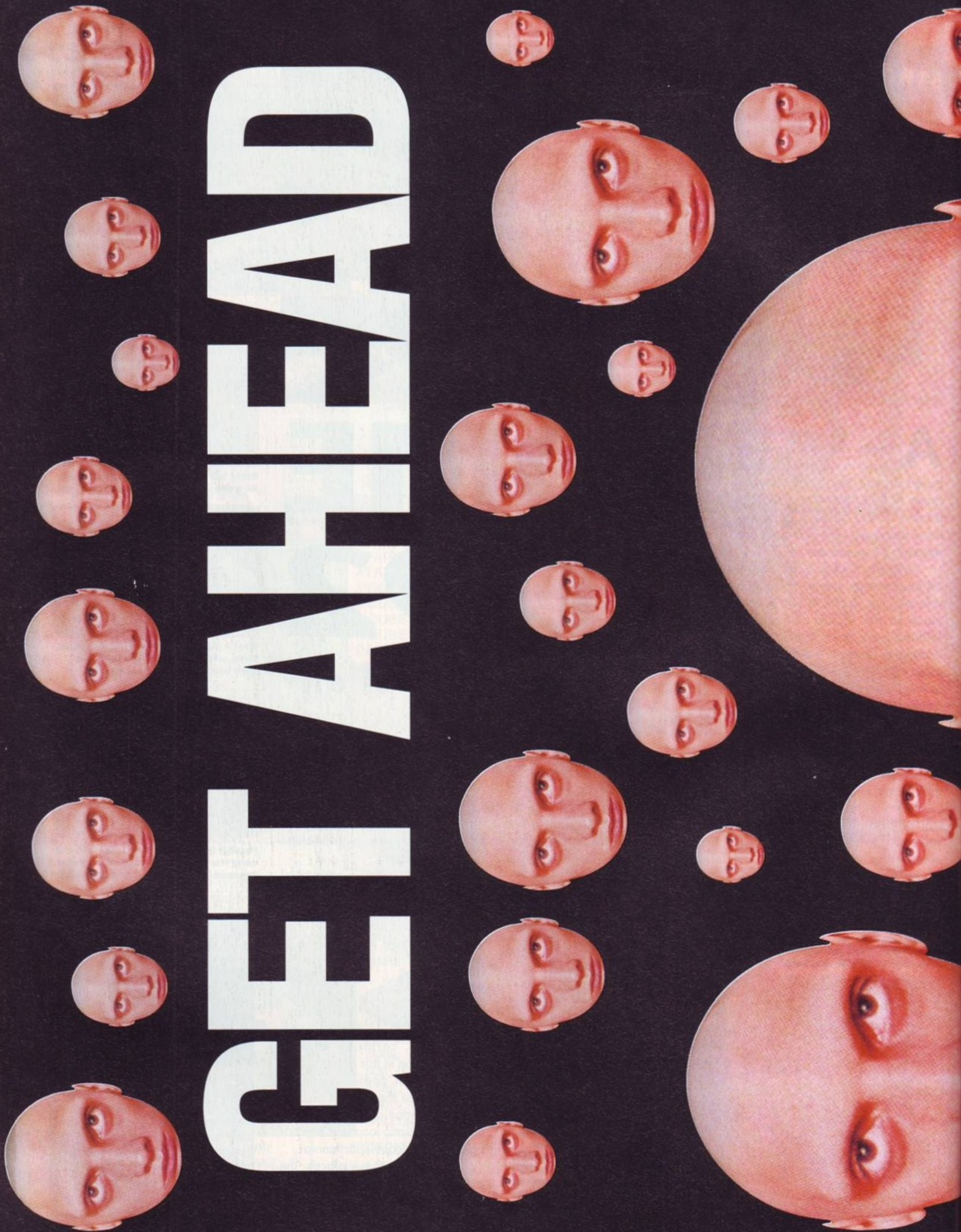
As a follow-up game to *Robin Hood*, I am in no doubt that *Rome AD92* wipes the floor with its predecessor. However I am still not convinced that this game system completely works. That is not to say that I didn't enjoy playing *Rome AD92* because I did, but I think it is going to take a third release of this type of product to convert me. Even so, it's an entertaining, fun to play strategy game. Steve.

81%

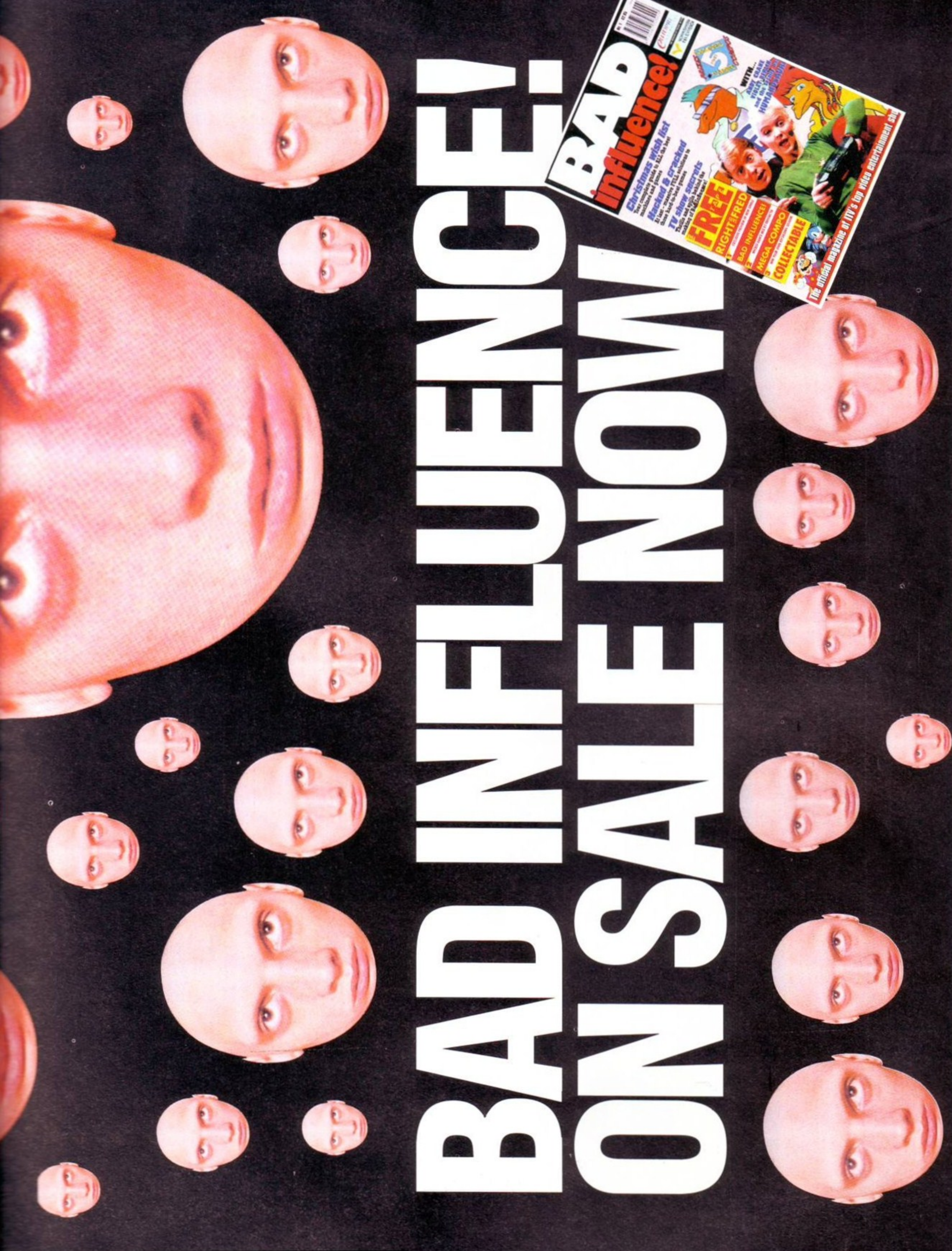
GRAPHICS  
SOUND



# GET AHEAD







# BAD INFLUENCE ON SALE NOW





What a picturesque scene. There's nothing quite like a nice quiet Sunday afternoon trip in a helicopter gunship... until the missiles begin to roar in.

Left: Here we see our ace pilot lining up for one of the most visually impressive parts of the game - rushing through a train tunnel!

As usual, plenty of external views are on offer for you to delight in. Of course, you will probably never use any of them during a fight unless you're unbelievably cool.

# GUNSHIP 2000

If you've ever seen the film *Apocalypse Now*, or any of the decidedly dodgy television programmes such as the legendary *Blue Thunder*, then you will be familiar with the appearance of a helicopter gunship. Great big ugly things, piled high with enough ordnance to drag even the most advanced jet fighter plunging to the ground.

When the original *Gunship* was released, it revolutionised the flight sim market, being the first game of any real worth not to simulate a fighter aircraft. Now almost a year after its release on the PC, the follow up hits the Amiga and it has to be said, it's

sensational stuff.

Amazingly, virtually all of the features that were present on the PC have been crammed into the Amiga version. Even more amazingly, MicroProse have managed to improve on the earlier version, as advances in technology over the last year have made new features such as wingmen possible.

## Let's get intimate

The first thing that hits you is the size of the manual. It is huge! However, don't let that put you off as it contains descriptions of everything from

the cockpit to each of the theatres of conflict in the game, which range from the searing heat of the Iraqi desert to the delightful green hills of Central Europe.

It is certainly not essential to plough through the entire manual, and it is possible to be up and flying after only a brief scan of the tutorial if you make good use of the handy key control guide. However, I always find that a few hours spent reading a manual helps to set the scene for a game and, of course, improve your chances!

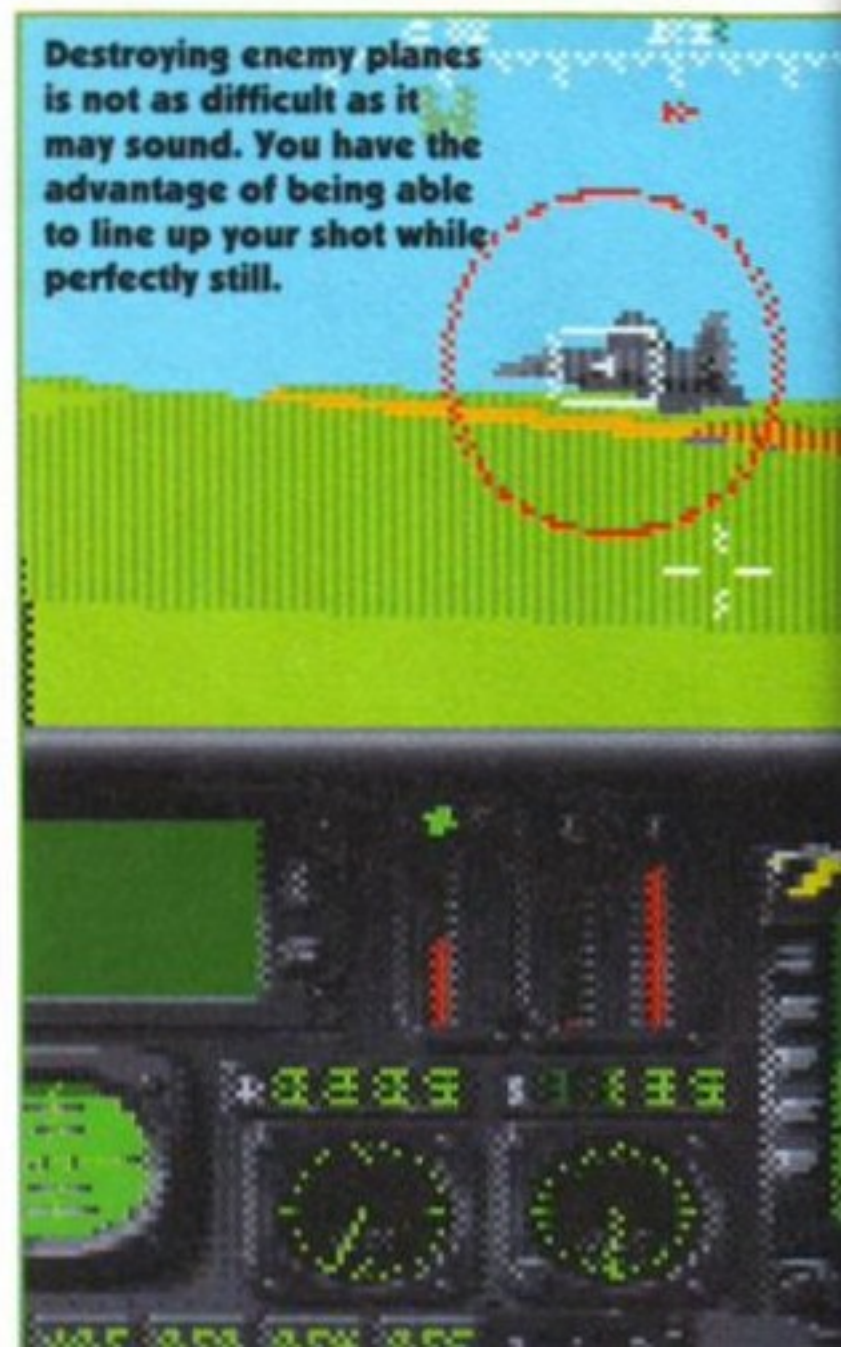
MicroProse has once again employed their unique mission building system, which randomly throws out your primary and secondary targets in order to ensure that

the game does not quickly become stale by constantly churning out the same missions over and over again. There is also the option to play a single mission or take part in a campaign in which you also control the strategic aspect of a captivating, intriguing game.

Next it's time to choose the best chopper for the task at hand. There

**FLIGHT SIM**

Destroying enemy planes is not as difficult as it may sound. You have the advantage of being able to line up your shot while perfectly still.







The level of detail is quite amazing. You can even fly through the train tunnels on the landscape. Better hope you don't meet a train!



## Remember Airwolf? Fans of that series

## will be clambering for this, the latest in chopper simulations!

are quite a number to choose from and thankfully each one has different flight characteristics. This means that the player is not left feeling cheated because the only difference is in the way the cockpit is actually drawn and depicted.

With all of the details out of the way, it's time to clamber into the cockpit and take control. Start

the blades, build up some rotations and ease yourself into the sky.

The first thing you will notice is how much more agile a helicopter is when you compare it to a fighter aircraft. It is possible to really throw yourself around the landscape, and you can even reverse a helicopter. But of course, you knew that already!

When it comes to combat, *Gunship 2000* certainly sets the pulse racing. Because of the superior manoeuvrability of this type of aircraft, you can line up

**AMIGA ACTION ACCOLADE**



Once you have lined up your target, in this case another helicopter, you must take him out. But make your first shot count as you probably won't get a second chance.



You don't only come up against other helicopters, you will also be expected to take out super fast jet fighters.

your shot at the enemy while hovering. Although this makes targeting much easier it also means that a lot of the time you are still while taking aim.

This quite often leads to a situation of who can shoot first will survive, as the first one to loose off a missile will more often than not be the victor.

Mission disks are also in the pipeline so the future for this game would certainly appear to be a long and prosperous one.

The frame rate for the movement of the landscape has been kept at a high rate in the conversion from the PC, so the game runs very smoothly.



As you would expect, your main objectives are to fly around the smooth landscape shooting at things and taking out your primary and secondary targets.



**91%**

### THE LOW-DOWN

PUBLISHER: MicroProse  
TEAM: MPS Labs £34.99

It has certainly been a good month for flight sims. *Reach For The Skies* is the best plane simulation released so far and then we receive *Gunship 2000*. This is without a doubt the best helicopter simulation I have ever seen and is very hard indeed to fault! It's a shame then, that many fans of arcade type games will be unwilling to even consider this as it would easily provide them with as much action and excitement as the best platformer or shoot'em-up. Whole-heartedly recommended!

Steve.

GRAPHICS

SOUND



# NO GREATER GLORY

Take on the role of Lincoln to fight in the struggle that divided a whole nation, the American Civil War.



Simon Cameron reminds you of your promise to make him Secretary of War in return for his backing for the Republican Nomination.

Continue

Who would be a politician! You certainly find out who your friends are when you come to power, and those who are just spongers after a top job.

Strategy games are a field in which most software houses have dipped their toe in at one time or another, but SSI are the mainstays in this area, producing a great many titles along such lines.

They have now decided to put their vast experience behind *No Greater Glory*, in an attempt to provide us with a simulation of the American Civil War.

At the beginning of the game you are given the option to choose

Economic policy can mean the difference between success and failure. Get it right and the people will love you. Get it wrong and you'd better watch your back!



Selecting your cabinet is possibly the most important action in the game. Get it wrong and you risk alienating certain areas of the community.

to be either Abraham Lincoln or Jefferson Davies enabling you to control either the Union or Confederate armies, depending on where your own sympathies lie. Control of the game is entirely mouse driven through the use of pull down menus, or simply boxes that appear on screen at the appropriate times.

You must take charge of matters such as control over your policy towards slavery, taxes, inflation and the conscription of negroes to your armed forces. Manage your affairs successfully and public support will begin to



The main map is where all the action is. Here, you will make most of the important decisions that affect the outcome of the game.

swing your way. Mess up or treat the people too harshly and you may find people begin to move away from your cause.

Finding a successful policy is vital to your success, but the major problem is that unless you are an

American Civil War expert it is unlikely that your level of background

knowledge concerning important people involved in the war will be sufficient, making decision taking more of a trial and error process, rather than the educated choice that it should be. Perhaps it's all a bit too involved for the novice.

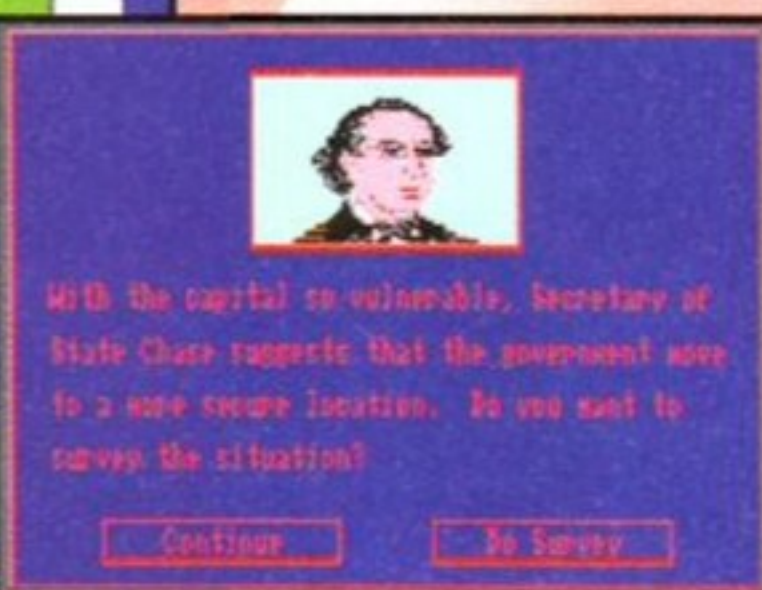
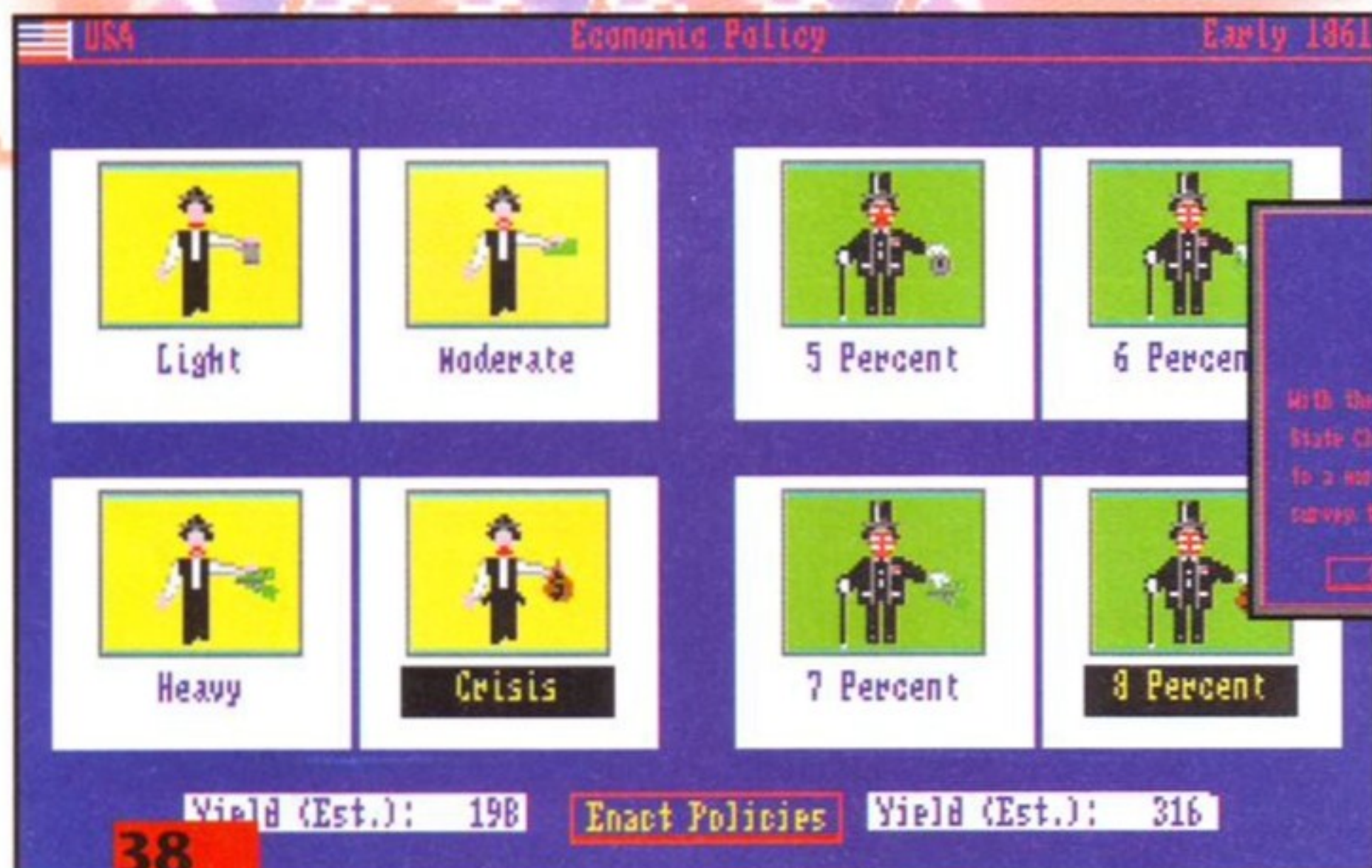


With the state torn between Union and Secession, the government of Kentucky has proclaimed the state neutral. It refuses to accept within its borders forces from, or recruitment by, either side!

Continue

Your period of office is not running altogether smoothly. Kentucky has proclaimed neutrality. It might be worse though, they could have changed sides!

STRATEGY



Still struggling, you find that the capital of your country is now under threat. You have two choices, either run away and relocate or tough it out.

## THE LOW-DOWN

PUBLISHER: SSI

TEAM: Edward and Patricia Bever £25.99

*No Greater Glory* is an exceptionally detailed simulation containing everything that you could wish for from a game of this type. However, without a thorough knowledge of the Civil War you will not receive full satisfaction from it. There is an option to turn off any historical realism, but this left me feeling cheated. One for historically minded people or Civil War experts only. Steve.

63%

GRAPHICS  
SOUND



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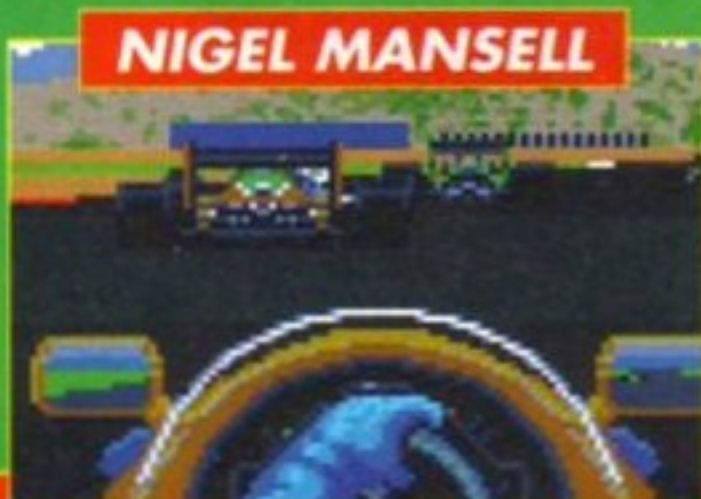
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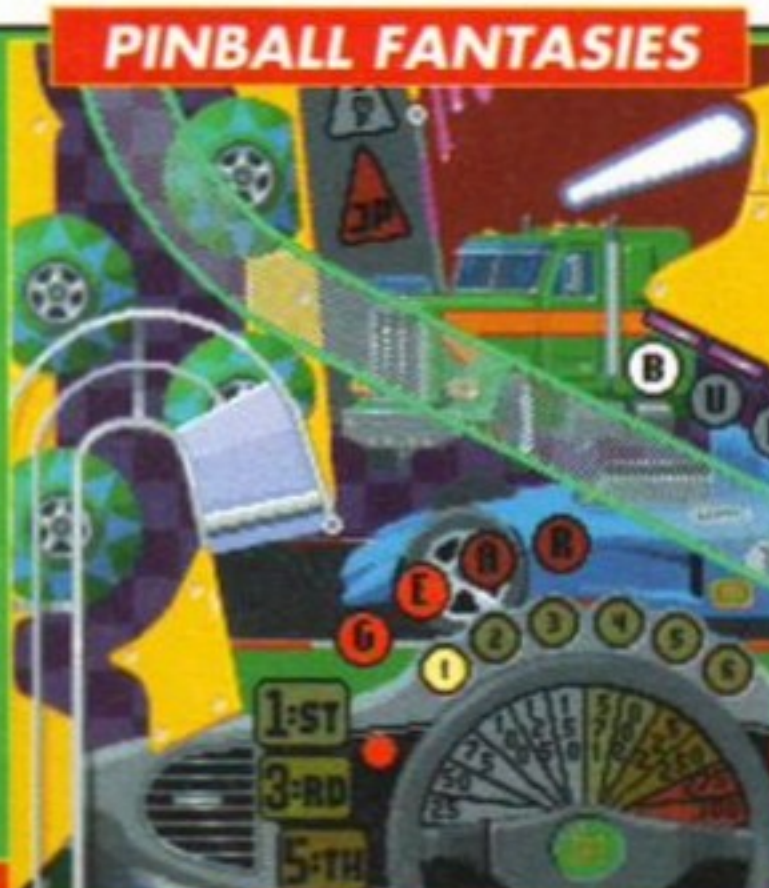


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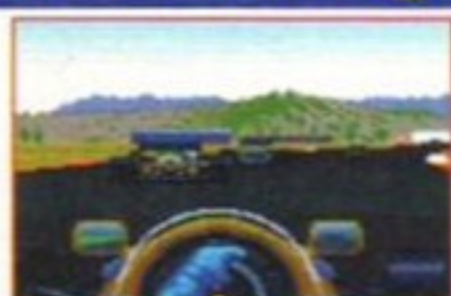
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# WORLD SOCCER

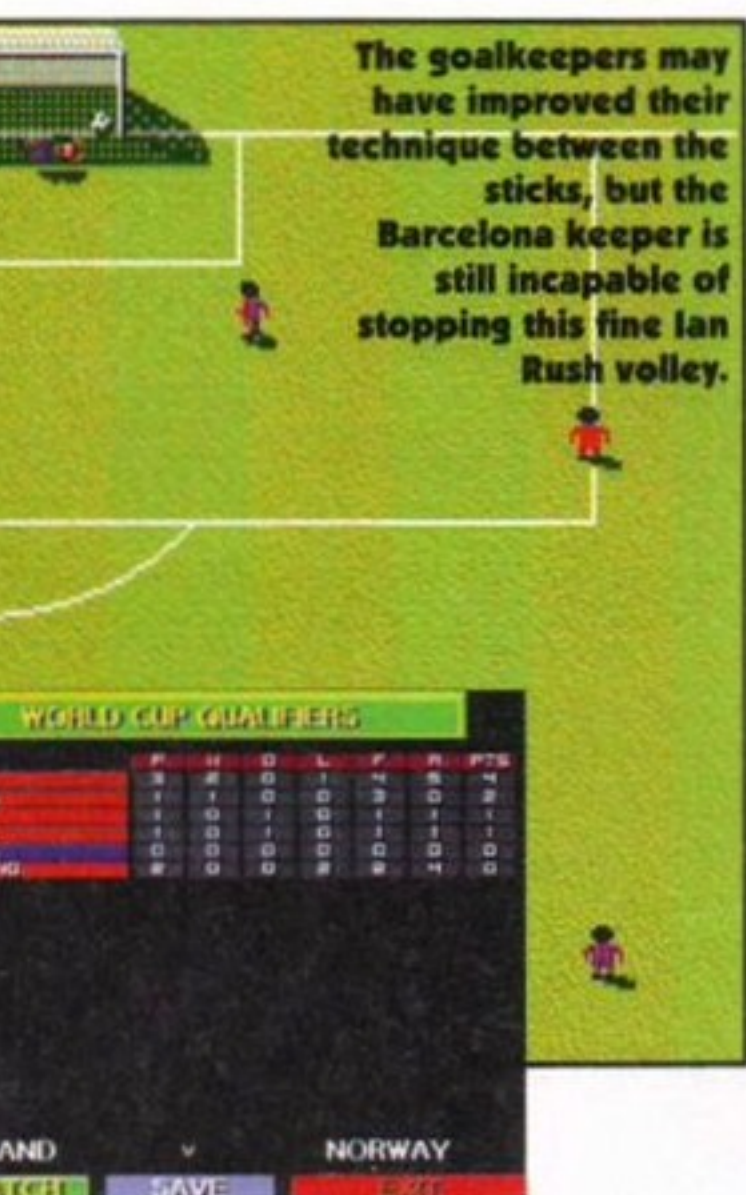
## The Sensible Soccer versus Kick Off debate enters extra time...



Graham Taylor seems to have picked a good squad at last. This team and many others has been updated to represent the 1992/93 season.



After England's success against a team of Turkeys, Graham Taylor's army is brought back down to Earth by the Italians.



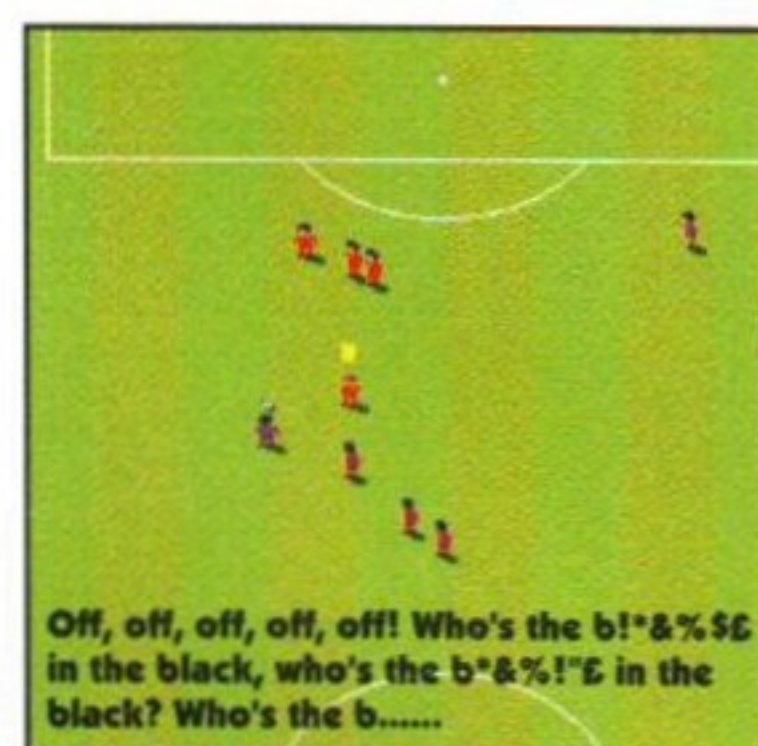
Participate in various competitions, each of which is very accurate. Once you've won them all, design your own leagues and cup competitions.

WORLD CUP QUALIFIERS									
	W	D	L	P	PTS	W	D	L	PTS
1. HOLLAND	5	2	0	1	17	5	2	0	17
2. HOLLAND	4	1	0	0	13	4	1	0	13
3. HOLLAND	3	1	0	0	10	3	1	0	10
4. ENGLAND	2	1	0	0	7	2	1	0	7
5. ENGLAND	2	0	0	0	6	2	0	0	6
6. ENGLAND	2	0	0	0	6	2	0	0	6

The heated big match between *Kick Off II* and *Sensible Soccer* has raged on in the pages of *Amiga Action* since we somewhat controversially gave the latter (and highly acclaimed elsewhere) soccer sim an average 78% score way back in issue 34. To send further shock waves through the terraces, *Kick Off II* won *Amiga Action's* 100 best games league by a mile and *Sensible Soccer* came a lowly 71st, avoiding relegation by a mere 29 places.

So, just what is *Sensible Soccer* V1.1 and does it change the opinions of *Amiga Action's* review team? Version 1.1 is a simple update and if you've already splashed out £26 on the original you can send off a small sum of money to cover the cost of the upgrade. Full details and a contact address can be found elsewhere on this page.

And now for the interesting new features bit. Apart from supplying the updated national and club squads for the 92/93 season, V1.1 improves various parts of the game and includes the new, and much maligned back pass rule. Passing back to the goalkeeper isn't legal (heading the



ball back is), so the keeper must take up the role of a sweeper and boot the ball as far away from the penalty area as possible.

The goalkeepers themselves have been improved dramatically and as such, it's a lot harder to score than it was before. Some of the dives look so realistic you'll be convinced you're watching Sky's Premier League coverage.

Other new features include the dishing out of red and yellow cards for Vinny Jones-type tackles, player suspensions, and several new competitions, including authentic World Cup qualifiers with all the correct teams in all the correct groups.

For a bit of fun, *Sensible Software* have also included a top secret feature which is hilariously linked to England's 1966 world cup success. More on that in a later issue!

SPORT SIM

**Sensible Soccer owners will be overjoyed to hear that they can update to V1.1 for just £4.95. Send your cheques, made payable to SENSIBLE SOCCER OFFER, to the following address, complete with your original Sensi Soccer disk one and your name and address:**

**Sensible Soccer Offer, Unit B3, Edison Road, St. Ives, Huntingdon, Cambridgeshire, PE17 4LF.**

**Allow two weeks for delivery. If you've yet to sample Sensi Soccer, the full updated product can be bought off the shelves for £25.99.**

### THE LOW-DOWN

PUBLISHER: Renegade

TEAM: Sensible Software £25.99 or £4.95 UPDATE

As an update, *Sensi Soccer V1.1* is an essential item, so don't hesitate, send for it immediately. As a stand alone product, it's been tweaked in such a way that it's still worth £26. It's a much better game than it was and if it were to meet *Kick Off II* in the FA Cup final the match would probably go to penalties. So make your own minds up and enjoy both, being the great sims they truly are. Pete.

90%

GRAPHICS SOUND





A Psygnosis game wouldn't be complete without a fantastic and entertaining intro sequence. Thankfully, *Bill's Tomato Game* is no exception.



What can I say about the gameplay? The basic idea is that you get a tomato, blow it with a small fan and let it bounce to the exit. Very strange!

# BILL'S TOMATO GAME



**Tomato related tomfoolery with Terry Tomato and friends.**



Above: Some of the levels are devilishly tricky, requiring you to place a number of objects in exactly the right places.

Left: One of the hardest stages in the game is this particular one. Remember, if Terry touches one of the cogs he will burst.



This is one thing I never expected to see - a game based solely around a tomato. But not just any tomato! Oh no, this is the legendary Terry Tomato and he is a little upset because of his girlfriend. Yep, the lovely Tracy Tomato has been kidnapped by the evil and ever so slightly insane Squirrel Sam. He has taken Terry's delicious girlfriend to the top of a large magic vine.

Taking control of Terry, you must climb to the top of the towering beanstalk, negotiating 100 treacherous levels on the way. The only way for Terry to reach the vine's summit is to enter the 10 separate sections which the vine is

divided into. Each section houses 10 levels of your quest.

To complete each level, you must strategically place fans to blow Terry along the levels. However it is not quite as simple as that. There are various obstacles and gaps which are too large to cross without help placed along the way.

To make completion of each level possible, you are given just enough objects to complete your task. These objects include platforms for Terry to bounce on, blocks to stop him banging into things, and trampolines to make him go that little bit further.

However, there is a drawback to all this. If Terry touches any



Poor old Terry. That is no way for any self-respecting tomato to pass on to the other side. Fret not though for he'll get plenty more chances.



# ATO

sharp objects or falls too far then he will be squashed like a ripe tomato. You can place objects anywhere on the screen that you think will enable you to complete the level so long as they aren't touched by any of the moving objects.

For some strange reason it has been decided that the number of attempts which you are allowed on each level will be limited to a number of around 122. This may seem a lot at first, and on the early levels you would have to be a complete thickie to fail to complete them, but on the later levels you may find yourself struggling and running out of attempts.

You may be wondering why it



A tricky one this. It's difficult enough to complete this level anyway but with a rampant spaceship to complicate matters, it's a real nightmare!

is called *Bill's Tomato Game* when the main character is called Terry. Surely Terry's Tomato Game would have been much more appropriate. However it would appear to be because the game's programmer is called Bill. Now there's an interesting piece of trivia for you.

**88%**

## THE LOW-DOWN

PUBLISHER: Psygnosis  
TEAM: Bill Pullen £25.99

*Bill's Tomato Game* is certainly a strange little title and one which provides a much needed injection of originality into the puzzle genre while we all desperately wait with baited breath for *Lemmings 2*. *Bill's Tomato Game* is great fun to play and doesn't suffer from the high boredom level which most puzzle games suffer from when you come unstuck. This really is a case of forcing yourself to have one more go at that frustrating last level. It's ripe and ready for you to pick.

Steve.

GRAPHICS

SOUND

# EQUIPPED?

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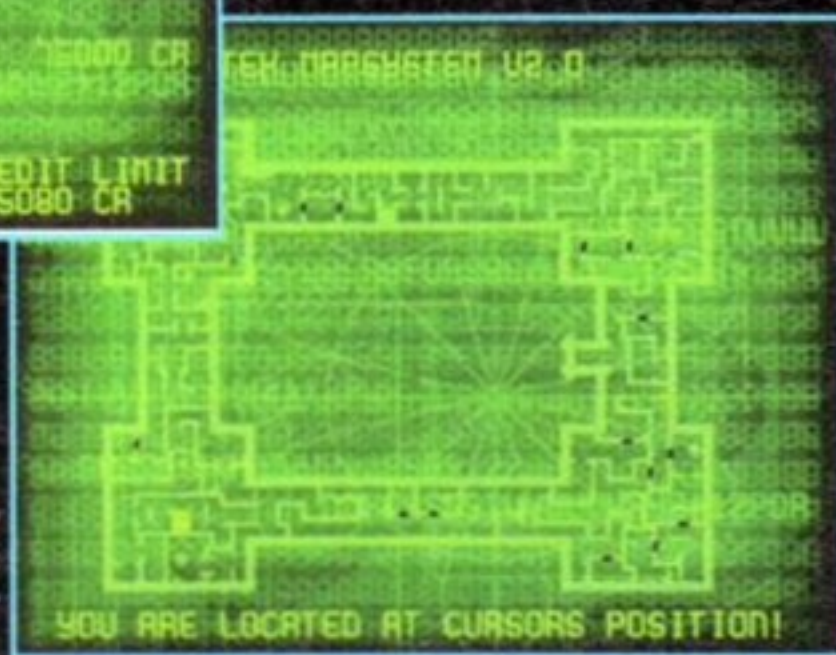
## Welcome to Intex Systems

Right: The Intex computer network is better than your average Tesco's. And where else can you buy an extra life for only 30,000 notes?



"75,000 Credits! I'll give you 10,000 for the laser and no more. Or how about you lend it to me on Hire Purchase?"

When all the walls seem to look the same, access the map screen to look at your current position.



Should you forget your mission objective amid all the action and excitement, let the computer kindly refresh your memory.



What's going on here, then? You've fired 979 bullets and only killed 146 aliens. Maybe you should consider joining the Iraqi army.

## A lon



You arrive on deck and must now begin to concentrate on completing your mission objective. Ho hum.

**F**irst, let me stress that *Special Edition* is not *Alien Breed 2*. The official sequel is scheduled to appear during the middle of next year. In the meantime, *Special Edition* is here to keep the juices flowing.

Maintaining the same scenario as the original, *Special Edition* features altogether differently designed levels, more of them and

# ALIEN BREED

## SPECIAL

### A breed apart

- A** Your energy bar is almost empty. Find a first aid kit, quick!
- B** Three lives remaining with the option to buy more.
- C** Signifies the number of ammo clips in your pocket.
- D** Number of bullets remaining in your clip in use.
- E** You only have one key. Now, where the heck are they all?
- F** Shoot the switch on the fire door to seal off the area.
- G** Loadsadosh to spend on weapons and tools and all things nice.
- H** Aliens emerge from air ducts to attack your man.
- I** Some statistics for player two should he be active.

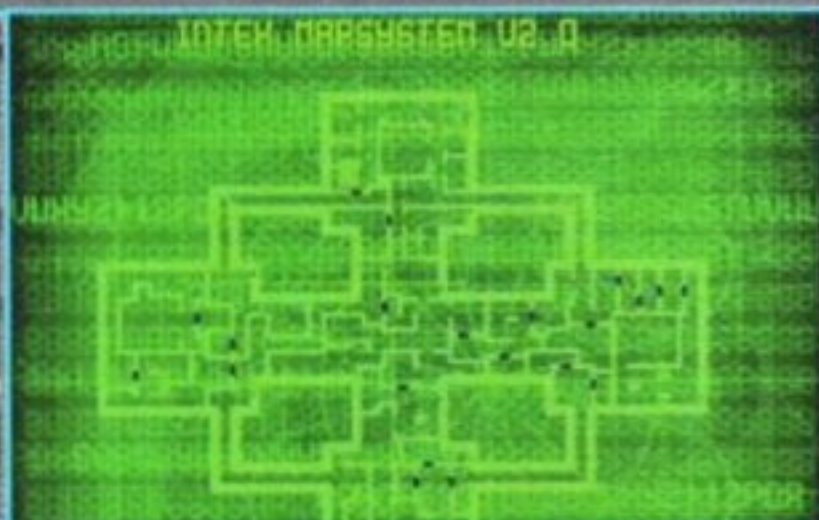




g time ago in a galaxy far, far away...



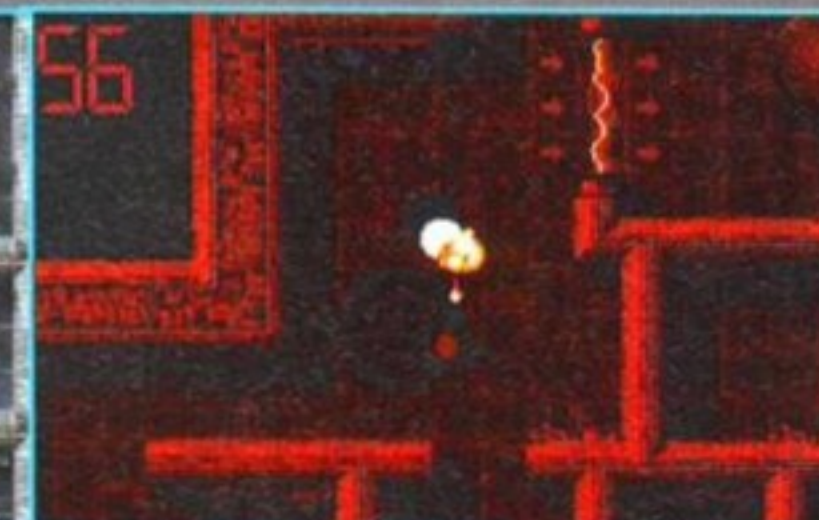
One power dome destroyed, three more to go! Try to collect as many Credits as possible along the way.



Keep examining the map so you don't waste time and ammo in regions there's no need to enter.



As soon as you crack the last dome, the warning sirens will wail, signalling you only have a short time to escape.



Since the aliens have nowhere to run to and nowhere to hide, they simply chase after you! Marvellous...

more joystick-rattling than before.

It's best described as a futuristic *Gauntlet*, extracting and developing the atmosphere and action from the *Alien* films.

Stylishly presented both graphically and sonically, this is perhaps the most advanced search and destroy arcade game ever seen on the Amiga. While

exploring a spacestation, you must complete a series of 12 missions by

yourself or with a trigger-happy human companion. Trying to thwart your progress are hundreds of alien life-forms who insist on you pumping them full of bullets before they'll join the ranks of the dead.

Collect extra ammo, first aid

kits, money and keys as you blast your way forward.

By accessing one of the hard to find computer terminals about the decks, you can buy more powerful weapons, examine a radar display of the level as well as spending cash on extra lives, ammunition, keys and more. Unlike the first *Alien Breed*, using all your keys isn't the end of the world as you know it, Jim. No siree, for now you can shoot open doors at the expense of an ammo clip. Other differences include a password system enabling you to continue from fairly close to where you died! However,

you restart with the basic machine-gun and none of the objects you had gathered before.

### Ammo-geddon it

The main criticism of *Alien Breed* was the easy difficulty level. Thankfully, this problem has been rectified but maybe a touch too much. For example, I spent about half a dozen ammo clips on one particular guardian. "Should have bought yourself a decent weapon then, shouldn't you!" you may blurt. It just so happens that I'd

forked out thousands of credits for a flame thrower that wasn't flamin' powerful enough for my liking!

When all said and done, *Special Edition* is basically *Alien Breed* re-mapped. But be honest with yourself, whether you own the original or not, you still want to get your hands on this, right? And with good reason, too.

Also, well done to Team 17 for releasing this addition at a budget price and in stand alone format (in other words, you don't need the first *Breed* to play *Special Edition*). They've shown a great deal of consideration to their fans by doing so. I mean, how often does a company rewrite a game before releasing it on budget? Exactly.



Upon entering a hangar, it seems the aliens have flown in for a quick tour of the neighbourhood. Get out your gun and give them hell.

# ED '92

## D I T I O N

Aliens everywhere but not a bald-headed, butch woman in sight.

SHOOT'EM-UP

When you need to make a quick getaway before the level explodes, there's nothing like having a pump action plasma gun in your grasp.

91%

### THE LOW-DOWN

PUBLISHER: Team 17

TEAM: Rico Holmes & Co. £10.99

*Alien Breed* gave birth to a son and the result is an exhilarating, intelligent exploration blast that's quickly matured into the leader of the pack. Well designed and programmed to the last detail, *Special Edition* is suitable for newcomers and *Breed* veterans everywhere. And it's literally a small price to pay for a galaxy of unimaginable action and immeasurable pleasure. The eagerness and anticipation for *Alien Breed 2* will now reach a new, higher level of intensity. Can't wait!

Alan.

GRAPHICS

SOUND





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- M088 ...500 things come back demo ..... 4 relaxing tunes
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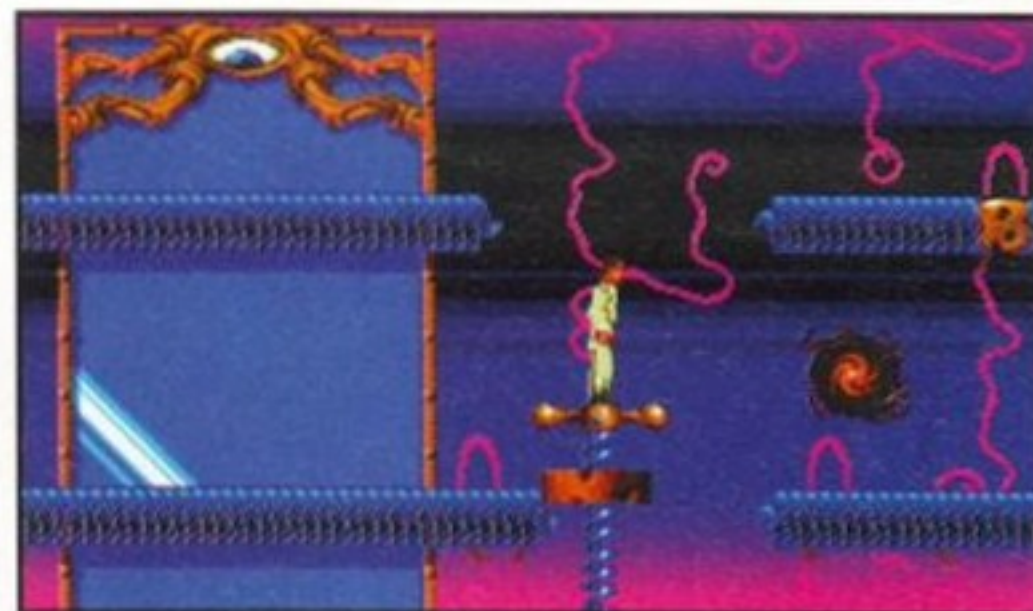
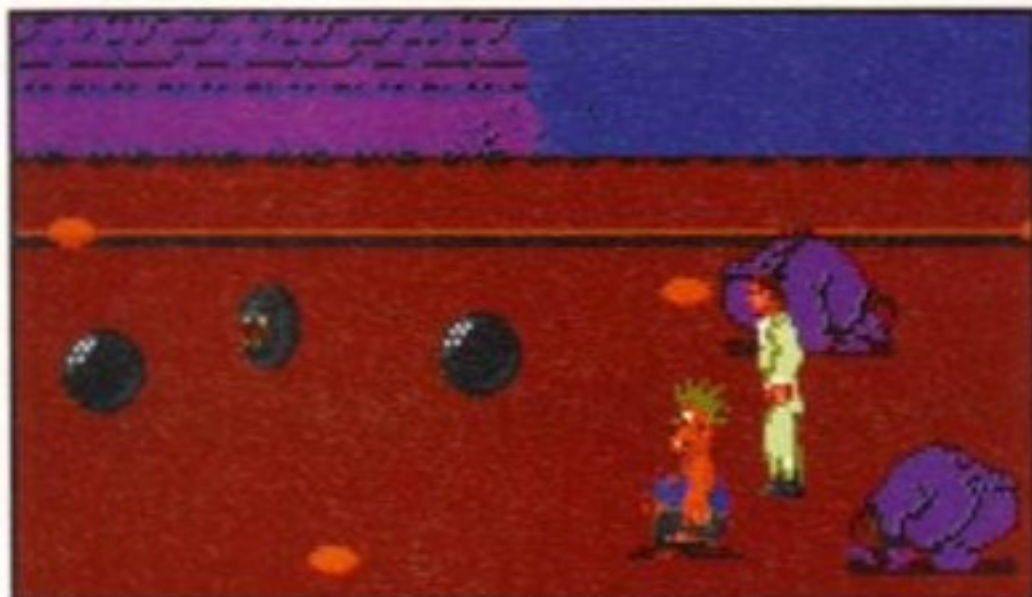
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You will receive the instructions for each of your separate tasks from a talking dog. Hmmm...

Coins are vital in the game as you cannot gain access to the sub-levels without them.



Once you are inside the sub-sections, you must shoot the Doodles and collect any objects.

# COOL WORLD

Cartoon land has gone bad. Can you save the world?



For a film that received so much hype, *Cool World* was a massive failure upon its cinema release in America. Apparently it is so bad that it may not even make the cinema over here, going straight onto video.

Artist Jack Deebs has unwittingly created a parallel universe whilst publishing an underground comic. This land is inhabited by strange cartoon characters known as Doodles.

## Put a sock in it

Apparently, according to the packaging, "visual jokes and gags punctuate your adventure as you hop to and fro between reality and Cool World". Sounds good doesn't it? Well, I didn't exactly find myself rolling round the floor and reaching for the oxygen with



laughter while playing, but maybe I just haven't got the right sense of humour!

The action is basically as follows, run around the real world shooting Doodles and collecting coins. Once you have enough you can gain access to one of the portals into Cool World. Once you have got into Cool World, you have to run around shooting Doodles. Thrilling stuff.

At this point you may be asking yourself why? Why does our hero have to risk life and limb? Well, you must do all this in order to redress the balance between Cool World and the real world. The Doodles are moving objects from their world into yours, and naturally, if they are not stopped then the universe may explode. Oh no, what a tragedy!

The more Doodles that make it through, the higher the danger to the real world. To complete each level you must shoot all of the Doodles and suck them up with your pen, return the objects, and

then maintain the balance for the duration of the time limit you're up against.

Once again, this is another wasted film license. When are the software companies going to start consistently producing the top quality games we know they are quite capable of?

## THE LOW-DOWN

PUBLISHER: Ocean  
TEAM: In House £25.99

*Cool World* is a tragedy all round. I'm sure, if the effort had been put in, someone could have come up with a half decent idea based around the film. As it stands, what we have here is one of the worst games I have seen in recent times. I would have to recommend that unless you prefer your games to be tedious and boring then you should steer well and truly clear of this one.

Steve

60%

GRAPHICS  
SOUND



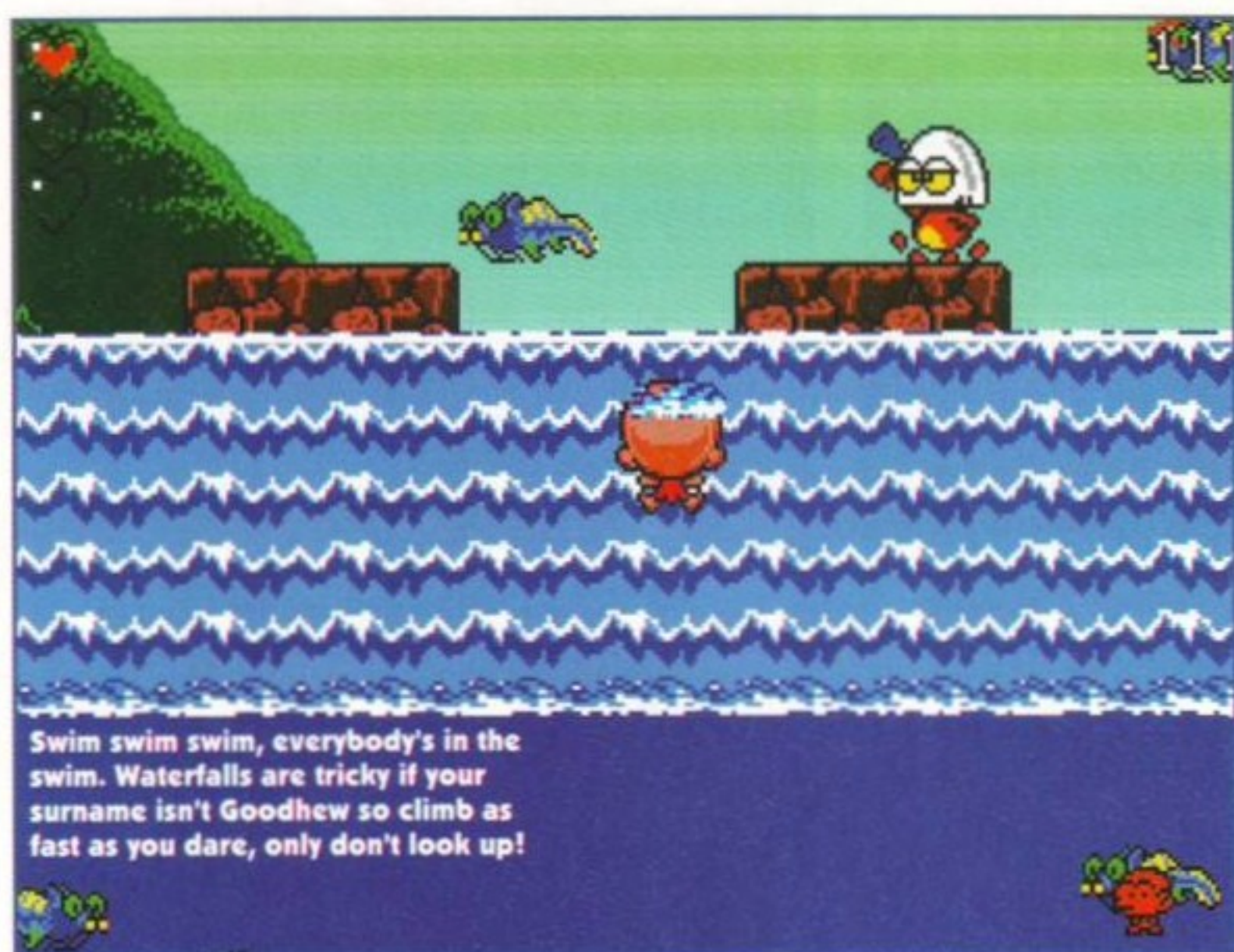
The sub-sections in *Cool World* are all pretty samey and basically uninteresting.



To rid the real world of the tiresome Doodles you have been provided with a pen to suck them up.

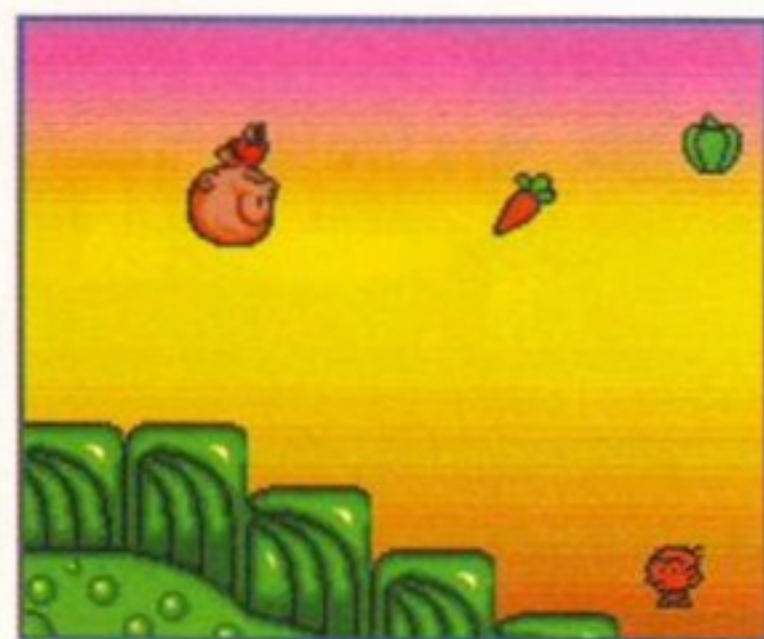
SHOOT'EM-UP





**O**h no, not another caveman platformer, I hear you cry. Well yes and no. *BC Kid* is no ordinary trip to prehistoria. For starters, being only a kiddywink you would not expect him to be on a mission to rescue his lovely wife or girlfriend (he certainly doesn't look like an early developer that's for sure), but he is as she has been kidnapped by the fearsome dinosaurs - the fiends!

*BC Kid* has, shall we say, something of a curious habit. He uses his head, that much is true. Perhaps "Yosser Kid" would have been a more appropriate name for our ancient infant



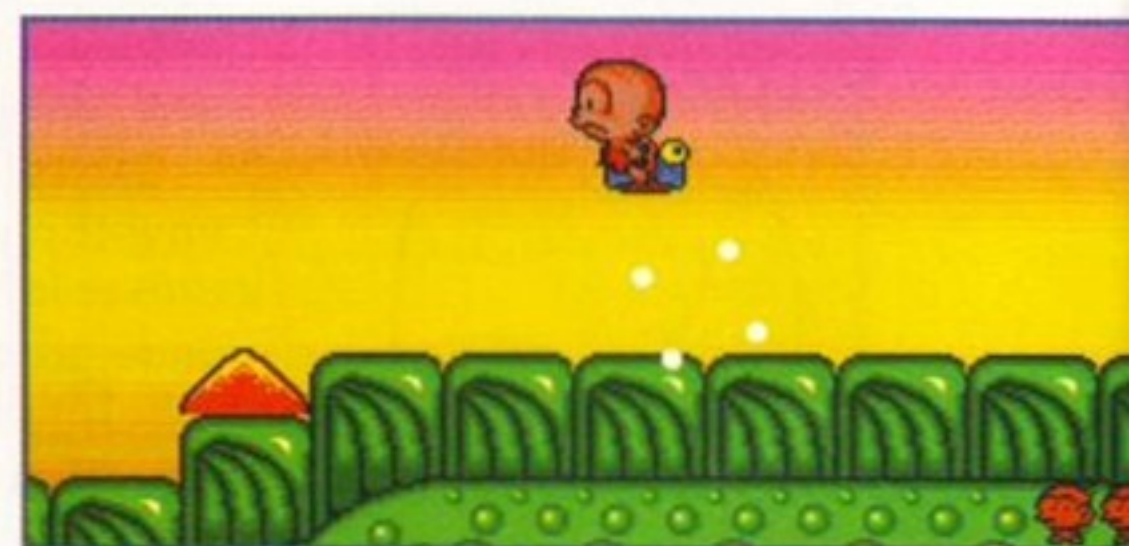
himself would be proud of. This he uses to excellent effect. He certainly has the hardest head in the biz - it begs the question of where he keeps his brains really!

However, even a cranium with the consistency of Kwik-packs a head-butt that Mr Hughes Dry cement is not always enough to



# BC KID

**The prehistoric kiddie with no hair has a mission. What could he possibly want? Why not follow him and find out.**



Yeouch!! Volcanoes are bad news as it is, but trying to bounce down one head-first is not a good idea. Good job our Kid's no intellectual!

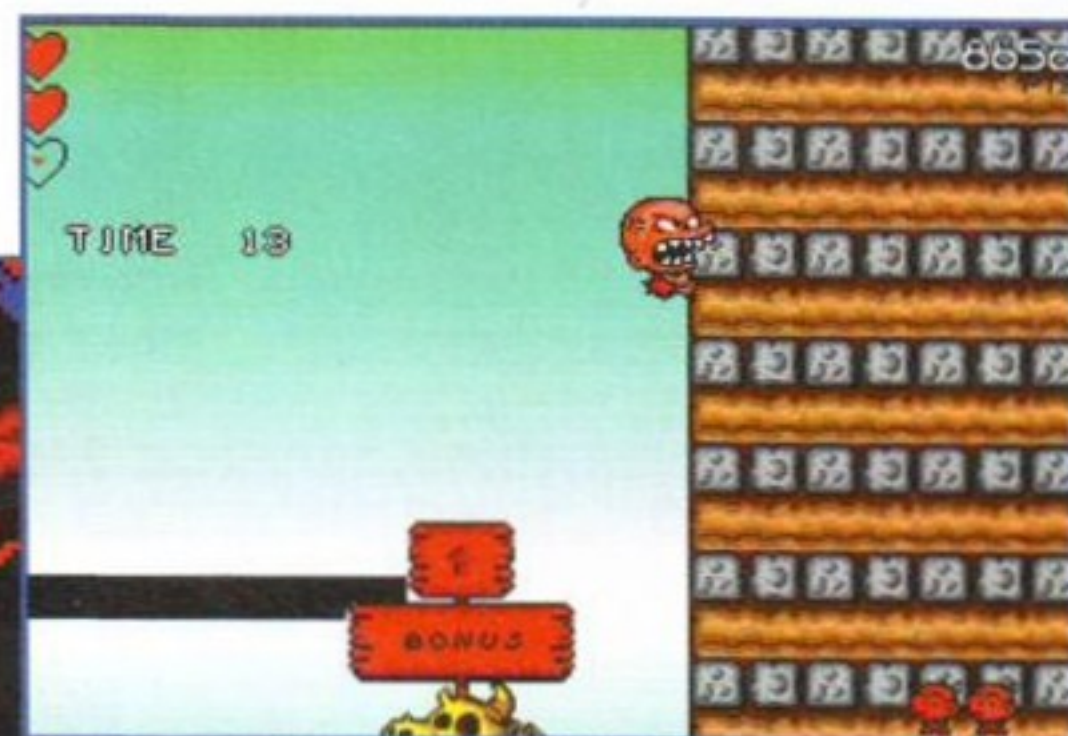


This rather large and colourful baddie may look gormless and about as difficult to beat as an egg, but much head-buttery is the order of the day for this wolf in sheep's clothing.





My, what a fine pair of teeth you have! The Kid waves two fingers at the dental world and uses his teeth to grab him a bonus. Remember kids, don't try this at home!



get by on. Between the Kid and his quarry are lots and lots of nasty baddies who don't exactly have ol' BC's best interests at heart. We aren't just talking one or two either as there are baddies in copious amounts and varying forms.

### Monster mash

BC must brave the crocs, fly in the face of the creepy crawly things and tweek the noses of the bespectacled blue liverbirds. Not to mention the skeletal fishes, funny red worm things and mutant dragonflies that seem intent on using the Kid to make a new and novel rug for the living room floor. So just beware and pack plenty of Elastoplast and Savlon!

In his favour though are lots of yumptious fruits to nourish and help him on his quest (but watch out for the poisons). Lots of power-ups too, but best of all is the special dinosaur steak that has generous amounts of Tabasco to spice it up. This winds him up so much that nothing can stop him at all. I'll have a piece of that please!

Enough waffle about the Boy Wonder himself, how does the game measure up? Rest assured,



Don't be fooled by the cuteness of these oversized caterpillars. They mean business and when you're only a kid, all business is big business.

this is certainly no poor show of a game we have here. The graphics are smooth and the screen scrolls dreamily along at a good pace. There are five worlds, each consisting of a number of levels. There's lots of different scenarios too, which is highly pleasing and adds to the fun. In true platform style each level has a chief baddie that must be defeated. However, there is a twist in that the 'baddies' are really 'goodies' who have been entrapped by the evil 'saurs.

There are plenty of quality tunes to accompany your chivalrous yet lustful quest, so

choose from the assortment of audio pleasantries available at the start. Can you dig it?

The game is actually a conversion from the PC and seems to have lost nothing in the process. BC Kid exploits the Amiga's impressive abilities to a high degree and should appeal to young and

older Amiga addicts alike. Captain Caveman eat your heart out, BC Kid is cooler, sexier and less hairy than you (well he would be seeing as he's bald) and doesn't need an iffy collection of Teen Angels in a van to pull an



Don't get pricked by the cacti kid, and don't mess with egg-head or the specky birds in blue. Make like a banana and split.

audience. This kid's going down in prehistory and can be regarded as one of Ubi Soft's finest products as well as a great platforming experience and achievement.



You stupid kid. Did your mother never tell you not to get into strange dinosaurs mouths? Shame Listerine hasn't been invented yet.

90%

### THE LOW-DOWN

PUBLISHER: Ubi Soft

TEAM: Hudson Soft £25.99

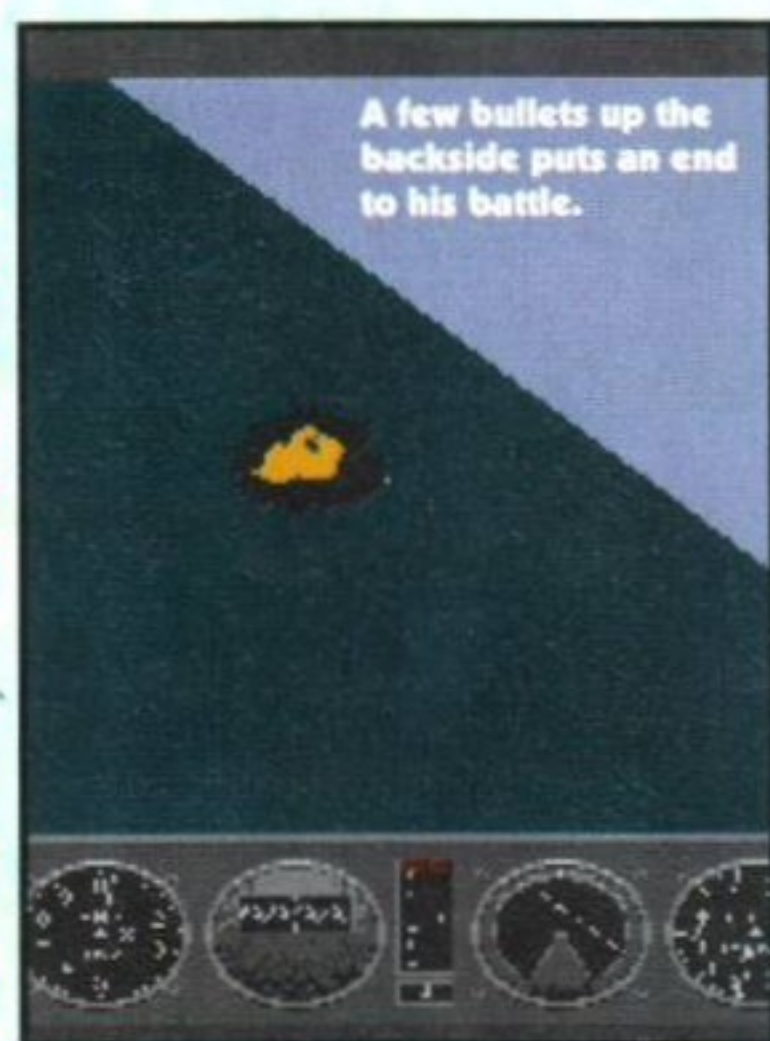
BC Kid has enough fun and originality to hold his own against the likes of *Chuck Rock* and *Caveman Ninja*. The rescuing his girlfriend bit is slightly suspect but you grow up quickly in a world where dinosaurs roam and cavemen really stand out from the boys. BC Kid is a real tough-nut in every sense of the word, yet has an endearing cuteness that borders on the nauseating. I would say this is certainly one of the most enjoyable games of this particular genre, and you can call me Susan if it isn't so.

Huw.

GRAPHICS

SOUND





**F**light simulations were one of the first games to become available on the computer. The Amiga in particular has been targeted by companies trying to woo the would-be Yeagers among us with anything from airliners to jet fighters. *Fighter Duel Pro* aims to capture the Battle Of Britain spirit that allegedly makes this country so great with the inclusion of the Spitfire in its menagerie of WWII planes.

As with any flight sim worth its salt, *Fighter Duel Pro* is no cinch to get started on – after all, no-one can just strap themselves into the

cockpit and go can they? I think not. The trouble is, a good computer game can be played to some degree of competence within a few minutes of starting up. On this front, *FDP* fails abysmally. The plane, whichever you choose to fly (and there are many) needs both mouse and joystick controls.

This can make matters rather confusing. Of more concern though

Gotcha Fritz. Don't mess with the RAF boy 'cos we'll give you what for! Still a mystery why there's a pyramid on England's mountains green though.



is the fact that your joystick is critical in that if it is not absolutely inch perfect (and not too many are) you're likely to find yourself in charred pieces at the end of the runway. I tried quite a few and only the Tomahawk measured up – bad news indeed if you don't happen to have one.

### Big bogies

The actual combat stages are impossibly difficult to find – fewer bogies than you'll find at a convention of people with no noses in fact. The combat scenarios are not too bad with good dogfights, but if you have to spend ages searching before you can engage the enemy, you'll more than likely give up and moan loudly to any who'll listen.

*FDP* does cater for those who want to control absolutely everything on the plane, but for the rest of us, it is a very unwelcome and unnecessary distraction.

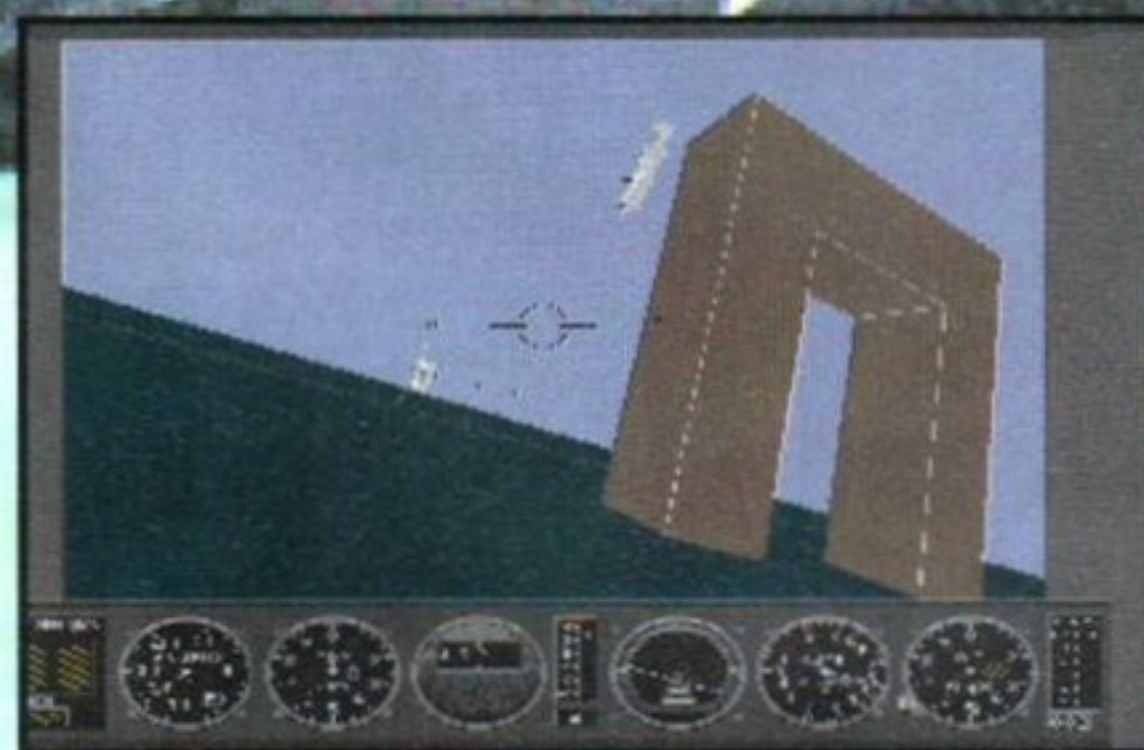
Real hard-core flyboys will like this regardless, but the rest of us are left with not a lot to keep our heads in the clouds.

Available on import from Jaeger Software, 7800 White Cliff Terrace, Rockville, Md 20855, United States of America.

# FIGHTER DUEL PRO

The Battle Of Britain is on. Scramble, scramble! Roger and out.

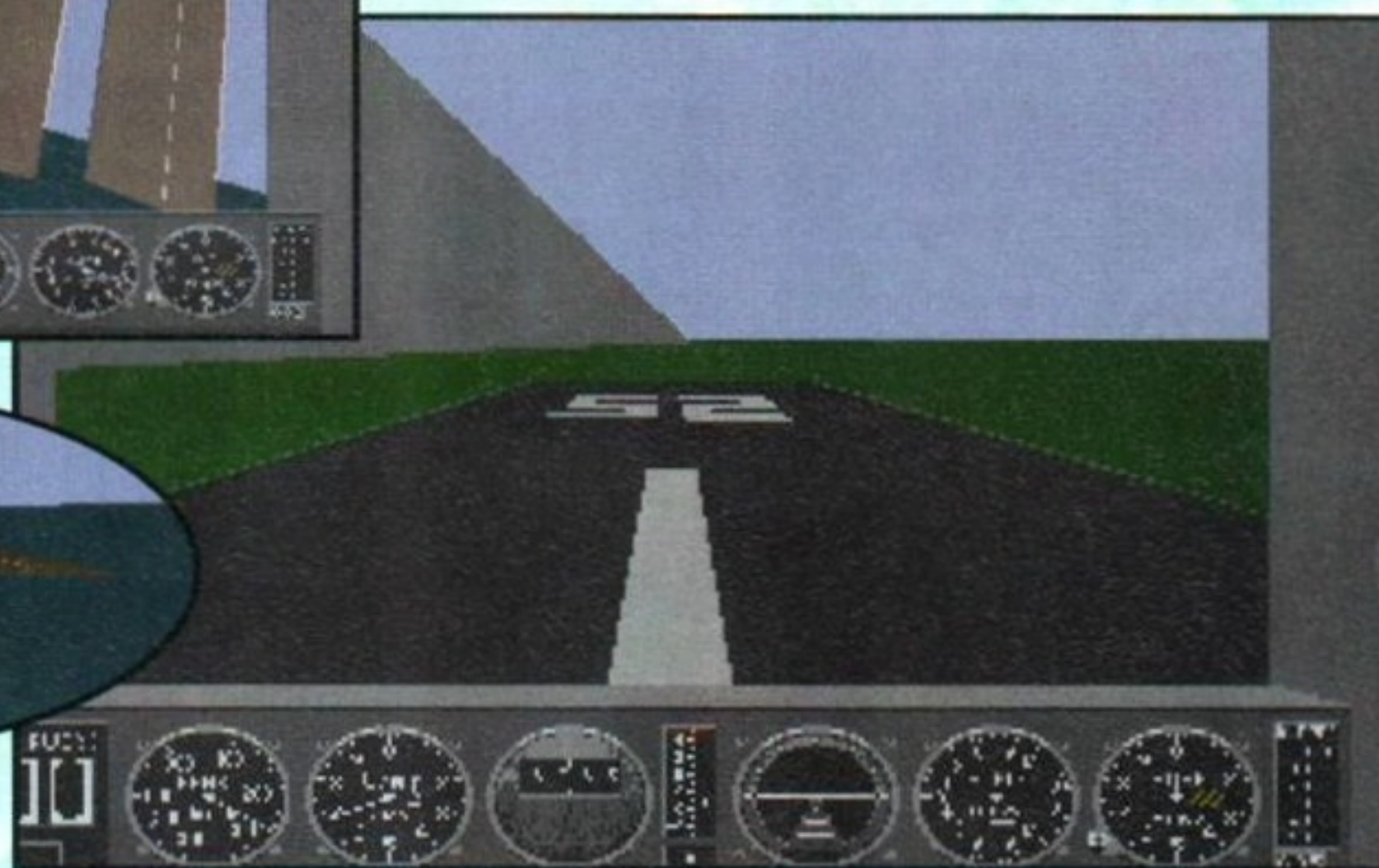
FLIGHT SIM



I've seen it all now. Who ever heard of a sea-borne arch? Whatever, chase the bogies round and round and shoot them 'til they hit the ground. (Someone shoot the poet!)



Tom Cruise has nothing on this carrier aviator. The sea is no place for nervous flyers who wet their suits easily! Shame nobody told the programmers that carriers didn't look like this in WWII...



Chocks away! Thunder down that runway, avoid that inappropriately placed pyramid, reach for the skies and, oh yes, don't crash. It's one hell of a bummer if you do!

### THE LOW-DOWN

PUBLISHER: Jaeger Software  
TEAM: In House \$59.95

No barnstormer of a game this one I'm afraid. It looks like the writers of *FDP* went for both absolute realism and fun, but have not really ended up with either. I doubt whether *FDP* is going to win too many fans as it's just too ordinary and too difficult to get to grips with. When there are so many other games of this type around, *FDP* could find itself left back in the proverbial hanger. Huw.

69%

GRAPHICS  
SOUND



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# 3D CONSTRUCTION KIT 2

Be constructive and get your kit off in this spanking new utility...

If you've ever looked at flight sims or real-time 3D games like *Carrier Command* and wanted to have a crack at 3D graphics for yourself, *3D Construction Kit 2* has quietly wandered onto the scene to let you have a go.

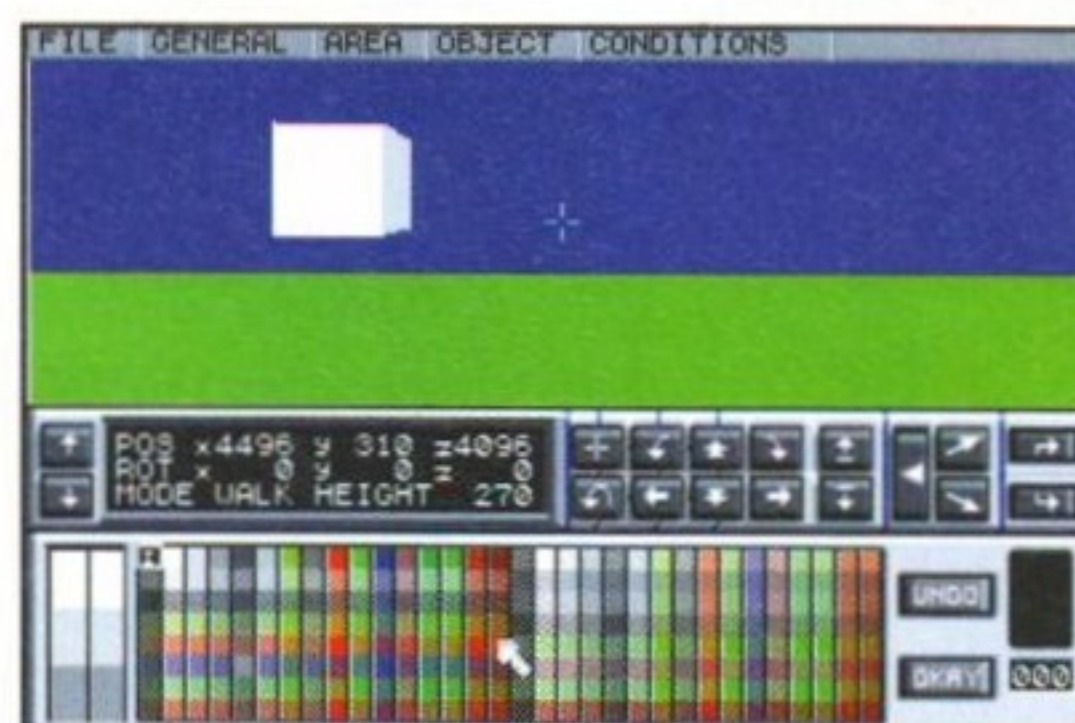
The first thing you will be confronted with when levering open the box is the manual. Since the thing weighs in at 200 pages

and must have taken a considerable fraction of Brazil's ecosystem to make, respect is due. But is it any good?

The writers have attempted to make it all easily understandable for the beginner – unfortunately, they've done this by liberally sprinkling the text with jokes, one liners and little comments in brackets. This might have seemed

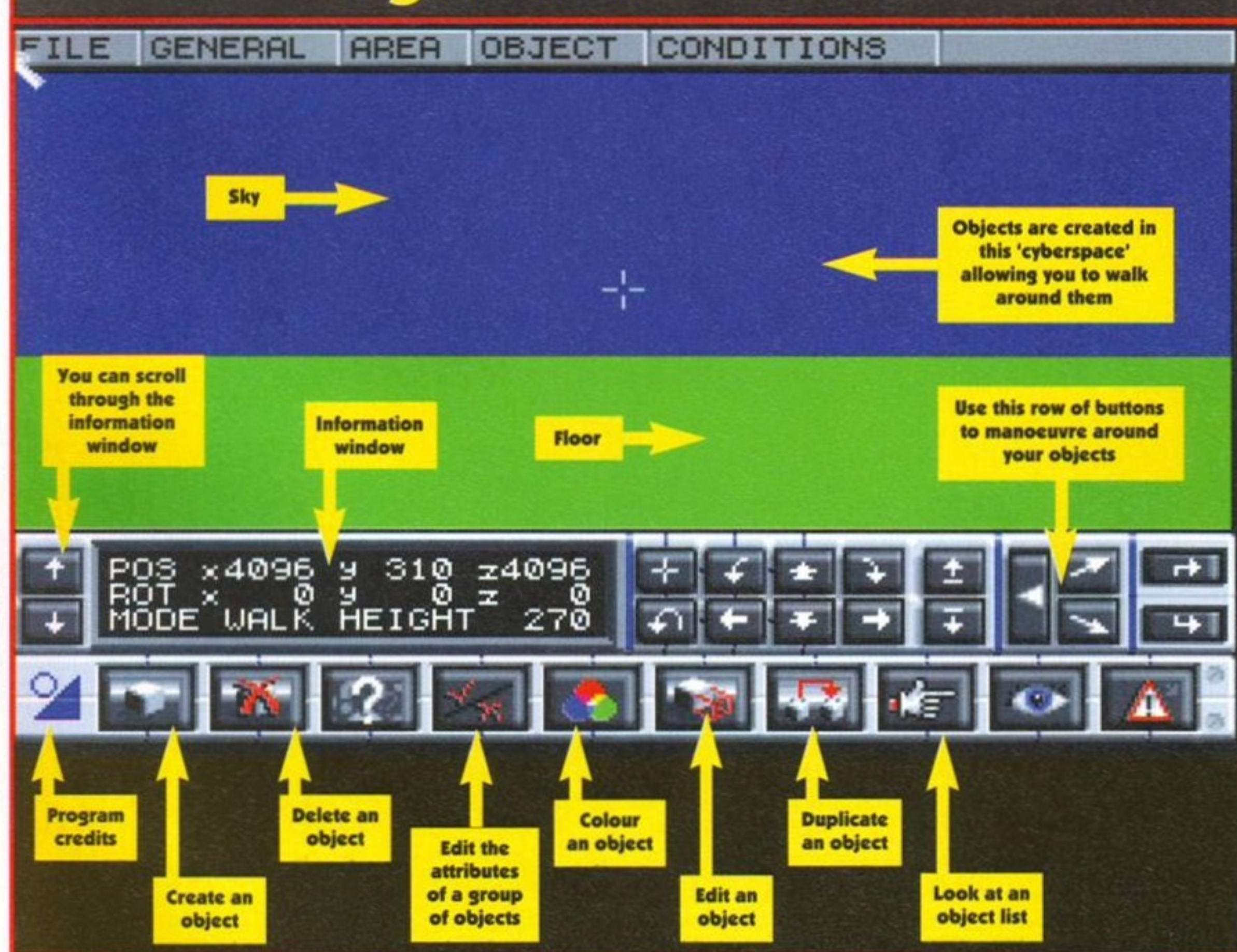
like a good idea at the time, but it all gets in the way and you'll soon be beating your head against a wall in frustration as yet another train of thought is spoiled by the manual's musing about hippy death rays and the like.

However, after some deep breaths and counting to tens in Swahili etc, you'll eventually get around to constructing cubes and



Here's a rather attractive screenful of colours. Now which one of my vast array of objects should I colour? Okay, you guessed it. I'll colour the fish purple.

## Right on the button

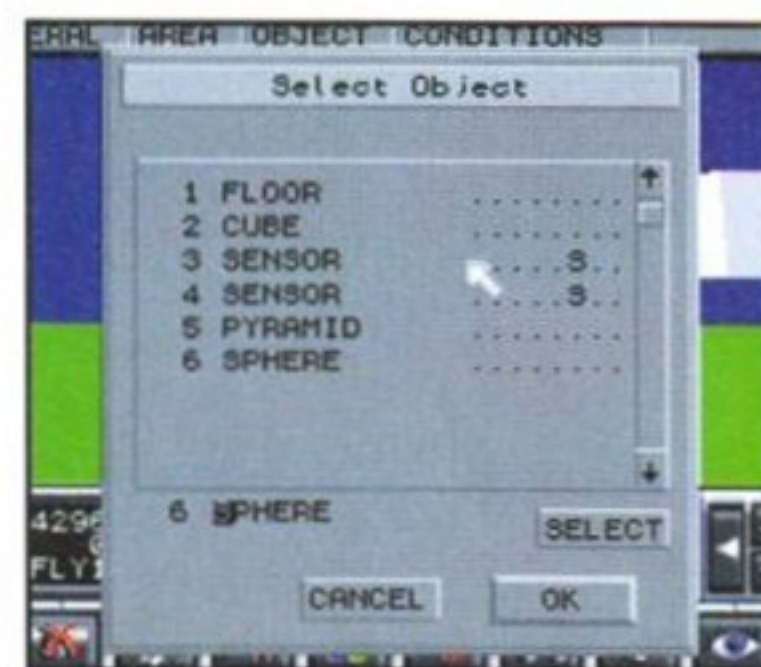


other 3D things.

The controls look daunting and are, at first. Construction of objects takes place in a kind of cyberspace environment, allowing you to rotate them, fly around and walk through them. You can build animations and set conditions so that different anim routines are run if something like a collision happens.

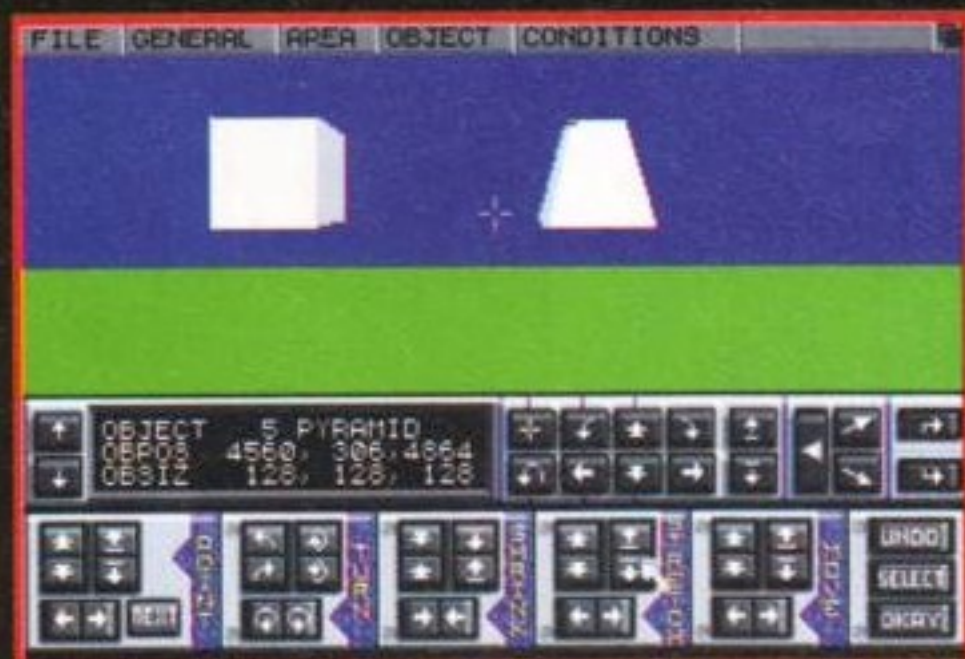
## Aimed at AMOS

There's also a compilable language included in the package which Domark are rather interestingly pitching against AMOS. However, the Europress boys have little to worry about as most of the commands are mainly to do with the package's 3D facilities. The language seems pretty simple to use, although computer science freaks will have hysterics when they see how many



This menu selects an object to colour in. Use any funky colours you like!



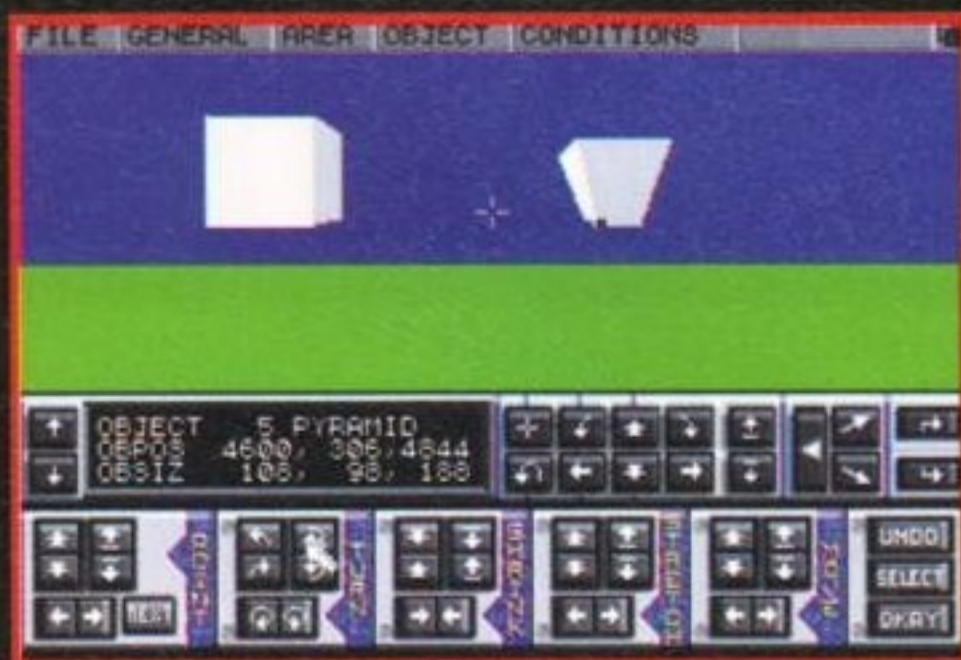


# Do...

This screen allows you to stretch, rotate and generally deform your lovingly created objects. You can do this over any axis you like, and the buttons next to the information window are the ones for the job.

# the...

And here I can prove it! Notice that my pyramid has been turned upside down! Now that wasn't difficult. Alright, this may not seem like the most exciting of manoeuvres, but at least it works!



# Twist!

Just to add to the fun, I've also created a sphere. Now, have I rotated it or not? You'll be pleased to know that you can use these basic shapes to create anything you want (like a boat), on a much larger scale.



language design rules have been broken or ignored!

However, what is most important is the speed at which a whole 3D creation might run, and here lies the main problem. I

just cannot see anything reasonably complex running at anything like the speed a game might require. 3D computations take a notoriously long time to do, and I doubt it very much that this package has the required muscle.

3D Construction Kit 2 is a worthy attempt, but the above problem is going to limit the potential number of users to Sunday programmers and PD people. Not that there's anything wrong with that, of course, although it's something Domark are going to have to take into account. To be honest, I can't see many software houses ditching their in-house 3D routines and moving over to this.

UTILITY

# 88%

## THE LOW-DOWN

PUBLISHER: Domark  
TEAM: Paul Gregory & Co. £39.99

This is a worthy product, but is let down by some hazy market research. Who is going to want this product? It's too slow for the professionals and too complex for the beginner. Everything you might want out of a 3D kit is here, but I have my reservations nonetheless, mainly because of the speed and the manual. Still, PD people will get something out of it (anything to stop the flood of D-Paint shots and sampled tunes) and it'll provide a useful introduction to 3D graphics for the uninitiated.

Nick.

GRAPHICS  
SOUND

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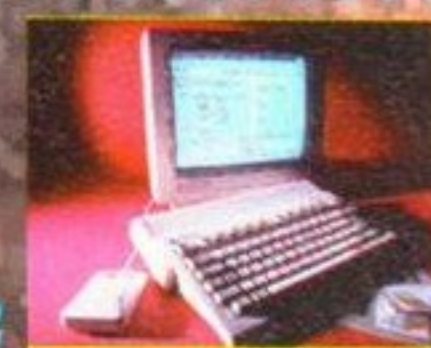
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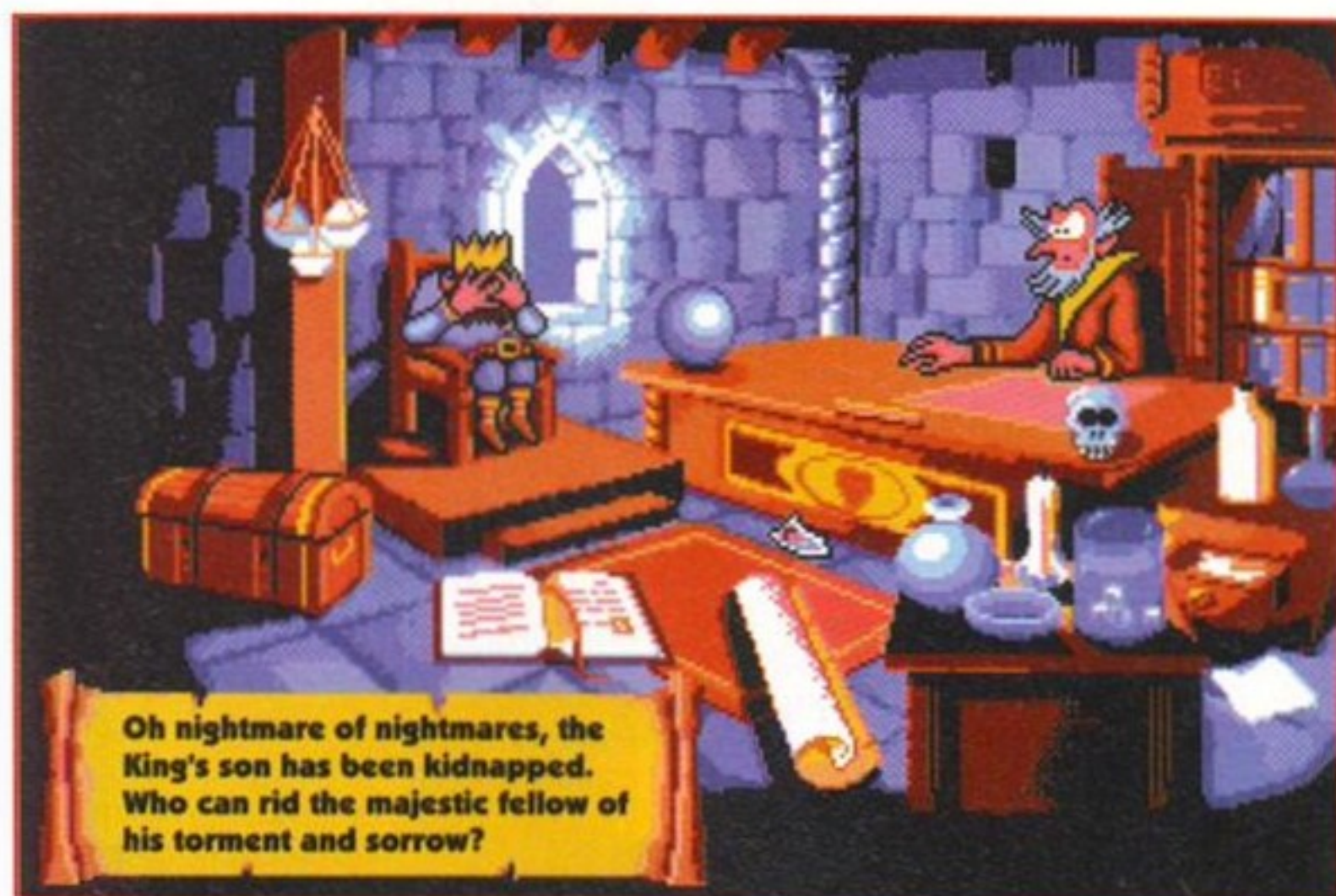
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# G O B L I N

**Hang on to your sanity folks, 'cos Gobliins 2 is just about ready to pounce with a vengeance!**

France is known for many things: wine, fashion, food and dirty racing drivers to name but a few. However, Coktel Vision are the people who may well put La France on the Amiga games map for a while to come.

*Gobliins 2* (only two i's this time) is, as you have doubtless guessed already, the sequel to the highly popular *Gobliins*.

Two fine upstanding chappies who go

by the dubious names of Fingus and Winkle have been volunteered by King Angoulafre to go on a mission to rescue the Prince Buffoon, King A's beloved if somewhat stupid heir apparent. The aptly named prince is firmly in the evil clutches of the demon Amoniak, and to add insult to injury has been made to become Jester to the demonic court! This is the vengeance

of defeat at the hands of the King in hand to hand combat some half a century ago - demons, like elephants, never ever forget. Only the wise Modemus can give any advice to the intrepid twosome to see them through the perils that lie (not very far) ahead.

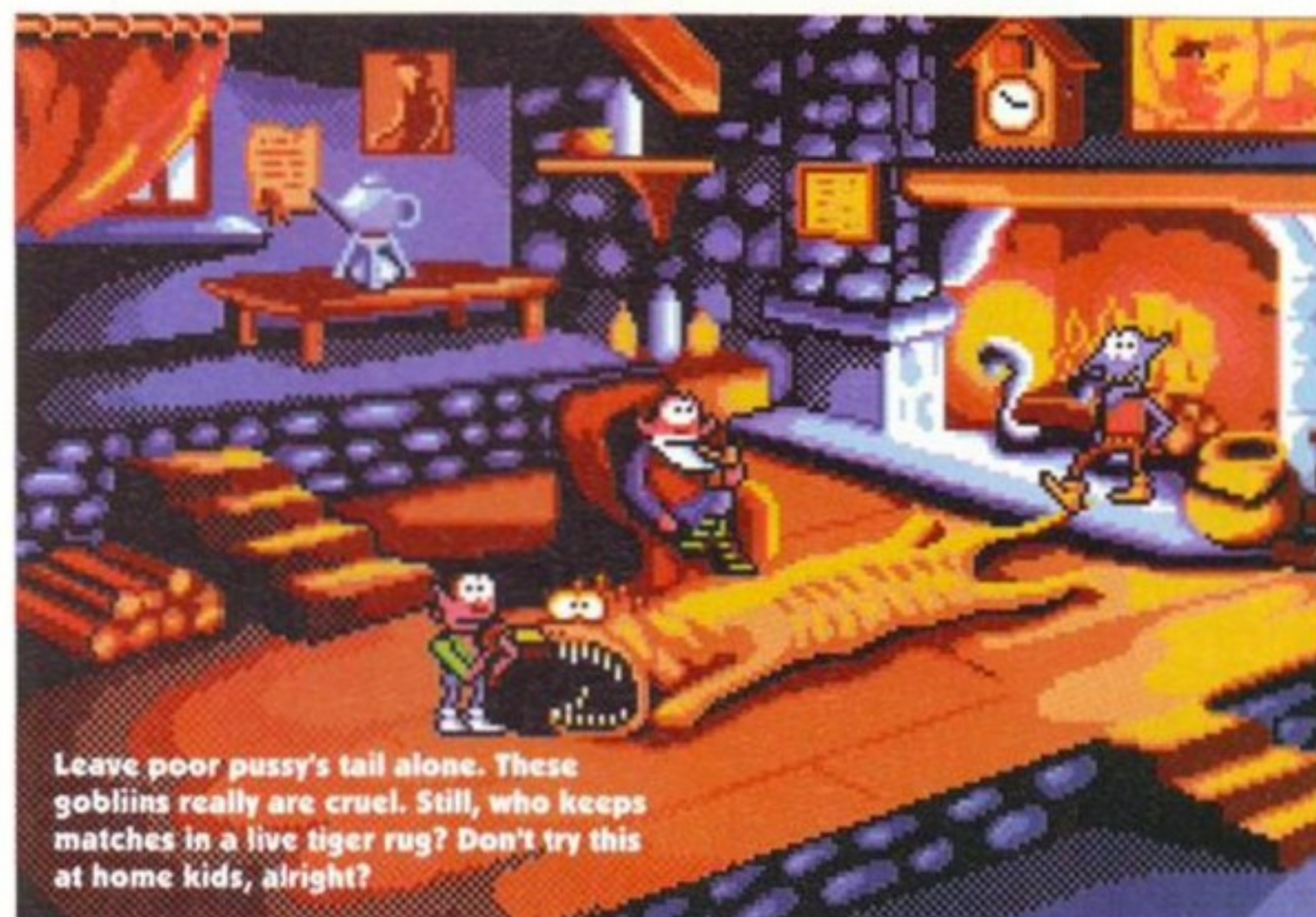
The theme here is very much that two heads are better than one. Winkle and Fingus are at either ends of the personality

spectrum. Fingus is the diplomat, sensible to the last and the one who thinks things through. Winkle is quite a rogue with an evil sense of japey and an eye for what might loosely be termed the finer things in life. On the interpersonal front, Winkle has all the subtlety of a Scud missile - not the man for enlisting the help of the unhelpful!

Much puzzle solving needs to



What bee goin' on here? Fingus finally discovers that Winkle really has a bee in his bonnet. This really is a most tree-mendous action scene!



Leave poor pussy's tail alone. These gobliins really are cruel. Still, who keeps matches in a live tiger rug? Don't try this at home kids, alright?





## Pointy ear and there

- 1** Fatso the giant awakes to the smell of fried eggs.
- 2** Fingus, the type of respectable goblin you could take home to meet your parents.
- 3** Winkle is naughty but nice. Try to keep him stumm!
- 4** Here Fingus and Winkle try the beat-the-hen-with-the-sausage alternative to battery farming.
- 5** Gallic logic in action - put your sausage down a hole in the road to pass the dog!

# INS 2

be done and upon yourself is this task placed. Fingus and Winkle will carry out your instructions in their own idiosyncratic fashion, occasionally politely suggesting what might be the best course of action. If you still find yourself in a permanent state of bemusement you can play one of your three jokers to gain extra hints.

**PUZZLE**

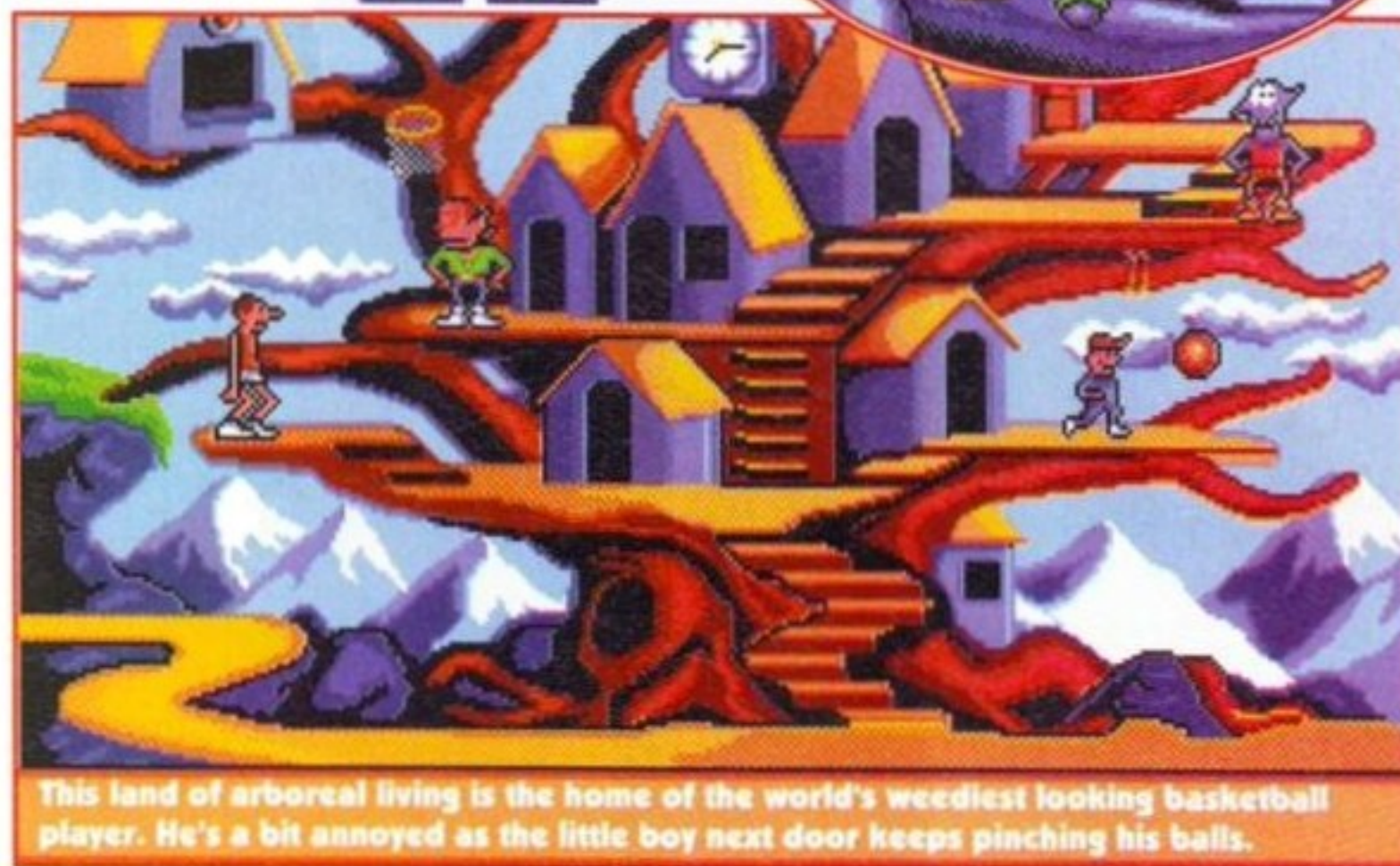
concept of the game is excellent. Much thought is required and the nature of the gameplay is very interactive, even more so than in most adventure games you'll find. Problem is, many of the things you have to do are not immediately apparent - which in itself isn't a problem. After all, if it was easy it wouldn't last long but some of the logic behind the problems is just far too wacky for my liking.

For example, get past a difficult dog by sticking a large sausage down a hole in the road! Perhaps this is de rigeur in France, but we Brits are slightly less insightful it would seem. This kind of trickery is enough to mash your brains and leave you dizzy with an extremely severe headache.

## Bottoms up!

So what of the game itself? It must be said that the graphics are quite beautiful and the animation is as smooth as a baby goblin's bottom. Problem is that you have to wait an eternity to load each screen.

The actual



This land of arboreal living is the home of the world's weediest looking basketball player. He's a bit annoyed as the little boy next door keeps pinching his balls.

**88%**

## THE LOW-DOWN

PUBLISHER: Coktel Vision

TEAM: In House £29.99

This game is a real corker. The graphics are superb and the background music no worse than anything else. This is the stuff of adventure puzzlers' dreams, and rightly so. I must say though that it is unbelievably hard. Maybe I'm just stupid but there you are. A fabulous adventure with plenty of thought-provoking puzzles to make sure the chilly wintry hours go by. Just make sure you pack a few extra brains with your sandwiches and you will probably be alright on the night.

Huw.

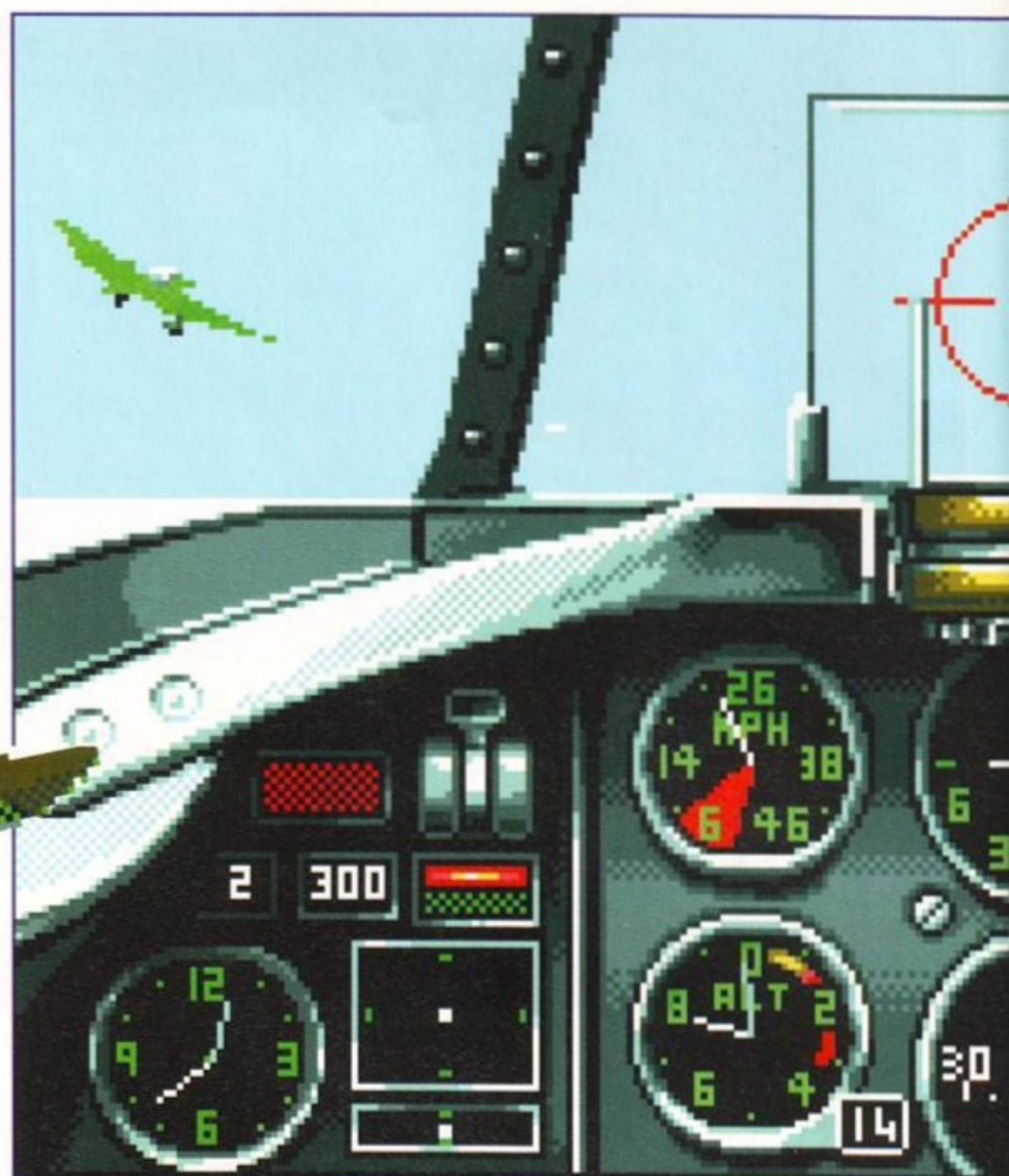
GRAPHICS

SOUND





If you decide to be a controller then this screen is where you will find most of the action taking place.



# REACH FOR THE SKIES

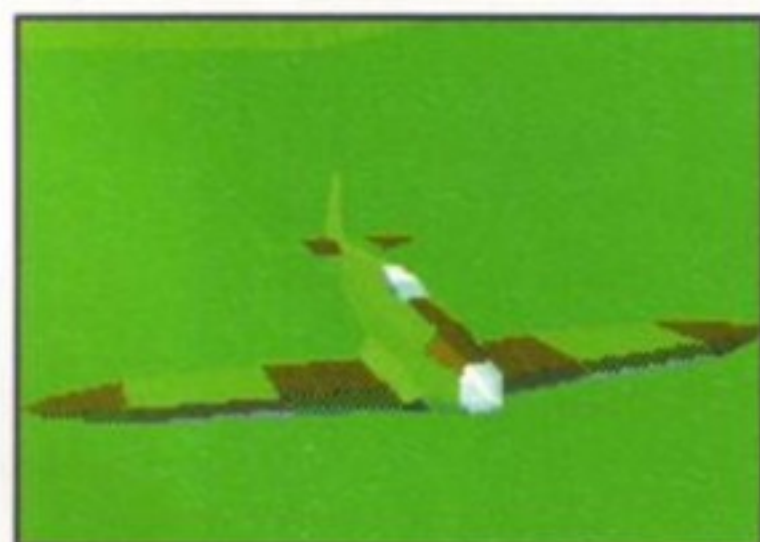
It's chocks away for the latest in a line of World War II flight simulations.



As a controller you must coordinate your side's war effort, weakening the enemy through strategic thinking.



The target has just reared its ugly head into sight. Get after him and blow him out of the sky with a murderous cry.



Your plane is primed and ready to attack. Pounce on any unsuspecting enemy plane - tally ho and all that!

Flight simulations are big business these days, with everyone trying to get in on the act. Fortunately the programmers behind *Reach for the Skies* have a very good pedigree and certainly know what they're talking about when it comes to this type of game. If you enjoyed playing the absolutely marvellous *Flight of the Intruder* then it's a safe bet that you are going to love *Reach for the Skies*. For this game,

Rowan Software has chosen a completely different theatre of war than the Vietnam scenario that was favoured for their last release. This time they have gone World War II, the Battle of Britain to be specific. The reasons behind

this choice are fairly obvious.

For those utterly oblivious to what happened in the Great War, the Battle of Britain was the most ferocious struggle for air supremacy in the whole conflict. *Reach for the Skies* attempts to re-enact the whole event, offering the player the opportunity to take on three different roles.

You can choose to be either a British or German pilot, or for the

more strategically minded, you can also choose to control the battles. The latter option puts you right at the heart of a complete campaign simulation which includes the production and distribution of aircraft as well as keeping up the morale of the pilots.

However, the part of the game which will undoubtedly generate

the most interest is the actual flying element. The basic scenario is as follows: all of the battles are fought over the English coastline, hence the imaginative title, the Battle of Britain!

Take off and intercept any of the filthy Hun scum that are flying their planes at top speed towards dear old Blighty. That is of course unless you have chosen to fly for the Germans (traitor!). In this case

FLIGHT SIM





# RAID THE SKIES

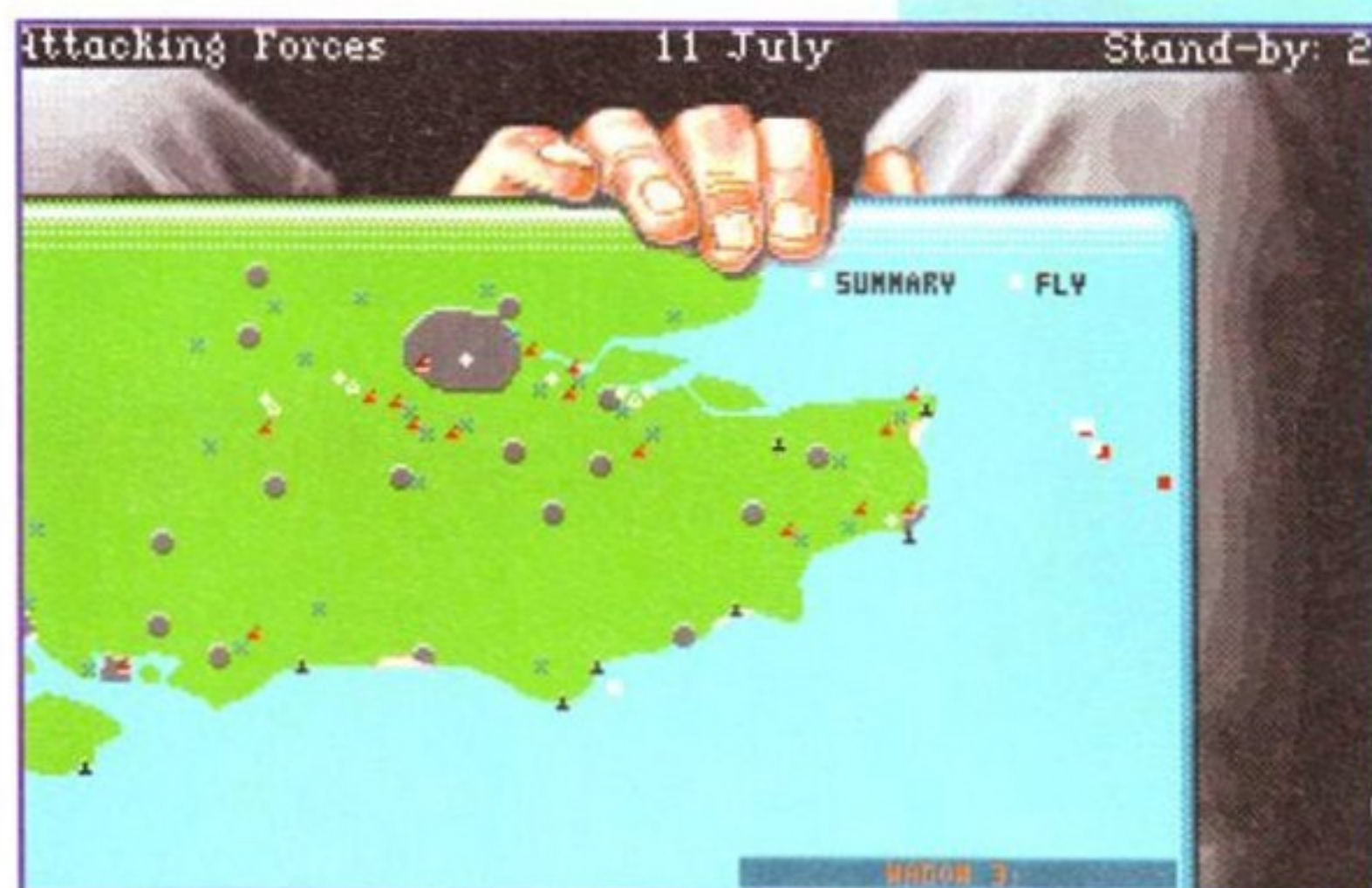
you must heroically risk your life for the glory of the Fatherland, in order to bomb those irritating British with their stiff upper lips and unusual sense of humour.

Once up in the sky, your first task is to find and intercept your enemy. This is done via a handy map which you can access by pressing M at any time. On the map, you will see your plane, any friendly aircraft and also any of the enemy who just happen to be in the vicinity.

Click on any of the dots on the map and a summary of that particular squadron will be displayed. This will tell you how many planes are in the group as well as their height, and various other information. However, as in

the real war this information is often inaccurate, so don't be surprised if the summary tells you that there is only one plane, but when you get there you find a squadron of 15 parked behind a cloud! Once you have identified your target, simply turn in its general direction and head off. As in most flight sims these days an accelerated time feature has been incorporated to speed up any boring bits, such as travelling to your destination so make good use of it. Don't worry about overshooting your target though as the feature automatically turns itself off in times of trouble.

Once you have reached your target it's simply a case of getting behind and blasting it out of the



The map is where you will find the location of any enemies about to attack, as well as enemy areas which are to be bombed.



Perhaps we underestimated the skill of the opposing pilot. We've got a minor problem here in that we are about three seconds from certain death!

No	TYPE	LOCATION	MOVE	STATUS
1	SPITFIRE	TANGHORE AIRFIELD	ATTACH	
1	WING MAN	TANGHORE AIRFIELD	ATTACH	
1	SPITFIRE	LYMPNE AIRFIELD	ATTACH	
1	WING MAN	LYMPNE AIRFIELD	ATTACH	
1	SPITFIRE	HAWKING AIRFIELD	ATTACH	
1	WING MAN	HAWKING AIRFIELD	ATTACH	
1	MURRIANE	HANSTON AIRFIELD	ATTACH	
1	WING MAN	HANSTON AIRFIELD	ATTACH	

1 Spitfire aircraft scrambled from Lympne Airfield to intercept Raid P which consists of 2 Ju87 and escorts.

TakeOff Intercept Land Cancel 10 July

Here you get to choose whether to be a leader or a wingman, and also which airfield to take off from. Decisions, decisions. I'd rather have a cup of tea.

sky. Well obviously it's not quite as simple as that but what do you think this is, an instruction book?

OK then, here's a bit more detail just for you! It's a good idea to make use of the excellent exterior battle view, which shows you both your plane and also the nearest enemy. This enables you to quickly find and destroy any enemies that are within range. Once you have destroyed all of your deadly foes then it's back to

base in time for tea!

If you prove to be a real hotshot then it's possible to complete a mission without destroying all of the enemy planes. If you are too much of a handful for them and take out three within the first 10 seconds then it is more than likely that they will turn tail and head back to where they came from. The level of detail in parts is incredible. I say in parts because most of the



game is pretty terrible landscape-wise, with just the usual green and the odd splodge of brown thrown in for good measure. However, things such as the golf courses, which contain fairways, greens and bunkers will amaze and astound you.

*Flight of the Intruder* veterans will recognise some of the presentational features as they are virtually identical. Features such as the video recording of a battle, and also the ability to take still photographs whilst in flight. All you have to do to access the video recorder is press V at any time, and then revel in glory back at your base with the boys and a few beers.

Although this is an excellent feature, it does detract slightly from the realism of the game. I mean, how many people do you know that had video recorders back in

#### STATISTICS: Raid Total

STEVE

Aircraft lost	1	1
Aircraft kills	1	18
ground trgt hit	0	0
Flying hours	0:18	11:18
Kill rating	11	18

RAF strength: 0 %

After your mission, you will be given statistics for your pilot. Peruse them at your leisure then it's back to barracks to wax your handlebar moustache.

1942? Not many I can tell you! But then again perhaps that's me just being picky and trying to find fault in what is an almost faultless release. (Yes! - Ed.)

As a new pilot you must provide your name as well as a call sign. Thinking caps on chaps.

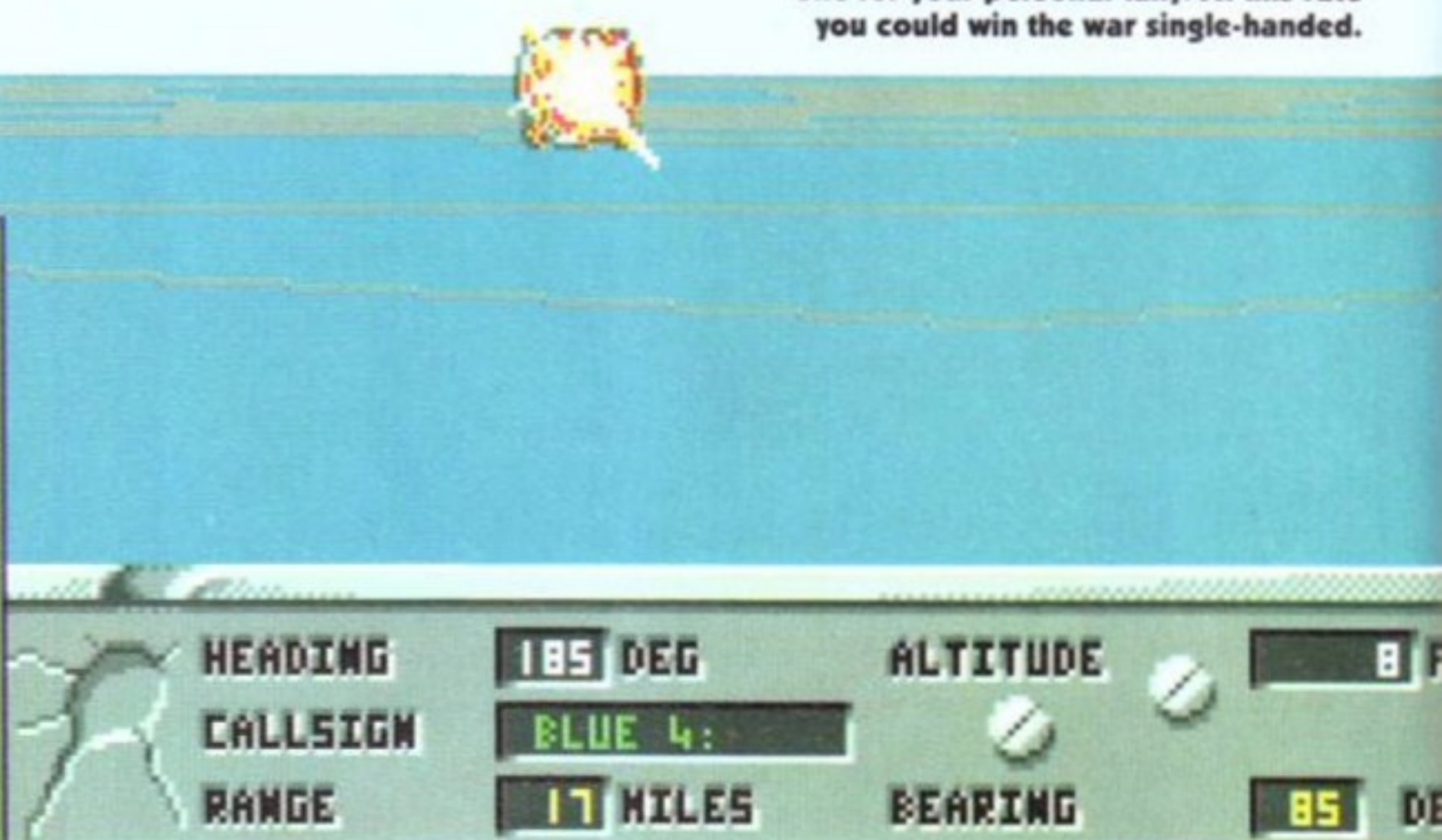


New player Cancel



At the beginning of the game you have the choice of practising, taking control of the whole offensive or stepping into the pilot's shoes.

Scratch one more enemy. That's another one for your personal tally. At this rate you could win the war single-handed.



## HOW DOES IT COMPARE?

### ● BATTLE OF BRITAIN by LucasArts

Reach for the Skies basically takes Battle of Britain and improves on it in every department. Better sound, graphics and gameplay - better game!

### ● FLIGHT OF THE INTRUDER by Mirrorsoft

This previous release from Rowan Software has many similarities to Reach for the Skies. However, Rowan have learned from their mistakes and vastly improved on almost everything with this latest release.

### ● FALCON by Mirrorsoft

The granddaddy of all decent flight sims and still one of my own personal favourites. Although beaten into oblivion by Reach, it will always have a special place in my heart!

### ● F-15 STRIKE EAGLE II by MicroProse

This is an excellent game and pushes RFTS fairly close. However, the decision has to go to the newer game, if only because flight sims have moved on since it F-15 II released.

### ● F-19 STEALTH FIGHTER by MicroProse

When this game first came out, I was convinced nothing would ever come close to it. Unfortunately it suffers from being far too easy with long periods of nothing to do. Beginners and people with copious amounts of cash only!

93%

## THE LOW-DOWN

PUBLISHER: Virgin  
TEAM: In House £29.99

Reach for the Skies has done the impossible. It has bettered the best flight sims available for the Amiga, including my all-time favourite, *Flight of the Intruder*. It maintains a high level of realism throughout what is an extremely technical simulation. However don't let that put you off because unlike most shoot'em-up sims this one is actually fun to play and fairly easy to pick up. It's hard enough so that when you succeed, you know you're improving. This is without a doubt the best flight sim available on the Amiga.

Alan.





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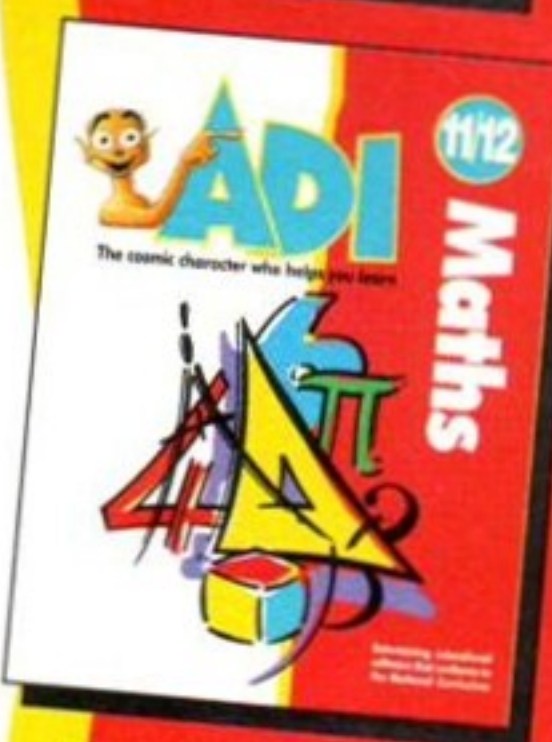
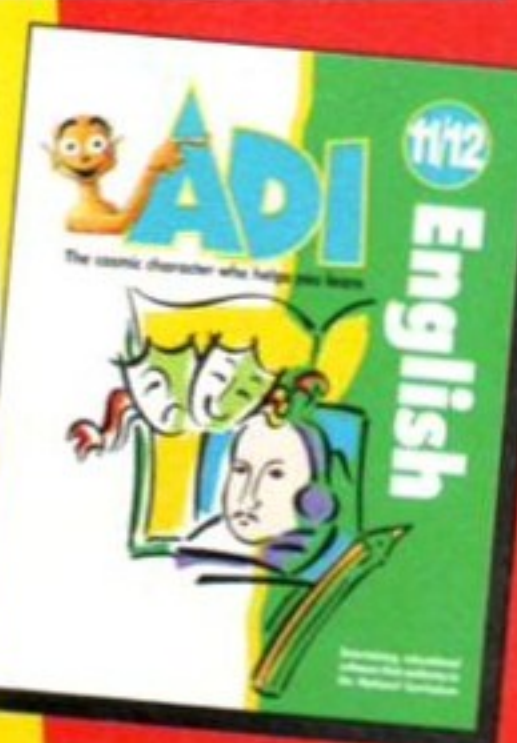
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I'd been playing *Rampart* for little over five minutes when some bod from ST Action wandered over and asked me if I'd ever played the arcade version. After the initial shock of this question had knocked me to the floor, I picked myself up and was soon reassured that a coin-op version does exist and this is the official Domark conversion.

I usually associate arcade games with monster shoot'em-ups and graphically stunning platformers, not strange strategy games with a little bit of *Tetris* thrown in.

Anyway, that's enough waffle so what's *Rampart* all about? It's actually about castles, lots of castles, the sort of castles which get burned down if some irresponsible geek leaves an inflammable liquid too close to a dodgy live wire. In this game though,

the idea of it all is to build a castle, defend it and make it bigger and better. It all sounds rather simple and that's because it is.

One or two players can take part in the action. In two player mode, both participants take control of a castle and try to take each other out. I'll explain how to achieve this when I describe the one player game. Both games are similar apart from in two player mode where you play against a fellow human instead of several computer controlled ships and ground forces.

The first thing you must do is choose a battle ground, each of which have varying difficulty levels. Then you must choose a home castle (there's usually a choice of about four

usually the best strategy. This may sound a little confusing, but there's very little more to the strategic side of the game than choosing your castle and placing your cannons depending on the whereabouts of the enemy. The remainder of the game is spent moving a cross-hair around the screen and firing your cannonballs at the enemy ground targets and rebuilding your castle after the ceasefire.

If your castle is damaged, which it will be, you can use a number of *Tetris* style blocks to rebuild it or make it bigger to house more cannons. The aim of this is to stop the enemy infiltrating your castle and ultimately ending

# RAM

## Help the royals restore Windsor Castle...

or five). This is the main castle and any other castle must be enclosed within the walls your main building. After this, it's possible to place a number of cannons within the walls of your castle. Placing them closest to any incoming enemies is

usually the best strategy.

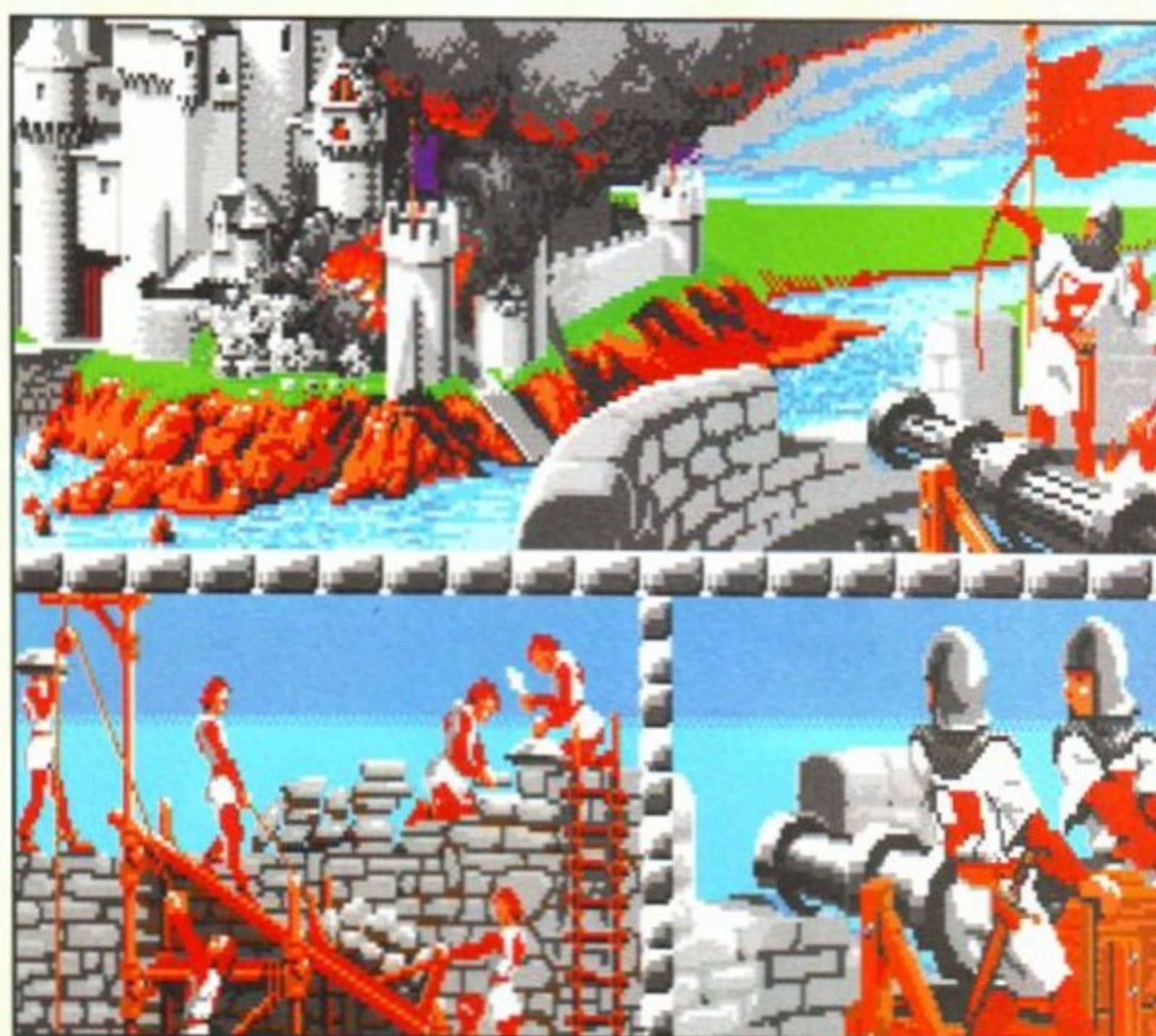
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If your castle is damaged, which it will be, you can use a number of *Tetris* style blocks to rebuild it or make it bigger to house more cannons. The aim of this is to stop the enemy infiltrating your castle and ultimately ending





# PART



the game.

If you manage to wipe out the enemy forces before they break into your castle, you'll be granted extra firepower which is crucially important because it takes a long time to fire a single cannon.

## Skimpy briefings

However, don't let the above description put you off too much. It may all sound a bit strange but the game really is very simple. This is made plainly obvious by the brief instructions which actually fail to mention various (and very

important) parts of the game, and the ludicrous time limits which give you very little time to think or act.

Graphically, things are a bit crude and little attempt has been made to utilise the Amiga's capabilities in any in-depth way. Soundwise, *Rampart* is functional, being mainly limited to little between games tunes and the sounds of cannons firing.

So long as you don't expect too much from this title, you will be okay, but don't expect to be playing this for a great deal of time after Boxing Day.

# 70%

## THE LOW-DOWN

PUBLISHER: Domark

TEAM: The Kremlin £25.99

For such a simple and plain idea, *Rampart* works surprisingly well but it could have been a worthwhile purchase if it wasn't for the strict time restrictions, limited scope of gameplay and graphical crudeness. Once you've completed one level, you'll find nothing new or interesting to get excited about, so you'll more than likely only get your money's worth out of the fine two player option. If the coin-op turned you on, go out and buy it! Otherwise I'd advise you to exercise extreme caution.

Pete.

GRAPHICS

SOUND

## Next stop, the World



Now the castle has been built, I think I'll put a few cannons on the ramparts. Cannons must be placed within the castle walls...

The cannon barrels still smoke, but the extent of the damage soon becomes obvious. Use the Tetris like building blocks to re-construct the walls...

The conflict begins. Move the crosshairs over the incoming ships and let 'em have it with a few well placed cannon balls...

It's all over. The castle took a fair whack but every single enemy ship was successfully sank. Hip, hip hooray!

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# HAPPY CHRISTMAS TO ALL OUR READERS!

**T**o those who know our illustrious Editor, Alan Bunker, this picture is a pretty fair representation of what he looks like after a hard night's boozing.

Horrifically, he plans to look just like that all over again on Boxing Day, so to save the planet from total annihilation, we've invented a game which is sure to wean you off vegetable-like Christmas activities like flopping in front of the TV with a crate of beer, a party hat and that wench you met at next door's party the previous night.

Enter Blister, the new word in Party games. All you have to do to play is dump Grandma in the bathroom, clear a space on the Christmas table and turn the page.

Anyway, a very merry Christmas to all our readers, and remember, if you want to wind up your family, now's the time to tell them you owe a loan shark £5000. And don't forget, Happy New Year!



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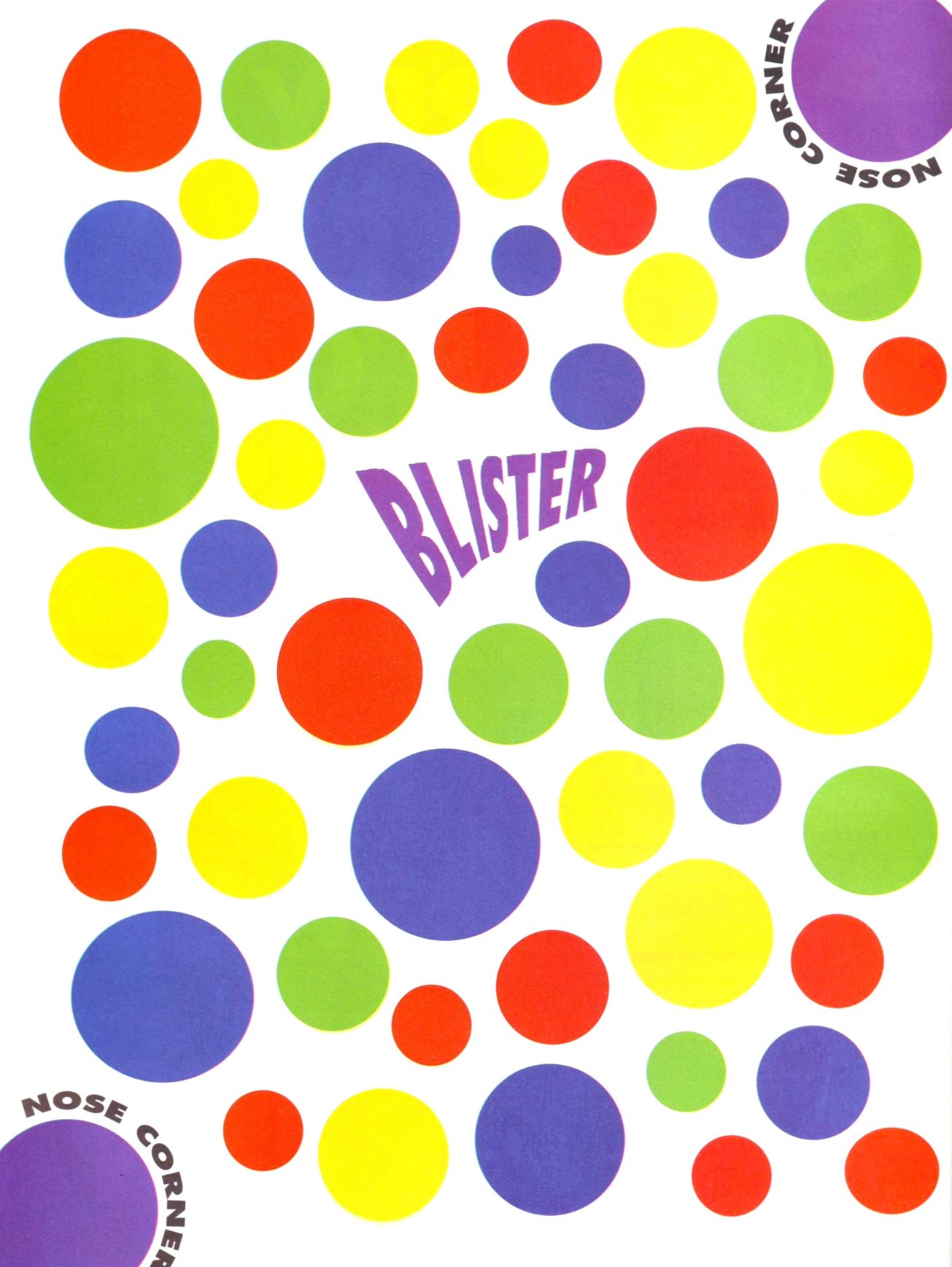




NOSE CORNER

BLISTER

NOSE CORNER





# BLISTER

**Fantastic fun for friends, family, funsters, funky people and old fogeys.**

**F**or those of you who think family entertainment involves dad beating up your long lost uncle ten minutes after he vomits over the christmas turkey, you may like to cast your eyes over a little more old-fashioned fun.

Way back in the days when TV was a not even a neon glow in the eyes of John Logie Baird, people used to gather after the Dinner and sit down to play board games.

Computer games addicts may not be familiar with these ancient forms of entertainment, so we at Amiga Action have created a desktop boardgame which has absolutely no connection with the world of computer games whatsoever.

To play Blister, all you need is a couple of dice and this magazine, open at these pages. You'll find a couple of cut-out dice elsewhere on the page if you happen to have run out of the things.

The rules are incredibly easy to follow and must be because it only took us ten minutes to invent them.

## To play:

You'll enjoy the game a lot more if you rope a couple of friends in as well. To really get things moving, you could always hire a nightclub and play it there, although this will not be a viable option for most people. In fact, we'll give a free computer game to the person who sends in a photo of him/herself playing it in the weirdest place (see below for details).

Start by placing your thumb in one



## Colour Dice:

- 1: Red**
- 2: Blue**
- 3: Yellow**
- 4: Green**
- 5,6: Remove a finger**

## Finger Dice:

- 1: Thumb**
- 2: Forefinger**
- 3: Middle finger**
- ... and so on**
- 6: Nose corner**

of the central coloured circles. Shake a dice (The Finger Dice) to choose which finger to put down next. Shake again (The Colour Dice) to choose the colour to put the finger on.

The winner is the person who lasts the longest without breaking his fingers or crying out in agony.

Blister has some additional features. If you throw a six with the Finger Dice, you have to place your nose in one of the nose corners. To get out of this, you'll need to throw another six on the Finger Dice.

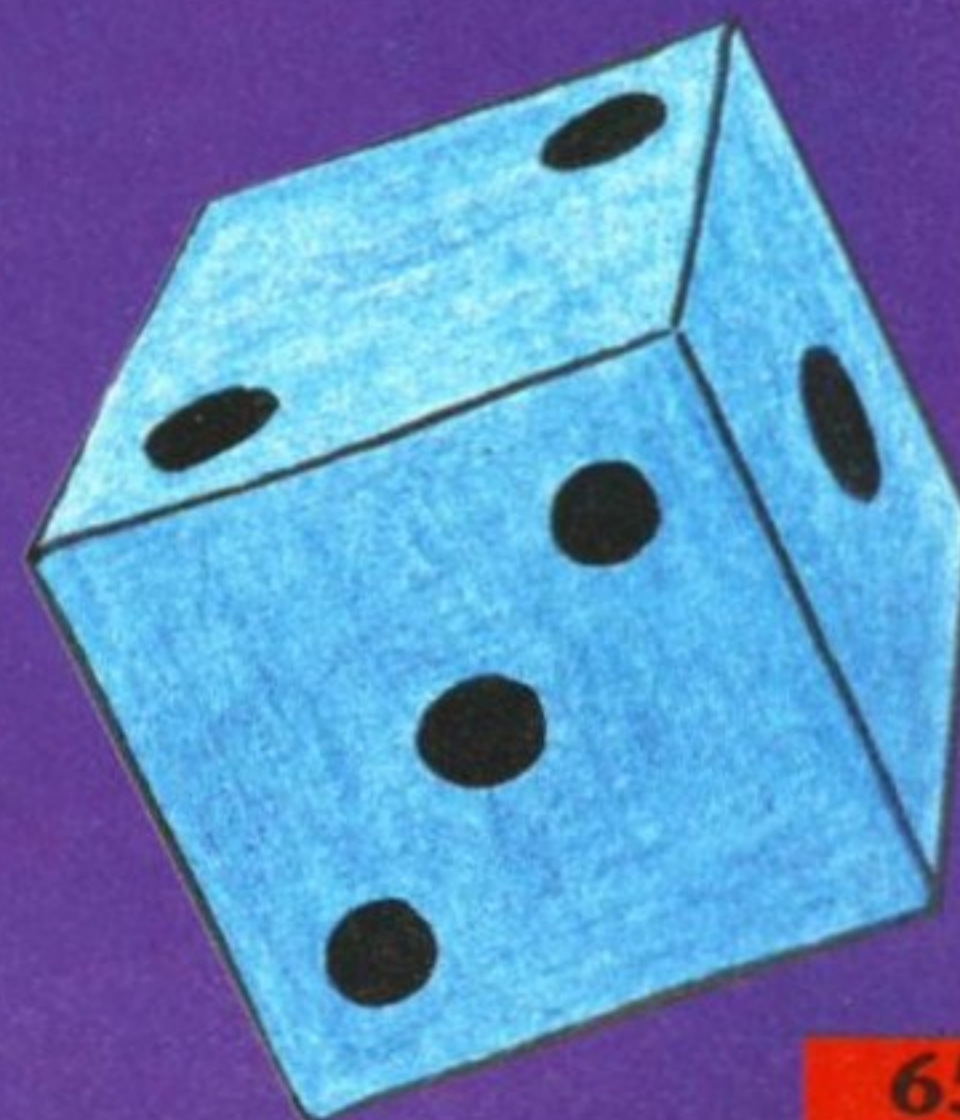
If you throw a five or six on the colour dice, you can remove a finger from the board. Anyone who ends up with no fingers on the board is a flukey sod and loses.

**BLISTER**

## WIN A GAME!

Send in a photo of the strangest place you've played Blister in and you might win a free game! Write to: Sore

Fingers Thing, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP. Don't forget to say what game you'd like to have.





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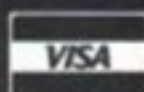
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### Body Blows - p74



Please give a round of applause as Team 17's new beat'em-up prepares to do combat with the mighty *Streetsfighter II*. Seconds out...

5400

### Joe & Mac - p70



Rock 'n' roll in a prehistoric world of hungry dinos and psychotic pterodactyls with the cool cavemen equivalent of *The Blues Brothers*.

### Armour-Geddon II - p68



The end of the world is nigh! In fact, it's only just beginning for the programmers of *Armour-Geddon II*. Let's hope they finish it in time!

Psygnosis are busy directing their latest in for a safe landing. Then it's down to you whether it takes off again or sits idle on the runway.



### Combat Air Patrol - p72

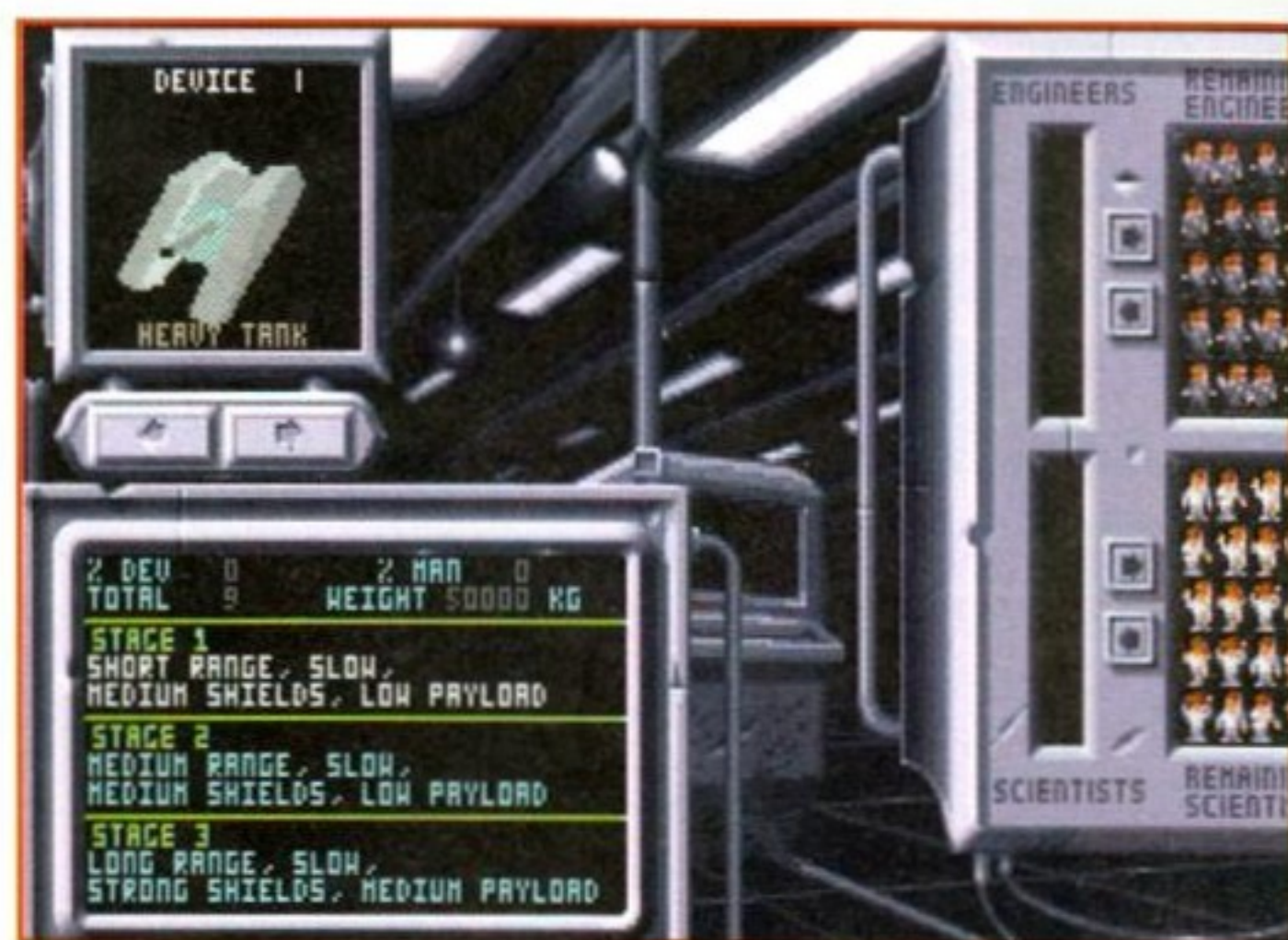
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PREVIEW





Perhaps switching on the engine and getting the rotors spinning would help you to get airborne. C'mon, did you never play *Thunderhawk*!



Assign engineers and scientists to the tank building project in order to get the manufacturing under way.

**T**he flak flew and the skies roared with the sound of rockets when *Armour-Geddon* first shot onto the scene. It stayed in the spotlight for months until eventually disappearing in a blaze of well deserved glory.

And now the time has come for a revival – a revival of arcade strategy games that is set to propel the Amiga to heights never reached before.

*Armour-Geddon II* is set to burst into action early in the New Year and it's going to explode with a mighty big bang! With a number of enhancements and improvements over the original, you can be sure of another captivating, exciting product.

The original's qualities have been maintained so prepare to tackle enemy craft in your helicopters, tanks, aircraft and ships. Can you complete the missions laid down before you or are you destined for an early grave?

Check out the following comparison between the original *Armour-Geddon* and the promising sequel:

1) A larger map of 65,536 square kilometres in contrast with 6,400 in the first *Armour-Geddon*.

2) Three bases to launch vehicles from instead of one. The enemy now attacks the bases in an attempt to ruin your

# ARMOUR GED

**Practice the art of global warfare in the safety of your own semi-detached bunker.**

strategies and plans.

3) All bases are defended by missile launchers and self repair if damaged.

4) Even faster and smoother movement over the original.

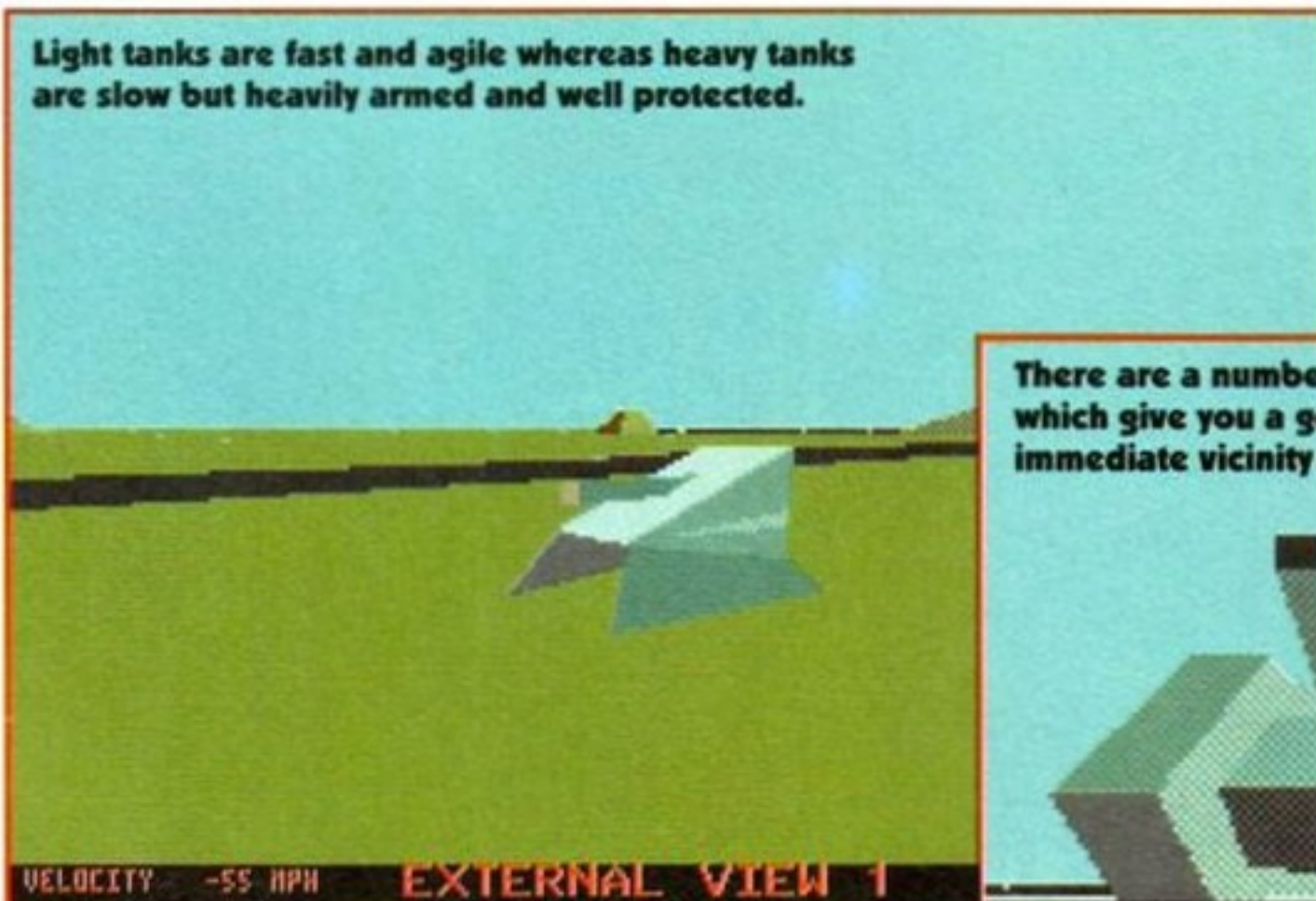
5) Extra vehicles including airships and seafaring craft.

6) All vehicles and defence systems go through three levels of development to improve such areas as speed, range, destructive power, armour, weight and payload size. Vehicles are now allowed to carry up to eight payloads at one time.

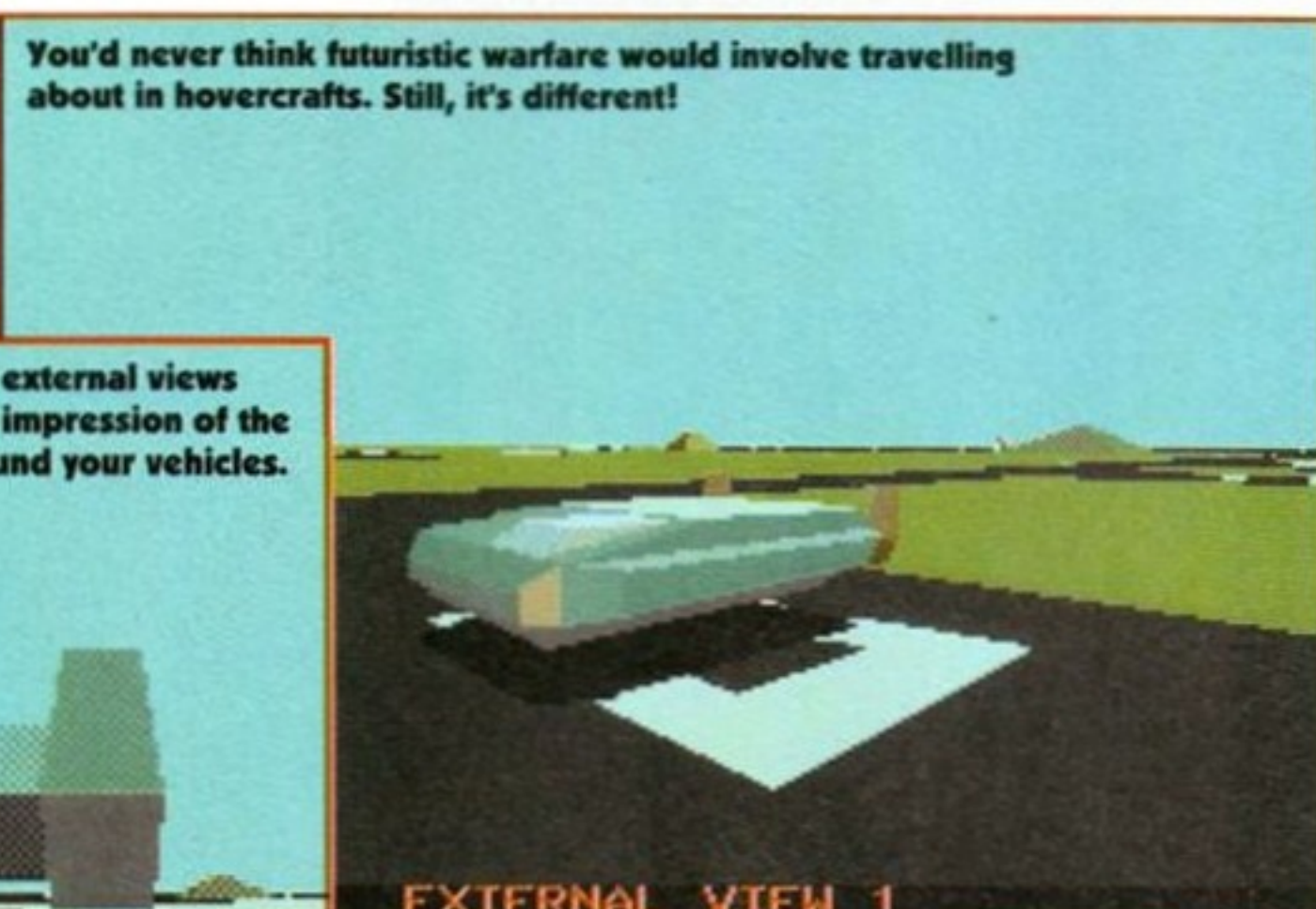
7) More scenic detail – expect to see clouds, fields and more.

8) Extra view modes including target tracking, fly-by and more again.

9) Optional analogue joystick controls for



Light tanks are fast and agile whereas heavy tanks are slow but heavily armed and well protected.



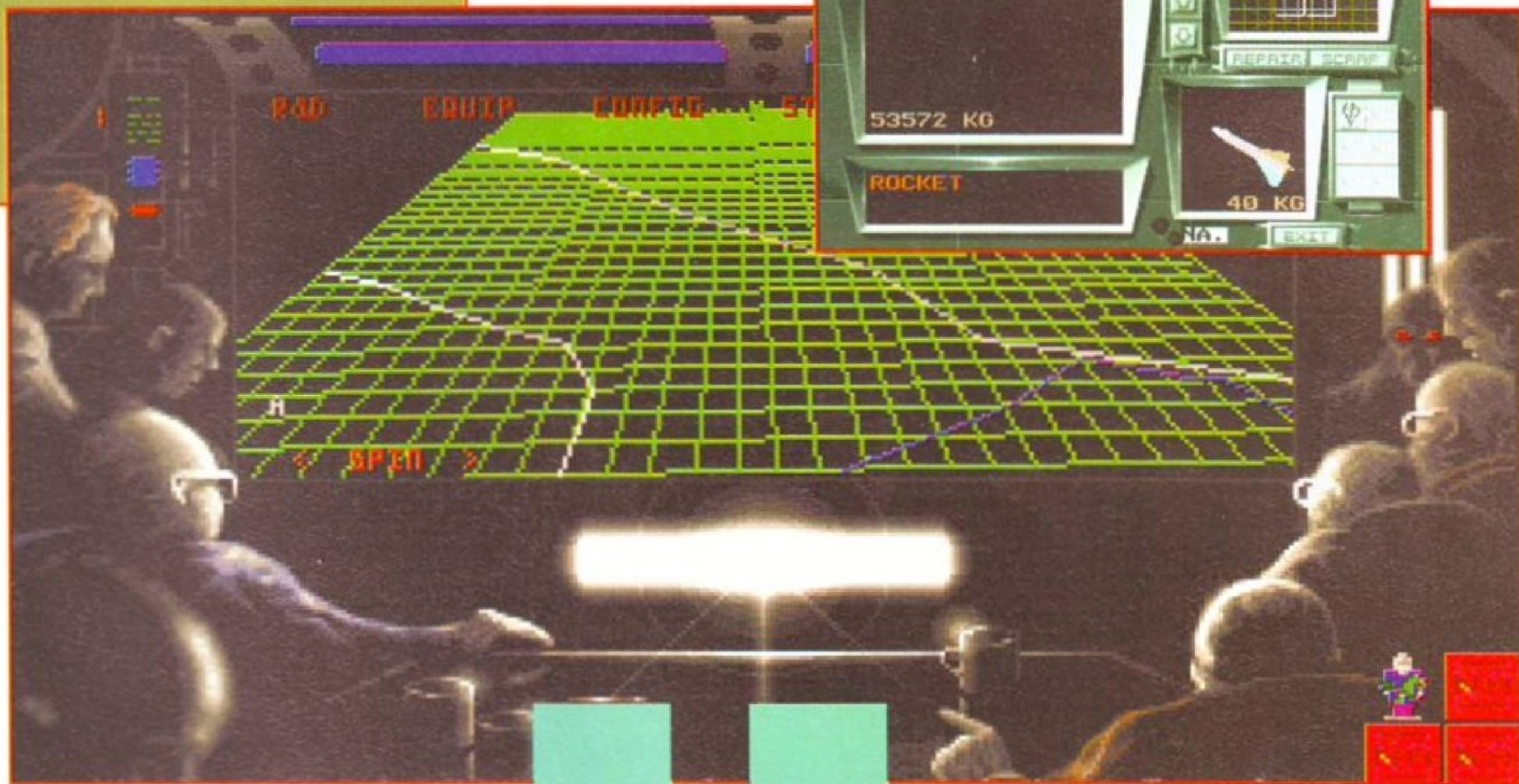
You'd never think futuristic warfare would involve travelling about in hovercrafts. Still, it's different!

There are a number of external views which give you a good impression of the immediate vicinity around your vehicles.



# R DON

Left: Rising from the depths of your underground base appears an attack chopper. Fill her up and wipe the windscreen, please.



that extra dash of realism.

10) New high-tech devices such as Recycle Telepods, Mini Cluster Rockets and Auto Attack Missiles.

If this list isn't long enough, there's even more! Yep, *Armour-Geddon II* along with all its missions has everything you could want from a battle simulation. Also, Psygnosis has taken care to cater for A600 owners by redesigning the controls so you don't need to use a keypad.

Doesn't 1993 look to be a fantastic year now you know *Armour-Geddon II* is waiting for you?

With *Lemmings 2* and *Walker* scheduled for then, it also seems we already have an early candidate for software publisher of the year!

So long as the people at Psygnosis inject enough variety and differences over the original into *Armour-Geddon II*, they'll surely have another hit on their already gold-plated hands.

**"a revival of arcade strategy games that is set to propel the Amiga to heights never reached before"**

From a behind the craft perspective, you should easily be able to recognise when you've used up all the runway!



*Armour-Geddon II* features three allied bases instead of just the one. Here, you have a bomber ready to take-off and cause chaos.



You've now got men working on the latest high-tech fighter aircraft. Bet you can't wait to get that baby up in the air.

## PROJECT: *Armour-Geddon II*

HOUSE: Psygnosis

RELEASE: Jan '93

TEAM: Paul Hunter

PRICE: £29.99

COMMENTS: I am a firm fan of the original *Armour-Geddon* as it gathered together all the best elements from the finest strategy and arcade action games. Psygnosis successfully pulled off an ambitious project and *Armour-Geddon II* should prove no different. It's more involved, more demanding and more challenging. What else do you want from a sequel? Look about you, there's a storm on the horizon and *Armour-Geddon II* has its name crackling and thundering from around it.

INSPECTED BY: Alan



# CAVEMAN

## MAC

## &

## JOE

Bashing dinosaurs with a hard, wooden club all day is not really everybody's idea of good fun!



Left: Ground based threats are not all that you need to be aware of. Joe and Mac can also be attacked from the air by huge pterodactyls.

Below: Dinosaurs often come in handy to lift Joe and Mac over danger on the ground. You can walk straight along the back of any sleeping dinosaur.



**Y**ou often hear people say, "I wish I could have lived in that period of history". But I've never known anyone who wanted to be around in the Stone Age. This fact however doesn't appear to worry software companies because they are churning out more of these games than you can shake a particularly long stick at.

Remember those classic caveman games of the past? *Chuck Rock...* Well, actually that's about it really, but in a couple of years we will all be able to reel off a huge list of them. *BC Kid*, *Bignose the Caveman* and now *Joe & Mac Caveman Ninja* have all featured in this very issue of everyone's favourite magazine.

The game itself is set millions of years ago, before this beautiful planet of ours was covered by deserts of ice in what is now known as 'the big freeze'.

These were the days long before electricity and central heating, and when



# AN NINJA



Left: Two player mode is great fun, giving you the opportunity to bash your friend over the head as well as the opposition.

They committed the ultimate atrocity against a caveman. They kidnapped their women-folk, dragging them off to their village by the hair.

Obviously, our two neanderthal heroes were not going to take this lying down. So they took up their clubs and set off since they were the only men for the job of rescuing the missing girls, and of course, the only men available.

You may have guessed that, as with all of the other caveman games, this one is another platform adventure. However, this one has just a few added extras chucked in for good measure.

The most notable of these is the simultaneous two player mode. Obviously there is nothing staggeringly original in this but it

does allow you to beat up the other player as well as aiding him. This leads to great two player excitement and rivalry.

Hopefully, when it is released, Joe & Mac - Caveman Ninja will be the best of the recent crop of Stone Age games. It certainly has the looks and the potential to achieve this.

We'll be reviewing the game in full in next month's issue of AA.

**"This is where our boys Joe and Mac come in. One moonlit night, some onther cavemen arrive for pillage..."**

tools and weapons were made of simple materials such as wood and stone.

Life as a caveman wasn't all bad though - it certainly had it's good points! As much berry juice as you could drink, plenty of dinosaurs to dine on, and of course, cavegirls to amuse you on those cold winter nights stuck in a cave.

This is where our boys, Joe and Mac, come in. One night, while hunting deep in the mountains, some other less friendly cavemen arrive to pillage their village. Nothing wrong in that you may think, but they took it a step too far...



If Joe or Mac comes up against an alert dinosaur, then they are in big trouble. These heavyweight opponents are a real pain and very difficult to kill.



Hit this fearsome fiend often enough and a stunned look will cross his face. Take heart from this as it means you are nearly there.



At last, after literally hours of ceaseless pummeling, the huge dinosaur finally collapses to the ground, exhausted. Congratulations.



**PROJECT:** Joe & Mac Caveman Ninja

**HOUSE:** Elite

**RELEASE:** Dec '92

**TEAM:** In House

**PRICE:** £25.99

**COMMENTS:** I don't know what the software industry's fixation with cavemen is at the moment, but I don't really care as it is coming with some fine dinosaur related products. Joe & Mac looks to be no different to all these others and will hopefully climb to the top of the current pile when it is finally released. Graphically, it looks up there with the best, but whether the platform style is enough will have to be seen. At this stage it would certainly appear to be one to watch out for.

**INSPECTED BY:** Steve



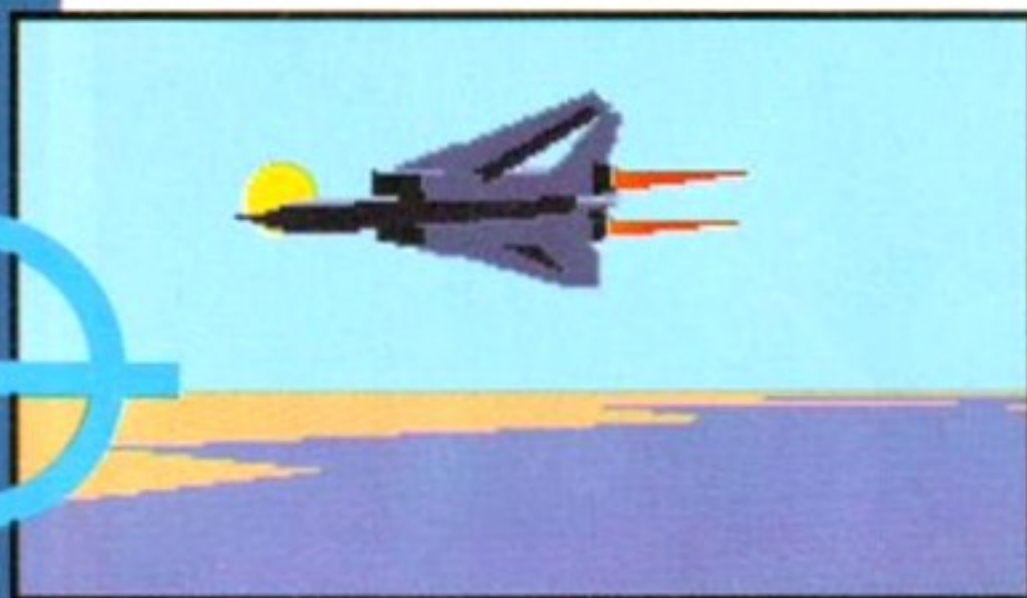
# COMBAT AIR PATROL

## More Saddam bashing flight sorties...

It's nearly two years since the war in the Gulf dominated every news programme and brought misery to the lives of millions. Since then, a number of software houses have realised the potential of such a high profile conflict and produced games with a more than similar scenario. *Combat Air Patrol* (CAP as it's known for short) goes straight for the jugular and, from what we've seen so far, is strongly based on the Gulf Region at the time of operation Desert Storm. To follow the plot of the war closely, which was really won in the air, Psygnosis and programmer Ed Scio have biased the game towards the flying of either an F14 or F18 fighter aircraft.

What sets it apart from other flight simulations though, is the ability you have

If this shot doesn't sell the game, no other will. The fly-past camera-angle is mostly useless, but it provides some of the best visuals.



The full, illuminated F18 instrument panel. Once you've organised your ground units, climb into the cockpit and take to the skies.

to command ground forces in true Stormin' Norman style. From a full campaign map you can organise land based units and launch attacks which tie-in with your hands on activities in the sky above. Your effectiveness in the air can decide the outcome of the ground assault.

Apart from the minimal strategic sections then, CAP is very much a standard flight simulation which looks similar to the likes of *Falcon* and *Flight of the Intruder*. All of the expected views are on offer, so it's possible to view your aircraft using several outside cameras and satellites.

The most spectacular of these is a unique fly-past view which is very

**"The internal view is impressive too, boasting a fully illuminated instrument display panel."**

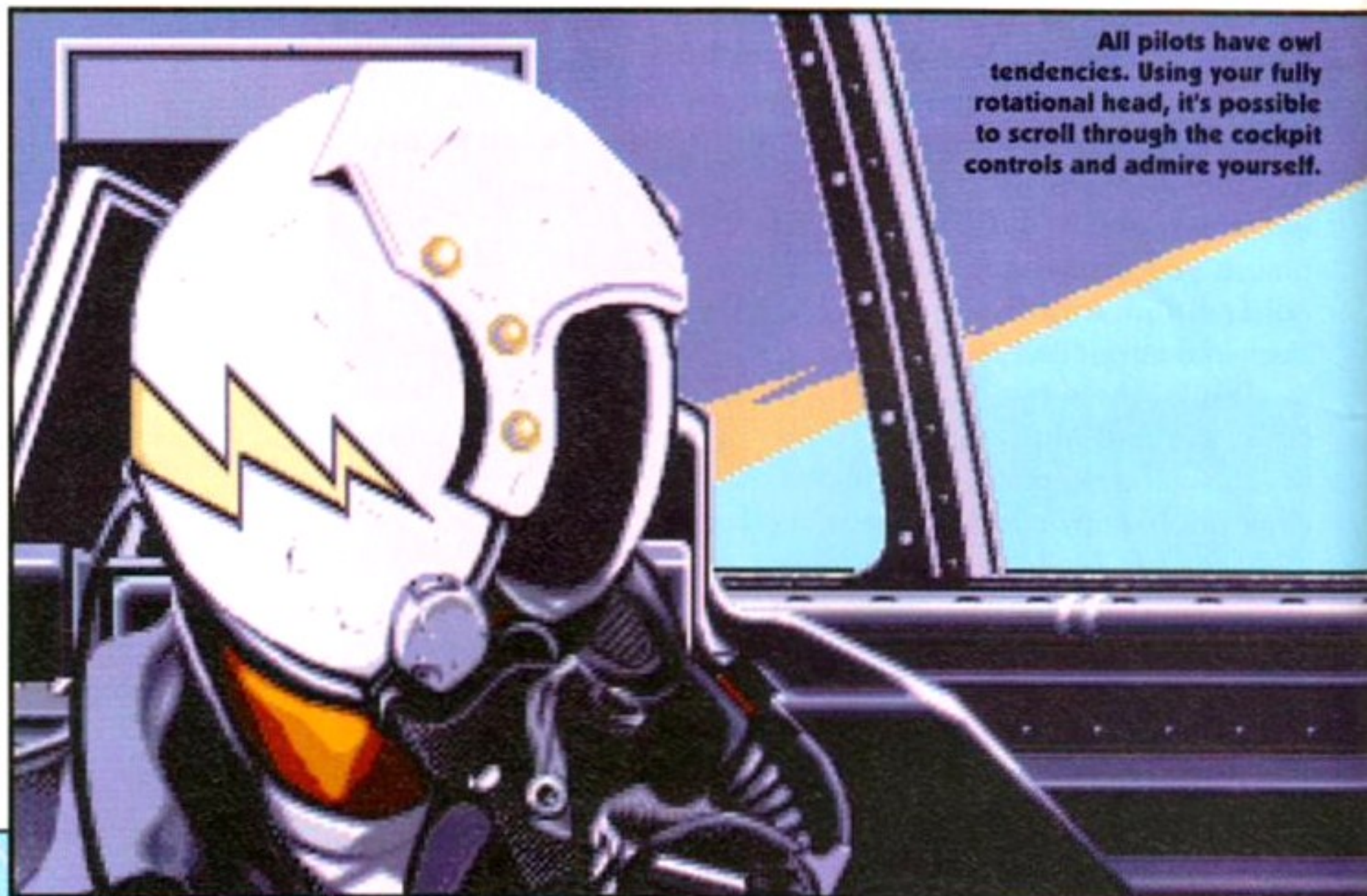


Is it a bird? Nope, it's an F14 fighter plane viewed from the rear using just one of the eight outside camera angles provided.

reminiscent of the sort of view you'd witness at any airshow.

The internal view is impressive too, boasting a fully illuminated instrument panel and a scrolling cockpit feature which works so much better than a standard flip screen simulator.

From the cockpit you can access multiple weapon systems including missiles and laser bombs and you can choose to begin any mission from either a carrier catapult, a runway or (for those of you who don't fancy the stress of launching an aircraft) from 10,000 feet in the air.



All pilots have owl tendencies. Using your fully rotational head, it's possible to scroll through the cockpit controls and admire yourself.

**PROJECT: Combat Air Patrol**

**HOUSE: Psygnosis** **RELEASE: TBA**

**TEAM: Ed Scio** **PRICE: £29.99**

**COMMENTS:** While CAP doesn't appear to break any new ground, it should prove to be a worthy addition to any flight sim purist's collection. In the usual flight simulation tradition, the polygons which represent the outside world are pretty slick and the sound FX, particularly the engine noises, are quite incredible. It should be something to keep a close eye on, but after *Air Support* and with *Armouredgeddon II* taxiing towards the runway, be sure to read the full review first.

**INSPECTED BY: Pete**



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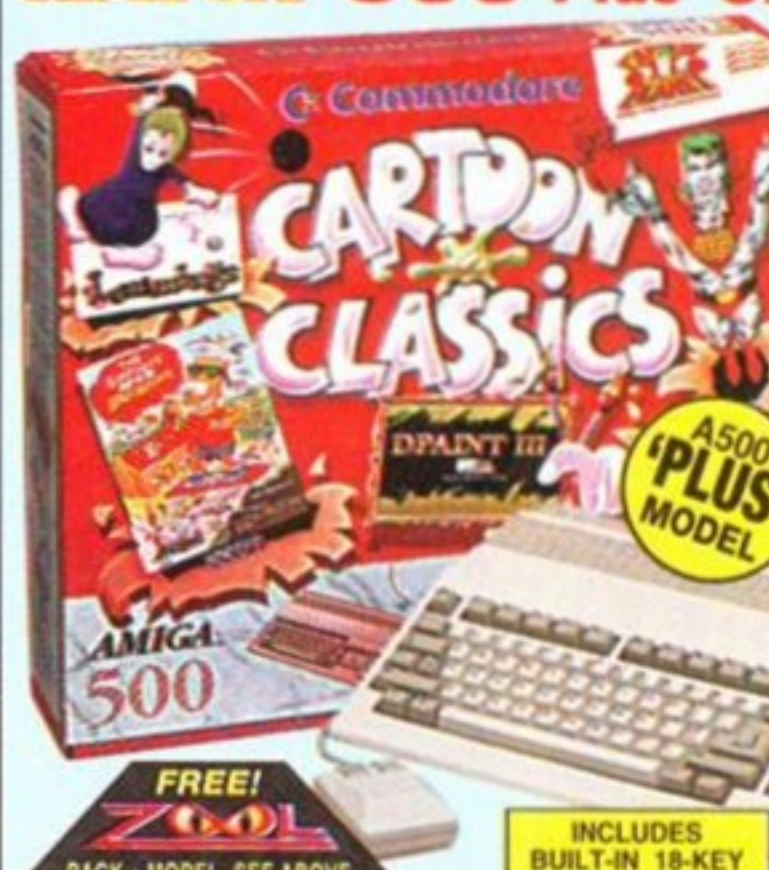
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# The beat'em-up competition hots up with this forthcoming release. Will it be a top contender or an eight stone weakling?



**B**eat'em-ups are nothing new but boy are they gaining popularity at the moment. *Streetfighter II* is already out and doubtless selling like umbrellas at a manure flinging competition. How are the other software houses going to respond? If Team 17 are anything to go by, it appears that they will come out fighting.

Despite the controversial nature of this format (i.e. so called 'experts' in Psychology saying it makes kids want to kill each other) there are no apparent concessions made to the 'keep computers clean' brigade. Indeed it seems that *Body Blows* is at least as well equipped in the mindless violence department as anything else currently on the market.

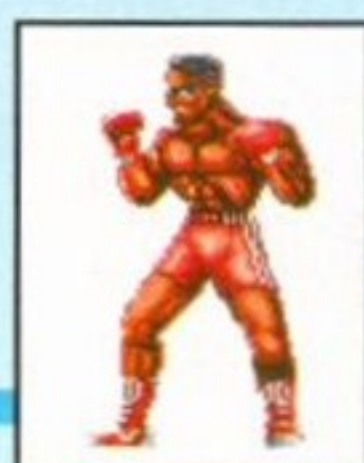
## Classic scenario

There are actually two different scenarios involved in the game. You can take the classic arcade scenario where you choose to be one of four main heroes doing battle with seven lethal adversaries to defeat the arch criminal - if you're hard enough to get that far that is...

The second option is particularly good for social players in that up to eight players can take part. Each selects a character from the 10 that are available and fight it



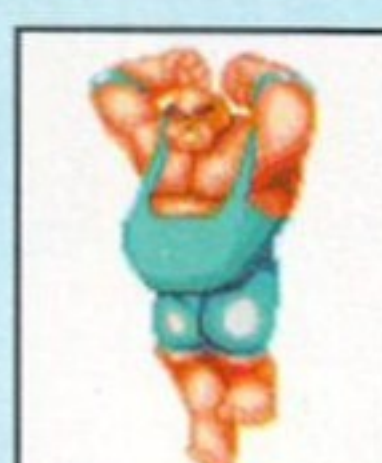
# BODY



**JUNIOR**  
"This British heavyweight boxer has forgotten all the Queensbury rules. Among his moves is a deadly kick."



**LO-RAY**  
"This Buddhist monk has mastered the ancient arts. Combine this with magical abilities for awesome power."



**DUG**  
"This massive American wrestler has a few tricks up his sleeve. Watch out for the earthquake move."



**COSSACK**  
"This huge Russian makes even the toughest fighters quake. Watch out for his incredible high kicks and special moves."



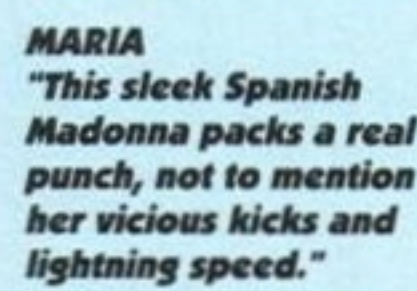
**DAN**  
"Brother of Nik, this young fighter draws upon his inner power to fight with energy bolts."



**NIK**  
"Brother of Dan, this tough gangland fighter packs a meaty punch. Like Dan, he can summon inner energies to lethal degrees."



**MAX**  
"Leader of the new gang that has the Mafia and Triad in awe. It is rumoured that he holds a terrible secret within."



**MARIA**  
"This sleek Spanish Madonna packs a real punch, not to mention her vicious kicks and lightning speed."



**MICK**  
"This fleet-footed executive type relieves the stress with the use of fine martial arts. Don't get too close."

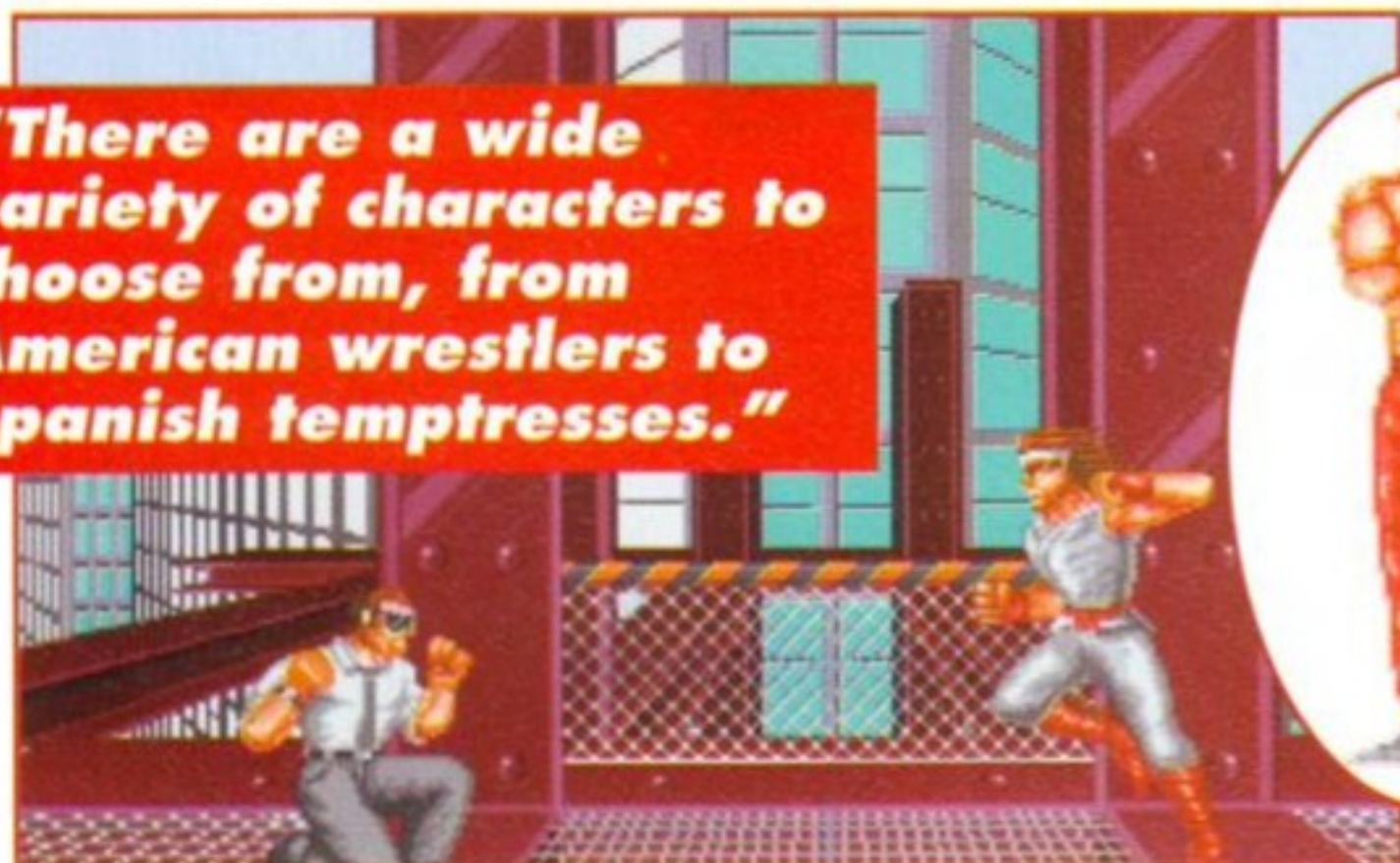
**YIT-U**  
"This Chinese challenger will amaze you with his incredible speed. At times he becomes just a blur. Watch out!"



**NINJA**  
"This Japanese wonder will defend his stronghold to the very end. Watch out for his Samurai sword, a weapon well renowned for its lethal cutting edge and habit of separating people's heads from their shoulders."



**"There are a wide variety of characters to choose from, from American wrestlers to Spanish temptresses."**



I certainly wouldn't like to be in their shoes! A bare knuckle fist fight at the top of a high-rise building is not my idea of fun.



Fighting does not just take place in crowded arenas though. Often the most vicious fights occur behind closed doors.

out amongst themselves to see who wins the *Body Blows* accolade.

There are a wide variety of characters to choose from, anything from a bloated American wrestler to a sleek, seductive and highly potent Spanish temptress. Definitely a candidate for *Gladiators*! Many different nationalities are represented too: UK, Spain, USA, Japan, China and Russia to name but a few. It's always nice to have an international flavour to any game and it

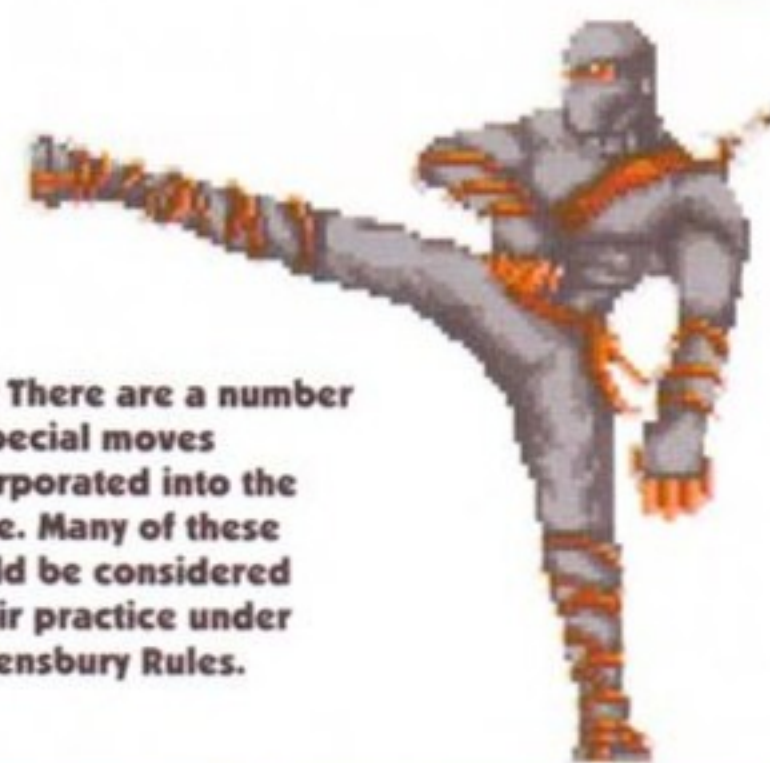
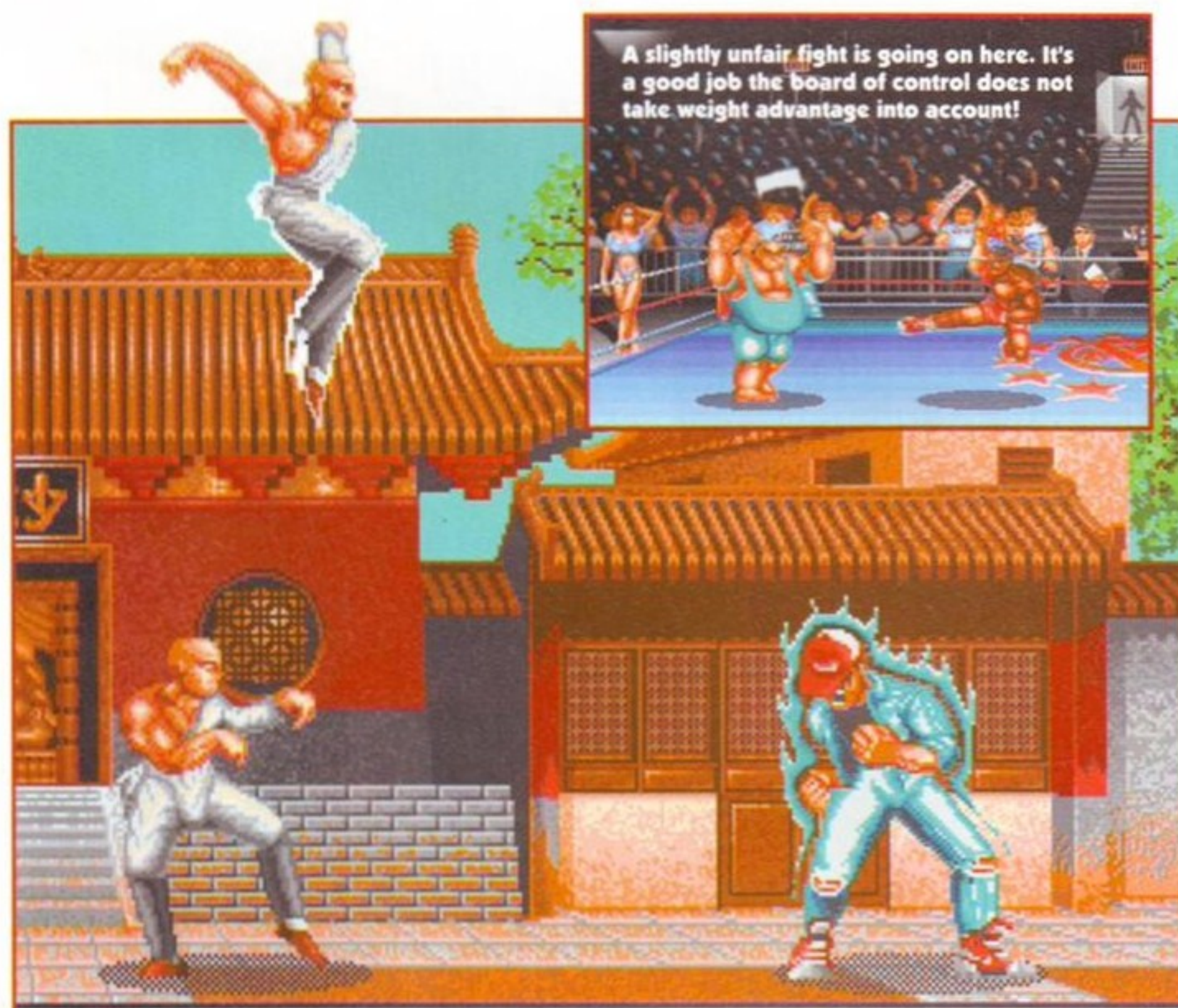


also serves to make the rivalry all the more intense. After all, nothing sells boxing match tickets like two opponents who really hate each others guts!

The graphics in *Body Blows* look really good with background animation to boot. This certainly justifies the memory use that requires one meg of RAM (of course all sensible people have that already, don't they?). The sound is also pretty good with Rave music the order of the day. Good stuff!

Comparisons are inevitably going to be made between *Body Blows* and *Streetfighter II*, so I may as well set the ball rolling. *Streetfighter II* is not up to the same standard as its SNES counterpart and the suspicion is that it is perhaps relying on the SNES version's reputation a little too much. *Body Blows*, on the other hand, does seem to have been approached in the knowledge that it will be competing with *Streetfighter II* and consequently much care has been paid to detail which will possibly result in a better product at the end of the day.

# BLOWS



Left: There are a number of special moves incorporated into the game. Many of these would be considered unfair practice under Queensbury Rules.

## PROJECT: Body Blows

HOUSE: Team 17

RELEASE: Early '93

TEAM: Junior McMillan and Allistair Brimble

PRICE: TBA

COMMENTS: *Body Blows* is looking like it is going to be the definitive beat'em-up for the Amiga. *Streetfighter II* is going to have stiff competition with this one by the look of it and will have to look to its laurels a little. The graphics are very exciting indeed and the multi-player option will make *Body Blows* a dream to play. If you can stand the bruising, I think that you will find that this little gem is going to be one of the great success stories of 1993. Team 17 score again!

INSPECTED BY: Huw



# ACTION COMPETITION



**E**ver wanted a hard drive? How about a new A1200? And think how sexy your new computer would look with a colour printer by its side... on top of a luxurious computer desk! In fact, everything you ever possibly wanted could be a dream transformed into reality if you win our unbelievable, completely over-the-top and unrivalled £2000 cash prize competition! Don't pick yourself up from the floor yet 'cos there's more. "Cor blimey Guv'nor, what's all this then?" Well, we have another £1000 that we want you to have. No dodgy Daley dealings, no tall Trotter-like tales - it's all kosher and begging to be won in the form of 10 runners-up prizes of £100 each. With all this dosh in your pocket, by this time next year you could be a millionaire. So accept the challenge and win the prize of a lifetime! Keep your fingers and toes crossed when you enter, bearing in mind those immortal words, "He who dares wins". Good luck.

# GRAB A GRA

## HOW TO ENTER

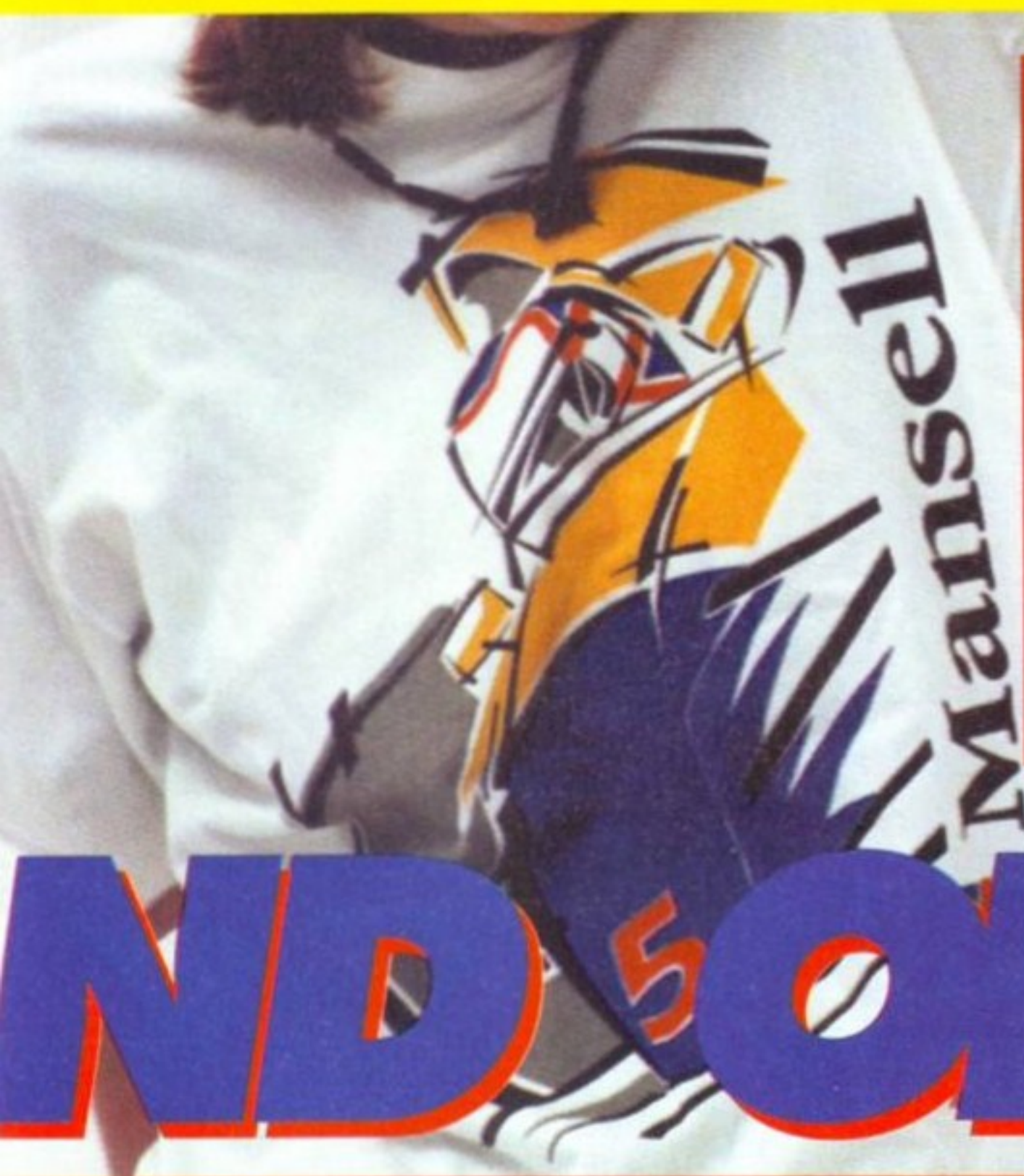
- If you've set your sights on the massive £2000 main cash prize, you must answer the questions below concerning this month's coverdisk demos. Now keep the coupon in a safe place – **DON'T SEND IT TO US JUST YET!**
- In next month's issue of Amiga Action, you will be asked two more questions (Q3 and Q4). Complete the coupon by answering the final two questions – **THEN YOU CAN SEND THE COUPON TO US.** Your entry will now be placed in a draw for the stupidly stupendous £2000.
- If you choose to answer only two out of the four questions, you will only be eligible to enter the draw for one of the ten £100 runner-up prizes.
- The winner and runners-up will also receive a superb selection of gifts and goodies from two of the country's top software houses! Yes folks, Psygnosis and Gremlin are offering posters, mugs, limited edition T-shirts, stickers, badges and lots more. We guarantee you an armful!



# WIN WIN WIN WIN W



# ACTION COMPETITION



## TO WIN £2000 CASH:

*From the Road Rash coverdisk demo:*

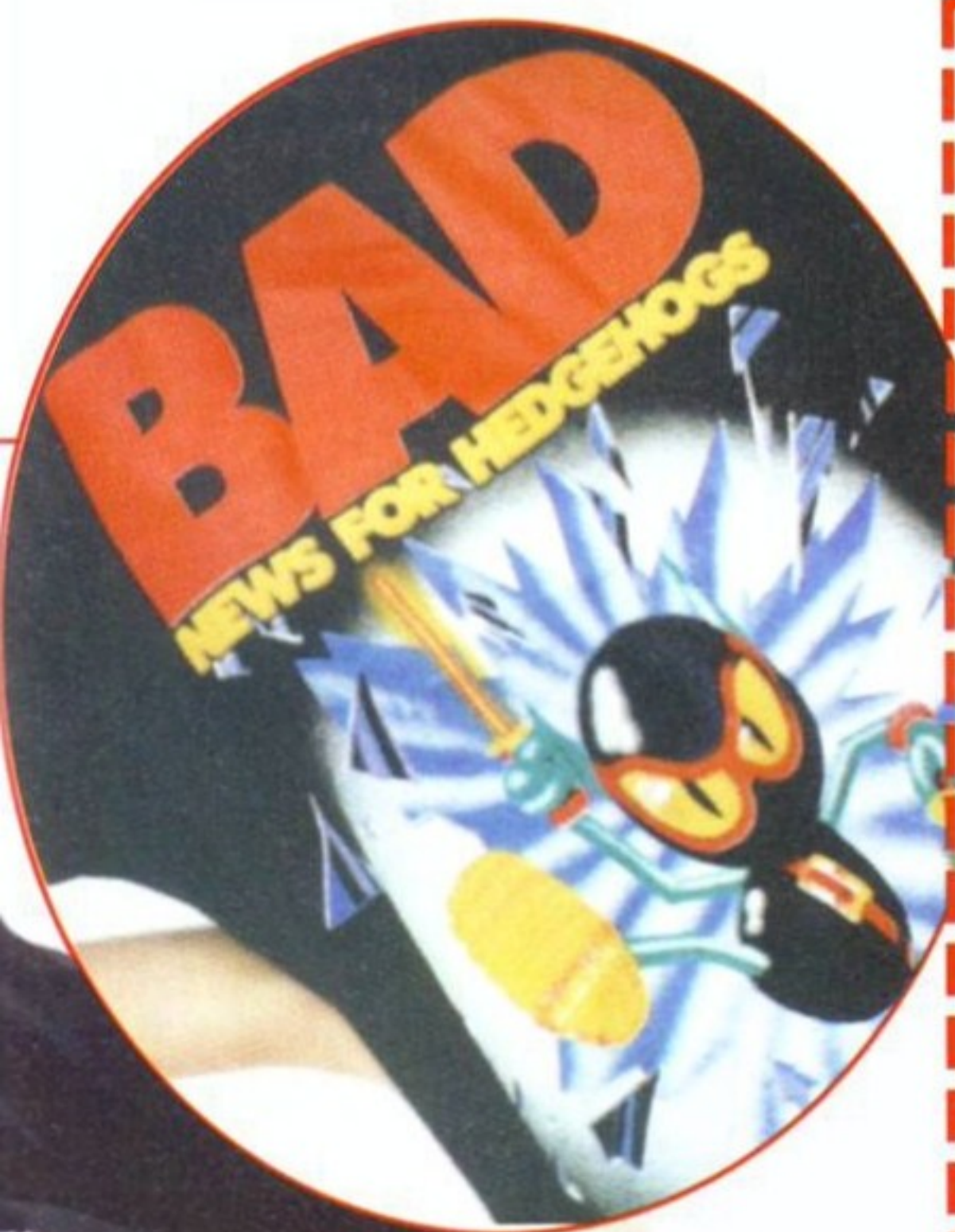
1) How many dollars do you win for finishing the race in first position? It's not as much as YOU could win!

*From the Goblins 2 coverdisk demo:*

2) What else, beside a rather attractive picture, is above the fireplace in the magician's home?

*The final two questions will appear in next month's issue of Amiga Action. Can you handle it?*

# AND 500 OR TWO!



## AMIGA ACTION £2000 GIVEAWAY COMPO

The answers to the questions are:

1)..... 2).....  
3)..... 4).....

**Remember, you must correctly answer all four questions to be entered into the fantastic £2000 CASH PRIZE DRAW!**

Please send your answers to: Grab A Couple of Grand Compo, Amiga Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral, L65 3EA.

NAME .....

ADDRESS .....

TELEPHONE ..... AGE .....

### RULES OF THE COMPETITION

● For entry into the £2000 cash prize draw, you must buy both this month and next month's issues of Amiga Action. The final part of the competition will appear in the February magazine. Entrants are only eligible to try for the £2000 prize after having correctly answered both sets of questions from the January and February issues of Amiga Action.

● Readers just entering one part of the competition from either the January issue or February issue are only eligible for entry into the £100 runners-up prize draw. Please note that correct entries for the main draw will also be entered into the runners-up draw for 10 cash prizes of £100. The closing date is the 19th February.

● No employees of the Europress Group of companies or their relatives, dead or alive, are eligible to enter this competition. The Editor's decision is final and no horse-trading will be entered into.

NO PHOTOCOPIED ENTRY COUPONS ARE ACCEPTABLE - PLEASE USE THE ORIGINAL COUPON FROM THE MAGAZINE.

# IN WIN

☐

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# SUPER ACTION

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# BUDGET

## TRIVIAL PURSUIT

The HP Award

£7.99

**T**he back of the box proudly lists several points which supposedly make the computer version special and superior to the board game. These bonus features are the main areas of criticism. Take, for instance, the music questions where the renditions are so terrible that even the original composer may have trouble recognising them.

The graphical questions suffer in a similar manner and it makes you wonder why the programmers



bothered at all. *Trivial Pursuit - The Computer Game* could easily have been just as much fun as the original, but it's just too flawed to hold your attention for any length of time.

I'll guarantee that after a couple of hours you'll be craving for the good old board game.

Pete.



## PP HAMMER

The HP Award

£7.99

**A**miga Action raved over it way back in late '91, but following that, Hammer and his pneumatic weapon seemed to disappear for good. The expected budget reincarnation is here, and for just under eight quid it's a game you simply cannot afford to miss out on.

Taking control of PP Hammer, you must collect treasures,

negotiate obstacles, find keys, open doors, solve puzzles, avoid nasty creatures and complete just about every other task you associate with simple, run of the mill platform games.

But then that's the whole beauty of *PP Hammer*. It's just so simple and easy on the brain that you'll be playing it for weeks on end. And thanks to the easy to use

password system and great difficulty curve you'll rarely find yourself in a heated fluster.

Pete.



## THE POWER

The HP Award

£7.99

**L**ooking very much like a public domain puzzler with a stomping sound track, *The Power* sees you in the role of Max, a lovesick blob who has been cruelly separated from his beloved other half, Mini.

To re-unite the separated couple you must slide Max around

the screen using restricted horizontal and vertical movements and collect a number of love hearts which are the key to your broken relationship.

Using several moveable blocks and walls to stop your sliding lover, it's possible, with a bit of thought, to guide him in the correct direction.

It all sounds a touch tedious then and I'm afraid that's the painful truth. There's nothing drastically wrong with it, but after half an hour's play I was scouring around the office looking for something more interesting to do, like making a nice cup of tea.

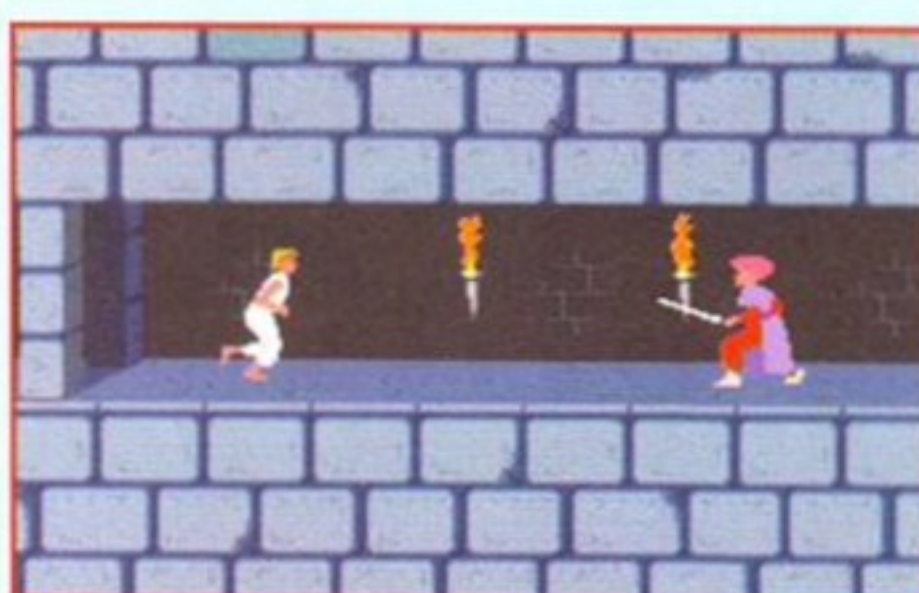
Pete.



## PRINCE OF PERSIA

The HP Award

£7.99

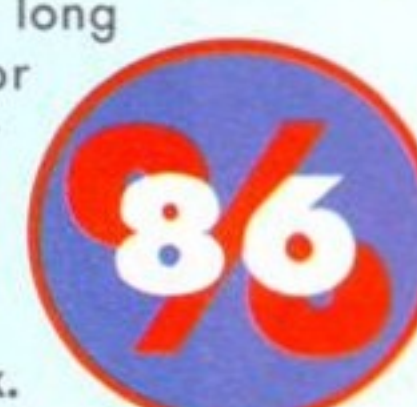


(there are traps everywhere). Finding your way through hundreds of rooms will keep you on the edge of your seat whilst at the same time test your puzzle solving and sword fighting skills.

If I had to say something bad about the game, it would be that for anybody playing it on the A600, there is no numeric keypad, making it rather more difficult.

In conclusion I would say Buy It. It's the dreamiest game I have played in a long time and for £7.99 what are you sat on your ass for?

Alex.



**P**rince of Persia, one of the all-time classics, has now arrived on budget for the Amiga. They call it a 'platform adventure' and if anybody's thinking, 'I hate adventure games,' don't worry, you'll love this.

For those not familiar with the game, the player takes the part of a young adventurer trying to rescue a beautiful princess. There is a time limit and you have to move at a cautiously fast rate



## WHITE SHARKS

£7.99

**T**he storyline behind *White Sharks* is fairly uncomplicated. In fact it is so uncomplicated that there doesn't appear to be one! Your only goal in life as a White Shark pilot is to stay alive for as long as is humanly possible, taking as many opponents out as you can before finally meeting your maker.

There are hordes of aliens screaming towards you all the time, and it will take all of your skill and judgement if you are



to possibly get through it all in one piece.

It is a fairly basic shoot'em-up with some slightly dodgy graphics and average gameplay. Having said that though, for some inexplicable reason it doesn't play that badly and can even be pretty enjoyable at times. Worth a look.

Steve.



## GEM'X

£7.99

**M**ade to look beautiful by exotic looking, half-naked women, *Gem'X* is a simple German puzzle game which looks decidedly Japanese. And if that last sentence hasn't convinced you that *Gem'X* is well worth exchanging eight quid for, the following comments just might.

Trying to match the wall of gems on the left with the wall of gems on the right is the name of the game, and this can be achieved by lowering the colour valency of certain gems. Unfortunately, when some gems



are changed, others are effected too, so it all gets a tad tricky.

What I'm saying is *Gem'X* is tough to describe and unless you play it, you'll never know what the blinkin' hell I'm waffling on about. So, scrabble around in your pocket for eight gold ones and discover the delights within.

Pete.



## BIGNOSE THE CAVEMAN

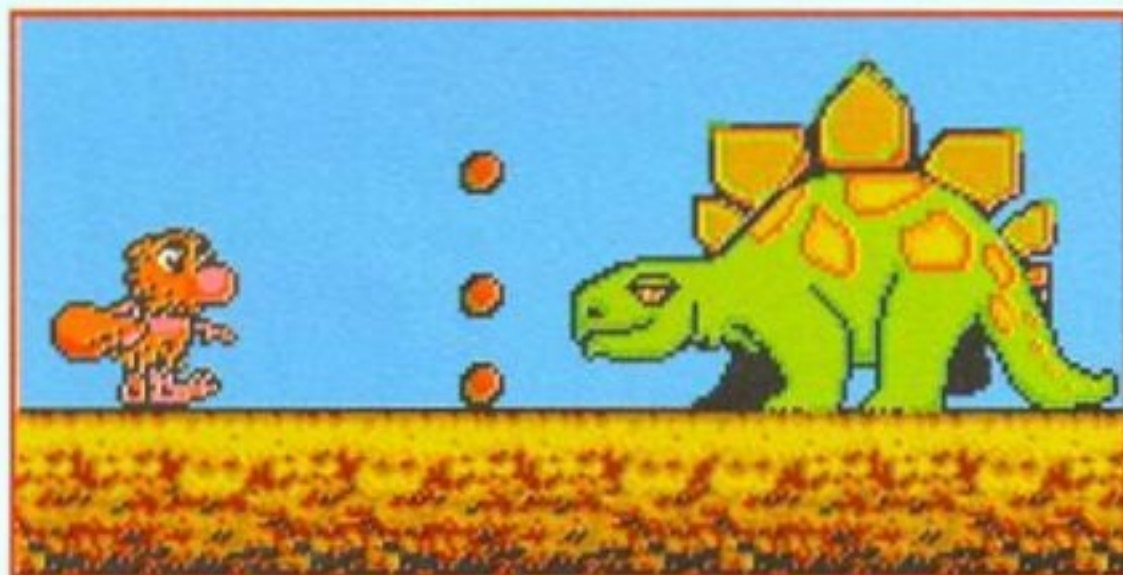
£7.99

**C**aveman games seem to be all the rage lately, with recent releases including *Joe and Mac*, *Caveman Ninja* and *BC Kid*. *Bignose* is Codemasters' offering and while it won't challenge either of the aforementioned full pricers, it just about justifies the £7.99 asking price.

Playing the part of Captain Caveman-lookalike Bignose, the aim of the game is to progress through a series of one way, horizontally scrolling levels (there are a number of single secret rooms, which you may stumble upon from time to time), making mincemeat out of

the oncoming prehistoric baddies using your trusty caveman club or a handful of throwing stones.

To assist or hinder you in your quest to provide the food for an up and coming banquet, there's a number of rocks lying around which can be smashed open to reveal the contents within. It could be a power up, or a level warp, but then again it could be something really tedious which reverses the left and right controls



of the joystick.

It is features such as these that make the game challenging and highly frustrating, otherwise the game appears (although I haven't quite completed it) to be too simple. Most of the trickier platform obstacles are easily overcome and the end-of-level baddies are an unbelievable stroll.

I still enjoyed it though and if you're not paying off a huge car loan or something equally expensive, it's definitely worth



checking out.

It won't knock you sideways, but it should keep most of you happy and content for a couple of weeks, unless of course you complete it too soon.

Pete.





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# PETER LEE'S SWAPSHOP

RoboCod and Toyota Celica GT Rally to swap - would like Lotus III in exchange. Please call Paul Gagen 0765-606915

I have the trio of Creator, 3D and Compiler. In exchange, I would like A500 side expansion (SupraRam) or power dual disk drive. Phone Philip Stott 061-652-3448.

John Madden's, Populous II, Lure of the Temptress to swap for Jaguar XJ220, Apidya or F-15 II. Telephone Keith Ryan 0793-612515.

I'll swap Populous, Corporation and Gremlins 2 for your Sensible Soccer, D/Generation or Monkey Island II. Contact Neal Yewis 0792-892965.

Wolfchild, Awesome and Hero Quest (all in brilliant condition) to swap for Jaguar XJ220 or Zool. Phone Richard Augustus 0206-824206 or write to 11 Frances Close, Wivenhoe, Essex.

I will swap Nebulus 2 and WWF for Curse Of Enchantia or Monkey Island II. Two for one - not bad, eh? Call Lee Ferris 061-303-0708.

I would like to swap Ultima VI for either Zool or Lotus III. Write to Lance Baird, Pharmacy Flat, Lower House, High Street, St Asaph, Clwyd, LL17 ORD.

I have Sim Ant and Elf. I will

swap them for Eye Of The Beholder and Celtic Legends or Prehistorik. Will swap EOB for both. Please telephone Shaun Clark 0495-752082.

In Hook, where is the gold on Hook's ship. This plea for help is from Stephen Harbridge 0895-678950.

Commodore 64 for sale with Comp Pro joystick, 16 games, cassette recorder, Chase HQ cartridge. Only 18 months old. #290 ono. Give Mark Howe a buzz on 081-529-3100 or write to 25 Balliol Avenue, Chingford, E4.

Dynablaster, Indianapolis 500 and Lotus II to name a few of the many games I'm selling at bargain price. For a list of games, send an SAE to Mark McDermott, 27 llys Neranys, Mold, Clwyd, North Wales.

Gamer-Link! The pen pal club for gamers run by gamers! Free swap service! SAE for details to 28 Churchfield, Ware, Herts, SG12 0EP.

Hook and Lemmings to swap for Monkey Island II. Call Anthony Williams 0744-820234 or drop him a line to 77 Jane Street, Sutton, St Helens, Merseyside, WA9 3LD.

PD to swap for 75p per disk. Send 50p and SAE for catalogue disk which contains lists, classifieds and game cheats. The name and

address you need to write to is Lisa Tyree, 5 Westbourne Rd, Marsh, Huddersfield, HD1 4LQ.

Swap WWF, Pitfighter, Another World, RoboCod, Alien Storm and Turrican 2 for Monkey Island II, King's Quest I, II and V, Moonstone, Fire & Ice or Fireforce. Call Stephen Cullen 0663-744578.

Wanted: Armour-Geddon, Thunderhawk, Eye Of The Beholder. Write to Wayne Clarke, 6 Uvedale Rd, South Bank, Middlesbrough, Cleveland.

I have Nightmare to swap for Monkey Island II, Curse of Enchantia, Heart Of China or Might And Magic III. Contact Elizabeth Obiorah, 105 Gilmore Rd, London, Lewisham, SE13 5AB. Phone 081-318-3309.

I'll swap any three of these games: Espania '92, Alien Breed, WWF and Hunter for either D/Generation, Lotus III or Zool. Write to Chris Rayment, 85 Prospect Rd, Southborough, Tunbridge Wells, Kent, TN4 0EE.

Swap Hook or Goblins for Monkey Island. I'll swap Pitfighter or any of the above for Maniac Mansion or Sensible Soccer. That's from Douglas Rowe, 11 Lowleighton Rd, New Mills, Stockport, Cheshire, SK12 4DB. Alternatively, telephone 0663-746348.

Swap / Sell Psygnosis Monster Pack 2, Gods, Magic Pockets, Populous, Corporation, Dungeon Master, Chaos Strikes Back for Fire & Ice, RoboCod, Eye Of The Beholder 1 & 2. Will separate. Telephone Anthony 0788-823823 between 6pm to 9pm.

Swap / Sell Hook, Striker, Batman, TV Sports Football, TV Sports Basketball and Cyberball for Jaguar XJ220 or any other offers. Contact Scott Milner, 3 Bentley Green, Harefield, Southampton, Hants, SO2 5GH.

Chase HQ 2, Hunter and Kick Off 2 for Sensible Soccer. Also, Powermonger WWI Data Disk, Sly Spy Secret Agent and Beast II for MicroProse F1 Grand Prix. From David Hutcheon 041-558-2756.

Loads of games to swap. D/Generation, Lemmings, Indy Adventure, Supercars II and lots of compilations. Would prefer Monkey Island and Another World but anything considered. Call J Colin 021-373-9558.

Yamaha PSR500 Midi Data Recorder. Save your songs / rhythms onto Amiga disk (needs 1 meg + interface). £4 including P&P. Write to Paul Timson, Dept STS, 56 St Lawrence Rd, Ansley Village, Nuneaton, CV10 9PW.

Swap Mig-29, PGA Tour Golf, boxed in excellent condition + Datachat 1223 (GEC) modem for Battlehawks 1942 (boxed with manual). Telephone P Pike 0909-476678.

I have got Populous II, Speedball 2, Monkey Island and F-29 Retaliator. Prepared to swap for Castles, Dune, Heimdall, Civilisation or UMS II. Please call Robbie Wallis 0406-26481.



Player Manager, The Simpsons, Captain Planet, Headcoach V3, John Lowe's Darts, Football Director 2, Man Utd, Double Dragon 2. To sell or swap for adventure games. Keith Smith 081-310-8871.

I will swap Dune and Black Crypt both in mint condition for Eye Of The Beholder 2. Phone Dave after 5pm on 0703-474643.

CDTV for sale with keyboard, disk drive and mouse with Zool, CDPD, Sherlock, G Book, Lemmings, Encyclopeda. Worth £600. Sell for £420 ono. Phone Scott Mackinnon 0625-873475.

Sell Vortex Amiga IBM emulator for A500. Boxed with manual and installation instructions. Latest update. One year old. £225. Telephone Stephen Elves 0892-527869.

For sale! Ultima V and VI, both together £15. Would consider swap for Sim Earth. Phone 0737-762416.

A600 for sale + 16 original games. Workbench 2.5 and 17 disks. Manuals, diskbox and joystick. Ring Jonathan Copping 0394-450704 (after 6pm).

Amiga 500+ for sale. Boxed as new and with joystick and loads of original games. Only £350 ono. Contact Dan Worthy 0934-852124.

Swap Heroes Of The Lance, Last Ninja II, Xenon II, Driller, Robot Monsters, Fantasy Dizzy, F29 Retaliator and DPaint II for Flight Of The Intruder. That's from Ryan Wigginton, 78 Nottingham Rd, Hucknall, Nottingham or telephone Nottingham 638830.

I'll swap or sell Leander, Harlequin and VideoKid for

Special Forces, Gobliins and any good adventure or strategy games. Gavin Stone 0983-520067.

Can my Commodore MPS 801 printer be used with my new A600? If so, where can I get a connecting lead 6 pin to 25 pin? Carl Leonard needs your help! Call 0782-302952.

I would like to sell a Commodore MPS 1270 ink jet printer (black and white) for £90. Perfect condition with box and manual. Jonathan Moore 081-520-9923.

I've got a copy of Jaguar XJ220 and an original of Supercars II. I'd like Lotus II in exchange. Telephone Kevin Green 0536-725621.

I will swap my Epic for either Alien Breed, Dune, Special Forces or Project-X. Please phone 0204-697381 between 6pm - 10pm daily.

Amiga 500+, GVP 120mb hard drive, bought July, Zool and other games. £570, no offers, but will deliver anywhere within reason. Telephone 081-655-2121 (7-9pm).

Could someone please tell me cheats for Rick Dangerous II, Gremlins 2, Cabal, Captain Planet and Total Recall. Thankyou very much. Contact Mark Price 0269-860088.

Wanted: Amiga contacts worldwide! 100% guaranteed reply - fast and reliable. Looking for a contact in the USA, look no further. Send disks, lists, letters to: Jamie Edrich, 190-06 A 69th Avenue, Fresh Meadows, NY, 11365, USA.

I've got a copy of Black

Tiger, Megalomania and Magic Pockets to swap and I would like Alien Breed or Titus The Fox in exchange. Write to Americo Cacace, 2160 74th Street, Brooklyn, NY, 11204, USA.

I've got Lure Of The Temptress and would like to swap it for Monkey Island II. Thankyou. From Michael Hewitt, 12 Wallwood Rd, Ramsgate, Kent, CT11 8AS.

I would like to swap Espania '92 for Epic or Arsenal or Premiere. Drop a line to Benjamin Beckwith, 11 Langside Crescent, Southgate, London, N14 7DS.

Urgently Wanted: Turtles II the arcade game. Willing to pay £10 ono, must be in good condition. Please phone after 6pm and ask for Angela on 0705-593126.

Swap Shadow Of The Beast II for It Came From The Desert or any flight sim. Contact D Hubbard, 45 Doubting Rd, Thornhill, Dewsbury, West Yorkshire, WF12 0EU.

Pitfighter, Match of the Day, Rampart, WWF, Graham Taylor Soccer Challenge,

Man Utd Europe to swap. Please make your offers to Kenny 081-695-6319.

I will swap Parasol Stars for any game rated over 88% in AA this year but no flight sims or RPGs. 500+ compatible. Call John Shore after 5pm on 0628-525822.

**Complete the form below and send it to: Peter Lee's Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Or now you can fax your message to 0625-876669, marking your fax for the attention of Amiga Action.**

**Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (or both).**

NAME

ADDRESS

TELEPHONE

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☐ Address





**The Legend of Kyrandia caused quite a stir when it first arrived in the office. And now, thanks to Virgin, we can provide the full solution to this excellent game.**

## CHAPTER TWO – The Timbermist Woods

Darm will request that you bring him a quill. To acquire the quill you must get the walnut from the songbird's tree, pick an acorn at the Grove of Oaks and find the pine cone in the forest. These three must be planted in the hole in Deadwood Glade. The plant that grows from the planted seeds will activate the yellow gem on the amulet. Use of this gem will bring you a healing ability which can be used to heal the sick songbird.

The happy bird will then provide Brandon with the quill he needs. When you take the quill to Darm he will write a scroll for you. You do not need it now but you cannot get to the castle without it.

The birthstone is your next quest. The spell cast by Darm to summon the stones is rather erratic and gems can be found laying on the ground at any time throughout the adventure. Several stones will appear before you even know that you are looking for your birthstones. The first stone is the sunstone which is in the lower part of the bubbling spring. Collecting all the stones and placing them correctly in the gold dish at the marble altar requires patience. There are nine other

## CHAPTER ONE – At Home

Our story begins with the hero Brandon returning home to find his grandfather Kallak turned to stone. Brandon is unable to do anything that will help his grandfather at this point. You must pick up the mysterious blank note on the workbench and put it in your knapsack.

As you try and leave the tree, a messenger appears. Listen to his message then pick up the apple from inside the purple pot and the huge garnet from the bench. These items will be used later on in the game. Other gems may appear at various intervals and when they do be sure to take them.

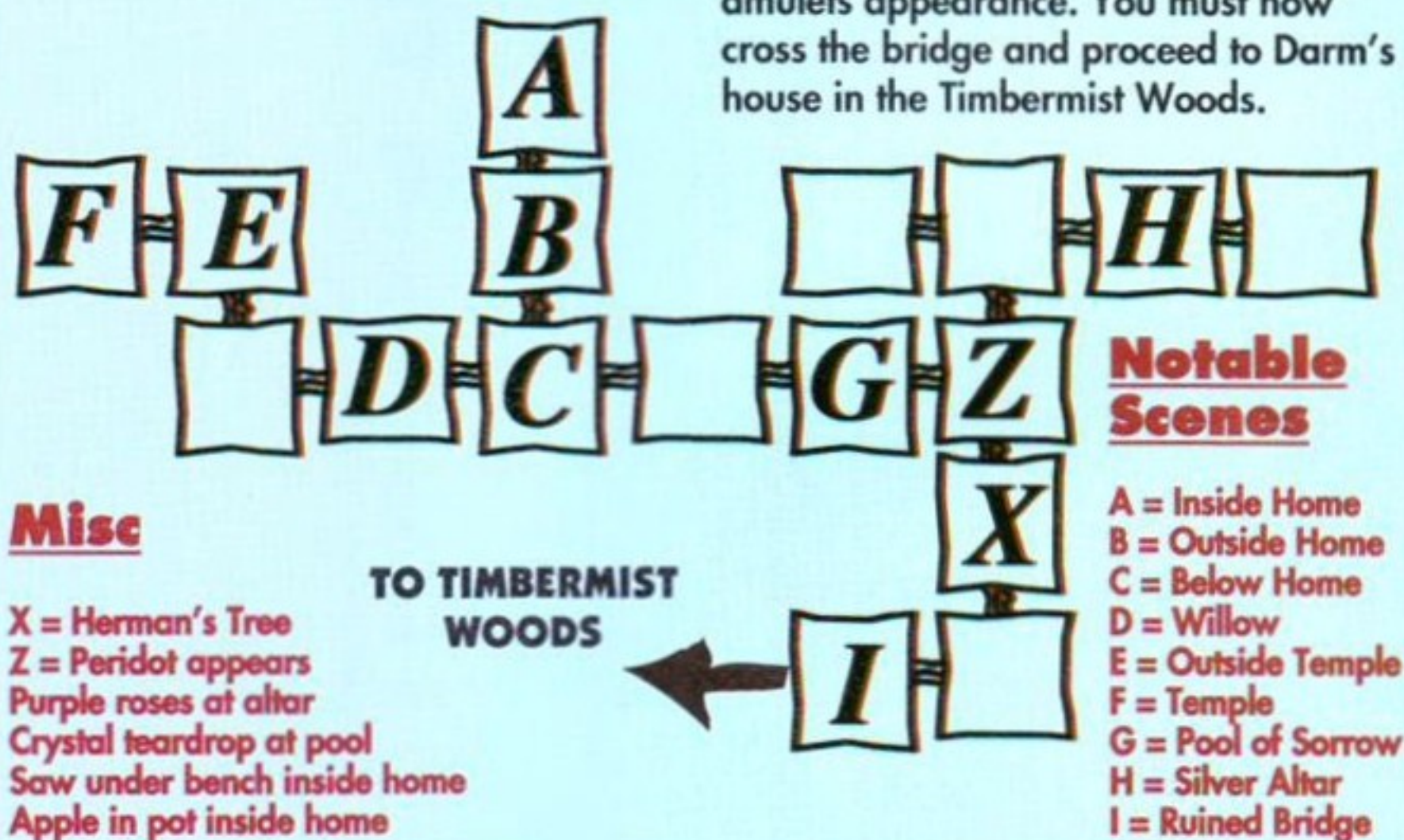
Leave the treehouse. Your first task is to find Brynn at the temple. Show her the note from the treehouse. She will



cause the enchanted message to appear and Brandon will be able read the note. Brynn will then request that you bring her a purple rose. This can be found at the forest altar. On the way you should collect a teardrop from the Pool of Sorrow. You can then heal the sick Willow tree by putting the teardrop in the indentation on the trunk.

Once you have healed the Willow, Merith will appear and want to play hide and seek with you. When you catch him he will give you a purple marble. You can then repair the altar by placing the marble in the empty slot to the left of the two other purple marbles.

At some point while you are doing all this, you should make a point to visit Herman at the ruined bridge in the cave. You will need to cross the river but first Herman must fix it. To do so you must provide Herman with a saw to enable him to repair the bridge. While the bridge is under repair you must go and find the amulet. You must take the purple rose to Brynn who will convert it to a silver rose that must be placed on the repaired Forest altar to cause the amulets appearance. You must now cross the bridge and proceed to Darm's house in the Timbermist Woods.



different types of gems laying about the Timbermist Woods and all should be collected.

The identities of the second and third birthstones will vary with each new game. The fourth and final birthstone is a ruby. Rubies may be found at the Ruby tree, but Brandon will get bitten by a poisonous snake when he tries to pick one. Even though he is poisoned, you must try and pick one again. You can wander into the Grove of Oaks when you are poisoned but if you try and venture further then you will die.

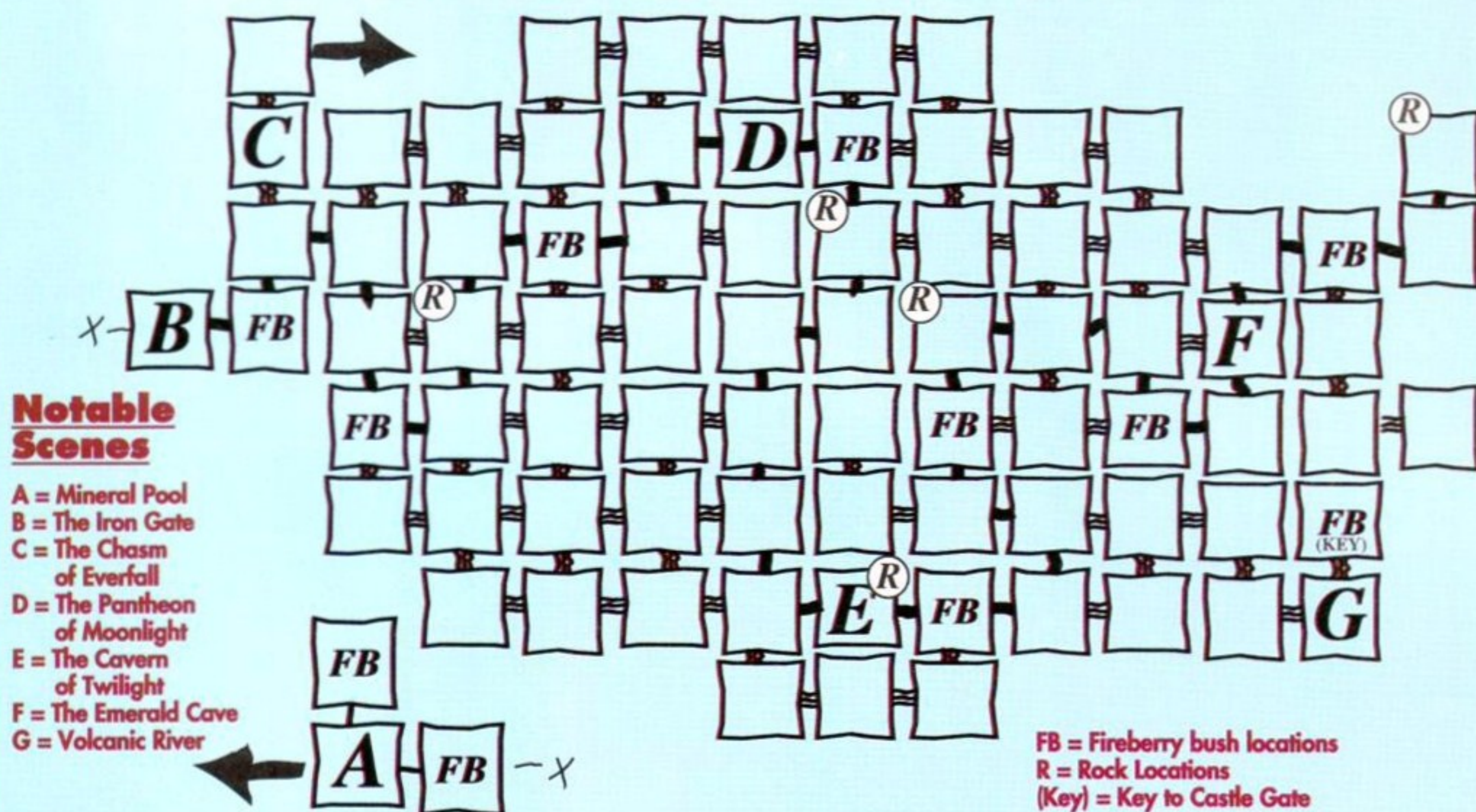
To rid yourself of the poison you must employ the healing gem on the Amulet to restore his health. Once the last birthstone has been placed in the golden

bowl, the bowl will turn into a flute. If Brandon goes back to Darm's with the flute he will direct him to the Shadowrealm, beyond which is the Faeriewood, the home of Zanthia.

At some point during your travels in the Timbermist Woods you will probably find the grotesque cave entrance at the serpent's grotto. When you try to enter the cave, you will meet Malcolm for the first time. Malcolm will throw a knife that just misses you. You will be killed unless you throw it back at him. Malcolm will then retreat, but not before sealing up the entrance to the cave with ice. You can shatter the ice by playing the shrill flute. You will then be allowed into the labyrinth of Shadowrealm.



## CHAPTER THREE – Shadowrealm



The Shadowrealm is a large labyrinth made up primarily of mysterious caverns strung together with a variety of entrances and exits. Fireberry bushes grow in some of the caverns.

You must pick the fireberries and carry them with you to avoid the shadow wraiths. If you do enter a mysterious cavern without a fireberry to light the way, the shadow wraiths will devour you in the darkness.

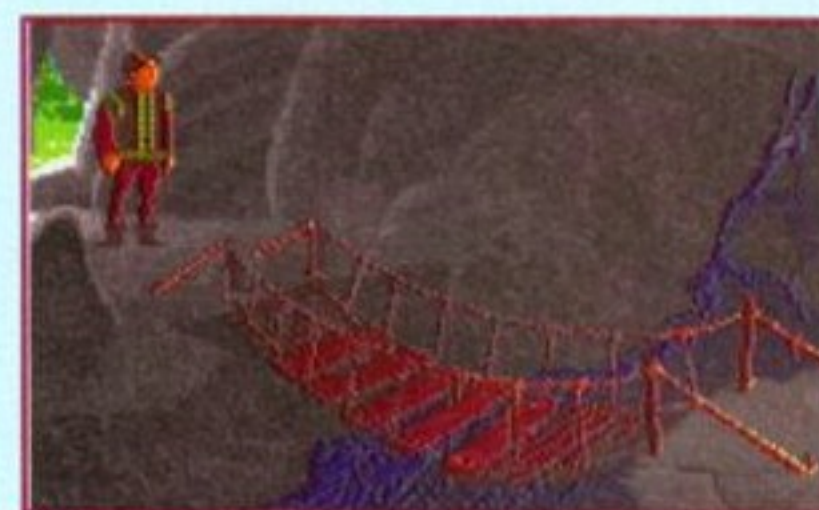
Unfortunately the fireberries only last for three caverns when you are carrying them. You must therefore work your way from one bush to another constantly replenishing your supply. The map shows you the most direct route available to you.

A useful little tip is to leave extra fireberries on the floor behind you.

Fireberries left on the ground will not be extinguished and will also serve as markers for the return trip.

Once you have crossed the cavern with the iron gate, the gate will close behind you and prevent you leaving the Shadowrealm. To open the gate, you must find rocks in the labyrinth to throw into the counterbalance. There are five suitable rocks and you must find them all. Three are to be found along the main path, one is in the Cavern of Twilight, and the last one is in the mysterious cavern up and to the right from the Emerald Cave.

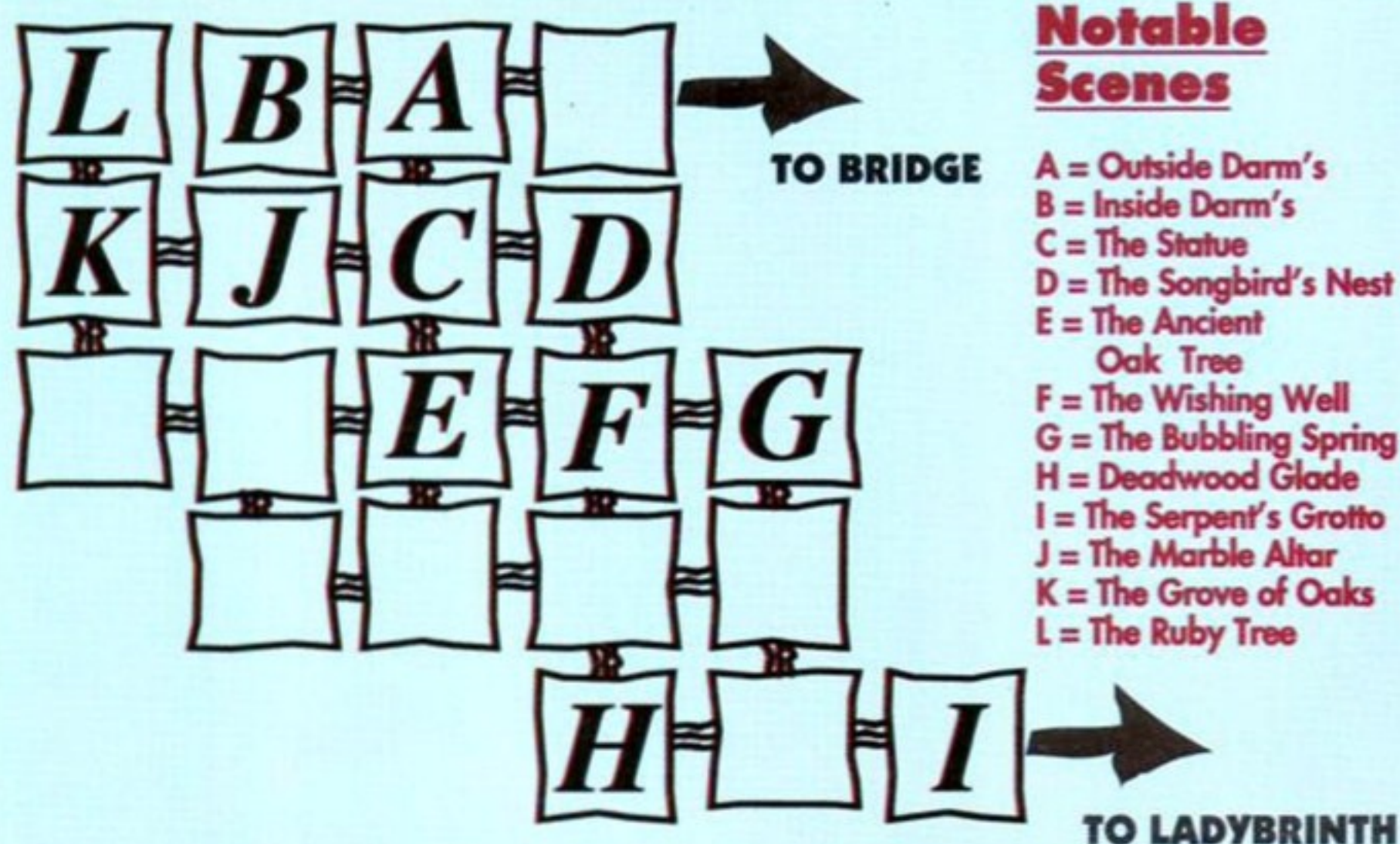
To be able to cross the Chasm of Everfall and proceed to Faeriewood, you will need to complete the Pantheon of Moonlight. To do so you must pick up the coin in the Cavern of Twilight and take it



back out of the labyrinth to the Wishing Well near Darm's.

When you throw the coin into the well, a moonstone will appear. You can then complete the Pantheon of Moonlight by placing the moonstone in the pedestal base. When you do, the Will-o-wisps will activate the purple Amulet gem. Because the Will-o-wisps have their own illumination, using the purple amulet gem allows Brandon to float about the labyrinth without requiring fireberries.

Once you have the Will-o-wisp ability you can float across the cavern of Everfall, but you should spend a little more time in the labyrinth to acquire the key to the castle gate. The key is in a mysterious cavern located across the Volcanic River. This river is to the right of the Cavern of Twilight, but out of reach unless you explore that area in the Will-o-wisp form. If you cross the Volcanic River, you'll be burned up unless you apply the scroll you got from Darm to freeze the river. Other useful items in the labyrinth are the emeralds which you can pick up in the Emerald Cave. These could come in useful later so you may find it convenient to take one with you.





## CHAPTER FOUR – Faeriewood

When you enter Faeriewood, you may wander only slightly before you will be knocked unconscious by a falling tree branch. Zanthia the Alchemist will find you in the woods and drag you to her laboratory, where you will wake up.

Zanthia will discuss the state of your quest and will ask that you retrieve magic water from the fountain. When you go to fetch the water you will again encounter Malcolm. This time Malcolm will be unusually nice and instead of harming you directly, he will merely ruin the fountain by removing one of the set of encircling crystal orbs.

You can repair the fountain by retrieving the orb from within the flaming tree. If you use Darm's scroll on the flames you can then pick up the missing orb and return it to the fountain. Replacing the orb will rejuvenate the fountain and allow you to fill a flask. (You must find flasks in Zanthia's laboratory.)

Drinking some magic water will activate the amulet's blue gem. Using the blue gem will allow you to dispel some small enchantments.

When You return to Zanthia with magic water she will tell you more about your royal heritage, give a few clues concerning the powers of her potions, and then request blueberries to mix into a potion that might help you.

You can find blueberries at the Sparkling Waterfall. When you return to Zanthia's though she'll be gone. The rug on the floor will be rumpled, and if you move the rug you will discover a trapdoor that leads to an area of Faeriewood behind Zanthia's home.

Your principle problem in this chapter will be in making the required potions. You can make red, blue and yellow potions by placing ingredients in the cauldron. A flower and a gemstone of the same colour will generally



produce a potion of that colour. A blueberry and a blue gem will yield a blue potion, a yellow tulip and a topaz or an emerald will make a yellow potion. For some reason, a purple rose and a purple amethyst will not produce a purple potion.

Some of the required gems will appear in Faeriewood, but you may have to retrace your previous steps to obtain all the ingredients you need. To make a red potion, you must explore beyond the trapdoor to find the Tropical lagoon. There you will find the red orchids needed to make red potions.

In the woods beyond Zanthia's, Brandon can find the Crystals of Alchemy. These enable you to mix different colours of different potions. Putting a blue potion in one slot and a red potion in the other will result in the creation of a useful purple potion. Red and Yellow potions can be mixed to produce a useful orange potion. Yellow and blue potions will combine to make a poisonous green potion.

Once you have mastered the art of potion making, you must obtain the Royal Chalice. You can find the Chalice hovering in mid air near the fountain, and can release the Chalice by using the blue gem on your amulet.

Unfortunately, you are not the only one interested in possessing the Chalice. As soon as it is released, the faun will scamper by and take it for

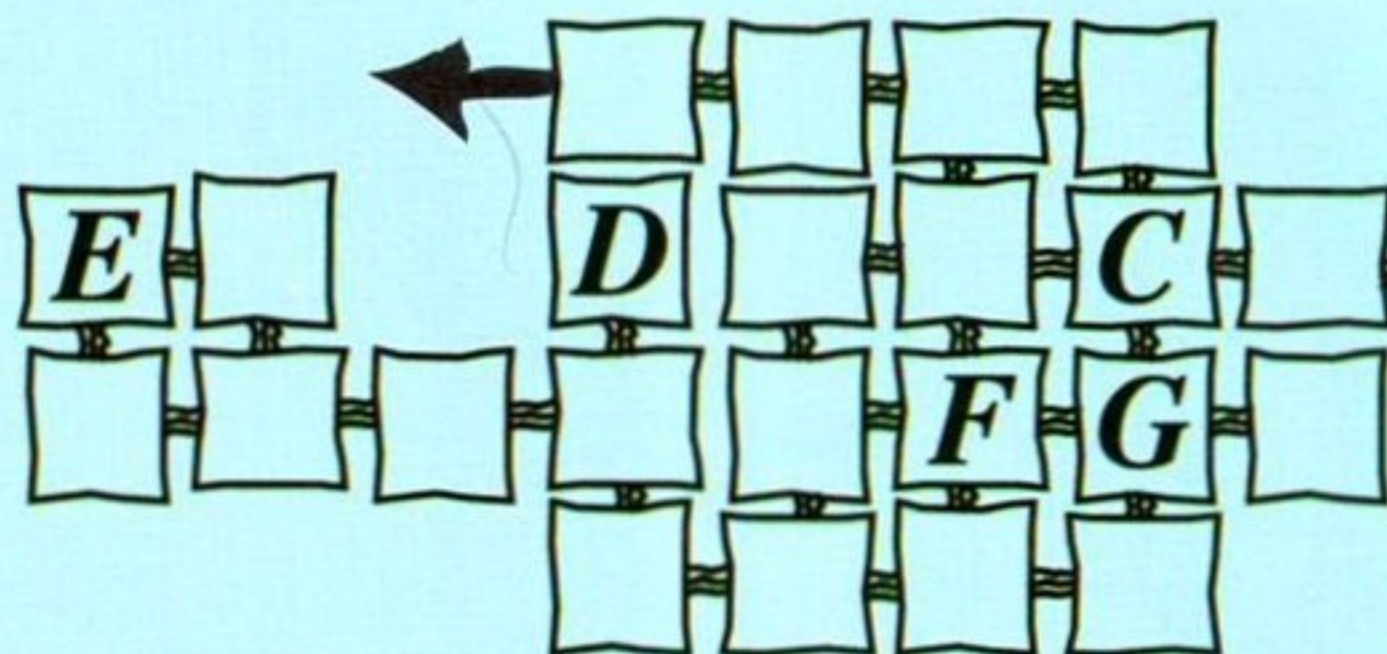
himself. You can chase the faun to his tiny home, but then you will need to drink a purple potion in order to shrink himself and enter the faun's house.

Once in the faun's home, you will have to negotiate a trade with the faun in order to obtain the Chalice. The faun will only trade for an apple though. If you have brought the apple from your home this will work fine. If you need to find another apple, you can find one that was laying on the ground just after you exited the labyrinth. If you have eaten or lost both of these apples, another can be found in the woods behind Zanthia's.

Once you have the Chalice, you are ready to go to the castle. By drinking an orange potion while at the Tropical Lagoon, you will become a winged horse (naturally!) and fly across the water to the castle.

Before you fly to the castle you should check to see that you have everything you will need, because you will be unable to return once you have flown over the water. You will need the key, the Royal Chalice and a flower.

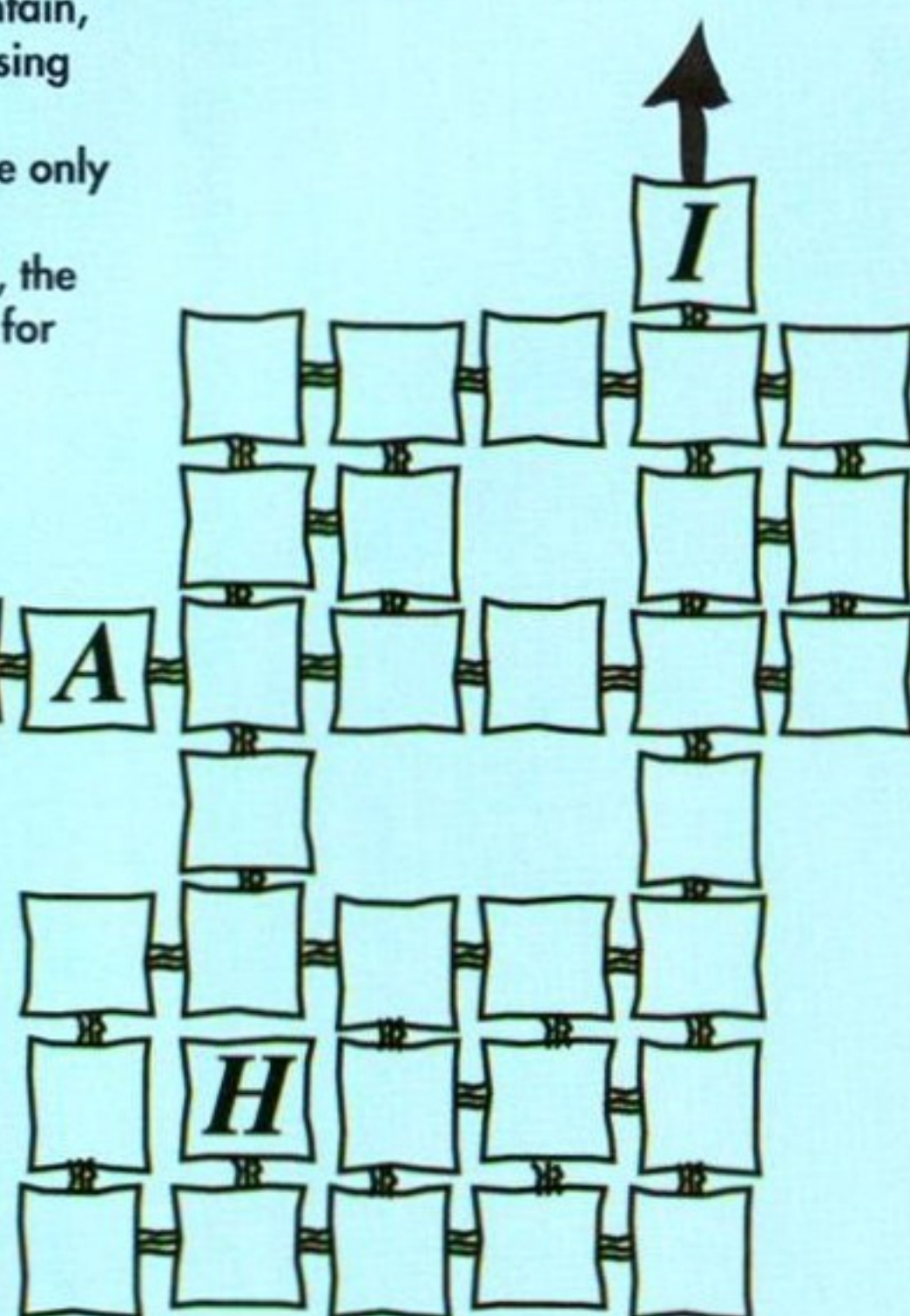
In addition to the poisonous green potion, there are two other dangerous situations in Faeriewood. Just outside Zanthia's door there is a huge frog lurking in the swamp. Only the eyes will show but if you try and investigate, the frog will eat you. At the Tropical lagoon, you may be tempted to float across the water using by using his Will-o-wisp ability. A giant fish will jump out of the water and devour any Will-o-wisps that come along.



### Notable Scenes

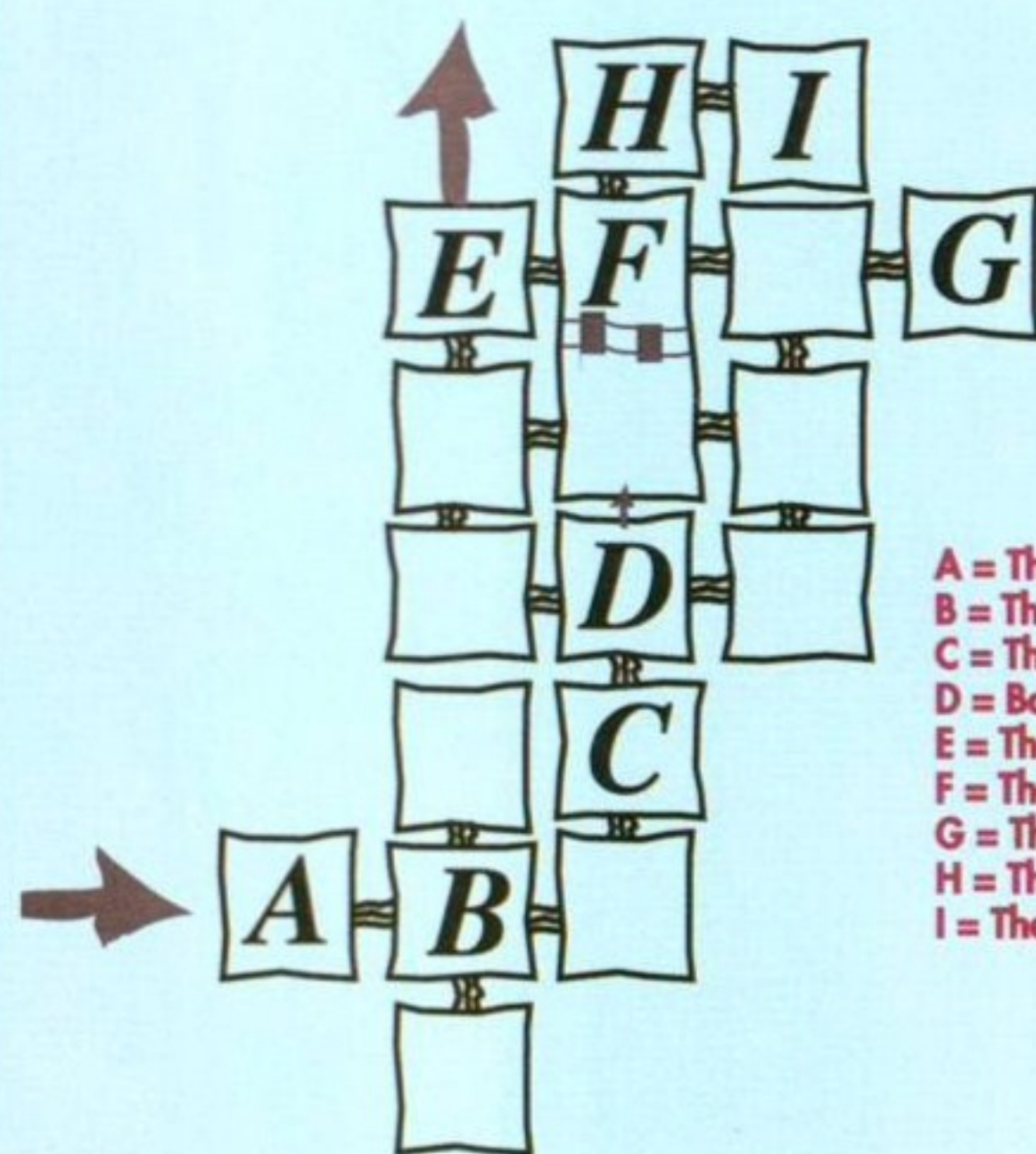
A = Zanthia's Laboratory  
B = Outside Zanthia's  
C = The Fountain of Magic  
D = The Flaming Tree  
E = The Sparkling Waterfall

F = The Royal Chalice  
G = The Faun's Home  
H = The Crystals of Alchemy  
I = The Tropical Lagoon

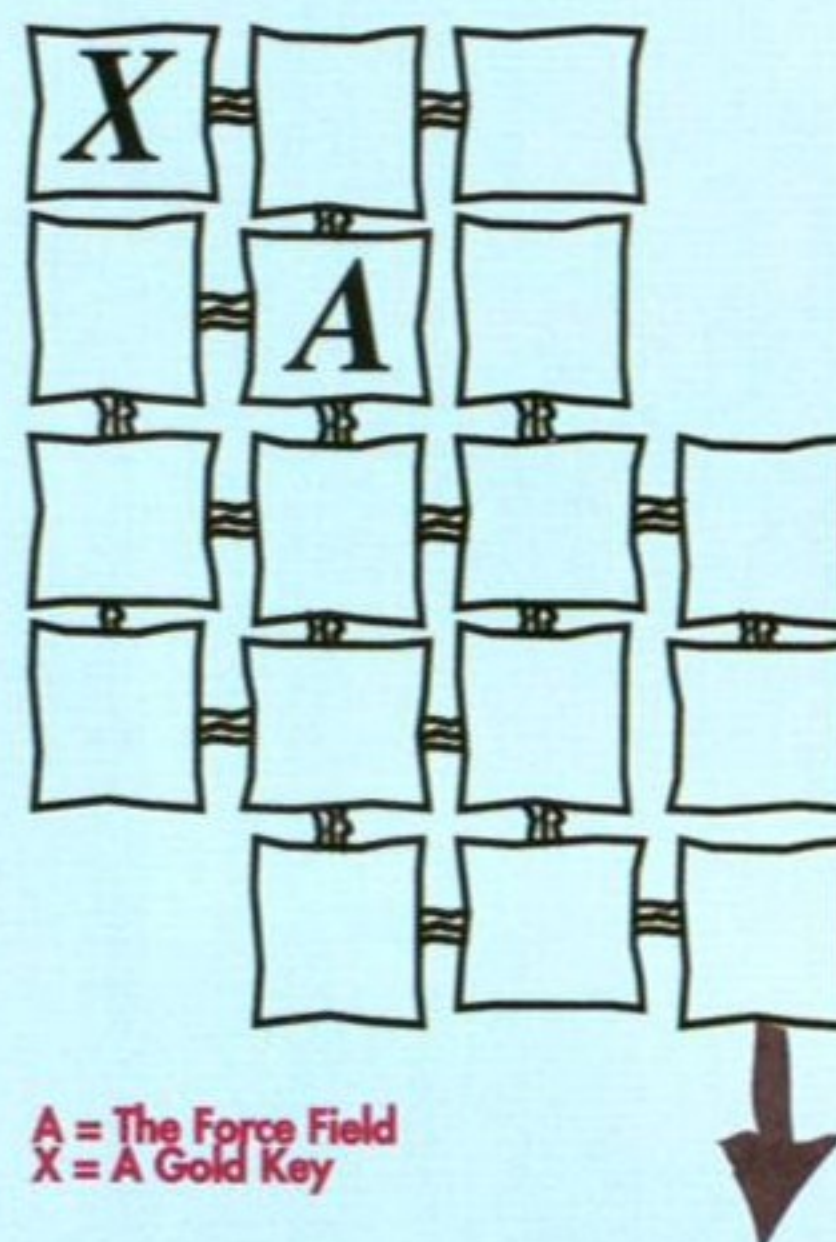




## CHAPTER FIVE – Castle Kyrandia



- A = The Landing Pad
- B = The Misty Grave
- C = The Castle Gate
- D = Bottom of the Stairs
- E = The Library
- F = The Great Hall
- G = The Kitchen
- H = The Royal Foyer
- I = The Kyragem Chamber



- A = The Force Field
- X = A Gold Key

You will discover the grave of your parents soon after landing. If you have a flower then place it on the grave. The ghost of your mother will appear. She will tell you that you will need the Chalice. This advice is late in coming, for now you cannot return to Faeriewood. The ghost will activate the red amulet gem which gives you the ability to briefly turn invisible.

The castle gate will be guarded by two inhospitable gargoyles. You will need to turn yourself invisible before you try the key in the lock. Any other procedure at the gate is likely to result in a horrible end.

Once inside the castle, you must ignore Malcolm's house rules and locate the Royal Foyer at the far end of the Great Hall. You will need to find the two keys that unlock the doors. The first key can be found in the catacombs. To get there you need to find the library, and ride the revolving fireplace into the darkness.

At the far end of the catacombs, you will encounter a Force Field which can be removed using the blue amulet gem. Several rooms beyond, there is a rock on the floor under which will be a gold key. You may have to wait a few minutes after employing the blue gem until his amulet power is restored. Then you can explore the catacombs in Will-o-wisp form and benefit from the illumination to locate the rock.

In the hallway near the Music room you will meet Herman again. Herman will be entranced by Malcolm, and threaten to return the saw in an unfriendly manner!

Herman will cut you in half if you get too close. Fortunately you can make Herman fall asleep if you use the yellow healing gem on the amulet.

The other key is upstairs in the music room. You must play 'Do-Fa-Mi-Re' on the bells. (Bottom, top, second to top, second to bottom). This will expose the second gold key behind a picture.

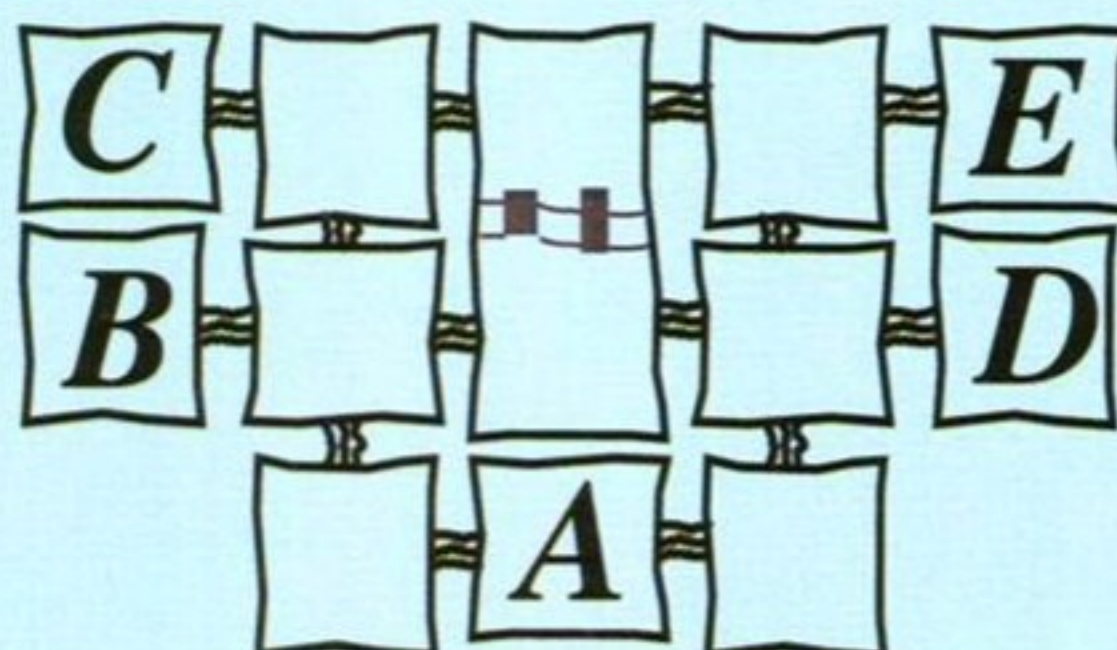
Among the utensils in the kitchen there is a sceptre that you must use in the Royal Foyer. He will also need the Crown that can be found on the reverse side of the revolving fireplace in the library.

To expose the reverse side of the fireplace, you will need to pull out certain books from the shelves. You must pull out the books so that the first letters of the titles spell out O-P-E-N. Once the fireplace has turned, you can retrieve the Crown from inside the grate.

Several non-essential items are to be found in the bedrooms. When the Royal Foyer is opened, you can place the sceptre, the Crown

and the Chalice (in that order from left to right) on the red cushions in the alcoves. This will open the door to the chamber of the Kyragem, and cause Malcolm to arrive with more cruel taunts about your manhood and outfit. Despite your mother's warning, you will punch Malcolm out.

Once in the room with the Kyragem, you must position yourself in front of the mirror on the right side, and then turn yourself invisible before Malcolm enters the room and hurls the turn to stone spell. If all goes well, Malcolm will get hit by the rebound from the mirror and turn himself to stone.



- A = Top of the Stairs
- B = The Music Room
- C = Brynn's Old Bedroom
- D = Zanthia's Old Bedroom
- E = Darm's Old Bedroom

# LEGEND OF KYRANDIA



# PLAN 9



Any film that has a reputation for being worse than Home Alone must be really bad and that's what Plan 9 is. However, as a game it is a pretty tough adventure that requires plenty of thought and possesses that usual Gremlin sparkle. Here's the Amiga Action GTGA giving you the complete solution if you're stuck and need some help....



Head straight out of the movie studio and go to the Hub Cap Bar. Once there, talk to the strange female and she'll mention where Bela Lugosi used to live. Before you leave the bar, buy a bottle of rum from the barman. Next call in at the cafe nearby and collect the balloon off the table.



Go back to the Producer's office and you should find it vacant. Examine the desk and you'll discover a key for the editing room. Now go into the private room at the back.



Examine the left most picture on the back wall and you'll discover an address. Go back to the foyer and ask the doorman to call a taxi. Go out, climb into the taxi and tell the driver to go to Lot 9.



When you arrive, go through the cemetery gates and enter the crypt. Examine Bela's body and you'll find his house key. Collect the hammer lying on the floor then make a sharp exit.



Use the taxi to go to Bela's house on Vlad the Impaler Street, enter through the front door (the key is used automatically) and head off to the study that you'll find on the left.



Examine the flyer on the table to discover the address of the mall, take the picture of Bela that lies on the table next to the flyer. Now before you leave the house push the trophy on the left of the study wall to get a credit card.



Go to the mall in the taxi and press the elevator call button. Now head up to the second floor and buy the mask from the horror shop. Examine the mask and you'll discover a small key hidden inside along with a little note.



Go up to the third floor (the travel agents) and ask to buy a flight ticket. They'll tell you the only available flight is to Rio so accept it. Now leave and go up to the fifth floor.



You'll find yourself in a hardware store now, so examine the spade on the back wall then ask to buy it. Use the passport you have on the photocopier to the right which should give you a replica of your photo.



Go to the bank on the sixth floor and tell the cashier you need to change some cash. Get all four currencies available to you (Australia, Washington, Hong Kong and Brazil) then examine the credit card and make note of the number on the back. Give the small key from inside the mask to the cashier and she'll ask you for the number to your safety deposit box. Tell her it's 530143.



You'll now appear in the deposit box room with your box in front of you, open it to discover the first film reel. Examine the reel and if you want to check what's on the reel there's a cinema down on the fourth floor.





12

Now head back to Lot 9 once more with the help of the taxi. Head to the crypt then veer off to the left to find a wooden cross with the name J Harris on it. Use the spade here three times then examine the hole to find the second reel. Examine this then head off towards the airport.



13

Show your ticket at the counter and head out to the plane. Before take-off, go and talk to the pilot. Ask him if he knows anywhere good to stay in Rio. Take note of his name and go back to your seat.



14

When you arrive in Rio get into the cab and you'll automatically be taken to the hotel. Examine the register and take note of the room the pilot stayed in, ask for the same room then head up the stairs and take the pilot's ID off the dresser. Examine it to find his address then use your passport photo with the ID to make it your own.



15

Head out to the cave across the beach and upon entry the bats will take the picture of Bela from you, allowing you to pick up another film reel. Once again examine the film, there's a cinema in the hotel if you want to watch the reels.



16

Go back to the airport and you'll be thrown into jail. Give the rum to the prison guard and he'll leave, allowing you to escape - before you do collect the statue he dropped and smash it open with the hammer to get a slimy pupa.



17

Fly back home and go to the pilot's house on Aviation Way. Use the credit card on the door and enter the house. Collect the scuba gear lying in the hallway (you'll have to drop some items to do this, make sure they're items you've used like the hammer or spade). Now go out into the back garden and collect the fourth reel.



18

Go back to the storeroom in the studio and collect the love beads off the statue on the left. Now go to the airport and fly to Australia. Show the pilot's ID at the airport to get on the plane. When you arrive go to the beach and talk to the bikini clad bather. Say "Hi there, nice weather" then ask her if she'd like the love beads - she'll accept and show you a path to the hippy commune.



19

Fly back home and go to the building site (opposite the movie studio) and talk to the guy there about Australia. Go into the store room in the studio and collect the dictionary then fly back to the hippy commune in Oz. Talk to them about Fred and they'll give you the fifth film reel.



20

Go to the bridge (left of the opera house) and talk to the painter, this forces you to fall into the water. Quickly use the scuba gear before you die and collect the crowbar. To get out of the water, use the balloon on the scuba gear.



21

Fly to Hong Kong and talk to the movie mogul, he'll tell you about the Netsuke that has been stolen from him. Board a plane bound for Washington and get into the taxi. You'll now get roped into a mission in Cuba where you'll meet up with a guard who doesn't speak English. Use the dictionary to translate what he says and after a long conversation you'll receive a cigar and a poster before returning to America.



22

Give the poster and cigars to the chief back at the White House and you'll get told about the museum. You'll automatically appear in the museum entrance. Give the pupa to the curator then head into the warehouse at the back.



23

Search for a crate marked O.R. Yental, Hong Kong and prise it open using the crowbar. Inside will be the Netsuke and the final film reel. Now return to Hong Kong and give back the movie mogul his possession to receive a talisman. Now wander out to the border and try to get to China.



24

Some Ninjas will jump you and whisk you off to some rather vicious looking monks. Give them the Talisman and the end sequence will begin. Congratulations, you've just completed the game!

# PLAN 9



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## SMALL TIPS



**Yet another bulging mail bag. A big thankyou to everyone who took the time to write in and thanks also to all the software houses for their latest hints, tips, cheats and level codes. It's a shame that most of the cheats had something to do with a certain ninja from the Nth dimension, but thanks for the thought anyway. So, no more Zool cheats please (unless of course it's different to the one we're about to print very shorty), but any others are more than welcome.**

## Ivanhoe

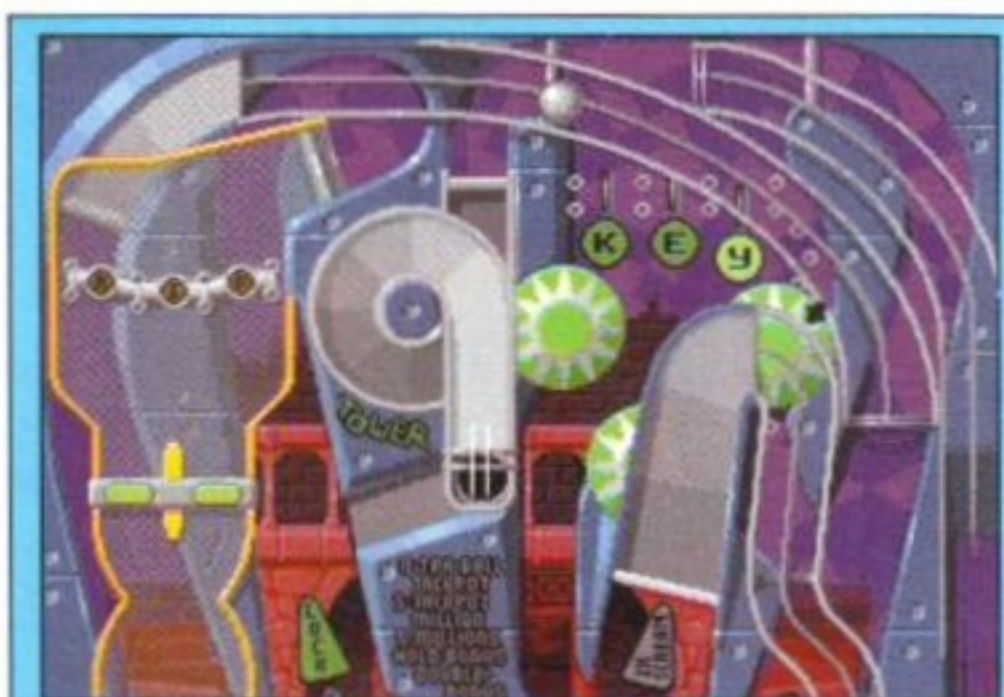
Some strange character called Ace from London has sent in this marvellous cheat for the recently re-released budget game, *Ivanhoe*. All you have to do is type in ZOBINETTE while playing. Then press N to skip to the next level and Del to erase all the bad guys from the screen.

## Zool

Since this cheat was featured on the *Bad Influence!* television program, fifty percent of the world's population have sent it to us. For the sake of those who haven't heard, if you wait for the second title page to appear (the one which says press fire to play) and you type in the word GOLDFISH, good old



Zool will activate a very special cheat mode. Pressing any of the first functions keys will take you to that world and hitting either one, two or three will take you to the requested stage. Make sure you select the desired level before you press fire to start. In the game, press 1 for invincibility, 2 to skip worlds and 3 to skip stages. Now tell us this isn't useful. Didn't think you would!



## Pinball Fantasies

Fancy a couple of extra balls or an invisible force field which stops the ball between the flippers? Of course you do. To start a game with five balls type-in: EXTRA BALLS (with a space). To play for ever type in: DIGITAL ILLUSIONS (again, with a space) and when the ball stops between the flippers just nudge the table by pressing space to get going again. Type in both of these cheats before you press the function keys to select the number of players and a message should scroll across the dot-matrix scoreboard informing you which cheat has been activated. Thanks to KC Quinlan from Reading.



**Here's a quick competition. The first person to provide the Troddlers codes for levels 39 and 56 will win any one of the following Sales Curve games: Swiv, Rodland, Double Dragon III, Final Blow, Indy Heat or Big Run. Send your entries to the usual GTGA Small Tips address at Amiga Action.**

## Risky Woods

Press F1 to increase your lifeforce, F2 to gain massive helpings of cash and F3 to skip stages. Many thanks to Dave Meredith of Edgeley for that particular offering.

## Monkey Island 2

Picture this. You've just purchased *Monkey Island 2* for the huge sum of £38. You read this issue of *Amiga Action* and discover that if you hold down the ALT key and tap W, you'll immediately complete the game. £38 and 11 disks for a poxy credits sequence. Personally, I'd play the game until you get stuck and then consult *Amiga Action's* past player's guide.



## Troddlers

We promised you these last month, but as the game had only just been released we decided against it. Here we go then with the codes for levels 36 to 56:

36: COLD CROSS	47: SAVEBLOCKS
37: STONEM	48: TWENTYSIX
38: HARDROUND	49: UPTOYOU
39: ?	50: ALOTODO
40: FIRSTGUNS	51: UPSIDEOUT
41: CROSSFIRE	52: DROPEMIN
42: NORULES	53: TOUGHTIMES
43: NOFARFALL	54: CLOSEUP
44: RUNAROUND	55: FOOLSRUN
45: BADBIRD	56: ?
46: COVERTHEM	



## Jaguar XJ220

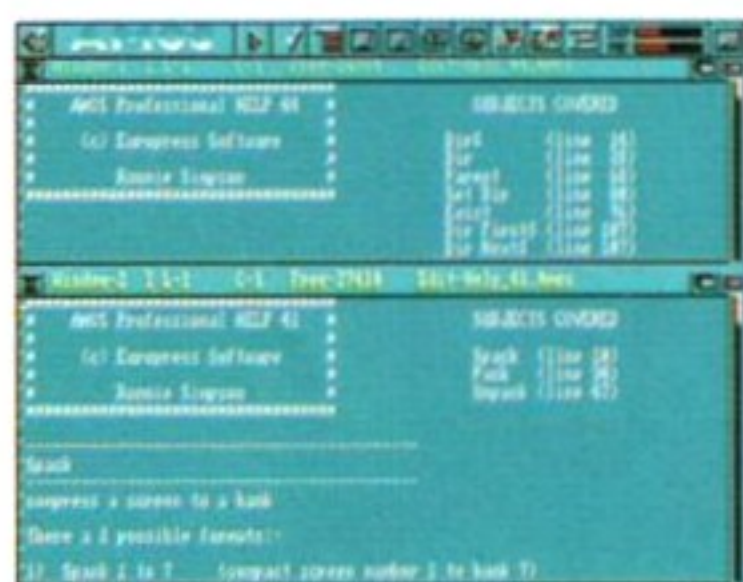
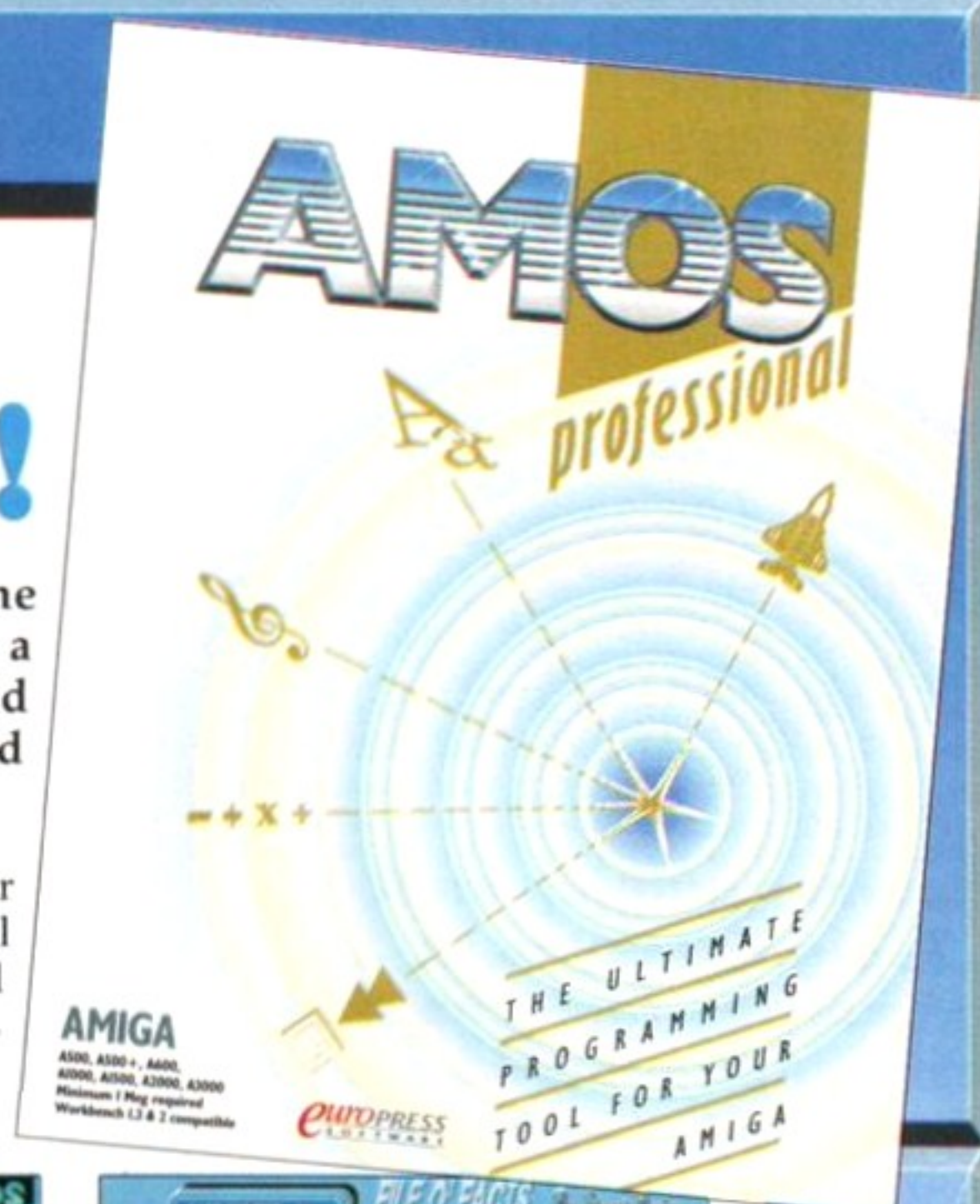
Yes, I know we've printed cheats for this in the past, but this one's a touch different. Beating the lap record is a real cinch if you turn on the radio instead of the compact disc player and tune it to a frequency of 065.4.



# Now AMOS has turned Professional!

AMOS The Creator has brought programming within the reach of over 50,000 Amiga users. Now it has been given a complete overhaul and the result is a vastly enhanced product – AMOS Professional – designed for all experienced Amiga programmers.

AMOS Professional has 200 new commands, taking the total to over 700. Included in the package is a 650-page manual written by Mel Croucher who wrote the highly-praised Easy AMOS manual, and Stephen Hill who wrote the original AMOS manual. Programs written using earlier versions of AMOS and Easy AMOS can be loaded into AMOS Professional for amendment or enhancement.



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- MOUTH commands to link sprites to speech output from the SAY command to create a realistic talking head.

- Two discs crammed with working examples, and tutorials demonstrating AMAL, the new AMOS Interface system, collision detection and other key topics.
- A selection of new highly-finished programs, including Planet Zybox (a scrolling shoot'em up), File O'Facts (electronic data organiser), Quatro (puzzle game) and Dithell's Wonderland (an eight-way scrolling platform game).

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# TALKBACK →

## Commodore Conundrum

The dilemma which I am on the horns of is A500+, A600 or A1200? Games playing will be the machine's main occupation initially, although its future will lie in word processing.

The A1200 seems most attractive, being newer and more powerful, although I've heard rumours of software incompatibility. I also have a deep seated fear of purchasing a new model computer. Will it meet the same fate as my last home computer, a Toshiba MSX?

**Richard Otley, Doncaster.**

With Christmas coming up fast, Commodore are obviously very keen to have their share of the market. They have come up with very attractive packs based on the A600, and have slashed their CDTV prices by £100. They have also come up with another model, the A1200.

I own a pretty basic A500 and to be honest all these changes have left me a bit worried: has the A500 still got some life in it? The last thing I want to see is it flushed from the scene as 8-bits are now. So:

1. Are A500 and A600 games all compatible?
2. Will A1200 games be compatible with A500 games?
3. Will software houses ignore the A500 and concentrate on the newer machines?
4. Do you think CDs pose a threat to disks?

**Vincent Chuilon, Harwell.**

We've had a few letters on the above theme, as you can probably guess. To answer the above points first: Basically, the A500's days are numbered. How long it lasts depends very much on how well it sells, and this Christmas will be a vital deciding point. As for Amigas going the way of 8-bits - well, that's harder to tell, but you can be

sure that the fact that the A1200 is 32-bit is a pointer to the future.

Unfortunately, the 16-bit market is in about the same shape as the 8-bit market was when the Atari ST was released, and we all know what happened after that.

As for the other points: A500 and A600 games will not all be compatible. About 30% of A500 games will not work on the A1200. And which will those be? Nobody knows. You'll have to wait until Commodore or the software companies compile a list. And you can be sure that games written for the A1200 will not work on the A500 or A600.

Software companies will probably be making plans about the A1200 after Christmas, when they've seen how it does. But you can be sure that the A500, squeezed between the A1200 and the Super Nintendos and the MegaDrives, really hasn't got a long term future.

As for whether CDs pose a threat to disks - well, if you mean hard disks, within the next couple of years - no, but after that, I'd put a tenner on CD-ROMs.

## Streetfighter frightener

I am writing to you on the subject of *Streetfighter II*. I was just wondering if *Streetfighter II* will be the Champion Edition where you can play the bosses. Please answer this letter as it is driving me insane.

**Dean Ealey, Liverpool.**

The quick answer is No!

## Hardy Boy Blast

I read with interest the letter by James Redburn in last month's issue of *Amiga Action* and I must admit that I have not laughed out loud as much in ages!

What does he mean that I have recently been ousted from other magazines? If he referring to either *The One* or *Amiga Power*, it may interest him to know (if he was man enough to look) that I am still having my

letters published in both on a regular basis.

So a child of five can write my letters? Well then James, if I send my ideas to you will you write them out for me?

There's nothing more childish than his 'I don't like him so don't print his

letters' attitude and this is going to get him nowhere in life. (Steady on! I can't see the Civil Service for example waving a copy of *Amiga Action* under his nose in ten years time and refusing him a job! - Ed.)

If James (or for any other readers for that matter) do not wish to read my letters, THEN DON'T! Perhaps I should state now that I've had ALL my letters published on my own merit and NOT because I know

## Violence

I am the mother of a lad who is badgering me constantly to get him an Amiga for his Christmas present. There are a couple of points which I would like to ask you:

The price of the Amiga seems a little high compared to the Super NES. Do you think it would be a better move buying a SNES then, as my budget is going to be a bit limited this Christmas?

Secondly, many of these games seem to be rather violent. I'm not happy about giving my son these sorts of games, but I'm interested in your opinion on the matter.

**S. McDonald, Cardiff.**

Well, those are two tricky ones. Firstly, although you might think I'd be biased towards the Amiga, the SNES prices do look attractive, and it is a good games machine. However, there are some factors which can bump up the total price that you may not be aware of.

Although the price of the Amiga may seem a little high, the price of the software is comparatively cheap. This is not the case for the consoles. If you buy a SNES with *Streetfighter 2*, there's an even chance that by New Year's Day, your son will be crying out for another game. If so, you'll have to be prepared to shell out anything between £50-60. You can see that if you're spending that sort of money on a regular basis, the costs soon start to dwarf that of the Amiga.

On the violence point, while it is true that many games could be considered violent, there are many that are not. One of the best-selling games ever, *Tetris*, hasn't a hint of the stuff. So, like renting a video cassette, the choice is up to you. Besides, much of the violence has a cartoon-like quality, which may be something else to consider.



*Streetfighter II*. Violent, vicious or a very clever marketing ploy?



# TALKBACK →

→ somebody in the magazine industry. If people like James Redburn wrote lots of interesting letters then they might have most of them printed too!

Instead, James merely writes feeble insults about my middle name (all of them unjustified) and if he really wants to know what it is, then tough, he'll have to work it out for himself.

I've chastised the kid enough. He's entitled to his own opinion as much as anyone else, but I just hope he grows up before sending in his next letter, because then it might be of some interest - just like mine!

**Stuart N. Hardy, Sheffield.**

Hmmmm... Looks like I can see a fight coming. Ah well, boys will be boys.

## Why Oh Why?

I have just gone out to buy Amiga Action because I particularly wanted to see your review of Arsenal - The Computer Game, which you said would be in the December issue. It wasn't, which meant £3.50 that I spent to see a review of the game was partly wasted.

I really wanted to see the review because I am an Arsenal fan, which make it even more of a necessity for my games collection.

I do buy Amiga Action because I think it's the best computer magazine, but when you say you are going to feature particular games, I feel it is misleading you haven't done so.

I would be grateful if you could tell me why the game wasn't reviewed and when it will be.

**Benjamin Beckwith, London.**

We're sorry if we sometimes promise games reviews and then don't print them, but this is invariably because software

companies don't send us the stuff in time. In the case of Arsenal, Thalamus have pushed back the release date by a month to finish development work, so hopefully we'll get it for the next issue. But remember, there's nothing to stop you checking the mag at the newsagents before you buy it!

On other occasions, we might not print stuff because of the deadlines we have to work to. You'll remember we promised a new Buyer's Guide, ranked like a Super League. We're still working on this, but have had to put it back to the next issue because of the inevitable rush we experience in putting the magazine together during the Christmas period.

But rest assured, we do try to keep our promises to you!

## Not Sensible

I am writing to complain about the spelling of *Sensible Soccer* on the GTGA booklet you gave away with the last issue. Everyone knows it's spelled 'Sensible' and not 'Sensibile', so is this another example of the Amiga Action team's well-known bias towards a certain footy game, and against the outrageously good 'Sensibile'?

**Alex Bond (no relation), Taunton.**

Ahem. Unfortunately, due to technical problems with one of our Macintoshes a day before we had to send the book to the printers, the odd error did slip through. But I would have thought Sensi Soccer fans everywhere would have been proud to have the title of the world's best-selling book and inspiration to millions incorporated into this religious experience of a footy game. Or something.

## Bible Bashing

I am writing in to complain about the use of the word 'Bible' in the title to *Sensible Soccer*, which

occurred in the free book given away last issue. Everyone knows that Christianity is a dying religion, so surely it would have been better to use the word 'Torah' to reflect the dynamic growth in Judaism over the last decade? Please ensure that you accurately reflect the religious mix of the World's population in all future spelling mistakes.

**James Parker, Woking.**

Sorry about that. We will ensure all future mistakes are utterly incomprehensible and bear no resemblance to any religion, living, dead or in a 1000 year cyclic period of rebirth.

## Shifty Subs

After recently looking in the December '92 issue at the subscriptions pages, I have a few questions:

1) On page 60, the mag without coverdisks costs £23 per year. The mag with supposedly FREE disks costs a further £6. This seems to mean that the FREE disks actually cost £6?

2) On page 88, you say that you give a FREE £30 game when you subscribe for £39. When you take a look back to page 60, the subscription without the FREE £30 game is £10 cheaper. Does this really mean that the FREE £30 game costs £10?

**Paul R. Bethell, Cumbria.**

One of our staff members was nicked by our sister mag *Bad Influence!* to help launch it, which meant the odd mistake did slip in. Unfortunately we used an older ad and a newer ad by accident.

**Send your letters to:  
Nick Merritt, Talkback,  
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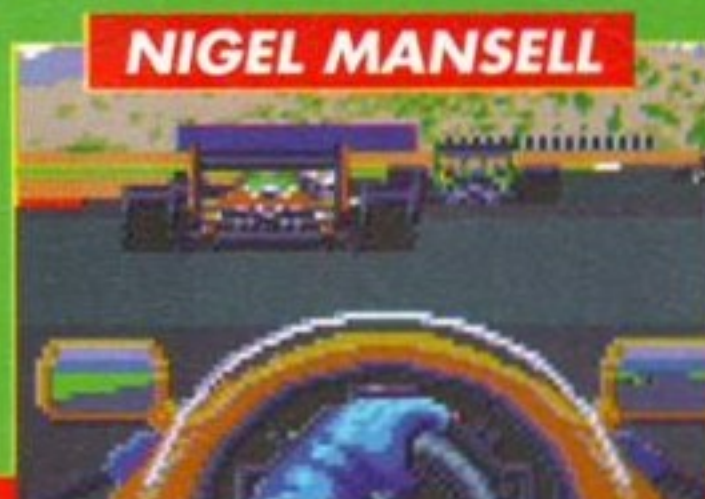
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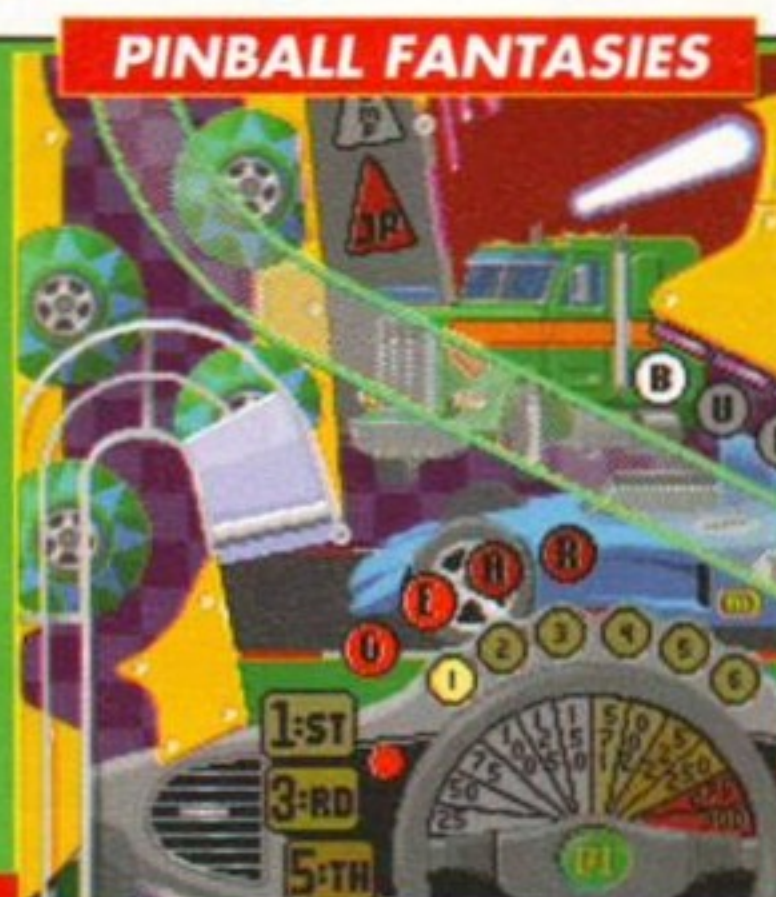


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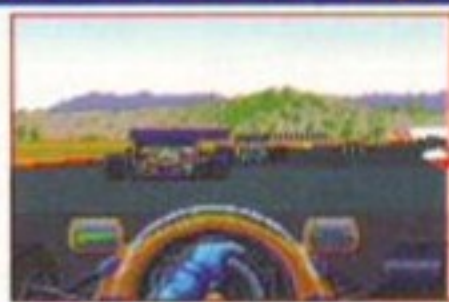
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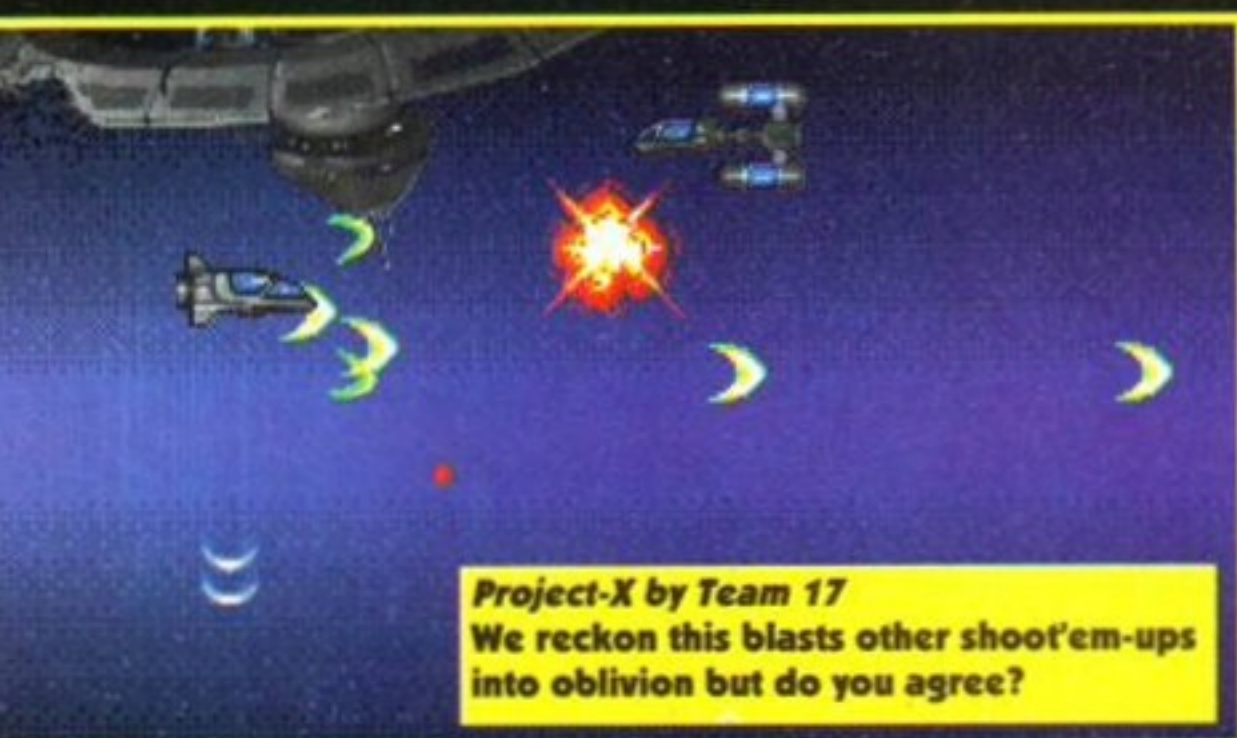
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# TA-RAAA!

## 1992



**Project-X by Team 17**  
We reckon this blasts other shoot'em-ups into oblivion but do you agree?

**Assassin by Team 17**  
A highly rated platform game but is it mighty enough to overcome Gremlin's best-selling Zool?



us for the categories below by the 15th January, 1993. We'll then collate all the info, printing the results in the March issue of AA (on the shelves in February). So here goes...

1. Most Wonderful Game Of 1992.
2. Most Gruesome Game of 1992.
3. Which game made you utter, "Gosh! What fantastic graphics"?
4. Which game made you yell, "Wow! That's what I call music to my ears"?
5. Best racing game.
6. Best adventure game.
7. Best arcade adventure game.
8. Best RPG.
9. Best sports game.
10. Best simulation.
11. Best shoot'em-up.
12. Best puzzle game.
13. Best bat 'n' ball game.
14. Funkiest computer character of the year.
15. Most overrated game of the year.
16. Most underrated game of the year.
17. Software publisher of the year.
18. Fascist neo-Nazi pig of the year.
19. Most luscious, lovely person on the planet during 1992.
20. Most embarrassing thing you got up to during 1992.

Everyone who sends in their votes will be entered into a draw. One lucky person will win a game of their choice - generous, eh? So start scribbling and we look forward to hearing from you!

Send your entries to Amiga Action 1992 Votes, Europa House, Adlington Park, Macclesfield, SK10 4NP.



**Left: Monkey Island 2 by US Gold**  
Challenging for Adventure Game of the Year but up against Virgin's Legend of Kyrandia and Lure of the Temptress.



**No Second Prize by Thalion**  
A surprise attack against Gremlin's racing supremacy. Has it upstaged Lotus III?

## The Last Word

- |          |          |
|----------|----------|
| 1 .....  | 11 ..... |
| 2 .....  | 12 ..... |
| 3 .....  | 13 ..... |
| 4 .....  | 14 ..... |
| 5 .....  | 15 ..... |
| 6 .....  | 16 ..... |
| 7 .....  | 17 ..... |
| 8 .....  | 18 ..... |
| 9 .....  | 19 ..... |
| 10 ..... | 20 ..... |

**Dynablaster by Ubi Soft**  
A clear contender for Game of the Year. Great multi-player action of explosive proportions.



Name: .....

Address: .....

Telephone: .....

Age: .....

Game of choice: .....



# Boggit's Domain

**Can you boggle the Boggit with your deep and meaningful questions? Or will he have all the answers? What do you think?**

Is it raining where you are now? Are the dark curtains of Winter drawing in around the house and shutting out the memories of the Summer? Take heart for there is a place where the Winter's chill never reaches. Here in the Great Wood, Winter is banished and the sun's rays continually shine through the leafy trees to fill your eyes with sparkling sunbeams and warm your heart.

Of course Christmas Day is an exception for then it is allowed to snow, but it's got to be crisp and white, and it's all got to be gone by Boxing Day.

## Future Show.

What do you want from a Computer Show? Do you go looking for a bargain or do you make the journey to view what's new in the world of hardware and software entertainment? Lately the shows have simply become a huge shop where you can pick up floppy disk labels and pens that can write upside down in six fathoms of water.

Last month I packed my plastic carrier bag with mutton pies and made the long trip by cart through the Great Wood and up to the city to visit the Future Show. I was very pleased to find that this particular show was a well balanced mixture of bargains and exhibitions which made the trip really worthwhile.

For the first time I managed to kick my



If you're exploring my domain, you can't expect to get through it without a sword by your side and quips about Frenchmen on your tongue. Bet you can't guess where this screenshot came from?

way to the front of a queue which allowed you to have a quick blast in a Virtual Reality machine. It wasn't as exciting as I had hoped it would be, but it certainly has possibilities. The screen is still too small to give you the feeling of being there, but once they solve that problem, things will start to get really exciting.

Of course the majority of the show was comprised of Sega and Nintendo stands zapping and blasting their brains out. When I'm in a good mood I can tolerate arcade freaks for a little while, but I just wish someone would explain to them that

the peak of a baseball cap is supposed to be at the front of their heads!

I enjoyed riding in the 12-seater simulators but I should warn you that these should be avoided if you have drunk a bottle of spiced elderberry wine beforehand. It looked like an abattoir when I got out!

I did see droves of humans struggling through the crowds clutching Amiga 1200s to their chests, so it looks as if the new machine has caught the imagination of the punters. It's faster, has more colours, and is only a little more expensive than the



A600, so it is sure to sell well.

The one piece of technology which still refuses to sell is the CD ROM drive. Interested crowds were clustered around one which was displaying an impressive demo, but that is just the trouble with it. The only things which are worth seeing on the machine are demos. There are no games or other pieces of useful software which the public desperately want and which is only available on the CD ROM. Who is going to buy a CD ROM to play *Lemmings* when they can play the game equally well on the computer they already own?

## BOGGIT'S MAILBAG

### Making the right moves in EOB II.

*I have just fought and finally beaten the dragon in Eye of the Beholder II. I have watched the light break over Darkmoon and witnessed the final destruction of the temple by Khelben's mages. It's a good end sequence!*

*However, there remains a couple of questions to which I seek answers. In the final tower where Dran resides, in a lower room with all the moving walls, there is a force field with a corridor turning left beyond. I never worked out how to open this area.*

*Again in the final tower, just before going up the flight of stairs to confront Dran, a dying mage leaves a holy stone symbol. I did not encounter a portal in an area of the game accessible from this point. Perhaps having killed the dragon I've lost the motivation to apply my little grey cells sufficiently!*

*Finally, having battled through EOB I and II, I really feel quite attached to my party of heroes. Is there any word yet of an EOB III?*

P. Woods, Cleveland.

A picture is worth a thousand words. From your letter I don't really know where you are stuck. I know you are on Level One of the Crimson Tower, but I'm not sure which force wall you speak of.

There are two red disks on the wall in this area which causes force walls to appear and disappear, so I assume you are talking about those. If you spin both disks so that their notches are both to the right then one wall of force disappears.

Spinning the disks to put both notches down gets rid of another wall. Finally spinning the disks so that both notches are up gets rid of the last wall. Good, eh?

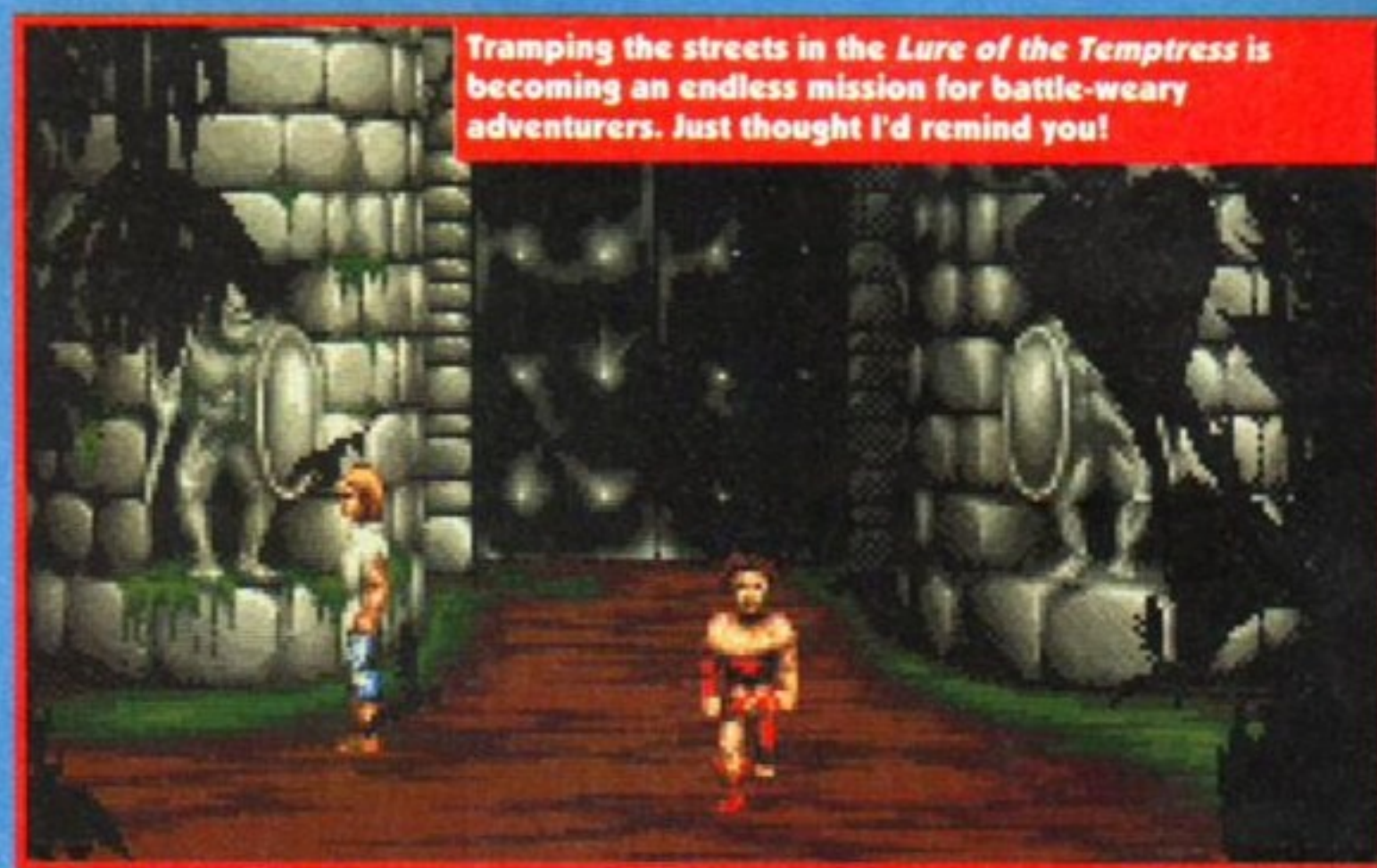
I have searched beneath my cot for the EOB II map scrolls which I stuffed there, (I also found my old lollipop, so thanks very much!) and looked for a magic portal which needs the stone cross, but I couldn't spot one either. One piece of helpful advice I will give to heroes arriving at the entrance to Level Two of the Crimson Tower is to rest before you enter it. Resting your party inside the level causes extra mind flayers to be generated.

I know naught of an EOB III game which is probably just as well because I'm still recovering from the last one!

### Lure of the Temptress.

*After writing to you before, I have great hopes that you may be able to answer another one of my questions (I'm not French by the way). I am stuck in the caves of Lure of the Temptress.*

*Every time I try to get past the dragon guard I get killed no matter how many defend or attack moves I make. I would also like some advice on what Role Playing Game I should*



Tramping the streets in the *Lure of the Temptress* is becoming an endless mission for battle-weary adventurers. Just thought I'd remind you!

*get. I like the looks of most of them, so I haven't got a clue.*

S. Yardham. Southampton.

I recall that I too had trouble with that miserable specimen of a monster. There is no

## BOGGIT'S

For the last couple of months nothing seems to have met with the approval of our grumpy guru, but at last he has uncovered a sparkling gem in his postbag.

### The Legend of Kyrandia - Virgin Software.

I don't mind emeralds as they tend to blend in with the grass and the bushes. On the other hand, rubies and gold nuggets lying around on the ground are a real pain because they spoil the look of the garden. They also attract hordes of adventurers who scrabble about in the flowerbeds and trample my petunias. It's not all fun and elderberry wine living here in the Great Wood you know. I'm unfortunately condemned to spend hours picking up glittering stones and pieces of gold which the rain washes out of the forest soil. What a life!

I thought that my problems with precious stones was peculiar to the Great Wood until I took a trip to Kyrandia this month and found out that they have just the same trouble. Beautiful forests bursting with blooms, plus rose bushes glittering with diamonds. It made me feel quite at home. The place is filled with wizards, dragons and magic and looks very pretty. The animation and sound effects are top class, and the puzzles are not too difficult.

Having created this fabled land, the game writers decided all that was needed to complete the package was a young hero who would set out on a quest. What a pity they picked some street-wise, smart-alec from a Los Angeles suburb to be their prince.

Unfortunately someone out there has decided that all new adventures must be humorous, but whereas Guybrush



Lost in the Jungle? Stuck up a banana tree looking for the Swordmaster? Follow Boggit's instructions and you'll soon uncover this dangerous cove's hidden lair.

MAGIC DUST TAKEN.  
MAGIC DUST TAKEN.  
MAGIC DUST TAKEN.

GAMP



easy answer to your question. You've either got lightning reactions and split second timing like me or you haven't.

Obviously you have the reactions of a striking slug! I think I simply decided to abandon all subtlety and just go for the brute.

In the matter of suitable RPGs, I suggest you avoid the 'real-time' games which require fast action, (you being a slug and all) and instead go for a game such as *Crusaders of the Dark Savant* from U.S. Gold. I prophesise that this game will be a 'big' hit. At the time of writing this scroll, the Amiga version has not actually hit the shops, but I am absolutely sure it will be available by Christmas.

If for some reason it isn't, you can pick up *Might and Magic II* for a budget price - I've seen it advertised for a fiver! Then again, the twin pack of *Dungeon Master* and *Chaos Strikes Back* should also be available from Psygnosis and that's something everyone should have a copy of. The *Dungeon Master* series does require you to move your fingers

fairly rapidly on occasions, but it's child's play compared with arcade action speeds.

## A Bottle of the Right Stuff for Indy Jones.

*Dear Boggit, please help me with Indy Jones and the Last Crusade. I have the Grail diary, the book on flying and the book from the chest in Henry's room.*

*I have entered the library in Venice and broken through the 'V' slab in the floor with the metal post, but here it seems my quest has ended as I don't have a torch. Please help me find one as I like the look of the game so far.*

V. Mills, Eastleigh.

Well I'm not surprised that you like the look of the game as I thought it was one of the best adventure games I had seen up until then. You might also be interested to know that I think the next Indy adventure (*Fate of Atlantis*) will be the best adventure since then.

The good but confusing thing about this game is that there is more than one solution to many of the problems. The torch you want is the one which is stuck to the wall with a lump of mud. To get the torch you must first wet the dry mud to loosen it. What is needed is the empty wine bottle from the cafe beside the library. There is a ladder which leads up through a manhole cover to the cafe above. You get the bottle by telling the man that it is a lousy vintage. Take the bottle to the underground lake and fill it with water.

The library contains more than one useful book which you can 'borrow'. You'll find that a copy of Hitler's *Mein Kampf* is also available. I've never read the book myself because it's written in German, but from the title I assume it's about 'Kamping' and Boy Scouts. I have seen pictures of Hitler wearing 'long shorts' and wearing silly hats. Perhaps if you read it, it will help you to 'Be Prepared'.

## Operation Stealth.

*I need your help with Operation Stealth. I can get into the Control Room after putting the electric razor in the wastepaper basket to create a diversion, but what do I do then? I have been stuck here for five weeks! If you can help me I will be very grateful.*

Robert Flemming, Surrey.

Well I should think you will be very grateful to get out of there after being stuck for five weeks. What have you been using for a toilet? I would think all of your pockets would be full by now! (I've just had a thought, did you wash your hands before writing to me?)

Use the razor on the wastepaper basket and then go to the exit on the right. Wait for the message from the razor, 'Explode, one, two..'. As soon as the message appears, use the cigarette (red) on the computer. As soon as the

computer explodes, operate Otto. Once you have finished fighting use the compact disk on the laser reader.

## Conning the Shopkeeper in Monkey Island II.

*I am writing about the directions you gave previously to find the Swordmaster in Monkey Island II. An easier way to find the Swordmaster is to ask the shopkeeper and when he leaves you just follow him.*

Another hint concerning the shopkeeper is to ask him about the credit note, then watch the movement he makes with the safe handle. He won't give you the note, so just ask him about the Swordmaster again and when he leaves push and pull the safe handle in the same way. Please send me a prize. Remember, many innocents died to send you this information.

Christopher Cook, Chislehurst.

Yeah, and many little devils got a gruesome thick lip for being so cheeky!

## Kwik Kwip

**Q. Did you know that I have invented a shampoo for busy Frenchmen?**

**A. It's simply called - "Wash 'n' Bog Off!"**

## Curse of the Azure Bonds.

*I've got some hints for Curse of the Azure Bonds for you. Remove your bonds in this order:- Tilverton (Fire Knives), Yulash (Moander), Hap (Dracandross), Zhentil Keep (Fzoul/Dexam the Beholder) and finally Tyranthrux at Myth Dranor.*

In Yulash, use the Wand of Defoliation by the cleric's body on Moander and his plant-based creatures. Make sure there is a female in your party as when you are in the caves near Hap you can join a band called Swanmays (by going left when you enter, then left and right until you meet a woman with a curiously funny hair-do). This will guarantee you get a reward when you return. Go back to the caves when you have killed Dtacandros.

Also remember to check all the pots in the Salamander's room as one contains an extremely useful sword called Dragon Slayer.

When in Myth Dranor look out for Rakshasa. He is in disguise, but you can trust the one you first meet on entering the second section.

If you wish to avoid combat with Thrikreen (if you want to be soft, that is) tell them you serve the Tyranthruxus.

Before you enter for the final confrontation

# BOUQUET

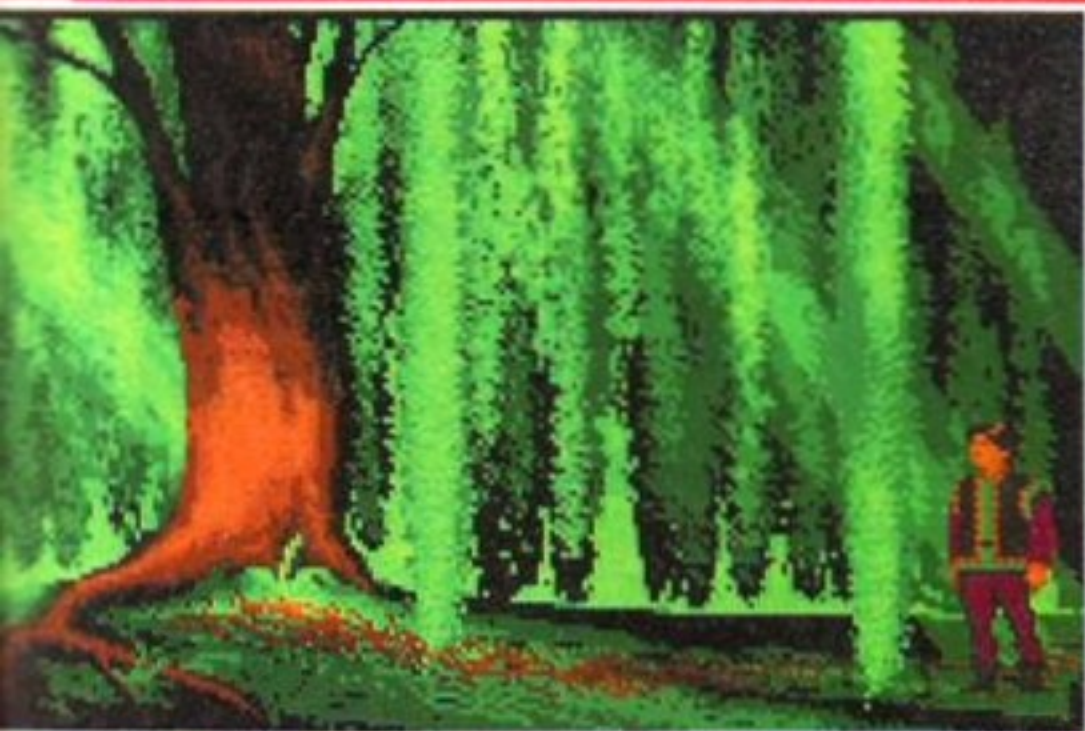
Threepwood's comical observations in *Monkey Island* were amusing, this guy's witticisms are infantile and out of character.

There are a number of tricky puzzles at the start of the game, and the first of these is trying to install it on your hard disk. Typically, the documentation makes no mention of the fact that you can install it on a hard disk so you are left wondering if it is even possible. If you 'open' the floppy disk on your workbench, (and I don't mean prise it open with pliers!) you'll see an 'Install' icon which you'll probably 'double-click'.

This will appear to begin installing the game but soon it will halt and inform you that you do not have enough room on your disk to carry out the installation.

If you are a foolish mortal you will start deleting files from your hard disk to make some room and then retry the install command. Sure enough you will get the same error message. Eventually, when you have emptied your hard disk, you will finally realise that the stupid program is attempting to install the game onto the floppy disk where the original files are.

Don't waste time shedding a tear for the landscape in *Kyrandia* but place a tear in the bark of the rotten willow tree to cure it of the evil spell.





with Tyranthraxus, cast a lot of good magic on your party including Haste. Once into combat spread your party out, send an invisible Ranger around to attack Tyranthraxus and repeatedly hit the gargoyles and the priests with fireballs.

P.S. If anyone knows how to get down that blasted tunnel in the dark Elven caves, TELL ME!

C. Roberts, Wrexham.

I'm afraid I don't know what your problem with the tunnel is. According to my scribbled scrolls there were lots of monsters to defeat, but there was no particular problems to solve. From the point which says, "Great Danger Ahead" you really should save the game and rest up. Memorise all your spells and be prepared to save your game every time you make some progress.

## Stopping the Bloodsuckers in Elvira II.

I'm no genius when it comes to solving adventure games, but I admit that I am addicted to them and have been known to have my moments of inspiration when it comes to solving a particularly sneaky puzzle that some nasty sadistic programmer has included in his adventure.

However I am totally stuck in Elvira - Jaws of Cerberus. Whenever I go into the attic at the top of the stairs (where else would an attic be you dodo! - Bogg.)

I get killed by the Dracula-type vampire. I

First of all, I can promise you that Elvira is not French. Instead, she is a warm-blooded, big-bosomed American beauty who admires me greatly.



have tried to cast every available spell I can muster, but to no avail.

As you have such wondrous knowledge beyond all understanding (snigger), please tell me how to rid myself of this vampire and I will promise to read Amiga Action for ever and ever. (Well... almost.)

Ken Green, Northwich.

I saw the box containing the game Jaws of Cerberus, but I didn't take it because I thought it was a packet of salt. I have also seen the gruesome screenshots which come from it and they were so full of blood and guts that I decided that they might affect my cheerful disposition if I played with it.

There is a musical answer to the vampire problem. Use the tuning fork, and the high pitched note that it gives out will shatter the glass in the skylight and kill the blood-sucking monster. Pretty obvious I thought.

Top Ten List.

Here is my Top Five Adventures.

1. Secret of Monkey Island.
2. Secret of Monkey Island II.
3. Indiana Jones and the Last Crusade.
4. Rise of the Dragon.
5. Zak McKracken and the Alien Mindbenders.

David Arnholm, Maglebraende.

## Forcing your way into Drakkhen.

Could you help an elderly adventurer? I would like some help with Drakkhen, (pause while Boggit falls about in hysterical laughter).

I have taken the bad news to Prince Hordtkhen regarding his sister. Now he has sent me to sort out Prince Haagkkan and the human. I can find no trace of this Prince but have found his sister. Now is this a typical piece of French trickery or have I messed it up?

When I go to the Princess's palace, although I have placated the grunting guards by telling them what nice chaps they are, I just can't break the force field to explore any further, so I am stuck in the entrance hall.

I have just bought Captive for £6.99, don't you think that's a bargain?

Yours is the best column in any computer magazine. Good luck and lots of lovely meat and mutton pies.

D.F. Cussell, Margate.

Haven't I worn my gums away warning people like you about these French masterpieces? By rights I should leave you to stew in your Coq au Vin, (that's French for a cock-up).

Don't worry about the lost

Prince as he's not important at this point. When you arrive at the palace you must quickly nip inside and operate the symbol which you will find on the right of the doorway as this shuts off the force field.

I agree that you got a bargain with Captive as it really is a great game. I did think that things were getting a bit too tricky when the dragons on rocket bikes arrived, but needless to say I defeated them eventually. But then you never doubted that I would, did you?

## Kwik Kwip

Q. Knock, knock.

A. Who's there?

Q. C'est moi une French Person.

A. Well Bogg Off!

## When is the Knightmare's Well not Well?

I bought Knightmare after having read about it in your column and now I'm in the Quest for the Sword. While everybody else is apparently having having problems flicking switches somewhere on Quest Four, I'm on the second level. Having failed to solve the riddle of the well I just moved on looking for monsters to zap. I've found some keys, but after opening doors and zapping around the portals I have used up my last key only to find that I need another. What is the answer to the riddle.

I would also like to know if Bane of the

If you like the French BAT adventure, keep a look out for BAT II which has just been released. Needless to say Boggit is really looking forward to giving it a fair review!



Cosmic Forge is as good as the real-time monster bashing games. Before I started to play real-time games I played the Bards Tale and Dragon Wars on my old Commodore 64 and they were in no way a match for the Amiga real-time games, so I did wonder when I read about Bane.

P.S. I am from Denmark which is NOT and never will be part of France and therefore I would prefer not to be associated with any of



the Mad Frenchmen which I believe are in the game. And yes, all Frenchmen are mad!

P.P.S. Don't eat the goose which delivers this air mail letter or you won't get any more mail from over here.

Tomas Krag, Denmark.

If something is not 'well' then it is sick! The well needs to be cured by using the magical Heal Stone before it can lower you down to the next area. I suspect that this will not solve your problem because if you still need a key upstairs then you are not going to find it by going down the well. You probably haven't even found the Heal Stone yet.

Did you find your way through the transporter rooms and get the two keys that are in there (N,N,W,S,N,E,S,W)? Did you get the coin from the jester by throwing the Funny Stick at him? There are also a couple of sneaky door switches on this level in the shape of skulls which are difficult to spot.

I too have played some of the *Bards Tale* games and I must confess that they didn't grab my interest either.

They did have the interest of developing your characters, but the view of the surrounding world was small and crude, (a bit like me I suppose!) The control over the characters was also very basic.

Bane is a nice compromise between the two game types because it has much better graphics and sound, and it has lots of really interesting menus to help you develop and control your characters. Believe me I am not a fan of armour-class statistics or boring tables, so if I got hooked by it then most other adventurers will too.

Another important point is that there are many handicapped people who love RPGs but they can't handle the fast action required in real-time situations. Games like *Bane* could well be a perfect solution for them.

Having said all that, we have been promised that the next game in the series will be even better - *Crusaders of the Dark Savant* - so why not try that one first?

## More Monkey business on Monkey Island II.

I bring with this letter a little bad news and some good news.

The good news is that the 'beautiful, blue-eyed blonde' Alison who wrote to you in the November issue can relax for I know the answer to her problem. (Dream on laddie, it was me she wrote to - Bogg.)

The bad news is for the person who sent you the original solution as they obviously copied it from that which was published in the ill-fated ACE magazine.

Anyway here is the correct solution to the problem of getting Kate arrested. Remember the leaflet with the picture of Captain Kate on it which she gives you when you first meet

her? Still got it? If not get another one from her. Now go to Phatt Island and find the wanted poster on the wall. 'Use' the leaflet on the poster so that it now has a picture of her instead of Guybrush. Leave the island again and Kate will be arrested. I'm hoping for a big reward!

Leo Pitt, Surrey.

It's not fair. When people write and say that they are hoping for a big reward I get my fun out of disappointing them. Now you come along with the correct answer and ask for something. Okay, I will send you a prezzie, but don't expect me to be happy about it.

## Rise of the Dragon.

I have managed to complete *Rise of the Dragon*, but in the process I get the girl Karyn killed, (which rather defeats the object). Is it possible to save the city and the girl? I have collected the screwdriver and a bunch of wires. I have also shut off the security system although the receptionist does reset it later.

I can tell you in response to Martin Fellas's letter (Issue 38) that the Mayor gives you the LAPD pass. You must give him the video tape then refuse to help him when he asks you to investigate further.

He will then persuade you by giving you the pass, allowing you to get some heavy weaponry from the police armoury.

James Kendall, Twickenham.

Your problem relates directly to the fact that

you are human. It is a well known fact that humans don't spend enough time in the bathroom (especially the French). I wash and change my underwear every month whether I need to or not.

In your bathroom you would have found the Napent which can be used like a gun and deals very effectively with difficult people. To rescue Karyn you must first use the Napent on the receptionist to get her out of the way.

Now you can use the screwdriver on the bottom electrical panel in the Janitor's Closet. Get the wires and go through the left hand door to find the girl.

Place the wires over the girl and click. Magnify the collar on the girl and then remove the wires. There is a time-limit on this section, so get the lead out of your butt and move it.

Well I think I'll finish this scroll now as I'm not feeling all that great. I fear that it is true what is written in the old scrolls, 'Contact with humans can seriously damage your brain'. I will finish with this final piece of advice:-

Should you ever find yourself walking through the Great Wood and come upon a giant Blackthorn Tree with the door in the trunk opened invitingly, keep walking!

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





# THE WINNERS TAKE IT ALL

You may well have wondered just who those competition winners are. Why they win, where they live and how you can break into their house to nick their outrageously fine prizes. Well, we at Amiga Action are the people with the answers (to most of the above anyway), so read on to discover who won the Sony Hi-Fi in the Beast III compo a couple of issues ago.

The runners-up, who all received a copy of Beast III, were as follows:

● **Ian Bearwood** ● **Stephan Boteman**  
● **Kris Milne** ● **Roy Davies**  
● **Carl Paddish** ● **Kevin Gentry**  
● **Graham Chisnell** ● **Martin Smith**  
● **Richard Cooke** ● **Greg Selentis.**

Congratulations to you all!

**NEXT MONTH, WE'LL BE PRINTING THE WINNER OF THE RADIO SCANNER AND THE LIFETIME SUPPLY OF CHUPA CHUPS. NOW HERE ARE THE CANON CAMERA WINNERS:**

The winners of the Canon Cameras, courtesy of Gremlin, are Francis D. Smith, Bolton; Nick Draper, Ampfield and Peter Bloomer, Leeds. The 10 runners-up are Adam Barry, Australia; Ian Maxwell, Scotland; Stephen Wheatcroft, Essex; P. Beal, Didcot; Charles Smith, Ayrshire; R.S. Cairns, Eastney; Barry Dunne, Kent; Brian Bimie, Ilford; James Allen, Solihull and G. Miles, Didcot. More on them next month!



## EDUCATED ANSWERS

**Y**es indeed! This man was responsible for depriving the rest of the country of the chance of winning a fabulous Sony Hi-Fi. His partner on the right, Andrew Bogue, is currently negotiating with Mr T. Bear on the chances of occasionally being able to play a few of his tapes on the thing.

Oh, alright, the real winner was in fact Andrew Bogue himself. Andrew is a schoolteacher whose penance for various crimes committed in a previous life is to teach a class of nine year olds at Burlish Middle School in Stourport on Severn. He's been in teaching for a far too long 17 years and is a committed Boggit's fan. One has to ask how much punishment a human can withstand!

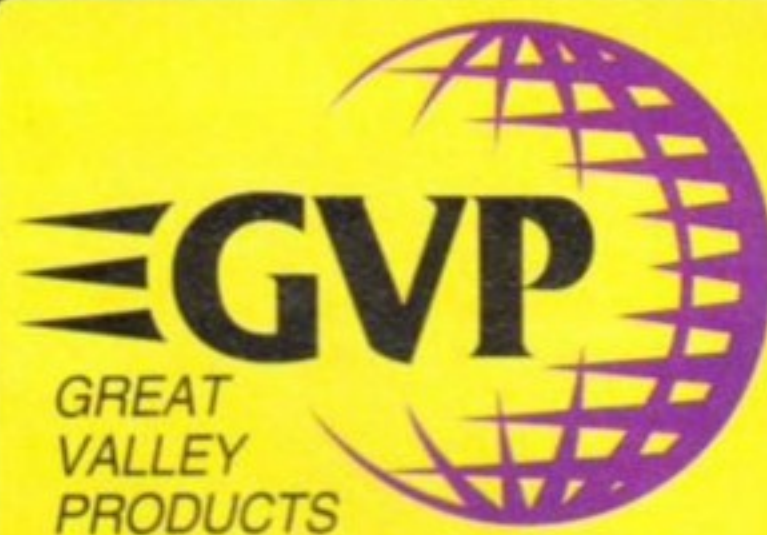
His sidekick, Teddy, has been used in many a classroom demonstration, although Andrew assures us he's never ritually disembowelled him as a warning about late homework.

If you can remember, we asked people to complete the following and particularly tricky tie-breaker: "I wish I was Fergie's shadow because..."

Andrew said "it might be 'andy to re-cover her after she'd been toed away" so we gave him the prize!

Anyway, congratulations to Andrew and we hope the Hi-Fi lives up to your expectations!





## QUALITY AMIGA PERIPHERALS WITH A 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals. GVP are the world's largest third party manufacturer of peripherals for the Amiga range and have a reputation for high specification, quality products. The company was founded only four years ago by a man who knows about the Amiga, Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on the products they manufacture. So, if you are looking for the very best in peripherals for your Amiga computer, look no further than GVP.

**FREE BROCHURE**  
RETURN THE COUPON FOR YOUR COPY

## PC EMULATOR PLUG-IN OPTION FOR HD8+ & A530



- 16MHz 80286 processor
- 287 Maths Co-Processor socket
- 512K of PC RAM plus the use of Amiga RAM
- Supports Hercules, CGA, EGA/VGA (monochrome) and T3100 video modes
- Runs MS-DOS (3.2 and upwards) plus thousands of other PC programs

This powerful 286 emulator module simply plugs into the "mini-slot" of the GVP HD8+ or A530 (without invalidating the warranty). It has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

**£149**  
Ref: EMU 0550

# AMIGA PERIPHERALS

GVP's HD8+ hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a fast action hard drive, RAM expansion capability, custom VLSI chip and FaaASTROM SCSI driver, for unbeatable performance.

The HD8+ hard drive offers up to 8Mb of standard internal Fast RAM expansion and the A530 Combo, up to 8Mb of 32-bit wide fast RAM expansion. Both feature a SCSI controller, which supports up to 6 additional devices, and an Autoboot/Game cut-off switch. Both are available in 80, 120 and 213Mb hard drive versions.

In addition, the A530 Combo zooms the Amiga forward with an 030 accelerator, running at a blistering 40MHz. This enables your Amiga 500 to run at an incredible 12.1 MIPS, faster than an Amiga 3000! No other product in the world combines all the features found in the A530 Combo! A plug-in PC emulator option, shown below, is available for the HD8+ and A530 Combo.

	HD8+	A530
<b>HARD DRIVE</b>		
SCSI HARD DRIVE	•	•
40, 80, 120 & 213Mb VERSIONS	•	•
ULTRA FAST ACCESS	•	•
TRANSFER RATE UP TO 2,100K/sec*	•	•
(*THE RATE OF THE 213Mb HD)	•	•
<b>ACCELERATOR</b>		
40MHz 68030EC CPU	•	•
OPTIONAL 68882 MATHS CO-PROCESSOR	•	•
RUNS AT 12.1 MIPS (FASTER THAN AN A3000!)	•	•
HARDWARE SUPPORT TO MAP KICKSTART INTO 32-BIT WIDE FAST RAM FOR FASTER OPERATION (LIKE CACHING THE OPERATING SYSTEM)	•	•
<b>RAM BOARD</b>		
UP TO 8MB OF 8 OR 9-BIT FAST RAM (8 OR 9-BIT WIDE SIMMS - 120ns OR QUICKER)	•	•
UP TO 8MB OF 32-BIT WIDE FAST RAM (32-BIT WIDE SIMMS - 60ns)	•	•
1Mb POPULATED	•	•
<b>OTHER FEATURES</b>		
HDD/ACCELERATOR 'CUT-OFF' SWITCH FOR 100% GAME COMPATIBILITY	•	•
SCSI CONTROLLER FOR UP TO 6 ADDITIONAL DEVICES	•	•
VLSI CUSTOM CHIP	•	•
FAAST ROM SCSI DRIVER	•	•
IDENTICAL COLOUR & STYLING TO THE A500	•	•
BUILT-IN VENTILATION FAN TO PREVENT THE UNIT FROM OVERHEATING	•	•
DEDICATED POWER SUPPLY	•	•
'MINI-SLOT' FOR FUTURE EXPANSIONS (E.G. PC EMULATOR)	•	•
REMOVABLE MEDIA SUPPORT	•	•
DIRECT MEMORY ACCESS (DMA) STYLE FOR ULTIMATE PERFORMANCE	•	•
EASY-TO-USE SOFTWARE	•	•
2 YEAR WARRANTY	•	•



## PRESS COMMENT:

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive'...

AMIGA SHOPPER (HD8+)

'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong... Untouchable. THE choice'

AMIGA SHOPPER (HD8+)

'Still the best hard drive'... 92%

AMIGA FORMAT 11/91 (HD8+)

'GVP have done it again'... 94%

AMIGA FORMAT 9/92 (A530)

'... the build quality is excellent... in terms of performance, their gear is the best... their equipment is worth every penny.'

AMIGA FORMAT 9/92 (A530)

NOW IN STOCK!

**40Mb HARD DRIVE ONLY £349**



A530



## HARD DRIVES & ACCELERATORS

PRICES FROM:

**£349**

MODEL	40Mb	80Mb	120Mb	213Mb
<b>HARD DRIVE HD8+</b>	<b>£349</b> Ref: HAR 0840	<b>£449</b> Ref: HAR 0888	<b>£529</b> Ref: HAR 0932	<b>£699</b> Ref: HAR 0903
<b>A530 COMBO HARD DRIVE &amp; ACCELERATOR</b>	<b>-</b>	<b>£849</b> Ref: HAR 0968	<b>£929</b> Ref: HAR 0974	<b>£1099</b> Ref: HAR 0983

## FOR ALL AMIGAS



### SOUND SAMPLER

- 8-bit stereo sampler
- Plugs into parallel port
- MIDI support for song input
- Extensive editing features

For the semi-professional and audio hobbyist a high quality 8-bit stereo sound sampler that connects into the parallel port on any Amiga 500, 600, 1500, 2000 or 3000 computer. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available. Includes 4-track soundtracker file compatible sequencer.

MUS 2500 **£49.95**

### VIDEO GENLOCK

- 2x Composite Video, 1x S-VHS inputs
- RGB Composite video & S-VHS outputs available simultaneously
- Sound mixer, 2 mono inputs and 1 output
- Full software control via control panel, hotkeys and/or AReXX

GVP's G-LOCK genlock is a true price/performance breakthrough. The G-lock genlock works with all Amiga computers and even supports the new Chroma Key modes of the ECS/AA chip set. It is the only choice for the mid-range Amiga video enthusiast.

VID 2500 **£349**

## AMIGA 1500 + 2000 + 3000 PRODUCTS

### ACCELERATORS

	030 25MHz	030 40MHz	030 50MHz	040 33MHz
Processor	68030EC	68030EC	68030	68040
Speed MIPS	7.48	12.1	15	30
Speed MHz	25	40	50	33
Math co-proc	68882	68882	68882	Built-in
Standard 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Maximum 32-bit RAM	15Mb	16Mb	16Mb	16Mb
Extras	SCSI	SCSI	SCSI	SCSI Ser/Par
Code	UPG 0110	UPG 0430	UPG 0503	UPG 0740
PRICE	<b>£599</b>	<b>£849</b>	<b>£1199</b>	<b>£1499</b>

All GVP G-Force accelerators can be turned into a hard card by adding a Mount Kit, GVA 4251, £39.95, making it the ULTIMATE Amiga 1500/2000 peripheral. Any 1" SCSI drive can then be mounted on to the accelerator.



### HARD CARDS

- Factory installed Hard Drives
- 0, 80, 120, 213, & 420Mb options
- On-board 8Mb memory sockets
- Add up to 6 SCSI devices

The Impact II HCB hard cards are the equivalent of the HD8+ hard drive, but for the 1500 and 2000 models. They are some of the fastest hard drives available, and incorporate an unpopulated 8Mb RAM expansion.

0Mb Ref: HAR 1300 **£129**  
120Mb Ref: HAR 1422 **£449**  
213Mb Ref: HAR 1533 **£699**



### VIDEO ENHANCER

- 16 million colours @ 768 x 580 PAL Res
- Supports comp video, S-VHS & RGB
- Broadcast quality genlock
- Now with RGB splitter

Impact Vision 24 is the latest 24-bit Professional Video Adaptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari IV24 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package, A1500/2000 requires additional adaptor, GVA 5224, £49.95

IV-24 - VIU SPLITTER Ref: VID 7101 **£1499**  
IV-24 - VIU TRANSCODER Ref: VID 7104 **£1899**



### RAM BOARDS

- Up to 8Mb of FAST RAM
- Upgrade in 2Mb increments
- Supports industry standard RAM chips
- Diagnostic software included
- Fully auto-configuring

The RAM-8 offers an easy way to upgrade your 1500 or 2000 in 2Mb increments up to 8Mb. The RAM-8 is fully auto-configuring and is supplied with peace-of-mind diagnostic software. 6Mb configuration supported for bridgeboard owners.

0Mb populated RAM 2800 **£99**  
2Mb populated RAM 2802 **£149**

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

## SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
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- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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<b>LONDON SHOP:</b>	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
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<b>ESSEX SHOP:</b>	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Tel: 0702 462426
Opening Hours:	Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening

To: Silica Systems, AMIAC-0193-68 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

## PLEASE SEND A BROCHURE ON THE GVP RANGE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? .....



**Welcome  
once again  
to the best  
Buyer's  
Guide! Check  
out what  
we think of  
all the older  
and new  
games...**

## 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. **91%**

### 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. **84%**

### 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. **89%**

### 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! **85%**

### THE NEVERENDING STORY II

**£25.99**

*Linel* ARCADE ADVENTURE  
Pass the sick bucket please. We're feeling quite ill... **30%**

### MERCENARY III

*Novagen Software* ARCADE ADVENTURE  
**£29.99**

More of the same in this 3D exploration game. A bit boring. **67%**

### THE RETURN OF MEDUSA

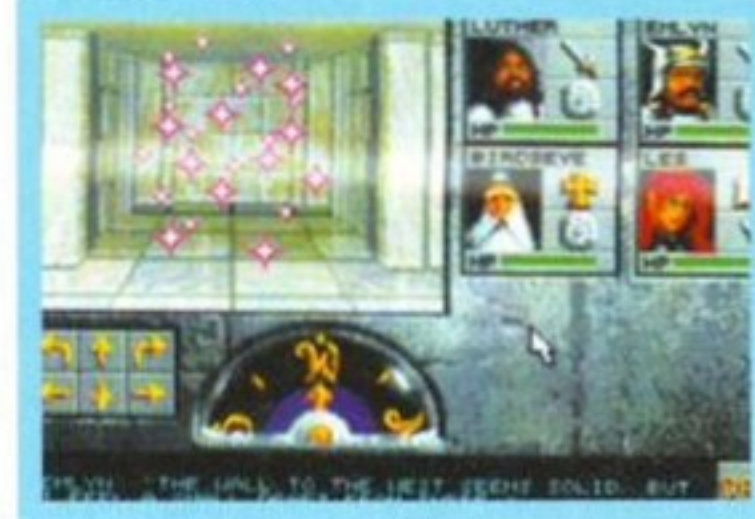
*Starbyte* ARCADE ADVENTURE  
**£19.99**

Futuristic Dungeon Master clone. We've seen it all before and to a much better standard. You're advised to stay well away. **57%**

### EYE OF THE BEHOLDER II

*US Gold* ARCADE ADVENTURE  
**£32.99**

It's the sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno. **93%**



### 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 jokes with this one. **75%**

### STORM MASTER

*Silmarils* ARCADE ADVENTURE  
**£29.99**

Very weird, very different strategy game. Nonetheless, an excellent release. Well worth the money. **87%**

### 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. **93%**

### 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. **87%**

### BLACK CRYPT

*Electronic Arts* ARCADE ADVENTURE  
**£25.99**

Has Dungeon Master met its match? You decide with this classic dungeon game. **86%**



### 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. **87%**

### 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! **75%**

### 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). **87%**

### GUY SPY

*Readysoft* ARCADE ADVENTURE  
**£29.99**

Some ace graphics don't really save this overpriced spy scenario. **51%**

## adventure

### WEEN - THE PROPHECY

*Coktel Vision* ADVENTURE  
**£25.99**

Very weird, very different game. Nonetheless, an excellent release. Well worth the money. **84%**





## THE LEGEND OF KYRANDIA

Virgin ADVENTURE  
£25.99

A great adventure but on nine disks? Aren't things are getting a bit out of hand... **92%**

## 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. **89%**



## 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. **85%**

## 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. Climb into your adventuring trousers and check out an excellent product. **76%**

## 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. **95%**



## 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. **83%**

## HEART OF CHINA

Dynamix ADVENTURE  
£34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this adventure game. **92%**

## CURSE OF ENCHANTIA

Core Design ADVENTURE  
£34.99

The best adventure game on the Amiga to date. So there. **94%**

## 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. **65%**

## 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! **91%**



## HOOK

Ocean ADVENTURE  
£25.99

The film was a flop, the game isn't as good as the film. Nuff said. **68%**

## DUNE

Virgin ADVENTURE  
£29.99

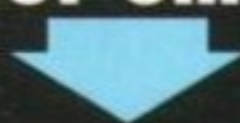
Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance. **87%**

## FASCINATION

Digital Integration ADVENTURE  
£29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet. **51%**

## 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. **65%**

## 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. **68%**

## 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. **74%**



## 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. **68%**

## 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. **83%**

## EPIC

Ocean SHOOT'EM-UP  
£29.99

It certainly is. Buy it. **85%**

## WRECKERS

Audiogenic SHOOT'EM-UP  
£24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. **69%**

## 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. **94%**



## ROBOZONE

Image Works SHOOT'EM-UP  
£19.99

A blithering idiot of a game. **22%**

## 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 our jobs... **78%**

## AMNIOS

Psygnosis SHOOT'EM-UP  
£24.99

Multi-directional shoot'em-up with spectacular effects to offer you. **85%**

## VIDEOKID

Gremlin SHOOT'EM-UP  
£25.99

Cuddly kid action with this platformy shooty number. A bit of an in-between game really. **79%**



## FANTASTIC VOYAGE

Centaur Software SHOOT'EM-UP  
£25.99

Novel approach to the shoot'em-up genre, flying around the inside of a body in a mini-sub destroying anti-bodies. Body good game. **70%**

## RUBICON

21st Century Entertainment SHOOT'EM-UP  
£25.99

Superb graphics, decent sound, sadly lacking in gameplay. **70%**

## SPACE GUN

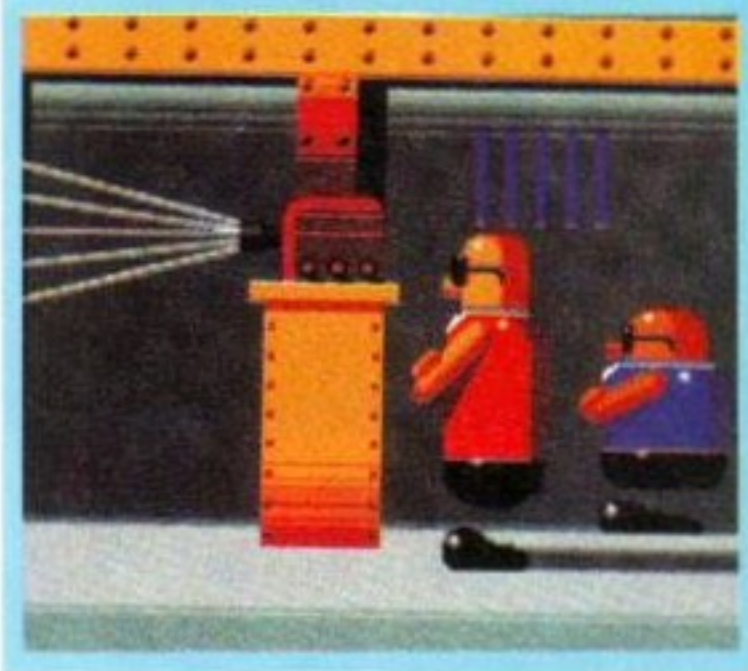
Ocean SHOOT'EM-UP  
£25.99

Aliens meets Operation Wolf. **80%**



**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.

**STEVE McQUEEN - WESTPHASER**Loricel SHOOT'EM-UP  
**£25.99**

Basically what you've got here is an enjoyable cowboys and Indians 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, sound and gameplay. It's so hard, you'll probably never finish it. But then, we're so hard, we did!

**sports simulation****PREMIER MANAGER**Gremlin SPORTS SIMULATION  
**£25.99**

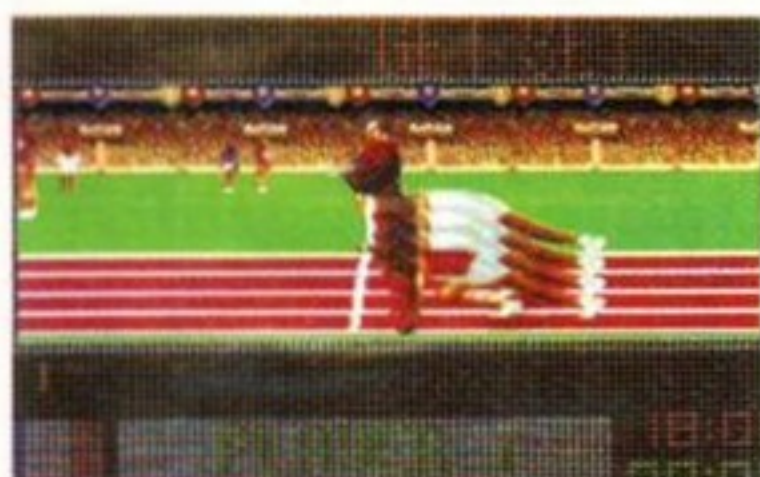
This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

**CALIFORNIA GAMES II**US Gold SPORTS SIMULATION  
**£25.99**

I wish we could all be Californian. Erm, we'd rather bury ourselves in an ant hill. Certainly this game doesn't make us 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**Millenium 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 fillet'? - 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. Most gruesome and 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

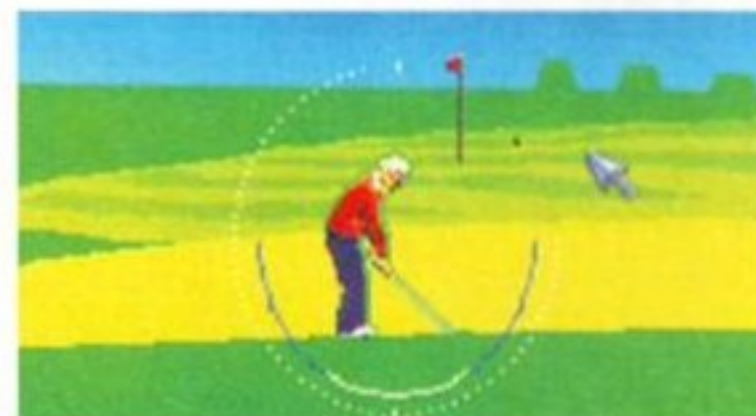
1992	E. ROBINSON	USA	12.2
1992	E. HOLATHEK	POL	11.9
1992	M. STEPHENS	USA	11.8
1992	F. BLANKERS-KOEN	HOL	11.2
1992	M. JACKSON	AUS	11.5
1992	B. COHEN	AUS	11.5
1992	M. RUDOLPH	USA	11.0
1992	M. EVANS	USA	11.4
1992	M. EVANS	USA	11.0
1992	B. STECHER	GER	11.07

**ROBIN SMITH'S INTERNATIONAL CRICKET**Challenge SPORTS SIMULATION  
**£25.99**

Only so-so, even if you like cricket.

**MICROPROSE GOLF**MicroProse SPORTS SIMULATION  
**£34.99**

No detail overlooked in this 'almost as good as PGA' game. Good fun.

**ARCHER MACLEAN'S POOL**Virgin SPORTS SIMULATION  
**£25.99**

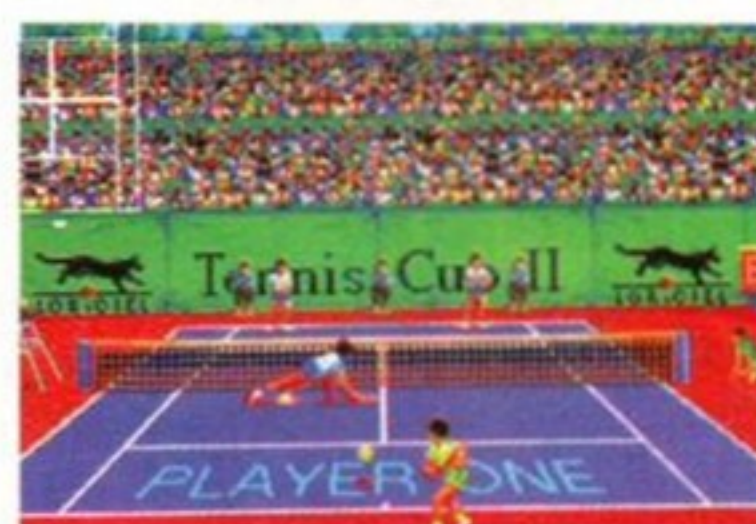
Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

**GRAHAM TAYLOR'S SOCCER CHALLENGE**Krisalis SPORTS SIMULATION  
**£25.99**

The Challenge is to guess how GT got the England Manager's job.

**TENNIS CUP**Loricel 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.

**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. (What does that mean? Ed.) 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 and the inclination.



## 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.



## 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

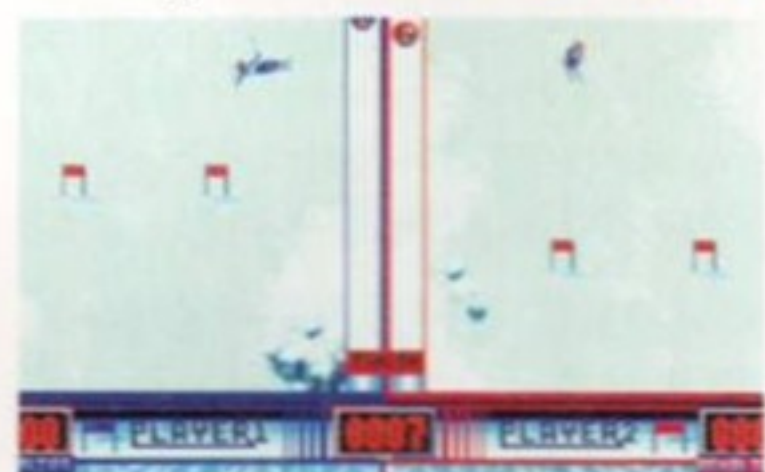
*Mindscape* SPORTS SIMULATION  
£29.99

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.

## flight simulation

## RED BARON

*Dynamix* FLIGHT SIMULATION  
£34.99

Fancy a fight? 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

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

*Gremlin* RACING  
£29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium. Still, vroomingly good.

## ROAD RASH

*Electronic Arts* RACING  
£25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

## 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.

## 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.

## 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. The best thing is Alain Prost doesn't appear.

## NO SECOND PRIZE

*Thalion* RACING  
£25.99

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

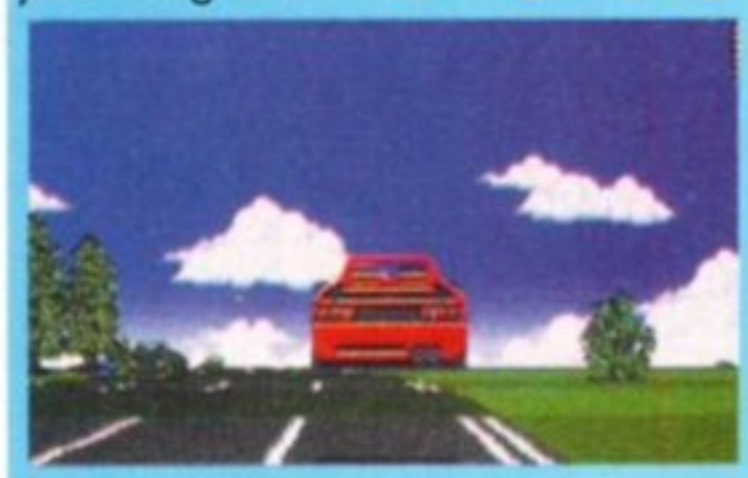




## LOTUS III THE ULTIMATE CHALLENGE

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.



## 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.

## 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.

## 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.

## 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.

## FIGHTER COMMAND

Impressions STRATEGY  
£29.99

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gaddafi'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

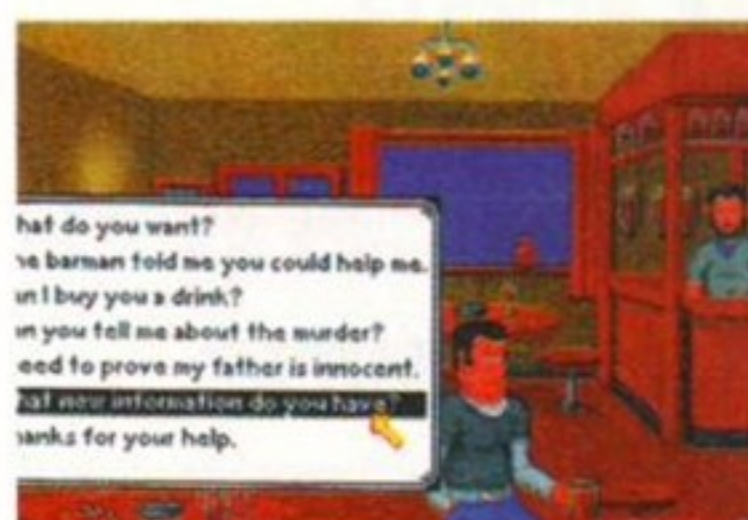
Merit Software STRATEGY  
£24.99

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.)



## CAESAR

Impressions STRATEGY  
£29.99

Not startlingly original but an excellent city sim set way back in the days of the Roman Empire. Seize (ar) it quick (groan).

## CHESS CHAMPION 2175

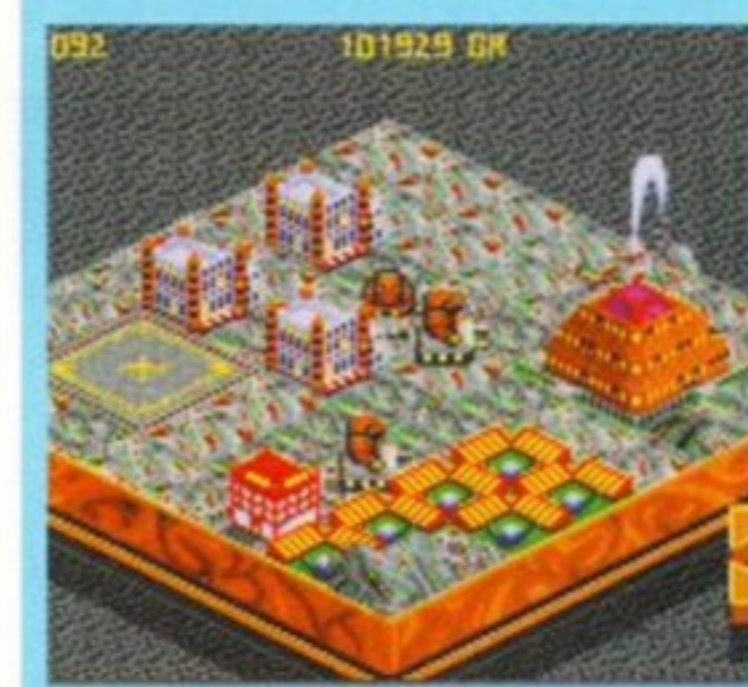
Oxford Softworks STRATEGY  
£19.99

Nice version of chess, plenty of options.

## 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.



## 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.

## 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.

## 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. 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.

## CELTIC LEGENDS

*Ubi Soft* STRATEGY

**£30.99**

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



## 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 to the world.

## MAGIC WORLDS

*Daze Marketing* STRATEGY

**£25.99**

RPG warriors/ heroes/ villains/

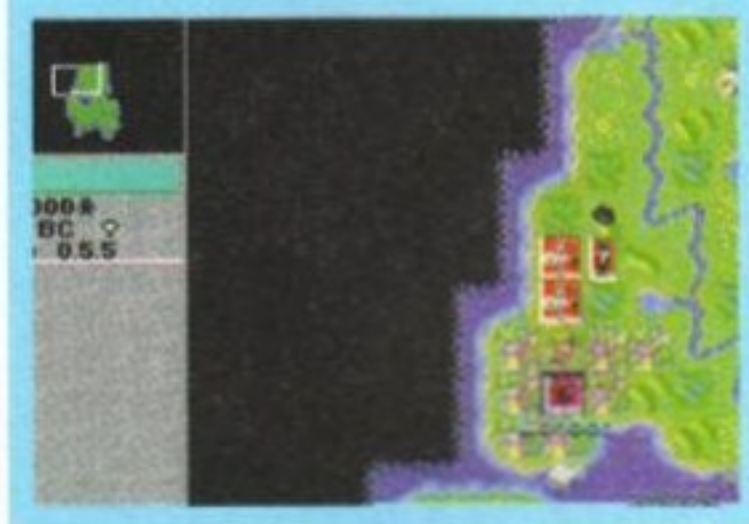
sadcases, this is a collection for you! Included are Storm Master, Crystals of Arborea and the dodgy Dragon's Breath.

## CIVILISATION

*MicroProse* STRATEGY

**£34.99**

Quite a superb addition to the god business, from the game gods themselves



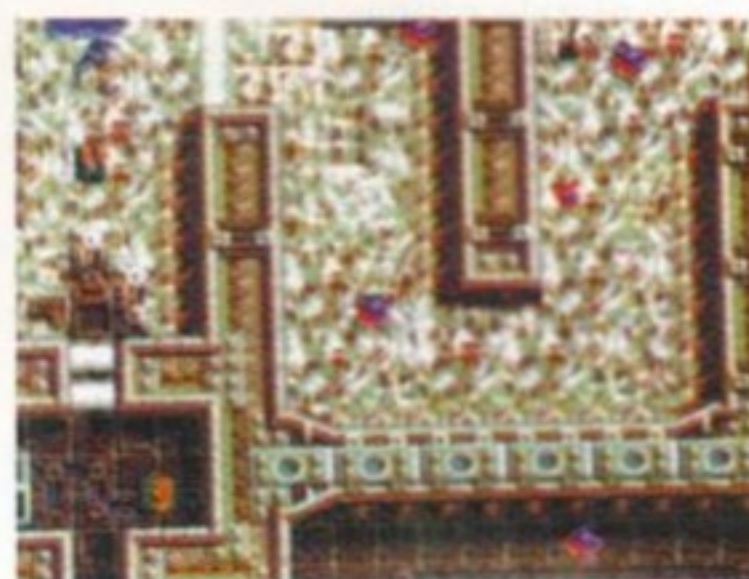
## arcade strategy

## CYTRON

*Psygnosis* ARCADE STRATEGY

**£25.99**

The sort of game you'll soon be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do.



## 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. Far too slow and stressful for sofa lovers really.

## platform

## LETHAL WEAPON

*Ocean* PLATFORM

**£25.99**

The male bonding duo, Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis in this film tie-in. OK but sadly lacking in variety.

## ASSASSIN

*Team 17* PLATFORM

**£25.99**

Assassin exterminates all the competition in this beat'em-up platformer. Kick some ass in this fantastic game!



## MCDONALD'S LAND

*Virgin* PLATFORM

**£25.99**

A worrying new trend is stalking the world of computers. You thought product placement was bad enough in films - it hits the big time in this stomach-churning release. Avoid like burger gherkin.

## 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**

Well worth breaking into £10 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.

## HAGAR

*Kingsoft* PLATFORM

**£25.99**

Basically a platform game, with nothing big or clever about it. No chants of 'Skol! Skol! Skol!' either.

## 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. Graphically excellent with great sound. An absolute gem.

## FUZZBALL

*System 3* PLATFORM

**£19.99**

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant. Yeah!





## PARASOL STARS

Ocean PLATFORM

£25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)



## DELIVERANCE - STORM LORD 2

21st Century PLATFORM

£25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys.

## JIM POWER

Loriciel PLATFORM

£25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

## 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.



## 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.

## 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

Don't expect much 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.

## 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

## TINY SKWEEKS

Loriciel PUZZLE AND QUIZ

£26.99

You may puzzle. Like why is this game lacking in originality. Ah well.

## LOCOMOTION

Kingsoft PUZZLE AND QUIZ

£25.99

A train game with all the interest of a British Rail timetable.

## 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.



## 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 definitely be in their element.

## ZOOL

Gremlin PLATFORM

£25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.

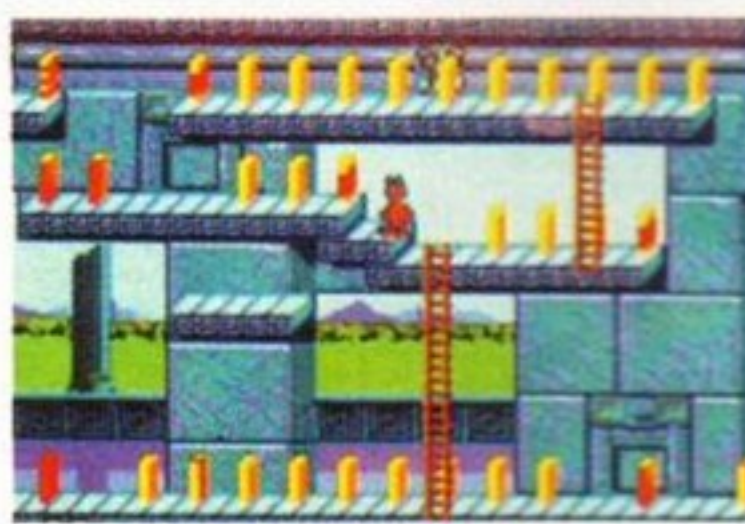


## PUSH OVER

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.

## 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?



## 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.

## role playing

## PALADIN II

Impressions ROLE PLAYING

£29.99

Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months.



## SHADOWWORLDS

Krisalis ROLE PLAYING

£25.99

Some frustrating moments but a generally good all-rounder.

## STARFLIGHT 2

Electronic Arts ROLE PLAYING

£25.99

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... **79%**



## 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. **38%**

## SHADOWLANDS

Domark ROLE PLAYING

£29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect - best avoided. **63%**

## 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. **85%**



## ISHAR

Silmarils ROLE PLAYING

£29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this roleplaying game become apparent, but are you willing to wait that long? **82%**



## 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. **85%**

## MEGATRAVELLER 2

Empire ROLE PLAYING

£29.99

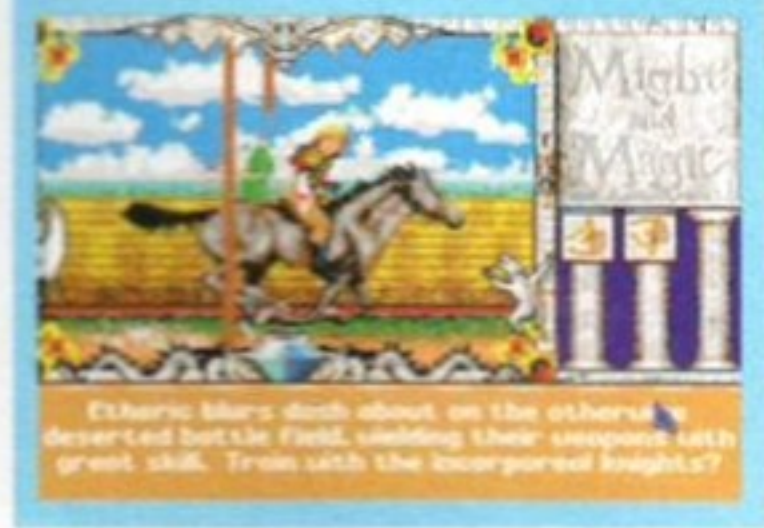
If RPGs are your thing, then you'll probably enjoy this. However, we found it rather too graphically crude and frustrating. **70%**

## 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. **92%**



## 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. We never want to play this dreadful rip-off again. **50%**

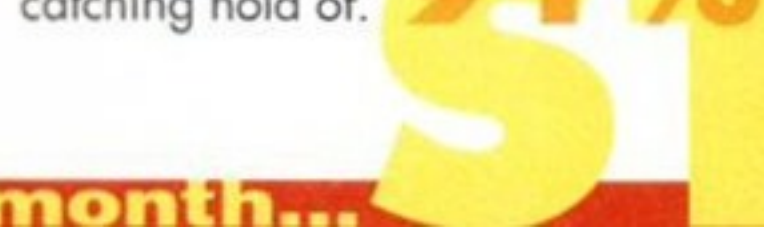


## AMBERSTAR

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. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of. **91%**



## bat and ball



## BUNNY BRICKS

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There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds. Well, you can count us out. **87%**



## PINBALL FANTASIES

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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. Superfunkycalifragisexi. **85%**



## PINBALL DREAMS


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If you're the kind of drooling simpleton that runs to the new pinball machines down the arcade just because you fancy playing with little balls, this one is for people like yourself. **91%**







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**That's what they  
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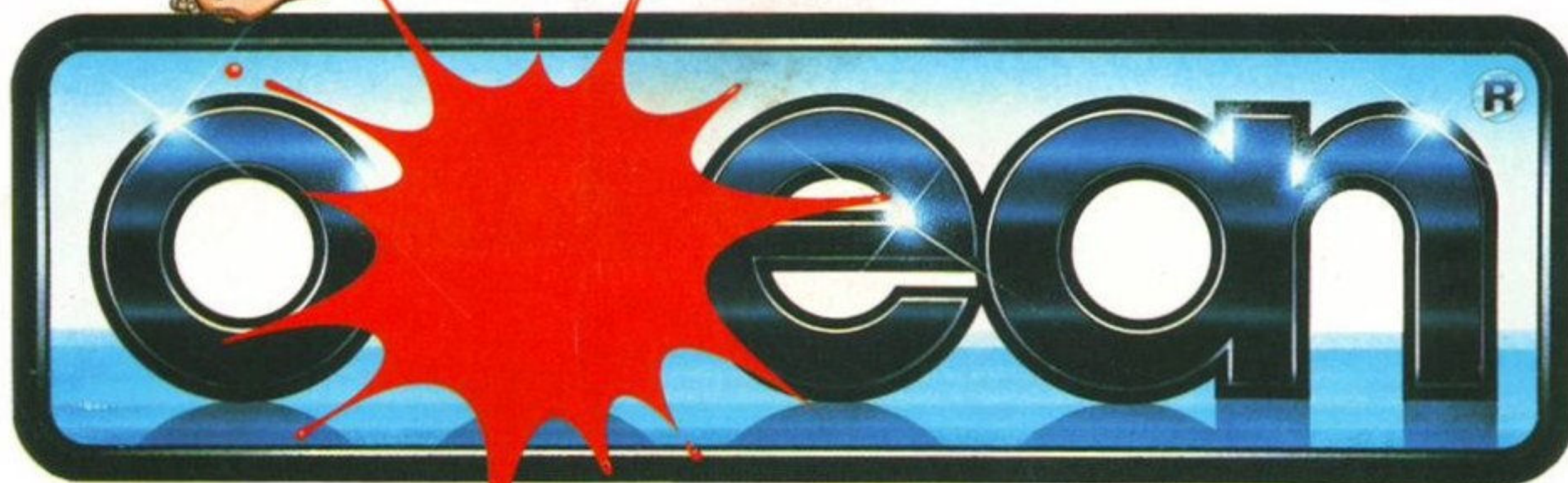
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