Nº1 FOR THE AMIGA

AMIGA ACTION

ISSUE 43 APRIL 1993
UK £3.75 OVERSEAS £3.95
europress INTERACTIVE

FREE!
64 PAGE BOOK FULL solutions plus classic tips

LEMMINGS 2
1 MEG ONLY
More fun with our furry friends!

WALKER
1 MEG ONLY
FULL blooded shoot'em-up that runs with the best

AMIGA ACTION

Cripes! Where's my bloomin' free disk? See that newsagent fella now...

ABANDONED PLACES 2

FULL playable demo of the sword-slashing sequel

AMIGA ACTION

'Er, excuse me newsie person but my free disk seems to have done a runner'

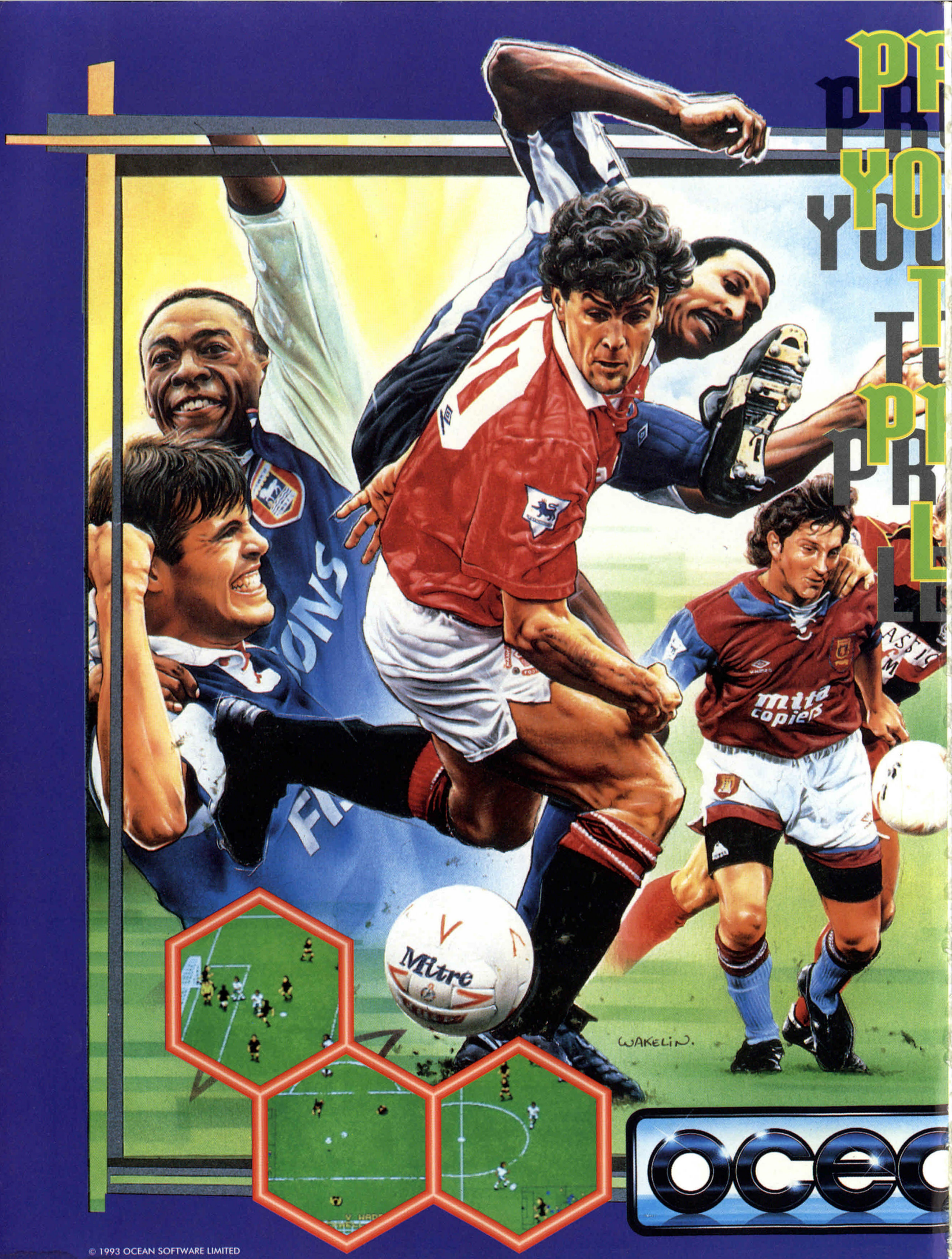
REVIEWED
More cliff falling lunacy from
LEMMINGS 2

WIN A £700 BIKE

FEATURED
Latest arcade machines

04 >
9 770957 405005
PRINTED IN THE UK

INSIDE
- UNIVERSAL MONSTERS
- WALKER
- ISHAR 2
- SON OF CHUCK
- BODY BLOWS



© 1993 OCEAN SOFTWARE LIMITED

ROMOTE URSELF O THE REMIER EAGUE

TWIN VIEWS-Overhead and Grandstand.

TACTICS-More comprehensive than any other soccer simulation - you can even design your own.

ONE TOUCH FOOTBALL-For fast, fluid, flowing football.

SPECTACULAR-Large, superbly animated players.

AUTHENTIC-All 22 Premier League clubs and their strips.

REALISTIC-Wind and pitch conditions that truly influence gameplay.

ONE OR TWO PLAYER-Play against the computer, play against a friend or join forces with your friend against the computer. Each team may be "managed" by a different player.

Ocean Software Limited, 2 Castle St,
Castlefield, Manchester, M3 4LZ.
Tel 061 832 6633
Fax 061 834 0650

AMIGA ACTION

CREATED BY...

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

Editor: Alan Bunker

Deputy Editor: Nick Merritt

Art Editor: Fiona Howarth

Assistant Art Editor: Roger Bell

Staff Writers: Steve McNally, Huw Melliar-Smith

Contributors: Andy Mitchell, Jason Spiller, Brad Burton

Illustrations, Maps and Scans: Jamie Leeming

Disk Packed by: Kev Riley

Thanks to: Jane for keeping Roger smiling

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

Senior Advertising Manager: Nadia Lawlor

Senior Advertising Sales: Ian Kenyon

Ad Production: Leila Caston

Ad Design: Jason Sharples

Circulation Manager: David Wren

Systems Manager: David Stewart

Commercial Director: David Hirst

Chairman: Derek Meakin

© Europress Interactive 1993. No part of this magazine may be reproduced in whole or in part without the written permission of the publisher. While every care is taken to ensure the material, both printed and on disk, is accurate, the publisher cannot be held legally responsible for errors in articles or advertisements.
All copyrights are recognised where applicable.

Cover Print: Hubbards

Mag Printed By: B.P.C.C. Carlisle

Newstrade Distribution: COMAG

europress INTERACTIVE

Publishers of

SUPER ACTION 100% SUPER NINTENDO GAMES

ST ACTION

GB Action

BAD influence!

CONT

6 News

This month... ELSPA goes loopy over THAT Daily Star report, and we dish the dirt on the new *'Allo 'Allo* game (aaargh!).

66 Public Domain

17 Bit Software and Deja Vu come up with the goods. But why is it we always only get stuff from these two companies? Huw strides forth to find out.

104 Buyer's Guide

The best, most entertaining and consistently the one part of the magazine that no matter what we do, everyone complains about. Turn to page 104 and see what the fuss is.

68 Subscription

SUBSCRIBE TO AMIGA ACTION! How many times do we have to ask you, eh? (Next month, watch us beg).

88 Budget Games

HeroQuest, Robocod, Terminator 2, Robin Hood – yes, all the usual heroes have been rounded up and are here for you this month on Budget.

99 Boggit's Domain

Amiga Action's the ONLY magazine with a regular column for role-playing fanatics, embodied in the Boggit. Turn to page 99 and stay in the best of company (okay, what'll pass for it around here anyway).

97 Talkback

We're too mature and professional to have a dig at other mags in our letter pages. Which is why we're mentioning it here.

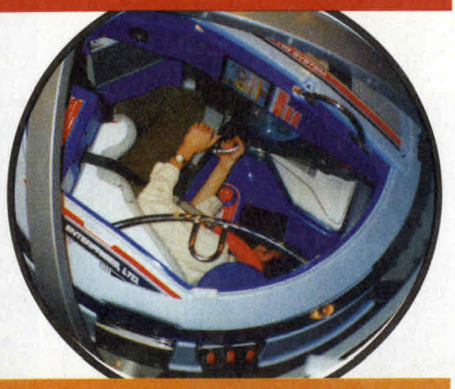
Win! Mountain Bike - p64

When you think of the best competitions, the name Amiga Action instantly springs to mind. We've given away thousands of pounds worth of prizes in the last few months and this trend is set to continue with this month's excellent Mountain Bike prize! Turn to page 64 and see how you can win this superb item, in conjunction with Psygnosis. Also in this issue, win a joystick (and get other stuff) with the help of top games club Special Reserve. It's there for you to pick up on page 95.

ENTS

FEATURES

Amiga Action is the only mag which brings you features you actually want to read! This month, check out the **latest arcade machines** in our report from Earl's Court **(page 18)**, the story behind the **Zool Coin-op** from Gremlin **(page 91)**, the **latest thing in flight simulations (page 60)**, the dirt on the **hard disk drive** and the best buys **(page 92)**, and finally the latest news on the **Virtual Quest virtual reality machine (page 94)**. Phew!



PLAYER'S GUIDES

Not much in the GTGA section this time as you'll find a whole load of stuff in our free book (including *Alien Breed '92* and *Gobliiins 2*). But that's not to say we've forgotten the inside of the mag completely, because you'll find the complete solution to *Waxworks*, starting on page 80! We're the only mag to give complete solutions! Also this month is the cheat to allow you to play as the bosses in *Streetfighter II*. Other mags may scoff but Amiga Action brings you what you actually want to read!

COVERDISKS

Coverdisks are always a contentious part of the magazine, but this month we're sure you're going to like what you find. The first game requires no introduction. Yes, the *Lemmings* are back and this time they're angry. Or something. Next is the superb *Walker*, a game which breathes new life into the shoot'em-up genre and is bound to irritate readers of the Daily Star in particular. Or those readers who can read, anyway. Finally, we bring you *Abandoned Places 2*, a **real** RPG!

CHARTS

The Charts are one of those parts of the magazine that seems to raise absolutely no interest in our readers whatsoever. Or at least, that's what's Nick on the Talkback desk tells us, unless he's hiding something from us (most likely). Anyway, is *Streetfighter II* still lurking with intent in the top position? Because if it is, it'd better watch out for Team 17's *Body Blows*, a game with a glint in its eyes if ever there was one. In the Budget world, can *Alien Breed* still fend off all-comers?

REVIEWS

Action Sport 52
Some top sports sims are released by Microids.

Body Blows 40
Team 17 get nasty.

Crystal Kingdom 54
Dizzy creeps back onto the Amiga scene.

DPaint IV 44
Deluxe Paint gets an A1200 face-lift.

Legends of Valour 30
Pricey US Gold RPG.

Lemmings 2 26
They're back and better than ever.

Lethal Xcess 50
The sequel to *Wings of Death*.

Rules of Engagement 58
New space-based RPG from Impressions.

Sim City Deluxe 38
The word 'deluxe' appears again in this issue.

Son of Chuck 32
Chuck Rock's sequel strikes sparks.

Stone Age 47
A-maze-ing (groan) puzzle game.

The Greatest 56
Is this the best compilation ever?

Walker 48
Top shoot'em-up from DMA Design.

Universal Monsters 36
3D adventure from Ocean.

BLUEPRINTS

Ancient Art 72
MicroProse's new flight-based game.

Champ Manager 74
Domark enter the footy management arena.

Ishar 2 78
An RPG to put us into a different world?

Litil Divil 76
Gremlin gives birth to a monster.

NEWS

Boys in blue

War breaks out over the whole of America! No, it's not the result of part II of the Rodney King affair (yet), but the premise of a new game from Impressions. It becomes your task to control armies of sweaty Civil War veterans in *The Blue and The Gray*. We aren't sure what it is about men in uniforms that excites Wargamers so much, but the game features battle and strategic meanderings over the whole of mainland America and is played in real time. Look out for this towards the end of May.

As you can see, the guys on the left have a poor concept of good strategy. Like standing in front of a live cannon.

Seems to be plenty of action going on here. Mummy! (You're fired! – Ed.)

The First Word

Welcome to the new Amiga Action! With everyone getting more and more hysterical over the alleged risks of playing computer games, we have decided shamelessly to pack this issue full of articles on the shocking and thoroughly disreputable activity of playing games. We kick off this month with a look at the latest arcade machines, including the awesome *Super Galaxians 3*, and take a look at the newest uses of Amiga CD-I in the arcade scene.

But the news everyone has been looking out for is the release of *Lemmings 2*. Can Psygnosis and DMA Design repeat the success of the first world-beating classic? Anyway, take a look at the full four page review to find out.

Remember, Amiga Action's the only mag which combines two full coverdisks, 116 pages, the most entertaining writing and the clearest screenshots, so start reading here to find out what's really happening in the world of the Amiga...

Regards,
Alan Bunker – Editor.

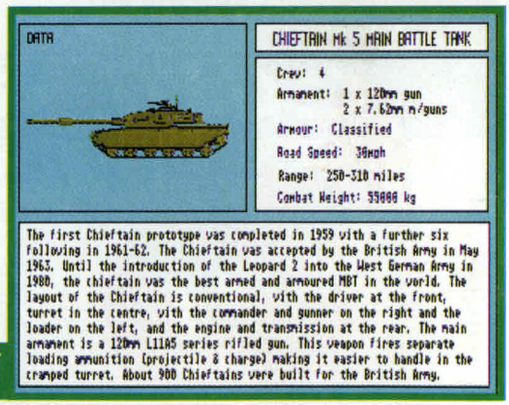
Hard up

GVP, the leading maker of Amiga peripherals, are reducing the prices of their HD8+ 42Mb external Hard Drive to £299, a saving of £50 for the hard up amongst you. This fine machine is the fastest Hard Drive currently available for the Amiga, is available from Silica Systems, and you can find out more about it in our Hardware Feature this issue.

The HD8+ snuggles up to your Amiga rather sexily, so bear that in mind if you wake up in the morning and find lots of little Hard Drives running around.

Global variables

Wargamers unfortunate enough to have been born into a world which has seen the longest single period of peace since WWII, will be interested in the new release from Quantum Software. Called *Global Conflict*, it becomes your task to gain territory from five other human players, and this can be done by utilising a unique Interactive Computer Play system. Using ICP, you save your game and send the disk back to Quantum, who'll collate everyone else's and send you the latest situation back. And there's a £500 prize for the person who wins the first game! You can get it now for £12.99.



In Global Conflict, you get to take on five other players and destroy the World! Ha ha ha ha...

A pox on you all

Following on from the alleged epileptic attack suffered by a young boy playing a *Mario* game, the health risks of playing computer games are being debated ever more ferociously. In the first reported case of its kind, a child in Bulgaria has reportedly contracted hepatitis B from a virus-infected computer disk, and although the Bulgarian authorities have tried to suppress the story (Bulgaria is one of the world's top sources of virulent strains of computer viruses), Amiga Action has discovered that it was contracted playing a game of *East Skip*, a popular *Tetris*-variant currently doing the rounds in Eastern Europe.

Look out for more on this story, and if you think you've contracted a virus from playing computer games, please write to us at our usual address by April 1st as we'd be interested to hear from you.

CHUCK ROCK 2

SON OF CHUCK

Available on Commodore Amiga
(1 meg only)

Now the successful owner of Chuck Motors, Chuck Rock has been kidnapped by his arch rival in business, Brick Jagger, the shady boss of the Datstone Car Company. Following the arrival of the ransom slab, Ophelia cries as she reads the list of demands to secure Chuck's release. Six month old Chuck Jnr breaks out of his playpen vowing "I'll be back – with my dad!"

Join Chuck Jnr on 6 levels of prehistoric combat as he battles through volcanoes, mountains, jungles and caves. Tackle dinosaurs, snakes, elephants, grizzly bears, monkeys, tigers and turtles on your way to the final confrontation – the showdown at the Datstone Car Company to rescue the kidnapped Chuck Rock!

CORE
DESIGN LIMITED

Screen shots from Amiga version

Tradewinds House, 69/71A Ashbourne Road, Derby, DE3 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

NEWS

Prints for paupers

Silica Systems are packaging the Seikosha SL95 colour printer and making it available for £222, on the flimsy grounds that it's the best colour budget printer currently available for the Amiga in the known universe.

The SL95 is 24 pin, has 9 resident fonts and a draft speed of 192cps, and Silica have tested it thoroughly to ensure it stands up to day to day Amiga use.

Although Silica say this means they've tested it for software compatibility and speed, we reckon they've dropped it out of 50 storey buildings in frustration when the Amiga crashes on level 3 of *Project-X*. Or something.

Also available with the printer is a connection cable, paper, envelopes and custom printer drivers, and the whole package can be bought from Silica Systems now.

A 24 pin colour printer for £222! So much for the heady days of the old Panasonic KXP-1080.

Ripping yarn

Parents inspired by the example of the five year old child who successfully ripped off a gallery for £300 with her artistic talents can now encourage such larcenous abilities with *Kid Pix*, a new paint package from Electronic Arts. *Kid Pix* has won several big awards on various formats, and has specifically been designed to allow children to use it. This has been done by adding sounds to the menus – so now, if you select a certain brush or tool, you'll hear a noise.

Kid Pix contains art tools, picture stamps and screen transformations to, as it says on the PR handout, 'inspire a child's powers of expression and creativity.' Well, anything that stops 3year olds mugging grandmas has to be a good thing. Expect to see this in March for £25.99.

If a young kid did this picture, then we're going home. Still, anything to make a quick £295.

ELSPA fires off

Anyone who saw The Daily Star on Tuesday 16th February cannot have failed to notice the article linking computer games and violence against children. ELSPA, the computer games trade association, has condemned what it calls this 'utterly unacceptable journalism at the most base level', in response to the article which tried to blame the death of the toddler James Bulger on the rise in popularity of video games.

Amiga Action doesn't want to cast too many aspersions on the intelligence of the creature who wrote this shocking and outrageous article, but we feel that by following clearly defined laws of logic, one cannot blame video games for anything until a reasonable case has been made against them, and despite research which has been continuing for over a decade, no convincing statistical link between video games use and the behaviour of children has yet been made in this country or in the United States.

ELSPA agrees. It says, 'Considering the investigation into this evil crime is still continuing, it is ludicrous to try and link, in any way whatsoever, this horrific death to the rise in popularity of video games.' We feel on the Amiga Action team that video games are being unfairly used as a scapegoat for society's problems because (a) adults don't understand them, (b) kids are and always have been an easy target as they can't reply and (c) the real causes of juvenile crime are so complicated that Star editors are never going to grasp them.

However, ELSPA have launched a Player's Charter which seeks to promote sensible gamesplaying activity. Honestly folks, if there's anyone who's playing games for 12 hours without a break for air, food, the toilet, or other human company, in a darkened room, sitting at a distance of 3 cm from the TV screen then we reckon people that stiff deserve everything they get.

Anyway, we'll print more information on the Charter and this whole irresponsible scare as we get it, and we fully support these moves. But it's ultimately everyone's personal responsibility to make sure that whatever they do, they do it sensibly.

'Allo (goodbye!)

Arrgh, you've got to wonder if this licence thing has gotten a bit out of hand, especially when you learn about dodgy BBC comedy programmes being converted into games! *'Allo Allo'* is being billed as a 'zany platform game' (not a good start, that word 'zany') in which you control balding bar owner René and the underground resistance, as they dupe the bumbling German Gestapo. Only you can kill the indestructible René and save the world from incessant repeats of this terrible TV programme.

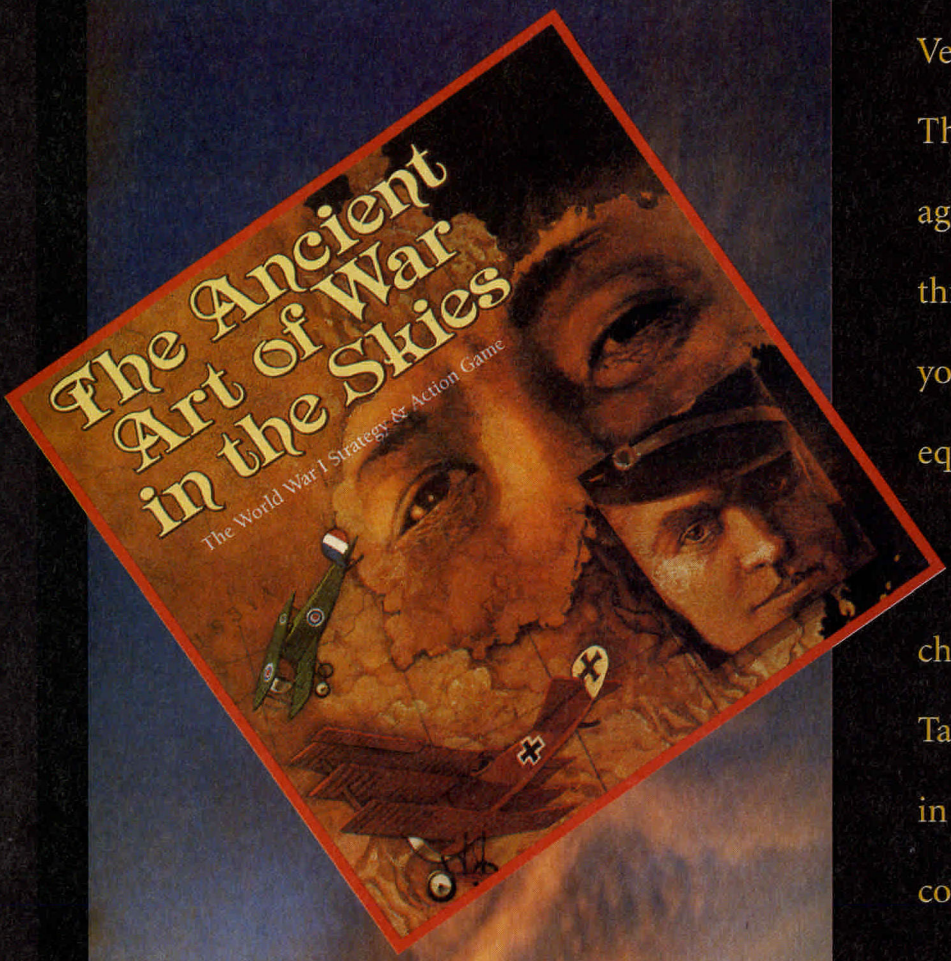
It'll be late June before it's released by Admiral Software, and at only £16.99, can you afford to miss it? Ummm...

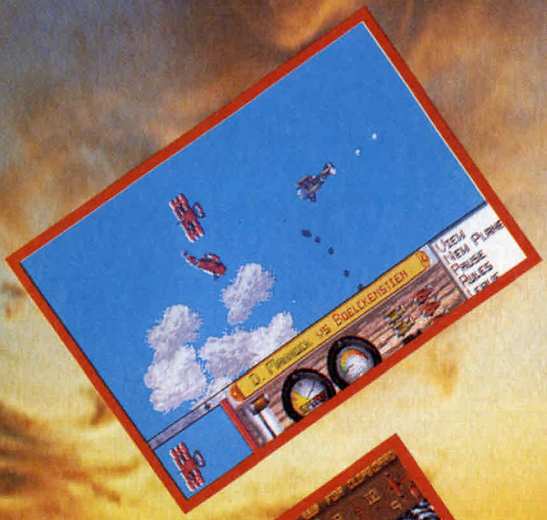
Kick Off kicks out

Last month Amiga Action gave you a sneaky peek at *90 Minutes*, the forthcoming release from Virgin. Programmed by that veteran of the *Kick Off* series Dino Dini, rumour has it that *90 Minutes* was in fact the beginnings of *Kick Off 3* – before Virgin's money men got their eyes on it. Well Amiga Action can exclusively reveal that Anco will still be releasing a *Kick Off 3*. Don't ask us how or why they intend to do this, and we for one wouldn't want to take Virgin on, the way they're currently macheteing their way through the UK corporate jungle. Anyway, expect *KO3* later this year.

Football fans can also look forward to the *Player Manager 2* expansion set, due for release early this month.

Time flies!





Venerable warlord Sun Tzu wrote The Ancient Art of War 2,500 years ago. Now it provides the theme for a thrilling action packed game to test your ingenuity and skill in equal measures.

You can choose historical characters and match wits with them. Take on enemy bombers and air aces in dogfights. Even change the very course of history. And enjoy more entertainment than you would think possible!

Let your imagination decide the tactics and strategy. The Ancient Art of War in the Skies is combat with a sense of fun. Don't miss it!

MICROPROSE®

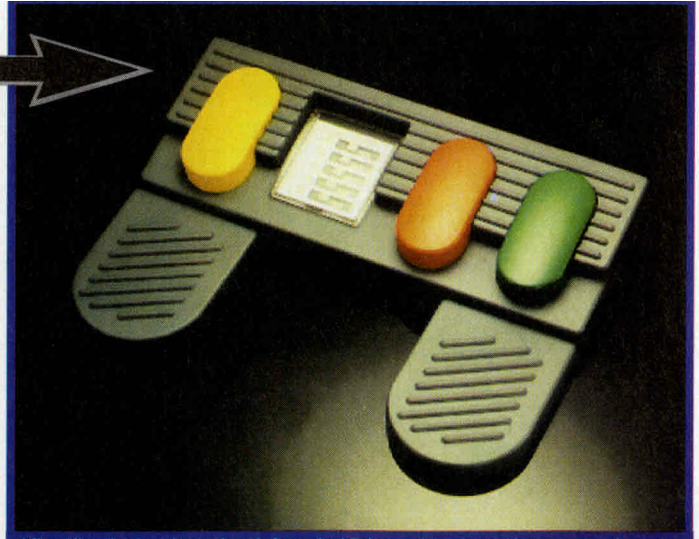
Seriously Fun Software

For IBM PC Compatibles, Commodore Amiga and Atari ST
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate,
Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 339.

NEWS

heesy grin

pectraVideo, purveyors of quirky yet useful computer games add-ons are leaping into the market again with the excitingly-titled *Foot Pedal*. SpectraVideo are being a bit cagey as to what this product could be, miga Action's star investigative reporters have discovered it's in fact a l you can press with your foot. The guys at SpectraVideo optimistically n this innovation will be 'especially exciting when used in gamesplay as flying, driving or sports games.' They also used words like 'multi-ional', 'micro switches' and 'guaranteed to transform' but we don't to glamourise feet based things, what with all this sexually deviant toe ng behaviour doing the rounds at the moment. Anyway, you can get ow for the mere toenail-clipping sum of £24.99.



After Nigel's steering wheel, SpectraVideo return from Liverpool with another few car parts. Whatever next?

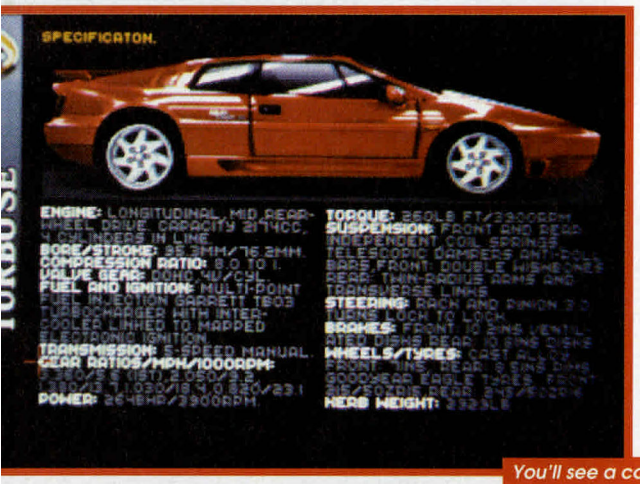
ot the Blues

he Blues Brothers was one of those films that nobody went to see at the cinema, therefore gaining the accolade of 'cult movie', and making one even remotely involved in it flipping great sums oney. It eventually surfaced on the Amiga, and Titus now releasing a new version based on the Super endo version. The SNES cartridge is essentially a re- of the classic Amiga game of '92 with more levels, different features. Save those pennies because those r soul men will be hitting the shelves early June.

It had to come to this...

Jim Bowen has broken into some crazy careers in his life and somehow, outrageously, has managed to get away from each one with the swag intact. Remember that *rap song? (*Rap is what we at AA call 'not very good' rap.) Or Bull's Eye?

Well, Jim, never one to ignore the chance of easing his aching bones into the latest youth sensation, is now set to appear in a computer game miserably called *Bully's Sporting Darts*, from Admiral Software. Up to four players can join in the fun, but you'll have to keep hold of your 'arrows' until May. No doubt Amiga Action will review it way before then, unless we mysteriously forget to collect that day's post.



You'll see a couple of gratuitous Lotus pictures here, just to remind you how good the game was.

Shhhh...

Top programming team Magnetic Fields, those k-razy guys who brought the *Lotus* series screeching into your bedrooms, are working on a top-secret project. Amiga Action managed to leak a few details before their reporter was shot dead for being a spy (by us, incidentally. Well, you know how it is). Apparently it's a platform game that's so cute you'd want to cut its head off and give it to your little sister. Trust us when we say, "We'll be right on its tail." *(Is that a clue? – Puzzled Ed.)* Expect 'it' later on this year.

Zipping along, waiting for this cute platform to appear. Can it match the Lotus quality?

ontacts...

miral Software: 0977 797777
ctraVideo: 081 902 2211
s: 071 278 0751
alis: 0709 372290
a Systems: 081 309 1111
tronic Arts: 0753 549442
o: 0322 92513
ressions: 071 391 2133
antum Software: 0524 841616

Poor Ridley Scott film

Okay, so *Legends* in this sense isn't actually anything to do with the film of the same name, but is in fact the title of an upcoming release from Krisalis. Krisalis, who scored with *Sabre Team*, are basing this release on an overhead-view trek through Egyptian, Chinese, Arthurian and American Indian mythology. Expect it to follow the *Sabre Team* strategy element, but with the speed of an arcade game. Can you save civilisation from elimination? You'll have to wait until the summer to find out...

DARKMERE

THE NIGHTMARE IS ABOUT TO BEGIN

CORE DESIGN LIMITED

TRADEWINDS HOUSE, 69/71A ASHBOURNE ROAD, DERBY, DE22 3FS. TELEPHONE (0332) 297797. FACSIMILE (0332) 381511

THE ACTION ZONE

STREETFIGHTER JOYSTICK
or
INFRA RED JOYSTICK
Your choice! The control of the arcade machine or the cable free infra red

0839 404095

WIN SUPER NINTENDO + STREETFIGHTER 2
All the arcade action in your own home!

0839 404097

0839 404091

ACTION REPLAY FOR YOUR MACHINE
Infinate power, infinate lives, become invincible

HARLEY DAVIDSON GEAR
Own a Harley Davidson leather jacket - worth £500

0839 404098

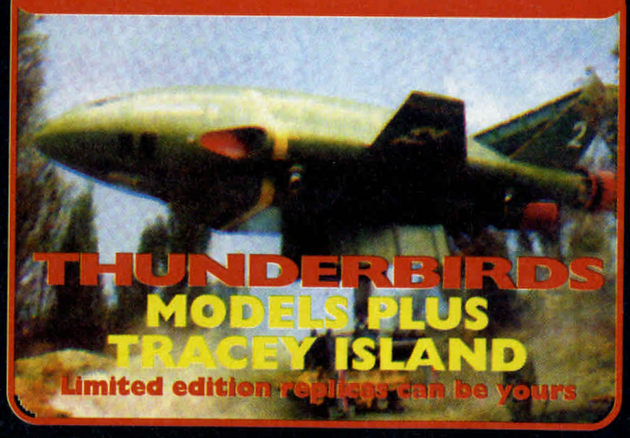
GAME GEAR + TV TUNER + SONIC 2
Great games and a T.V. tuner

0839 404093

WIN MEGA DRIVE + MEGA CD + SONIC 2 + CD GAMES
Sound, graphics, games! More Mega

0839 404092

0839 404099



WIN AMIGA A600 OR AMIGA A1200
Choose between the new 36 Bit A1200 or the trusty A600

0839 404094

WIN £250 WORTH OF GAMES
Run riot in a game store!

0839 404096

IMS Ltd, P.O.Box 28, Northampton NN1 5DS

Calls cost 36p (cheap) 48p per min (all other times) per min. Max call time 7.5 minutes. Multiple choice questions, with decider. Please be sure that you have permission to make this call. Ends 31.6.93. Nintendo, Sega, Amiga, Streetfighter 2, Sonic 2, Action Replay & Harley Davidson are all registered trademarks of their respected companies. We are not related or endorsed by them.

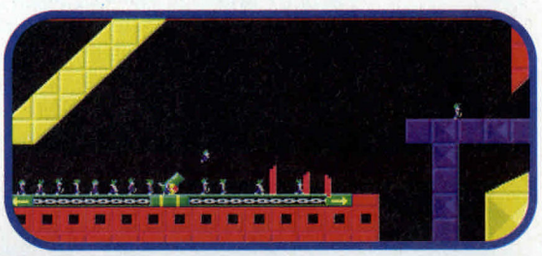
ADVERTISING ARTWORK © EUROPRESS INTERACTIVE LTD 1993

LEMMINGS 2

▲ The object of the level is to find the exit. Click on the level preview window from the menu to access the game.

Those cute, cuddly (depending on how you look at it) little blue and green creatures, the Lemmings are back, once again desperate to plunge to certain death at any opportunity.

Fortunately, you are there to save the poor defenceless, not to mention stupid creatures. Again, all you have to do to load the demo is insert the disk, wait for the menu to appear, and press the corresponding number. Don't forget though that this is a one meg only demo.



What's it all about?

Come on, you've all played the first one, so you should know basically how to control the sequel as it is an almost identical control method. Select the attribute that you want from the row of options under the main gameplay screen, using the left mousebutton. Then choose the Lemming you want to give the selected attribute to, and click on it. That particular Lemming will now have whatever special skill you chose to bestow on him. As with the first one, part of the fun is working out what the skills do and when it is best to use them. Remember though – don't get too optimistic – it'll take more than one go to suss out a level!

WALKER

To load this one meg only demo, simply walk up to your Amiga, shove in the disk, and when the menu screen appears, smash down the corresponding number on your keyboard, and you should be all geared up for one of the most gloriously violent games of recent times. All you have to remember is quite simply destroy everything in your path before it destroys you!

▲ Watch out for the bloke jumping out of the helicopter. He'll land on the Walker and attach a mine to it!

What's it all about?

Once the demo has loaded, be prepared to immerse yourself in a bloodbath of violence and destruction, courtesy of those lovely Scottish chaps at DMA Design. Controls are simplicity itself – the left and right cursor keys will move your Walker left and right. Firing your guns occurs following a click on the left mouse button. Aiming would be a nice touch and yes, it's in there too! Press the right mousebutton and your vehicle will lock on to a target, leaving you with a much better chance of hitting target.

Remember to keep the right mousebutton pressed to keep the target locked in your sights though. If you would like a better idea of what it's all about, check out the review elsewhere in these pages. Happy blasting!

COVERDISK

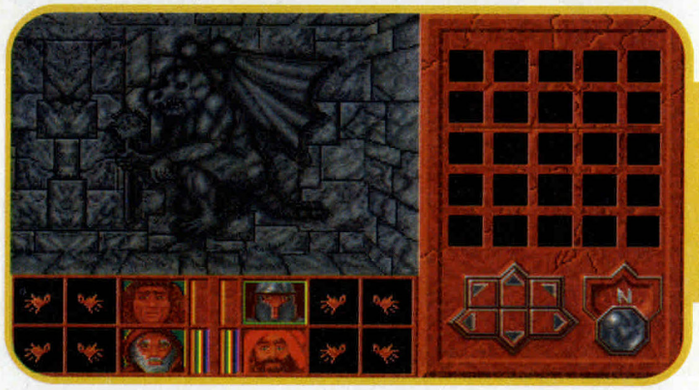
LEMMINGS 2
PUBLISHER: Psygnosis PRICE: STBA TEL: 051 709 5755

WALKER
PUBLISHER: Psygnosis PRICE: £29.99 TEL: 051 709 5755

ABANDONED PLACES 2

To load *Abandoned Places 2*, insert the disk into your Amiga and turn it on. The game should load automatically and will work with all Amigas with 1Mb of memory or more.

RPGs are all the rage at the moment, with many old favourites returning in a new guise. Such a game is *Abandoned Places 2*, which was a not half bad game to begin with, but now has a sequel which should more than match it. If you are a big fan of RPGs then you will love our coverdisk treat for you this month as we give you a flavour of what *Abandoned Places 2* is all about. It should be noted that this is a very cut down version of the full game which contains such things as music and sound effects (not featured here).



◀ This mysterious emblem hides something, but what? Could it be a secret entrance, a quest-aiding clue, or is it just a rather unusual ornament...?

DUFF DISKS

Problems with a coverdisk? Don't write to us, write to *Duff Disks (Amiga Action), ProSoft, 5 River Gardens Business Centre, Spur Road, Middlesex TW14 OSN.* If you send the disk to the Amiga Action office, your letter will go unanswered! Sorry!

▲ Kill one skeletal nasty boy and the other one gets mean on you. If this isn't good evidence that wandering around in a dark damp dungeon is a bad idea then I'm a Dutch cheese! (Eh? – Ed.)

Controls

There are 4 different characters for you to choose from. You navigate them around using either keys 1-6 on the numeric keypad or by clicking the right mouse button on the main window. You use the mouse to pick up and move objects around and to select magic spells.

More info about your characters can be obtained by clicking the mouse on the health bars, and clicking on the character's icon will let you move that character to another position.

Clicking the right mouse on the right window toggles between the inventory and spell selection screens. When in spell selection mode you can pick your spells by clicking on them with the mouse. When in inventory mode click on the item you want to use and point to the thing you want to use it with on the main screen. To enter into combat you must click on the item you wish to use in combat and then on the hand icon in which it will be held. You then click on the hand again to use the weapon.

What's it all about?

Havoc is being wreaked around the world as the evil force by the name of Pendugmalhe bids go gain total control. He can do this only if he destroys an ancient magic shield with the magical sword "Kuhalk". Your quest (of which you have no choice but to accept) is one of many distractions, but your main task is to prevent Pendugmahl from obtaining "Kuhalk" by getting to it first.

Once you have recovered the sword you must set about the destruction of Pendugmahl himself. All of this can only be achieved through the completion of a multitude of smaller quests. This is what goes on in the full game itself, but is perfectly well represented in our demo version, which contains the first three dungeons for you to explore!

ABANDONED PLACES 2
PUBLISHER: ICE PRICE: STBA TEL: 0453 756993

MORE than you can handle?

THE IDEAL ELECTRONIC GAMES SHOW

25-28 MARCH
EARLS COURT 2

You want to see all the best in games hardware and software?

You want to try out all the latest games for computers, consoles and hand-helds?

You want to know what's happening in the games market?

You want to be at the Ideal Electronic Games Show, Earls Court, March 25th - 28th. The most exciting games in Britain's most exciting venue. And if you want to be sure of getting tickets and beating the queues, all you have to do is post the coupon or telephone the credit card hotline on **0733 890155.**

The Ideal Electronic Games Show. What more do you want?

Daily Mail

ideal home plus

EARLS COURT, LONDON
18 MARCH - 12 APRIL 1993
DAILY MAIL IDEAL HOME EXHIBITION

SPONSORED BY
europress INTERACTIVE europress PUBLICATIONS

Name .....

Address .....

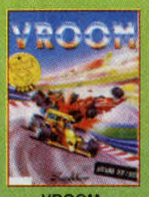
..... Post Code .....

Number of tickets required .....

Ticket prices - £7.00 adults, £4.00 under 16, £4.00 senior citizens.
Please make cheques payable to Angex Limited and crossed "& Co".
Send to: Ideal Electronic Games Show Tickets, 9 Flag Business Exchange, Peterborough PE1 5TX.

SPECIAL OFFERS FROM £6.99

BATTLE ISLE 13.49


VROOM 12.99

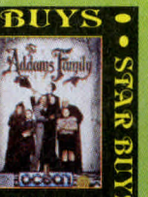
CHAMP MGR 12.99

STAR BUYS • STAR BUYS

F1 GRAND PRIX 14.99

HOOK 11.99

FIRST SAM/ MEGA 13.99


ADDAMS FAMILY 11.99

ELITE 10.99

F15 STRIKE 2 11.99

BATTLE OF BRITAIN 13.99

TITUS THE FOX 9.49

PINBALL DREAMS 12.99

GRAHAM TAYLORS 10.99

ENCHANTIA 12.99

DUNE 13.49

MONKEY ISLAND 13.49

ROBOCOP 3 11.49

F19 STEALTH 14.99

LEMMINGS 12.49

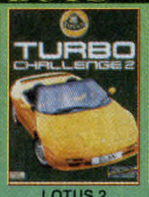
XENON 2 7.99

SIM CITY & POP 16.99

RAILROAD TYCOON 13.99

JAGUAR XJ220 10.99

ISHAR 10.49


LOTUS 2 11.99

BLUES BROTHERS 8.99

PREMIERE 11.99

JACK NICKLAUS 6.99

KICK OFF 2 8.99

CRAZY CARS 3 9.99

Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200. All prices include VAT and UK postage

3D CONSTRUCTION KIT 14.49
3D CONSTRUCTION KIT 2 ....31.99
A320 AIR-BUS (1 MEG) 21.99
ADDAMS FAMILY (1 MEG) 11.99
ADI ENGLISH (11-12) 16.99
ADI ENGLISH (12-13) 16.99
ADI ENGLISH (13-14) 16.99
ADI FRENCH (11-12) 16.99
ADI FRENCH (12-13) 16.99
ADI FRENCH (13-14) 16.99
ADI MATHS (11-12) 16.99
ADI MATHS (12-13) 16.99
ADI MATHS (13-14) 16.99
ADVANTAGE TENNIS (NO12) 16.99
AFTERBURNER 7.49
AIR BUCKS 17.99
AIR FORCE COMMANDER (1 MEG) (NO12) 17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) (NO12) 19.99
AIR, LAND & SEA (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR) 22.99
ALCATRAZ 15.99
ALIEN 3 ....19.49
ALIEN BREED (SPECIAL EDITION) (1 MEG) 8.99
AMNIOS 8.99
AMOS (GAMES CREATOR) 29.99
AMOS 3D (REQUIRES AMOS) 22.99
AMOS COMPILER (REQUIRES AMOS) 19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING) 22.99
AMOS PROFESSIONAL (MORE COMPLEX VERSION OF AMOS) 44.99
ANOTHER WORLD 16.99
APIDYA 17.49
AQUATIC GAMES 16.99
ARABIAN NIGHTS (NO12) 15.99
ARCHER MACLEAN'S POOL 17.49
ARKANOID 2 ....7.49
ARMOUR-GEDDON 2 (NO12) 19.49
ASHES OF EMPIRE 22.99
ASSASSIN (1 MEG) 16.99
AV8B HARRIER ASSAULT 21.99
B.A.T 2 ....22.99
B17 FLYING FORTRESS (1 MEG) 22.99
BART Vs THE WORLD 19.49
BATMAN THE MOVIE 7.49
BATTLE ISLE 13.49
BATTLE ISLE DATA DISK 13.99
BATTLE OF BRITAIN 13.99
BATTLEHAWKS 1942 (NO12) 10.99
BC KID 17.49
BEACH VOLLEY (NO12) 7.49
BILL'S TOMATO GAME 16.99
BIRDS OF PREY (1 MEG) (NO12) 22.99
BLACK CRYPT (1 MEG) 16.99
BLUES BROTHERS 8.99
BODY BLOWS (1 MEG) 16.99
BOXING MANAGER (NO12) 7.49
BUG BOMBER 17.49
CAESAR (NO12) 17.99
CAMPAIGN (1 MEG) (NO12) 21.99
CARL LEWIS TRACK & FIELD CHALLENGE 16.99
CASTLES (1 MEG) (NO12) 19.49
CASTLES DATA DISK (NO12) 11.99
CELTIC LEGENDS 19.99
CHAMPIONSHIP MANAGER (1 MEG) 12.99
CHAOS ENGINE 16.99
CHUCK ROCK (NO12) 8.99
CHUCKIE EGG (NO12) 9.99
CHUCKIE EGG 2 (NO12) 9.99
CIVILIZATION (1 MEG) 22.99
COMBAT AIR PATROL (NO12) 19.99
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12) 19.49
CONTRAPTION (NO12) 13.99
COOL WORLD (1 MEG) 17.49
CORRUPTION (M/SCROLLS) 3.99
CRAZY CARS 2 (NO12) 8.99
CRAZY CARS 3 ....9.99
CREEPERS (NO12) 19.49
CRUISE FOR A CORPSE 18.49
CURSE OF ENCHANTIA (1 MEG) 12.99
CYTRON 11.99
D-GENERATION 11.99
DAILY SPORTS COVER GIRL POKER 15.99
DARK QUEEN OF KRYNN (1 MEG) 21.99
DARKMERE (1 MEG) 15.99
DARKSEED (1 MEG) 20.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION) 54.99
DOODLEBUG 13.99
DRAGONS LAIR 3 (1 MEG) (NO12) 22.99
DUNE (1 MEG) 13.49
DUNE 2 (1 MEG) 19.99
DUNGEON MASTER & CHAOS (1 MEG) 19.49
DYNA BLASTERS 19.99
ELITE (NO12) 10.99
EPIC (1 MEG) 19.49
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12) 7.49
ESPANA-THE GAMES 92 (1 MEG) (NO12) 19.49
EVE OF THE BEHOLDER (SSI) (1 MEG) 19.99
EYE OF THE BEHOLDER 2 (1 MEG) 23.99
F.A PREMIER LEAGUE FOOTBALL (NO12) 17.49
F15 STRIKE EAGLE 2 (1 MEG) 11.99
F16 FALCON (NO12) 10.99
F19 STEALTH FIGHTER (NOP) 14.99
FABLES & FIENDS-LEGEND OF KYRANDIA (NO12) (1 MEG) 22.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12) 22.99
FINAL COPY 2 WORD PROCESSOR 69.99
FIRE & ICE 17.49
FIRST SAMURAI + MEGA LO MANIA (NO12) 13.99
FLAMES OF FREEDOM (MIDWINTER 2) 11.99
FLIGHT SIMULATOR 2 (NO12) 23.99
FLOOR 13 ....19.99
FOOTBALLER OF THE YEAR 2 ....8.49
FORMULA 1 GRAND PRIX (1 MEG) 14.99
FUN SCHOOL 2 (2-6) 7.99
FUN SCHOOL 2 (6-8) 7.99
FUN SCHOOL 2 (8+) 7.99
FUN SCHOOL 3 (2-5) 16.99
FUN SCHOOL 3 (5-7) 16.99
FUN SCHOOL 3 (7+) 16.99
FUN SCHOOL 4 (2-5) 16.99
FUN SCHOOL 4 (5-7) 16.99
FUN SCHOOL 4 (7+) 16.99
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11) 16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+) 16.99
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13) 16.99
FUTURE WARS (NO12) 9.99
GAUNTLET 2 (NO12) 7.49
GHOULS 'N' GHOSTS 7.49
GOBLIIINS 15.99
GOBLIIINS 2 ....17.99
GOLDEN AXE 8.49
GOLF (OCEAN) (NO12) 19.49
GOLF WORLD CLASS LEADERBOARD 8.49
GRAHAM GOOCH WORLD CLASS CRICKET (NO12) 17.99
GRAHAM TAYLOR'S SOCCER MANAGER (1 MEG) 10.99
GREAT NAVAL BATTLES (1 MEG) (NO12) 24.99
GUNSHIP 2000 (1 MEG) 22.49
GUY SPY (1 MEG) 19.49
HARPOON V1.21 (1 MEG) 22.99
HEAD OVER HEELS 7.49
HEIMDALL (1 MEG) (NO12) 11.99
HEROQUEST 8.49
HEROQUEST 2 - LEGACY OF SORASIL (1 MEG) 16.99
HISTORYLINE 1914-18 (1 MEG) 22.49
HITCH HIKERS GUIDE (NO12) 8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D/S (NOP) 10.99
HOME ACCOUNTS 2 ....38.99
HOME ALONE 2 (NO12) 19.99
HOME OFFICE KIT DELUXE (KIND WORDS 3 (WORD PROCESSOR), MAXI PLAN 4 (SPREADSHEET), AND INFOFILE (BUSINESS UTILITIES)). REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 59.99
HOOK 11.99
HOT HATCHES (NO12) 17.49
HUMANS (NO12) 17.99
HUMANS DATA DISK (NO12) 12.99
IAN BOTHAM'S CRICKET (1 MEG) 19.49
IK+ 7.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS) (NO12) 17.49
INDIANA JONES 2 ADVENTURE (FATE OF ATLANTIS) (1 MEG) (NO12) 23.99
INTERNATION RUGBY CHALLENGE 17.49
ISHAR - LEGEND OF THE FORTRESS 10.49
JACK NICKLAUS GOLF 6.99
JAGUAR XJ220 (1 MEG) 10.99
JAMES POND (NO12) 7.49
JAMES POND 2 - ROBOCOD 16.99
JET SET WILLY (NO12) 9.99
JIMMY WHITES SNOOKER 13.99
JINXTER (M/SCROLLS) 3.99
JOHN BARNES EUROPEAN FOOTBALL 15.49
JOHN MADDEN'S (U.S.) FOOTBALL 16.99
KGB (NO12) 19.99
KICK OFF + EXTRA TIME DISK (NOP) 4.99
KICK OFF 2 (1 MEG) (NO12) 8.99
KIDSTYPE JUNIOR WORD PROCESSOR 13.99
KIND WORDS 3 WORD PROCESSOR 30.99
KNIGHTMARE 19.99
KNIGHTS OF THE SKY (1 MEG) 22.99
KRUSTY'S SUPER FUN HOUSE 19.49
LAST NINJA 2 (NO12) 7.49
LEATHER GODDESSES (NO12) 8.99
LEGEND 19.99
LEGENDS OF VALOUR (1 MEG) (NO12) 23.99
LEMMINGS 12.49
LEMMINGS 2 ....20.99
LEMMINGS DATA DISK - OH NO! 9.99
LETHAL WEAPON (1 MEG) 16.99
LOMBARD RAC RALLY 7.49
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12) 16.99
LOTUS ESPRIT TURBO CHALLENGE (NO12) 8.49
LOTUS TURBO CHALLENGE 2 (NO12) 11.99
LURE OF THE TEMPTRESS (1 MEG) (NO12) 13.49
MAGIC WORLDS (STORM MASTER, DRAGONS BREATH, CRYSTALS OF ARBOREA) (NO12) 15.99
MANCHESTER UNITED (NO12) 8.49
MANIC MINER (NO12) 9.99
McDONALDS LAND (NO12) 17.49
MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) (NO12) 16.99
MEGA TWINS (NO12) 14.49
MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICROPROSE 3D GOLF (1 MEG) 13.99
MIDNIGHT RESISTANCE (NO12) 7.49
MIDWINTER 9.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES) 37.99
MOKEY ISLAND (SECRET OF) 13.49
MOTORHEAD (NO12) 11.99
NEW ZEALAND STORY 7.49
NICKY BOOM 16.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP (1 MEG) 18.49
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) (1 MEG) 16.99
OPERATION WOLF (NO12) 7.49
PACMANIA (NO12) 7.49
PANG 7.49
PANZA KICK BOXING (NO12) 8.49
PARASOL STARS 16.99
PERFECT GENERAL 22.49
PERFECT GENERAL DATA DISK 13.99
PGA TOUR GOLF + COURSES 19.49
PGA TOUR GOLF COURSE DISK 11.49
PINBALL DREAMS (1 MEG) 12.99
PINBALL FANTASIES 17.99
PIRATES (NOP) 16.99
PITFIGHTER 7.49
POPULOUS & SIM CITY 16.99
POPULOUS 2 (1 MEG) + CHALLENGE DATA DISK 21.99
POPULOUS 2 CHALLENGE DATA DISK (1 MEG) 11.99
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP) 10.99
POWERDRIFT 3.99
PREMIER MANAGER (1 MEG) 16.49
PREMIERE (1 MEG) 11.99
PRINCE OF PERSIA (1 MEG) 7.49
PRO TENNIS TOUR 2 ....16.99
PROJECT X (1 MEG) 16.99
PUBLISHER (PAGE LAYOUT PACKAGE). CAN PRODUCE BLACK AND WHITE NEWSLETTERS, FLYERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 33.99
PUBLISHER COLOUR PRO (PAGE LAYOUT PACKAGE). CAN PRODUCE COLOUR NEWSLETTERS, PROMOTIONAL POSTERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 79.99
PUSH-OVER (1 MEG) 16.99
PUTTY (NO12) 17.99
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) (NO12) 14.49
QUESTRON 2 (SSI) (NO12) 4.99
R-TYPE (NO12) 7.49
RAGNAROK (NO12) 21.99
RAILROAD TYCOON (1 MEG) 13.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP) 9.99
RAVING MAD (MEGA TWINS, JAMES POND 2 - ROBOCOD, RODLAND) (NO12) 16.99
REAL BASEBALL 2 (NOP) 18.99
REACH FOR THE SKIES (NO12) 19.99
RICK DANGEROUS (NO12) 7.49
ROAD RASH 17.49
ROBOCOP 2 (NO12) 7.49
ROBOCOP 3 (NO12) 11.49
ROME (1 MEG) 19.49
ROOKIES 19.99
SABRE TEAM 15.99
SCRABBLE (US GOLD) 18.99
SECRET OF MONKEY ISLAND (1 MEG) 13.49
SECRET OF MONKEY ISLAND 2 (1 MEG) 23.99
SENSIBLE SOCCER ('92/93 SEASON) 16.99
SHADOW OF THE BEAST 2 (WITH T-SHIRT) 8.99
SHADOW OF THE BEAST 3 ....19.49
SHADOWLANDS 19.49
SHADOWORLDS 15.99
SHOOT-EM-UP CONSTRUCTION KIT (NO12) 8.49
SHUTTLE (1 MEG) 19.99
SILENT SERVICE 2 (1 MEG) (NOP) 22.99
SIM CITY & POPULOUS 16.99
SIM CITY ANCIENT CITIES 8.99
SIM CITY FUTURE WORLDS 8.99
SLEEPWALKER 20.49
SMASH TV (NO12) 7.49
SPACE CRUSADE (NO12) 12.99
SPACE CRUSADE DATA DISK (NO12) 10.99
SPECIAL FORCES (1 MEG) 22.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP) 5.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG) (NO12) 19.99
STORM MASTER 18.49
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESSPLAYER 2150, BATTLEMASTER) (1 MEG) (NO12) 20.99
STREETFIGHTER 2 (NO12) 18.49
STRIKER (1 MEG) 15.99
STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INTERNATIONAL SOCCER) (NO12) 19.99
STUNT CAR RACER (NO12) 7.49
SUPER CARS 2 (NOP) 8.49
SUPER CAULDRON (NO12) 17.49
SUPER FROG (1 MEG) 16.99
SUPER HANG ON 7.49
SUPER HERO (NO12) 19.49
SUPREMACY (1 MEG) 16.99
SWITCHBLADE 2 (NO12) 8.49
SWIV (NOP) 8.49
SWORD OF SODAN (NO12) 5.99
TEARAWAY THOMAS 17.49
TECNOPLUS BUSINESS PACK FOR AMIGA (WORDWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE) (1 MEG) 65.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES) (NO12) 27.99
THE MANAGER 19.99
THUNDERHAWK 10.49
TITUS THE FOX 9.49
TRANSARTICA 17.99
TROODLERS 15.99
TROJAN - ALIEX (LIGHT PHAZER GAME) 8.99
TROJAN - CYBER ASSAULT (LIGHT PHAZER GAME) 8.99
TROJAN - FIRESTAR (LIGHT PHAZER GAME) 8.99
TROJAN - THE ENFORCER (LIGHT PHAZER GAME) 8.99
TURRICAN 7.49
TURRICAN 2 ....7.49
TV SPORTS BASEBALL (NO12) 11.49
TV SPORTS BOXING (NO12) 11.49
TV SPORTS FOOTBALL (NO12) 7.99
UGH 17.49
ULTIMA 5 (NO12) 16.99
UNIVERSAL MONSTERS 16.99
VAL HALLER VGA 19.99
VIDEO KID 8.49
VIKINGS - FIELD OF CONQUEST (1 MEG) 16.99
VROOM (NO12) 12.99
VROOM DATA DISK (NO12) 12.49
WALKER 19.49
WAXWORKS (1 MEG) 22.49
WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q, TURBO OUTRUN) (NO12) 8.99
WING COMMANDER 1 (1 MEG) 22.99
WIZ-KID 16.99
WIZARDRY 6 - BANE OF THE COSMIC FORGE (1 MEG) 24.49
WIZARDRY 7 - CRUSADERS OF THE DARK SAVANT (1 MEG) 28.99
WOLFCHILD 12.99
WORDWORTH V1.1E AMIGA 500 PLUS WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A500P) 79.99
WORDWORTH V1.1E AMIGA 600 WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A600) 94.99
WWF WRESTLING (NO12) 16.99
WWF WRESTLING 2 (1 MEG) 16.99
XENON 2 MEGABLAST 7.99
ZAK MCKRACKEN (NO12) 9.99
ZOOL (1 MEG) 16.99

WIN an autographed copy of Nigel Mansell's! Full details in the latest issue of NRG - join Special Reserve NOW to get your copy!

MISCELLANEOUS

EXTERNAL 3.5" DISK DRIVE FOR AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. QUIET, HIGH QUALITY, SLIM LINE DESIGN. GG5792 **49.99**

SCREENBEAT STEREO SPEAKERS FOR AMIGA OR IBM PC. REQUIRES 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS, INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR. GG6593 **18.99**

MAINS ADAPTOR FOR SCREENBEAT SPEAKERS ....GG6638 ....7.99

MEGAMIX MASTER SOUND SAMPLER FOR AMIGA (1 MEG) **29.99**

VIDI AMIGA 12 (CAPTURES COLOUR IMAGES FROM VIDEO / CAMCORDER. COMPATIBLE WITH TAKE 2, DELUXE PAINT 4 AND MOST ART PACKAGES) GG9083 **89.99**

DELUXE WORK CENTRE FOR AMIGA A1200 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9134 **37.99**

DELUXE WORK CENTRE FOR AMIGA A500 OR A500 PLUS (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, PLUS JOYSTICK/MOUSE EXTENDER CABLE SET, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9132 ....**44.99**

DELUXE WORK CENTRE FOR AMIGA A600 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9133 ....**37.99**

POWER SCAN HAND SCANNER FOR AMIGA (VERSION 2). TRUE GREY SCALE, 100-400DPI (INCLUDES SOFTWARE) **99.99**

SOUND ENHANCER FOR AMIGA (BOOSTS SOUND) **34.99**

A570 CD DRIVE FOR AMIGA A500 OR A500P. PLUGS INTO SCSI PORT TO RUN CDTV SOFTWARE. 1 MEG RAM REQUIRED

FREE MEMBERSHIP GG9054 ....**329.99**

TECNOPLUS AMIGA FAMILY COMPENDIUM (KINDWORDS 3 WORD PROCESSOR, JIMMY WHITE'S SNOOKER, ZIPSTICK JOYSTICK, DUST COVER, FILE-A-DISK, HEAD CLEANER, 5 BLANK DISKS AND MOUSE MAT) ....GG9023 ....**51.99**

TECNOPLUS AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER WITH SWITCH MODE) **42.99**

TECNOSOUND TURBO SOUND SAMPLER FOR AMIGA (INCLUDES LEAD FOR ATTACHMENT TO WALKMAN/DISCMAN AND REVISED MANUAL) **29.99**

ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER AND VOLUME CONTROLS. **34.99**

NULL MODEM CABLE ....GG5153 ....**7.99**

RF SWITCH FOR AMIGA (SWITCH BETWEEN TV AERIAL AND COMPUTER WITHOUT DISCONNECTING) GG6617 ....**3.99**

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) ....GG6542 ....**19.99**

LEADS

HI-FI LEAD FOR AMIGA (STANDARD PHONO INPUT) ....GG6615 ....3.99
MONITOR LEAD FOR AMIGA TO PHILIPS CM8833 MK2 MONITOR ....GG5961 ....7.99
SCART LEAD FOR AMIGA TO SONY TELEVISION (GIVES MONITOR QUALITY PICTURE) ....GG9135 ....9.99
SCART LEAD FOR AMIGA TO TV WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) ....GG5762 ....9.99

DUST COVERS

DUST COVER FOR A600 ....GG9013 ....4.99
DUST COVER FOR AMIGA 500 OR ATARI ST (CLEAR PVC) ....GG5312 ....4.99
DUST COVER FOR MONITOR (CLEAR PVC) ....GG5314 ....4.99

MEMORY UPGRADES

1 MEGABYTE A500 PLUS RAM UPGRADE WITH CLOCK (TECNOPLUS) ....GG6652 ....34.99
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK ....GG6700 ....49.99
512K AMIGA RAM WITH CLOCK FOR A500 AND A500+ ....GG6580 ....24.99
512K AMIGA RAM WITHOUT CLOCK FOR A500 AND A500+ ....GG6581 ....22.99

JOYSTICKS

P&P inc.

CHEETAH "ALIEN 3" JOYSTICK GG9087 13.99

CHEETAH "BART SIMPSON" JOYSTICK GG9089 13.99

GRAVIS JOYSTICK FOR AMIGA OR ATARI ST WITH FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS GG9022 23.99

LOGIC 3 SIGMA-RAY JOYSTICK GG6575 12.99

MINI COMPETITION PRO 5000 JOYSTICK GG9050 12.99

CHEETAH BUG JOYSTICK GG6562 14.99

MINI COMPETITION PRO STAR JOYSTICK WITH AUTOFIRE GG9051 17.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) GG5146 10.99

QUICKJOY FOOT PEDAL TRANSFERS ANY JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR FLIGHT AND CAR SIM'S. COMPATIBLE WITH MOST AMIGA AND ATARI ST GAMES. GG6576 20.49

COMPETITION PRO STAR JOYSTICK GG5785 15.99

FREEWHEEL STEERING WHEEL (DIGITAL) FOR AMIGA. SUITS MOST DRIVING GAMES GG9005 26.99

QUICKJOY JET FIGHTER JOYSTICK GG5287 11.99

QUICKJOY QJ1 JOYSTICK (MICROSWITCHED) GG6643 7.99

FOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ATARI ST GG5204 .....7.99

SQUIK MOUSE FOR AMIGA OR ATARI ST GG5855 12.99

TROJAN LIGHT PHAZER GUN FOR AMIGA WITH SKEET SHOOT & ORBITAL DESTROYER GAMES (OTHER GAMES AVAILABLE - SEE "TROJAN" IN AMIGA SOFTWARE LIST) GG9000 29.99

TROJAN LIGHT PEN FOR AMIGA COMPATIBLE WITH DELUXE PAINT 3 & 4 AND OTHER MAJOR ART PACKAGES. INCLUDES KWIKDRAW DRAWING PROGRAM AND DRIVER DISK GG9074 29.99

ZYDEC TRACKBALL GG6650 25.99

MOUSE MAT GG5148 4.99

QUICKJOY TOP STAR JOYSTICK GG5751 20.49

QUICKSHOT 111A TURBO 2 JOYSTICK GG5656 9.99

QUICKSHOT 127 STARFIGHTER REMOTE CONTROLLER WITH TWO INFRA-RED JOYPADS GG5654 29.99

QUICKSHOT 128F MAVERICK 1 JOYSTICK GG5655 12.99

QUICKSHOT 137F PYTHON JOYSTICK GG5653 9.99

QUICKSHOT 149 INTRUDER 1 JOYSTICK GG6644 22.99

QUICKSHOT 155 AVIATOR 1 JOYSTICK GG6686 23.99

SPEEDKING ANALOGUE JOYSTICK FOR AMIGA (FOR PROPORTIONAL CONTROL ON SUITABLE SOFTWARE) GG9008 13.99

NAKSHA MOUSE FOR AMIGA OR ATARI ST WITH OPERATION STEALTH GG5235 27.99

JOYSTICK EXTENDER CABLE FOR AMIGA (3 METRES) GG6613 6.99

ROBOSHIFT INTERFACE FOR AMIGA (PLUGS MOUSE & JOYSTICK INTO ONE PORT) GG5856 14.99

PORT EXTENSION ADAPTOR FOR AMIGA (CHANGE JOYSTICKS WITHOUT NEEDING TO REACH BEHIND COMPUTER) .....GG6616 ...5.99

PRINTERS FOR AMIGA

P&P inc.

179.99

CITIZEN SWIFT 9 PRINTER WITH COLOUR KIT 9 PIN, 80 COLUMN, 192CPS/48NLQ, 3NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.

FREE PRINTER LEAD MEMBERSHIIP GG5607

129.99

CITIZEN 120D+ PRINTER 9 PIN, 80 COLUMN, 144 CPS/25NLQ, 2NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. HIGH QUALITY BLACK AND WHITE PRINTER.

FREE PRINTER LEAD MEMBERSHIP GG6541

279.99

CITIZEN 240C PRINTER WITH COLOUR KIT, 24 PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 2 YEAR WARRANTY. ADVANCED VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL

FREE PRINTER LEAD MEMBERSHIP GG9020

234.99

CITIZEN SWIFT 200 PRINTER WITH COLOUR KIT 24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTY.

FREE PRINTER LEAD MEMBERSHIP GG9073

214.99

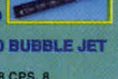
CANON BJ-10EX BUBBLE JET PRINTER 64 NOZZLE. 80 COLUMN, 83LQ CPS 2LQ/1 DRAFT FONT, 1 YEAR WARRANTY. A SMALL, PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY.

FREE PRINTER LEAD MEMBERSHIP GG6632

CANON AUTO CUT SHEET FEEDER FOR BJ-10EX PRINTER .....GG9126 .....54.99

INK CARTRIDGE FOR BJ-10EX PRINTER .....GG6637 .....19.99

CANON NICAD BATTERY PACK FOR BJ-10EX PRINTER GG9125 39.99



399.99

CANON BJ-200 BUBBLE JET PRINTER 80 COLOUMN, 248 CPS, 8 TYPEFACES. THREE PRINTING MODES, 1 YEAR WARRANTY. A FAST AND QUIET PRINTER WHICH GIVES EXCEPTIONAL QUALITY RESULTS.

FREE PRINTER LEAD MEMBERSHIP GG9138

INK CARTRIDGE FOR BJ-200 PRINTER .....GG9139 .....21.99

PRINTER LEAD (PARALLEL) FOR AMIGA, ATARI ST OR IBM PC .....GG5147 .....7.99

RIBBON (COLOUR) FOR CITIZEN SWIFT 9, 24, 200, 224 OR 240C PRINTER .....GG5637 .....14.99

RIBBON (COLOUR) FOR STAR LC20O PRINTER GG6680 .....10.99

RIBBON FOR CITIZEN SWIFT 24, 224 OR 240 PRINTER .....GG6042 .....6.99

RIBBON FOR CITIZEN SWIFT 9 OR 120D+ PRINTER...GG6041 .....6.99

RIBBON FOR STAR LC200 PRINTER .....GG6679 .....6.99

RIBBON FOR STAR LC24-20 PRINTER .....GG6681 .....6.99

DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) GG5313 .....4.99

DISKS, BOXES ETC.

PACK OF 10 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS .....GG9137 ...7.99

PACK OF 50 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS GG5535 27.99

PACK OF10 TDK 3.5" MF-2DD DISKS (DSDD) .....GG9085 ...8.99

PACK OF10 TDK 3.5" MF-2HD DISKS (HIGH DENSITY) GG9086 13.99

PACK OF 20 3.5" GOLDSTAR HD DISKS WITH LABELS GG9118 16.99

PACK OF 10 5.25" GOLDSTAR DSDD DISKS (96 TPI, 720K) GG5265 2.99

PACK OF 10 GOLDSTAR 5.25" HIGH DENSITY DISKS (1.2 MB) .....GG5266 ... 3.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS GG5752 10.99

BANX DISK BOX 3.5" (80) STACKABLE GG6591 12.99

DISK BOX 3.5" (10 CAPACITY) GG5187 1.99

DISK BOX 3.5" (120) LOCKABLE, DIVIDERS GG5323 9.99

ALL HARDWARE PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND

SCART TELEVISION

WITH REMOTE CONTROL, MODEL KVM1410U. 60 CHANNEL TUNING, FRONT AV SOCKETS, REAR SCART INPUT, BLACK TRINITRON SCREEN, LOOP AERIAL

FREE SCART LEAD (STATE AMIGA, ST, MEGADRIVE OR SNES) MEMBERSHIP

Special Reserve Games Club

0279 600204

The Biggest and Best computer games club in the world. Probably.

Join now for £6.99 (UK) and get all this:

Save £££'s on games hundreds of special offers every month

NRG - CLUB MAGAZINE 48 page colour bi-monthly magazine

Over £30 worth of coupons in each issue of NRG to save even more money!

Latest News and Reviews NRG keeps you up-to-date on games and hardware

WIN over £2000 worth of prizes Free to enter competitions in every issue of NRG

Advance Order System Order early. New games sent day of arrival

Credit Card Orders Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun

No obligation to buy! & all prices include UK Postage and VAT

We only stock official UK products

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. Please ring for latest information. E & O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS) **SAP**

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No _____

Credit card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE P.O. BOX 847, HARLOW, CM21 9PH**

Overseas OrdersSurcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card.*

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204

We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99

NRG also contains competitions to win £££s worth of prizes. Currently on offer; An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Bubsy T-Shirts and pin badges, Sonic Cuddly toys and your chance to design the front cover of NRG!

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.

Over 140,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!

You can phone in your order or use this coupon ➤

SPECIAL RESERVE • SPECIAL RESERVE • SPECIAL RESERVE • SPECIAL RESERVE

COURT I

Arcade shows offer a pointer to what's likely to appear on your home computer in a couple of years. So Amiga Action decided to visit Earl's Court, the venue of this year's ATEI Arcade show...

WORDS: NICK MERRITT PICTURES: FIONA HOWARTH

N THE *act*

Earl's Court. That place in London where Australians pass through and telesales companies thrive. Where Rock Stars visit to play the exhibition centre and hoteliers nervously nail their TV sets to the table. Where taxi drivers hare around with just a little more disregard for safety than they do in Central London, probably because they stand such a good chance of hitting the odd Australian. In short, the location of this year's ATEI arcade show.

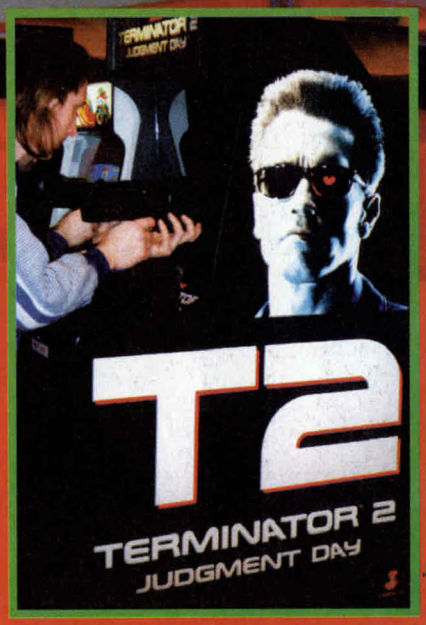
Nick and Fiona had been subcontracted to visit this arcade mecca, and they grimly set forth from their luxurious offices in Manchester, determined to get the hot info on the latest arcade news. Nick now tells all...

Once we arrived in Earl's Court and had successfully navigated our way to the exhibition centre, we flashed our press passes at a bored-looking security guard and were ushered into a large room full of sweaty men hammering bits of wood together. Wrong entrance. In fact, we'd run into the Toys and Hobbies fair, but a week before the doors were due to open.

We eventually found our ways into the ATEI bit, and were greeted by a skull-splitting cacophony of noises, lights and smells. The organisers had done their level best to turn a dignified trade show into something out of Billy Smart's Circus, with merry-go rounds and hot dog stalls littering the place, but we were here in search of a story, and by God, we weren't going to let a £1.50 can of Coke get in our way!

Much of what was on display at the show was only of interest to the trade, such as roulette wheels and the like. The people who make those yellow change machines were there too, but they were even nastier than their inventions about coughing up lost money.

A quick circuit around the hall told us that most of the big players in the industry were there too, including Sega, Namco, Brent Leisure, and Atari. A visit to the Sega stall demonstrated that the Japanese



...suddenly the machine moves, spinning all over the place...you'll never want to get inside the thing again.

truly are totally mad. Where most people would have been happy to exhibit an arcade machine or two, Sega had produced a kind of hydraulic spinning contraption, especially designed to force your brains out through your nose.

In fact, this device is called the *R360 Servo Drive Moving System* and is in effect a heavily-wired up 3D shoot'em-up. Move the joystick a little and suddenly the machine moves too, spinning all over the place and guaranteeing you'll never want to get inside the thing again.

Barking mad

I began to feel a little airsick and decided to make a run for it, over to the Atari Stand. After a quick blast on *Space Lore* (a tricky space-based shoot'em-up), it was time to tussle with *Mad Dog II*. Old Mad Dog II looked suspiciously like Mad Dog McRaee, which was strange because I was sure I had wasted him way back in 1990 in the Clarence Pier Amusement Arcade in Portsmouth (along with most of the other inhabitants of Mad Dog's town).

Actually, Mad Dog was around quite conspicuously at the ATEI, in spirit if not in form, judging by the number of Mad Dog clones there were, including the *Zorton Brothers* and the *Diabolo Brothers*. In fact, the *Diabolos* and the *Zortons* are one and the same, with the arcade game being powered by an A500+ motherboard with CD-I. I have to confess that the *Zortons* didn't really do much for me, and *Mad Dog* still reigns supreme. (Right Mr Dog, you can put the gun down now!)

However, it does raise the interesting possibility of the *Zorton Brothers* being released under Amiga CD-I soon, and that'll be something Amiga Action will be keeping an eye out for.

The Zortons weren't the only CD-I based hombres at the Earl's Court ranch, and soon I found myself behind the wheel of an unnecessarily phallic sports car, being advised on how to stay on the road. The name of this game was *Street Viper* and the idea of it was to hold onto the steering wheel like a miser clutching a 1p coin, while following a crazy red car in front. This wouldn't be so bad if you had a brake or gearstick, and all my carefully-cultivated *Out Run* training was soon disappearing out of the window as I struggled to stay with the car in front.

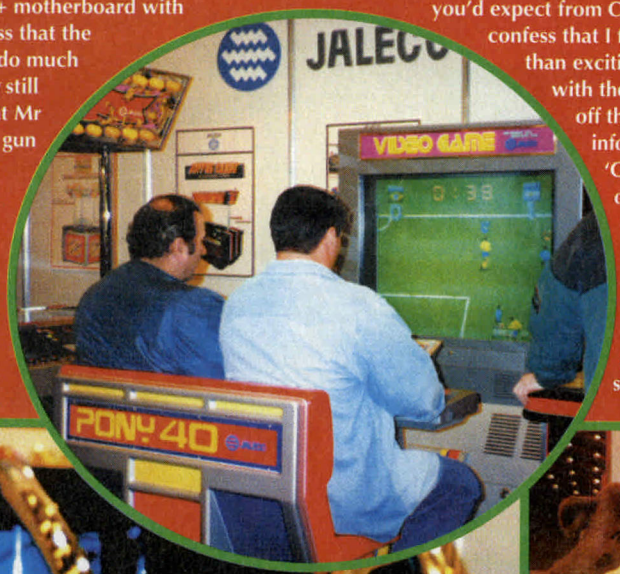
The graphics in this game were excellent, as you'd expect from CD-I, but I must confess that I found the game less than exciting. Although I stayed with the car and didn't crash off the road, I was rudely informed that it was 'GAME OVER' after only about one minute. I won't be rushing to pump £1 coins into this when it hits the arcades.

It was time for a general wander now, so Fiona and I took a quick stroll around the hall, with the aim of checking out some of the other types of arcade releases.

There were plenty of fairgroundy rides (including a mini-Waltzer and a Magic Roundabout-type roundabout for the kids), but unfortunately no air rifle ranges. Jaleco had a kind of arm-wrestling machine on display and I soon had it awarding me huge points for my Superman-like strength. Or something. But video games are really my thing, and before long we were wandering into a huge enclosed video screen, called *Super Galaxian 3 – Project Dragoon*, from Namco.

I should perhaps explain that this *Super Galaxians* bears absolutely no resemblance whatsoever with the ancient *Space Invaders* rip-off of a similar name.

In fact, it bears so little resemblance, I was soon wondering why they had even bothered to call it that, as *Death Mutant Alien Destroyers* would have been more of an appropriate name.



You find yoursel large laser cann

In this game, you find yourself sitting in a darkened room, in front of a huge hi-res video screen, with a large laser cannon before you. You share the game with five other space cadets, and the basic aim is to destroy everything that is not nailed down. This is pretty easy as your laser is packing the sort of energy that could easily power a small ex-communist country, but the way Namco have presented this game is stunning.

You swoop through space minefields and attacking clouds of enemy spacecraft, with the aim of entering the main battlestation and taking out the reactors. Sound familiar? Maybe so, but the whole thing has been done with rare style.

The graphics look as though they have been generated on a supercomputer and some of the pans and zooms could easily have come from a sci-fi film from about four years ago. As for the sound, well, forget about the Amiga's tinny speakers – this sounded like a nuclear bomb going off next to the Niagra Falls. Incredible.

The game is apparently a scaled down version of a 23-player version currently causing a storm in

f sitting in a darkened room...with a on before you.

downtown Tokyo and if you get the chance to play this creation, I'd pay whatever you can afford.

Finally, we wandered into the Brent Leisure stand, and chatted to Leslie Bunder, their Marketing supremo. We managed to glean a rather interesting bit of information from him, concerning a soon-to-be released *Streetfighter II* pinball game. Can't for the life of me figure out how they're going to do that, but I wait with interest.

Space Invasion

All in all, the show, although not open to the public, was a most enjoyable experience, and although perhaps the general quality of the machines on display was not a high as could have been hoped for, there was the odd highlight like *Super Galaxians 3*. I shall certainly be looking out for that when it hits the high street arcade, although I don't expect there to be much of an arcade left when it does!

Remember to watch this space for future developments in the arcade scene, because you can be sure they'll eventually end up attached to your home Amiga.

THE CENTRE OF TEC

WTS ELECTRONICS LTD, CHAUL END LANE, LUTO

Amiga 600 Pack

- UK specification
- 1MB system RAM, mouse
- Full workbench disks, manuals & leads
- Free Paint package software
- Two Python joysticks
- Mouse mat **£295**

Amiga 600 HD Pack

- Plus internal 20MB hard drive **£395**
- Plus internal 60MB hard drive **£475**
- 1MB extra memory add **£29**

Amiga 1200 Pack

- 32-bit 68020 Full power
- Super Hi-Res graphics
- 2MB Chip memory
- PCMCIA Technology
- Alpha numerical keypad
- Two Python joysticks
- Free Paint package software
- Mouse mat

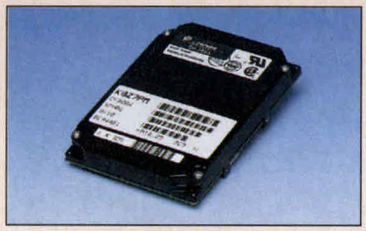
- A1200 Pack **£385**
- A1200 with 20MB hard drive **£485**
- A1200 with 60MB hard drive **£585**

Weird, Wild & Wicked A600

- Game players paradise
- Push Over game
- Formula 1 Grand Prix game
- Putty Game
- Extra free game
- Deluxe Paint III
- 2 Python joysticks
- Mouse mat

- A600 weird, wild & wicked pack **£299**
- A600 as above with 20MB HD **£399**
- A600 as above with 60MB HD **£489**

A1200/A600 Upgrades



- Easy to install upgrade kits
- Full instructions and cables where necessary
- All drives supplied with formatting instructions and software
- Free fitting available - phone for details

- 20MB HD Upgrade Kit **£109**
- 60MB HD Upgrade Kit **£219**
- 120MB HD Upgrade Kit **£339**
- ProRam 1MB Memory A600 **£39**
- ProRam 2MB PCM-CIA A600/A1200 **£124**
- ProRam 4MB PCM-CIA A600/A1200 **£194**

Philips 8833 MKII Monitor

- 14" high resolution colour display
- High clarity stereo sound output
- Full RGB and composite inputs
- Free 1.5 metre long RGB cable
- Full UK warranty
- 3 Free games

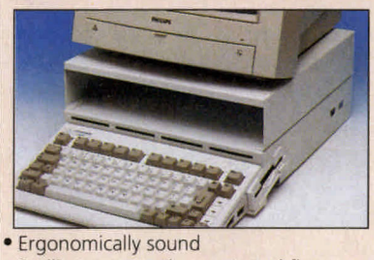
- Philips 8833 MKII Monitor **£219**
- When purchased with an Amiga 600/1200 **£209**

SVGA Monitor

- 14" Super high resolution colour display
- Professional IBM compatibility
- Complete with cable
- Full UK warranty
- 2 Free games

- A1200 SVGA Monitor **£248**
- When purchased with an Amiga 1200 **£238**

Workstations



- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat

- A500 Workstation **£36**
- A600 Workstation **£36**
- A1200 Workstation **£36**

Peripherals

- 100 Capacity lockable disk box **£5.99**
- Squick mouse **£13.99**
- Mouse mat **£1.99**
- TDK high quality DSD (10) disks **£9.99**
- Computer Mall DSD (10) disks **£6.00**
- 1000 colour disk labels **£12**
- LC20 printer ribbon **£3.49**
- Jet Fighter joystick **£13.99**
- Apache joystick **£6.99**
- Python joystick **£9.99**
- Zipstick joystick **£14.99**
- A500 Dust cover **£4.99**
- A600 Dust cover **£4.99**
- A1200 Dust cover **£4.99**
- Vast range of leads for many applications - **Please call**

Scanners

- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing

- **Power Hand Scanner**
- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software

- Power Hand Scanner v2.0 **£93**
- Power Hand Scanner v3.0 **£105**

Music

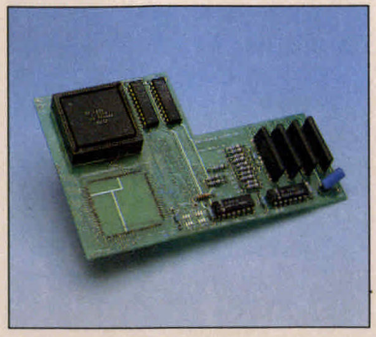
- Highest quality stereo sound sampling
- Compatible with A500, A600,A1200,A1500/2000, A3000

- Screen Beat Speaker System **£25**
(Adds amplified stereo sound to the Amiga)
- GVP Digital Sound Studio **£49**
- Megamix Master **£37**
- Stereo Master **£34**

HNICAL EXCELLENCE

Est. since 1984

N, BEDS, LU4 8EZ TEL (0582) 491949 (6 LINES)

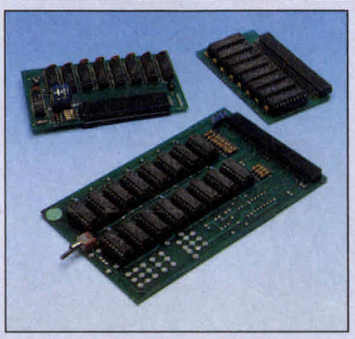


Pro Agnus 2MB

• Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000 • Designed and built in England • Supplied with 8375 Obese Agnus • Includes 2Mb Memory on board in the form of low power Zips • Allows the processing of elaborate animation and sound sampling • Provides the same max. chipmemory as the A3000/A600 &500+ • Increases addressable memory space from 9MB to 10MB • Complete with full instructions and flying leads • British made

• Pro Agnus 2MB **£139**

(Free fitting available - Phone for details)



Memory Expansions

A500 Pro-RAM 0.5 Meg. Upgrade

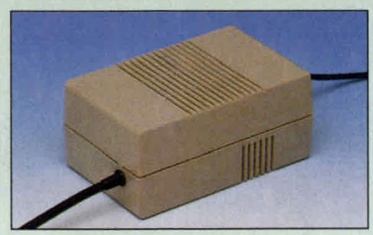
• Chip memory compatible
• British made
• Without clock **£16**
• With clock **£19**

A500 Pro-RAM 1.5 Meg Upgrade

• Gives a full 2MB of memory **£74**

A500+ 1MB Meg Upgrade £29.95

High Current Power Supply



• Allows the addition of peripherals without damage to computer or power supply
• Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
• Switch mode design
• Full crow bar projection
• A500, A500+ and A600 compatible
• British made

• A500 Power supply unit **£44.95**
• A590 Power supply unit **£44.95**
• A1200 Power supply unit **£54.95**
• A2000 Power supply unit **£139.95**

Cumana 3.5" External Drive

• High Quality
• Renowned and proven reliability
• Top notch specification
• Anti-click
• Long moulded cable
• Slimline design
• High impact plastic

• Cumana external drive **£54**
• Cumana external drive + 100 capacity disk box **£57**
• Cumana external drive + 100 disk box + 20 blank disks **£63**
• A500/A500+ Internal replacement disk drive **£46**

Supra Modems

• Utilise hundreds of PD Bulletin Boards
• Communicate with fellow computer users
• Cuts down on telephone bills by using fast efficient baud rates
• 100% Hayes compatible
• Tone pulse, Auto Dial/Auto Answer
• Standard RS232 Interface
• Programmable number storage
• Free Coms software

• Supra Fax Plus (0-9600 BPS) **£148**
• Supra v.3.2 (Fax Modem) **£199**
• Supra v.32 BIS (Fax Modem) **£358**

Chips and Spares

• WTS have sole distribution rights from Americas biggest Commodore chip distributor

• Workbench 2.04 Kit (Includes manuals, disks & chip) **£78**
• Kickstart 2.04 **£32**
• Kickstart 1.3 **£28**
• Kickstart ROM Swapper (Swap between kickstarts) **£18**
• Fatter Agnus 8372 **£49**
• Obese Agnus 8375 **£54**
• High Res Denise **£29**
• 1MB x 9 Simms **£32**
• 1MB x 4 Zips **£14**
• 8520 CIA **£13**

SALES HOTLINE 0582 491949 (6 LINES), 0480 471117 (24HR), FAX ON 0582 505900

Credit Card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number., expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.

When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal Orders are also accepted.

NO DELIVERY CHARGES TO UK MAINLAND. MINIMUM ORDER AMOUNT £15.00.
Should you wish your order to be sent by Group 4 Security service please add £5. This method is normally faster than the postal service and includes Comprehensive insurance.
WARRANTY: One year return to base (excluding chips).
ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

WHERE TO FIND US!

Head Office
WTS Electronic Ltd
Chaul End Lane
Luton
0582 491949

Computer Mall Bedford
No.16 Downstairs
The Harpur Centre
Bedford
0234 218228

Computer Mall St. Neots
No.6
Priory Mall Shopping Centre
St. Neots
0480 471117

Computer Mall Hertford
49 Railway St.
Hertford
0992 503606

Computer Mall Dunstable
84 High Street North
Dunstable
Bedfordshire
0582 475747

All prices quoted or products stocked are subject to stocking levels and availability. WTS cannot be held liable or supply reimbursement for force majeure, or items, which are out of stock due to demand or low stock at its suppliers which may result in delayed delivery or non delivery, please allow 28 days for delivery. WTS reserve the right to ammend prices, revise packs, specifications and or substitute product wihtout prior notice at any time without liability upon itself.

CHARTS

ELSPA PENGUIN CHARTS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	1	**STREETFIGHTER II**	*US GOLD*	£27.99	BEAT'EM-UP	90%
2	2	**SENSIBLE SOCCER 92/93**	*RENEGADE/MINDSCAPE*	£25.99	SPORT	90%
3	5	**WING COMMANDER**	*ORIGIN/MINDSCAPE*	£34.99	SHOOT'EM-UP	80%
4	6	**PREMIER MANAGER**	*GREMLIN GRAPHICS*	£25.99	SPORT	90%
5	3	**ZOOL**	*GREMLIN GRAPHICS*	£25.99	PLATFORM	96%
6	9	**INDIANA JONES - FATE OF ATLANTIS**	*US GOLD*	£37.99	ADVENTURE	91%
7	10	**AV-8B HARRIER ASSAULT**	*DOMARK*	£34.99	FLIGHT SIM	52%
8	7	**ROAD RASH**	*ELECTRONIC ARTS*	£25.99	RACING	80%
9	✪	**NICK FALDO'S CHAMPIONSHIP GOLF**	*GRANDSLAM*	£25.99	SPORT	88%
10	17	**CAMPAIGN**	*EMPIRE*	£34.99	STRATEGY	89%
11	4	**WWF EUROPEAN RAMPAGE TOUR**	*OCEAN*	£25.99	BEAT'EM-UP	59%
12	13	**MONKEY ISLAND 2**	*US GOLD*	£37.99	ADVENTURE	95%
13	✪	**PGA TOUR +**	*ELECTRONIC ARTS*	£29.99	SPORT	N/A
14	18	**CIVILISATION**	*MICROPROSE*	£34.99	STRATEGY	92%
15	14	**PINBALL FANTASIES**	*21ST CENTURY ENT.*	£29.99	BAT 'N' BALL	95%
16	★	**FORMULA 1 GRAND PRIX**	*MICROPROSE*	£34.99	RACING	90%
17	✪	**DALEK ATTACK**	*ALTERNATIVE*	£16.99	SHOOT'EM-UP	72%
18	8	**ARCHER MACLEAN'S POOL**	*VIRGIN*	£25.99	SPORT	91%
19	11	**HUMANS**	*MIRAGE*	£29.99	PUZZLE	92%
20	19	**JIMMY WHITE'S WHIRLWIND SNOOKER**	*VIRGIN*	£29.99	SPORT	95%

★ = *RE-ENTRY* ✪ = *NEW ENTRY*

No change at the top this month with both *Streetfighter II* and *Sensible Soccer 92/93* holding the same positions as last month, and refusing to even answer the door to the other contenders.

Knocking quite loudly now though are *Wing Commander, Premier Manager* and the *Indiana Jones and the Fate of Atlantis Graphic Adventure.* Who knows, perhaps it is time for the Top Two to take notice, as their positions may not be safe for too much longer.

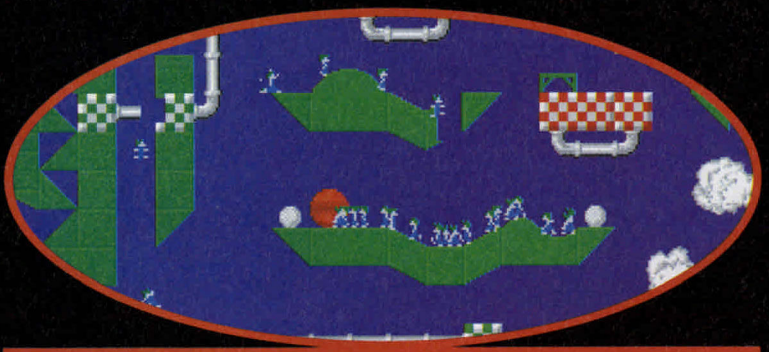
Nick Faldo's Championship Golf plays a nice chip shot onto the green that is the Top 10, and now lies just a short putt away from the Number One spot. Games to watch out for in next month's chart include Ocean's Comic Relief tie-in, *Sleepwalker,* and if all promises are kept and deadlines are met, you can expect to see *Lemmings 2* appearing at quite a high position.

▲ *Streetfighter II is still alive and kickin'! Will it be able to fend off Team 17's Body Blows when released in the near future?*

ACTION REVIEWS

Snap open a can, open the chocolates and delve deep into the silkiest and smoothest reviews section around. Mmm! Oh all right then, just turn the page and start reading. (Don't know why we bother with interesting intros!)

INSIDE...



LEMMINGS 2
The ultimate puzzle game bounces back onto the scene and not a member of Take That in sight! **p26**

BODY BLOWS
Chews up Streetfighter II, spits it out and rubs it into the ground. Team 17 demonstrate the power of the Amiga once again. **p40**

CHUCK ROCK II
Chuck's little 'un goes to show that street violence really is beginning at a very young age. We blame it on the parents... **p32**

WE ALSO CAST A KEEN EYE OVER

Legends Of Valour, Beau Jolly Compilation, Walker, DPaint IV, Crystal Kingdom Dizzy, Sim City Deluxe, Lethal Xcess, Rules Of Engagement 2, Action Sport and Stone Age.

HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: DMA Design
PRICE: £29.99

SCORING

GRAPHICS	85%
SOUND	91%
PLAYABILITY	91%
DIFFICULTY	AVERAGE

It's so outrageously violent, Walker should prove irresistible to one and all. Delightfully detailed and immensely bloody graphics enjoy the benefit of heart-stopping sound effects. Destined to be a game never to rest far from your disk drive, you'll be psychotically in love with this title from the start – and it also takes a new well aimed shot at the all-time classic, Project-X. Let Walker stomp into your life and you'll never feel downtrodden again.

REVIEWED BY: Alan

SECOND OPINION

Project-X, you had better watch out! This needs power-ups and fancy weapons when a game so simple can be this addictive? Your attention will never wander with Walker.

OPINION BY: Nick

OVERALL SCORE

89%

Release details
You will find out who is releasing the game, how you can contact them, and the price.

Graphics
Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound
Scored in a similar way to Graphics

Playability
Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty
We now rate the games according to the following catagories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

Comment
Find out our overall impression of the game here, and whether it's worth buying or not.

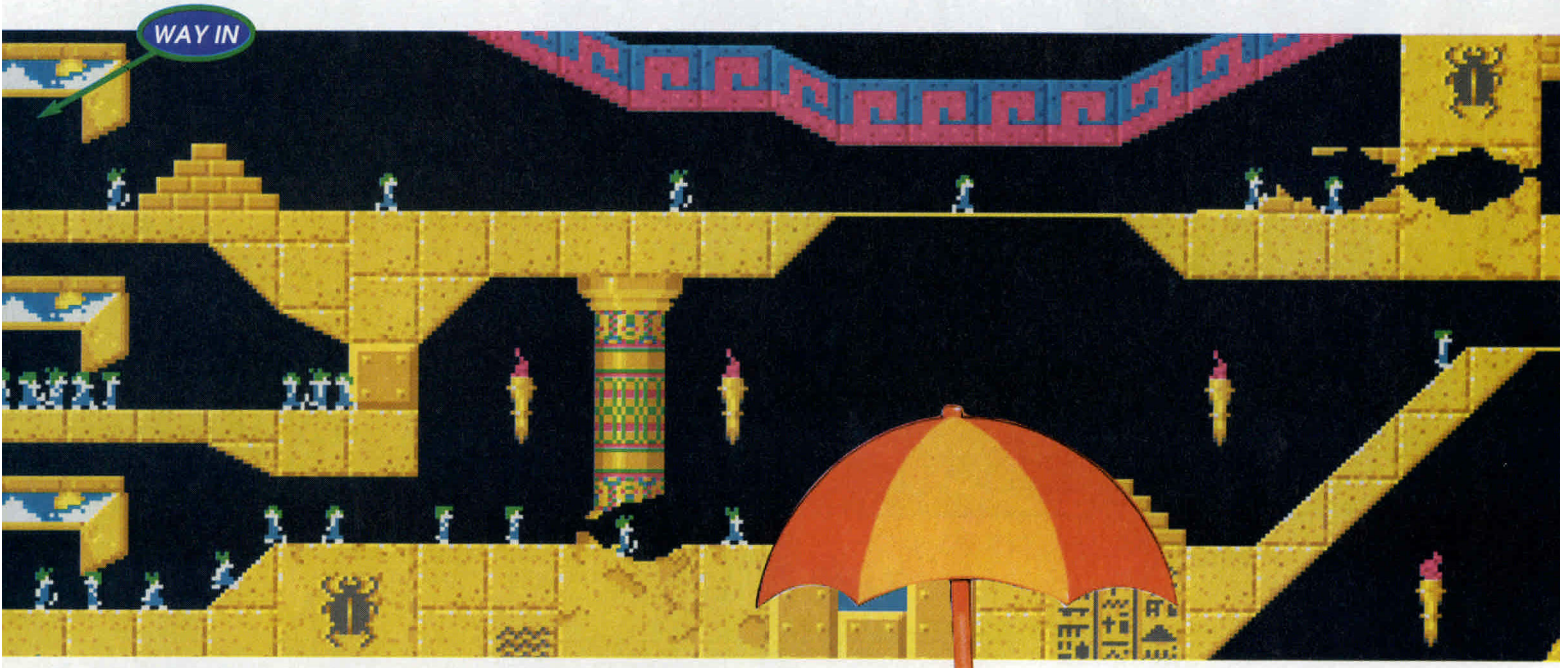
Second Opinion
On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

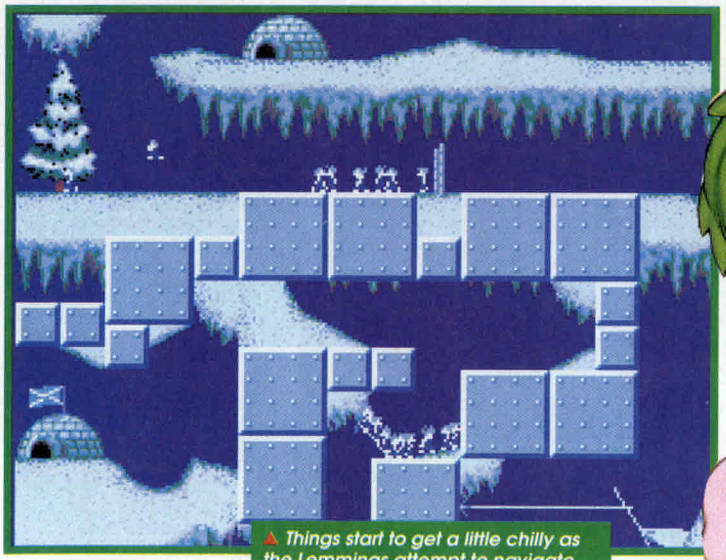
Overall Score
Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

▲ The igloo is your way out, so remember to pause the game before you attempt to manoeuvre your lemmings around.

Other puzzlers had better get ready to Troddle off, because the boys are back in town...

LEMMIN





▲ Things start to get a little chilly as the Lemmings attempt to navigate their way around this level. But nothing will stop the little beggars!

When the Lemmings were given their marching orders back in 1991, nobody could have guessed that one of the hidden levels in the game included a plan for world domination.

The original shifted units like an alcoholic at a beer festival, appearing across every computer format in a manner that made you wonder how dumb these green-haired individuals really were.

Oh No! More Lemmings appeared, but seemed to be more of a limited engagement than all-out war, and just when you thought it was safe to return to the Dover cliffs to that really nice picnic spot you knew, 12 tribes of new Lemmings are now going to be invading your eating space again.

The programmers, DMA Design, must have had a pretty sweaty few years thinking of how they were going to match, let alone top the original, but Amiga Action is pleased to report they've done it.

Even the Lemmings now feel they have to have a story to tell, and the background to *Lemmings 2* involves some terrible new disaster that has befallen the species, meaning that you again have to save the

GS 2

sixty of the little beggars across treacherous terrain, although you'd have thought a sense of direction might have provided more of a long-term solution.

Each tribe has to collect a bit of a gold talisman, which when restored will allow the species to survive and prosper.

For those who haven't played *Lemmings* before, you achieve this by guiding all of the lemmings across pot-holes, up walls, over chasms and the like. The puzzle element stems from the things you have to get the lemmings to do to cross or surmount the obstacles.

There are various skills that can be assigned to an individual lemming. For instance, there's a bridge-builder, most useful for crossing holes, a digger, very handy for tunnelling under obstacles, and a whole range of other skills, some useful and most, bizarre.

The one characteristic of the lemmings that makes all this easy-sounding stuff turn into a monstrously challenging game has remained. Once they start walking, they will keep walking until they fall into something and die, or hit a wall, and turn around – and keep walking.

Your skill is therefore to think very quickly what skills you are going to use, when and how before you have a mass extinction on your hands.

Luckily, most of our readers will be well familiar with the *Lemmings* gameplay, and will want to know what's new. DMA have piled on the features, without mucking up the underlying simpleness of the game.

There are now 50 skills to choose from (although never more than ten in a level), and these skills range from most of the ones you'll be familiar with from the first game, to some rather more exotic ones, including a Super-Lemming, a laser lemming (which you can see in the oval screenshot to the left), a twister lemming (like the Tasmanian devil in the Warner cartoons) and others. Ones which didn't make it include a Caber-tosser and a surfer!

▲ The twister lemming and the fan come in extremely handy in this level, as you carve out your way to the exit.

You now confront some 12 sections (these range from Egyptian, to Space, to Outdoors, and even to a Circus), each divided into ten levels, so you can be guaranteed a long time getting to grips with this.

DMA track record

MENACE	1988
BLOOD MONEY	1989
LEMMINGS	1991 *(Winner of about every computer games award around)*
LEMMINGS 2	1993
WALKER	1993
HIRED GUNS	1993 *(Coming soon)*

There's also the addition of a fan which can be used to blow flying lemmings around. To make a lemming fly, you can select a balloon, a jetpack, or a pair of wings from the skill list, and then activate the fan (moved via cursor) to make them move where you want.

The fan really comes into its own when the twister skill has been activated. When the lemmings starts twisting, it becomes an animal drill bit, and by blowing it with the fan, you can make it tunnel into all sorts of things. There are some levels where this is a particularly useful skill to utilise, one of them being the first Circus level.

Cop this

DMA haven't stopped there though. One of the most useful skills in the first lemming game was the one where you could make a lemming act like a traffic cop, and stop all the other lemmings from wandering all over the place. This feature is retained in *Lemmings 2*, but in a different way. Now you can make an individual start to play a musical instrument, and any lemmings near him will start to get down and boogie in an alarmingly unfashionable manner, so stopping their wanderings.

There are implements dotted around like cannons which the lemmings will use without being told to, although it is up to you to make sure the cannons fire the lemming in the right direction.

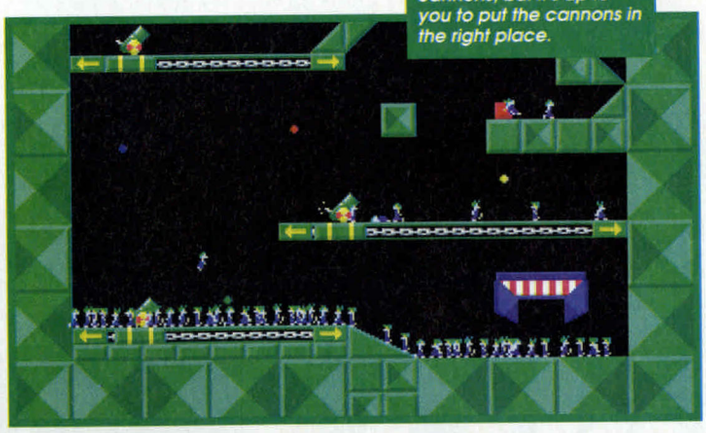
The general concept has been improved in other minor ways too. There are some 3500 frames of animation which gives the lemmings their unique character, and when you consider how small the lemmings sprites are, it is a major achievement that character can be got across in such a small pixel grid. Other touches include red haired lemmings staggering drunkenly into telephone boxes on the Highland level, a feature which we are assured has nothing to do with the unsavoury personal habits of one of the DMA development team.

You now start each level with the number of lemmings remaining from the previous level, and when it is considered that the game's got to be finished with 95% of the lemmings still intact to win, you can see what a major challenge this is going to pose.

There's also a fast forward feature to minimise the time spent waiting for the lemmings to get over all the obstacles, and a fast reset, so that if you muck up, you can restart the level again in an instant.

DMA are confident they've got a world-beater on their hands with *Lemmings 2*, and I'd be inclined to agree with them. Their plans for lemming domination aren't stopping with this release either, so expect to see a lot of lemming-related merchandising in the next few years. And if you happen to see a lemming wandering lost down your local Safeways, press the nuke switch. It still works.

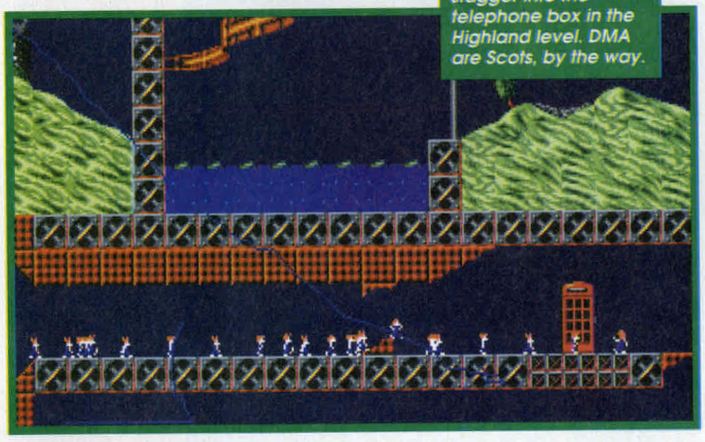
▲ *The sun is in the air, the flowers are in their beds, so it's time to turf them all out in your pursuit of the exit!*



▼ The lemmings will automatically enter the cannons, but it's up to you to put the cannons in the right place.

▲ Tricky one, this part of the Egyptian level. Remember, your digging lemmings can't go through solid steel surfaces.

▲ Your trusty lemmings die now when another lemming detonates itself. Lucikily, this little problem will be the least of your worries on this tricky level.



▼ Watch as your red-haired lemmings stagger into the telephone box in the Highland level. DMA are Scots, by the way.

Facts of lemming life

- Lemmings are in reality even more stupid than their pixel brethren and will follow each other off cliffs in the mating season. This is due to a warped understanding of the survival of the species idea and no amount of rational argument has ever, or is likely ever to change this behaviour.
- Jan Leeming has nothing whatsoever to do with this branch of the animal kingdom.
- It is thought that lemmings are in fact frighteningly intelligent creatures who merely drink too much. Or something.
- Leamington Spa is the Lemmings favourite holiday spot.
- Super Lemming is the only lemming to have sussed out that the best way of falling over a cliff is to be able to leap over 95 storey buildings.
- Nobody likes Super Lemming.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: DMA Design
PRICE: £29.99

SCORING	
GRAPHICS	85%
SOUND	92%
PLAYABILITY	95%
DIFFICULTY	SPOT ON

This is going to be big. Bigger than a 7ft bodybuilder at an Arnold Schwarzenegger convention in fact. DMA have retained the simplicity of the original whilst adding enough new bits to tempt members of *Lemmings Anonymous* back to the keyboard. The graphics are functional at best but DMA know that it isn't graphics that make a classic. This is superb and DMA deserve to win a few awards. Well, they can start with ours – this gets an Accolade.

REVIEWED BY: Nick

SECOND OPINION

Jumping off a cliff has never been more inviting as *Lemmings 2* miraculously improves on the original, with superb puzzles, graphics and sonics.

OPINION BY: Alan

OVERALL SCORE

95%

DMA Dreamers...

DMA are currently one of the hottest software development teams in the country. Based in Dundee, they sprang to fame and jumped into a flipping great pile of money when they wrote the first *Lemmings*.

Lemmings was marketed and published by Psygnosis, who, unsurprisingly, are somewhat pleased about the success of the Scottish company.

DMA were founded in 1988 by David Jones and has since grown to a stage where it will shortly be employing 30 people. It was *Lemmings* which provided their first huge hit, however, and apparently the game was created when the boss noticed one of the graphic designers running a small graphics demo he'd written.

From then on, *Lemmings* conquered every format it came across. Can they repeat their original success? DMA hope so, and Psygnosis are practically weeping with joy with the state of the game.

▲ The DMA team. Back Row: Mike Dailly, Martin Good, Andy Whyte, John Whyte, Brian Watson, Russell Kay, Steven Reid, Raymond Usher, David Osborne. Front Row: David Jones, Gary Timmons, Graeme Anderson.

Have you got what it takes to become a legend?

LEGENDS OF VALOUR

▼ At the very beginning of the game, one of the friendly souls that live in Mitteldorf will give you some advice on the best places to visit.

▼ If you get fed up aimlessly wandering around, you could always pick a fight. Unfortunately, the combat system isn't that good.

▶ Ah well, they say it comes to us all, but when you are playing Legends Of Valour it sometimes comes as a relief!

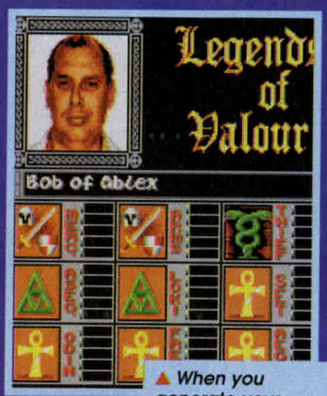
There is nothing quite like a good role-playing game to immerse yourself in for a few hours, so it was with a happy cry of expectation that I loaded up *Legends of Valour* from US Gold, a game which I have to admit, I have been looking forward to playing for a good few months now.

There is little doubt that this is one of the most ambitious computer products ever undertaken, and as always with any ground breaking game, this one has more than its fair share of flaws and irritating little problems which unfortunately vastly reduces the amount of enjoyment that can be gained from it.

One of the main problems should really have been a big plus point for the game. It is set entirely in, and underneath the fictional city of Mitteldorf. Within the city you are completely free to do what you want, wandering around meeting people or taking on one of the many different missions and tasks. These range from the odd bit of combat to joining Guilds, organisations where you can pick up useful skills, from fighting to thieving.

Unfortunately, instead of enhancing the game, all of this freedom leads to you aimlessly wandering around trying to find something to do to relieve the boredom, which sets in very quickly, believe me.

Another problem is the speed of the game. *Legends of Valour* uses a similar graphical system to *Wing Commander*, and although this makes for a beautifully drawn game, because of the sophistication of the 3D routines employed, the only way to get the game to run at an acceptable speed on a 500 is to greatly reduce the size of the gameplay window. However, the inevitable trade-off means that a lot of the atmosphere is lost! Obviously this is not a problem for you A1200 owners, but unfortunately not everyone is that lucky.



▲ When you generate your characters you can choose everything about them, even how they look, if you like!

The usual RPG character generation facilities are available, and each character has detailed biographies which may help you decide why she missed school that Thursday morning 10 years ago, but probably won't be much practical help.

One other small gripe is the price. £40 for an Amiga game is ridiculously high, and the sad thing is, if *Legends Of Valour* sells well at this price other companies may well be tempted to follow suit, and that is something I don't think anyone would like to see happen.

Finally, a review of this type wouldn't be complete without a go at the disk access times. Frankly, RPG enthusiasts are expected to have a Hard Disk unit as part of their set up, and companies have stopped pretending otherwise. *Legends of Valour* is therefore practically unusable on a single drive.

Anyway, look out for an in-depth review of this next month when Boggit takes a look at it.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3388
TEAM: Synthetic Dimensions
PRICE: £39.99

SCORING	
GRAPHICS	88%
SOUND	80%
PLAYABILITY	76%
DIFFICULTY	AVERAGE

I have to say I am disappointed with this. From the moment I first saw *Legends Of Valour* I was convinced that it was going to revolutionise computer games forever. Unfortunately, this is not quite the case. There are just too many serious faults in the game to make this an essential purchase. If the idea of complete freedom really appeals to you then it may be worth a look, but at £40 you should most definitely think twice about it.

REVIEWED BY: Steve

SECOND OPINION

Your average experienced RPGer will probably love this, but its lack of accessibility turned me off. The 3D graphics are great – but too slow on an A500. A missed opportunity.

OPINION BY: Nick

OVERALL SCORE

64%

Rubysoft

Happy Easter!

When service matters.. MOST!

PC AND SEGA GAMES ALSO SUPPLIED – PLEASE PHONE

RUBYBUNNY RULES OK

RUBY CHARTBUSTERS

	ST	AMIGA
A TRAIN	N/A	29.95
A320 AIRBUS	24.55	24.55
ATAC	TBA	TBA
AV8B HARRIER ASSAULT	23.95	23.95
ABANDONDED PLACES 2	N/A	19.95
ALIEN 3	TBA	TBA
ALIEN BREED SPECIAL EDITION 92	N/A	9.95
AQUATIC GAMES (JAMES POND)	17.95	17.95
ADDAMS FAMILY	17.95	17.95
AIR BUCKS	20.95	20.95
AIR SUPPORT (PSYGNOSIS)	17.95	17.95
AMBERMOON	TBA	TBA
ARCHER MACLEANS POOL	17.95	17.95
A R S E N A L	17.95	17.95
ASHES OF EMPIRE	N/A	25.95
ASSASSIN	N/A	17.95
BC KID	17.95	17.95
BARDS CONSTRUCTION	N/A	20.95
BARDS TALE TRILOGY	N/A	23.95
BAT 2	24.95	24.95
BATTLE ISLE	N/A	20.95
BATTLE ISLE DATA DISK	N/A	13.95
BATTLETOADS	17.95	17.95
BIRDS OF PREY (1 MEG)	N/A	23.95
BODY BLOWS	N/A	18.50
BUSHBUCK	N/A	19.95
CAESAR	19.95	19.95
CAMPAIGN	24.95	24.95
CAPTIVE 2	N/A	19.99
CAPTIVE CLASSIC CHESS	13.99	13.99
CASTLES	19.95	19.95
CASTLES DATA DISK	13.95	13.95
CELTIC LEGENDS	20.95	20.95
CHAOS ENGINE	17.95	17.95
CIVILISATION 1MG	23.55	23.55
COMBAT AIR PATROL	19.95	19.95
COMBAT CLASSICS	N/A	19.95
COOLWORLDS	17.99	17.99
CREATURES	17.95	17.95
CRYSTAL KINGDOM DIZZY	14.99	14.99
CRUISE FOR THE CORPSE	18.95	18.95
CURSE OF ENCHANTIA	N/A	23.95
CYBERSPACE	N/A	19.95
D GENERATION	12.95	12.95
DAILY SPORT COVER STRIP POKER	N/A	17.95
DARKMERE	N/A	17.95
DALEK ATTACK	10.99	10.99
DARK SEED	24.95	24.95
DREADNOUGHTS	24.99	24.99
DOMINIUM	N/A	19.95
DOODLEBUG	17.95	17.95
DUNGEON MASTER + CHAOS	19.95	19.95
DUNE 2	N/A	TBA
DYNA BLASTER/BOMBERMAN	20.95	20.95
DRAGON'S LAIR 3	20.95	20.95
ELITE 2 FRONTIER	22.95	22.95
ELVIRA 2 THE JAWS OF CERBERUS	N/A	23.95
EPIC (1 MEG)	19.95	19.95
EUROPEAN FOOTBALL CHAMPS	17.95	17.95
EYE OF THE BEHOLDER	N/A	20.55
EYE OF THE BEHOLDER 2 1 MEG	N/A	22.95
EYE OF THE STORM	19.95	19.95
FALCON 3	24.95	24.95
FIRE AND ICE	17.95	17.95
FIREFORCE	N/A	17.95
FLASHBACK (ANOTHER WORLD 2)	TBA	TBA
FOOTBALL BOSS	16.95	16.95
FOOTBALL MANAGER 3	16.95	16.95
GLOBAL EFFECT	24.95	19.95
GOBLIINS	17.95	17.95
GOBLIINS 2 1MG	19.95	19.95
GRAHAM TAYLORS FOOTBALL CHALLENGE	17.95	17.95
G U N S H I P 2000	N/A	23.95
GUY SPY	19.95	19.95
HAND OF ST JAMES	19.95	19.95
HARLEQUIN	N/A	17.95
HARPOON V 2 WITH BATTLE SET 2	N/A	22.95
HARPOON BATTLE SET 3	N/A	11.95
HARPOON BATTLE SET 4	N/A	11.95
HARPOON EDITOR (NOT PLUS)	N/A	13.95
HEIMDALL 1 MEG	N/A	24.99
HEROQUEST 2	17.95	17.95
HIRED GUNS	19.95	19.95
HISTORYLINE 1914-1918	N/A	24.95
HOOK 1 MEG	17.95	17.95
INDIANA JONES FATE OF ATLANTIS ADV 1MEG	N/A	24.95
INDIANA JONES FATE OF ATLANTIS ARC	17.95	17.95
INTERNATIONAL SPORTS CHALLENGE	19.95	19.95
ISHAR LEGEND OF THE FORTRESS 1 MEG	19.95	19.95
JACK NICKLAUS UNLIMITED GOLF 1 MEG	N/A	20.95
JACK NICKLAUS COURSES VOL 4	N/A	11.95
JACK NICKLAUS COURSES VOL 5	N/A	13.95
JOE & MAC CAVEMAN NINJA	N/A	17.95
JOHN BARNES FOOTBALL	17.95	17.95
JOHN MADDONS AMERICAN FOOTY	N/A	17.95
KGB	20.95	20.95
KICK OFF 2 FINAL WHISTLE DATA	N/A	9.95
KICK OFF 3 "GOAL"	N/A	17.95
KNIGHTS OF THE SKY	22.95	22.95
KRUSTY'S SUPER FUNHOUSE	N/A	19.99
LASER SQUAD 2	17.95	17.95
LEANDER	17.95	17.95
LEGEND	20.55	20.55
LEGEND OF KYRANDIA	N/A	24.95
LEGEND OF VALOUR	25.55	25.55
LETHAL WEAPON	17.95	17.95
LEMMINGS 2 THE TRIBES	19.95	19.95
LEMMINGS DOUBLE PACK XMAS SPECIAL	19.95	19.95
L I N K S H/D ONLY	N/A	25.95
LINKS FIRESTONE DATA DISK	N/A	12.95
LINKS BOUNTIFUL DATA DISK	N/A	12.95
LIONHEART	TBA	17.95
LOTUS TURBO CHALLENGE 2	17.95	17.95
LOTUS 3 THE ULTIMATE CHALLENGE	17.95	17.95
McDONALD LAND	17.95	17.95
MAGIC POCKETS	17.95	17.95
MAUPITI ISLAND	N.LA	17.95
MEGA FORTRESS	N/A	20.95
MEGA SPORTS	18.95	18.95
MEGA TRAVELLER 2 1 MEG	19.95	19.95
M/PROSE FORM 1 G. PRIX (THE BEST!)	22.95	22.95
MICROPROSE GOLF	22.95	22.95
MIGHT AND MAGIC III	N/A	22.95
MOONBASE	N/A	25.95
MONKEY ISLAND 1	17.95	17.95
MONKEY ISLAND 2 1 MEG	N/A	23.95
NICK FALDO'S CHAMP GOLF GREAT!!	N/A	24.95
NICKY BOOM	17.95	17.95
NIGEL MANSELLS WORLD CHAMPIONSHIP	19.95	19.95
NO SECOND PRIZE! GREAT! GET THIS!	N/A	17.95
NODDY'S PLAYTIME	17.95	17.95
NOVA 9 1 MEG	N/A	22.95
OUTLANDER	20.95	20.95
PAPERBOY 2	N/A	15.95
PGA TOUR GOLF + DATA DISK	N/A	19.95
PGA TOUR DATA DISK	N/A	12.95
PINBALL DREAMS	N/A	16.95
PINBALL FANTASIES	N/A	19.95
PIRACY	N/A	19.95
PERFECT GENERAL	N/A	22.95
PERFECT GENERAL DATA DISK	N/A	16.99
POPULOUS 2 PLUS	24.95	24.95
POPULOUS 2 CHALLENGE	11.95	11.95
POWERMONGER	N.LA	19.95
POWERMONGER WW1 DATA DISK	11.95	11.95
PREMIERE 1 MEG	N/A	20.95
PREMIER MANAGER	17.95	17.95
PROJECT X 1 MEG	N/A	17.95
PROPHECY	19.95	19.95
PUSHOVER (PUZZLE)	17.95	17.95
PUTTY	17.95	17.95
PSYCHOS SOCCER SELECTION COMP	19.95	19.95
RAILROAD TYCOON	22.95	22.95
RAMPART	17.95	17.95
REACH FOR THE SKIES	19.95	19.95
RISKY WOODS	17.95	17.95
ROAD RASH	19.95	19.95
ROBOCOP 3	17.95	17.95
ROME AD	N/A	19.99
SABRE TEAM	17.95	17.95
SECOND SAMURAI	19.95	19.95
SENSIBLE SOCCER 92/93 ISSUE 2	17.95	17.95
SHADOWLANDS	19.95	19.95
SHADOWORLDS 1MEG	17.95	17.95
SHADOW OF THE BEAST 3	19.95	19.95
SILENT SERVICE 2 1 MEG	22.95	22.95
SIM EARTH	N/A	29.95
SIM ANT 1 MEG	N/A	22.95
SIM CITY/POPULOUS	19.95	19.95
SIM CITY DELUXE	N/A	26.99
SLEEP WALKER 1200 VERSION	N/A	20.50
SLEEP WALKER	20.50	20.50
SPACE CRUSADE	17.95	17.95
SPACE CRUSADE VOYAGE BEYOND EXP	9.95	9.95
SPACE CRUSADE VOYAGE STAND ALONE	17.95	17.95
SPECIAL FORCES	22.95	22.95
SPORTS BEST (COMP)	16.95	16.95
STALINGRAD	N/A	17.95
STREETFIGHTER 2 1 MEG	**19.50**	**19.50**
STRIKE FLEET	17.95	17.95
STRIKER	17.95	17.95
SUPER TETRIS	17.95	17.95
SUPER HERO	19.99	19.99
SWORD OF HONOUR	17.95	17.95
TV SPORTS BOXING	N/A	13.95
TV SPORTS BASEBALL	N/A	13.95
TEARAWAY THOMAS	N/A	17.95
TEAM YANKEE 2 (PACIFIC ISLANDS)	19.95	19.95
THE GAMES (ESPANA) 92	19.95	19.95
THE HUMANS	N/A	19.95
THE LOST TREAS OF INFOCOM	N/A	29.95
THE MANAGER	20.95	20.95
TRANSANTARTICA	19.95	19.95
TREASURES OF THE SAVAGE FRONTIER	N/A	21.95
TRODDLERS	17.95	17.95
TROLLS	17.95	17.95
UGH!	N/A	17.95
UNIVERSAL MONSTERS	17.95	17.95
VIKINGS FIELD OF CONQUEST	N/A	18.95
WAXWORKS	N/A	24.95
WEEN	20.99	20.99
WESTERN FRONT	N/A	20.95
WHEN TWO WORLDS WAR	19.99	19.99
WING COMMANDER GREAT ON 1200	N/A	24.95
WIZ KID	17.95	17.95
W W F EUROPEAN RAMPAGE	17.95	17.95
ZOOL (IT RIVALS SONIC) 1 MEG	17.95	17.95
ZOOL A1200 VERSION A GREMLIN 1st!	N/A	17.95

PLEASE NOTE: SOME TITLES MAY NOT BE RELEASED AT TIME OF GOING TO PRINT BUT WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE, SUBJECT TO AVAILIBILITY. PLEASE PHONE TO CHECK. PLEASE CALL FOR ANY TITLES NOT SHOWN AS WE CANNOT SHOW ALL TITLES AVAILABLE. ALL TITLES CAN BE PUT ON BACK ORDER. REMEMBER, WE HAVE NEVER DEBITED A VISA CARD YET FOR GOODS NOT SENT.

ST OWNERS

WE KNOW THE PROBLEMS YOU ARE HAVING AT THE MOMENT REOBTAINING SOFTWARE AND WE ARE CONCERNED, BUT WE WILL TRY TO OBTAIN ANY TITLE THAT YOU MAY REQUIRE. WE WILL STILL SUPPORT THE ST TO THE BEST OF OUR ABILITY.

JUST ASK!

JOYSTICKS & UPGRADES

CRUISER (BLACK)	9.99
NAVIGATOR	12.50
SPEEDKING AUTOFIRE	9.50
ZIP STICK SUPERPRO	12.50
DELTA 3A ANALOGUE AMIGA ONLY	16.50
SPEEDKING ANALOGUE AMIGA	13.99
QUICKJOY JETFIGHTER	11.99
QUICKJOY MEGASTAR SV133 ARCADE STYLE!	20.99
QUICKJOY TOPSTAR SV127 TOP RATE!	20.50
MANTA RAY AUTOFIRE GOOD HANDHELD	10.50
MOUSE ST/AMIGA GOOD REPLACEMENT	13.99
1 MEG UPGRADE AMIGA 600	49.98
1 MEG UPGRADE AMIGA 500+	46.99
512K UPGRADE AMIGA WITH CLOCK	28.99
80 CAP DISK BOX	9.50
GAME GEAR TV TUNER	59.99
HANDY BOY, THE BIZ!!	25.99

ACCESSORIES AVAILABLE FOR HANDHELD GAMES MACHINES PLEASE PHONE. GAME GEAR/GAME BOY PLEASE NOTE £1.00 ON ALL JOYSTICKS

RUBY SERIOUS/EDUCATIONAL

	ST	AMIGA
3D CONST KIT 2 *	32.95	32.95
A D I ENGLISH 11/12-12/13-13/14-14/15	17.50	17.50
A D I MATHS 11/12-12/13-13/14-14/15	17.50	17.50
A D I FRENCH 11/12-12/13-13/14-14/15	17.50	17.50
EASY AMOS	N/A	24.95
AMOS PRO	N/A	45.95
CLARITY 16 (16 BIT SAMPLER)	N/A	129.95
DELUXE PAINT 4	N/A	59.95
DELUXE PAINT 4 1200 VERSION	N/A	59.95
DELUXE VIDEO 3	N/A	54.95
HOME ACCOUNTS 2	44.95	44.95
MINI OFFICE	N/A	48.95
HOME OFFICE DELUXE inc KINDWORDS 3	N/A	64.99
MINI OFFICE	N/A	48.95
FUN SCHOOL 3 OR 4 (UNDER 5)	17.95	17.95
FUN SCHOOL 3 OR 4 (5-7)	17.95	17.95
FUN SCHOOL 3 OR 4 (7-11)	17.95	17.95
FUN SCHOOL SPECIAL PAINT & CREATE	N/A	17.95
FUN SCHOOL SPECIAL SPELLING FAIR	N/A	17.95
FUN SCHOOL SPECIAL MERLINS MATHS	N/A	17.95
OFFICE GOLD (UK) RR £129.00	N/A	49.99
KINDWORDS V3	N/A	39.95
SCALA 500	N/A	74.95
SCALA PRO	N/A	179.95
FINAL COPY 2	N/A	89.95
ART DEPT PRO 2	N/A	145.95
MORTH PLUS	N/A	159.95
ART EXPRESSIONS	N/A	154.95
X CAD 200	N/A	110.00
WORDSWORTH 1.1	N/A	92.95

RUBY CLASSICS

	ST	AMIGA
ARCADE FRUIT MACHINE SIM	6.99	6.99
BATTLEHAWKS 1942	12.99	12.99
BIG NOSE THE CAVEMAN	6.99	6.99
DIZZY YOLKFOLK	6.99	6.99
FALCON	13.99	13.99
FALCON COUNTERSTRIKE	N/A	8.99
FALCON FIREFIGHT	8.99	8.99
FIRST DIVISION MANAGER	6.99	6.99
FUN SCHOOL 2 UNDER 6	6.99	6.99
FUN SCHOOL 2 6-8 YEARS	6.99	6.99
FUN SCHOOL 2 8+ YEARS	6.99	6.99
FUTURE WARS	11.99	11.99
HEAD OVER HEELS	6.99	6.99
IK+	6.99	6.99
INDIANA JONES LAST CRUSADE (ARC)	6.99	6.99
INDIANA JONES LAST CRUSADE (ADV)	13.99	13.99
JACK N GOLF	6.99	6.99
JAMES POND	6.99	6.99
MAGICLAND DIZZY	7.99	7.99
MANCHESTER UNITED	8.99	8.99
MIDWINTER	11.99	11.99
MOTOR HEAD	14.99	14.99
PANG	6.99	6.99
PICTIONARY	6.99	6.99
PIT FIGHTER	6.99	6.99
PRINCE OF PERSIA	7.99	7.99
R-TYPE	6.99	6.99
RAINBOW ISLANDS	6.99	6.99
SOCCER PINBALL	N/A	6.99
SPELLBOUND DIZZY	6.99	6.99
SHOOT EM UP CON KIT	8.99	8.99
SUPER CARS 2	8.99	8.99
SWITCHBLADE 2	8.99	8.99
TREASURE ISLAND DIZZY	6.99	6.99
TRIVIAL PURSUIT	7.99	7.99
TURBO CHALLENGE 1	7.99	7.99
ULTIMATE GOLF	8.99	8.99
WLD CHAMP BOXING MANAGER	6.99	6.99
WORLD CRICKET	6.99	6.99
ZAC McKRAKEN	12.99	12.99

SPECIAL OFFER BUY ANY 4 CLASSIC GAMES AND TAKE A FURTHER DISCOUNT OF £2.00 OFF TOTAL PRICE

COMPILATIONS

THE DIZZY COLLECTION
FAST FOOD, KWIX SNAX, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY, MAGICLAND DIZZY. FIVE GOOD GAMES ONLY £16.95.

DIZZY'S EXCELLENT ADVENTURES *
DIZZY PRINCE OF THE YOKEFOLK, SPELLBOUND DIZZY, BUBBLE DIZZY, PANK DIZZY, QUICK SNAX. ONLY £16.95

VOLUME 1 (THE BITMAP BROS)
XENON, CADAVER AND SPEEDBALL 2. ALL THREE GAMES ONLY £17.95

RAINBOW COLLECTION
BUBBLE BOBBLE, RAINBOW ISLAND, NEW ZEALAND STORY. GREAT COMP FOR THE YOUNGER ONES, THREE FANTASTIC GAMES ONLY £13.95

SOCCER MANIA
FOOTBALL MANAGER 2, GAZZAS SOCCER, MICROPROSE SOCCER AND FOOTBALL MANAGER 2 WORLD CUP EDITION TRIPLE GAMES ONLY £10.95

TOP LEAGUE
SPEEDBALL 2, RICK DANGEROUS 2, MIDWINTER, FALCON, TV SPORTS FOOTBALL. VERY LIMITED - FIRST COME FIRST SERVED £15.99 AMIGA ONLY!

STRATEGY MASTERS
*DEUTEROS, POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESS PLAYER 2150. ALL FIVE GAMES FOR ONLY £21.95 *DEUTEROUS ONLY ST BATTLEMASTER ON AMIGA

FANTASTIC WORLDS
REALMS, PIRATES, WONDERLAND, POPULOUS 1, MEGALOMANIA. GREAT COMP FOR ONLY £23.95

SPORTS MASTER
EUROPEAN CHAMPIONSHIP 1992, PGA TOUR GOLF, ADVANCE TENNIS & INDIANAPOLIS 500. A FANTASTIC COLLECTION ONLY £20.95

RAVING MAD!
RODLAND, ROBOCOD (JAMES POND 2) AND MEGA TWINS ALL 3 GAMES ONLY £17.95

BIG BOX 2
BACK TO THE FUTURE 3, R-TYPE, IK PLUS, REAL GHOSTBUSTERS, DEF OF THE EARTH, TV SPORTS FOOTBALL, SHANGHAI (MAI YONG), ARMALYTE, SINBAD, BOMBUZAL, DEF OF EARTH & BIG COMP FOR ONLY £19.95

MAGIC WORLDS
STORM MASTER, DRAGONS BREATH AND CRYSTALS OF ARBOREA. ALL 3 AMAZING GAMES ONLY £17.95

SUPER FIGHTER
FINAL FIGHT, WWF WRESTLEMANIA AND PITFIGHTER. THREE AMAZING GAMES ONLY £17.95

DREAM TEAM
TERMINATOR 2, THE SIMPSONS & WWF. PRICE ONLY £17.95

THE GREATEST
PROBABLY THE BEST PACK EVER! JIMMY WHITE'S SNOOKER, LURE OF THE TEMPTRESS AND DUNE. DUNE AMIGA SHUTTLE ST. GREAT PRICE £22.99

BRING THIS ADVERT TO OUR SHOP AND BUY A MINIMUM OF TWO FULL PRICE GAMES AT OUR VERY LOW MAIL ORDER PRICES. OFFER VALID UNTIL 30th APRIL 1993

RUBYSOFT, (Dept AA)
96 Lillie Road, London,
SW6 7SR. England

Tel: 071 381 8998
or: 071 610 1703
Fax: 071 610 1703

Shop prices will differ from those advertised

Credit cards debited only on day of despatch. Tel: 071 381 8998/071 610 1703 Fax: 071 610 1703

Please charge my Access/Visa No:.....Valid from:.....Expiry date:.....

ORDER FORM VISA MasterCard

Please supply me with the following for

Computer.....

Titles	Price
P&P	

Date.....

Name.....

Address.....

.....

.....

.....Postcode.....

Tel.....

Business hours
10am - 5pm
Monday to Saturday
After hours + Sundays
Ansaphone order hotline:
071 610-1703

Please make cheques & PO payable to **RUBYSOFT.**
Credit card orders cashed only on despatch.
(Please note we do not make any charge for credit card orders). Please add 75p p&p per item for all UK orders, EEC countries add £2.50 per item, non-EEC add £3.50 per item, all other countries add £4.50 per item. All items are subject to availability. All BFPO orders add £1.50 per item. All prices subject to change or manufacturers price reviews without notice. E&OE. Please note mail order companies may take up to 28 days to deliver goods from receipt of orders. Please allow for cheque clearance. ***(Dept AA April 93)***

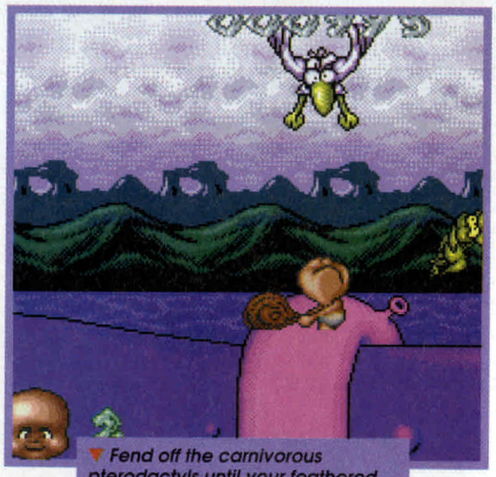
ACTION REVIEW

PLATFORM

Baby Chuck Rock-ets to stardom in a world of dinos and diapers.

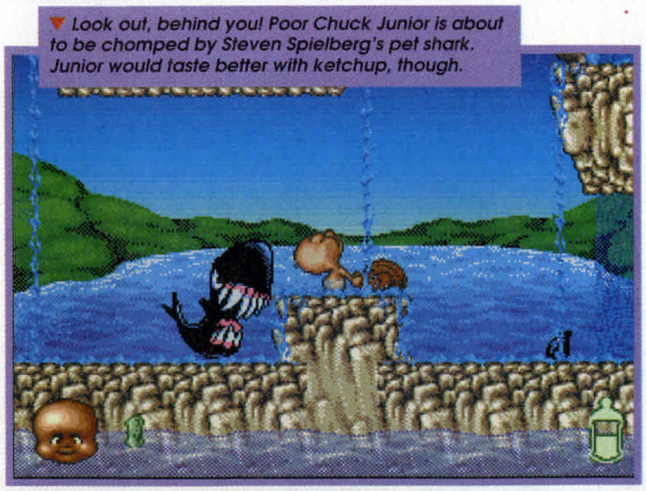
CHUCK RO SON OF CHUCK

▼ Little does the dinosaur know that Chuck Junior doesn't taste as good as he looks – especially when you consider what's inside his nappy.



▼ Fend off the carnivorous pterodactyls until your feathered friend in the background arrives to whisk you off to safety.

Take a ride on ▶ the back of an ant to cross over the spike-filled pit. Look out for the cheeky monkey chucking the bananas, though.



▼ Look out, behind you! Poor Chuck Junior is about to be chomped by Steven Spielberg's pet shark. Junior would taste better with ketchup, though.

▼ As the huge beast snaps its jaws, thwack it on the head with a gargling warcry. Just a dozen more hits to go!

CK II

At a time when Crimewatch had not yet been conceived, the legendary Chuck Rock showed a massive lack of consideration by getting kidnapped. What was a loyal son supposed to do when Nick Ross was still a few generations away and his father was bound and gagged somewhere? Toddler Chuck had to take on the role of adventurer and rescuer himself, of course.

By controlling Chuck Junior, you must boldly tackle six huge platform levels like no club-wielding kid has done before. Bash prehistoric birds on the head, crack cavemen across the ribs and strike the endless number of hostile Tyrannosaurus's to the ground.

From the sweltering temperatures of the volcanic level to the refreshing waterfalls of the jungle, each stage is gorgeously illustrated and consists of multi-level parallax.

In the end, *Son Of Chuck* is a traditional type of platform game, but it exploits the Amiga's capabilities to a quite extensive degree. No doubt this much-awaited sequel will draw attention from everyone everywhere so I decided to grab Bob Churchill, game concept and designer of *Chuck Rock* and *Son Of Chuck*, to rattle out a few answers from him about the *Chuck Rock* phenomenon.

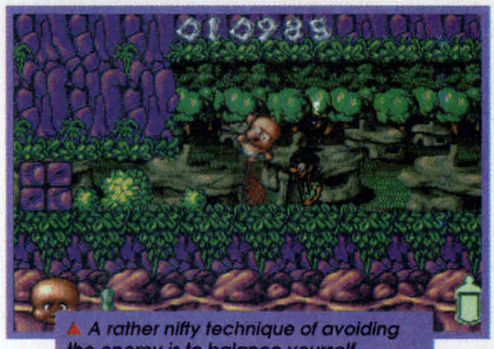
Bob revealed how it all began: "The original *Chuck Rock* idea came about after a guy called Lee had been messing around with a caveman sprite – everybody at Core loved the character so the game was developed from there. We just wanted to produce a game that was fun to play, looked good and had an element of humour in it."

Chuck was soon to become a household name and, as you're about to find out, plans were already afoot for a sequel: "About six weeks before *Chuck Rock* was finished, I saw a title of an old B-Movie called 'Son Of Godzilla' and that sparked the idea for *Son Of Chuck*."

"The next day I talked to Lee about the idea and he knocked up the Chuck Junior character which we all fell in love with immediately. The main reason for us to do a sequel was that we really enjoyed developing the first game and we had a lot of ideas left over that we couldn't include in *Chuck Rock*."

It's unusual for a sequel to feature a new, overhauled main character. What are the advantages of making such a change? Bob continues: "We chose to change the main character for the sequel because we like to try and do something different. Also, it gives us the chance to experiment with more gameplay techniques."

"I don't think fans of the first Chuck will be disappointed with the change because they are getting a far better game and it is a real sequel in so far to say that Chuck and his wife Ophelia have actually got a little older and had a son."

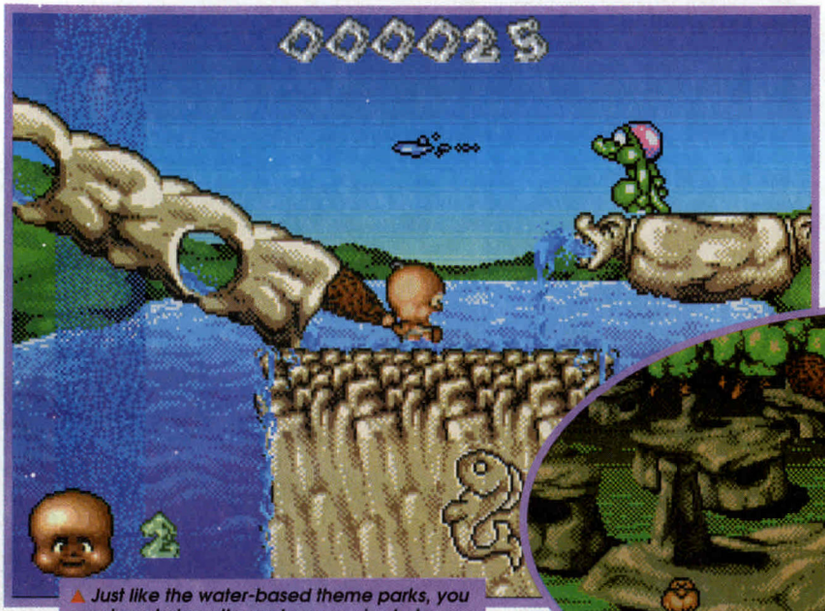


▲ A rather nifty technique of avoiding the enemy is to balance yourself precariously on top of your club.

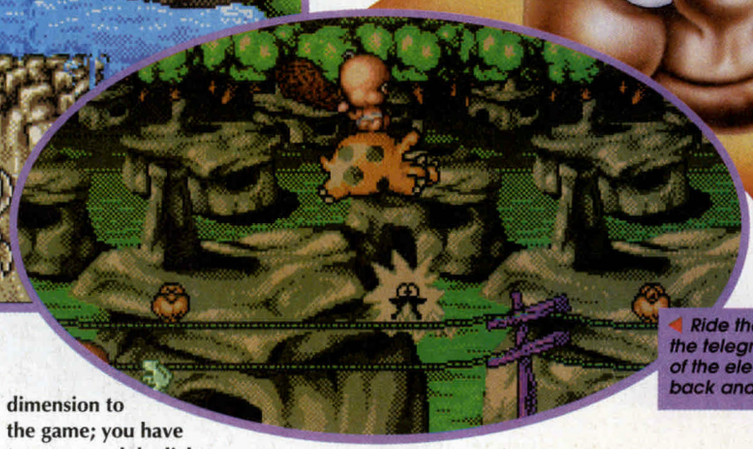
The sequel has much more to offer than its predecessor, including a variety of simple sub-games. From knocking as many apples out of a tree within a time limit to furiously waggling the stick in ye olde Daley Thompson's Decathlon style for Stone Age's equivalent of the Oxford and Cambridge Boat Race, there are plenty of extra points up for accumulation.

Some in-game characters are interactive, too. For example, you can place a hefty thwack upon a sleeping ostrich to bring the feathery friend to its

In for a surprise!



▲ Just like the water-based theme parks, you can travel along the waterways via shutes and tunnels. Fast and fun!



◄ Ride the cuddly dino along the telegraph wires but beware of the electrical charge zooming back and forth.

feet. Then climb aboard and go for a springing sprint faster than Akabusi ever went.

There are so many neat touches that it's hard to mention them all. My particular favourites are the rampant dinosaurs which, when you hit them, their heads fall off to reveal a caveman inside each. Hit them again, and the whole pantomime-like outfit falls to the cavemen's knees as a look of horror crosses their faces.

Other little animations sure to bring a smile to your face are the sun-tanned surfers on the watery stage, the snapping jaws of Jaws, and the fellers who lose their toupees when knocked on the bonce!

And the underground caves where the lava bubbles and the darkness creeps in add a new dimension to the game; you have to set your club alight so you can sorta see where you're going as this will illuminate only the immediate area surrounding you. Who knows what's lurking along the gloomy path...

So does all this mean that *Chuck Rock* and his son are now the biggest thing to be seen in the prehistoric hall of fame? Or do the Flintstones still reign supreme as far as loinclothed legends go? Will Hanna-Barbera make a totally rubbish cartoon based on the character? Whatever the answer, Bob Churchill, he of sound mind and body, would just like to round-off with: "I'd love to Chuck my Rocks to Betty Rubble." Hmmm.

▼ Mount an ostrich and leg it off into the wilderness. Thrash your club about your head to knock the monkeys unconscious.

▼ I know he's small, but the size of that bird in relation to Chuck Junior is a bit over the top! Don't let it tread on you.

Tech spec

Son Of Chuck runs at 50 frames a second. There's three layers of parallax and up to 60 hardware sprites on screen. It also contains mosaic and scaling as seen in Mode 7 on the Super Nintendo. There are over 160 frames of animation per level for the aliens. 50k for sound effects and 40k of music per level, too. Not only this, but the biggest individual sprite measures a whopping 192x72 pixels and is only a single part of a multi-segmented dinosaur on Level One. The end of Level One boss is made up from 28 individual sprites. *Son Of Chuck* also contains incredibly realistic real-time calculated ropes. In total, the game has been in development for about six months.

▲ Hey, is that dude on the surfboard wearing those shades the coolest character around or what?

THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297797
TEAM: In-House
PRICE: £25.99

SCORING	
GRAPHICS	88%
SOUND	82%
PLAYABILITY	90%
DIFFICULTY	EASY

He's Rock 'ard and cute to boot. Yes, *Son Of Chuck* is a traditional platform dash and bash affair but it wears the latest in sumptuous graphics, breezy sounds and designer nappies. Take it into your home, let it grow on you and the result is something you'll want to Pampers for a long time to come. Be sure to Snugglers up to it and enjoy the fun to be had from a baby without having to put up with any shrieking in the middle of the night. Fine stuff!

REVIEWED BY: Alan

SECOND OPINION

A well executed platform escapade that ranks as one of the best around. There's nothing exceptional about *Son Of Chuck* but everything about it is so slick. A great sequel.

OPINION BY: Nick

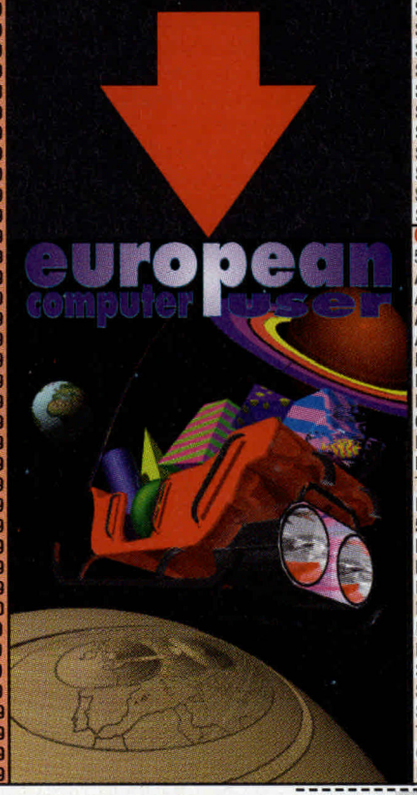
OVERALL SCORE

90%

SOMETHING FOR THE WEEKEND, SIR?

TITLE	PRICE	TITLE	PRICE
3D CONSTRUCTION KIT 2	32.99	FANTASY WORLD DIZZY	6.99
4D SPORTS BOXING	11.99	FASCINATION	19.99
ADDAMS FAMILY	16.99	FIRE AND ICE	16.99
AIR SUPPORT	16.99	FIRE FORCE	13.99
ALIEN BREED SPECIAL ED	9.99	FLIGHT SIMULATOR 2	22.99
ALTERED BEAST	6.99	FORMULA ONE GP	22.99
ANOTHER WORLD	16.99	GOBLIINS 2	19.99
ANTHEADS/CAME FROM DESERT	9.99	GOBLIINS	16.99
APIDIYA	15.99	GOLDEN AXE	8.99
AQUATIC GAMES	15.99	GRAHAM TAYLORS FOOTBALL	14.99
ARABIAN KNIGHTS	16.99	GUNSHIP 2000	23.99
ARCHER MACLEANS POOL	16.99	HEAD OVER HEELS	6.99
ASSASSIN	18.99	HEIMDALL	19.99
AV8B HARRIER	23.99	HERO QUEST	8.99
B17 FLYING FORTRESS	23.99	HOYLE'S BOOK OF GAMES SOLITAIRE	16.99
BANE OF COSMIC FORGE	25.50	HISTORY LINE	22.99
BAT 2	23.99	HOOK	16.99
BATTLECHESS	9.99	HUMANS	14.99
BATTLE ISLE	19.99	INDY JONES LAST CRUSADE	11.99
BATTLE ISLE ADD-ON	14.99	INDY JONES FATE OF ATLANTIS	25.50
BATTLE OF BRITAIN	19.99	INDY JONES FATE OF ATLANTIS (ACTION)	16.99
B C KID	16.99	INDY HEAT	5.99
BEAST 3	19.99	INTL RUGBY CHALLENGE	16.99
BIG RUN	5.99	ISHAR	13.99
BILLS TOMATO GAME	17.99	JACK NICKLAUS GOLF	6.99
BLUES BROS	11.99	JAGUAR XJ220	14.99
BODY BLOWS	17.99	JOE & MAC CAVEMAN NINJA	16.99
BOSTON BOMB CLUB	5.99	JOHN BARNES FOOTBALL	14.99
BUBBLE BOBBLE	6.99	JOHN MADDENS FOOTBALL	16.99
BUG BOMBER	14.99	KGB	19.99
BUNNY BRICKS	14.99	KINGS QUEST V	25.99
CAESAR	19.99	KNIGHTS OF THE SKY	22.99
CALIFORNIA GAMES	6.99	LEGEND OF KYRIANDIA	19.99
CAMPAIGN	22.99	LEGENDS OF VALOUR	26.50
CASTLES	19.99	LEMMINGS 2	19.99
CHASE HQ	6.99	LEMMINGS DOUBLE PACK	19.99
CIVILIZATION	23.99	LETHAL WEAPON 3	14.99
COMBAT AIR PATROL	19.99	LINKS	24.50
COOL WORLD	14.99	LINKS COURSES BARTON CREEK	12.99
COVERT ACTION	22.99	LINKS COURSES BAYHILL	12.99
CRAZY CARS 3	15.99	LINKS COURSES BOUNTIFUL	12.99
CREEPERS	19.99	LINKS COURSES FIRESTONE	12.99
CRUISE FOR A CORPSE	18.99	LINKS COURSES HYATT	12.99
CRUSADERS OF THE DARK SAVANT	29.99	LINKS COURSES PINE HURST	12.99
CRYSTAL KINGDOM DIZZY	14.99	LINKS COURSES TROON NORTH	12.99
CRYSTALS OF ARBOREA	5.99	LORD OF THE RINGS	17.99
CURSE OF ENCHANTIA	20.99	LOTUS 3 ULTIMATE CHALL	14.99
CYTRON	17.99	LOTUS TURBO CHALLENGE	8.99
D/GENERATION	11.99	LURE OF THE TEMPTRESS	19.99
DARKMERE	23.99	M1 TANK PLATOON	19.99
DARKSEED	22.99	MACDONALDS LAND	16.99
DESERT STRIKE	23.99	MAGIC LAND DIZZY	6.99
DIZZY PANIC	6.99	MAN UTD EUROPE	14.99
DOODLE BUG	16.99	MEGATRAVELLER 2	19.99
DOUBLE DRAGON 3	7.99	MERCENARY 3	9.99
DRAGON'S BREATH	8.99	METAL MUTANT	5.99
DRAGON'S LAIR 3	23.99	MICROPROSE GOLF	22.99
DUNGEON MASTER/CHAOS	19.99	MIGHT & MAGIC 3	23.99
DYNABLASTERS	19.99	MONKEY ISLAND 2	25.50
EPIC	19.99	MOONSTONE	19.99
EYE OF THE BEHOLDER 2	23.99	MOTORHEAD	9.99
EYE OF THE BEHOLDER	19.99	MYTH	9.99
F16 COMBAT PILOT	8.99	NICK FALDO'S GOLF	21.99
F A PREMIER LEAGUE	16.99	N. MANSELLS WORLD CHAMP	19.99
FALCON	11.99	NODDY'S PLAYTIME	16.99
FALCON MISSION DISK 1	8.99	NORTH AND SOUTH	6.99
FALCON MISSION DISK 2	8.99	NO SECOND PRIZE	16.99

THIS IS THE FRONT COVER TO THE EUROPEAN COMPUTER USER MAGAZINE. FULL DETAILS OF ST, AMIGA AND PC RELEASES, COMMENTARY BY EXPERTS AND NO FAKE SCORES. FOR YOUR COMPLIMENTARY COPY, CALL US TODAY (NO PURCHASE NECESSARY)



TITLE	PRICE	TITLE	PRICE
OUTRUN EUROPA	16.99	SPECIAL FORCES	22.99
PANG	6.99	STORMASTER	8.99
PARASOL STARS	16.99	STREETFIGHTER 2	17.99
PGA +	19.99	STRIKER	16.99
PGA COURSES	10.99	SUPER FROG	19.99
PINBALL DREAMS	16.99	SUPER HANG ON	6.99
PINBALL FANTASIES	17.99	SUPER HERO	19.99
POPULOUS 2+	23.99	SUPER OFF ROAD	8.99
POPULOUS 2 DATA DISK	11.99	SUPER TETRIS	15.99
POPULOUS	9.99	SWAP	4.99
PREMIERE	19.99	TEAM YANKEE 2	17.99
PREMIER MANAGER	16.99	TEARAWAY THOMAS	16.99
PRINCE OF PERSIA	6.99	TECHNOSOUND TURBO	26.50
PROJECT X (1 MEG)	16.99	TERMINATOR 2	7.99
PRO TENNIS TOUR 2	16.99	TETRIS	13.99
PRO TENNIS TOUR	6.99	THE CHAOS ENGINE	16.99
PUSHOVER	16.99	THE GAMES 92	19.99
PUTTY	16.99	THE MANAGER	20.99
PUZZNIC	6.99	THE PERFECT GENERAL	21.99
RAILROAD TYCOON	22.99	TITUS THE FOX	10.99
REACH FOR THE SKIES (1 MEG)	19.99	TOTAL RECALL	6.99
RED ZONE	9.99	TRIVIAL PURSUIT	6.99
ROAD RASH	16.99	TRODDLERS	14.99
ROBOCOP 3	16.99	TV SPORTS BASEBALL	11.99
ROBOSPORTS	17.99	UNIVERSAL MONSTERS	16.99
ROME AD 92	19.99	VIKINGS	16.99
SABRE TEAM	16.99	VIZ	8.99
SCRABBLE	17.99	VOODOO NIGHTMARE	5.99
SECRET OF MONKEY ISLAND	16.99	VROOM	16.99
SENSIBLE SOCCER	16.99	VROOM DATA DISK	12.99
SHADOWORLDS	16.99	WALKER	19.99
SHOOT EM UP CONS KIT	6.99	WAXWORKS	23.99
SHUTTLE	19.99	W/C LEADERBOARD	8.99
SILENT SERVICE 2	15.99	WEEN	19.99
SIM CITY/POPULOUS	19.99	WING COMMANDER	23.99
SINBAD/DEF OF CROWN	9.99	WIZ KID	16.99
SLEEPWALKER	19.99	WWF 2 RAMPAGE	14.99
SLIDERS	4.99	ZOOL	16.99
SPACE CRUSADE - THE VOYAGE BEYOND	16.99	ZOOL A1200	16.99
SPACE QUEST IV	24.99	ZYCONIX	13.99

COMPILATIONS		
5 INTELLIGENT STRATEGY GAMES	GO/BACKGAMMON/CHESS/DRAUGHTS/BRIDGE	16.99
ADDICTED TO FUN	RAINBOW ISLANDS/BUBBLE BOBBLE/NEW ZEALAND STORY	13.99
AIR COMMANDER	F14/F15/F16/APACHE STRIKE/F-BOMBER/AD MISS DISK	26.50
AIR SEA SUPREMACY	SILENT SERVICE/WINGS/CARRIER COMMAND/P47 THUNDERBOLT/GUNSHIP	19.99
AWARD WINNERS	POPULOUS/K.O.2/PIPEMANIA/SPACE ACE	20.99
BIG BOX 2	BACK TO FUTURE 3/REAL GHOSTBUSTERS/R-TYPE/ARMALYTE/IK+ & 5 OTHERS!	19.99
BITMAP BROS VOL 1	XENON/CADAVER/SPEEDBALL2	19.99
BOARD GENIUS	SCRABBLE/RISK/MONOPOLY/CLUEDO	16.99
COMBAT CLASSICS	TEAM YANKEE/688 SUB/ F15 STRIKE EAGLE	23.99
DREAM TEAM	T2/WWF/SIMPSONS	19.99
FANTASTIC WORLDS	PIRATES/POPULOUS/REALMS/WONDERLAND	26.50
THE GREATEST	JIMMY WHITE'S SNOOKER/LURE OF TEMPTRESS/DUNE	24.99
HEAD TO HEAD	MIG 29 SUPER FULCRUM/F19 STEALTH FIGHTER	26.50
5 INTELLIGENT STRATEGY GAMES	BACKGAMMON/GO/CHESS/BRIDGE/DRAUGHTS	19.99
LOST TREASURES OF INFOCOM	INFIDEL/SUSPECT/BALLYHOO/+ 16 OTHERS	29.99
LOST TREASURES OF INFOCOM 2	BORDERZONE/PLUNDERED HEARTS/+ 10 OTHERS	23.99
MAGIC WORLDS	DRAGONS BREATH/STORM MASTER/CRYSTALS OF ARBOREA	19.99
POWERHITS	BOMBER/SPINDIZZY/PORTS CALL/WICKED/GNOME	17.99
POWERPACK 2	BACK FUT 3/BATTLEMASTER/TV SP BASKETBALL/IT CAME FROM DESERT	23.99
PSYCHOS SOCCER COLLECT	KO2/INT SOCC CHALL/WORLD CHAMP SOCC/MAN U	23.99
SOCCER STARS	KICK OFF 2MICROPROSE SOCCER/ EMLYN HUGHES	16.99
SPORTS MASTER	PGA GOLF/INDY 500/EURO CHAMP 92/ADVANTAGE TENNIS	26.50
STRATEGY MASTER	DEUTEROS/CHESS PLAY 2150/POPULOUS/SPIRIT EXCAL/HUNTER	23.99
THE ADVENTURES	CORPORATION/SUPREMACY/F14	21.99
QUEST FOR ADVENTURE	MEAN STREETS/OP STEALTH/INDY LAST CRUSADE	26.99
ULTIMA TRILOGY 2	ULTIMA IV/ULTIMA V/ULTIMA VI	26.50

PHONE HOTLINE: 0480 498889
FAX HOTLINE: 0480 496379

EUROPEAN COMPUTER USER Units A2/A3 Edison Road, St Ives, Huntingdon, Cambs, PE17 4LF. Phone 0480 498889, Fax 0480 496379. Office hours Monday to Friday 9.00am to 6.00pm. Answer machine operates outside office hours. Personal callers welcome. Credit card orders charged only on despatch of games (no surcharge). Allow 5 working days from receipt of order for cheque clearance. Make cheques, postal orders and international money orders (sterling only) payable to EUROPEAN COMPUTER USER.

All items featured are SUBJECT TO AVAILABILITY. All prices are subject to change without notice. E & O E. All orders are dealt with immediately provided the goods are in stock at the time of your order being processed. However, we may take up to a maximum of 28 days to deliver from receipt of order, with the exception of overseas orders which make take longer.

POST AND PACKAGING: UK, 75p per item 2nd Class, £1.50 per item 1st Class, £1.80 per item 1st class recorded. EEC £2.75 per item, non EEC £3.75 per item, Express Air mail £4.75 per item.

VISA

If you do not wish your details to be added to our database for other direct mail, including regular issues of ECU magazine, please tick the box on the form provided, or tell our staff when you call.

SOME TITLES MAY NOT BE RELEASED AT THE TIME OF GOING TO PRESS
PLEASE TELEPHONE FOR AVAILABILITY AND A COPY OF OUR FULL TERMS AND CONDITIONS.

MasterCard

NAME
ADDRESS

POSTCODE PHONE

ITEM PRICE
ITEM PRICE
ITEM PRICE
POSTAGE
TOTAL

Visa/Mastercard/Switch Number:

Switch issue No: Card Expiry Date:

SIGNATURE:

☐ TICK THIS BOX IF YOU DO NOT WISH TO BE ENTERED ONTO THE ECU DATABASE

Make cheques payable to: European Computer User & send to : Units A2/A3 Edison Rd, ST Ives, Huntingdon, CAMBS PE17 4LF

AMIGA ACTION APRIL 93

Is this new Ocean release the Ultimate in 3D isometric games?

UNIVERSAL MO

▲ *If you have an aversion to fire, or large spikes, Universal Monsters is definitely not the game for you, because they are everywhere!*

There was once a time, long ago, when 3D isometric adventures were unbelievably popular on the 8-bit formats.

A company called Ultimate was responsible, and if you didn't own titles such as *Knightlore, Alien-8* and *Gunfright* you were treated almost as a social outcast.

Then without any explanation, these games suddenly disappeared from the shelves. Ultimate vanished from the scene, to go onto mega success on the SNES, and the game format was banished to the dark, musty vaults of computer games history.

Well no longer. Ocean have shaken the cobwebs off this once much-loved format and revamped it for the 16-bit market. This is actually their second attempt, and as with the first game, *Head over Heels,* it has proven to be a worthwhile exercise.

Although *Universal Monsters* is not quite as good, it still has plenty of good points, enough in fact to make any gamesplayer think about buying it.

You play Alex Van Helsing, who is apparently grandson of the late Professor Van Helsing the vampire hunter, and a walker of dark roads, whatever that may mean.

Every year until his death Professor Van Helsing had performed a rite of power which was necessary to fortify the gate that separated the Earth from the powers of darkness. Unfortunately now that the Prof has croaked it the ceremony has not taken place and the gate has been smashed down, and the monsters, using Van Helsing's castle as a portal are entering this dimension.

As Alex you must enter the mansion and find all of the separate pieces of the Bloodstar, the talisman vital to the success of the Rite of power, then head for the Star Chamber where you must perform the Rite and banish the monsters from the face of

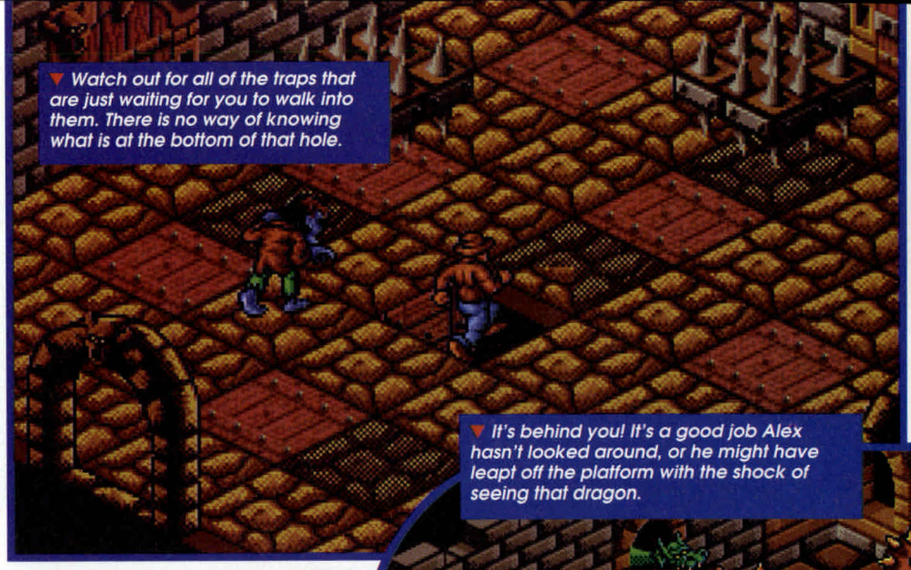
▼ *Alex has met a sticky end once more. This time he has just disappeared in a puff of smoke, don't worry though, you'll get another chance.*

▲ *Ooh that's painful, it actually brings tears to your eyes. What could be more unpleasant than to die on a huge spike.*

▼ *The mansion is huge, and if you think you can get around without mapping it, think again, you will soon be horribly lost!*

▼ *Step on one of those strange symbols on the ground and you will be transported to a different area of the mansion, just in time in this case.*

▲ There's something you don't see everyday. Inside this mansion there are plenty of unusual sights, none more so than grass though.



▼ Watch out for all of the traps that are just waiting for you to walk into them. There is no way of knowing what is at the bottom of that hole.

▼ It's behind you! It's a good job Alex hasn't looked around, or he might have leapt off the platform with the shock of seeing that dragon.

NSTERS

the earth forever.

Dracula, Frankenstein, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon are all classic horror figures, and they all appear at various points throughout the game. Pretty reassuring, eh?

The game is, as I said earlier, played from a forced 3D viewpoint. Alex must explore the mansion and collect all of the pieces of the Bloodstar, all the while avoiding the hordes of vicious monsters and fiendish traps that lie around every corner.

▼ Pretty grim room, this one. Reminds me a little of Airball on the ST, for some spiky reason. Remember not to step off the path!

This of course is not going to be easy, otherwise you would be wasting your money. One of the main problems is that many of the doors within the mansion are locked, and must be opened with a key. Unfortunately, keys are not always located near locked doors so it is vital that you remember their locations as you wander around.

It cannot be stressed strongly enough how important it is that you map the whole place properly as you explore. Not just to enable you to remember where to find the keys, but also so that you don't spend a long time wandering around completely lost.

As you would expect though, your main problem is with the monsters that are roaming free inside the mansion. You will have to avoid them constantly on almost every screen – if you accidentally let one of them catch you you will lose a great deal of energy, or even possibly a life. Fortunately most of your enemies move in a set pattern, and with a little thought you should be able to figure out a way to get past them.

On the flaw

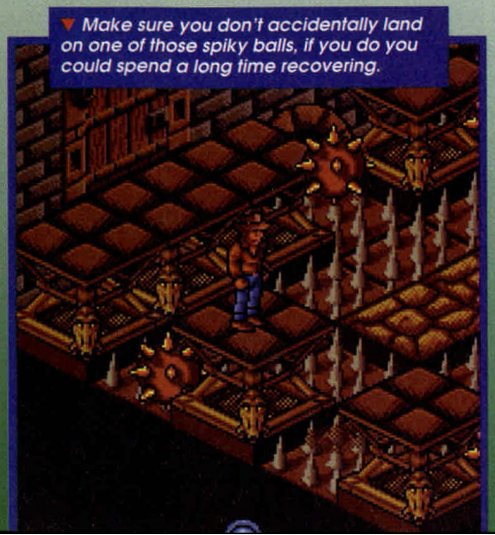
It has all been pretty good so far, but now we come to the bad points. The major flaw is that the gameplay is very dated. Until now I could never understand why this type of game died out, but I think I am beginning to figure it out at last.

Technology has moved on a great deal now, and we have come to expect a lot more from our games than this has to offer, especially when you consider the capabilities of the Amiga.

The second serious fault is that the game can become quite boring at times, and I found myself getting fed up with aimlessly running around. *(It's all you do at the office! – Ed.)*

Overall, *Universal Monsters* is an average game. If you are old enough to remember the time when these games were popular then you might enjoy this, simply because it will bring back some wonderful memories.

However, it is more than likely you will find yourself wondering what on earth all the fuss was about! So whatever happened to Ultimate, eh?



▼ Make sure you don't accidentally land on one of those spiky balls, if you do you could spend a long time recovering.

THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: In-House
PRICE: £25.99

SCORING	
GRAPHICS	86%
SOUND	80%
PLAYABILITY	74%
DIFFICULTY	AVERAGE

When this style of game was popular in the 80's I remember people eagerly awaiting the next release. Times have changed though, and the software market is a lot more cut-throat. For this reason I cannot see *Universal Monsters* being all that successful. That is not to say that it is not a good game, but it's perhaps a little behind the times. If you do buy it though, you certainly won't have nightmares about wasted money!

REVIEWED BY: Steve

SECOND OPINION

I used to love these types of games and still think the standards set by Ultimate and the like have yet to be surpassed. This, although not a monster, isn't universally good.

OPINION BY: Nick

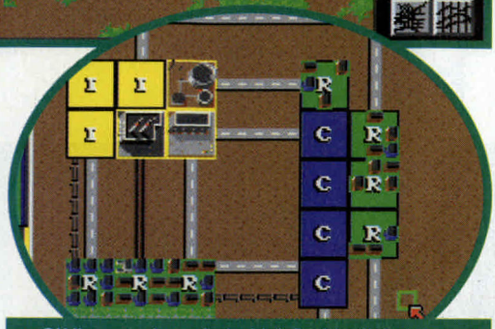
OVERALL SCORE

68%

Live in sim with the latest in the series. And it's Deluxe too!

All great cities had to start somewhere, and most of them (if not all) started off as nothing.

SIM CITY DE LUXE



OK then, we have Industrial, Residential and Commercial zones in place waiting to be occupied.

Come on, hands up everyone who's never played *Sim City*. Just as I thought, about three of you! The game that has appeared on almost as many formats as *Prince of Persia* is back, this time in a De Luxe version! Basically, what this entails is the original *Sim City* program, the Terrain Editor program and the Architecture One accessory pack, both of which have been available independantly of the main program before now.

The idea behind the game is to design, build and then maintain a successful city. You must provide the people who decide to inhabit your sprawling metropolis with acceptable leisure facilities, employment and security which includes both well-funded police and fire departments. If conditions are unsuitable people will move away, leaving you and your own little version of paradise in ruins.

Luxury living

That's basically it as far as gameplay goes, but of course, this is *Sim City De Luxe*, so there must be more to it than that. Well, I'm glad to say that I don't have to disappoint you. Thrown in for good measure are two of the accessory packs that were released at the height of the game's popularity.

I could never see the point of the Terrain Editor, and always thought of it as something which would only be of use to a real diehard fan. Well, my opinion hasn't changed as all it allows you to do is design the area that you are going to destroy in the course of building your city, but then again perhaps I'm just missing the point!

At any point in the game you can call up a graph of your population growth and decline over the last 10 years.

More interesting is the Architecture package. This allows you to build your city in one of three new scenarios, all of which contain brand spanking new graphical delights for you to savour. The new options are Future USA, a simulated look at what life in America might be like in 2055, Future Europe, Europe in 2155 and Moon Colony, which is a look at what may be home for the Earthlings of the future.

It's difficult to describe *Sim City* on a single page – it would be difficult to describe it in a much greater space, but put simply, everyone should own *Sim City*. If you have never played it before, prepare yourself for some long sessions at your computer.

By the start of WW1, things are really starting to take shape. We now have a thriving economy, and plenty of people!

Manchester is now the place to be, with it's thriving nightlife, advanced culture, and of course, an unbelievable crime rate!

THE LOW-DOWN

PUBLISHER: Infrogrames
CONTACT: 071 738 8199
TEAM: Maxis
PRICE: £29.99

SCORING	
GRAPHICS	60%
SOUND	53%
PLAYABILITY	91%
DIFFICULTY	SPOT ON

There is very little that you can say about *Sim City* that hasn't already been said, what you have here is possibly the most addictive computer package ever released. *Sim City De Luxe* will be completely useless to anyone who already owns *Sim City*, but to a new user this is dreamier than. All that is missing is the Architecture 2 add on, but there is even a special offer which enables you to get hold of it cheap, now you can't say fairer than that can you!

REVIEWED BY: Steve

SECOND OPINION

I first encountered *Sim City* on the PC, and loved it. This expands on the theme, but I'm not convinced it's enough to warrant forking out another £30.

OPINION BY: Nick

OVERALL SCORE
89%

WOLFPACK £7.99

DIRECT SOFTWARE

OMNICRON CONSPIRACY £5.99

CHEAP? YOU AIN'T SEEN NOTHING YET!

UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE, PE19 2AU.
TEL: 0908 379550 SHOP PRICES MAY VARY

Flight of the Intruder £9.99
Football Crazy £12.99
Lure of the Temptress £14.99
Ninja Warriors £5.99
Gemini Wing £5.99
Predator 2 ....£5.99
Back to the Future 2 ....£5.99
Jimmy White Snooker £14.99
Dune £14.99
Megalomania £9.99
Silk Worm £5.99
Jaguar XJ220 ....£9.99
Cisco Heat £7.99
Narc £5.99
4D Driving £5.99
Hunt for Red October 2 ....£5.99
Back to the Future 3 ....£5.99
Cricket 1 Meg £5.99
Tetris £5.99
Rugby £5.99
Bombozal £5.99
Monty Python £5.99
Kick Off 2 ....£5.99
Weltris £5.99
Soccer Mania £5.99
Cadavar £5.99
Race Driving £5.99
Ant Heads £5.99
Navy Seals £5.99
Dark Man £5.99
Player Manager £5.99

Viz £5.99
Continental Circus £5.99
Chronquest 2 ....£5.99
Magnetic Scrolls Collection (3 Games) £5.99
Xenon 2 ....£5.99
Aunt Artic Adventure £5.99
Paperboy 2 ....£6.99
Untouchables £5.99
Gremlins 2 ....£5.99
Mighty Bombjack £5.99
Wild Wheels £5.99
Nightbreed £5.99
Fighter Joystick(Fully Microswitched, 2 Fire Buttons) £5.99
Mouse Mats £2.00
Photon Paint 2 ....£7.99

EDUCATIONAL

Shapes & Colours £5.99
First Letters £5.99
Telling the Time £5.99

BLANK DISKS

100% CERTIFIED FULLY GUARANTEED
20.....£8 100.....£30
50.....£17 250.....£70
(PLEASE ADD £3.00 P&P ON ALL BLANK DISK ORDERS)

FOOTBALL CRAZY

KICK OFF 2/PLAYER MANAGER/FINAL WHISTLE
ONLY £9.99

Dungeon Master
Only £9.99

ZYDEC EXTERNAL DRIVE £44.95

BUY ANY THREE £5.99 GAMES FOR ONLY £15.00!!
SOME GAMES MAY NOT YET BE AVAILABLE BUT WILL BE SENT ON DAY OF RELEASE

A320 AIR BUS 21.99
ADDAMS FAMILY (1MEG) 15.99
ADI ENGLISH (11-12) 18.99
ADI ENGLISH (12-13) 16.99
ADI MATHS (11-12) 15.99
ADI MATHS (12-13) 16.99
ADVANTAGE TENNIS 16.99
AGONY 10.99
AIR BUKS 17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, F47 WINGS, CARRIER COMMAND) 19.99
AIR SUPPORT 16.99
ALIEN BREED SPECIAL EDITION 1 MEG 8.99
ALIEX (LIGHT PHAZER GAME) 9.99
AMNIOS 7.99
AMOS (GAMES CREATOR) 29.99
AMOS 3D (REQUIRES AMOS) 19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING) 22.99
AMOS PROFESSIONAL (THE ULTIMATE AMIGA PROGRAMMING TOOL) 44.99
APIDYA 16.99
AQUACTIC GAMES 11.49
ARABIAN NIGHTS 15.99
ARCHER MACLEANS POOL 17.99
ARKANOID 2 ....8.49
ARMALYTE 3.99
ARMOUR GEDDON 9.99
ARMOUR GEDDON 2 ....19.49
ASHES OF THE EMPIRE 23.99
ASSASSIN (1 MEG) 17.49
AVBB HARRIER ASSAULT 24.99
B17 FLYING FORTRESS 22.99
BARBARIAN 2 (PSYGNOSIS) 14.99
BAT 2 ....22.99
BATMAN THE MOVIE 8.49
BATTLE ISLE (NOP) 19.99
BATTLE ISLE DATA DISK 14.99
BEACH VOLLEY 8.49
BILLS TOMATO GAME 15.99
BIRDS OF PREY (1MEG) 22.99
BLACK CRYPT 10.99
BLUE MAX 19.99
BLUES BROTHERS 8.99
BREACH 2 (ENHANCED) 18.49
BUSINESS PACK FOR AMIGA - WORDSWORTH (WORD PROCESSING, K SPREAD 2, SPREADSHEET & K - DATA DATABASE) 64.99
CADAVER 8.99
CAPTIVE 8.99
CASTLES (1 MEG) 19.49
CASTLES DATA DISK 11.99
CAESAR 19.49
CELTIC LEGENDS 19.99
CHAMPIONSHIP MANAGER 12.99
CHAOS ENGINE 19.99
CHART ATTACK (LOTUS ESPRIT, GHOULS 'N' GHOSTS, JAMES BOND, VENUS THE FLY TRAP) 19.49
CHUCK ROCK 8.99
CHUCKLE EGG 9.99
CHUCKLE EGG 2 ....9.99
CIVILIASTION 22.99
COOL WORLD 14.99
CORRUPTION (M/SCROLLS) 3.99
CRAZY CARD 3 ....16.99
CREEPERS 19.49
CURSE OF ENCHANTIA 17.99
CURSE OF THE AZURE BOND (1 MEG) 17.99
CYBER ASSAULT (LIGHT PHAZER GAME) 9.99
CYTRON 18.49
D-GENERATION 10.99
DARK QUEEN OF KRYNN (1 MEG) 21.99
DELUXE PAINT 3 (WITH ANIMATION) 24.99
DELUXE PAINT 4 (1 MEG) [HAM MODE & ANIMATION] 84.99
DISNEY ANIMATION STUDIO 49.99
DOODLEBUG 13.99
DUNE 19.99
DUNGEON MASTER & CHAOS STRIKES BACK (1 MEG) 19.49
DYNA BLASTERS 19.99
ELF 18.49
ELVIRA 2 - JAWS OF CERBERUS (1 MEG) 22.99
ESPANIA THE GAMES 92 (1 MEG) 19.49
EXILE 18.49
EYE OF THE BEHOLDER (SSI)(1 MEG) 19.99

EYE OF THE BEHOLDER 2 (1 MEG) 23.99
F16 STRIKE EAGLE 2 (1 MEG) 14.99
F10 STEALTH FIGHTER 14.99
FABLES & FRIENDS - LEGEND OF KRYANDA 19.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGALOMANIA, POPULOUS, WONDERLAND) 22.99
FANTASIC PAK (COLORADO, BOSTON BOMB CLUB, CRYSTALS OF ARBOREA) 13.99
FINAL COPY 2 WORD PROCESSING 69.99
FINAL FIGHT 16.99
FIRE & ICE 16.99
FIRST SAMURI & MEGALOMANIA 13.99
FLAME OF FREEDOM (MIDWINTER 2) ....
FLOOR 13 ....19.49
FORMULA 1 GRAND PRIX 23.99
FUN SCHOOL 2 (2-5) 7.99
FUN SCHOOL 2 (6-8) 7.99
FUN SCHOOL 2 (8+) 7.99
FUN SCHOOL 3 (2-5) 16.99
FUN SCHOOL 3 (5-7) 16.99
FUN SCHOOL 3 (7+) 16.99
FUN SCHOOL 4 (2-5) 16.99
FUN SCHOOL 4 (5-7) 16.99
FUN SCHOOL 4 (7+) 18.99
GAUNTLET 2 ....7.99
GOBLINS 18.99
GOLDEN AXE 8.49
GOLF WORLD CLASS LEADERBOARD 7.99
G.GOOCH WORLD CLASS CRICKET 17.99
G.TAYLORS SOCCER MANAGER 18.99
GUNSHIP 2000 ....21.99
GUY SPY 14.49
HARLEQUIN 12.99
HARPOON V1.21 ....22.99
HEAD OVER HEELS 8.49
HEAD OVER HEAD 21.99
HEART OF CHINA (1 MEG) 22.99
HANDBALL (1 MEG) 11.99
HEROQUEST + DATA DISK 19.49
HITCH HIKERS GUIDE 8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOST BUSTERS 2, INDIANA JONES, BATMAN)(NOP) 9.99
HOME ACCOUNTS 2 ....37.99
HOME ALONE 16.99
HOOK 9.99
HUMANS 17.99
IAN BOTHAMS CRICKET 19.49
IK+ 8.49
INDIANA JONES 2 ADVENTURE(FATE OF ATLANTIS) 23.99
INDIANA JONES ADVENTURE 19.49
INDY HEAT 16.99
INTERCEPTOR - RENEGADE LEGION 10.99
INTERNATIONAL RUGBY CHALLENGE 17.49
INTERNATIONAL SPORTS CHALLENGE 10.49
ISHAR - LEGEND OF FORTRESS 15.99
JACK NICKLAUS GOLF 6.99
JAGUAR XJ220 (1 MEG) 14.99
JAMES POND 7.49
JAMES POND 2 - ROBOCOD 18.99
JET SET WILLY 9.99
JIM POWER 18.99
JIMMY WHITES SNOOKER 18.99
JOHN BARNES EUROPEAN FOOTBALL 16.99
JOHN MADDENS (UB) FOOTBALL 16.99
KGB 19.99
KICK OFF + EXTRA TIME DISK (NOP) 3.99
KICK OFF 2 (1 MEG) 8.99
KICK OFF 2 ....9.99
KICK OFF 2 FINAL WHISTLE 9.99
KICK OFF 2 GIANTS OF EUROPE 7.99
KICK OFF 2 RETURN TO EUROPE 7.99
KICK OFF 2 WINNING TACTICS 7.99
KICK OFF 3 ....16.99
KIDSTYPE JUNIOR WORD PROCESSOR 14.99
KIND WORDS 3 WORD PROCESSOR 29.99
KNIGHTMARE 19.99
KNIGHTS OF THE SKY (1 MEG) 32.99
LAST NINJA 2 ....5.49
LEANDER 10.99
LEISURE SUIT LARRY 3 (1 MEG) 25.99
LEMMINGS 12.49
LEMMINGS 2 ....20.99
LEMMINGS DATA DISK - OH NO! 9.99

LETHAL WEAPON 18.99
LOMBARD RAC RALLY 8.49
LOTUS TURBO CHALLENGE 2 ....17.49
LURE OF THE TEMPTRESS 19.99
MAGIC POCKETS 16.99
MANCHESTER UNITED EUROPE 9.99
MANIC MINER 9.99
McDONALDLAND 17.49
MEGA SPORTS (SUMMER GAMES 1&2, WINTER GAMES) 16.99
MERLINS MATHS (7-11) 18.99
MICRO ENGLISH (6 YEARS TO G.C.S.E. AND CONFORMS TO NATIONAL CURRICULUM) 19.99
MICRO FRENCH (BEGINNERS TO G.C.S.E. AND CONFORMS TO NATIONAL CURRICULUM) 15.99
MICRO GERMAN (BEGINNER TO G.C.S.E. AND BUSINESS CONFORMS TO NATIONAL CURRICULUM) 18.99
MICRO MATHS (11 YRS TO G.C.S.E. CONFORMS TO NATIONAL CURRICULUM) 15.99
MICROPROSE 3D GOLF 19.99
MIDNIGHT RESISTANCE 19.49
MIDWINTER 15.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES PROGRAMS) 38.99
MONSTER PACK 2 (KILLING GAME SHOW,AWESOME,BEAST 2) 13.99
MOTORHEAD 11.99
NEW ZEALAND STORY 8.49
NIGEL MANSELLS WORLD CHAMPIONSHIP 19.49
OFFICE (WORD PROCESSOR, SPELL CHECKER, SPREADSHEET & STATISTICS, DATABASE, GRAPHICS & BASIC QTP) 44.99
OPERATION WOLF 8.99
PACMANIA 9.99
PAGE SETTER 2.0 DTP 34.99
PAGE STREAM 3.2 DTP 131.49
PAINT 'N' CREATE (EDUCATIONAL ART PACKAGE FOR KIDS OVER 6 YEARS) 18.99
PANG 11.99
PARASOL STARS 15.99
PEN PAL WORD PROCESSOR 34.99
PERFECT DENHAL 22.99
PGA TOUR GOLF + COURSES 19.49
PGA TOUR GOLF COURSE DISK 11.49
PINBALL DREAMS (1 MEG) 16.49
PIT FIGHTER 9.99
PLAN 9 FROM OUTER SPACE 22.99
PLAYER MANAGER 8.99
POOLS OF DARKNESS 21.99
POPULOUS & SIM CITY 16.99
POPULOUS 2 ....18.49
POPULOUS 2 (1 MEG) 19.49
POPULOUS 2 + DATA DISK 21.99
POPULOUS 2 CHALLENGE DATA DISK 11.99
POWER UP (CHASE HQ, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP) 9.99
POWERMONGER 19.49
POWERMONGER WORLD WAR 1 DATA DISK 11.49
PREMIERE 15.49
PRINCE OF PERSIA (1 MEG) 9.99
PRO TENNIS TOUR 2 ....10.99
PROJECT X (1 MEG) 18.99
PROTEXT VERSION 4.3 WORD PROCESSOR 38.99
PUSHOVER 16.99
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) 13.99
QUESTION 2 (551) 4.99
RAGNAROK 24.99
RAILROAD TYCOON (1 MEG) 19.99
RAMPART 15.99
REACH FOR THE SKIES 19.99
RED BARON (1 MEG) 22.99
RISE OF THE DRAGON (1 MEG) 23.99
RISKY WOODS 18.99
ROAD RASH 19.49
ROBOCOP 3 ....14.99
ROLLING RONNY 9.99
ROME 19.99
ROOKIES 16.99
ROAKE'S DRIFT 15.99
RUGBY WORLD CUP 7.99
SABRE TEAM 15.99
SCRABBLE DELUXE 12.99

SCRIBBLE WORD PROCESSOR 24.99
SECRET OF MONKEY ISLAND (1 MEG) ..18.99
SECRET OF MONKEY ISLAND 2 ....23.99
SECRET OF THE SILVER BLADE (1 MEG) ..19.99
SENSIBLE SOCCER 18.99
SHADOW OF THE BEAST 3 ....19.49
SHADOWLANDS 19.49
SHADOW WORLDS 15.99
SHUTTLE 19.99
SILENT SERVICE 2 (1 MEG) 22.99
SIM ANT 22.99
SIM CITY & POPULOUS 15.99
SIM CITY ANCIENT CITIES 8.99
SIM CITY FUTURE WORLDS 8.99
SIM CITY TERRAIN EDITOR 8.99
SPACE CRUSADE 12.99
SPECIAL FORCES 22.99
SPEEDBALL 2 ....15.99
SPELLING FAIR (7-13 yrs) 18.99
SPRIT OF EXCALIBUR (1 MEG) (NOP) 9.99
STARUSH 18.99
STEVE DAVIS SNOOKER 3.99
STORM MASTER 18.49
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESS PLAYER 2100, DEUTEROS) 19.99
STREETFIGHTER 2 ....18.49
STRIKER 18.99
STUART PEARCE'S SOCCER SELECTIONS (KICK OFF 2, MICROPROSE, SOCCER, MAN UNITED, INTERNATIONAL SOCCER) 19.99
SUPER HANG ON 9.49
SUPER HERO 19.49
SUPER SPACE INVADERS 18.99
SUPREMACY 18.99
SWORD OF SODAN 6.99
T.N.T. (APB, HARD DRIVIN', TOOBIN, DRAGON SPRIT, XYBOTS) (NOP) 7.99
TEAM YANKEE 17.99
TERMINATOR 2 ....18.99
THE ENFORCER (LIGHT PHAZER GAME) ..9.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES) 27.99
THE MANAGER (NOP) 19.99
THUNDERHAWK 9.99
TITUS THE FOX 9.49
TRODDLERS 15.99
TV SPORTS FOOTBALL 3.99
UGHI 15.99
ULTIMA 8 ....12.99
ULTIMA 8 (1 MEG) 19.99
UTOPIA 11.99
UTOPIA NEW WORLDS DATA DISK 11.49
VIKINGS - FIELD OF CONQUEST 16.99
VROOM 15.99
VROOM DATA DISK 12.49
WALKER 19.49
WHEELS OF FIRE (HARD DRIVIN', POWER DRIFT, CHASE H.Q., TURBO, OUTRUN) (NOP) 7.99
WING COMMANDER 1 ....22.99
WIZ KID 18.99
WIZARDY 8 - BANE OF THE COSMIC FORGE 24.99
WOLFCHILD 11.99
WORDWORTH V1 1E A500P (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800) 79.99
WORDWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A500) 94.99
WORDWORTH WORD PROCESSOR (1 MEG) 74.99
WWF WRESTLING 14.99
WWF WRESTLING 2 ....15.99
XENON 2 MEGABLAST 5.99
ZOOL (1 MEG) 15.99

0908 379550

SHOP PRICES MAY VARY. E&OE

VISA

NAME.....
ADDRESS.....
.....
.....
.....
POSTCODE.....
TELEPHONE.....
ITEM.....
ITEM.....
ITEM.....
ITEM.....
ALL PRICES INC VAT
TOTAL ..... £
CREDIT CARD NO:
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
CARD EXPIRY NUMBER:
.....
SIGNATURE .....
TEL: 0908 379550

DIRECT SOFTWARE LTD, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE, PE19 2AU

ACTION REVIEW

BEAT'EM-UP

BODY B

This is harder than hitting your head with a mallet. Yeouch!

◀ Prepare to face an energy bolt that'll knock the stuffing out of you.

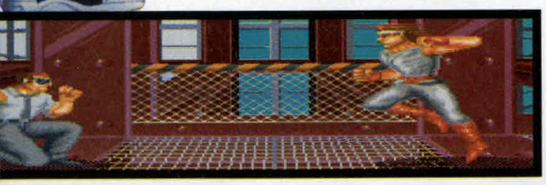
▲ "Look up there." No, even you can't be daft enough to fall for that one.

▲ There's nothing like a fist in the face to wake you up in a morning.

▼ A deadly chop to the neck sends your opponent reeling to the ground.

▲ The battle continues with the big Russian currently holding the advantage.

▲ By charging the body, you're bound to give your opposite number a nasty shock, as well as the excuse to indulge in a darned poor bit of posing. Pretty good, eh?



▲ A flying kick to the belly will probably just bounce off this guy!

▲ Ninja shows his prowess with a sword. Maybe he should try hitting someone.

The beat'em-up scene on the Amiga is in a very poor state. OK, so *Streetfighter II* is selling by a particularly large fistful and the conversion from the SNES, I suppose, is not too bad.

But now Team 17 have got in on the act, you may as well flush your copy of *SFII* down the toilet. For now the time has come to re-write the history of Amiga hit and kick titles...

Body Blows illustrates the *SFII* potential that was missed by a Paris-Dakar distance as far as everyone outside US Gold is concerned. If you want to see Ryu and Chun Li with red faces, then Team 17's effort will accomplish just that.

In a truly vicious vein, *Body Blows* is a case of two people opposite each other whose only satisfaction from life is kicking the other person's head in. Sounds rough and animal-like, sounds like darned good fun, eh?

There are 10 characters to choose from, each with their own set of punches, kicks, blocks and special moves. How can such complexity be achieved with a single firebutton joystick? How can you lunge into a Ninja Death Roll and finish with a Flying Sword Attack without tangling your fingers?

Actually, the controls are fairly simple once you've taken the time to master a character. As you would expect, a combination of stick shifting and button clicking accesses all manner of lethal moves.

Each character in the game has a special move which can be executed with ease. Simply hold the firebutton down and watch the gauge at the top of the screen gradually rise. When it reaches the top, you can then unleash your bone-cracking move on the opposition.

LOWS

AMIGA ACTION ACCOLADE

▼ The whirlwind special move spins Maria helplessly to the unforgiving floor.

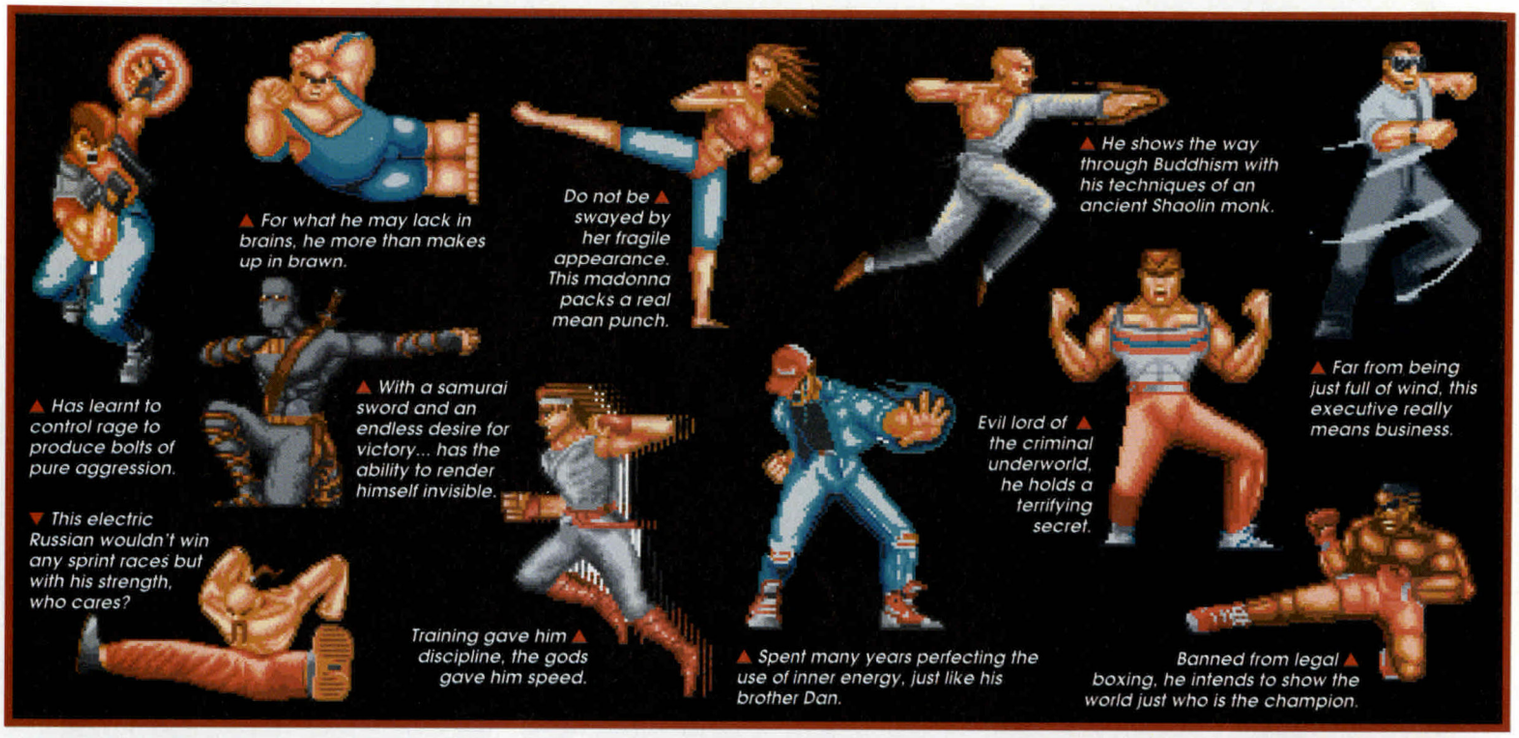
Dead interesting

An interesting feature here is that depending on which aggressor you control, it will determine the speed it takes for you to reach the top end of the special moves gauge. Therefore, you have to take into account whether or not your particular character has enough time in the current situation to use his or her speciality. This is one of the reasons why it's best to learn a fighter off by heart so you can judge important decisions like this. Failure to do so could lead to a serious slap across the face while you're still waiting to reach 'power-up' status.

Body Blows features three game types. Of course, there is the typical one and two player options. On top of this is the Tournament mode which allows up to eight players to compete (not all at the same time!).

This provides you with the perfect opportunity to get all your mates round with a few non-alcoholic drinks and then set about each and every one in a most violent and pleasing manner.

Unlike a certain other overrated beat'em-up, two players can select the same hard guy (or the one

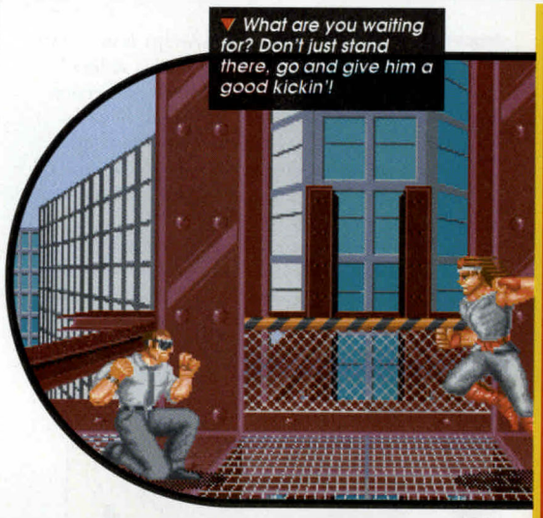


gal) to fight with. When both human participants have perfected their tough nut, this can lead to some very hard-fought and equally matched contests.

Other options include the ability to alter the number of rounds in a scrap, change the timer length or disperse of a timer completely (in this case, the fight continues until somebody drops dead from having their energy whacked out of them), and you can also define the difficulty level to an extent.

Easy SNESy

Body Blows is probably the closest you're going to get to *Streetfighter II* on the Super Nintendo. In fact, I actually prefer *Body Blows* because of its more accessible control system that doesn't require a silly control pad to play! It also competes well in terms of graphics and sound so there's little more you can ask for, really. Expect to see it pounce on *SFII* in the charts for as soon as *Body Blows* reaches Number One – there'll be no pulling it back.


▼ What are you waiting for? Don't just stand there, go and give him a good kickin'!

How does it compare?

● Vs *Streetfighter II* by US Gold. *Body Blows* pummels *SFII* into submission with its superior animation, speed and excitement. And the sound effects and speech are more evocative. In the end, buyers of *SFII* will be severely disappointed that they didn't wait a month or two for Team 17's title.

● Vs *Final Fight* by US Gold. Whereas *Final Fight* had no long-term gameplay, Body Blows overflows with the stuff! There are more moves to execute in *Body Blows*, too. The main difference is that bouts in *Body Blows* take place in one location at a time whereas *Final Fight* has the added interest of being able to roam around streets, tube stations and so on.

● Vs *Final Blow* by Storm. Er, this dire effort doesn't even manage to climb into the ring for the fight.

● Vs *IK+* by System 3. As an all-time classic, this 'three player' beat'em-up (two humans and a computer combatant, simultaneously) stands taller than all of the above. And in comparison with *Body Blows*? Well, I have fond memories of *IK+* so I'll say that the two rank alongside each other. I should think that in a couple of months, though, *Body Blows* will more than likely edge ahead.

● Vs *Double Dragon III* by Virgin. *Body Blows* out-shines *DDIII* in graphics, sound and playability. Although *DDIII* was a good little, two player affair, it cannot compete with the latest modern day techniques employed to create *Body Blows*.

THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 201846
TEAM: Cedric McMillan & Co.
PRICE: £25.99

SCORING	
GRAPHICS	92%
SOUND	89%
PLAYABILITY	94%
DIFFICULTY	VARIABLE

A smack in the teeth for *Streetfighter II* and a kick in the groin for every other beat'em-up. *Body Blows* contains superlative animation, hundreds of fighting moves and the usual high quality Allister Brimble tunes and SFX. More entertaining than Bruno, more attitude than Eubank and more satisfying than seeing Tyson stuck in jail. We've had to wait a long time for a beat'em-up like this but it was certainly worth every finger-twiddling minute.

REVIEWED BY: Alan

SECOND OPINION

Body Blows demonstrates what a joke others of this genre are. You won't find a better bit of beat'em-up on the shelves. Buy it at once before fights break out in the queue down at WH Smith.

OPINION BY: Fiona

OVERALL SCORE

92%

AMEAGRE PRICES FOR AMIGA USERS

3D CONSTRUCTION KIT 2	33.95
4TH & INCHES	7.95
ACTION PACK (COMP)	19.95
ADDAMS FAMILY	17.95
ADVANCED DESTROYER SIM	7.95
ADVANTAGE TENNIS	17.95
AFTER BURNER	6.96
AIR BUCKS (1MB)	20.95
AIR SEA SUPREMACY (COMP)	20.95
AIR SUPPORT	20.95
ALIEN 3	20.95
ALIEN BREED - SPECIAL EDITION '92 (1MB)	8.95
ALTERED BEAST	6.96
AMBERSTAR (1MB,NOT600)	20.95
AMOS PROFESSIONAL (1MB)	46.95
AMOS THE CREATOR	33.95
ANARCHY	7.95
ANOTHER WORLD	17.95
APIDYA	17.95
AQUATIC GAMES	17.95
ARABIAN NIGHTS	17.95
ARCHER MACLEANS POOL	17.95
ARKANOID II - REVENGE OF DOH	6.96
ARMOUR GEDDON 2	20.95
ARSENAL - THE COMPUTER GAME	17.95
ASSASSIN (1MB)	17.95
AWARD WINNERS (COMP)	17.95
BANE OF THE COSMIC FORGE (1MB)	25.99
BARBARIAN I	6.96
BARDS TALE 3	8.95
BARDS TALE CONSTRUCTION KIT (1MB)	20.95
BATMAN - CAPED CRUSADER	6.96
BATMAN - THE MOVIE	6.96
BATTLE CHESS	8.95
BATTLE CHESS II (NOT+)	17.95
BATTLE ISLE	20.95
BATTLE ISLE - SCENARIO DISK VOL 1	13.95
BATTLE OF BRITAIN - THEIR FINEST HOUR	20.95
BATTLE TOADS	17.95
BATTLEHAWKS 1942	12.95
BATTLESTORM	7.95
BC KID	17.95
BEACH VOLLEY	6.96
BEASTBUSTERS	17.95
BIG RUN	17.95
BILLS TOMATO GAME	20.95
BIRDS OF PREY (1MB)	23.95
BITMAP BROTHERS - VOLUME 1	17.95
BITMAP BROTHERS - VOLUME 2	17.95
BLACK CRYPT (1MB,NOT+)	17.95
BLUE MAX	12.95
BODY BLOWS (1MB)	17.95
BRAIN BLASTER	6.96
BUBBLE BOBBLE	6.96
BUNNY BRICKS	17.95
CADAVER - THE PAYOFF	11.95
CAESAR	20.95
CAMPAIGN	23.95
CAPCOM COLLECTION	20.95
CAPTAIN DYNAMO	6.96
CARDIAXX	14.95
CARNAGE	6.96
CARRIER COMMAND	7.95
CARTOON COLLECTION	17.95
CASTLE MASTER	6.96
CASTLES (1MB)	20.95
CELTIC LEGENDS	20.95
CENTURION	8.95
CHAMPIONS (COMP)	13.95
CHAMPIONSHIP MANAGER (1MB)	17.95
CHAOS ENGINE (1MB)	17.95
CHASE HQ I (NOT1200)	6.96
CHESS CHAMPION 2175	13.95
CHESSMASTER 2100	12.95
CHUCK YEAGER 2	8.95
CISCO HEAT	15.96
CIVILIZATION (1MB)	23.95
CJ IN SPACE	6.96
COMBAT AIR PATROL	20.95
COMBAT CLASSICS,	20.95
CONFLICT KOREA (1MB)	23.95
COOL CROC TWINS	17.95
COUNT DUCKULA	6.96
CRAZY CARS 3	17.95
CRAZY SEASONS	17.95
CREATURES	17.95
CREEPERS	20.95
CRUISE FOR A CORPSE	19.95
CRYSTAL KINGDOM DIZZY,	13.95
CURSE OF ENCHANTIA (1MB)	23.95
D-GENERATION (1MB)	12.95
DALEK ATTACK	12.95
DALEY THOMPSON'S OLYM. CHALLENGE,	6.96
DARK QUEEN OF KRYNN (1MB),	21.95
DARK SEED (1MB)	23.95
DAS BOOT	12.95
DEATH KNIGHTS OF KRYNN (1MB)	20.95
DELIVERANCE	17.95
DELUXE PAINT IV	59.95
DIZZY COLLECTION	17.95
DIZZY PANIC	6.96
DIZZY'S EXCELLENT ADVENTURES	17.95
DONALD'S ALPHABET CHASE	17.95
DOODLEBUG	17.95
DOUBLE DRAGON II	7.95
DRAGONS LAIR III - THE CURSE OF MORDREAD	20.95
DREADNOUGHTS	25.99
DREADNOUGHTS - IRONCLADS	12.95
DREAM TEAM	17.95
DUNE (1MB)	20.95
DUNGEON MASTER/CHAOS STRIKES BACK (1MB)	20.95
DYNA BLASTER	20.95
EASY AMOS (1MB)	25.99
EMLYN HUGHES INT. SOCCER	7.95
EPIC (1MB,NOT600)	20.95
ESCAPE FROM PLANET OF ROBOT MONSTERS	6.96
ESPANA - THE GAMES '92 (NOT1200)	20.95
EURO FOOTBALL CHAMP	17.95
EXODUS 3D (1MB)	20.95
EYE OF THE BEHOLDER I (1MB,NOT1200)	20.95
EYE OF THE BEHOLDER II (1MB,NOT1200)	23.95
F-16 COMBAT PILOT	7.95
F-19 STEALTH FIGHTER (NOT600)	20.95
FALCON	11.95
FALCON - COUNTERSTRIKE DATA DISK	7.95
FALCON - FIREFIGHT DATA DISK	7.95
FANTASTIC WORLDS (COMP)	23.95
FANTASY WORLD DIZZY	6.96
FASCINATION	20.95
FINAL COPY II (1MB)	79.95
FIRE AND ICE	17.95
FIRE FORCE (NOT1200)	17.95
FIRST DIVISION MANAGER	6.96
FLIGHT OF THE INTRUDER (NOT+)	12.95
FLIMBO'S QUEST	7.95
FLOOR 13 (1MB)	20.95
FOOTBALL CRAZY (COMP)	17.95
FOOTBALL MANAGER 3	17.95
FORMULA 1 GRAND PRIX (1MB)	23.95
GALACTIC WARRIOR RATS	7.95
GAUNTLET II	6.96
GAUNTLET III	17.95
GHOULS 'N' GHOSTS (NOT600)	6.96
GNOME ALONE	17.95
GOAL	17.95
GOBLIINS	17.95
GOBLIINS 2	20.95
GODS	17.95
GOLDEN AXE	7.95
GRAHAM TAYLOR'S SOCCER (1MB)	17.95
GRANDSTAND (COMP) (NOT+)	9.99
GUNSHIP 2000	23.95
HARLEQUIN	17.95
HARPOON - EDITOR	13.95
HARPOON V1.2.1	23.95
HARRIER ASSAULT (1MB)	23.95
HEAD OVER HEELS	6.96
HEAD TO HEAD (COMP)	23.95
HEIMDALL (1MB,NOT1200)	23.95
HENRIETTAS BOOK OF SPELLS (7-14)	17.95
HEROQUEST	7.95
HEROQUEST - DATA DISK	11.95
HEROQUEST - TWIN PACK	20.95
HEROQUEST 2	17.95
HISTORY LINE (1914-1918) (1MB)	23.95
HOME ACCOUNTS 2	39.95
HOME ALONE (1MB,NOT+)	17.95
HOOK (1MB)	17.95
HOT RUBBER	7.95
HOVERSPRINT,	6.96
HUMANS	20.95
HUMANS - JURASSIC LEVELS (DATA DISK)	13.95
HUMANS - JURASSIC LEVELS (STAND ALONE)	20.95
IK+	6.96
IMPOSSIBLE MISSION 2 (NOT+)	6.96
INDIANA JONES & FATE ATL. (ADV) (1MB)	25.99
INDIANA JONES & L. CRUSADE (ACT)	6.96
INDIANA JONES & L. CRUSADE (ADV)	12.95
INTERNATIONAL RUGBY CHALLENGE	17.95
INTERNATIONAL TRUCK RACING	6.96
ITALY 1990	6.96
IVANHOE	6.96
JACK NICKLAUS GOLF	6.96
JAGUAR XJ220 (1MB,NOT1200)	17.95
JAMES POND	6.96
JIM POWER	17.95
JIMMY WHITE'S WHIRLWIND SNOOKER (NOT1200)	20.95
JOE & MAC - CAVEMAN NINJA (1MB)	17.95
JOHN MADDEN'S FOOTBALL	17.95
KEYS OF MARAMON	17.95
KGB (1MB)	20.95
KICK OFF II (1 MEG)	17.95
KICK OFF II (FINAL WHISTLE) (NOT+)	9.95
KICK OFF II (GIANTS OF EUROPE) (NOT+)	6.96
KIND WORDS 3 (1MB)	36.95
KNIGHTMARE	20.95
KNIGHTS OF THE SKY (1MB)	23.95
LEANDER	17.95
LEEDS UNITED CHAMPIONS	17.95
LEGEND	20.95
LEGEND OF KYRANDIA (1MB,NOT1200)	23.95
LEGENDS OF VALOUR (1MB)	26.95
LEMMINGS (ORIGINAL)	17.95
LEMMINGS 2	20.95
LEMMINGS DOUBLE PACK	20.95
LEMMINGS LEVELS (ADD-ON VERSION)	13.95
LETHAL WEAPON	17.95
LETS SPELL AT HOME	14.95
LETS SPELL AT THE SHOPS	14.95
LIFE & DEATH	12.95
LINEKER COLLECTION	13.95
LINKS (1MB,HARD DISK) (NOT1200)	23.95
LINKS - FIRESTONE	12.95
LINKS - HYATT DORADO	12.95
LIVERPOOL FOOTBALL	17.95
LOCOMOTION	17.95
LOMBARD RAC RALLY	6.96
LORD OF THE RINGS	17.95
LOTUS ESPRIT TURBO CHALLENGE	7.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB)	17.95
LOTUS TURBO CHALLENGE II (NOT1200)	17.95
LURE OF THE TEMPTRESS (1MB)	20.95
M1 TANK PLATOON	20.95
MAGIC STORYBOOK (1MB)	20.95
MAGIC WORLDS	17.95
MAGICLAND DIZZY	6.96
MANCHESTER UNITED	7.95
MANCHESTER UNITED EUROPE	17.95
MCDONALD LAND	17.95
MEGA MIX (COMP)	20.95
MEGA SPORTS	17.95
MEGA-LO-MANIA / FIRST SAMURAI	20.95
MEGAFORTRESS (1MB)	20.95
MEGATRAVELLER 2 (1MB)	20.95
MERCENARY 3	17.45
MICROPROSE GOLF (1MB)	23.95
MICROPROSE SOCCER	6.96
MIDNIGHT RESISTANCE (NOT+)	6.96
MIDWINTER II (1MB)	23.95
MIGHT AND MAGIC 3 (1MB)	23.95
MINI OFFICE (1MB)	49.95
MONTY PYTHON	7.95
MOONSTONE (1MB)	20.95
MOONWALKER (NOT+)	6.96
MOTORHEAD	12.95
NARCO POLICE	6.96
NEIGHBOURS	17.95
NEW ZEALAND STORY (NOT+)	6.96
NICK FALDOS CHAMPIONSHIP GOLF (1MB)	23.95
NIGEL MANSELL'S WORLD CHAMPIONSHIP	20.95
NINJA COLLECTION	13.95
NITRO	7.95
NO GREATER GLORY	23.95
NO SECOND PRIZE (NOT600)	17.95
NODDYS PLAYTIME (1MB)	17.95
NORTH & SOUTH	6.96
OMAR SHARIF'S BRIDGE (1MB)	23.95
OPERATION COMBAT	7.95
OPERATION THUNDERBOLT	6.96
OPERATION WOLF (NOT+)	6.96
OUTLANDER	20.95
OUTRUN EUROPA	7.95
PACIFIC ISLANDS	20.95
PANG	6.96
PANZA KICK BOXING	7.95
PARASOL STARS	17.95
PEN PAL	36.95
PERFECT GENERAL (1MB)	23.95
PERFECT GENERAL - WW2 DATA DISK (1MB)	13.95
PGA TOUR GOLF - COURSES DISK	11.95
PGA TOUR GOLF PLUS	20.95
PICTIONARY	6.96
PINBALL DREAMS	17.95
PINBALL FANTASIES (1MB)	19.95
PINBALL MAGIC	7.95
PIRACY ON THE HIGH SEAS (1MB)	20.95
PLAYDAYS	17.95
POPULOUS II - DATA DISK	12.95
POPULOUS II PLUS (1 MEG)	23.95
POPULOUS/PROMISED LANDS	10.95
POSTMAN PAT 3	6.96
POWER UP (COMP)	20.95
POWERMONGER	20.95
POWERMONGER DATA DISK (WW1)	11.95
PREHISTORIK	7.95
PREMIER MANAGER	17.95
PREMIERE (1MB,NOT1200)	20.95
PRINCE OF PERSIA	6.96
PRO TENNIS TOUR 1 (NOT+)	6.96
PUSH-OVER (1MB)	17.95
PUTTY (1MB)	17.95
PUZZNIC	6.96
QUEST FOR GLORY 1 (1MB)	26.95
R.B.I. BASEBALL 2	6.96
RACE DRIVIN	20.95
RAGNOROAK	26.95
RAILROAD TYCOON (1MB)	23.95
RAINBOW COLLECTION (NOT1200)	13.95
RAINBOW ISLANDS	6.96
RAVING MAD	17.95
REALMS	20.95
RENEGADE	6.96
RICK DANGEROUS I	6.96
RICK DANGEROUS II	7.95
ROAD RASH	17.95
ROBOCOD (NOT1200)	17.95
ROBOCOP I	6.96
ROBOCOP III	17.95
ROBOSPORT	20.95
RODLAND	17.95
ROLLING RONNY (NOT+)	17.95
ROME (AD 92)	20.95
RVF HONDA	7.95
SABRE TEAM (1MB)	17.95
SCRABBLE	19.95
SECRET OF MONKEY ISLAND (1MB,NOT+)	17.95
SECRET OF MONKEY ISLAND II (1MB)	26.95
SENSIBLE SOCCER 92/93	17.95
SHADOW OF THE BEAST III	20.95
SHADOWORLDS (1MB)	17.95
SHOE PEOPLE	7.95
SHOOT 'EM UP CONSTRUCTION KIT	7.95
SHUTTLE (1MB)	20.95
SILENT SERVICE II (1MB)	23.95
SIM ANT	23.95
SIM CITY	18.95
SIM CITY - ARCHITECTURE 1	7.95
SIM CITY - ARCHITECTURE 2	7.95
SIM CITY - TERRAIN EDITOR	7.95
SIM CITY DELUXE	23.95
SIM CITY/POPULOUS	20.95
SIM EARTH (1MB)	20.95
SKI OR DIE	8.95
SLEEPWALKER (1MB)	21.95
SLEEPWALKER - ENHANCED (AMIGA 1200) (1MB)	21.95
SLICKS	6.96
SMASH TV	6.96
SNOW BROS	17.95
SOCCER KID	17.95
SOCCER PINBALL	6.96
SOOTY & SWEEP	6.96
SPACE CRUSADE	17.95
SPACE CRUSADE - DATA DISK	13.95
SPACE CRUSADE PLUS MISSION DISK	17.95
SPECIAL FORCES (1MB,NOT600)	23.95
SPORTS MASTERS (COMP)	20.95
STARFLIGHT 2	17.95
STEG THE SLUG	6.96
STORM MASTER	20.95
STRATEGY MASTERS	21.95
STREET FIGHTER (NOT+)	7.95
STREET FIGHTER 2 (1MB)	19.95
STRIDER	6.96
STRIKE FLEET	10.95
STRIKER (1MB)	17.95
STUNT CAR RACER	6.96
SUPAPLEX	6.96
SUPER CAULDRON	17.95
SUPER FROG (1MB)	17.95
SUPER MONACO G.P.	7.95
SUPER OFF ROAD	7.95
SUPER SIM PACK (COMP)	18.95
SUPER TETRIS (1MB)	20.95
SUPERCARS	6.96
SUPERCARS II (NOT1200)	7.95
SUPERFIGHTERS (COMP)	17.95
SUPERHERO (1MB)	20.95
SUSPICIOUS CARGO	17.95
SWITCHBLADE II	7.95
SWIV	7.95
TERMINATOR II	6.96
THE MANAGER (1MB)	20.95
THOMAS THE TANK ENGINE	6.96
TINY SKWEEKS	17.95
TITAN	7.95
TITUS THE FOX	17.95
TOTAL RECALL	6.96
TOUCHDOWN	11.95
TOYOTA CELICA	6.96
TREASURE ISLAND DIZZY	4.49
TREASURES OF SAV. FRONTIER (1MB)	21.95
TRIVIAL PURSUIT	6.96
TRODDLERS	17.95
TROLLS (1MB)	17.95
TURRICAN	6.96
TURRICAN II	6.96
TV SPORTS BASEBALL	12.95
TV SPORTS BOXING	12.95
TWILIGHT 2000	23.95
UGH!	17.95
UNIVERSAL MONSTERS	17.95
VIDEO KID	7.95
VIKINGS (1MB)	17.95
VIZ	7.95
VROOM (NOT1200)	17.95
WAXWORKS (1MB)	23.95
WAYNE GRETSKY 2	17.95
WING COMMANDER I (1MB)	23.95
WIZBALL	6.96
WIZKID	17.95
WORLD CLASS LEADERBOARD	7.95
WORLD CLASS RUGBY (NOT600)	17.95
WORLD CLASS RUGBY - 5 NATIONS (NOT600)	20.95
WORLD CUP SOCCER	7.95
WWF EUROPEAN RAMPAGE	17.95
X-OUT	6.96
XENON I	7.95
Z-OUT	6.96
ZAK MCKRACKEN	10.95
ZOOL (1MB),	17.95
ZOOL - ENHANCED (AMIGA 1200)	17.95
EDUCATIONAL	
CAVE MAZE	10.95
FRACTION GOBLINS	10.95
MATHS DRAGONS	10.95
PICTURE FRACTIONS	10.95
REASONING WITH TROLLS	10.95
TIDY THE HOUSE	10.95
ANSWER BACK JUNIOR QUIZ (6-11),	15.99
ANSWER BACK SENIOR QUIZ (12-AD)	15.99
FRENCH MISTRESS	15.99
GERMAN MASTER,	15.99
ITALIAN TUTOR	15.99
MATHS ADVENTURE (6-14)	19.95
SPANISH TUTOR	15.99
MEGA MATHS (A LEVEL)	18.95
MICRO ENGLISH (8-GCSE)	18.95
MICRO FRENCH (BEGINNERS-GCSE)	18.95
MICRO GERMAN (BEGINNERS, GCSE, BUSINESS)	18.95
MICRO MATHS (11-GCSE)	18.95
MICRO SCIENCE (8-GCSE)	18.95
PRIMARY MATHS COURSE (3-12)	18.95
READING WRITING COURSE (3-8)	18.95
ALVINS PUZZLES	13.95
PAINT POT 2	13.95
SHOPPING BASKET	13.95
WHICH? WHERE? WHAT?	13.95
BETTER MATHS (12-16)	19.95
BETTER SPELLING (8-ADULT)	19.95
JUNIOR TYPIST (5-10)	14.95
MAGIC MATHS (4-8)	19.95
MATHS MANIA (8-12)	19.95
THE THREE BEARS (5-10)	19.95
ADI ENGLISH (11-12)	17.95
ADI ENGLISH (12-13)	17.95
ADI ENGLISH (13-14)	17.95
ADI ENGLISH (14-15)	17.95
ADI FRENCH (11-12)	17.95
ADI FRENCH (12-13)	17.95
ADI FRENCH (13-14)	17.95
ADI FRENCH (14-15)	17.95
ADI MATHS (11-12)	17.95
ADI MATHS (12-13)	17.95
ADI MATHS (13-14)	17.95
ADI MATHS (14-15)	17.95
FUN SCHOOL 2 (6-8)	6.96
FUN SCHOOL 2 (OVER 8)	6.96
FUN SCHOOL 2 (UNDER 6)	6.96
FUN SCHOOL 3 (5-7)	17.95
FUN SCHOOL 3 (OVER 7)	17.95
FUN SCHOOL 3 (UNDER 5)	17.95
FUN SCHOOL 4 (5-7)	17.95
FUN SCHOOL 4 (7-11)	17.95
FUN SCHOOL 4 (UNDER 5'S)	17.95
MERLIN'S MATHS (7-11)	17.95
PAINT AND CREATE (OVER 5'S)	17.95
SPELLING FAIR (7-13)	17.95

3.5' DOUBLE SIDED DOUBLE DENSITY

QUALITY	PRICE
10	£5.30
20	£10.35
25	£12.65
30	£14.75
35	£16.90
40	£18.95
45	£21.10
50	£22.95
80	£36.35
100	£41.70
120	£49.40
150	£60.95
200	£78.75
250	£97.30
300	£116.30
400	£154.50
500	£184.65
1000	£364.30
2000	£728.50

WITH LABELS & WARRENTY

BOXES

(WITH KEYS & DIVIDERS)

10 SLIMPACK	£0.94
40 CAPACITY	£4.95
50 CAPACITY	£5.60
80 CAPACITY	£6.30
80 CAPACITY BANX	£14.95
100 CAPACITY	£6.80
120 CAPACITY	£8.75
150 CAPACITY	£10.95
150 DELUXE STACLABLE	£21.95

JOYSTICKS

PYTHON 1 (QS130F)	£9.25
MAVERICK 1 (QS128F)	£13.75
125+	£9.00
THE BUG	£13.50
STAR PROBE	£13.50
COMPETITION PRO 5000 - BLACK	£13.75
SPEEDKING A/F	£11.00
NAVIGATOR A/F	£13.75
TOP STAR (SV127)	£21.50
SUPERCHARGER (SV123)	£9.00
STING RAY A/F	£12.50
MEGA STAR A/F (SV133)	£22.00

MISCELLANEOUS

DELUXE WORK CENTRE	£46.95
CUMANA DISK DRIVE	£57.95
0.5 MEG UPGRADE + CLOCK	£29.95
0.5 MEG UPGRADE	£26.95
1 MEG UPGRADE (500+)	£56.95
1 MEG UPGRADE (600)	£51.95
MOUSE	£14.75
MOUSE MAT	£2.95
DUSTCOVER (500 OR PLUS)	£3.65
DUSTCOVER (600)	£3.65
DUSTCOVER (1200)	£3.95
DUSTCOVER (MONITOR)	£6.99
HEAD CLEANER	£3.75
MOUSE HOUSE	£2.95

MINI OFFICE

£49.95

Word Processor, Spreadsheet, Database, Graphics and Disk Utilities

Phillips CM8833 II

Monitor with Lotus Turbo Challenge II, Dustcover, Scart cable, One Years On-site Warranty. Free Next Day Delivery

£224.95

All prices include UK postage and VAT and are effective until 8th April 1993
Overseas orders – Postage charged at cost.
New titles will be sent as they are released and are subject to manufacturers price reviews.

Fax orders: 071 608 0688
Credit card orders: 071 608 0624

071 - 608 - 0624

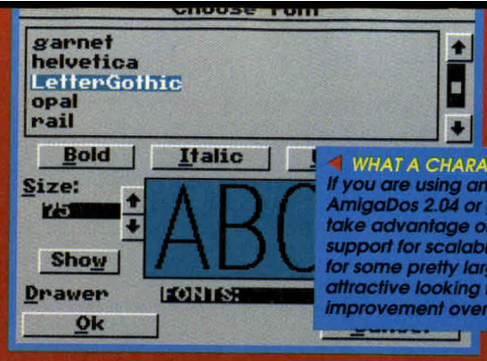
Cheques/Postal Orders to:

DataGem Ltd, Dept AA, 23 Pitfield Street, London, N1 6HB

Showroom open Monday - Friday 10am - 8pm. 10am - 4pm Saturdays. Exit 2, Old Street Tube

E & OE

All orders taken subject to our standard terms & conditions.



◀ WHAT A CHARACTER
If you are using an Amiga with AmigaDos 2.04 or greater you can take advantage of DPIVAGA's new support for scalable fonts. This allows for some pretty large and very attractive looking fonts – a massive improvement over the Amiga's own.

AMIGA ACTION ACCOLADE

With the release of the A1200, a new addition to the top paint package arrives...

DELUXE PAINT IV

When the Amiga home computer first arrived around four years ago, it was heralded as the most advanced home computer of its time. Through those years it has seen several transitions – A500, A500+, A600, A600HD and now the incredible A1200 AGA.

The Amiga's instant pulling power comes from its superb graphics and one of the most widely demonstrated software packages – the *Deluxe Paint* series of art and animation packages which, like the Amiga, has also taken on several face lifts and improvements.

Deluxe Paint was originally developed by Daniel Silva, an American who wanted to create the ultimate art package. Though many changes ensued, he finally released *Deluxe Paint* under Electronic Arts. The package was an instant success with Amiga owners and eventually became the one piece of software you could guarantee to find bundled with future Commodore Amiga packs.

Support was so great for Daniel Silva's masterpiece that further editions were inevitable. Major improvements were made to the 'look' of the user interface and, taking comments from users' letters, stencils, perspective and animation functions were added. However, the suggestions and comments continued and the latest version of *DPaint* awarded the user the ability to paint in HAM mode.

Most *DPaint* enhancements were application specific but now that the A1200 has arrived, with its superior speed and graphics modes thanks to the built-in AGA chip set, the art package to beat all now features improved screen mode handling including HAM-8, full-screen morphing, scalable fonts under Amiga DOS 2.04 or greater and the ability to paint in any resolutions using 256 colours from a pallette of over 16 million colours.

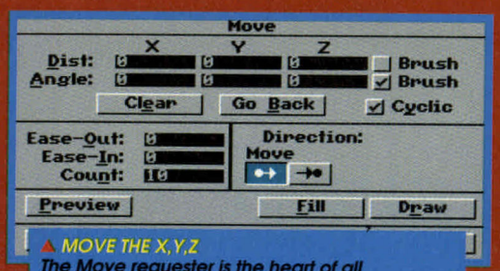
The *DPaint* interface has also been improved with keyboard shortcuts for almost every function that is available.

HAM-8

HAM (Hold And Modify) is now available in any resolution and with the HAM-8 you now have access to over 262,000 colours instead of the previous 4,096. This new mode will prove essential to those of you who are serious about digitising artwork and gen-locking from video.

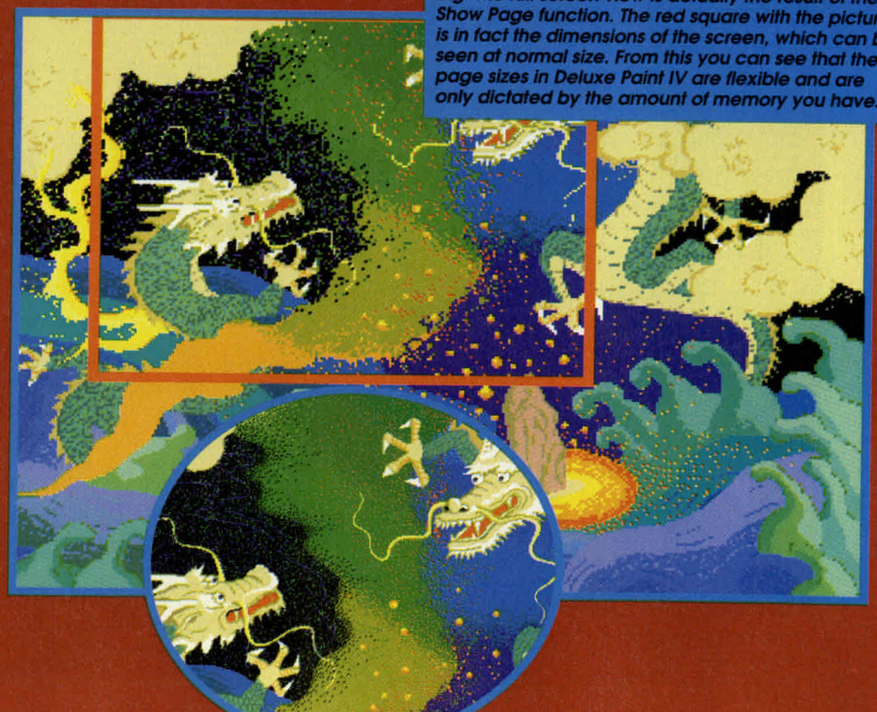
Whichever way you look at it, *Deluxe Paint IV AGA* is the best art package ever on the Amiga for the price, and I can't see it being beaten – ever! The AGA enhancements are superb. The animations are smoother and faster, drawing and filling is far quicker than ever before and the 256 colour resolutions and HAM-8 ability make it a must for serious and beginner artists alike.

Whether the new features are worth spending £100 for is up to you to decide, but I reckon it is. I can't recommend this product enough.



▲ MOVE THE X,Y,Z
The Move requester is the heart of all animation procedures. It works on brushes as animation elements which can then be moved to your heart's content through the X, Y and Z axes.

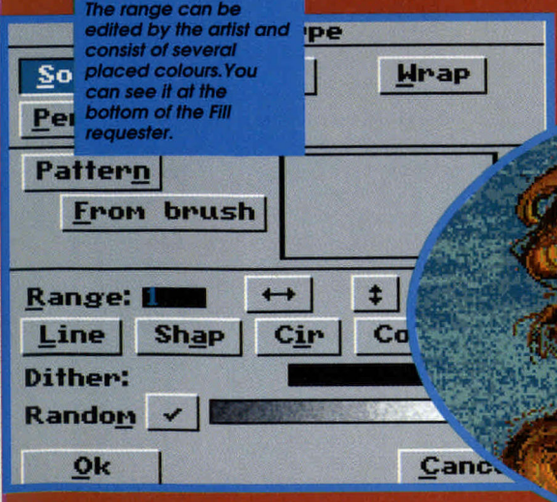
▲ *Deluxe Paint IV AGA supports all the new screen modes of the A1200 and that includes HAM-8. No longer is the artist restricted to 32 colours. With DPIV AGA you can have 256 colours in any resolution!*



▼ DRAGON PROPORTIONS
The Dragon PRODUCTIVITY picture is superb – and big! The full screen view is actually the result of the Show Page function. The red square with the picture is in fact the dimensions of the screen, which can be seen at normal size. From this you can see that the page sizes in Deluxe Paint IV are flexible and are only dictated by the amount of memory you have.

▲ *THE TOUR*
If you are unsure of the power of Deluxe Paint IV you can load up the anim file entitled The Tour. This animation demonstrated almost everything that can be possibly done in Deluxe Paint. A very neat and trendy demonstration!

▼ *FILL ME IN*
Multiple styled fills can all be achieved by using the Fill requester. There are a plethora of different types of fill including a ranged fill. The range can be edited by the artist and consist of several placed colours. You can see it at the bottom of the Fill requester.



▼ *VENUS*
The picture of Venus is synonymous with Deluxe Paint. Alongside the King Tut picture, these two piccies are the most common examples of the power of Deluxe Paint in LoRes and HAM. And very nice they are too. There is plenty of artwork supplied with the package to get you started.

THE LOW-DOWN

PUBLISHER: Electronic Arts
CONTACT: 0753 549442
TEAM: Daniel Silva
PRICE: £99.99

SCORING	
EASE OF USE	92%
FEATURES	94%
APPLICATIONS	EXCELLENT
VALUE/MONEY	EXCELLENT

The first edition consisted mainly of drawing and editing tools selected from the now famous *DP* tool box. Further enhancements saw the inclusion of stencils, perspective and most importantly – animation. This latest version (best used on an A1200, it will run on an A500) contains just about every feature one could wish for, and now there's no excuse for not using this excellent product. For £100, there's no better art package available on the Amiga.

REVIEWED BY: Whitey

SECOND OPINION

Although the Amiga is heavily used for graphical work, it has been looking a bit underpowered recently. The A1200 and this new package puts it back on the map.

OPINION BY: Alan

OVERALL SCORE

93%

AMIGA A500P/A600/A1200 CONSOLE UNIT

Monitor console and keyboard unit • Second drive space • No hard drive restrictions • Power supply or modulator space • Keeps cables tidy • Non-magnetic aluminium • High quality texture finish • Plenty of ventilation • Installed in minutes • Designed specifically for the A500, 500+, A600 & A1200 •

A real space saver! – Over 1,000 satisfied customers

KONTAX COMPUTERS

11a Waldeck House Waldeck Road, Maidenhead SL6 8BR

MasterCard **0628 773212** VISA

Phone lines manned between 8.00am - 9pm (No ansaphone!)

ONE PIECE DUST COVER ALSO AVAILABLE – PLEASE CALL

Mail Order Express Distribution

Pinball Fantasies £15.99

10 Commercial Road, Batley, West Yorkshire, WF17 5HH.
Call us on 0924 422144 or 0924 422057 or 0924 422226
Open 7 days 8.30am - 8.30pm

Access VISA

Shuttle £22.99

3D Construction Kit	£18.95	Heimdall	£14.99	Shuttle	£23.99	Zool	£16.99
AV8B	£22.99	Hook	£13.99	Special Forces	£22.99	Zool A1200	£16.99
Addams Family	£15.50	Humans	£19.99	Street Fighter 2	£17.99		
Adventurers	£16.99	Jaguar XJ220	£12.99	Striker	£16.99		
Alcatraz	£16.99	Kick Off 2	£10.99	Supremacy	£11.99		
Amos Professional	£44.95	Knights of the Sky	£22.99	Tennis Cup 2	£16.99		
Archer Macleans Pool	£18.99	Leisure Suit Larry 5	£23.99	Thunderhawk	£13.99		
B17 Flying Fortress	£22.99	Lemmings Twin Pack	£21.99	Titus the Fox	£16.99		
Battle of Britain	£13.99	Links	£23.99	The Manager	£18.99		
Battle Isle	£16.99	Links Bountiful	£14.99	Utopia	£12.99		
B.C. Kid	£16.99	Links Firestone	£14.99	Utopia Data Disk	£10.99		
Caesar	£19.99	Lotus Turbo Chall 2	£14.99	Vikings	£16.99		
Campaign	£22.99	Lotus Turbo Chall 3	£16.99	Vroom	£16.99		
Captive	£8.99	Lure of the Temptress	£20.99	Vroom Data Disk	£14.99		
Carl Lewis Challenge	£16.99	Microprose Golf	£15.99	Wing Commander	£22.99		
Championship Manager	£13.99	Monkey Island	£16.99	Wizkid	£16.99		
Civilisation	£22.99	Monkey Island 2	£23.99	WWF 2	£16.99		
Conquest of the Longbow	£22.99	Nigel Mansell's Form 1	£16.99				
Cool World	£16.99	Parasol Stars	£13.99				
Crazy Cars 3	£16.99	Pinball Dreams	£16.99				
Cruise for a Corpse	£16.99	Pinball Fantasies	£16.99				
Curse of Enchantia	£22.99	Police Quest 3	£23.99				
Darkseed	Please Phone	Populous 2	£18.99				
Dizzy's Excellent Adv	£15.99	Premier	£20.99				
D Generation	£10.99	Premier Manager	£16.99				
Doodlebug	£16.99	Prince of Persia	£11.99				
Dyna Blaster	£19.99	Pro Tennis Tour 2	£16.99				
Easy Amos	£22.99	Putty	£16.99				
Elite	£15.99	Pushover	£13.99				
Epic	£16.99	Quest & Glory	£18.99				
Espania Games 92	£16.99	Railroad Tycoon	£16.99				
Eye of the Beholder 2	£23.99	Risky Woods	£16.99				
Fate of Atlantis	£23.99	Road Rash	£16.99				
Fireforce	£16.99	Rolling Ronny	£12.99				
F15 Strike Eagle 2	£16.99	Rome A.D.92	£19.99				
Fire & Ice	£16.99	Sabre Team	£16.99				
Formula 1 Grand Prix	£22.99	Sensible Soccer 92/93	£16.99				
Graham Taylor	£16.99	Shadow of the Beast 3	£16.99				

P&P £1 per item UK £4 EUROPE

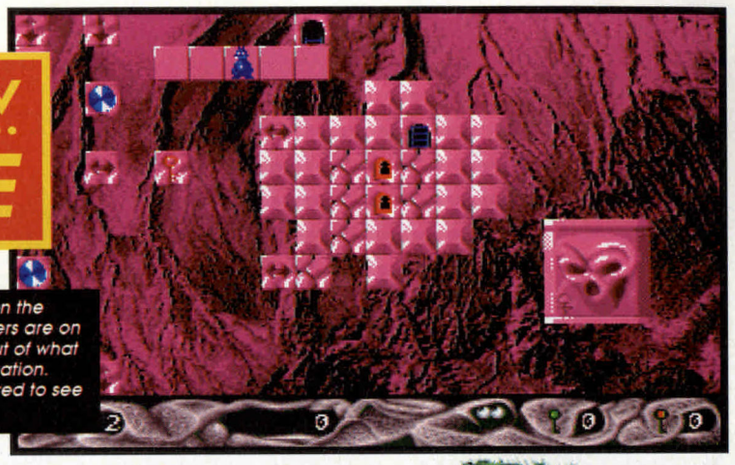
JOYSTICKS

Sigma Ray	£11.99
Top Star	£17.99
Gravis	£25.99
Zip Stick	£10.99
Cruisers	£11.99
Mini Cruisers	£9.99
Megastars	£18.99
Mini Megastars	£14.99

P&P £1.50 per item

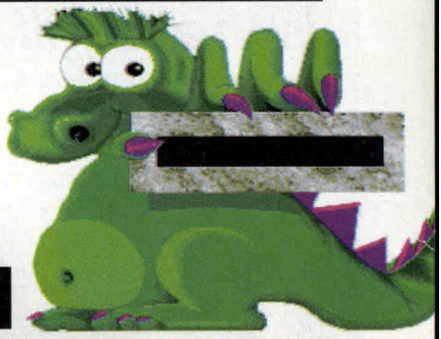
ACCESSORIES		P&P
Power External Drive	£49.99	£3.00
Zydec Zy-Fi Speakers	£36.99	£3.00
Zydec Handy Scanner	£92.99	£3.00
Zydec Virus Protector	£5.99	25p
Alfa Data Trackerball	£22.99	£2.00
Alfa Data Crystal Trackerball	£32.99	£2.00
Alfa Data Megamouse	£11.99	£1.50
14 Inch Monitor Stand	£9.99	£1.50
Mouse Pockets	£1.45	£25p
Mouse Mats	£1.99	25p
Mouse Covers	£1.99	25p
Cleaning Kits	£1.45	25p

This is a title for primitive beasts everywhere...



▶ This looks like it could be on the surface of Mars. The teleporters are on hand here to help you get out of what looks like a slightly sticky situation. Dragon sense is what's required to see you through.

STONE AGE



Apart from *Lemmings* and *Tetris*, there are not really a great deal of classic puzzle games around at the moment. Stone Age is a puzzler very much in the classic tradition which is based around the very simple (and very old) concept of getting from one place to another. Being a puzzle game of course means that this is never as easy as all that, in fact it usually means that it is about as hard as a Swiss cheese that got left out on the sideboard all night!

You have to try and rescue Little Dragon (who has rather foolishly got himself lost) from the labyrinths of the underworld. Each passage leads to a room which must be crossed in order for Little Dragon to progress on his merry way. However, the rooms have somewhat less than conventional flooring, indeed one false move could send our hero hurtling downwards into oblivion!

▼ Back to his old green self, Little Dragon finds himself in a devilish looking room.

Fortunately there is help at hand in the form of moving stones, teleporters and good solid paving stones. The snag is, these stones are a touch fussy about the way in which they move – some only go one way, others along either a horizontal or vertical plane and a few which will move in four directions. They just don't control very easily though as they will just keep going until they hit something. Nothing is ever simple is it?

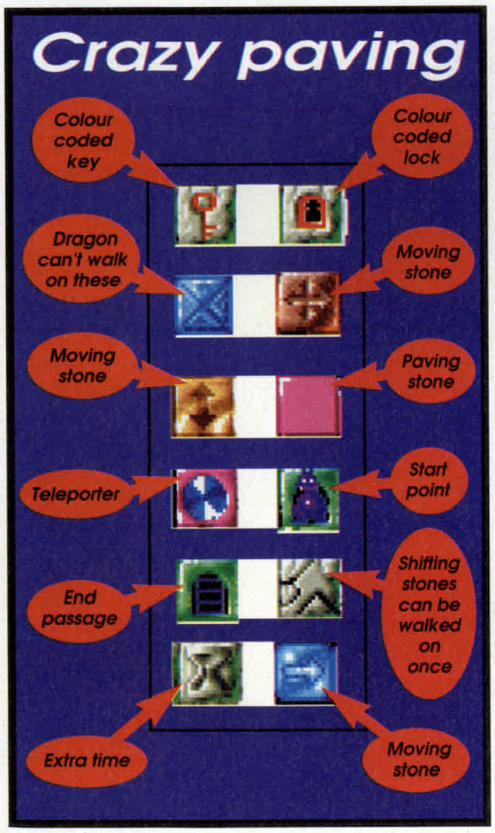
The key's the key

Just to make things tougher, some exits – and even some stones – lie behind locked doors, for which you must obtain the appropriate key. And if this proves too impossible then there is the occasional teleporter to help you out. Whatever the aids and hindrances, there is a time limit on each level (of which there are 100), which can be extended if you can collect the hour-glasses.

The graphics are not too bad, with some very nice backgrounds which come in a choice of colours and patterns. The main foreground and sprites are not amazingly detailed, but they don't need to be. Gameplay and lastability are the be-all and end-all in a puzzle game, and in *Stone Age* these are excellent all round. The sound is similarly adequate without breaking any records, but a choice of eight different tunes is on offer as well as an option to have no sound at all – blissful after a while!

Stone Age is pretty darn addictive once you get stuck into it. Some levels are so tricky that your sanity could snap, and at times the very thought that there are many more levels to come could easily push you over the edge! It starts off very simply to help you get started, but be warned, the worst is yet to come!

Crazy paving



THE LOW-DOWN

PUBLISHER: Grandslam/Eclipse
CONTACT: 081 680 7044
TEAM: Eclipse
PRICE: £25.99

SCORING	
GRAPHICS	81%
SOUND	79%
PLAYABILITY	89%
DIFFICULTY	TRICKY

Stone Age is a reasonably slick puzzler which will have addicts everywhere drooling with anticipation. The whole concept is simple enough yet it is this simplicity that is one of its greatest charms. A little more could have been made out of the Little Dragon character perhaps, but this is a point of little significance. The Dragon is not amazingly well animated but again, in this sort of game, such things are relatively unimportant. It'll go a long way indeed.

REVIEWED BY: Huw

SECOND OPINION

All I found puzzling about this was why people would want to play it. If the Amiga's to survive against the consoles, the games will have to be better than this. A miss for me.

OPINION BY: Nick

OVERALL SCORE

81%

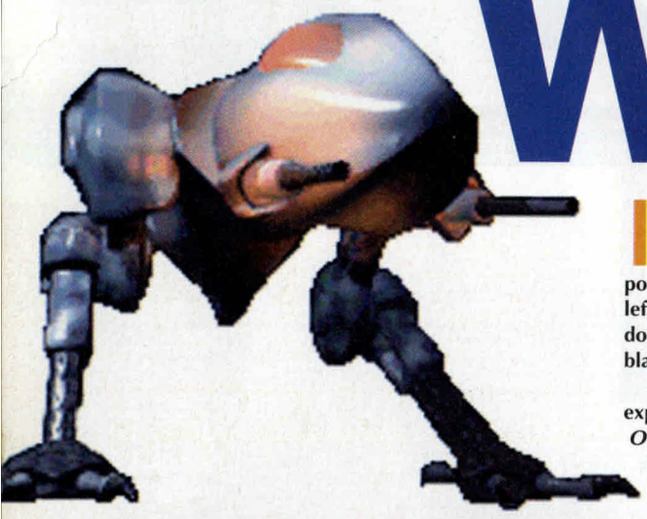
ACTION REVIEW

SHOOT'EM-UP

Break all the rules of a typical shoot'em-up and this, the latest from DMA, is the result...

The man abseiling from the helicopter will latch onto your Walker and lay a mine. Scum!

WALKER



If ever a game deserved to be described as a shoot'em-up in its purest form, then *Walker* is it. Dispose of complex control systems, abolish all power-up structures and rage a path from right to left instead of the traditional left to right. What do you get? Quite simply, a DMA Design blast that almost ranks alongside *Project-X*.

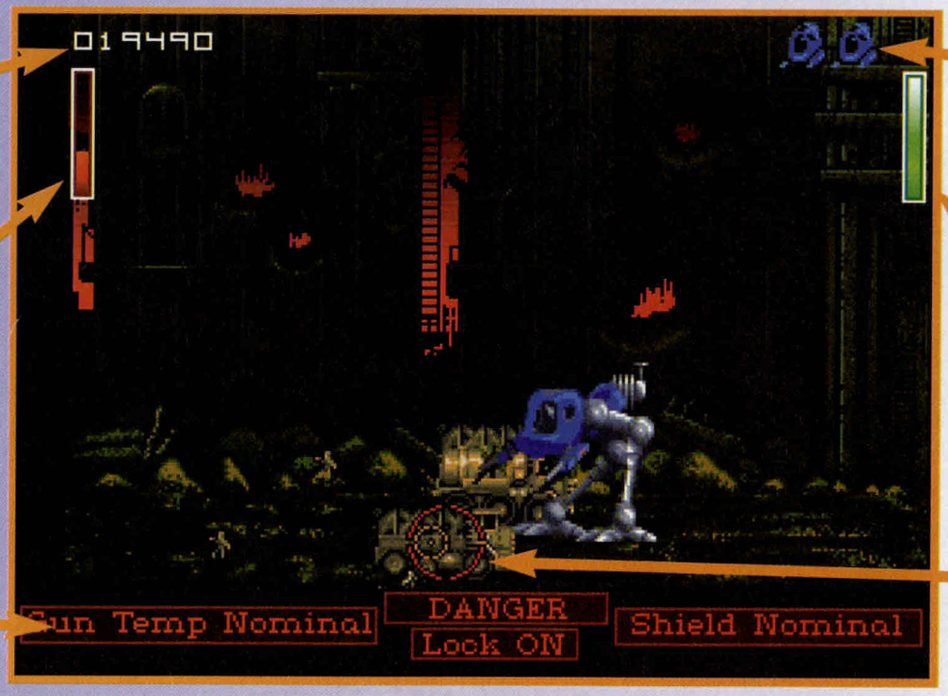
In *Walker*, you control what is best explained as a Scout Walker from *Return Of The Jedi*. However, for the record, the inspiration for the main sprite derived from a certain other DMA game – remember the rather excellent *Blood Money*? Hah, so the penny's dropped at last!

AMIGA ACTION ACCOLADE

Using the keyboard to stride left and retreat right, this allows you to control the mouse with your other hand. In doing this, you are able to move your machine guns' cursor about the screen, unleash a volley of bullets with your left button and lock onto targets by keeping the right button depressed. And that's basically it!

Such a simplistic approach lets you concentrate on the masses of enemies surging toward your

Walker-Talker



Your current, total score during your deadly rampage.

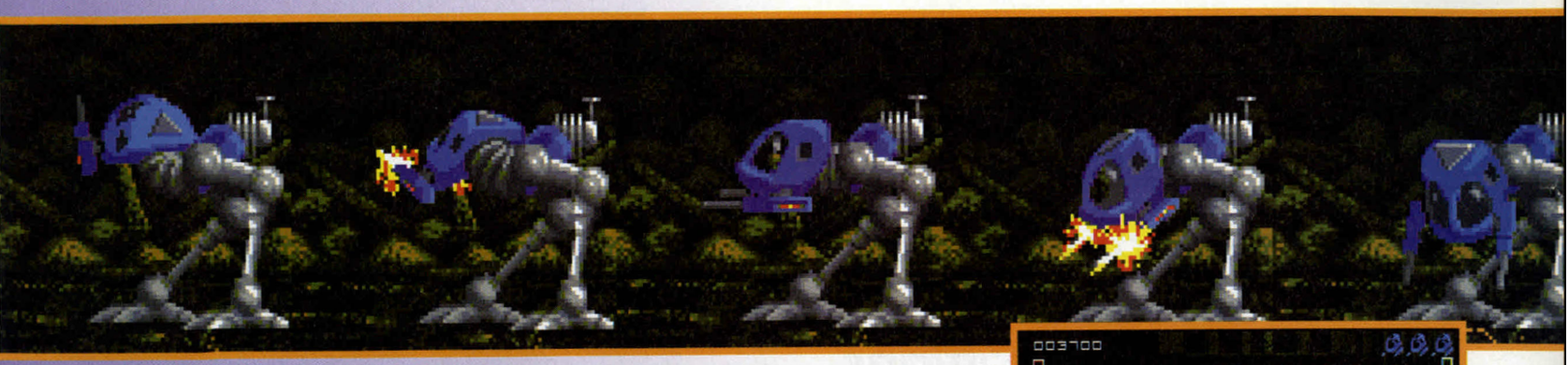
The bar rises as your gun begins to overheat.

The current situation for all areas of gameplay.

The number of Walker heads represents lives remaining.

Each time you are hit, the energy bar decreases dangerously.

A large, red sight appears when you have a lock-on.



unusual but gorgeously animated fighting fiend.

Although seriously outnumbered, your rapid-fire guns can quickly give your fanatical opponents their marching orders. It's when the enemy soldiers are accompanied by tanks, cannons and come with considerable air support that thoughts of oiling those metal legs and making a sharp exit like Bernie Clifton on 18-wheeler roller skates seems like a healthy idea.

All het-up

But no, you're a tough guy. OK, a tough guy shooting a gun that has a tendency to overheat with excessive use, but you're still tough... especially when surrounded by six inches of steel. Even then, you must bear in mind that each time a bullet thumps into your belly, a rocket bangs up your rear end or a bomb drops onto your bonce that your armour plating starts to become severely weakened.

With four worlds of two zones in each to negotiate, you'll need to do a little fancy footwork and precision shooting to survive the lot.

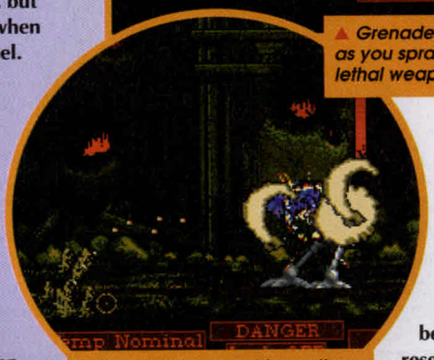
Possessing parallax scrolling and graphically different worlds, there are two other particularly notable features. Firstly, *Walker* contains so many really neat touches such as the helicopter pilots playing rock 'n' roll music – just like being back in good old 'Nam!

There are many more but I can't go on without saying that, secondly, the sound effects will rattle your home so much that the neighbours will be moving to San Andreas or Mount Etna for a bit of peace and quiet. DMA and Psygnosis have realised the importance of sound and perfected it to a standard Team 17 would be proud of.

It all sounds too good to be true, yes? Well, I have two reservations. For one, some people may regard the gameplay as too similar throughout. Sure, it is samey but I feel that's not really an issue for *Walker*. Also, the amount of time it will probably take you to complete *Walker* could be a touch on the short side. Then again, this is the kind of game you will eternally return to even if you have finished it.

In the end, it's far too good, pleasurable and satisfying a game to ignore so now I've said my piece, I have a massacre to take care of. Excuse me...

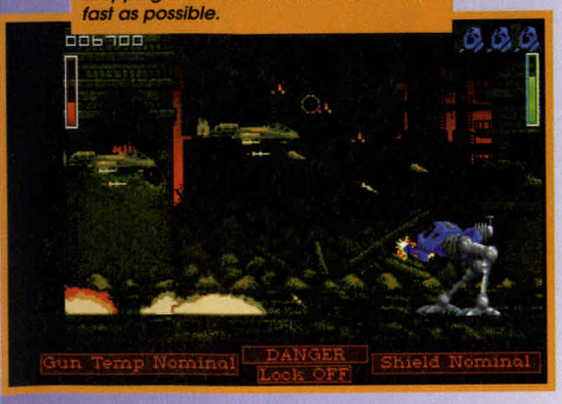
▲ Grenades explode all around you as you spray the ground with your lethal weapon.

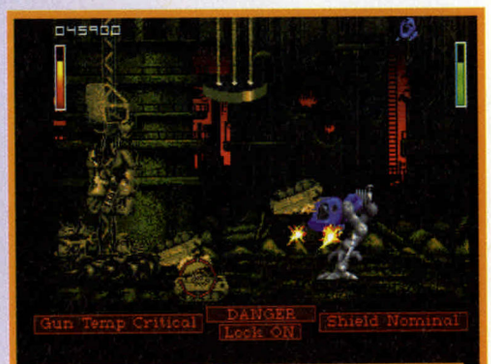


▲ Your Walker crumbles as the enemy launches its barrage of grenades at your already critically damaged machine.

▲ You take out a truck as the artillery fires up and a helicopter screams overhead. They're sure to be next...

▼ The easiest way to destroy bomb-dropping Thunderbolts is to lock-on as fast as possible.





▲ As you set about destroying the end of level crane, you'll find the controller trying to drop wreckage on your head from a great height.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: DMA Design
PRICE: £29.99

SCORING	
GRAPHICS	88%
SOUND	91%
PLAYABILITY	91%
DIFFICULTY	AVERAGE

It's so outrageously violent, *Walker* should prove irresistible to one and all. Delightful, detailed and immensely bloody graphics enjoy the benefit of heart-stopping sound effects. Destined to be a game never to rest far from your disk drive, you'll be psychotically in love with this title from the start – and it also takes a few well aimed shots at the all-time classic, *Project-X*. Let *Walker* stomp into your life and you'll never feel downtrodden again.

REVIEWED BY: Alan

SECOND OPINION

Project-X, you had better watch out! Who needs power-ups and fancy weaponry when a game so simple can be this addictive? Your attention will never wander with *Walker*.

OPINION BY: Nick

OVERALL SCORE

89%

ACTION REVIEW

SHOOT'EM-UP

Don the Wings of Death once more in a shoot'em-up of debauched proportions.

Insects are annoying little beggars at the best of times, but using nuclear weapons on them may be a little excessive.

You may wonder what a gaggle of jellyfish are doing on shore, but if you take time to consider the point you may get wiped out.

LETHAL

Wings Of Death was one of the more under-rated shoot'em-ups of a year or so ago which was no doubt adored by those it struck a particular chord with. It was no surprise then that a sequel should emerge from the swamps of time, coming only in the form of a different software publisher.

Rather than taking the usual form of a space blaster, *Wings Of Death* had an Icarus style hero who used his powers to help him fly out of a most terrible prison related situation. *Lethal Xcess* has discarded this for a more conventional approach in terms of the use of a spacecraft as the 'hero' in the game, whilst retaining the more terrestrial feel to the actual gameplay.

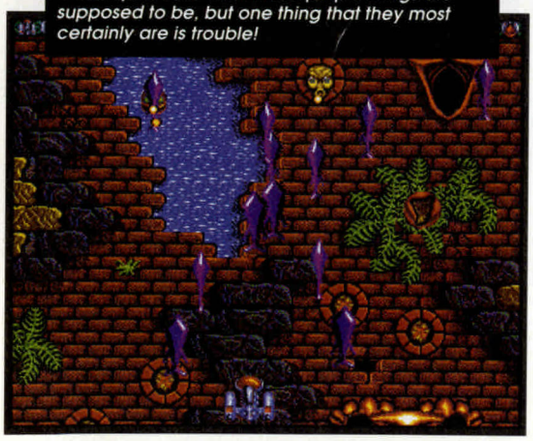
For those unfamiliar with the basic idea behind the original, the plan was essentially to blast the hell out of everything that moved on the vertically scrolling screen. Not exactly a novel concept to say the least but one which worked to really rather excellent effect.

The shoot'em-up is one of the archetypal types of game on any computer system, yet there have been few quality games of the genre to emerge within the last year – *Project- X* and *Apidya* being the notable exceptions. So, the time for a top class blaster is well and truly upon us, and no doubt Grandslam are hoping to exploit the considerable gap in the market.

So how good is *Lethal Xcess*? Obviously the game concept is not new, but what the hey, no-one ever said the shoot'em-up was original (except, perhaps, the inventor of *Space Invaders*). No, originality is not necessary to make *Lethal Xcess* a must buy, so the rest of it all will have to be pretty sturdy in the old quality department.

The graphics are pretty good on the whole. A great menagerie of odd creatures and baddies to contend with do their utmost to destroy you before you destroy them (which seems fair enough really) so you must really be on your mettle if you're to avoid getting fried, frazzled and generally left up the creek without so much as a canoe, let alone a paddle. The backgrounds are also most pleasing to the eye – plenty of variety within the levels without

Not quite sure what these purple things are supposed to be, but one thing that they most certainly are is trouble!



Shields up!

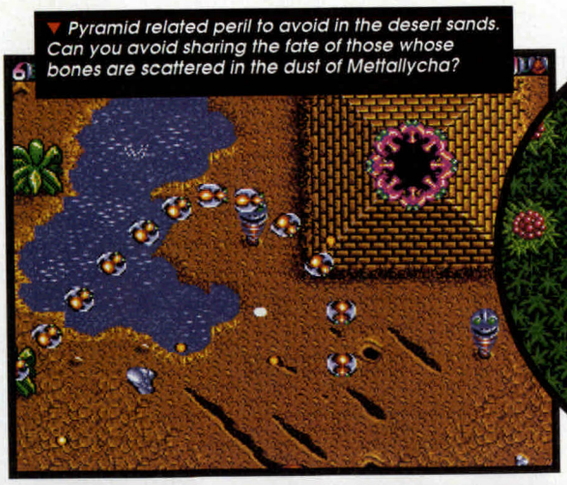
Standard Weapons

1) Blaster
2) Formation fire
3) Drone
4) Laser
5) Laser
6) Triangle

Special Weapons

7) Seeker missles
8) Hunter bomb
9) Smart bomb
10) Autofire

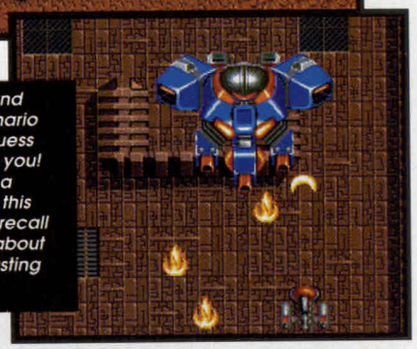
A) Energy boost
B) Power down
C) Continue
D) Extra speed
E) Extra life
F) Extra points



▼ Pyramid related peril to avoid in the desert sands. Can you avoid sharing the fate of those whose bones are scattered in the dust of Mettallycha?

▼ Flying axe blades are the stuff of nightmares (or a day out in Manchester) yet you must bravely confront them without wetting your flying suit.

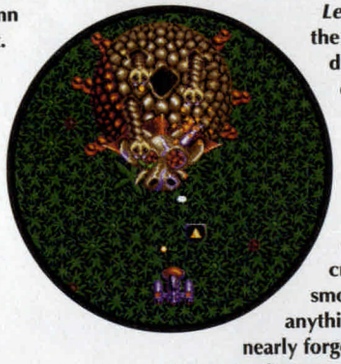
XCESS



▶ A David and Goliath scenario here, and guess which one's you! Not exactly a biblical tale this one, I can't recall any stories about big blue blasting spacecraft.

being so busy that it becomes too damn hard to see what you have to shoot at. You must blast your way out of the Ruins Of Methallycha, through to the treacherous Desert Of No Return from which you must hack your way through The Evil Garden and onto the barren wastes of the Vucanic Plateaus.

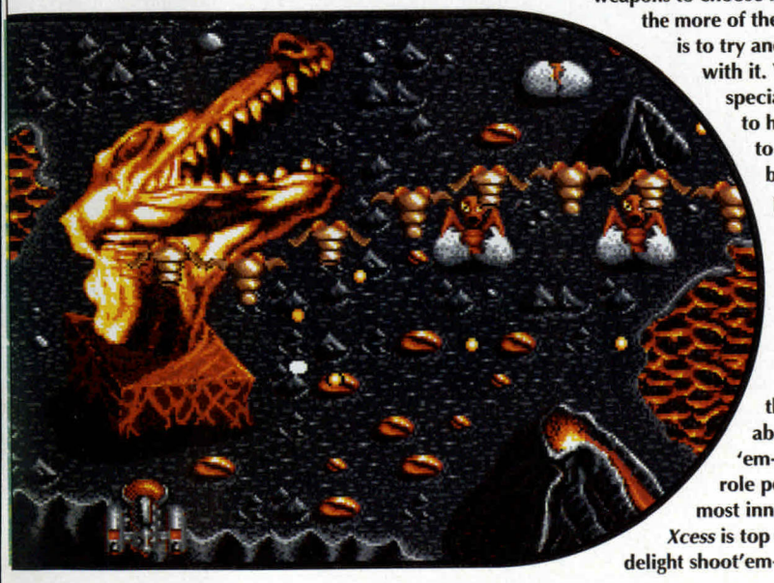
You face the final challenge in the Fortress Of Methallycha where it is always death or glory (and usually the former!).



Xcess sounds

The sound is similarly pretty solid in *Lethal Xcess*, lots of blastly explosion noises backed with some nearly groovy tunes if you so desire.

The power-ups, when you get them, give you digitised speech telling you what you've got, much in the way that you had in *Project-X*. This breaks up the gun noises and dodgy music just enough to ensure that you don't find yourself lunging at your monitor in a fit of rage to get the sound turned off!



Lethal Xcess is very solid indeed in the gameplay department. The difficulty level is variable from easy, via normal, through to lethal which will mean that those who are just too cool to call at the old shoot 'em-up will be catered for as well as those who couldn't blast their way out of a very thin paper bag. The little craft moves around nice and smoothly, no sprite flicker or anything nasty like that. Oh yes, I nearly forgot to mention that *Lethal Xcess* has a simultaneous two player option. This adds a great deal to an otherwise hackneyed formula, so get your mates around! The whole thing is really good fun to play all round and should be on most people's play-list for some time to come.

Lethal Xcess has all the features that you could want and expect to see in a good shoot'em-up – lots of enemies to kill, end of level guardians to defeat (five in all) and useful power-ups to be collected.

There are no less than six different standard weapons to choose from, which beef themselves up the more of them you collect. A good strategy is to try and pick one weapon and stick with it. You also find the occasional special weapon such as a smartbomb to help get you out of trouble, not to mention all the usual energy boosts etc. that you find in practically every game these days. A word of warning though, beware of the power-downs! There are lots of them and they can be a real pain in the rectal area if you collect them at a critical time.

Lethal Xcess is coming onto the market when the time is absolutely right for a good shoot 'em-up, and it does indeed fit that role perfectly well. It may not be the most innovative game of '93 but *Lethal Xcess* is top entertainment all round and will delight shoot'em-up fans everywhere!

THE LOW-DOWN

PUBLISHER: Grandslam/Eclipse
CONTACT: 081 680 7044
TEAM: Eclipse
PRICE: £25.99

SCORING	
GRAPHICS	86%
SOUND	85%
PLAYABILITY	84%
DIFFICULTY	VARIABLE

Lethal Xcess is a classic baddie blaster that continues where *Wings Of Death* finished off. It is sound in all departments without being absolutely exceptional in any one area. It will doubtless last a fair old while in the interest standings with its varied skill levels and two player mode. This is not one to convince shoot'em-up haters that they are missing out on something, but others will find this is not just up your street but parked firmly in your driveway!

REVIEWED BY: Huw

SECOND OPINION

I was a fan of *Wings of Death*, so I'm pleased to see that Eclipse have followed that with this excellent sequel. Still, there's a fair distance to travel to take *Project-X* out.

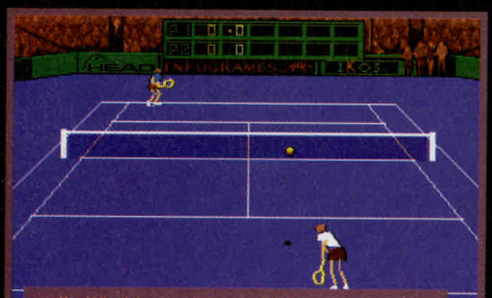
OPINION BY: Alan

OVERALL SCORE

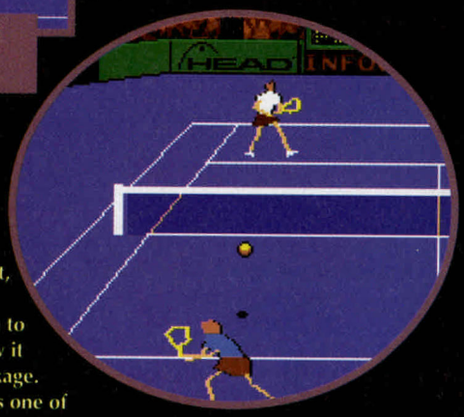
84%

ACTION SPORT

Get right to the heart of the action with these four top sports simulations. Things go downhill from now on...



▲ It's Wimbledon time again, and that can only mean one thing – some ugly British player is going to get thrashed.



ADVANTAGE TENNIS

This game is very popular at the moment, appearing on two compilations in as many months. It was a worthy addition to Empire's *Sports Masters* compilation and now it makes another guest appearance on this package.

Originally published by Infogrames this is one of the better examples of a computer tennis simulations. Although it many not be much to look at, the game is good fun to play, mainly because of the wide and varied range of shots which are available to your player, which add a great deal of realism to the gameplay.

The programmers have obviously sacrificed aesthetically pleasing graphics in order to incorporate realistic animation in the characters, which is a good move in a way because we all know that the novelty value of good graphics soon wears off.

All in all, this is one of the better tennis simulations around and is one which any Agassi fan would be proud to have in their collection.

▲ Can you prove that you're not a basket case? This game aims to find out. Well, I ain't telling!

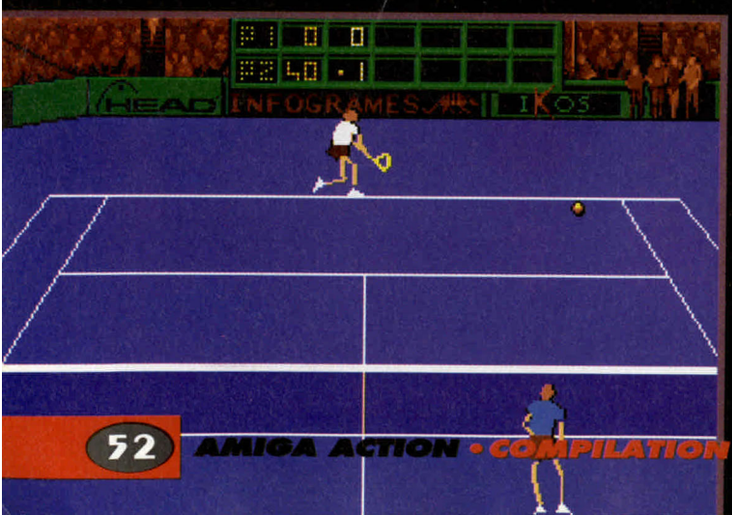
KILLERBALL

Set in the future, *Killerball* is quite simply one of the most blatant film rip-offs of all time. Obviously it proved impossible to acquire the license for the film *Rollerball*, but Microids were not put off by this, oh no, they thought furiously and went ahead and made a game about it anyway, simply calling it *Killerball*.

I for one am glad that they did, as this proves to be a very entertaining little game. Basically you must skate around the arena trying to get your hands on a little metal ball, by whatever means possible, with the express aim of scoring a goal by slamming the ball into a little hole.

This game is violent, and proud of it! To get the ball you must smash into the other players.

Who cares if they get hurt, in fact, the more injured they become, the better. The game is great fun to play and is well worth, even if it is only for the novelty value.



▶ Ugly players and a game set on a classic not really very good film. A combination made in hell.

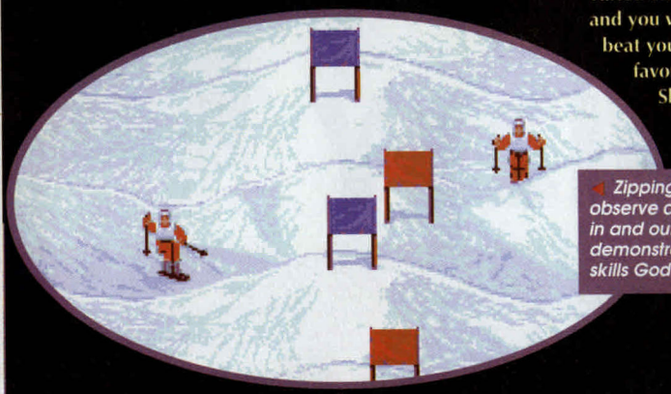
SUPERSKI 2

The best game on the compilation without a shadow of a doubt. Play this game once and it is almost guaranteed that you will still be at it months from now. You might not consider skiing to be the ideal subject for a computer game, but believe me, in this case it works exceptionally well.

The format is very similar to the now classic *Epyx* 8-bit games. You are given a choice of either practising one of the events, competing in one, or taking part in a winter Olympic scenario.

The events are Downhill Skiing, Slalom, Giant Slalom, Ski Jumping, Bobsleigh and the slightly more obscure Hot Dog Aerials.

In the Olympic scenario you must compete in each of the events and try to come out on top. Each of the sub-games are varied enough to keep boredom away, and you will spends weeks trying to beat your fastest times on what is my favourite event, the Downhill Skiing. It's cheaper than the Alps, anyway!



Zipping and zooming, observe as I expertly slip in and out of these flags, demonstrating the rare skills God gave me.

Here I am, charging down this slope like a snowball down the side of a hot kettle. It is clear that this game was meant for me... (Enough ego! – Ed.)

GRAND PRIX 500 II

There's a furious bit of jockeying for position going on here, which is strange when you consider this game has nothing to do with horse racing at all.

OK, I admit it, I've never heard of *Grand Prix 500 II* before. Come to think of it, I've never heard of *Grand Prix 500 I* either! Even though I am not a big fan of motorbike racing games I entered into this one with an open mind. Unfortunately, it is not an earth-shatteringly exciting game to say the least.

Right from the start, when the standard heavy metal intro begins, through to the extremely boring championship season, the whole game is tedious. So much so that it is quite an effort to get up the enthusiasm to drag yourself around any of the tracks more than a couple of times.

Thankfully, this is the only really dire example on the whole compilation and should not be taken into consideration when deciding whether to purchase this product or not.

Oops, there I go. So much for all that advanced off-the-road training I did round at my grandma's house last weekend.

Hmmm... the nice thing aout sports compilations is now that I'm hot and sweaty, I can go for a quick ski.

THE LOW-DOWN

PUBLISHER: Microids
CONTACT: 071 328 2762
TEAM: Various
PRICE: £29.99

SCORING	
ADVANTAGE TENNIS	80%
GRAND PRIX 500 II	62%
KILLERBALL	78%
SUPERSKI 2	85%

Compilations come and go, some are better than others, and this is by no means the best one around. Having said that, it isn't the worst either – take *The Grandslam Collection* for example. Although the majority of the titles featured here are good one, it is a shame that the package is let down by the inferior *Grand Prix 500 II* – otherwise this could have been excellent value for money. On the whole, sports games don't have the sort of quality Amiga owners have come to expect from their machine, so there is a limit to the number of good titles that can be stuck in a compilation package. Still, three good games for the price of one is not to be sneezed at these days, and you certainly won't catch a cold from *Superski 2*. Worth a look if you're into this sort of thing.

REVIEWED BY: Steve

OVERALL SCORE

81%

Codemasters' king of the budget charts eggs his way into the big time.

CRYSTAL KINGDOM DIZZY

▼ Dizzy gets a lift from the elevator. It's time for DIY with Denzil, although let's hope he's a bit handier than his Welsh namesake!

▲ Bat's the way to do it! The crystals are the things to collect and much peril is there to put you off. Take heart from the heart (!)

Dizzy, for the few who've yet to make his acquaintance, is a cute little egg-like fellow who is the Prince of the Yolk Folk. His various adventures have graced the budget charts for ages, but Codemasters have decided to put the little fella in a big full price game. Is this going to be the *Dizzy* game to end all *Dizzy* games or is it not even worth falling off a wall for?

▼ Grand Dizzy is a bit off-colour after hitting his head. Can our eggy hero bring him around?

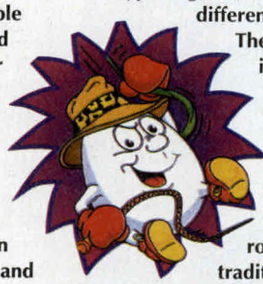
As the most of you will know already, Dizzy generally ends up in some forest-related debacle, and *Crystal Kingdom* is no exception. It would seem that the valuable treasures of the Yolk Folk have been pilfered from the sacred Temple of Zeffar, the major bummer being that unless they are recovered somewhat sharpishly, the Dizzy world will be shadowed in darkness forever more. So guess who's been landed with the job of saving the universe (again)?

▼ Dizzy take to levitation in his bid to save the village from eternal darkness!. Not sure about the cake of soap in the cloud though...

The big difference between this full price title and its budget price predecessors is the size of the game – the other Dizzys have only had one world to strut their stuff in but *Crystal Kingdom* has four different and varied ones. Within each world there are puzzles to solve and tasks to perform. The first level, for example, requires Dizzy to start the village's generator up again.

▼ Oh what a sad woman! Dizzy shows his disdain for console players by butting the monitor.

Unfortunately for those expecting a whole new type of game, *Crystal Kingdom* is not perceptively different to the others to any great extent. The phrase "been there, seen it, done it" springs to mind.



That said, there is nothing in that to deter those who have yet to sample our eggy friend. The graphics are quite nice, although not stunning, and are pleasing to the eye. There are tons of levels to romp over in the finest of platforming tradition, and the gameplay is very good.

Dizzy is very easy to control and does a cute egg-flip as he jumps. In fact the gameplay is perhaps a little too easy, but probably is ideal for younger players.

The sound is again OK but not exactly stunning. There is a constant little tune throughout the game which will drive Art Editors absolutely nuts within minutes, although you can opt for simple sound effects if you prefer, for the sake of your sanity!

All in all *Crystal Kingdom Dizzy* is an adequate, yet not overly brilliant platform adventure. At budget price, most *Dizzy* titles are a bit of a steal, but at a shade under £20 I feel that *Dizzy* is a little out of place at full price. There will be those that disagree, but they can just go and buy the game can't they?

THE LOW-DOWN

PUBLISHER: Codemasters
CONTACT: 0926 814132
TEAM: Synergy
PRICE: £19.99

SCORING	
GRAPHICS	75%
SOUND	74%
PLAYABILITY	83%
DIFFICULTY	EASY

Crystal Kingdom Dizzy is probably the best *Dizzy* game to date but does too little to cut its teeth in the full price market, even though it is at the cheaper end of the scale. That said, it is a good fun game in the classic platform tradition which will no doubt delight existing *Dizzy* fans no end. Whether it is good enough to woo those so far immune to *Dizzy*'s charms is open to question and I will be interested to see how the new game fares.

REVIEWED BY: Huw

SECOND OPINION

This is a good enough game for kids of all ages, but it's a little too simple for my liking. Still, I can see why Huw enjoyed it! I wouldn't rush to the shops to buy it myself.

OPINION BY: Nick

OVERALL SCORE

72%

CALL FOR 35% OFF ANY TITLES!

ONLY THE BEST COMPUTER SOFTWARE

CALL FOR 35% OFF ANY TITLES!

HIGHLY RECOMMENDED

AH37 THUNDERHAWK	£19.99
AIR LAND & SEA	£21.99
B.A.T.	£16.49
BATTLE COMMAND	£15.99
BATTLE ISLE	£18.99
CARL LEWIS CHALLENGE	£15.99
CHAMPIONSHIP MANAGER	£16.49
CHUCK ROCK	£16.99
CIVILISATION	£21.99
CRAZY CARS 3	£15.99
DUNE	£19.99
DYNA BLASTER	£19.99
ESPANIA GAMES	£18.99
EYE OF THE BEHOLDER 2	£22.99
F 15 STRIKE EAGLE 2	£21.99
F 19 STEALTH FIGHTER	£18.99
FIRE & ICE	£15.99
FORMULA 1 GRAN PRIX	£21.99
G.TAYLORS SOCCER CHALL	£16.99
JW WHIRLWIND SNOOKER	£18.99
J.MADDEN AMERICAN FOOTBALL	£15.99
KICK OFF 2	£12.99
LASER SQUAD	£12.99
LINKS	£23.99
LURE OF THE TEMPTRESS	£19.99
MEGALOMANIA & FIRST SAMURAI	£20.99
MIGHT & MAGIC 3	£25.99
PGA TOUR GOLF	£18.99
POPULOUS 2	£21.99
RAILROAD TYCOON	£21.99
ROBOCOD	£15.99
SECRET OF MONKEY ISLAND	£16.99
SECRET OF MONKEY ISLAND 2	£23.99
SPACE CRUSADE	£15.99
WIZ KID	£15.99

NEW TITLES

3D CONSTRUCTION SET 1 OR 2	£31.99
AV88 HARRIER	£21.99
AIR SUPPORT	£15.99
ALIEN 3	£16.99
AMBERSTAR	£18.49
ARCHER MACLEANS POOL	£16.99
A TRAIN	£22.99
B.C. KID	£16.99
BILLS TOMATO GAME	£18.49
BUG BOMBER	£15.99
BUNNY BRICKS	£15.99
CAESAR	£18.99
CAMPAIGN	£21.99
CHUCK ROCK 2	£16.99
COHORT 2	CALL
COMBAT AIR PATROL	£18.99
COOL WORLD	£15.99
CURSE OF ENCHANTIA	£22.99
CXTRON	£18.49
DALEK ATTACK	£11.99
DARK QUEEN OF KRYNN	£20.99
DARK SEED	£26.99
DOODLEBUG	£15.99
DRAGONS LAIR 3	£21.99
EURO SOCCER	£16.99
EXODUS	£19.99
FASINATION	£18.99
FREED C	£18.49
GOBLINS 2	£19.49
GUNSHIP 2000	£21.99
HERO QUEST TWIN PACK	£19.99
HISTORYLINE 1914 - 18	**£21.99**
HUMANS	£18.99
INDIAND JONES - FATE OF ATLANTIS (ARC)	£15.99
INDIANA JONES - FATE OF ATLANTIS (ADV)	£23.99
JOE & MAC	£16.49
KGB	£18.99
KRUSTY'S SUPER FUNHOUSE	£16.99
LEGENDS OF KYRANDIA	£22.99
LEGENDS OF VALOUR	£23.99
LEMMINGS 2	CALL
LETHAL WEAPON	£15.99
LOTUS 3 FINAL CHALLENGE	£16.99
NICK FALDO'S GOLF	£21.99
NICKY BOOM	CALL
NIGEL MANSELL	£18.99
NO GREATER GLORY	£23.99
NO SECOND PRIZE	£16.99
NODDY'S PLAYTIME	£16.99
PALADIN 2	£18.99
PERFECT GENERAL	£22.99
PERFECT GENERAL ADD ON	£12.99
PGA TOUR +	£19.49
PINBALL FANTASIES	£18.99
PIRACEY	£19.49
POPULOUS - THE CHALLENGE GAMES	£9.99
PREMIER MANAGER	£15.99
PREMIER	£15.99
PUTTY	£16.99
RAMPART	£15.99
REACH FOR THE SKIES	£19.49
ROAD RASH	£15.99
ROME AD92	£19.49
SABRE TEAM	£15.99
SCRABBLE DELUXE	£20.99
SECOND SAMURAI	CALL
SENSIBLE SOCCER 93	£15.99
SHADOWLANDS	£18.49
SHADOW WORLDS	£15.99
SHADOW OF THE BEAST 3	£18.99
SHUTTLE	£21.99
SIM EARTH	£25.99
STRRET FIGHTER 2	£17.99
TEARAWAY THOMAS	£15.99
TINY SNEEKS	£15.49
TRADERS	£15.99
TREASURES OF SAVAGE FRONTIER	£20.99
TRODDLERS	£15.99
TROLLS	£16.99
ULTIMA 5	£19.99
UNIVERSAL MONSTERS	£16.99
WWF WRESTLEMANIA 2	£15.99
WEEN	£18.49
WING COMMANDER	£21.99
ZOOL	£15.99
ZYCONIX	£16.49

SERIOUS SOFTWARE

D PAINT IV	CALL
MINI OFFICE	£39.99

COMPILATIONS

AIR LAND AND SEA (F18 INTERCEPTOR/688 ATTACK SUB/INDY 500)	£22.99
AIR SEA SUPREMACY (SILENT SERVICE/GUNSHIP/CARRIER COMMAND/WINGS/P47 THUNDERBOLT)	£19.99
AWARD WINNERS (POPULOUS/KICK OFF 2/PIPEMANIA/SPACE ACE/)	£16.99
COMBAT CLASSICS (TEAM YANKEE/688 ATTACK SUB/F15 STRIKE EAGLE)	£19.99
FANTASTIC WORLDS (REALMS/PIRATES/WONDERLAND/POPULOUS/MEGALOMANIA)	£23.99
FOOTBALL CRAZY (PLAYER MANAGER/KICK OFF 2/FINAL WHISTLE)	£16.99
GREATEST HITS (JIMMY WHITES SNOOKER/DUNE/LURE OF THE TEMPTRESS)	£21.99
HEAD TO HEAD (MIG 29 SUPER FULCRUM/F19 STEALTH FIGHTER)	£23.99
POWER PACK 2 (IT CAME FROM THE DESERT/BATTLEMASTER/WINGS/PREDATOR 2)	£19.99
QUEST AND GLORY (CADAVER/MIDWINTER/BLOODWYCH/BAT)	£19.99
QUEST FOR ADVENTURE (OPERATION STEALTH/INDY JONES THE ADVENTURE/MEAN STREETS)	£22.99
SPORTS MASTER (EUROPEAN CHAMP/PGA TOUR GOLF/INDY 500/ADVANTAGE TENNIS)	£19.99
STRATEGY MASTERS (POPULOUS/SPIRIT OF EXCALIBER/CHESS PLAYER 2150/HUNTER/DEUTROS)	£21.99
THE BITMAP BROTHERS VOL 1 (XENON/CADAVER/SPEEDBALL 2)	£16.99
TOP LEAGUE (SPEEDBALL 2/RICK DANGEROUS/FALCON/MIDWINTER/TV SPORTS FOOTBALL)	£18.99

Access

TEL: 0272 401315 / 401316

VISA

MON - FRI 9.30 am - 7.00pm SAT 10 am - 1 pm SUN TIMES VARY. ANSWERPHONE AT ALL OTHER TIMES.

O.T.B. COMPUTER SOFTWARE. 7 CLEEVEWOOD RD, DOWNEND, BRISTOL BS16 2SF. All prices include VAT. UK postage add £1.00. PRICES SUBJECT TO CHANGE. Access & Visa accepted. Allow 7 days for cheques.

UNIVERSAL COMPUTER STACKING SYSTEMS

Designed to fit Atari Acorn & Amiga Home Computers

A real space saver, space to store floppy disks or second drive

Quality Semi-Gloss Finish

Colour Co-ordinated is also available

British Manufactured

So why not give us a ring and place your order now!

We also specialise in manufactured systems to meet your own personal requirements

UCS SYSTEMS

10 Saville Road, Westwood Industrial Estate, Peterborough PE3 7PR.

Tel: (0733) 330263

Fax: (0733) 332838 (office hours only)

Cheques or postal order: Made payable to:

UCS SYSTEMS

PRICE: £29.95 + P&P

Allow 14 days for delivery

THE GREATEST

Most compilations consist of one good game, possibly even two, and then are filled up with distinctly average titles. Can Beau Jolly change that impression with this collection?

DUNE

The first title under scrutiny is *Dune*. This is the weakest of the three games of the compilation, but even this was worthy of 87% when it was initially reviewed. Based on the novel by Frank Herbert, this is basically an adventure game with a hefty chunk of strategy thrown in for good measure.

For those who have not seen the film or read the book, you are transported to Arrakis, third planet of Canopus, more commonly known as *Dune*, hence the title. The story is too complex to go into here but basically the otherwise barren *Dune* is the only place capable of producing one of the most precious substances in the universe, namely Melange, or Spice.

You must build up a network of mining colonies and prospectors, all in order to try to make the spice production more efficient and increase the output.

Dune is a very strange game that you will really have to play before you can have a true understanding of what it is actually about, but once you do, you will find it difficult to stop playing until you have succeeded.

▼ As well as being a sort of graphic adventure game, Dune has a large strategy element chucked in for good measure.

◀ Dune, from French software developers Cryo, is packed full of strange characters. You can't blame them for that though, the book and film were the same!

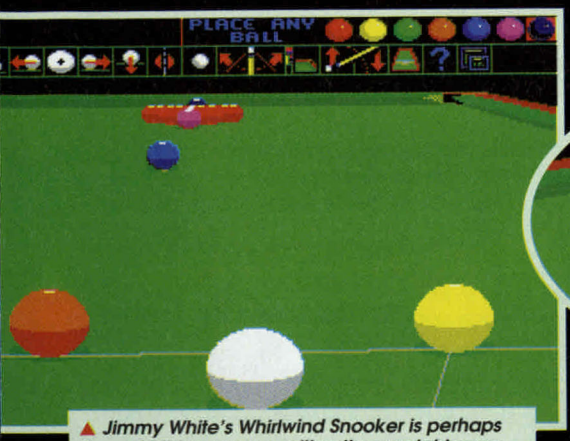
◀ The aim of the game in Dune is to increase spice production, and therefore bring prosperity to the barren Dune planet.

LURE OF THE TEMPTRESS

This was the first release to feature Revolution Software's Virtual Theatre adventure gaming system and was released to a flood of critical acclaim. Having never played this one before I am glad to say that in my opinion it is as good as was said originally and is still one of the best graphic adventure games around on the Amiga today.

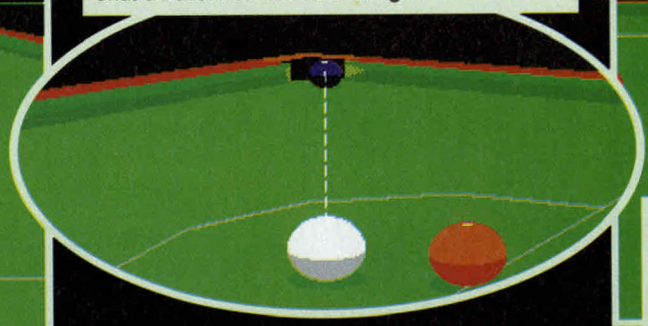
The game interface looks remarkably similar to the one that was favoured by Delphine at the time, in games such as *Operation Stealth* but as you become more and more involved in the game it becomes apparent just how much thought and effort has gone into its design.

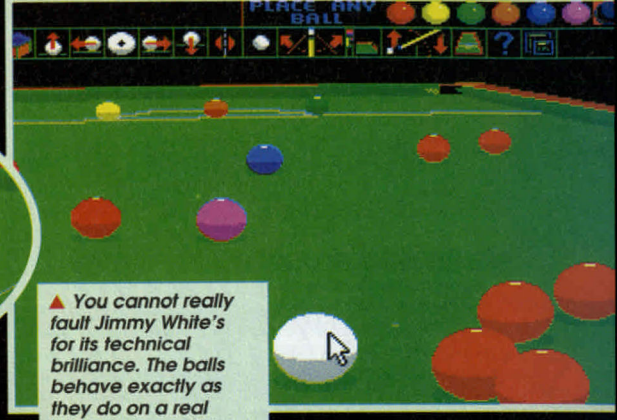
You take on the role of Diermot, who is out for revenge on the evil Temptress, master of the Skorl race. The game is



▲ Jimmy White's Whirlwind Snooker is perhaps the only thing more exciting than watching an episode of Big Break!

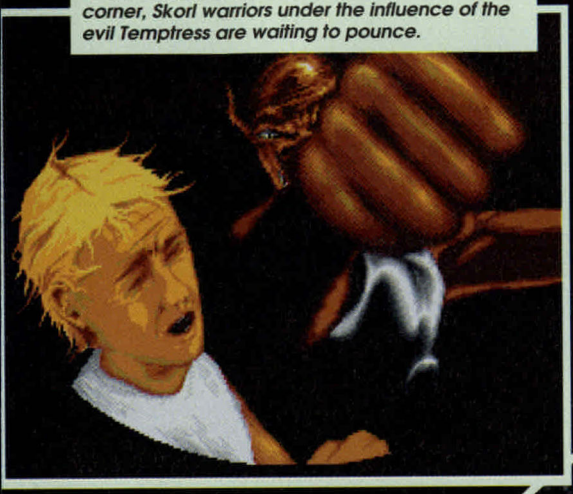
▼ Sink this black to win the frame. The only thing missing from this brilliant game is a soundtrack especially written by that lovable cockney duo, Chas & Dave. Now there's a thought!





▲ You cannot really fault Jimmy White's for its technical brilliance. The balls behave exactly as they do on a real table (apparently).

▼ Life in Turnvale will not be easy. Around every corner, Skorl warriors under the influence of the evil Temptress are waiting to pounce.



JIMMY WHITE'S WHIRLWIND SNOOKER

In its original review over a year and a half ago, this was proclaimed to be, "Quite simply, the ultimate in computer simulations." Well it must be said that very little has changed in that time. In fact, the only simulation that has come close to equalling it is *Archer Maclean's Pool* but that is not really fair as it is exactly the same game with different rules.

Anyway, there is no way a computer simulation of that most dreary of sports could ever become any better. I'm not what you could call the world's biggest fan of snooker so perhaps I am not the best person to judge this game on its realism, but I would hazard a guess and say it's pretty darned close!

Everything you could ever wish to do on a snooker table (well, not quite everything!) you can do in this game. Every shot, every angle, every aspect of snooker has been accurately recreated, to form one of the most technically accurate games of all time.

To say that this game was exciting would be a complete lie, and as as far as I'm concerned that is one thing snooker could never be, but if you go in for that sort of thing this is just about perfect!

▼ If you are to stand a chance of success in Turnvale you must first somehow escape from your incarceration in a Skorl prison.

entirely mouse driven and even though most of the commands are sentence based, you will never have to touch the keyboard.

The main plus point for *Lure* is that the game system creates such atmosphere. At times it is actually possible to forget that the characters are not actually real, as each of them has their own little lives and will go about them regardless of what you do.

This game can be regarded as a true classic, and despite some very stiff competition, it is still one of the best graphic adventures on the Amiga.

THE LOW-DOWN

PUBLISHER: Beau Jolly
CONTACT: 0737 22003
TEAM: Various
PRICE: £29.99

SCORING	
DUNE	82%
LURE OF THE TEMPTRESS	90%
JIMMY WHITE'S	90%

This compilation tells you right from the beginning what it intends to be, and succeeds resoundingly! I cannot think of a better title than *The Greatest*, because quite simply, that is just about what it is. In *Dune*, you have one of the best strategy games ever released, based on a game ripe for such exploitation. *Lure of the Temptress* still keeps its head held high even a couple of years after its release, and as for *Jimmy White's Whirlwind Snooker*, well, this game revolutionised sports simulations and remains the benchmark for similar sorts of title. So what you have is a collection of three absolutely storming titles, all of which most people would still have no hesitation in purchasing at full price. We may have said this recently, but if you only ever buy one compilation as long as you live it really should be this one!

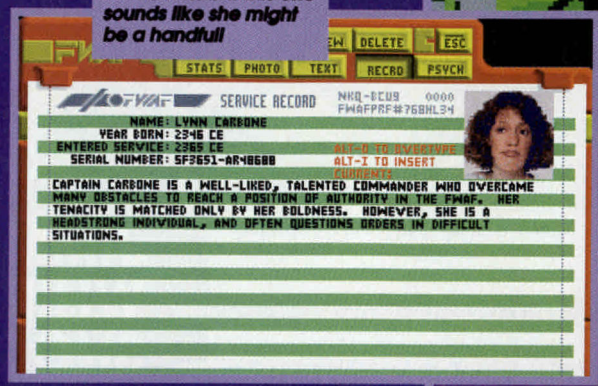
REVIEWED BY: Steve

OVERALL SCORE

88%

RULES OF ENGA

Time to ditch that dungeon, abandon the damsel in distress and get into outer space in this new role-player from Impressions.



▼ Check out your character's biography before you select them for the mission. This one sounds like she might be a handful!

Rules of Engagement is one of the all-time, top selling titles in the strategy genre. The designers, Omnitrend, are smart cookies indeed, and much revered in the field of strategy. *Rules of Engagement 2* is a real-time strategy space combat and fleet management game and when Omnitrend say "real-time" they mean it, as this vast program will keep you occupied for years!

Job Vacancy!!! Supreme Commander of vast fleet of Starships. Experience not essential, but must be self-motivated and have clean space-shuttle driving license – good salary, loads of perks and pension. This is a far-reaching strategy with numerous facets which range from commanding a truly colossal fleet of starships, to engaging alien enemy ships in campaigns composed of multiple combat missions.

The game combines both a mission and a campaign builder which enables the player to design and construct ships and, quite curiously, the senior officers who are in control of them. This facility which specifies their physical and mental capabilities, also extends to the officers in charge of the numerous enemy alien forces. Add a solar system design feature as the final ingredient and simmer for 10 millenia until golden brown.

Seasoned strategists will be as familiar with the term "tree structure" campaigns as the fluff in their anorak pockets. But *Rules 2* not ony boasts this state-of-the-art system, it also allows them to edit and create campaigns with a highly complex campaign management tool.

Another ground-breaking feature of the campaign-builder is the facility to integrate your own graphics and animation files into the campaigns, an example being animated victory or failure sequences.

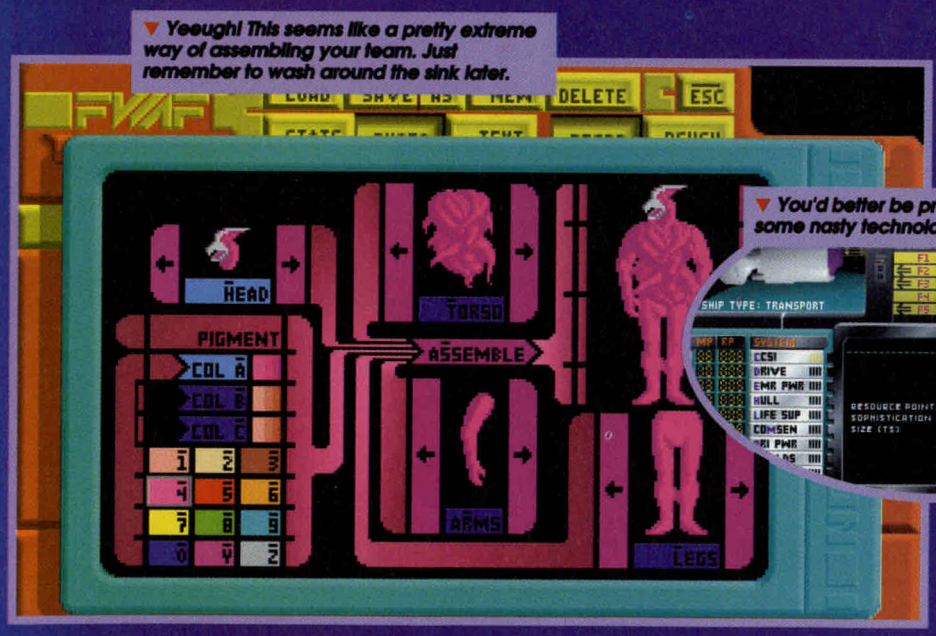
The game is traditional role-playing with you controlling a character who is the fleet Commander based on the fleet Flagship. From here the entire fleet is controlled and the Commander can create, control and maintain any number of senior officers within the fleet at one particular time.

Indeed, a major aspect of the strategy element is communication with the captains of the other ships in the fleet and the program features 18 "personality traits" which can be adjusted to create a seemingly limitless variety of characters, making life really interesting. Senior personnel are represented by digitized shots for extra effect.

What a doss

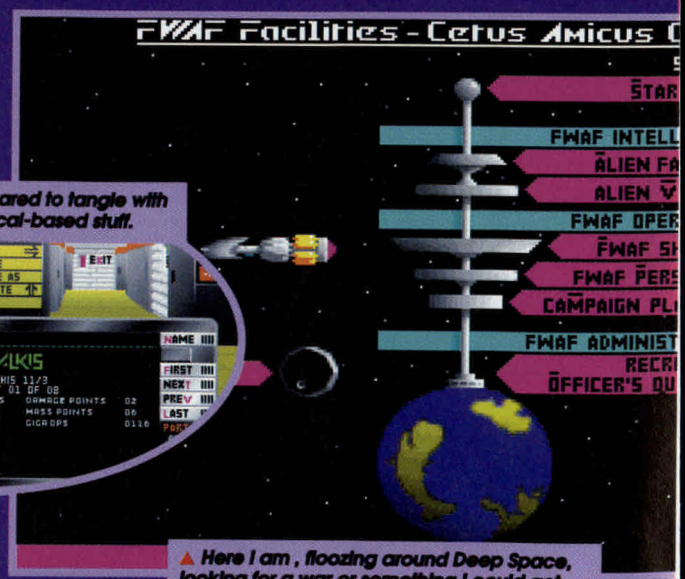
These 18 personality traits are also relevant to the alien enemy races with the addition of a dossier and definition of their physical form which enables the player to define the appearance of each alien commander, courtesy of an array of graphic segments and flesh tones.

The game features many pre-designed and



▼ Yeeugh! This seems like a pretty extreme way of assembling your team. Just remember to wash around the sink later.

▼ You'd better be prepared to tangle with some nasty technological-based stuff.



▲ Here I am, floozing around Deep Space, looking for a war or something I could get into. Maybe some other day, eh?

▲ As you can see, there's precious little happening at the moment in the intelligence field. Sack your spies, that's what I say!

Deep space ▶ sucks, eh? Well, you did volunteer for this trip you know, or are you just showig me some character?

▲ You can see tactical information about the state of play here, including shield damage, repairs needed and elapsed time. But will you be quick enough to make the repairs you need? There's only one way to find out!

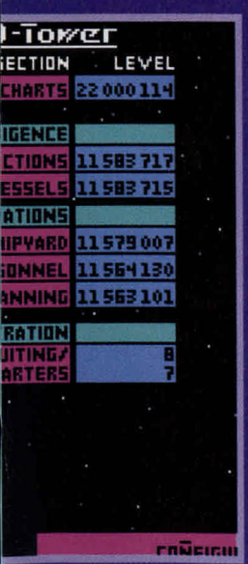
constructed vessels, but there is a ship design suite with the capacity to create new starships. You can specify the class of vessel and type of on-board components, and this sequel actually builds on its predecessor, which makes for a vast variety of ship specifications and new systems that can be added to each ship.

Incidentally, you can design alien vessels in the same way and mix and match vessels from different fleets 'til your heart's content – you can bet that everybody will want to come to tea if you get this.

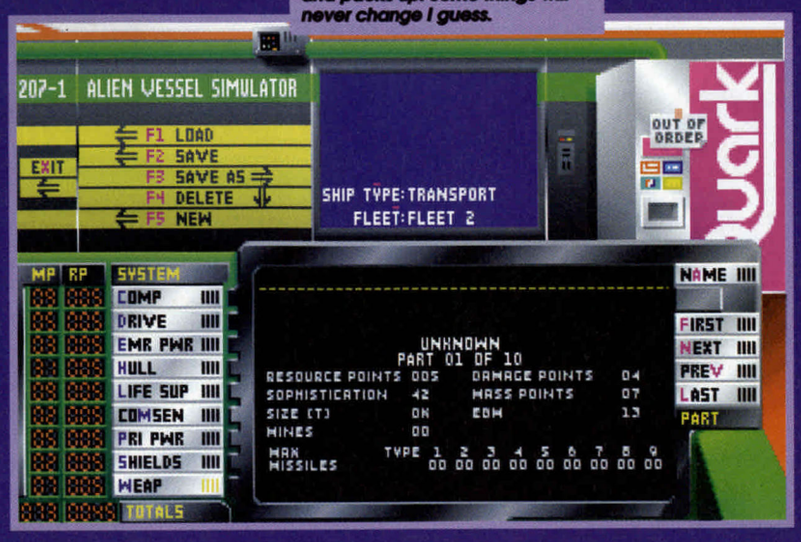
There are plenty of enhanced features in this sequel. Now ships can be commissioned to carry cargo at your command, with each vessel's safe passage your overall responsibility.

Meanwhile, damaged vessels can be located and towed to safety and there's a fully-loaded weaponry system on each vessel. It is the Commander's perogative to deploy forces, selecting each captain from a roster, while outposts can now defend themselves from usurpers. Anyway, keep an eye out for this soon...

GEMENT 2



▼ Typical. Just when I'm busting for a drink, the machine goes and packs up! Some things will never change I guess.



THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 391 2133
TEAM: Omnitrend
PRICE: £29.99

SCORING	
GRAPHICS	78%
SOUND	60%
PLAYABILITY	84%
DIFFICULTY	SPOT ON

This is a vast role-playing extravaganza in space. The original wowed the role-playing world but the sequel won't quite do the same. It's packed with things to do, and it's the sort of game that requires a long commitment and carries a big responsibility with it. Graphically, it's the usual RPG fare, but the gameplay is just sufficient to elevate this above the crowd. Could this be a title that makes players want to get back to work for a rest? Possibly.

REVIEWED BY: Jason

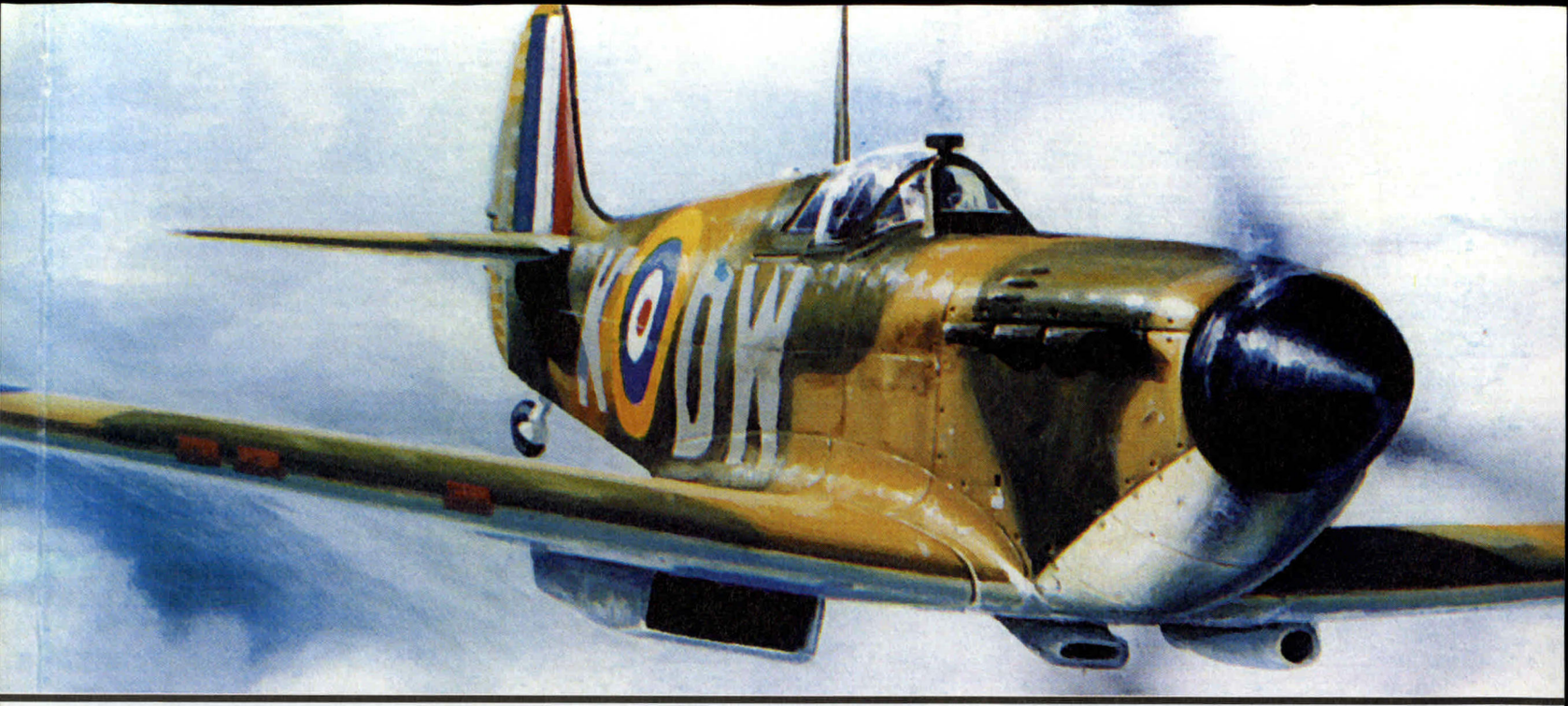
SECOND OPINION

I enjoyed the first game and I was therefore pleased to see the sequel maintain the playability. Although there's the usual number of disks problem, it's still pretty good.

OPINION BY: Steve

OVERALL SCORE

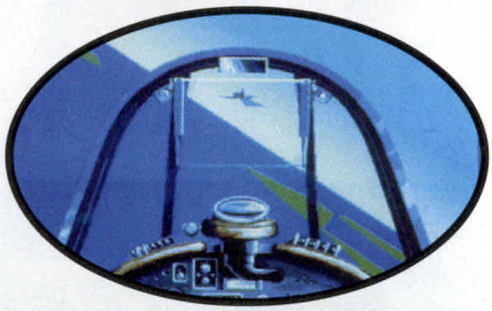
78%



THE PLAY CO

American gamesplayers have been able to sample the delights of multi-player air battles over their phone lines. On-Line Entertainment is the first such system in Britain and has become incredibly successful. So prime your modem – here goes!

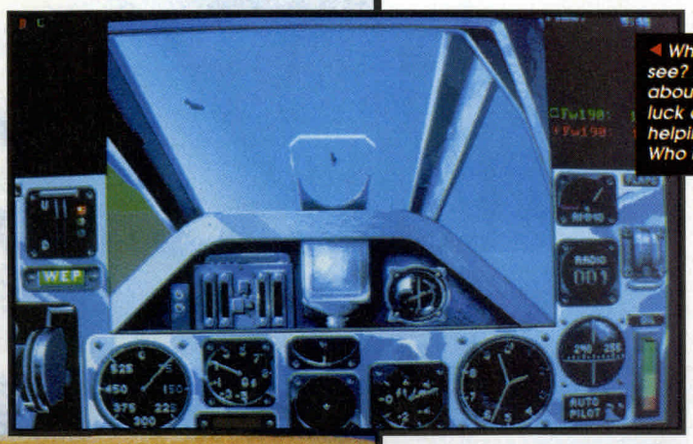
BY: STEVE WHITE



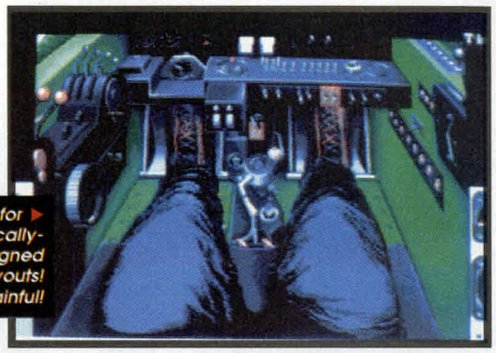
Check out this rather nice view out of your cockpit. You can set how much detail you wish to see in the game.

Modem mayhem

- Modem stands for Modulator/Demodulator and is a device which transfers your computer's output into a form which can be sent down a phone line.
- There are many on-line services available now, from the Multi User Dungeon (MUD) role-playing game, to CompuServe, the largest information service in the UK, and with 1.2 million subscribers worldwide. CompuServe allows you to access discussion forums, news, games and loads of other stuff.
- Baud is the measure of the speed at which data is sent on a network. 9600 baud is fast!
- You can reach MUD on modem number 081-478-4488 and CompuServe on 800/848-8990 (USA). More on this next month.



◀ What's this I see? An enemy about to try his luck or a friend helping me out? Who knows!



So much for ▶ ergonomically-designed cockipt layouts! Painful!

▼ Here I am, sitting in the tail gunners position. Remember, you're playing in a team now – no more of this Lone Wolf rubbish!

The art of combat

Altitude is life

Speed is life

Energy is life

Altitude is energy

ER NNECTION

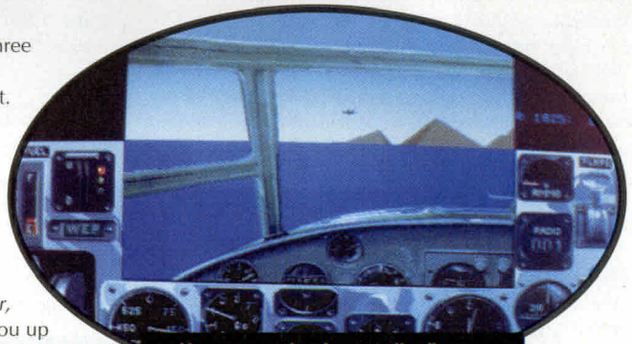
The idea of multi-player games in the UK has often been frowned upon due to the excessive and utterly ridiculous price of a phone call. On-Line Entertainment bit the bullet and started the first multi-player combat simulator – *Air Warrior*. The response was incredible and membership is still growing considerably.

Since its beginnings, *Air Warrior* has been improved upon and the system made more user-friendly which has enabled users without a vast knowledge of modem communication to get straight into the action.

Due to the costs, On-Line Entertainment constantly supply their users with special price offers and information on the best way to get the most out of multi-player games without breaking the bank. However, it is the *Air Warrior* game itself that makes the cost worthwhile.

All you need as a player is an Amiga (ST, PC and Macintosh are all accepted), a modem – preferably one with a baud rate of 2400 or 9600, a phone socket and the *Air Warrior* software. There are three countries to choose from and a variety of planes, bombers, jets and vehicles to pilot. You can even customise your cockpit views to add that personal touch.

Most of the action takes place around 9pm, when calls are cheaper. You can talk to fellow players by typing in your messages, even challenging them to a duel. There are special training missions also for those new to *Air Warrior*, in which an ace pilot, Lone Wolf, takes you up in the air and teaches you combat and defensive manoeuvres. Everyone is catered for.



▲ You can customise practically any aspect of the game, including cockpit views and in-game sounds.

The human connection

Once you have decided upon your side and your objectives, you can take off in your Spitfire, Bf109 or whatever you have chosen to fly. Most players take the versatile Spitfire but many eventually move on to bombers and even tanks and jeeps.

By following the special map, you can hunt out enemy bombers, fighters, runways and buildings. This is when the mayhem starts. Fighting computer opponents is one thing – a human opponent is a brand new affair. Techniques learnt in flight simulator games do not work in *Air Warrior*.

Make one mistake and there's a good chance you'll be shot down. However, the more you play, the better you will become and you'll never forget the feeling

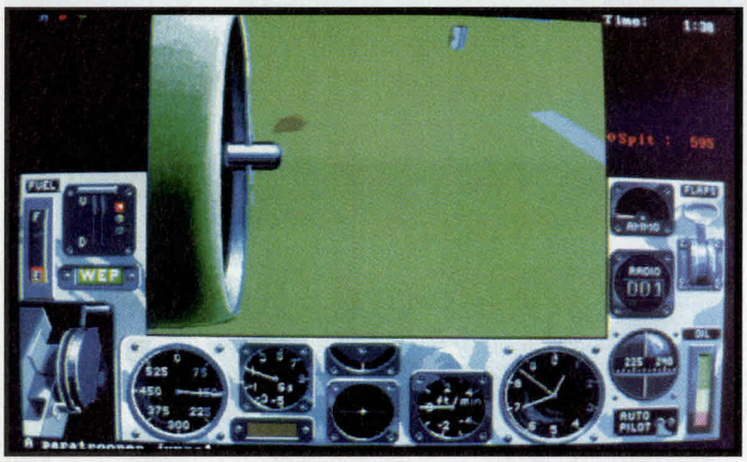
By following the map, you can hunt enemy fighters...

Your instrument panel contains altimeter, flaps and the other usuals.

The battle for the skies

Recently, a battle was staged between the US and Great Britain with the US flying as Germans in Me109s and JU88s and the British flying Spitfires. The odds against the British pilots was immense -- seven against 30 or more. The Americans had to close three named airfields within 40 minutes or 'The Few', as they were now known, would be victorious.

One fact decided the battle – planning. The British had already decided upon a strategy and were up in the air in no time. By the time The Few reached A Land, the Americans were still not up and were planning their strategy in battle time. When they took off, the British had a 10,000ft altitude advantage which was to prove decisive. The Spitfires ripped into the bomber formations and caused total disarray between the Americans. Using original combat chat such as 'tally ho' and clock positions, the Americans were confused and many turned sides, although this was not invited by The Few. Since then, a rematch has taken place and, although the Americans put up a better show, The Few gained victory once again.



Many beginners fly straight in – and die!

of getting your first kill. You can even record the moment and play it back at a later date!

Everything you would associate with a standard flight simulator is available in *Air Warrior*. You have more cockpit views than you can shake a joystick at, the ability to chat to other pilots via the radio, and the sociable option of forming squadrons of buddies and naming them. You can even fly a bomber with other players taking the gunner, navigation and bombardier positions – the ultimate in multi-player gaming.

Up to 50 players can take part in *Air Warrior* at the same time, fighting in four theatres made up of World War I, World War II Europe, World War II Pacific and Korea, making for some incredible and lasting action.

Speed demon

The speed of the simulator depends on the power of your Amiga and baud rate of your modem. An A500, 600 can cope well but if you've got an A1200 then select maximum detail and make full use of that dreamy screen update.

As mentioned before, a decent modem is also required. The baud rate is a measure of how quickly information is received and sent.

Obviously, the faster the baud rate, the quicker the enemy position data is received, making for a more enjoyable game. 1200 is the lowest you want to go, 2400 is nice, 9600 is great!

Practice makes perfect

To extract maximum enjoyment from *Air Warrior*, you should practice as much as possible. Many beginners fly straight in and are simply cut to pieces by pilots better and more experienced than themselves. Combat may only last a few seconds before you bite the dust, so take advantage of the training sessions!

The view's nice and clear – maybe this is the time to nip over to Bermuda!

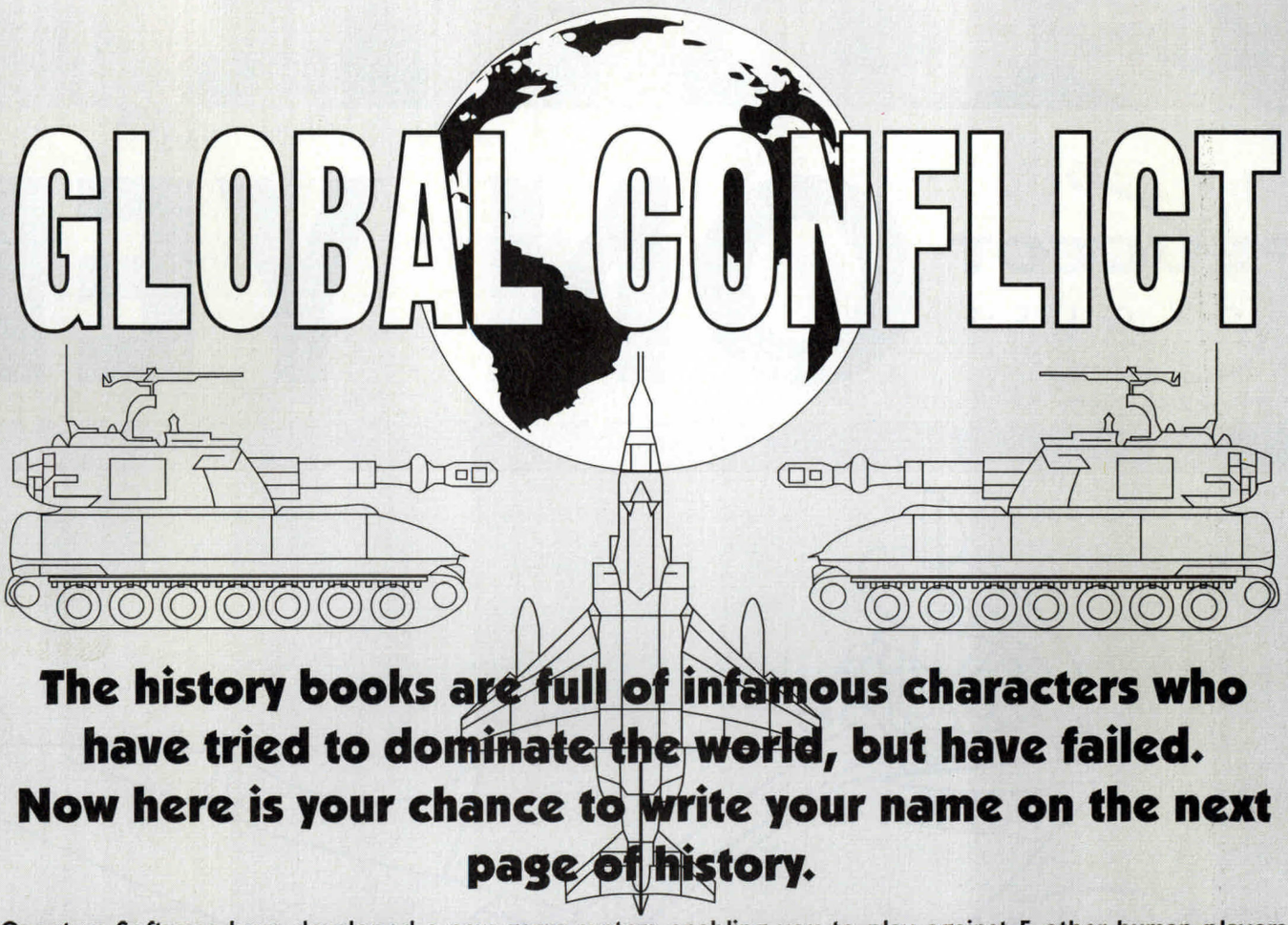
Going on-line

WHAT YOU WILL NEED:
- Amiga, ST, PC or Macintosh computer
Modem (preferably 2400 or 9600 baud)
- *Air Warrior* Software
- Calm and patience

If you are interested in *Air Warrior* and other multi-player games contact;
Clem Chambers,
On-Line,
642a Lea Bridge Road,
London,
E10 6AP.

Telephone: 081 558 6114
Host: 081 539 6763

• Quantum Software •



The history books are full of infamous characters who have tried to dominate the world, but have failed. Now here is your chance to write your name on the next page of history.

Quantum Software have developed a new game system enabling you to play against 5 other human players throughout the United Kingdom. This system is called Interactive Computer Play (I.C.P.). Although the origins of I.C.P. stem from Play By Mail, Quantum Software have taken this a step further. The game is played on your computer as in any other computer game, the difference being that in order to interact with other players all turns are saved to disk, forwarded to us for processing by our computers. All turns are on an approx 7 to 14 days basis.

Global Conflict is a contemporary strategic wargame for 6 players. The game is played on a world map consisting of 31 different countries. The computer will randomly choose 6 countries, one for each player. The remaining 25 countries are neutrals controlled by the computer. A player needs only to retain occupation of any one country to remain in the game.

Features Include:
• Over 20 different types of Combat Aircraft • 6 different types of Armour • 6 different types of Artillery • Modern Stealth Aircraft • Recce Satellites • Modern Combat Infantry • Surface to Air Missile Batteries • Early Warning Radar Sites • Anti-Tank weaponry • Hand-Held Surface to Air Missiles • Aerial Recce • Strategic Bombing Missions • Precision Bombing Missions • Ground Attack Missions • Over 12 different types of Aircraft Armament • Both NATO and Soviet weaponry used • Option to view air mission from Aircraft Cockpit • Option to view ground combat from Battle Command Centre • Detailed graphical and written information on any weaponry used in the game • Further Weaponry Data Disks to come • Intelligent behaviour by computer controlled neutral countries • Option to printout a copy of all reports • Player to Player Message facility • Realistic Sound Effects • User-friendly Game Interface • Hard Disk Installable.

Quantum Software will present a cheque for **£500** to the player who wins the VERY FIRST game of Global Conflict. Thereafter any further winners will receive a Quantum Gift Voucher.

A boxed game containing Manual, Disks and 2 Free Turns for only £12.99. Further turns are charged at £2.95.

Due to the complexity involved in matching players to games, please allow approx 28 days for delivery.

Global Conflict – Amiga 1Mb RAM only (compatible with A1200) (AA)

Full Name .....

Address .....

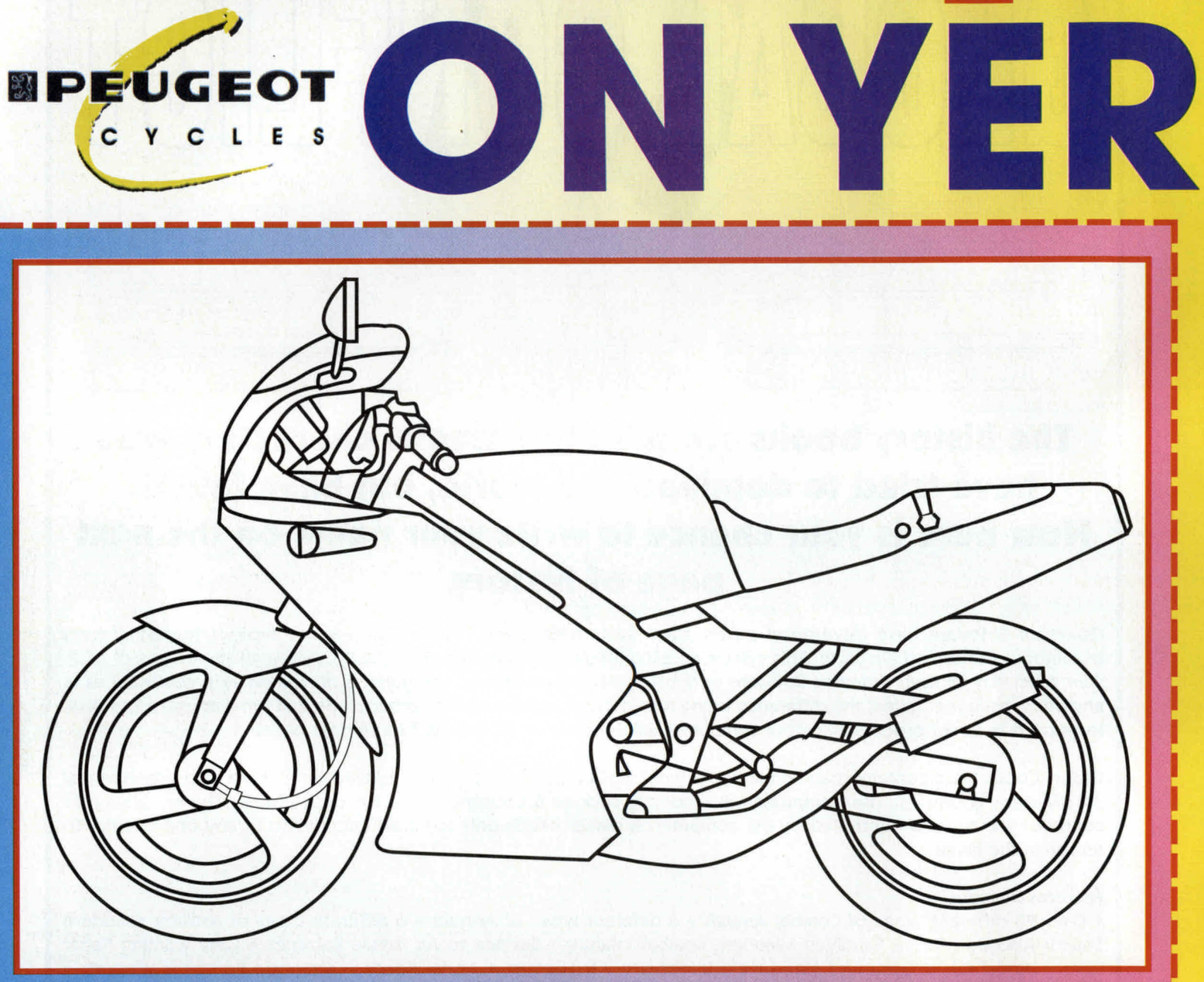
.....

..... Post Code .....

Please supply me with a copy of Global Conflict
I enclose a Cheque/Postal Order for the sum of £12.99 made payable to Quantum Software.

QUANTUM SOFTWARE, 14 BENTHAM ROAD, LANCASTER LA1 4JX.
TEL: 0524 841616

compo



ON YER

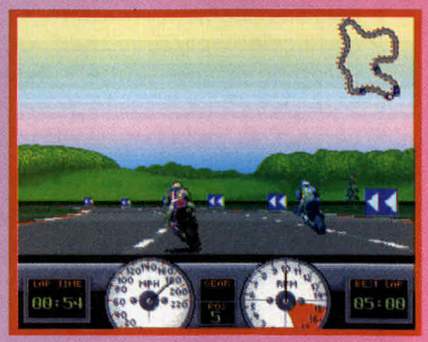
Name: .....

Address: .....

.....

.....Postcode: .....

Telephone: .....Age: .....



Please send your entries to "On Yer Bike Compo", Amiga Action, Europa House, Adlington Park, Macclesfield Sk10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

etition

BIKE

Psygnosis release their eagerly awaited motorcycle Grand Prix sim, *Prime Mover*, in the very near future so what better way to celebrate than the chance to win a brand spanking new bike? Not the kind you see Alan tearing round the roads of Cheshire on like he's at Donnington, but the kind you see people with large colourful helmets climbing up mountains on.

Yes that's right, Psygnosis, in conjunction with Peugeot Cycles and Amiga Action, are giving all you biking fiends out there the chance to win an absolutely wonderful, top of the range Peugeot Magnum mountain bike worth hundreds and hundreds of pounds! And as if the bike wasn't enough to tempt the untemptable, then there's also a copy of *Prime Mover* to be had by both our lucky winner and five nearly as lucky runners-up.

Naturally there's more to our excellent compos than just luck, and with this one you need to put all your faculties to good use if you are to win our prize to end all prizes (until next month anyway)! All you have to do is this...

We want you to design the paintwork for the motorbike diagram opposite. So use all your artistic abilities to transform the blank diagram into a sexy two-wheeler that ties in with Psygnosis, Amiga Action and *Prime Mover*. Once you have created the hottest bike in Britain, send your entry to us.

THE LION GOES FROM STRENGTH TO STRENGTH

Amiga Action would just like to thank Peugeot. Also, thanks to Bikes 'N' Gear, Knutsford (0565 750273) who are there for all your mountain bike needs.

The Peugot Magnum is a veritable hi-tech wonder of velocopedial excellence. It features a 21 speed STi Shimano Deore DX gear system with matching chainset, pedals and cantilever brakes.

The frame is made of unbelievably strong Columbus Magnum oversize tubing with computer designed Ritchey Logic forks. Even handlebars are the best available with a Ritchey Force Directional stem and Ritchey true grips. The saddle is the state of the art Gel Turbo with the Sakae TCP micro adjustable pillar.

And if all you really care about is the colour, it's a most elegant red with black forks. What more could you possibly desire?

win win win W

PD in profile

◀ *GREENIES: It's not what you do it's the way that you do it. What a poor joke, but a fun time to be had for those with friends. Got none? Get a life!*

As yet more feeble excuses are made about the economy, Huw takes a look at some of life's cheaper PD, Shareware and Licenseware alternatives.

This month I found a load more lovely cheap stuff for me to play with on my desk, but why was it that only two software companies are bothering to send stuff in? Come on the rest of you, pull your fingers out and send us your stuff!

Once more Deja Vu have given us a chance to have a gander at their latest licenseware stuff and feel the quality. The first offering from them this month is *Catcher* which I initially suspected of being some sort of *Breakout* rip-off but was pleasantly surprised to find evidence to the contrary.

Catcher is a classic example of a very simple idea which makes an excellent game. The aim of the game is to catch the balls that fall and bounce across or up and down the screen from right to left. This would be simplicity in itself if the balls all fell at the same speed, but the varied velocities of the things can make this a tad tricky. All in all a fun little game which has no less than 10 different games and two speeds to choose from. Get pleasure from playing with your balls on disk no. L/124

▼ *CATCHER: Catch your balls on a spiky object (baby!). These bouncy objects are a pain in the proverbial to deal with.*

The rest of Deja Vu's stuff this month has a distinctly adventuristic aura about it. *Tower Hill*, despite the name, has no connection with the Underground station of the same name, and is one of those good old point and click adventures where you navigate your way around some place or other in search of some thing or other. The thing in question in this case is the Isleflames which will bring truth, justice and harmony to the land.

Lots of options are available including dialogue, handy hints when you get stuck and a good user interface. I'm not a great one for this sort of thing myself but if this is the stuff of which your dreams are made then send immediately for disk no. L/128.

Greenies leads you to suspect some sort of snot related mayhem is the order of the day, but it is in fact a three player find-your-way-through-the-dungeon sort of affair notable, if nothing else, for its whistling sound-track which does a very creditable rendition of Colonel Bogey!

The three players each take the role of different creatures, who have different abilities and powers and also the desire to eliminate the other two! Your ingenuity is required in this task which requires that you have at least two friends to play against. Should be excellent fun all round with three, but a waste of time if your name happens to be Billy No-mates! Sociable Amiga addicts should check out the *Greenies* on disk no. L/126.

Viking valour

Deja Vu's *The Viking Saga* has plenty of Scandinavian strategy for you to get to grips with. Your task is to prevent the evil DoomDark from conquering all the world as you know it, and you have just 10 short days to do it in.

The key to it all is to unite the whole kingdom against this DoomDark bloke and make sure that if he tries anything on he's liable to get a good kicking! You may do this in a variety of ways, indeed *The Viking Saga* is well complex and for the strategically oriented among us is a real steal. Pillage a copy of disk no. L/127 today.

17 Bit's product this month is a lot more arcadey than Deja Vu's so those who hate anything involving fantasy role play or strategy can seek asylum in games such as *Ack-Ack*. This is not the most sophisticated game in the world, and really amounts to little more than a *Space Invaders* style shoot'em-up except that the idea is to shoot the German

◀ *TOWER HILL: Plenty of stuff to worry about here. Not as complicated as it looks, but hey it's an adventure game so who cares?*

▶ *VIKING SAGA: A small world, but can you save it from being overrun by forces of Darkness? You can if you aren't totally incompetant.*

Luftwaffe instead of the aliens. Yes you guessed it, it's a WWII game guaranteed to appeal to any Eurosceptic or old gimmer who's fought two world wars etc. etc. Or, for that matter, anyone who likes a good old-fashioned shoot'em-up with not much to it. Basic, but fun and available on disk no. 2371.

Continuing in the Arcade Classic vein is the old favourite *Pac Man Deluxe*. This hardly needs much explanation from me, but for those too young to remember, the idea is to eat all the pills in the maze whilst avoiding the ghost monsters. However, eat a power pill ands you can reduce them to nothing more than a pair of googly eyes! Collect the cherries and the bonuses and that's about it.

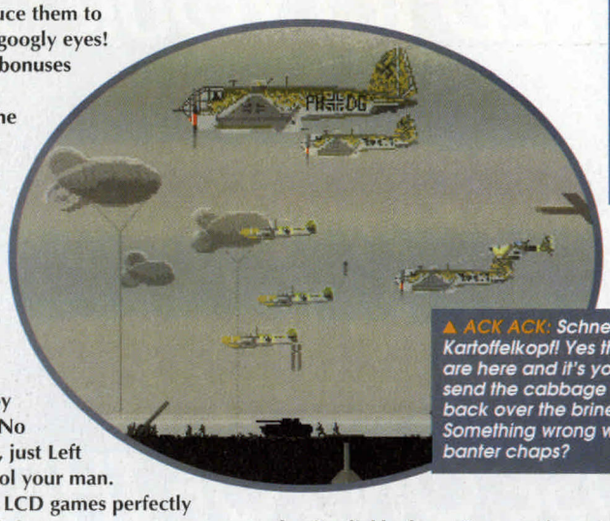
Absolutely identical to the real deal and one of the best PD games I've seen for ages. A totally classic old game and one which should really be gobbled up on disk no. 2353.

You've heard of *Pinball Dreams*, well now play *LCD Dreams*. Replay those naff little handhelds that we all loved before the Gameboy came along and spoilt it all. No complex control procedures, just Left and Right Shift keys to control your man. *LCD Dreams* mimics the old LCD games perfectly (apart from the colour) and is just as cheesy. Best of all there are four games to choose from so if you loved the old Game & Watch handhelds and miss them terribly then make a bee-line for disk no. 2356.

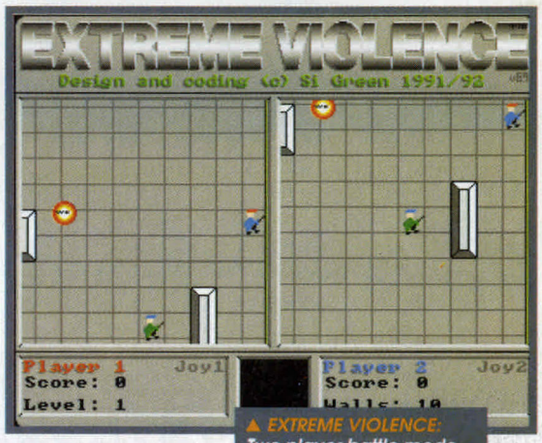
Last but by no means least this month is the provocatively titled *Extreme Violence*. Not quite the blood 'n' guts affair you might expect but a two player split screen game where the aim is to find the other guy and kill him! Complicated stuff obviously, but quite entertaining and quite slickly done. Once again, not suitable for Billy No-mates – *Extreme Violence* needs two players to work, but if you register your copy you can get a one player version for free. And as if all that wasn't enough there is even a little program included on the disk that plays "Betty Davis Eyes" and some dodgy rave tune. Top value all round on disk no. 2414.

That just about wraps up this sortie into cheapskate territory. I'll be rummaging around again next month but until then, party on!

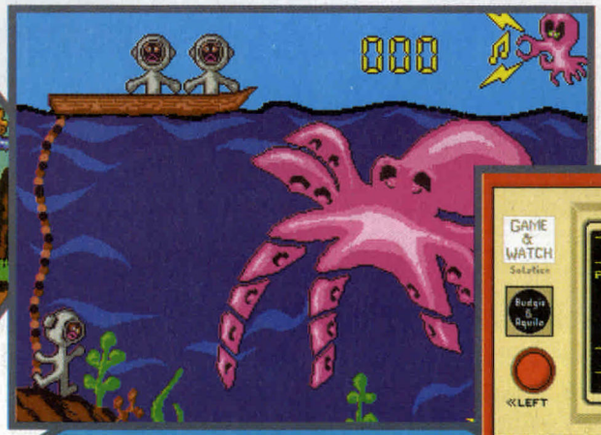
▲ PACMAN: Pacman used to have his own telly show 'till his nickname became too politically incorrect. Still, the best PD you'll see for ages and a great nostalgia rush to all those of us who remember him from the first time round.



▲ ACK ACK: Schnell, schnell, Kartoffelkopf! Yes the Germans are here and it's your task to send the cabbage creeps back over the briney! Something wrong with my banter chaps?



▲ EXTREME VIOLENCE: Two player battle mode here but not too much evidence of violence. Looks like these two are a couple of nancy-boys. What a shame.



▲ LCD DREAMS: Much dodgy LCD action on display here with all the animation of Joe 90 with the strings cut. If you loved the originals you will love these!

You can contact 17 Bit on: 0924 366982. You can also reach Deja Vu on: 0942 495261.

SUBSCRIBE TO A

1 GET AMIGA ACTION DELIVERED TO YOUR DOOR!

2 SAVE UP TO £18 OFF THE COVER PRICE!

3 CHOOSE ONE OF THESE TWO GREAT OFFERS!

Subscription hotline
051 357 1275

SUBSCRIPTION DIRECT DEBIT INSTRUCTION

AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS

Please complete the following section to instruct your Bank/Building Society to make payments directly from your account. Then return this form to us – no stamp needed!

Europress Direct
FREEPOST
Ellesmere Port
South Wirral L65 3EA

Originator's Identification No. ☐☐☐☐☐☐

Ref No.....

Bank/Building Society may decline to accept instructions to pay Direct Debit from some types of accounts.

Name of Bank/Building Society .....

Address .....

.....

Name of Account .....

Your Account No. ☐☐☐☐☐☐☐☐
Sort Code ☐☐ ☐☐ ☐☐

Signature(s).....

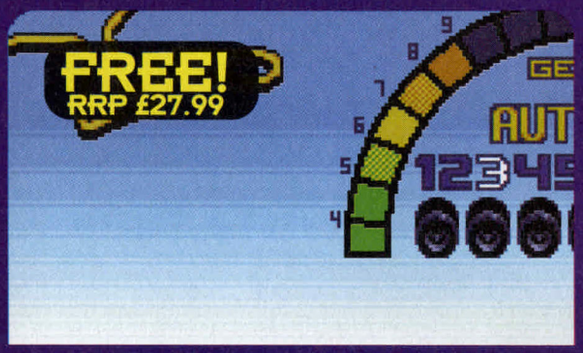
Date .....

Your subscription will commence with the first available issue.

Your instructions to the Bank/Building Society:

- **I instruct you to pay Direct Debits from my account at the request of Europress Ltd.**
- **The amounts are variable and may be debited on various dates.**
- **NO ACKNOWLEDGEMENT REQUIRED.**
- **I understand that Europress may change the amounts and dates only after giving me prior notice.**
- **I will inform the Bank/Building Society in writing if I wish to cancel this instruction.**
- **I understand that if any Direct Debit is paid which breaks the terms of the instruction, the Bank/Building Society will make a refund.**

AMIGA ACTION



PINBALL FANTASIES –

"Contains all the playability and realism of the original but has been improved even more. You'll be playing it for years to come and that's a fact"

AA Review November 92

NIGEL MANSELL –

"The action is good enough to make you want to get out your tatty old balaclava and put a saucepan on your head. Fast, smooth, playable."

AA Preview November '92

Please send me my mags & coverdisks

Tick appropriate box — **New Sub** / **Renewal**

6 Months - £19.50 (No free game - UK only) 8071 ☐ 8071 ☐

12 Months - £39* (Free game + £6 saving) 8244 ☐ 8245 ☐

24 Months - £72 (Free game + £18 saving - UK only) 8081 ☐ 8082 ☐

***UK price £39 - if in Europe add £8** 8246 ☐ **If outside Europe add £18** 8248 ☐

☐ *Please tick if you do not wish to receive promotional material from other companies*

My choice of game is:-

PINBALL FANTASIES

8242 ☐ **FREE**

NIGEL MANSELL

8243 ☐ **FREE**

Please tick one box.

METHOD OF PAYMENT

☐ **Visa** ☐ **Access** ☐ **Postal Order (UK Only)** ☐ **Cheque (UK Only)** *

☐ **Direct Debit (Please complete form opposite)**

Credit card no. ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Credit card expires:...../..... **Date**.....

Signature ..... **Made payable to Europress Interactive*

YOUR NAME AND ADDRESS

NAME.....

ADDRESS.....

.....

PHONE No.....**POSTCODE**.....

SEND YOUR COMPLETED DETAILS TO:-
Europress Direct, FREEPOST,
Ellesmere Port, L65 3EB

AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive of parts, labour, VAT and return postage/packing

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full soak-test to ensure optimum reliability

Entrust your machine to the experts, full 90 day warranty

Repairs to disk drive and keyboard also included
(extra charge possible if found to need complete replacement)

Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

£44.95

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complex, address details below, enclosing this advertisement voucher, payment, fault description, return address, along with your daytime and evening telephone number and we will do the rest.
Should you require Group 4 Security return delivery, simply add £5.00 to the repair charge.

Access WTS VISA

WTS Electronics Ltd Chaul End Lane Luton Bedfordshire LU4 8EZ Tel 0582 491949 (6 lines)

(We reserve the right to reject machines which, in our opinion, are beyond repair- Normal charge applies)

Amiganuts

12 Hinkler Road, Southampton, Hants, SO2 6FT.

0703 470017

Quote this advert for a free copy of our catalogue disk

GAMES

1323 THE DART MACHINE (P)
1277 FATAL MISSION (P)
1280 DEFENDA (P)
1281 WOT'S IT'S NAME (P)
1282 TOP SECRET (P)
1283 CATACOMBS (P)
1296 MENTAL IMAGE 1 (P)
1297 MENTAL IMAGE 2 (P)
1304 A NIGHT AT THE TOP (P)
1307 SANITY (P)
1313 STRIKE BALL 1 (P)
1320 DENVER DUK (P)
1324 2 NEIGHBOURS GAME (P) (Mb)

ASSASSINS GAMES DISKS

ASI1 TANX, ROLLERPEDE, AMIGOIDS, CAVE RUNNER, AVATRIS
ASI2 GIRL ACTION, MISSILE COMMAND, AMOEBA INVADERS, ITALY 2, MAXE, THINK AHEAD
ASI3 MEGA BALL, DRIP
ASI4 JUMPER, GOMULU, JUMPY, CRACKER, KLONDYKE, TURBO DUEL
ASI5 GO LOOLY, RETAILIATOR, RAID
ASI6 DOWNHILL CHALLENGE, PACMAN 87, LLAMAS, WELLTRIX
ASI7 DESTINATION MOONBASE, TRIX, CLAUDS RUNNER
ASI8 AIR ACE 2, SNAKE PIT, H BALL, NUMBER FUMBLER
ASI9 BLIZZARD, BATTLE PONG
ASI10 PICKOUT, ESCAPE, SYS, PIPELINE
ASI11 DAD, REVERSI, CONNEX 4, TRIPPIN, TOWERS OF HANOI
ASI12 CAR, POWER PONG, XF1, LLAMATRON
ASI13 AMIGATRATION, BLOCK IT, SQUAMBLE, SUPER TWINTRIS, ASTEROIDS, BALL
ASI14 CHINA CHALLENGE, AMIGA COLUMNS
ASI15 LETTRIX, MAMBA MOVES, BATTLE CARS
ASI16 WASTELANDS, DELEMMA, RAID 2, PACMAN
ASI17 JETMAN, DEFENDA, TOMCAT, BUG BLASTER
ASI18 OMEGA RACE, SKY FLYER, HENRY IN PANIC, MEGATRON
ASI19 GROWTH, BLOP BLOX, FIGHT, SLIDER, BIPLANE DUEL, FRANTIC FREDDIE
ASI20 MICROBEA, HOLLYWOOD TRIVIA, MATCH PATCH, AMOS COIN DROP
ASI21 ZEUS, DRAGON TILES, TETTRIX, BATTLEMENTS
ASI22 LEMMINGOIDS, DUEL, MOUTH MAN, WIZZY'S QUEST
ASI23 QUICK MONEY, BIPLANE 2, INTERFERON, ARCADIA
ASI24 REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK, 3D MAZE, DUX
ASI25 E-TYPE, MR.BRICK,COPPER, MR.WOBBLY, HEMROIDS
ASI26 SUPER PACMAN 92, SMASH TV, ASHIDO, BALLY 3, SYSTEM 4
ASI27 VIDEO POKER, CARD SHARP, MONTANNA, BLACKJACK LAB
ASI28 DOODY GAME, DR.MARIO, INVADERS 2, FLAG CATCHER, MAD BOMBER 2
ASI29 DOG, ROME, NOVA,QUADRIX, BRIDGE BALL, ATTACKS,
ASI30 CHROME, TANK ATTACK, BOUNCE & BLAST, RAID 3 (TOTAL FIRE)
ASI31 ISHID O MATIC, CRAZY PIPE, ARAMAX, REVELOUTION
ASI32 BLOB, FIRE FIGHTER, SECTOR ONE
ASI33 TOTAL WAR, HYPER BALL
ASI34 TRAIL BLAZER, YELP, Q-BIC, RUSH HOUR
ASI35 POING, SNAKE PIT, JUMP'N'ROLL, CYBERNETIX
ASI36 DONKEY KONG, SUB ATTACK, TACKTIX, MOTHER LODE, WONDERLAND
ASI37 KLAKTRIS, POD, PACCER, GHOST SHIP
ASI38 BALDY, ONE ON ONE, TRANSPLANT, SKYFLYER 2
ASI39 BLUE MOON, CARD O RAMA, KLONDIKE, POWER POKER, SEA HAVEN, SPADES, AMIGA SOLITARE, STREETS & ALLEYS, BLACKJACK, SPADES, CRIB MASTER
ASI40 PUZZ 15, GOLD, RUSH HOUR, COBRA, DUMBELL, FLYING, BUNNY, RABBIT GET MY GOAT, WORDHAI
ASI41 DELUX PACMAN, LEAP 2, HELLZONE, TRACTOR BEAM
ASI42 GALAGA 92, DOGS IN SPACE, INTRUDER ALERT
ASI43 OTHELLO, ROULETTE, CROSS MAZE, LEAPFROG PUZZLE, GAMEBOY TETRIS
ASI44 MOUSE IMMPOSSIBLE, GALAXY 89, ROLL ON, NIBBLER
ASI45 KASTLE KUMQUAT, DITRIS, THE BRAIN, TESERAE, CARD GAMES, PARCHEESE

AM/FM DISKS

Amiga Musicians Freeware magazine. Each issue comes with a disk of high quality samples. Magazine contains many features of interest to new and seasoned Amiga musicians including articles on MIDI, MIDI tunes as well as trucker modules. 10 issues. £4.50 each.

PD COMPILATIONS

ASI P1 any 10 Assassins disks for £11.50
ASI P2 any 20 Assassins disks for £21.50
ASI P3 any 40 Assassins disks for £42.00
MUSPO: OctaMED 5 Diskd Pack, £5.50. Includes PD version of this tracker, 2 samples disks, 1 tunes disk and Sucr5ound 2 sampling software. A great pack!
MUSP1: 8 disks of samples for OctaMED v4, the samples have been crunched using PPacker. £9.00
MUSP2: 10 disks of Merlin samples suitable for any sequencer. £10.50
MUSP3: 14 disks of modules for OctaMED v4. All modules have been crunched using PPacker. £15.00
ANIM1: 5 disks of animation by Eric Schwartz, including the famous Acrotoons. Will run on a 1 Meg Amiga. £5.50
NEW2: Afive disk pack for newcomers to the world of PD. Includes a disk of games, disk of animation, a 2 disk Demo, a utility disk and our catalogue! £5.50

PD PRICES

All PD orders supplied on Sakura disks.
1 to 5 disks £1.80 each
5+ £1.25 each

	Postage E.C.	WORLD
1 to 5	£0.60	£1.50
5 to 10	£0.60	£3.00
10 to 20	£1.00	£7.00
20+	£2.00	£9.00

Cheques/Postal Orders payable to Amiganuts

NEW NEW NEW NEW NEW NEW NEW NEW
Fruit Machine (£3.50) The best version yet! Excellent graphics, spinning reels, Hold, Nudge, Series Climb, High Score Save etc.
Super Sound 3 (£3.50) A much improved version of this excellent sampling software by KBE software. As well as being compatible with most sampling hardware, a number of real-time effects can be applied to samples.
New PD and Licenseware titles always in demand. Please write or phone if you have produced something new.

WIN

SUPER NINTENDO SUPERSCOPE & STREETFIGHTER 2

TOP TEN GAMES

FANTASTIC NEO GEO

SEGA MEGADRIVE + MEGA CD

PC ENGINE + CD ROM

LOADS OF MEGA PRIZES MUST BE WON!

ALL YOU HAVE TO DO IS ANSWER 5 SIMPLE QUESTIONS TO WIN OUR TOP PRIZES

STREETFIGHTER 2 ARCADE MACHINE

AMIGA 500 CARTOON PACK

TICKETS TO SEE THE GLADIATORS

GAMEBOY + ACCESSORIES + GAMES OF YOUR CHOICE

WIN

0891 876 821

Calls cost 36p a min cheap rate/48p a min all other times. ALX, Box 33, M5 4GY. Please ask the permission of the person who pays the phone bill before you ring. Average length of call is 5 mins which will cost £1.80 cheap rate.

Callers are requested to answer 5 questions and leave a tiebreak answer all competitions close on the 31st April 1993

BLUEPRINT

THE MOST UP TO DATE PREVIEWS EVER!

BluePrints come and go, and the BluePrint intro page comes and goes more than is usual. Well, we're a flighty lot in the Amiga Action offices. However, it's back, so take a look some of the biggest titles soon to be hitting your monitor screen...

ANCIENT ART

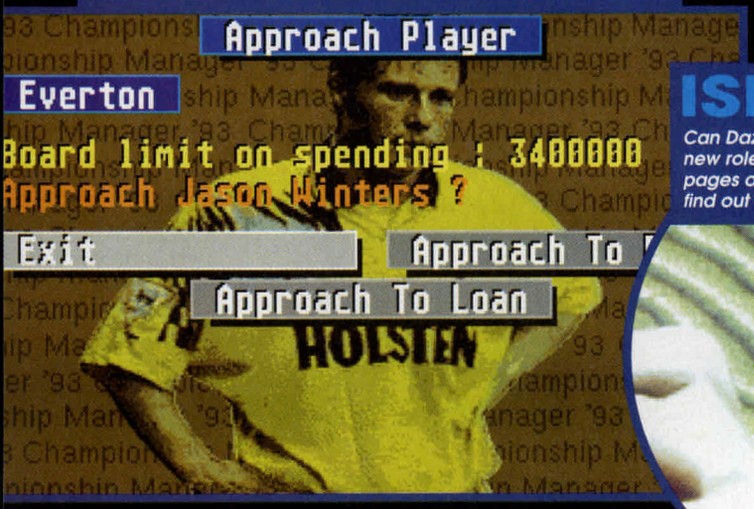
MicroProse have a reputation for top-flight simulation games. Have they taken a risk with their new World War I strategy simulation though? Find out on page 72...

p72

CHAMPIONSHIP MANAGER '93

Join Domark in their quest to reach the top of the Premier League. But will it be strong enough to knock Premier Manager off the No. 1 position?

p74



ISHAR 2

Can Daze put our heads into a spin with their new role-playing game? The hallowed pages of the BluePrint section is the place to find out before Boggit deflowers the game!

p78

LITIL DIVIL

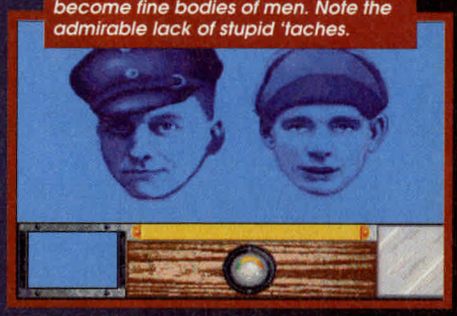
Gremlin unleash their answer to The Day of Judgement in the form of a miserable little individual who turns nasty. No, we're not talking about Alan Bunker (this time) – find out on page 76!

p76

Contacts

MicroProse: 0666 504326
Domark: 081 780 2222
Daze: 071 490 2944
Gremlin: 0742 753423

THE ANCIE WAR IN THE



▼ Pick your pilots from the fine body of men you see here – perhaps soon to become fine bodies of men. Note the admirable lack of stupid 'taches.

▲ According to our resident historian, the Germans lost the First War because they spent too long preening their moustaches, a mistake Hitler failed to learn from.

We have all come to expect the absolute best in simulations from MicroProse over the last 10 years – *MicroProse Soccer* blazed a trail for the likes of *Sensi Soccer* and *KO2*, their *Golf* sim is one of the very best on the market and *F1 Grand Prix* is unlikely to be beaten for realism for a long time to come. It will come as much as a surprise to you as it was to me to learn that the latest MicroProse offering is not a simulation program at all, well at least not quite.

The *Ancient Art Of War In The Skies* (a most mouth-filling name which from here on and doubtless for evermore will be abbreviated to *The Ancient Art*) flirts with many different genre of game without committing itself too much to any one of them whilst at the same time not falling into the trap of looking like a Jack of All Trades in the process. *The Ancient Art* can be played as a pure strategy or shoot'em-up, and also has a construction kit built in. All of these elements can be intertwined together to produce a game that is as involved (or otherwise) as you desire to make it.

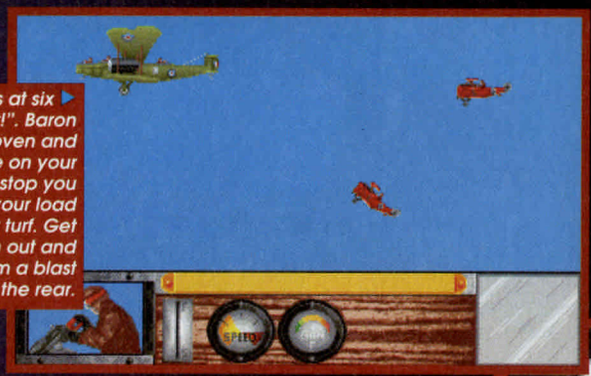
The aim of *The Ancient Art* is to recreate (but not simulate) the kind of air battles that were fought in the Great War of 1914-1918. You can choose to be either the Brits or the Bosch, on the advice of warlord Sun Tsu if you fancy consulting a kind of Chinese philosopher-cum-general.

Your mission in life (or at least in war) is to defeat your enemy by using your squadrons of fighters and bombers to destroy their vital installations whilst capturing the strategic airfields which enable the advance of your own troops and force the surrender of your enemy.

You can choose to ply your skills as a leader in any of 40 fictional yet historically accurate campaigns of varying complexity and

"Assign your selectior

▲ No-Man's land is no place for a man, or woman for that matter. Still, a soldier must do his duty and try not to get bogged down, a tall order given all the mud.



"Bandits at six o'clock sir!". Baron von Richthoven and his boys are on your tail to stop you dropping your load on their turf. Get your gun out and give them a blast from the rear. ▶

▼ The enemy dropped a bomb on the Mess so it now lives up to its name! The horse is wondering when his mount will swap him for a car.

▲ No sign of Robert Redford, but plenty of magnificent men in flying machines to rub shoulders with – most with more medals than Dastardly and Muttley put together!

NT ART OF SKIES

Re-live the days of the Twenty Minuters and fly a biplane into glory or oblivion.

▲ The Great War was fought all over France and Belgium, who these days get their own back through the EC Commissioners.

challenge. The front is drawn out and the positions well entrenched. In order to help the ground troops to advance from no-man's land into enemy territory it is necessary to knock out some of the enemy positions and ensure that their ability to re-equip and reinforce is seriously undermined. This is where the bombing part of the game comes in.

You target the installations you want to send up in a cloud of smoke using the map, and then assign your selection of pilots and aircraft to go on bombing missions. You can play a purely strategic game and let the computer work it out for itself or, if you're of a more adventurous disposition, take on the task of doing the bombing yourself. It's all highly dodgy as it takes a bit of skill to get it right (good job a training mode is available) but it's a lot more fun than just sitting there and waiting for the results. Lots of excellent pictures illustrate the degree of your success or failure which is a nice little touch that gives the game that extra something.

Naturally while you are busying yourself giving the Bosch a bashing, Harry Hun is sending over his bombers with the expressed intention of levelling your airfields to ankle height and bringing general bad news all round. This where you turn to those brave men of the fighter squadrons who go up diddle up up whilst hoping that they aren't dispatched downwards too quickly after.

of pilots and aircraft to go on bombing raids"

▲ A pilot's view of the task in hand. Pick your targets well and try to avoid engaging the enemy directly if you know what's good for you.

▼ The good old British Tommy relies on your air superiority to see him through the day. Never forget that you always need to look after your Privates!

These dashing heroes get sent up to intercept the incoming enemy in their lumbering bombers and get a chance to grab the glory. Again, you can let the computer do it all for you or you can engage in a delightful little dogfight where the planes do their turns and suffer their burns in a most engaging manner. This could almost be a full game in itself.

If you get just too good and find yourself winning campaign upon campaign then you can set yourself your own challenges with the built-in the construction set. You can determine the terrain, the enemy and even the storyline behind the scenario, and this is jolly good fun in its own right. Watch out for *The Ancient Art Of War In The Sky*, it's looking a class act so far.

PROJECT:	The Ancient Art of War in The Skies		
HOUSE:	MicroProse	RELEASE:	£TBA
TEAM:	Evrywhere	PRICE:	£TBA

COMMENTS: MicroProse look to be coming up trumps with a most atypical product. It will have a broad appeal and both arcade gamers and strategists will find much to cheer about. I haven't yet seen anything that might let this down, although you expect that from MicroProse products anyway. This is not a flight sim and those looking for a wartime fly-away game should wait for *B-17* to come out. All in all a great game which covers a lot and covers it well.

INSPECTED BY: Huw

CHAMPIONSHIP MANAGER '93

If you fancy yourself as an Alex Ferguson, this should get your vote of confidence...

▼ *Pre-season friendlies are a good way for the jolly Blue scousers to raise a bit of cash. Whether this will work with Estoril I'm not sure – they're not Benfica!*

▲ *The Everton manager goes to approach a player behind his club's back. Very naughty and liable to cause trouble.*

Championship Manager is one of the more underrated yet highly sophisticated footy management games on the market at the moment, but you know football Brian, it doesn't stay the same for long. The chants of "Ooh ahh Cantona" making the trip over the Pennines to Manchester is just one gigantic reason why an up to date version is in order.

So the Intelek team have stormed into action from their penthouse suite in Leeds to drag the soccer sim scene into 1993. It will be accurate not just from start of the season but from practically the very moment the first copies hit the shelves. They hope that the 1993 version of *Championship Manager* will become the definitive management game before they embark on the even bigger *Championship Manager 2*.

So, footy fans, what's new since '92? Well the biggest obvious difference is that the Premier League joins the Barclay's league as the main football competition. The flag-flying Domark trophy has been ditched in favour of the rather pointless Anglo-Italian cup.

The Rumbelow's Cup now has Coca-Cola written all over it and should still provide the traditional lifeline for the mid-table strugglers otherwise destined for mediocrity.

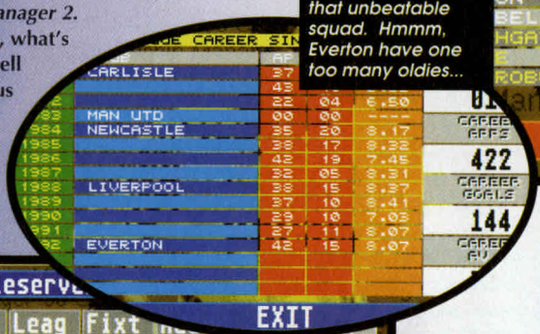
The team information has been updated to include a fully up to date list of all staff (including coaches, trainers etc.), team kits and competitions entered. This has apparently taken a lot of research to do and is indicative of the programming team's obsessive love of the sport (even if they do support Everton, Spurs and Arsenal!). And if you don't like your players, you can get rid of the dead wood and bring in new talent through the loan and transfer markets. Players can be sent or borrowed on a loan basis or approached either through the club or personally (which is illegal) to join your team.

All the new rules that came in this season are accounted for, such as being able to name a goalie as a third sub. The in-match scenarios have also been beefed-up. The crowd noise is more realistic, injury time is properly implemented and you get to choose who will take part in the penalty shoot-out.

There are a whole host of other features , and one is the fact that you can print out any screen at the touch of a button, making it a lot easier to keep track of how the team is progressing over a long season. Overall, this is looking a very comprehensive package, and could well become the best in its league. Watch out for it.

"All the new rules are accounted for"

▶ *A more conventional approach to obtaining players. Everton try to save themselves by dipping into the transfer market, an essential move by the looks of things.*



▼ *Player profiles help you to pick that unbeatable squad. Hmmm, Everton have one too many oldies...*

◀ *The reserves are the men to turn to in a crisis, and let's face it, they're a common occurrence at Goodison this season!*

PROJECT:	Championship Manager '93
HOUSE:	Domark
RELEASE:	£TBA
TEAM:	Intelek
PRICE:	£TBA

COMMENTS: *Championship Manager* is written by a team of football devotees and it shows. So little detail has been spared that the game becomes extremely engrossing. Few other management sims have the level of depth and complexity that *Championship Manager 93* seems to have and it could be that it will become the game to play if you're a footy addict. And for those with the original version, a cheap upgrade option will be available.

INSPECTED BY: Huw

SOFTWARE SUPREME

139 High Road, Loughton,
Essex IG10 4LT
Tel: 081 365 0344 (All lines)
Fax: 081 365 1650

OPEN 7 DAYS 10 - 6

24 HOUR ORDERING SERVICE ● PHONE FOR FREE CATALOGUE ●

ADI English (11-12)	16.99
ADI English (12-13)	16.99
ADI English (13-14)	16.99
ADI English (14-15)	16.99
ADI French (11-12)	16.99
ADI French (12-13)	16.99
ADI French (13-14)	16.99
ADI French (14-15)	16.99
ADI Junior Reading (4-5)(6-7)	16.99
ADI Junior Counting (4-5)(6-7)	16.99
ADI Maths (11-12)	16.99
ADI Maths (12-13)	16.99
ADI Maths (13-14)	16.99
ADI Maths (14-15)	16.99
AMOS Easy	23.49
AMOS Professional	54.49
AMOS The Creator	36.49
Alien Breed Special Edition	10.99
3D Construction Kit 2	35.49
4D Sports Driving	11.49
4D Sports Boxing	11.49
A Train	25.99
Action 5	16.99
Addams Family	16.49
Agony	16.49
Air Combat Aces	18.99
Air Support	16.49
Air Warrior	23.49
Alien Breed	16.49
Alcatraz	16.49
Alpha Waves	16.99
Altered Destiny	21.49
Animation Studio	55.99
Another World	16.99
Alien 3	19.49
Air Bucks	16.49
Aquatic Games	16.99
Aquaventurer	16.49
Armour Geddon	14.99
Armour Geddon 2	19.49
Apidya	16.49
Arsenal FC	16.99
Ashes of Empire	17.49
Assasin	16.99
Asterix	16.49
Archer Macleans Pool	16.99
A.T.A.C.	23.49
AV 8B Harrier Assault	24.49
A320 Airbus	26.49
B17 Flying Fortress	22.99
Back to the Future 3	11.49
Bane of the Cosmic Forge	23.49
B.A.T. 2	22.49
Battle Chess 2	16.99
Battle Command	15.99
Battle Isle	18.99
Battle Isle Data Disc	13.49
Big Run	16.49
Bills Tomato Game	20.99
Birds of Prey	23.49
Black Crypt	16.49
Blue Max	18.49
Blues Bros.	15.99
Bonanza Bros.	16.49
Body Blows	18.99
Battle Toads	16.49
Cadaver	15.99
California Games 2	16.49
Captive	15.99
Carl Lewis Challenge	15.99
Castles	16.49
Castle of Dr.Brain	17.49
Championship Manager	16.49
Chaos Engine	17.99
Chuck Rock	9.99
Centurion	16.49
Cisco Heat	6.99
Celtic Legends	18.49
Chess Champ 2175	8.99
Convert Action	23.49
Crazy Cars 3	16.49
Cruise for a Corpse	17.49
Crystal Kingdom Dizzy	14.99
Cool Croc Twins	16.99
Contraption	15.99
Cool World	16.99
Curse of the Enchantia	23.49
Civilization	23.49
Campaigne	23.49
Catch 'Em	16.49
Creatures 2	16.49
Daily Double Horse Racing	8.99
Daughters of Serpent	18.99
Dark Queen of Krynn	22.49
Das Boot	10.99
Devious Designs	11.99
D Generation	19.99
Deluxe Paint 4	58.49
Double Dragon 3	16.49
Double Hits 1	8.99
Double Hits 2	8.99

Double Hits 3	8.99
Double Hits 4	8.99
Dune	19.99
Dungeon Master/Chaos Strikes Back	19.49
Dyna Blaster	19.49
Elf	16.49
Elvira Mistress of the Dark	21.99
Elvira 2 - Cerberus	22.49
Elvira the Arcade	16.99
Epic	19.49
European Champ	16.99
Eye of the Beholder	19.49
Eye of the Beholder 2	22.49
Espania Games 92	19.99
Fantastic Worlds	24.99
F14 Tom Cat	18.99
F15 Strike Eagle 2	22.49
F17 Stealth Fighter	21.49
F19 Stealth Fighter	19.49
F29 Retaliator	15.99
Falcon 3	23.99
Fantastic Voyage	16.99
Falcon	10.99
FA Premier League Football	16.99
Final Fight	16.49
Fire & Ice	15.99
Fire Force	16.99
Flight of the Intruder	10.99
Floor 13	19.99
Football Crazy	14.99
Fuzzball	13.99
Formula 1 Grand Prix	22.99
Fascination	18.99
Fort Apache	15.49
Fun School Paint & Create	16.99
Fun School/Spelling Fair	16.99
Fun School 3 (under 5)	16.99
Fun School 3 (5-7)	16.99
Fun School 3 (7+)	16.99
Fun School 4 (under 5)	16.99
Fun School 4 (5-7)	16.99
Fun School 4 (7+)	16.99
Gateway to Sav/Frontier	18.49
G.Loc R360	16.49
Gauntlet 3	11.99
Global Effect	16.99
Gods	15.49
Golden Shot	16.99
Graham Gooch Cricket	19.49
Graham Taylor	16.49
Gunship 2000	21.99
Goblins	16.99
Hard Drivin' 2	12.99
Harlequin	16.49
Harpoon 1 meg	18.99
Heimdall	23.49
Head to Head	23.99
Heros Quest	16.99
Historyline	23.99
Home Alone	16.99
Hook	15.99
Hostile Breed	16.49
Humans	17.99
Humans Data Disk	14.99
Humans Data - Stand Alone	20.99
Ian Bothams Cricket	19.49
Indy Heat	16.99
Indy Action	16.99
International Rugby Challenge	16.99
Ishar Legend Fortress	20.49
I Jones Fate of Atlantis	24.99
Jaguar XJ220	16.49
Jimmy Whites Snooker	16.99
John Barnes	15.99
J.Madden Football	16.49
Jim Power	16.99
Kid Gloves 2	16.49
Kings Quest V	22.49
Kings Quest VI	22.99
Knightmare	18.99
Knight of the Sky	21.49
Killing Game Show	8.99
Last Ninja 3	16.49
Lazer Squad 2	16.99
Leander	15.99
Legend	18.49
Legend of Kyrandia	20.99
Lemmings Double Pack	19.99
Lawnmower Man	16.99
Leathal Weapon 3	16.49
Legend of Valour	24.49
Lemmings	15.99
Lemmings 2	20.99
Lemmings Data Disc	13.49
Lemmings Stand Alone	15.99
Life & Death 2	16.49
Links Courses - Bountiful	13.99
Links Courses - Firestone	13.99
Links Courses - Pinehurst	13.99
Lotus Turbo Challenge 2	16.49
Lotus Turbo Challenge 3	16.99

Lure of the Temptress	19.99
Links H.D.	23.99
Liverpool	17.49
McDonalds Land	17.99
M.1 Tank Platoon	19.99
Magic Pockets	15.99
Man.Utd Europe	9.99
Match of the Day	17.49
Megamix	20.99
Megasports	15.99
Megatwins	17.99
Mercenary 3	20.99
Merlins Maths	16.99
Megalomania/First Samurai	18.49
Microprose Golf	23.49
Midwinter 2	23.49
Mig 29 Super Fulcrum	24.99
Might & Magic 3	22.99
Moonstone	19.49
Monkey Island	15.99
Monkey Island 2	22.49
Mystical	15.49
Myth	18.49
Meg Lo Mania	20.49
Mega Fortress	17.49
Movie Mix	12.99
Mavis Beacon	19.99
Mini Office	40.99
Narc	7.99
N.Mansells World Champ	19.99
Nick Faldo's Champ Golf	23.99
No Greater Glory	23.99
Noddy"s Playtime	16.99
Omar Shariffs Bridge	23.49
Outrun Europa	16.49
Outlander	19.49
Orbitus	12.99
Ork	11.99
Psychos Soccer Sel	21.99
Palladin 2	19.49
Paper Boy 2	8.49
Parasel Stars	15.99
Perfect General	22.49
PGA Golf Tour +	19.99
PGA Course Discs	10.99
Pinball Dreams	16.99
Pinball Fantasies	17.99
Pitfighter	8.49
Police Quest 3	22.49
Populus/SimCity	20.49
Populus 2	19.49
Premeir Manager	16.99
Premiere	20.99
Prince of Persia	15.99
Prophecy of the Shadow	21.99
Pro Tennis Tour 2	15.99
Project X	16.49
Push Over	15.99
Plan 9 Outer Space	20.99
Pools of Darkness	18.49
Powermonger	17.99
Quest for Glory	20.99
Race Drivin'	11.49
Ragnarok	26.99
Railroad Tycoon	22.49
RBI 2 Baseball	12.99
Realms	19.99
Risky Woods	16.99
Road Rash	16.99
Robin Hood	15.99
Robocod	15.99
Robocop 2	7.99
Robocop 3	15.99
Robosports	16.49
Rome AD 92	20.99
Rookies	17.49
Rugby World Cup	8.99
Rules of Engagement	16.99
Reach for the Skies	19.49
Sabre Team	16.99
Scrabble Deluxe	20.99
Secret of the Silver Blades	21.99
Sensible Soccer	16.49
Sim City Deluxe	24.99
Shadowlands	19.49
Shuttle the Sim	20.49
Shadow of the Beast 3	19.49
Silent Service 2	21.49
Sim Ant	22.99
Sim Earth	20.99
Simpsons	15.99
Silly Putty	16.99
Sleepwalker	20.99
Smash TV	15.99
Space Ace 2	32.49
Space Crusade Voyage B	16.99
Space Gun	15.99
Space Crusade	16.99
Space Quest 1	16.99
Special Forces	22.49
Sports Mix	12.99

Steel Empire	19.99
Stereo Master	26.49
Storm Master	16.99
Streetfighter 2	17.99
Striker	16.99
Super Tetris	20.49
Super Ski 2	11.99
Suspicious Cargo	16.49
Sword of Honour	16.49
Test Drive 3	15.99
Their Finest Hour	19.49
The Manager	20.99
ThunderHawk	20.99
Thunder Jaws	16.49
Tennis Cup 2	16.99
Terminator 2	16.99
Titus the Fox	15.99
The Games Espania	19.49
The Godfather	12.49
T.V. Sports Baseball	16.99
Treasure of Sav.Frontier	22.49
Transacrtica	18.99
Universal Monsters	16.99
Ultima V	19.99
Ultima VI	20.49
Ultima VII	20.99
Uridium 2	17.49
Utopia	19.99
UGH	15.49
Video Kid	15.99
Vikings	16.99
Vroom	15.49
Ween	20.99
Winter Sports	17.49
Winter Challenge	23.99
Wiz Kid	15.99
Wolf Child	16.99
Wolf Pack	11.49
WWF	15.99
WWF 2	15.99
Wing Commander 1	22.99
Willy Beamish	15.99
Xenon 2	7.99

COMPILATIONS

Award Winners	16.99
Air Combat Aces	18.99
Action Pack	15.99
Air Land and Sea	23.99
Big Box 1	15.99
Big Box 2	19.49
Bitmap Bros. Vol 1	16.99
Bitmap Bros. Vol 2	16.99
Board Genius	17.99
Dream Team	17.99
Fantastic Worlds	24.99
Football Crazy	14.99
Magnetic Schrolls	15.99
Ninja Collection	13.99
Rainbow Collection	13.99
Raving Mad	18.49
Super Fighter	17.99
Super Sim Pack	21.99
Sports Best	20.99
Test Drive 2 Collection	20.99
Quest for Adventure	23.99

BUDGET TITLES

3D Pool	6.99	Licenced to Kill	5.99
Altered Beast	6.99	Lombard RAC Rally	6.99
Atomino	8.49	Lotus Esprit	6.99
Awesome	8.99	Manchester United	6.99
Bubble Bobble	6.99	Manic Minor	7.99
Baal	5.99	Micheal Jackson Moonwalker	6.99
Bards Tale 3	8.99	Midnight Resistance	6.99
Batman The Movie	6.99	Mig 29 Soviet Fighter	6.99
Beach Volley	6.99	Moonshine Races	6.99
Blood Money	6.99	New Zealand Story	6.99
California Games	6.99	Operation Thunderbolt	6.99
Carrier Command	6.99	Operation Wolf	6.99
Celtica GT4 Rally	6.99	Outrun	6.99
Centrefold Squares	6.99	Pang	6.99
Chase HQ	7.99	Panza Kick Boxing	6.99
Cloud Kingdom	6.99	Pipe Mania	6.99
Colossus Chess	6.99	Pitfighter	6.99
Conflict in Europe	7.99	Platoon	5.99
Crazy Cars	6.99	Predator	6.99
CJ in the USA	7.99	Pro Tennis Tour	6.99
Defender of the Crown	7.99	Puzznic	6.99
Deluxe Strip Poker	6.99	Rainbow Islands	6.99
Double Dragon 1 or 2	6.99	Rocket Ranger	8.49
Ed the Duck	6.99	Robocop	6.99
Emlyn Hughes Soccer	6.99	Rolling Ronny	9.99
F16 Combat Pilot	6.99	R-Type	6.99
Fantasy World Dizzy	5.99	Run the Gauntlet	6.99
Fun School 2 (under 5)	6.99	Shadow of the Beast	6.99
Fun School 2 (5-7)	6.99	Shadow Warrior	6.99
Fun School 2 (7+)	6.99	Sky or Die	8.99
Gauntlet 2	6.99	Starglider 2	6.99
Ghouls 'n' Ghosts	6.99	Steve Davis Snooker	6.99
Ghostbusters 2	6.99	Superplex	6.99
Golden Axe	6.99	Super Off Road	9.99
Hard Drivin'	6.99	Shinobi	6.99
Head over Heels	6.99	Shuttle Puck Cafe	6.99
James Pond	6.99	Strike Force Harrier	6.99
Jet Set Willy	7.99	Stunt Car Racer	6.99
John Lowe Ultimate Darts	6.99	Sleeping Godslie	6.99
Kid Gloves	5.99	Wiz Ball	6.99

Please make cheques & PO's payable to **Software Supreme**
P & P £1 per item UK. Elsewhere £3 per item.
New titles sent as released and subject to price reviews. E&OE

Title ---------- Price ----------

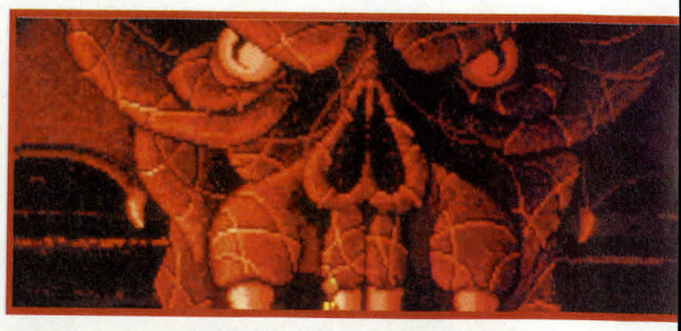
---------- P&P ----------
Computer _____ Total ----------

Name ----------
Address ----------

Tel ----------
Card No. .....
Expiry Date /
Ac ☐ Visa ☐ Ch ☐ PO ☐

SOFTWARE SUPREME
139 High Road, Loughton,
Essex IG10 4LT
24hr Ordering Service
081 - 365 0344 (All lines)
24hr FAX ***081 - 365 1650***

AA



LITIL

Amiga Action gets divilish with this new release from those Gremlins...

I have to admit to particularly hating certain types of package labelling. You might think this is a strange preoccupation, but if you've sat through the number of 'screwball comedies' or 'uproariously funny' films I've had to, I can guarantee you'll start to develop that suspicious squint...

So it was with a particularly black wave of depression that I cracked open Gremlin's latest product to see the main character described as having 'quite an attitude'. Well, thankyou, but I'll decide who's got the attitude around here!

Actually, for once, that awful cliché may really mean something. *Litil Divil* has been kicking around the Gremlin backyard for some three years now, and in this time a basic adventure/discovery game has been loaded with a variety of weird goings-on and unlikely stories. It goes something like this...

You play the part of Morris Axel-Ansell Dopolopagus. Morris doesn't have many friends, not surprising when you consider how much it'd cost to phone and ask for him by name. Even the cunning move of calling himself Mad Mo backfired – but then, who'd want to phone a potential axe-wielding maniac?

Totally lost

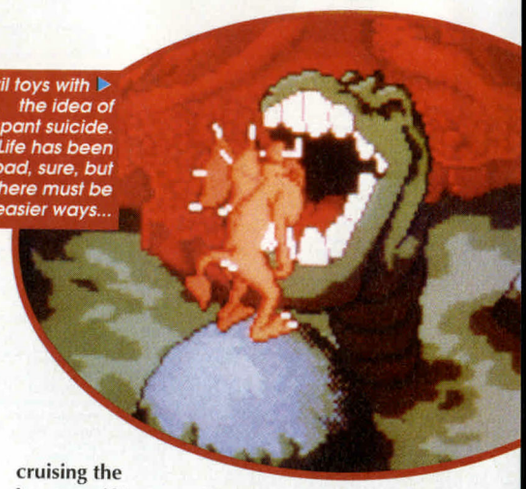
Instead of doing the sensible thing and hiring a good Public Relations firm, Mo gets into exploring, and in particular, searching for the Lost City of Atlantis. His progress is hindered by minor technical hitches, like not being able to swim and Atlantis being a 4,500 year old myth anyway.

It all becomes too much for the poor guy, and his life falls apart progressively over a period of 10 years, until one day, while cruising the byways of his vegetable patch, he happens to trip over a strange hieroglyphically-carved slab.

Well, one thing leads to another and soon Mad Mo has disappeared into the hole underneath the slab and into a highly unlikely set of circumstances, which mostly involve you drinking some water and alarmingly sprouting horns and a forked tail. You are now a Divil.

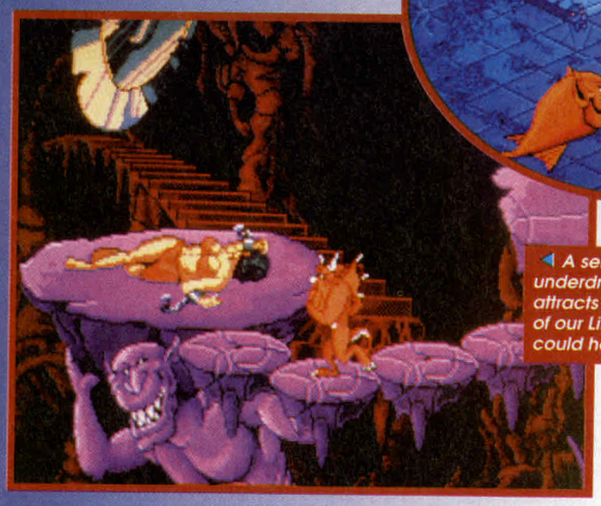
Your aim is now to traverse the passages of Terratis, the lost city of the Underworld and find the Fountain of Normality, which will return you to – yes, you guessed it – normality.

That's the aim, so how do you go about it? The basic concept revolves around you meandering around networks of corridors, avoiding water and flame pits, spikes and mysterious breezes. There are various objects littered around, like food and hearts, which not only have been carelessly dropped so you

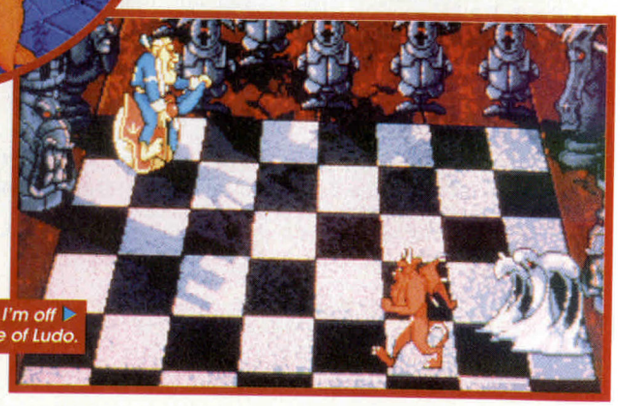


Divil toys with the idea of rampant suicide. Life has been bad, sure, but there must be easier ways...

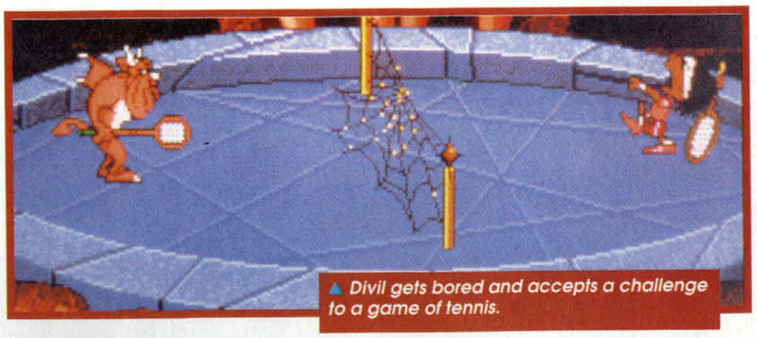
She may look fishy but she's a babe really. Now, as for the other ones...



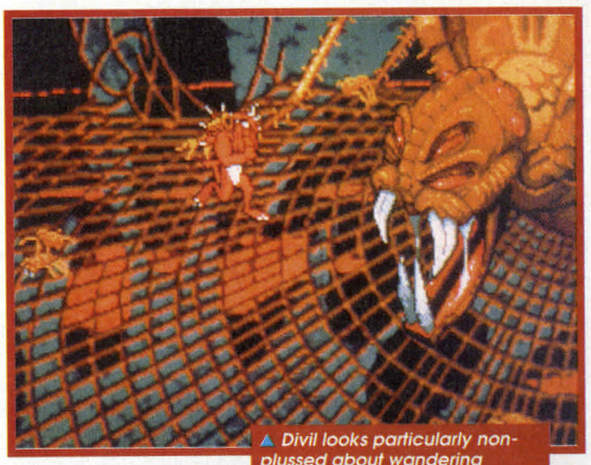
A seriously underdressed lady attracts the attention of our Litil Divil. Things could hot up...



Forget this, I'm off for a game of Ludo.



▲ Divil gets bored and accepts a challenge to a game of tennis.



▲ Divil looks particularly non-plussed about wandering around in front of a spider built like a firestation.

DIVIL

can find them, but have also somehow failed to go off too!

Other useful items include wings (to allow you to fly over pits), and lead boots (which let you walk into breezes). And in case the game gets a bit boring, something Gremlin assure us won't happen, there are the obligatory hidden levels and bonus objects too.

> *"The Underworld is divided into five levels, each comprising of 10 puzzle rooms..."*

The Entity

The Underworld itself is divided into five levels, each comprising of 10 puzzle rooms, and you'll have to solve these puzzlers if it is your aim to complete the game, reach the Fountain of Normality and return to your irascible self.

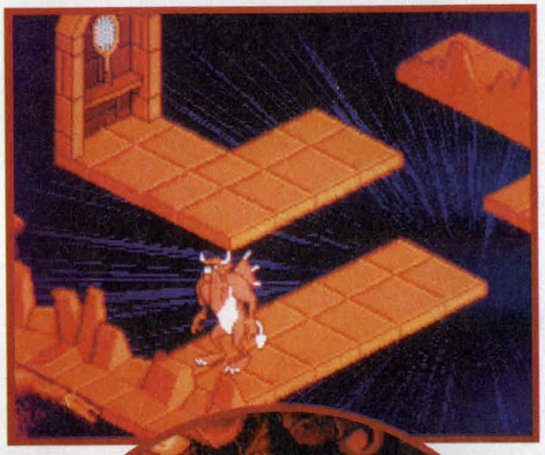
Seasoned arcade adventurers will probably be thinking this all sounds like a real breeze, but beware, because the Entity is after you too. The Entity has a tendency to drag you off to torture rooms and appear in poor '80s horror films if you dawdle too long, although I don't know which is the sadder of the two.

Anyway, you'll need to keep a fair old pace up, because being caught by the Entity will mean you lose a life and have to start the level again (although there are restart points).

Litil Divil himself gets a bit stroppy if you dawdle, and it is here that we find ourselves back at the attitude point. If you hang about for too long, Divil will start to read his newspaper. If he feels you are a total dork with no hope of finishing the game, he'll snarl at you. If he's feeling particularly cocky, he may break out into a few dance steps.

Basically, it's all just a continuation of the Sonic-looking-annoyed affair that's so prevalent at the moment.

Whether or not *Litil Divil* will be the next big thing down at Gremlin is yet to be clear, but keep an eye out for this in the near future. It could be a little darlin'!



▼ "Now under which skull did I put the £10 note?" It's up to you to decide.

PROJECT:	Litil Divil		
HOUSE:	Gremlin	RELEASE:	April '93
TEAM:	In House	PRICE:	£TBA

COMMENTS: There aren't many good arcade adventures around at the moment, so a new entry into the annals has to be a good thing. Graphically this looks as if it is going to be a stormer, with some good sprites and decent animation, but the question is always going to be over the gameplay in this type of game. We'll have to see how this does when we properly review it soon, but from what I've seen, things are looking rather good.

INSPECTED BY: Nick

ISHAR 2

Can Silmarils' latest role-player put us all into a Daze?

▲ If this lives up to its hype, which has been created by the game's publishers, it will be an RPG game to be savoured.

It would seem that Daze Marketing are at present mounting a full frontal assault on the British software market. In conjunction with classy French software developers, Silmarils, they have produced a number of excellent titles, most notably *Transarctica*, rated at 88% last month in Amiga Action, and of course the original *Ishar* RPG, *Legend of the Fortress*.

Originally a massive, sprawling adventure in its own right, *Legend of the Fortress* has apparently been bettered for the new title in a number of ways, one of the most important being the playing area. Boasting a landscape some three times larger than the original, *Ishar 2* looks set to have thousands of adventurers well and truly lost for a long time to come.

If you played the original *Ishar* and enjoyed it, you will be pleased to know that a facility will be included in this sequel that will allow you to port over your party from the first game and carry on adventuring with them. Of course, you will still be able to play if you have never even heard of the initial release.

Swamp things

Each of the seven nearby islands which you can travel to in the game will feature a different landscape that could be anything from a swamp, dungeon, plain, arctic, castle and so on.

Another new feature can be seen in the mountain landscape. A totally new technique has been developed where the ground is actually graded to simulate climbing altitude. Now as to what that really means your guess is as good as mine at the moment, but it sounds impressive anyway!

Ishar 2 also sees the introduction of more than 30 new characters who will be quite happy to interact with your party – some may even be willing to join you. Besides this lot, there are more than 70 new enemies for you to contend with, more than enough for even the most experienced *Ishar* player.

You can be assured that in any Silmarils game, the quality of the graphics and sound will be up to scratch. The French always seem to put a lot into the presentation of their games and most of the times, this is where their games pick up a lot of points. Polished and professional, *Ishar 2* looks set to give RPG fans something really to get their teeth into!

> "The French always put a lot into presentation"

◄ The graphics have been vastly improved over the original for this sequel. Expect stunning visuals and sound as usual from the French developers.

▲ If all of the new characters in the game are like this one, Silmarils will be guaranteed to sell thousands of copies!

▼ You can rest assured that there will be plenty of foresty type antics in this neat sequel!

PROJECT:	Ishar 2		
HOUSE:	Daze Marketing	RELEASE:	April '93
TEAM:	Silmarils	PRICE:	£TBA

COMMENTS: I always tend to find that role playing games promise a lot at this stage of development, but more often than not they are all mouth and no trousers, so to speak, leaving the player frustrated and disappointed with the end result. There is no doubt that if *Ishar 2* lives up to its own hype, and is similar to what I've seen, it will be a wonderful computer gaming experience. However, at the moment it is a case of 'I'll believe it when I see it.'

INSPECTED BY: Steve

FED UP WAITING?

JUST ADD £2.00 TO YOUR TOTAL ORDER FOR A GUARANTEED
* NEXT DAY DELIVERY TO YOUR DOOR
(* ORDERS MUST BE PLACED BEFORE 3.30pm excluding weekends)

COMPUTER MATES (UK) LTD.

All disks can be supplied formatted and ready to use for any IBM machines for as little as 4p per disk

CHEQUES/POSTAL ORDERS TO:
COMPUTER MATES (UK) LTD.
PINEWOOD STUDIOS, IVER HEATH
BUCKS, SL0 0NH
TEL: 0753 553535 (3 lines) FAX: 0753 553530

ALL PRICES INCLUDE V.A.T. & DELIVERY

FUJI FILM BRANDED DISKS

5.25" (360K)	5.25" (1.2 MEG)	3.5" (720K)	3.5" 2 MEG(1.44)
£5.00	£7.00	£6.50	£12.00

LOOK GREAT DEALS ON FUJI
3.5" MF2DD 5 BOXES DISKS ONLY £29.50
3.5" MF2DD 10 BOXES 100 DISKS ONLY £55.00
1.44 MF2HD 5 BOXES 50 DISKS ONLY £50.00
1.44 MF2HD 10 BOXES 100 DISKS ONLY £95.00
AND £2.00 OFF ANY STORAGE BOX WITH PURCHASE PRICE OF £6.50 OR MORE

COMPUTER PAPER

2000 SHEETS PER BOX 80gsm	1 BOX	2 BOXES	3 BOXES
A4	£21.00	£38.00	£55.00
A3	£39.00	£75.00	£110.00

NEW JUST APPOINTED DEALER

GOLD MASTER BRANDED
2 FOR 1 LIFE TIME WARRANTY

	1 MEG MF-2DD	2 MEG MF-2HD
1 BOX	6.50	13.00
2 – 5 BOXES	6.00	12.50
6 – 10 BOXES	5.50	12.00

DATA CARTRIDGES

DC300A	£17.05	DC6320	£24.00
DC300XL	£17.50	DC6525	£28.00
DC300XLP	£15.50	DC1000 10Mb	£16.50
DC300EXL	£18.70	DC1000 20Mb	£16.50
DC600A	£15.50	DC2000	£13.50
DC6150	£17.50	DC2080	£16.50
DC6250	£24.00	DC2120	£16.50

QUANTITY DISCOUNTS: PLEASE CALL OR FAX

3.5" MITSUBISHI BULK MEDIA LIFE TIME WARRANTY

	DSDD	DSHD
50 Disks	£23.00	£35.00
100 Disks	£42.00	£65.00
200 Disks	£77.00	£127.00
500 Disks	£177.00	£297.00
1000 Disks	£330.00	£590.00

INCLUDES LABELS
NOTE: The above disk are based on > 55% clipping level, cheaper disks are available – please call.

5.25" BULK DISKS

Packed in 25's with Envelopes, Labels, Lifetime Warranty

COLOURED DISKS ALSO AVAILABLE

	48tpi	96tpi	HD
25 Disks	£8.50	£8.75	£12.00
50 Disks	£16.00	£16.25	£23.00
100 Disks	£28.00	£27.25	£36.00

1000+ PLEASE CALL

QUICKSHOT JOYSTICKS

MULTI SYSTEM
QS11A Turbo 2 ..... £9
QS149 Intruder 1 ..... £25
QS128F Maverick 1 ..... £14
QS155 Aviator 1 ..... £27.50
QS131 Apache 1 ..... £7
QS130F Python 1 ..... £9.50
QS127 Starfighter Pair Remote Control ..£36.50
NINTENDO
QS130N Python 2 ..... £9.50

Up to £3.00 OFF above Joysticks with another purchase above £15.00

MICE/TRACKERBALLS

PS2 MOUSE £21.00
AMIGA/COMMODORE £19.00
ATARI MOUSE £19.00
ATARI/AMIGA TRACKBALL £22.00
MOUSE MAT £2.50
MOUSE POCKET £2.50
MOUSE STAGE £10.00
MOUSE MAT HARD £3.50
PAPER TRIMMER £5.00

Victoria

STORAGE BOXES

3.5" DISK CAPACITY		5.25" DISK CAPACITY	
140	£11.50	140	£9.00
120	£9.50	120	£8.50
100	£7.90	100	£7.50
80	£7.50	50	£6.50
50	£6.50		
40	£6.00		

STACKABLE BOXES

Disk	Name	Cap	
3.5"	Banx	80	£12.99
Dual	Banx 5	130/180	£14.99
3.5	Bimby	200	£18.99
5.25	Bimby5	200	£18.99

BIMBY BOXES CAN ALSO HOLD 3 2.8" VIDEO TAPES, CARTRIDGES
ALL ABOVE BOXES LOCKABLE + 2 KEYS.
£2 OFF 1st BOX WHEN ORDERING 100 BULK DISKS OR MORE
3.5" or 5.25" 10 Cap...£1.50. 5 Cap...£1.15. 1 Cap...50p
Cardboard Disk Masters...£150/1000 or £25/100

COMPUTER MATES BRANDED DISKS

2 FOR 1 LIFE TIME WARRANTY

3.5" DISKS

	DSDD	DSHD
50 Disks	£25.00	£37.00
100 Disks	£47.00	£71.00
200 Disks	£87.00	£139.00
500 Disks	£202.00	£327.00

SPECIAL OFFERS THIS MONTH

LOOK SAVE YOUR EYES

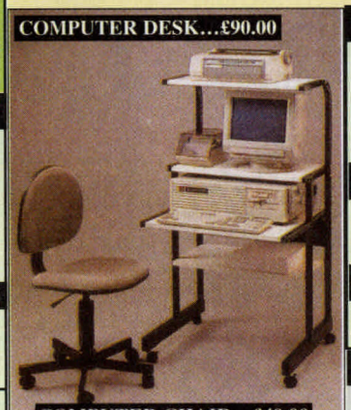
12" or 14" COLOUR OR MONO FILTER SCREEN
SAVE YOUR EYES ..... Only £13.99
Optical Glass Filter 14" £25.00
Optical Glass Filter 20" £35.00
12" or 14" TILT & TURN WITH HANDY KNOB
MONITOR STAND £15.95

PRINTER STANDS 5 DIFFERENT TYPES

PRINTER STAND (Feet)
80 or 132 COLUMN £8.00
IBM PRINTER LEADS £5.00
..... JOYSTICKS ALL MACHINES P/C

LABELS 5.25" OR 3.5" (5.25" WITH W/P)
100 £1.00, 1000 £8.00. SINGLE OR MULTICOLOUR AVAILABLE

COMPUTER DESK...£90.00



COMPUTER CHAIR...£40.00

DUST COVERS

AMIGA/ATARI £6.00
12" or 14" MONITOR £6.00
80 or 132 PRINTER £6.00
LAZER PRINTER £6.00
84 or 102 KEYBOARD £6.00
TOWER CPU £6.00

DUST COVERS FOR MOST SYSTEMS – PLEASE CALL

CLEANING ACCESSORIES

MINI VACUUM CLEANER £7.00
MONITOR CLEANING SOLUTION £3.00
3" CLEANING KIT £3.00
HEAD CLEANER 3.5" or 5.25" £2.50
ALL THE ABOVE & MORE £11.00

DATA SWITCH BOXES

CENTRONICS OR SERIAL ..... 2 WAY 15.00
4 WAY 20.00
DATA SWITCH LEADS ..8.00 each

COPY HOLDERS

A4 Desk Top Anglepoise ..£15.99
A4 Anglepoise G-clamp £15.99
A4 Desk Top £8.00
Paper Clip Monitor Side £4.00
Paper Clip Monitor Top £5.00

PRICE BREAKTHROUGH ON HAND HELD VIDEO GAMES

GAMES AVAILABLE AT ONLY £12.99

P.52 Sea Battle, Grand Prix, Challenger Tank, Brain Power, Carrier, Linear Racing, Super Block, Snake, Hashblock/Eagle-plan, Honey Bee, Space Fighter, Alien, Tennis Pro, Olympic Trails, Police Bust, Pacboy, Block Buster

£39.99 inc.

SUPPLIED WITH:
★ CRYSTBALL GAME
★ BATTERIES
★ STEREO EAR PHONES

SPECIAL PACK OFFER
BUY 4 GAMES – CHOOSE ANY OTHER TITLE FREE

LOOK!

VIDEO TAPES, E180, LIFETIME WARRANTY, 3 HOURS
10 FOR £20; 50 FOR £90

RETAIL PACKED BLUE BOX DISKS

ALL BLUE BOX DISKS ARE COMPLETELY PACKAGED IN BLUE PRINTED CARDBOARD BOXES WITH LABELS. 100% GUARANTEED FOR LIFE

3.5" 720K-880K
MF-2DD 10's 1 Meg
1 Box £5.00
MF-2DD 30's 1 Meg
1 Box (30) £14.00
BAMBI-2DD 1 Meg
25 Disks in 25 Capacity Storage Box
1 Box £14.00

3.5" 1.44 Meg
MF-2HD 10's 2 Meg
1 Box £8.50
MF-2HD 30's 2 Meg
1 Box (30) £21.50
BAMBI-2HD 2 Meg
25 Disks in 25 Capacity Storage Box
1 Box £21.00

5.25" DISKS
M-2D 48TPI 360K
1 Box (10) £4.00
M-2DD 96TPI 720K
1 Box (10) £4.75
M-2HD 1.6 Meg H/D
1 Box (10) £5.00

10% DISCOUNT GIVEN ON 10 BOXES OR MORE

CALL SAM OR PAT NOW! ON 0753 553535

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE

FED UP WAITING? ALL ORDERS ARE NORMALLY DELIVERED TO YOU WITHIN 48 HOURS

WAXWORKS

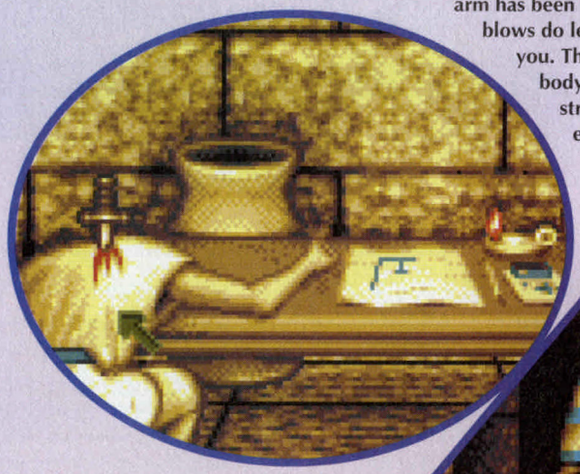
Once again, we are proud to present the complete solution to one of the latest adventure games. This time we provide the complete solution to all of the major puzzles in the spine chilling epic, Waxworks.

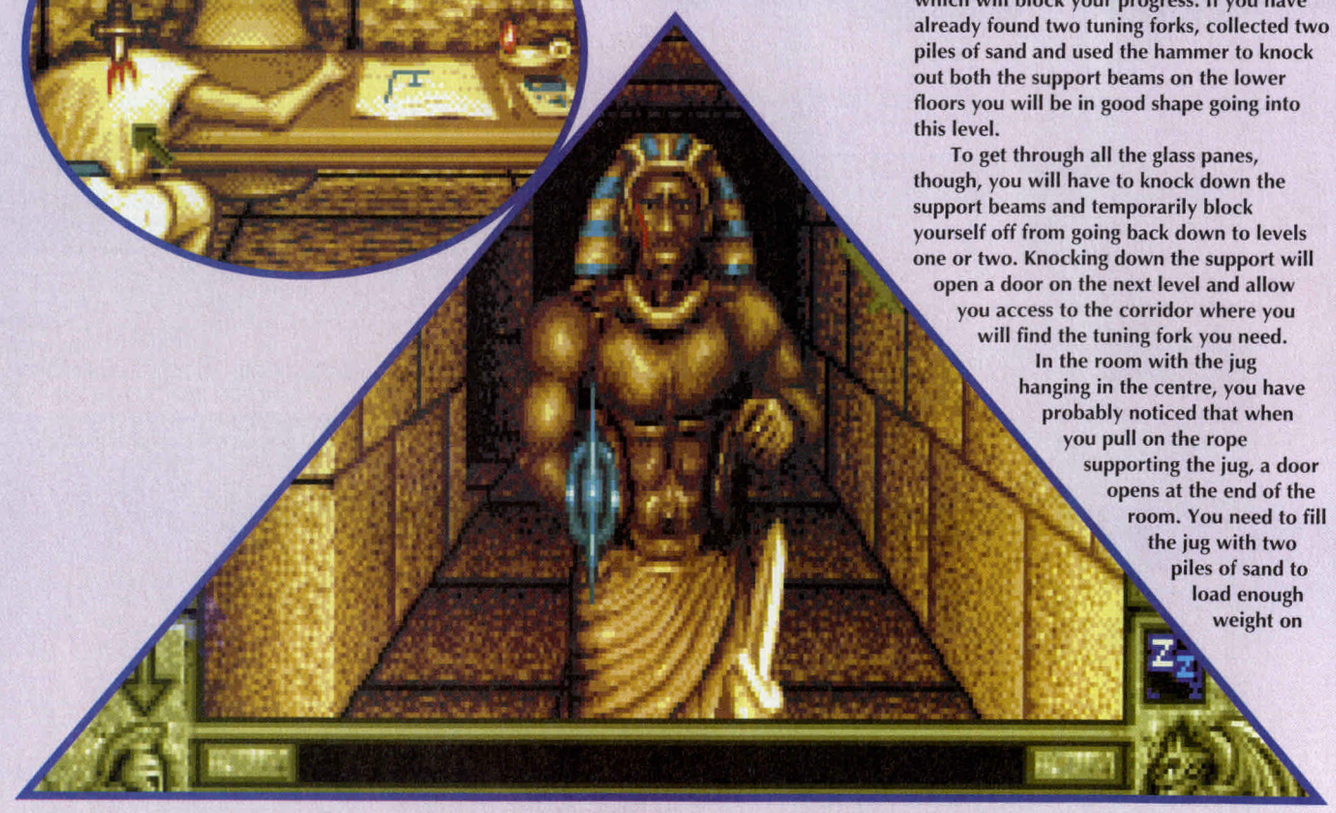
EGYPTIAN PYRAMID

1st Floor

On the first floor of the maze you will need to figure out a way to kill the alligator in the pool. The simplest solution to this is to continue on your way to level two where you will find an urn filled with embalmed organs and guts. You can use the smelly mixture to lure the alligator out of the water. You will need to break the jar in front of the water, back up, and when the alligator climbs out to eat the grotesque mixture, throw a spear to finish him off.

If you are having difficulty fighting the Egyptian guards and priests, try concentrating your attack on the arm they hold their weapon in. Once you can see the arm has been injured, you will notice their blows do less damage each time they hit you. Then you can go for his head or body to finish him off. Use this strategy to save more hit points in each battle.





2nd Floor

The puzzle trap on level 1 requires you to turn the tumblers so all the lines of numbers add up to the same amount. There are actually a couple of solutions. Starting at the top, moving clockwise, try using these numbers, 6,2,0,5,6. Each column will add up to 16 and the door will open. (Twenty is also a solution but you can work that one out for yourselves)

On this level of the pyramid you will need to locate the hammer hidden in the basket. You must then return to the first level and use the hammer to knock out the support beam holding the secret door shut. This will cause the stone slab to slide down and open the door on level two.

To bypass the hot coals, you will need to use water from the pool on level one to cool the coals. Obviously, before you can collect the water you will need to deal with the alligator in the pool. Lure the alligator out of the water with the stinky, smelly innards you find in a jar on level two. Break the jar in front of the water, back up, and when the alligator climbs out to eat the grotesque mixture, throw a spear to finish him off.

3rd Floor

The first puzzle this level of the pyramid presents you with is the water trickle trap. The knobs with arrows on them indicate which direction the water is flowing through the tubes. Turn the knobs so the jar with the ankh fills up first.

Level three also includes a tricky sequence of stone doors and panes of glass which will block your progress. If you have already found two tuning forks, collected two piles of sand and used the hammer to knock out both the support beams on the lower floors you will be in good shape going into this level.

To get through all the glass panes, though, you will have to knock down the support beams and temporarily block yourself off from going back down to levels one or two. Knocking down the support will open a door on the next level and allow you access to the corridor where you will find the tuning fork you need.

In the room with the jug hanging in the centre, you have probably noticed that when you pull on the rope supporting the jug, a door opens at the end of the room. You need to fill the jug with two piles of sand to load enough weight on

the mechanism to keep the door open.

The last large trap to solve on this level of the pyramid is the archer room. The trap is triggered by a pressure sensitive floor in the room. One wrong step, and you'll be a shish-kebab. To trigger the trap, all you need to do is toss a heavy object into the room on the right spot. Try using the rock close by in the corridor. One more hint – once you have disabled the trap, make sure to search the room thoroughly.

4th Floor

On level four, once you have gotten by the huge boulders thundering down the corridors, you will quickly find the "needle" across the gaping pit. The needle can be lowered and used as a bridge, but only if you are able to shoot something across the gap to make the needle drop. Try using the bow and arrow from the archer room on level three.

You will also need to locate the tuning fork on this level before you can proceed further in the pyramid. If you are having trouble, make sure that you have knocked out all the support beams on level three. This tuning fork is in a corridor behind one of those secret doors.

Level four also presents you with a deadly room full of pressure sensitive tiles to cross. One step on the wrong tile and it's all over. The papyrus with the Egyptian symbols on it from level one is your guide to get across this room. Avoid any of the tiles which appear on this papyrus and you should be able to tip-toe right through this room.

5th floor

Soon after entering level five, the passages will begin to fill with toxic gas. When this happens, locate the mirrored panel on the wall and use a tuning fork to break the panel.

Once you have made your way past the boulder and priest guarding this level, you can make your way to the mural chamber. You will first want to move into the second chamber and locate the mural with the snakes.

Use your sword to smash through the plaster wall. Inside this hidden room, if you pick up the tile you will quickly be surrounded by deadly snakes. To avoid this, drop the bottle of oil you picked up from the first level of the pyramid.

Once the oil is spread on the floor, all you need to do is click on the oil covered floor and select ignite to set the floor ablaze with your lamp. It is now safe to remove the tile.

The mural room with the dead artist also has a secret passage behind another of the paintings. Before breaking through the wall, though, make sure to take note of the name on the wall, this will provide you with the correct placement of tiles to open the door to level six.

6th Floor

Upon entering level six, you will find two large treasuries, a sarcophagus and a scale. Search the treasure rooms for items you can use, a weight and a ceremonial sword.

Use the brooch to open the sarcophagus. Once your princess has climbed out to join you, search the sarcophagus where you will find the sixth balance pin for the scale. Once found, you should be able to balance the scales, assuming you have located the five other weights throughout the pyramid.

To balance the scale, try using the extremely heavy, very light, and light weights on the balance pan. Put the very heavy, heavy, and extremely light weights on the left balance pan. The door to Anubus will open.

MINE

General Information

In the mine waxwork, your ultimate goal is to blow up the mine with explosive charges to kill the plant mutation and seal the mine forever. To do this you'll want to carefully search the entire mine to find all the equipment you'll need, fight the mutant humanoids and talk the human inhabitants into helping you.

Coal Cart

The coal cart thundering down the mine's main corridor creates a couple of problems to solve. Clearly, you must avoid being run over by the

WAXWORKS

racing cart, but even if you avoid it, you will find it will come to rest directly in front of the elevator and block your exit. To solve this problem, first you'll need to find the pit prop.

As you move east from the elevator, explore the first tunnel on your right. After you've found the wooden beam in the corridor, you can drop it on the rail tracks to stop the cart.

Make sure to select a location which will not block your progress later in the game. Try one step past the first tunnel on the right. One more hint, make sure you look inside the cart once it has been stopped.

Gas mask

Before you enter the last chamber of the mine, you'll need to find the gas mask and a filter to protect you from the mutant plant poisonous gas. The masks themselves should not be too difficult to locate in one of the storage cells, but locating a filter is a tougher challenge.

Actually, you will have to make the filter. To start, look for a handkerchief on the body of the medic in the fourth tunnel on the left. This is the first item you will need. Next you will need to locate some charcoal to wrap in the material.

Look for a burnt pit prop in the tunnel where you found the shovel and the generator. Once you've found both the items, drag and drop them together in your inventory, then drag the filter into the mask.

Chemical sprayer

You have a limited supply of fungicide in your chemical sprayer. But don't despair, you can refill the sprayer with an equally potent mixture – gasoline. Better yet, once you've found the lighter on the professor in the elevator, you'll have yourself a makeshift flame-thrower.

The best source of gasoline for your flame-thrower is out of the generator. Once you have found the generator, click on the drainage hole and select open – you'll need the screwdriver from the professor to do this. Next click on the sprayer in your inventory and drag it over the flowing gasoline. This will automatically fill your chemical sprayer with gasoline.

Do this manoeuvre quickly, so you can drag the drainage plug back over the hole to stop the flow of gasoline. If done quickly, this will allow you to come back later and fill the sprayer once again.

Protecting the doctor

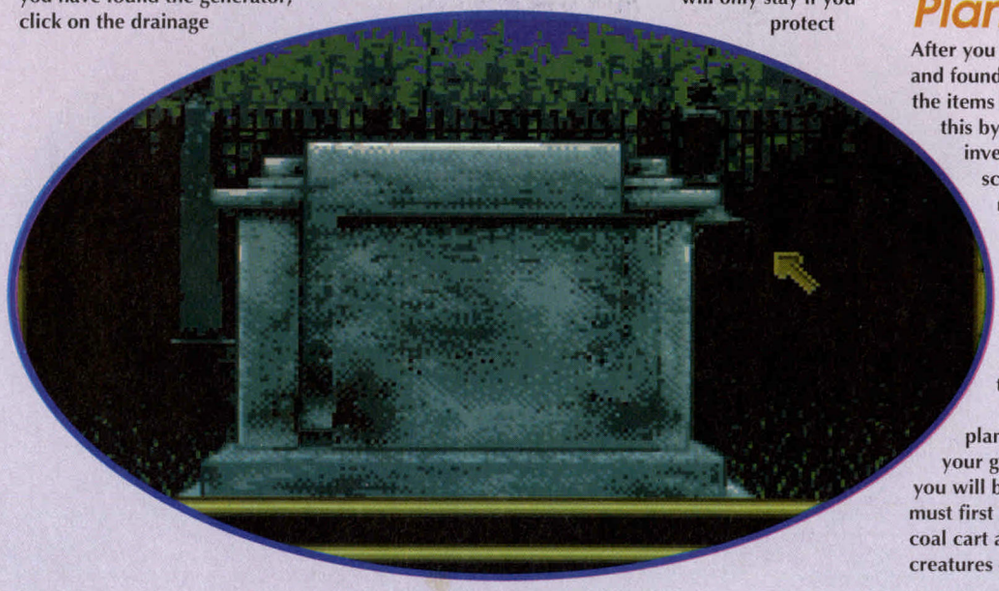
Once you have found the medical kit and spoken to the professor in the elevator, the doctor will come with you to help heal professor.

You'll need to leave the doctor with the injured professor for some time while she takes care of him. Unfortunately though, she will only stay if you protect her from the mutants. You can leave the chemical sprayer with her, but this leaves you without your most effective weapon. Instead, try this solution: the dead medic in the fourth tunnel has a key in his pocket.

The key is used to unlock the safety gates on the elevator. Once unlocked, the gates can be closed and will protect the doctor from the mutants while she heals the professor.

The drill

The drill was being used in the mine in an area still under construction, where lights were not yet installed and the tunnel is almost pitch black, proceed with caution once you reach this area. You'll find the drill at the end of this passage in the grip of a dead miner who is entangled within the vines. Once found, also examine the side wall of this tunnel for a drill bit lodged in one of the holes in the wall.



Plant monster

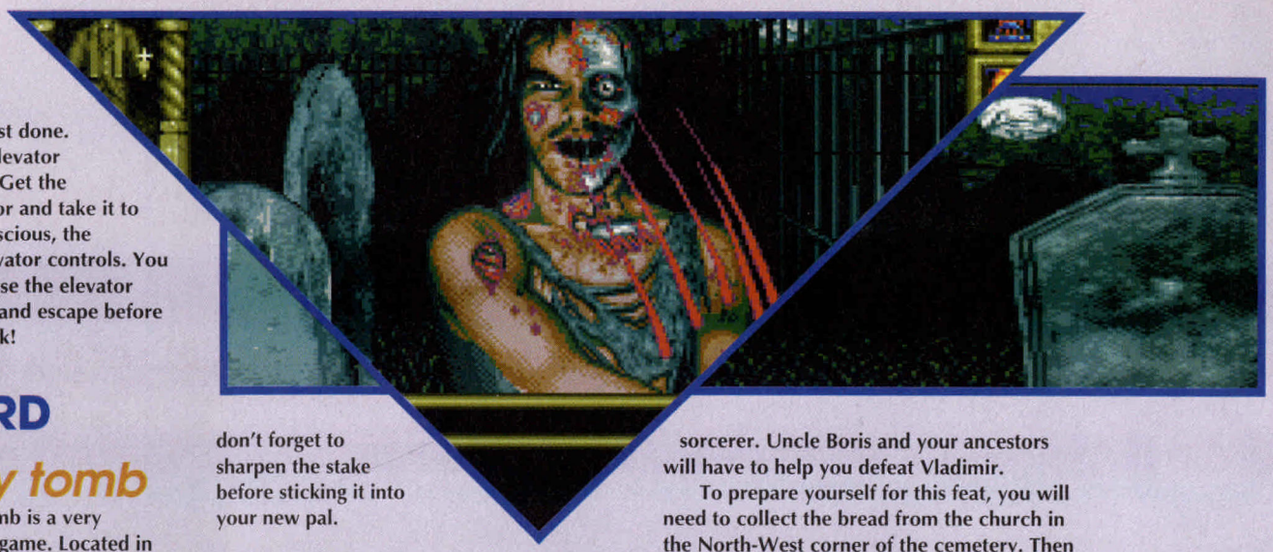
After you have completely explored the mine and found all the equipment, give the soldier the items he needs to blow up the mine. Do this by dragging the items out of your inventory directly onto him on the screen. He will join you to face the mutant plant.

Remember though, before entering the chamber, make sure to wear the protective suit and gas mask. The soldier will also need a suit and mask to protect from the plants poison stingers and toxic gas.

Once inside the chamber, the plants' hypnotizing powers will transfix your gaze forward. Hypnotized like this, you will be unable to set the charges. You must first use the iron bar you found in the coal cart as your weapon and poke out all the creatures eyes. Once done, you should be

able to walk up to each wall in the cavern, allowing the soldier to set the charges.

Your job will be almost done. You still need to get the elevator repaired for your escape. Get the antidote from the professor and take it to the electrician. Once conscious, the electrician can fix the elevator controls. You then should be able to close the elevator gates, start the detonator and escape before the mine blows. Good luck!



WAXWORKS

GRAVEYARD

Your family tomb

Your ancestors' family tomb is a very important location in the game. Located in the North-East corner of the cemetery, you'll find out a great deal of information about your history and your objective in *Waxworks*.

First though, you'll need to get inside. You'll need to use an iron railing off the fence to pry open the stone facade. If you're having trouble locating the bar, stand on the South end of the tomb – take four steps South and 1 step East, now turn right and you should see what you are looking for. Now, that wasn't so tough – was it?

Defeating the vampire

Once you've entered the building in the cemetery, it won't be too long before you run into the vampire. Traditional weapons won't be enough to kill him, but as legend goes, a stake through the heart will stop him in his tracks. You will need to locate the stake outside the building, and whatever you do... don't forget to sharpen the stake before sticking it into your new pal.

Fighting zombies

The graveyard is full of zombies ready to slice you into pieces. These are just a few of Vladimir's hoard which protect him and carry out his evil plans. Even if you are a skilled fighter, the sheer number of them to fight can wear you down.

Since zombies aren't really alive, killing them is a more difficult challenge, your best bet is to hack away their arms to remove the part of them which can cause you the most damage. Once the arms are gone, go to work on taking off their head, as this is sure to wreck their day!

The Necromancer

The Necromancer, Vladimir, has strong magical powers and is not susceptible to attacks by normal weapons. The only way to defeat him is by magical means, but this puts you at a disadvantage since you are not a sorcerer. Uncle Boris and your ancestors will have to help you defeat Vladimir.

To prepare yourself for this feat, you will need to collect the bread from the church in the North-West corner of the cemetery. Then talk to the corpses of your ancestors in your families tomb and call upon Uncle Boris to create the spell. Good luck!

JACK THE RIPPER

General Information

Entry to many of the stores can be accomplished using back doors and rear alleyways. Search carefully for creative ways to gain access – maybe via rooftops, knocking out guard dogs, or even using a rope swing into an open window. The front door is not necessarily your best option.

You'll need to locate a disguise fast since you were seen near the dead girl and Jack the Ripper is your twin. Even with a disguise, you will need to be cautious. The police and angry mobs have not been too discriminating about who they accuse of the crimes.

GETTING TO SPECIFIC LOCATIONS

Taylor shop

To get into the taylor shop, you will need to have located the rope from behind the hardware store. Find the spot where the dog barks by the barrel.

Take a step West then turn North. If you enter that doorway and look in the barrel, inside you will find the rope. Next you will need to go back out to the alley, turn East and move four steps. Turn left and enter that doorway. Use the rope on the chimney and lower

WAXWORKS

yourself into the open window.

Locksmith/Boot repair

Getting into the locksmith shop requires that you have found the plank from the warehouse near the waterfront. Look for a warehouse door on Wapping lane which does not have a padlock, you'll find the plank inside. Once you have the plank in your possession, climb onto the roof behind the clothes shop and lay the plank across the gap between the two buildings. Cross the plank and enter the building through the open window.

Chemist

To get into the chemist (or pharmacy) shop, you will need to have obtained the skeleton key out of the locksmiths shop. Locate the back door on old Montagu street.

Pawn Broker

The pawn broker's shop is protected by a fierce guard dog. To get in you'll need to use the sleeping pills to knock the dog out. You can locate sleeping pills in the chemist store. Stuff the pills into the meat you'll find behind the butcher shop and throw the meat to the dog.

With the dog out of the way, lean over the fence to slide the door's bolt open and hop off the barrel to open the door, and you're in!

One additional note on this sequence, the timing of this is very critical. If there are police anywhere near by, they are likely to hear the dog barking, or if they see you leaning over the fence they are sure to check the situation out. This means trouble!

You may need to hide in the room behind the hardware store until the police are further away on patrol, or run around to the other end of the street and wait to lure the police away from the area you are trying to break into.

The Ship Inn

The first time you enter the Ship Inn you are likely to run into some rather unsavoury characters. Once you go outside, they will slip out through the back and mug you in the street. To avoid this situation, you will need either the shotgun or whistle from the pawn shop.

When you are near the men, load and shoot the gun or blow the whistle, then run to a safe spot on the pier. As a result of the noise the police will rush to the scene and find and arrest the criminals.

Molly's House

Molly's House is located on Treacle Lane, North-West of the Ship Inn. To get inside, you will need to have "Willy the Dip" pickpocket the pimp in Bulls pub. Once you give him the watch from the pawn shop he will get you both the address book and the key to Molly's House.

Warehouses

There are three warehouses you will need to gain access to. The first is unlocked. To the second, you will have to find the key in the lawyer's office, to open the padlock.

The third warehouse key you will get from the bartender at the Ship Inn. He will not give it to you until you have found him his tea, and shown him both Molly's diary (shaded in with a pencil) and the letter from her house.

That's about as much of the solution as we can give to this fine game, so good luck!

GVP

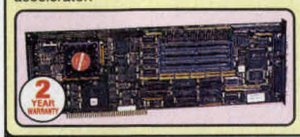
GREAT VALLEY PRODUCTS

THE WORLD'S Nº 1 AMIGA PERIPHERALS

ACCELERATORS

FOR THE AMIGA 1500/2000/4000

All GVP G-Force accelerators can be turned into a hard card by adding a Mount Kit (GVA 4251 - £34.95). Any 1" SCSI drive can then be mounted on to the accelerator.

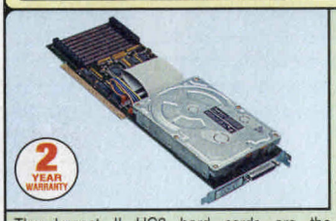


	030 25MHz	030 40MHz	030 50MHz	040 33MHz
Processor	68030EC	68030EC	68030	68040
Speed MIPS	7.48	12.1	15	30
Speed MHz	25	40	50	33
Math co-proc	68882	68882	68882	Built-in
Standard 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Maximum 32-bit RAM	13Mb	16Mb	16Mb	16Mb
Extras	SCSI	SCSI	SCSI	SCSI Ser/Par
Code	UPG 0110	UPG 0430	UPG 0533	UPG 0740
PRICE	£499	£799	£1099	£1499

HARD CARDS

FOR THE AMIGA 1500 & 2000

- *Factory installed Hard Drives*
- *0, 80, 120, 213, & 420Mb options*
- *On-board 8Mb memory sockets*
- *Add up to 6 SCSI devices*



The Impact II HC8 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	HAR 1300	£129
40Mb	HAR 1340	£299
80Mb	HAR 1388	£349
120Mb	HAR 1422	£429
213Mb	HAR 1533	£579

Return the coupon now for your *FREE* copy of Silica Systems NEW GVP CATALOGUE

SOUND SAMPLER

FOR ALL AMIGAS

- *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.

~~£49.95~~ **£39.95**

Ref: MUS 2500

VIDEO GENLOCK

FOR ALL AMIGAS

- *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.

Ref: VID 2500 **£349**

PLUG-IN HARD DRIVES FROM ONLY £299

PLUG-IN HARD DRIVE — AMIGA 500/500PLUS

The **A500-HD8+** provides the ultimate in hard disk performance, memory expansion and future expandability for the Amiga 500. It incorporates the same VLSI custom chip and FAAAST ROM SCSI driver which are used in GVP's Series II SCSI/RAM controllers for the A1500/2000. As a result the **A500-HD8+** offers unbeatable hard disk performance. The easy-access Autoboot/Game Switch allows the hard disk to be disabled, ensuring compatibility with the few games that will not work with a hard disk.

Every **A500-HD8+** incorporates the latest in hard disk technology with a factory installed and formatted 1" high, low power, 3½" SCSI hard disk, offering storage capacities up to 213Mb.

The **A500-HD8+** also offers the ultimate in expandability. Additional SCSI peripherals can be attached to the external SCSI port. Up to 8Mb of internal Fast RAM expansion can be installed using state-of-the-art SIMM memory modules. The unique internal Mini-Slot allows for future expansion. Every **A500-HD8+** has its own dedicated power supply, ensuring that the Amiga 500 power supply will not be overloaded and an internal fan to prevent the unit from overheating.

WHAT THE PRESS SAY...

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive' ... AMIGA SHOPPER

'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

'The best make of hard drive for the Amiga is still GVP Series II. For the A500, the HD8+ A500 is absolutely brilliant - the fastest, best made, most durable and most convenient' AMIGA FORMAT 3/93, (HD8+)

'GVP have done it again!' ... 94%

'... 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)

PLUG-IN HARD DRIVE OPTIONS

MODEL	42Mb	80Mb	120Mb	213Mb
HD8+ HARD DRIVE	£299 INC VAT Ref: HAR 0840	£399 INC VAT Ref: HAR 0888	£499 INC VAT Ref: HAR 0922	£599 INC VAT Ref: HAR 0933

HD8+ HARD DRIVE A530 HD & ACCELERATOR	HD8+	A530
HARD DRIVE		
SCSI HARD DRIVE 40, 80, 120 & 213Mb VERSIONS	●	●
ULTRA FAST ACCESS	●	●
TRANSFER RATE UP TO 2,100K/sec* (*THE RATE OF THE 213Mb HD)	●	●
ACCELERATOR		
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		●
RAM BOARD		
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		●
OTHER FEATURES		
'CUT-OFF' FOR 100% GAME COMPATIBILITY	●	●
SCSI CONTROLLER FOR UP TO 7 DEVICES	●	●
VLSI CUSTOM CHIP	●	●
FaaaST ROM SCSI DRIVER	●	●
IDENTICAL COLOUR & STYLING TO THE A500	●	●
BUILT-IN FAN TO PREVENT 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	●	●

PLUG-IN HARD DRIVE + ACCELERATOR — AMIGA 500/500 PLUS

The **GVP A530** incorporates the same 68030EC processor found in most of the new GVP G-Force accelerator range, as well as using the same VLSI custom chip and FAAAST ROM SCSI driver that is used in GVP's Series II SCSI/RAM controllers for the A1500/2000.

It also incorporates the Motorola 68030EC processor running at a blistering 40MHz and the latest in hard disk technology with a factory installed and formatted 1" high, low power, 3½" SCSI hard disk offering storage capacities up to 213Mb. Additional SCSI peripherals can be attached to the external SCSI port. Up to 8Mb of 32-bit wide Fast RAM expansion can be installed, using state-of-the-art SIMM memory modules (1Mb supplied as standard). A 68882 maths co-processor can also be added to the unit to boost the machine's math calculations. Every **GVP A530** has its own dedicated power supply.

" ... the build quality is excellent ... in terms of performance, their gear is the best ... their equipment is worth every penny'. 94% AMIGA FORMAT 9/92

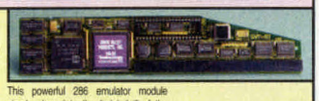
PLUG-IN HARD DRIVE & ACCELERATOR OPTIONS

MODEL	42Mb	80Mb	120Mb	213Mb
A530 COMBO HARD DRIVE & ACCELERATOR	£699 INC VAT Ref: HAR 0962	£799 INC VAT Ref: HAR 0968	£899 INC VAT Ref: HAR 0974	£999 INC VAT Ref: HAR 0983

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 0500

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

140193-1430

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.
- ***£12 MILLION TURNOVER (with 60 staff):*** Solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888.**
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***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".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	**Tel: 0702 468039** Fax No: 0702 462363

To: Silica Systems, AMIAC-0493-68, 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? 68K

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

ALIEN BREED

Since the bitch failed to come back in time for an appearance in the book, she now bursts emphatically into the mag with drooling jaws and a massive score to settle.

Due to a slight technical hitch (we know all the best excuses), Alan was unable to bring you the map for the final level of *Alien Breed* in this month's spectacular Mapped And Cracked Volume 2 free book.

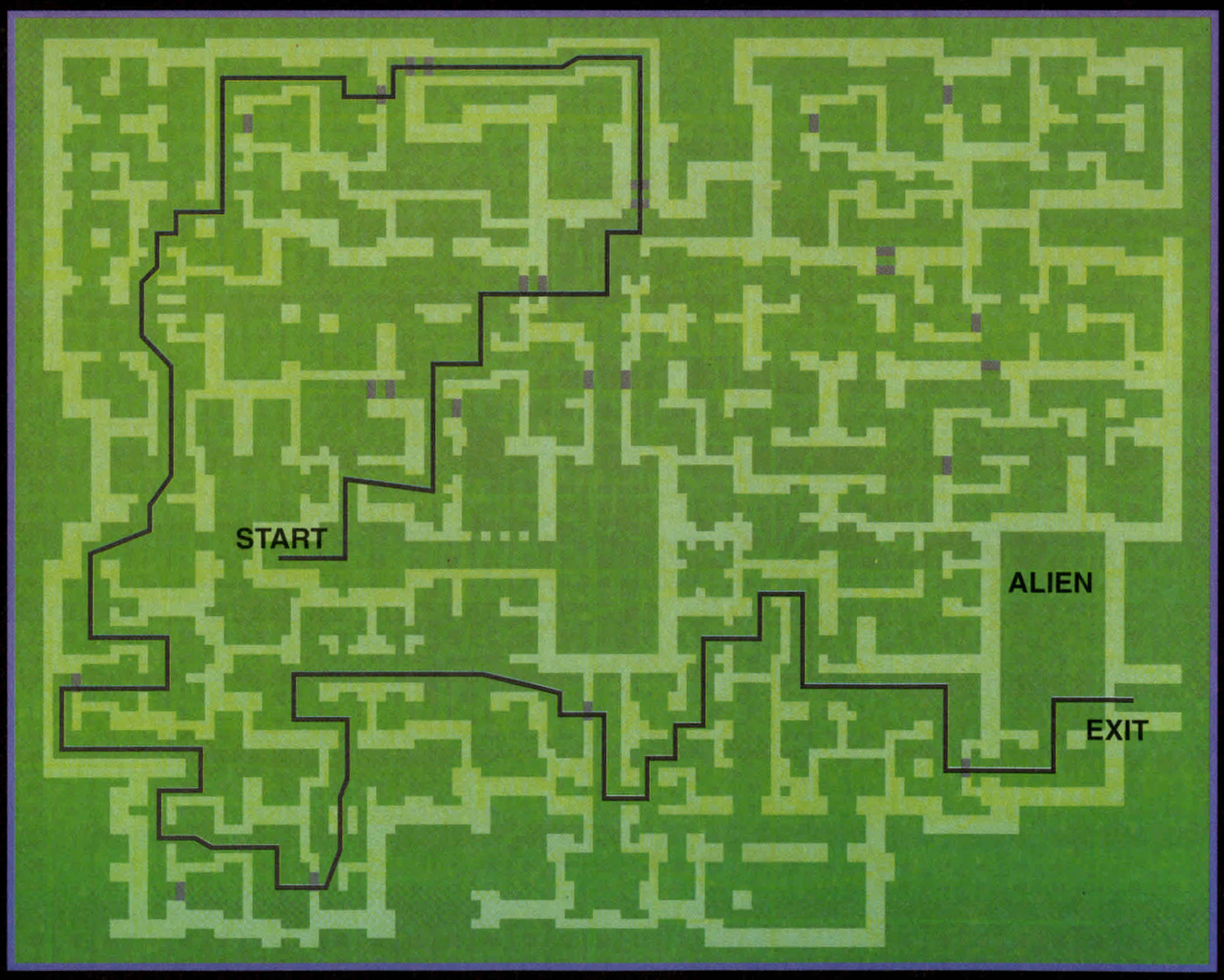
However, thanks to those wonderful folk at Team 17 and Alan's amazing map skills, here it is in glorious shades of green! Just like in the book, follow the line around the map for the quickest and safest route to the end of the level.

You'll need half a dozen or so keys along with millions of ammo clips so make sure you're well equipped from using the Intex computer consoles on Level 10. Remember, there are absolutely no consoles on the darkened Level 11 so buy your much-needed supplies beforehand.

Once you reach the large chamber on the final level, prepare to face an alien of hefty proportions. Pump it full of plasma and then make for the exit.

Upon doing this, you can feel satisfied that you've completed one of the greatest shoot'em-ups in existence!

The only thing you can do now is look forward to the potentially supreme *Alien Breed 2*, due for a late Summer release. It's bound to blow your mind!



It's that time of the month again, the all-singing, all-dancing Small Tips page is with us and as usual, it's crammed with the latest cheats.

SPACE CRUSADE - THE VOYAGE BEYOND

Fancy having unlimited movement points which will enable you to play the game without ever finishing a turn? If you do, follow this simple process. Choose your team and close the doors behind them, then depending on which team you picked, press the corresponding number, 1,2 or 3 on the numeric keypad, with 1 being the team on the left, 2 the team in the middle and 3 the team on the right. Keep the key pressed down, move the pointer under the door and click the left mouse button four times, then the right mouse button four times. If you have got it right the border will flash blue and the cheat will be activated.

STREETFIGHTER II

Just let me make it clear right from the very beginning, I never ever want to see this cheat again! Almost every single Small Tip sent in this month has contained it in one way or another. Enough is enough!

If you fancy pitting the same character against him or herself simply pause the game while fighting and type in 7KIDS. You will now be able to fight two players with the same character.

PREMIER MANAGER

This cheat is activated by dialling in a series of numbers on the telephone in the game. There are a few different numbers that you can dial to get different results, but the one that we are going to print will change the manager's name to ROF Cheat and every single players stats in the squad to the maximum value of 99. As well as this it will also give you a bank balance of £20,000,000. Unfortunately, it doesn't work in real life, I've tried! Simply dial 781560.

ASSASSIN

Alex Hutchinson has come up with a method to allow you to restart the game at a later stage.

You will have to get a score which gets you on the high score table. Enter your name as Midan and the game will reply to you in a non-too-complimentary way. Play the game through to level three and die. Then you must choose to 'restart level 1'. However you will restart on level three. From now on, you will be able to continue from wherever you left off!

TINY SKWEEKS

Here is a list of level codes for Loriciel's ever so slightly strange puzzle game. It's as simple as that really!

000 – ADJUACES
001 – GASIANDI
002 – GROIDEKN
003 – NEBRACRUC
004 – RESTUSHA
005 – ENTRLACO
006 – BOTCREPA
007 – OCTOANVA
008 – COADSUPP
009 – RAWBSKIT
010 – TANGVILI
011 – DENAJOIN
012 – VAMBTHEA
013 – UNPASUBO
014 – LANDPAPY
015 – PREPPAND
016 – NIFESAIL0
017 – BROCINDI
018 – BUSKPULI
019 – LOGIMARA
020 – OCTOGLAB
021 – TRISEMES
022 – CONVJEHO
023 – RENDCLIN
024 – NEGAPOLY
025 – PETRACCE
026 – SPONENCR
027 – LAZYHOMI
028 – HENDOUTH
029 – PAPYEPIP
030 – COCKSTUM
031 – ETHIGANG
032 – INLADONC
033 – INTEASSA
034 – MASTWOOD
035 – ABROINST
036 – BACKBANA
037 – ECLOWHIP
038 – GROIIMPO
039 – CUBACUBA
040 – DECLDROL
041 – SIMPUNDE
042 – UNHUSCHO
043 – LEGAMURA
044 – ANIMCATE
045 – LAUGMAGE
046 – PALSDYSS
047 – BROCREVE
048 – PORRUNDE
049 – UIGUAPER
050 – NONHMISC
050 – NONHMISC
051 – PERUSMIT
052 – DYSSDEKN
053 – DIURGASI
054 – ODORCAUS
055 – PEASANCH
056 – URORDEFE
057 – SUBBPICK
058 – RULASCAR
059 – NODUOOPH
060 – COBEGALE
061 – TROLTACS
062 – PEASVAMB
063 – XYLOWIRE
064 – SCIUMINT
065 – EUGERUNE
066 – ERUPPLOT
067 – MARICONK
068 – NURSHISP
069 – SNOBHOMO
070 – PORTCARO
071 – CHARGEDA
072 – UNNEPOWS
073 – POONROMA
074 – PREAPREP
075 – SAILZOON
076 – ISOSNURS
077 – HENDWOOD
078 – AGONUPSN
079 – LANDDIVY
080 – NICKMAST
081 – PICKROLL
082 – OUTSSPOT
083 – KALAACCE
084 – TELORULA
085 – WORKLAUD
086 – GRAIUPLA
087 – POLOOCTO
088 – REPADETA
089 – FELDUNFO
090 – BADIVELL
091 – PATIBEEF
092 – TITASAUC
093 – PUPIUNPR
094 – MASTERUP
095 – QUARFELD
096 – GRIFSIDE
097 – WHITUNNI
098 – DOWNINSU
099 – UNLIISOP
100 – MUAD DIB

R.B.I. Two Baseball

Publisher: The Hit Squad
Price: £7.99

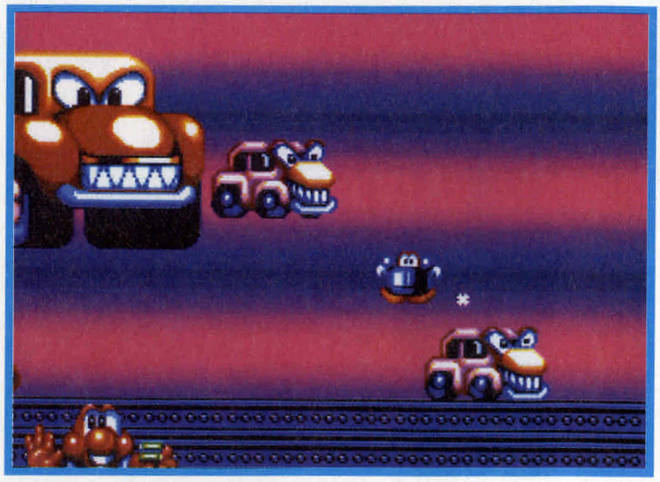
I have yet to come across a baseball game which I would consider does justice to one of America's favourite pastimes. Unfortunately, *R.B.I Two* does little or nothing to change this fact. Very little excitement is raised at any point and the gameplay is verging on tedious, especially when your team is in the field, at which point gameplay becomes more of a chore than an enjoyable experience.

If I was forced to pick up on a good point from the game then it would have to be the electronic scoreboard which has a number of humorous animations, which appear at opportune moments during the action.

So sadly, the wait for an enjoyable, exciting baseball simulation continues.

REVIEWED BY: **Steve**

SCORE 67%



Robocod

Publisher: Kixx XL
Price: £12.99

James Pond is one of the all time classic Amiga characters who most certainly ruled the roost until the arrival of a certain Nth Dimensional Ninja. *Robocod* is the sequel to the totally excellent original which got rave reviews when it was first released.

The aim of the game is to help our aquatic adventurer recover a batch of particularly nasty explosive toy penguins before they get sent to Santa's grotto with less than hilarious consequences. Many levels, baddies and general bummers stand in your way in what is a totally fab game in terms of sound, graphics and everything else.

Robocod was such a good game in the first place that it's hard to believe that not everybody has it already. If you're one of those selfish people with a pirate copy (boo hiss) then here's your chance to wipe the slate clean. Whatever the case, at £12.99 it is just too good to miss a second time.

REVIEWED BY: **Huw**

SCORE 92%

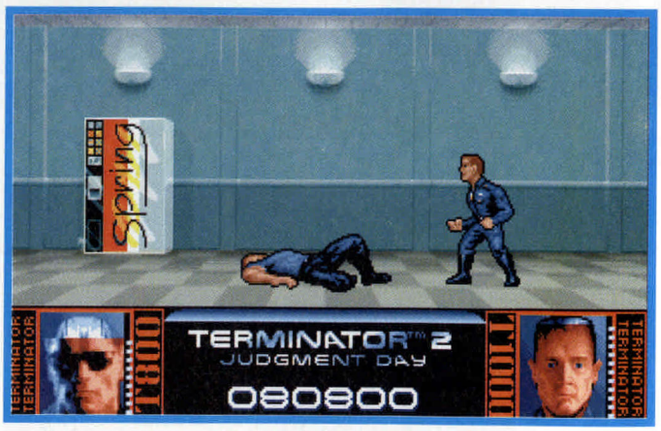
Terminator 2 – Judgment Day

Publisher: The Hit Squad
Price: £7.99

With one of the biggest films of all time there was no doubt that a software house would get hold of the license and produce a game based on it.

There was also little doubt that they would rush the job and put little or no thought into it whatsoever, therefore producing a game that no one in their right minds would want to play.

This is exactly what has happened with *Terminator 2*. The gameplay varies wildly with the levels either being ridiculously easy, or stupidly difficult. These levels are a series of action sequences based on scenes taken from the film. I won't bother to describe them because they really are totally uninteresting, but what I will say is that you'll spend most of your time running around a lot muttering something about John Connor. Unfortunately, this really is a case of avoid at all costs.



REVIEWED BY: **Steve**

SCORE 38%

Quattro Power Machines

Publisher: CodeMasters
Price: £7.99

CodemMasters have been known for producing top games at little cost – *Dizzy* in particular has always been a stonking good buy at the price. Hence I was amazed to see not one but four games going for a measly £7.99 for the lot!

Disk 1 features *Powerboat* and *Nitroboost*. *Powerboat* is a race-down-the-river-and-shoot-the-enemy kind of thing which you used to see on machines like the Spectrum. It doesn't seem to have changed much in the years since! *Nitroboost* is similarly unoriginal and is virtually identical in concept to *Powerboat* except this time you're in a car. Pretty unplayable, 'nuff said.

Disk 2 provides us with *Grand Prix* and *Violator*. *Grand Prix* is a race round the track game for up to four players which is nowhere near as good as Zeppelin's *Carnage*, whilst *Violator* is the star of the set. You scroll along shooting at all sorts in your chopper. Pretty excellent and probably worth the asking price on its own.

REVIEWED BY:
Huw

SCORE 80%

Robin Hood Legend Quest

Publisher: CodeMasters
Price: £7.99

Robin Hood Legend Quest is a new budget game which has not been previously released at full price. It is a fairly standard platformer very much along the lines of Psygnosis' excellent *Leander* but in a very much reduced form.

The aim is to rescue Maid Marion from the Sheriff of Nottingham (originality not being the watch-word here) and become an all-round hero. Obviously there stands in your way much hassle and woe which you must overcome, if you can.

The graphics are nothing special, although they are certainly adequate given the price. The sound is equally uninspiring but the game's worst feature is its animation, with sprite flicker very much the order of the day. The gameplay is fair to reasonable and *Robin Hood Legend Quest* is no way anywhere in the Major Leagues, but for less than £8, it's a good bargain.

REVIEWED BY:
Huw

SCORE 81%

HeroQuest

Publisher: GBH Gold
Price: £9.99

You know you are onto a good thing when a game that you still consider warranted a purchase at the original price appears on a budget label. *HeroQuest* was underrated in my opinion when it was first released, so luckily anyone who missed out on it first time around has a chance to catch it this time at a cut price.

If you have ever played the *SpaceQuest* game then you will know already how *HeroQuest* will play. Based on the popular board game, you must travel around the 3D isometric domain of the underground realm of the evil wizard Morcar, solving traps, destroying terrible monsters and exploring mysterious rooms – basically, the usual type of thing.

However, once this game gets a hold of you it is difficult to shake it off, and it will keep you up late on many a boring evening. Worth a look.

REVIEWED BY:
Steve

SCORE 89%

BUDGET CHARTS

ELSPA PENGUIN CHARTS

NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	ALIEN BREED '92	TEAM 17	£10.99	SHOOT'EM-UP
2	8	F16 COMBAT PILOT	ACTION 16	£9.99	FLIGHT SIM
3	2	JAMES POND	GBH	£7.99	PUZZLE
4	6	DIZZY: PRINCE OF THE YOLKFOLK	CODEMASTERS	£7.99	PLATFORM
5	4	TRIVIAL PURSUIT	THE HIT SQUAD	£7.99	QUIZ
6	10	PRINCE OF PERSIA	THE HIT SQUAD	£7.99	PLATFORM
7	7	SPELLBOUND DIZZY	CODEMASTERS	£7.99	PLATFORM
8	15	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORT
9	3	INDIANA JONES: GRAPHIC ADVENTURE	KIXX XL	£14.99	ADVENTURE
10	9	LOTUS TURBO CHALLENGE	GBH	£9.99	RACING
11	12	SHOOT'EM-UP CONSTRUCTION SET	GBH	£9.99	UTILITY
12	14	TEST DRIVE 2	THE HIT SQUAD	£7.99	RACING
13	18	FUN SCHOOL 2 OVER 8'S	THE HIT SQUAD	£7.99	EDUCATIONAL
14	16	MAGIC LAND DIZZY	CODEMASTERS	£7.99	PLATFORM
15	✪	SUPERCARS 2	GBH	£9.99	RACING
16	5	STREET FIGHTER	KIXX	£9.99	BEAT'EM-UP
17	21	SWIV	KIXX	£9.99	SHOOT'EM-UP
18	✪	BUBBLE DIZZY	CODEMASTERS	£7.99	PLATFORM
19	19	BATTLEHAWKS	KIXX XL	£14.99	SHOOT'EM-UP
20	17	MIDWINTER	KIXX XL	£12.99	STRATEGY

★ = RE-ENTRY ✪ = NEW ENTRY

Once again, just a quick glance at the Budget Chart will leave you dripping with perspiration at the sheer excitement of it all. Okay, maybe we are building things up a little too much, but you have got to make an effort haven't you!

Just about the biggest surprise is that the *Indiana Jones Graphics Adventure* has fallen back six places after being a new entry at last month's Number Three position. Also a shock, but a much milder one is that *James Pond* has been knocked out of the Top Two by Action 16's *F16 Combat Pilot.*

Hopefully next month should see some new entries to liven things up. These may include *Flight of the Intruder, Pit Fighter, Smash TV* and *American Tag Team Wrestling*, but if you take our advice you will dash out and buy Zeppelin's *Carnage*, which is more than worthy of a place.

Keep an eye out for next month's Budget Charts!

▼ Alien Breed '92 blows away everything else into another universe. Will Flight of the Intruder shoot it down in time for next month?

ZOOL goes for HIS OP

Like the Amiga Action staff, Zool will soon be seen in pubs everywhere. Alan was sent to find out why.

BY: ALAN BUNKER

A few years ago, coin-op conversions were all the rage on the Amiga. Software houses would fight one another for the rights to convert the latest arcade blockbuster. All that's about to change, one noticeable game is swimming against the current. Watch out for the arcade version of *Zool* this summer.

Bell Fruit Manufacturing was formed way back in 1963. Originally a cash till manufacturer, their very first fruit machine was allegedly created using blueprints stolen from a Chicago-based company. Since those early days, BFM have gone from strength to strength. The company currently employs around 300 staff and is proud of their fully automated plant.

Everything needed to create a finished machine is made on site and BFM believe they have some of the most advanced technology in the coin-slot world. So how can BFM survive in the already overcrowded world of video games? BFM aren't exactly video game virgins either; back in the early 1980's the company was licenced to produced such legendary classics as *Galaxians*.

Gremlin Graphics need no introduction. October 1992 heralded the release of *Zool*, the ninja of the Nth dimension. Voted "Game of the Year 1992" by the Amiga Action readers, *Zool* was clearly destined to become a household superstar. The weeks before and after Christmas proved *Zool* to be a major success with the game sitting proudly on top of the Amiga software charts for what seemed like an eternity.

The two companies met behind closed doors at the September 1992 European Computer Trade Show. BFM attended the show with a view to signing up titles for their forthcoming assault on the video arcades. *Zool* proved to be a perfect candidate and a deal was swiftly arranged between the two parties.

The *Zool* arcade game is being developed by BFM. Gremlin has decided to take someting of a back seat in the game's creation and are simply over seeing key areas of their megastar's transition into the arcade world. The new version of the game won't simply be a direct port from the Amiga version, though.

The full version will be enhanced 32-bit

BFM have called upon the talents of Chris Gibbs and Attention To Detail (whose past projects include *Indiana Jones and the Fate of Atlantis* and *Night Shift*) to re-create the magic of the original.

Obviously the 24 levels featured in the Amiga version of the game aren't enough to keep a die-hard arcade player busy for long. The coin-op version will still include all seven worlds but this time around 100 levels have been promised. As if that isn't enough, the game will also feature 32-bit technology aided by three custom chips.

Encased within its own customised housing the *Zool* arcade game will undoubtedly take pride of place within Britain's arcades and pubs. Around two thousand of the units are set to roll off the production line so you're bound to come across one near you.

So what of future collaborations between the two? Gremlin proved non-committal on the subject but a representative of BFM mentioned that they have a number of plans up their sleeves, some of which may well include futher tie-in with Gremlin. Given the close working relationship between the two parties, who knows what is possible?

One thing's for sure, in these times of recession it's certainly good to see a home-grown video character standing up and waving the flag for Britain.

it's a

When the Hard Disk unit was invented by IBM at their research facility in Winchester, it looked like a washing machine and weighed in at about half a ton. Nobody could have guessed that these early monsters would shrink to the size of a packet of cigarettes and end up storing thousands of times the information.

The principle of the Hard Disk is very simple. Take one spinning magnetic disk and read and write information to it in much the same way as a floppy drive does. However, the similarity ends there.

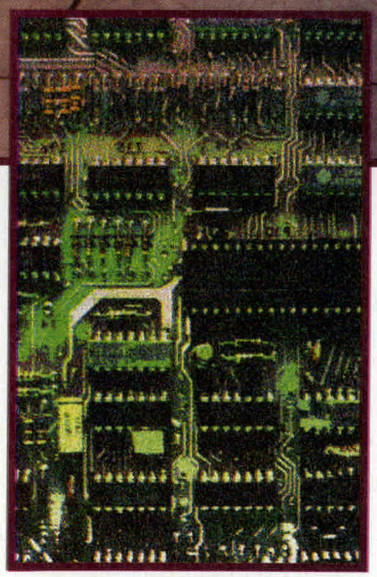
Whereas a floppy is removable, the Hard Disk is fixed, and it is that way for a reason. The disk spins within a vacuum, which allows it to move at a higher speed in a dust-free environment, and the all-round effect means that far more information can be stored on a Hard Disk than on a floppy.

One important difference concerns the read/write head. In a Hard Drive, the head 'flies' above the surface of the disk at a minute distance away from the surface. The head is aerodynamically shaped to allow it to fly in this way, and the effect of this means that

What am I on about?

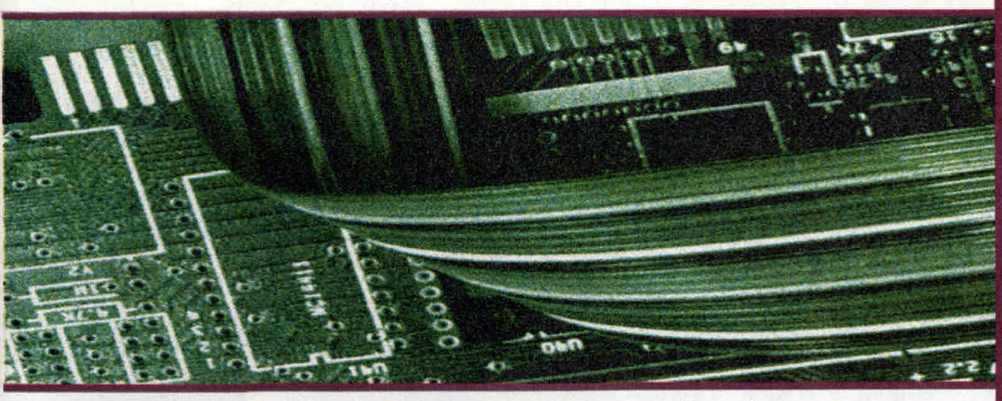
So. You've been following the text on each Hard Drive and you don't know what I'm banging on about. Read on...

- SCSI – a standard expansion interface. Amiga don't come equipped with SCSI, although SCSI boards can be bought from suppliers. However, this won't stop you using Hard Drive units.
- Fast RAM – extra memory fitted into your Hard Drive, powered by the Hard Drive, which reduces the power drain on your Amiga.
- MHz - Measure of the clock speed of the microprocessor. 40MHz is about six times the speed of the A500's 68000.



Amiga gamesplayers will eventually be connecting all sorts of hardware up to their computers, usually starting with a joystick. The Hard Drive is a perennial favourite too...

BY: NICK MERRITT



HARD LIFE

even more information can be stored, as the head doesn't need to touch and therefore damage the magnetic surface.

The accuracy of the flight of the head has been likened to a jumbo jet flying an inch above the ground at 500mph, and the flying head is the reason Hard Drives had to be 'parked' in the early days. When the head was parked, it 'landed' in a neutral sector of the disk where it couldn't cause any damage to the surface of the disk.

Hard Drives have got smaller while capacity has gotten bigger and now the most common varieties use a 3.5 inch disk or two. Higher capacities are achieved by piling the disks on top of each other (like multi-disk CD players) into a platter, each disk with its own head. 400Mb drives can have as many as six disks stacked on top of each other!

So, now that you know what a Hard Drive is, just what might you want to use one for?

The main advantages in using a Hard Drive are the huge storage space and the fast access and loading times. As far as access and loading times are concerned, all modern Hard Drives are, from the average user's point of view, about equally equipped. What will probably interest you more is the storage capacity, and most home users won't need much more than 40Mb for games, wordprocessors, the odd game or utility and maybe sound and graphics files.

Whatever you might have installed on your Hard Drive, remember to leave about 10Mb free as workspace, and you can guarantee that eventually, whatever disk size you buy, you'll eventually run out! (40Mb sound like a lot, eh? Just wait until you start using it!)

One other point on this theme is the difference between formatted and unformatted disk sizes. When a disk is formatted, the magnetic surface is divided up into sections the computer can understand and use. This means disk capacity is reduced somewhat, so remember to look for Hard Drives with a formatted capacity of 40Mb, 60Mb and so on.

Adventure games fanatics may be amongst those seriously considering upgrading to a Hard Drive, especially with the number of disks Adventures are being sent out on.

Installing big games like this speed up the gameplay and remove the need for disk swapping, and you can be sure that more Adventures are going to be released in this format as machine speed and memory sizes increase in the future.

In the Macintosh and PC worlds, a Hard Drive is practically a mandatory piece of equipment, and as the performance of home computers approaches that of business machines, you can be sure that the Hard Drive will be sitting there at the centre of the system.

Anyway, take a look at some of the better Hard Drive units currently available.

AVS Trumpcard 500AT

Again, doesn't come with a power supply. Provides DMA pass-through (allowing you to connect stuff through your Hard Drive into your Amiga), and weighs in at 52Mb for £399. Contact MicroPace on 0753-551888.

Ashcom Addhard 45Mb

Dead cheap, no expansion anythings, no power supply. Not the fastest drive around, so if you're into the idea of a Hard Drive and aren't sure where to start, this is worth a look. Contact Ashcom Design on 0530-411485. The drive will cost you £265.

A530 Turbo

Bit pricey this one, and not really just a Hard Drive. The Turbo includes a 40MHz 68030, starts at 80Mb, and also contains the same RAM expansion capabilities as the A500 HD+. You can get this for £849 from Silica Systems.

Rössmoller 52Mb Quantum

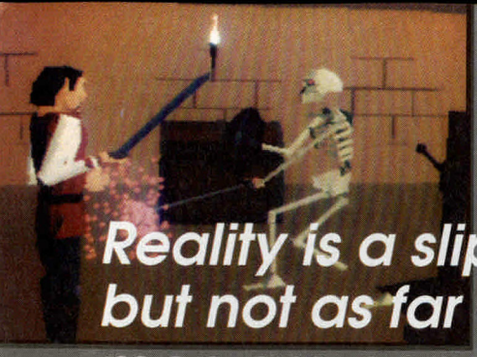
Pretty standard Hard Drive unit, without the frills of the HD8+. However, does give you an extra 10Mb or so. This doesn't come with its own power supply which could cause power drain problems with your Amiga. You can get this from Syson's Associates for £319, on 081-907-2100.

A1200 Package

With the A1200 packing the sort of power it does, it seems a shame to cripple it with a floppy drive. You can get a range of internal Hard Drives for the A1200 from Software Demon on 0736-331039, starting at £100 for a 20Mb unit, and rising to £180 for the 40Mb.

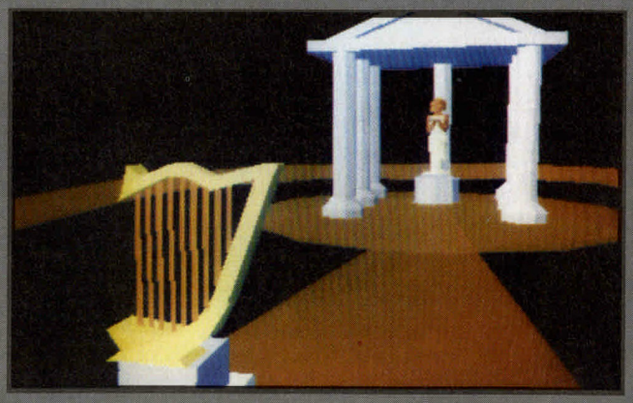
GVP A500 HD+

Currently the best-selling Hard Drive for the Amiga. It boasts the fastest access and loading times, and additional 8Mb of fast RAM, a SCSI (pronounced 'scuzzy') port, and comes in sizes from 40Mb to 213Mb. This will now cost you £299 for the 40Mb version and can be bought from Silica Systems on 081-309-1111.



Reality is a slippery concept, but not as far as the money men are concerned. Huw went to find out more.

BY: HUW MELLIAR-SMITH



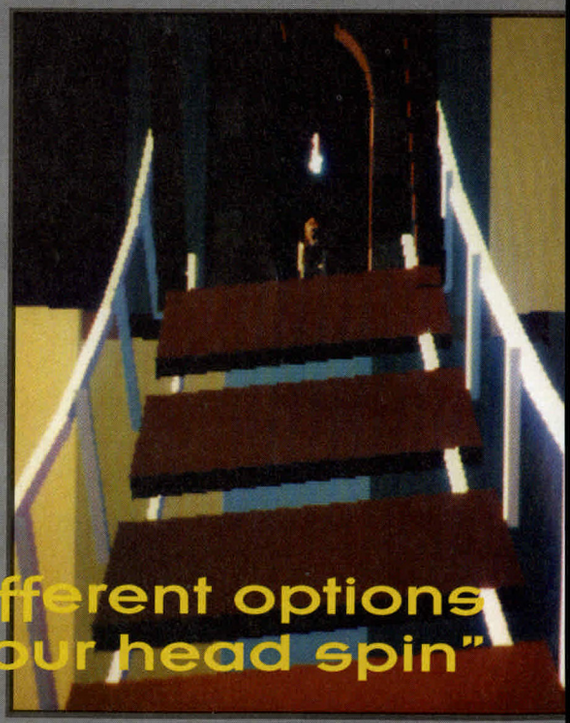
VIRTUALLY *the best*

The whole Virtual Reality scene has kicked into gear just of late with that Cyber Zone telly programme gracing the screens with its dubious gameshow concept. It's a shame though that the number of places where Joe Punter can have a go are limited like Jason Donovan's voice range, so when it was announced that a new place was about to open we were jumping up and down with glee in the hope it would be somewhere local.

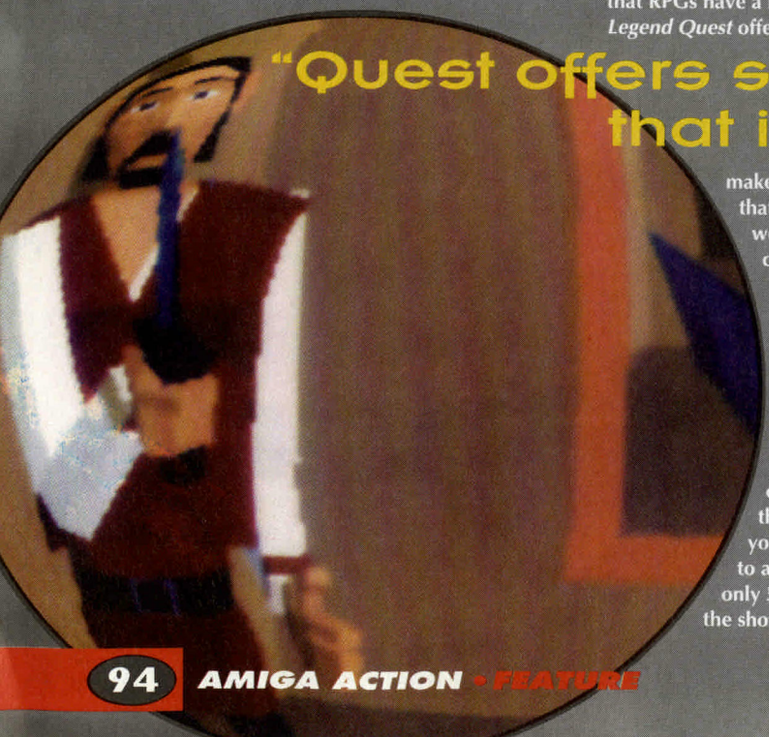
So, "Is it Manchester?" we hoped in unison. No, well perhaps Sheffield, maybe Birmingham? No, London. London, they've already got them there, so what about the rest of the country? Still, a trip down to London for the day at the Action's expense can't be bad so off I went to see what was going down.

The bad news was that the motorway was no place for anyone who is even aware of the existence of the highway code, but I eventually got to the Tower Hill *Virtual Quest* establishment on time – just. A most excellent location it is as well, right bang opposite the Tower of London, so a trap for tourists it most certainly will become. It's a small but most atmospheric place with four *Legend Quest* machines, a *3D Virtual Racing* machine and a whole host of slightly less elaborate bog standard coin-ops to thrill and excite.

Having never played a Virtual Reality game before, I was really looking forward to *Legend Quest*. I was disappointed to find that it would appear to take a long time to get used to the 3D and the basic gameplay, and at so much money for only a few minutes I can't see myself being that bothered to be frank. Coupled with that is my general feeling that RPGs have a high yawn factor, even though *Legend Quest* offers so many different options that it makes your head spin. Still, I imagine that once you are used to it you could well find yourself hooked like a coat-hanger.



"Quest offers so many different options that it makes your head spin"



The thing that really caught my eye in an absolutely enormous way was *3D Virtual Racing*. This is so far the ultimate arcade racing sim, which offers no less than four different perspectives which zoom in and out with creamy smoothness at the touch of a button. You get a real feel for the car and it really does feel like you are driving the thing, even down to acceleration and braking! And at only 50p a go this was the real star of the show, attracting all the other hacks guzzling down the free beer (just my luck to be driving) and bragging about how fast they could go.

And as if all the Grand Prix-related nonsense wasn't enough, there was even an arm wrestling machine to grapple with. Strangely enough the place's architect was overly good at this one, but no matter how good you might be you only get three goes – not exactly a recession beating coin-op is it?

On the whole, the prices are, given the London weighting, not at all bad and well worth laying out the wad for. If only *Virtual Quest* would come somewhere a bit nearer, with the M6 so bad and the railways so costly, a trip to London for the day becomes virtually impossible. Still, for all those living within the Lahndon area, *Virtual Quest* has a virtue of its very own.

'SPECIAL' kinda prize

Fancied joining Special Reserve and getting all the benefits for a pittance? Now's the time!

You've seen them here, you've seen them there. That's right, Special Reserve seem to get absolutely everywhere!

The leading mail order computer games company in Europe has amassed a wild bunch of over 150,000 more than satisfied members. Their claim of providing the 'best prices, best service and largest selection of goods direct to the door' cannot be disputed.

We felt it was time we gave you the most incredibly fantastic and tastefully tremendous opportunity to join the club for a bargain price – all you have to do is use the coupon below in conjunction with the Special Reserve advertisement elsewhere in this issue of your favourite Amiga games mag.

Before you go rushing off to join, we also got our heads together and can give away 20 particularly smart Competition Pro Extra Joysticks with novel and stylish clear bases.

To win one of these superb joysticks, all you have to do is tell us what's the name of the Special Reserve club magazine (the one with the juicy bargains and rather fine competitions!) and send your answer in to Amiga Action.

Remember to send your compo entries to the usual address, and please put the compo name on the envelope. All entries must reach us by the 30th April or you'll lose!

£1.50 OFF

This coupon entitiles you to £1.50 off when you join and order at least one item from the Special Reserve advert in this issue of Amiga Action. This offer is valid until 19th April 1993, so there.

'SPECIAL' KINDA PRIZE

Special Reserve mag is called:.....

Name: .....

Address:.....

.....

Postcode: .....Age:.....

Send your entries by the 30th April to "Special Kinda Prize Compo", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win Win

WICKED TOYS FOR WICKED BOYS AND GIRLS FROM

SOFTWARE DEMON

COMPLETE A1200 PACKAGE AS SUPPLIED FROM COMMODORE £389

AVAILABLE WITH THE FOLLOWING HARD DRIVES

40Mb	**£169**	**170Mb**	**£319**
85Mb	**£199**	**240Mb**	**£449**
120Mb	**£289**		

WE WILL COLLECT YOUR MACHINE BY COURIER, FIT IT, GUARANTEE IT FOR A YEAR AND RETURN IT BY COURIER FOR £29

ALL HARD DRIVES ARE SUPPLIED WITH HDPREP, SOFTWARE TO RE-PARTITION YOUR HARD DRIVE AND INSTALL WB 3.0

MBX 1200 4Mb 32bit fast ram & 68881 £289 **MBX 1200** 4Mb 32bit fast ram & 68882 £389

MBX 1200 8Mb 32bit fast ram & 68881 £389 **MBX 1200** 8Mb 32bit fast ram & 68882 £489

BATTERY BACKED CLOCK ALSO AVAILABLE

PCMCIA 2Mb With lifetime guarantee £109
4Mb With lifetime guarantee £189

FOR A WIDE RANGE OF HARDWARE AND SOFTWARE PLEASE VISIT US AT
38/40 QUEENS CHAMBERS, QUEEN ST, PENZANCE, CORNWALL
OR JUST VISIT OUR GAMES ZONE AND PLAY THE LATEST GAMES

ORDER HOTLINE (0736) 331039

Please make cheques payable to SoftwareDemon Ltd or include your Access or Visa number and expiry date. E and OE all trademarks acknowledged
All prices subject to change without notice. All cables and processes pat pending.

TALKBACK

This month, the Talkback section delves into the murkier depths of the minds of our readership. God help us all...

Some questions...

I have recently upgraded to an A600 and would like to ask you a few questions:
1) What's the difference between a digital and analogue joystick?
2) Why can't the Amigas have more than one differently functioning firebutton, like a mouse?
3) Will a PC Emulator run all PC games, or just some?
4) Why are there different frequencies, eg 15 MHz, 25MHz, and what are VGA, EGA and CGA on a PC?

Graeme Bunyan, Midlothian.

That's what I like, a few easy questions for a change. Right:
1) A digital joystick uses switches to work, so the computer tell if you've moved by checking to see what switches have been closed by you moving the stick. An analogue stick uses something more like a dimmer switch, so the computer checks what's going on by measuring a varying electric current. The difference is that analogue sticks are generally more accurate, although opinions vary as to which is best.
2) Amiga joysticks weren't built that way! The joystick interface has only one circuit for the firebutton, where the mouse interface has two.
3) A PC Emulator should run all games, but it'll do it darned slowly, especially if it is a software-based emulator. However, games which use a higher resolution than the Amiga can handle may not enjoy the experience quite so much.
4) The different frequencies refer to the computer's clock speed. The faster the clock speed is, the faster the processor can do things. Generally, the more modern the processor, the higher the clock speed is.

CGA etc are all graphics interfaces, and stand for Colour Graphics Array, Enhanced Graphics Array and Video Graphics Array. The first PCs were mono-only, and if you wanted colour you had to buy the relevant adaptor. Most PC stuff nowadays is VGA or Super VGA (which supports millions of colours). Anyway, back to the Amiga...

Simply the best

I am writing to give my opinion on the new-style Amiga Action, and I'd just like to say it's brill! The new layout is the best ever, and the new features are a great complement to the existing ones, especially the new marking system, charts and leagues.

On the subject of coverdisks, why don't you just tell people like Robert Cook (January Talkback) to get lost, since his kind of letter is simply useless and unconstructive?

Vincent Chuilon, Harwell.

Thanks for the support – I can tell you that we've put a huge amount of work into the redesign for about five months now and it's great to hear people say they like it.

On the subject of people who whinge about the coverdisks – well, I could have told Robert Cook simply to have got lost, but I'm contractually obliged to fill these pages up and it gave me a good chance to show how dumb buying a mag with a rolling demo of Streetfighter II was, especially if you'd waited for a bit and could have had the great Body Blows from ourselves instead!

STAR LETTER

It's logo-ical

Just who are you trying to kid, eh? What's all this about you spending hours of work on making up the definitive guide to computer games by combining the legendary Super League with your new Buyer's Guide?

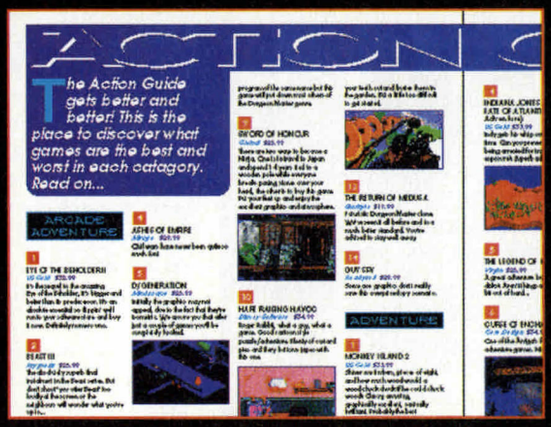
All you've done is kept the same games as in the Buyer's Guide (with the same comments and all), taken away the percentage rating and placed a rank on it instead. So you still haven't created a guide that will tell you what the best games are of all time as the games in the Action Guide were only released sometime last year... you haven't included any of the older classics!

I guess I should really end this letter like most others by saying that apart from the small moans, the mag has certainly improved compared to the previous few issues. That said, I still preferred the magazine when it had that good old colourful logo.

Richard Greenhill, Essex.

Grief, just doing what you think was the minor job of redesigning the Buyer's Guide took the best part of a week's work for two people! We never claimed that the Buyer's Guide would rate every game ever released – we simply don't have enough space in the mag for all of that! However, we felt that the Super Leagues were just becoming a nightmare to deal with, as whatever we did, someone complained about it. The ranked Buyer's Guide is a simple compromise between the two systems – we rank all games released in the last year (which are the ones most people are still interested enough in to continue to buy) and give a little comment about them too! We could never rewrite each comment every month, not if you wanted us to have the time to review any games!

As far as the logo is concerned, there's a simple answer to that – it's all about selling magazines. The old logo just did not stand out enough on a newsstand, and the new colours were chosen precisely because they are eye-catching – which, incidentally, is why we like single (if violent) colours and simple pictures on the front cover! Sorry about that, but we on the Amiga Action team have to pay the bills!



Spine trouble again

Will you please make your minds up! One month, the spine is there, then another month it isn't. One month it's a tasteful monochrome, the next it's done in groovy colours! What is going on?!

A. Hole (honest), Manchester.

I thought we'd explained that last month... Fear not, the spine is here for good, and in full colour too! (now that we've figured out how to do it!).

Big tips

I am just writing in to ask you what is happening with your Small Tips page. When you had it as a column running across the bottom of your GTGA pages, you seemed

to include far more information and many more tips than you do now that it is a single page. Could you please write some more tips and maybe include some older ones for those of us who might have only started to buy Amiga Action recently.

K. Lester, Halifax.

Okay, we submit. You are right, we have been skimping on the small tips a bit recently, but fear not – we'll try our best to do a few more.

However, we need your help to do this! Please write in with some original tips if you have them, preferably discovered with the sweat from your own brow, and not pinched out of old issues of Amiga Action or other Amiga mags! We do realise when you do it, you know!

Anyway, you'll notice we've chucked a book on the cover this month, which you can add to the one from a couple of months back (yes, the Senbible Soccer one), and that includes a few of the older tips you may wish to try.

TALKBACK

Hardcore uproar

I am writing to voice my concern at the feature you did on that 'rave' band Altern-8 in the last issue. Rave music is an insidious vice and for a responsible magazine like yourselves to be promoting this depraved 'art' form shows a dangerous lack of judgement. Everyone knows what these 'ravers' get up to at these affairs – the dancing, the rampant disregard for the law, the fraternising with the opposite sex, and I for one would like to see you stop lurching in this direction.

A. Bunker, Poynton.

Alan likes Heavy Metal. Nuff said really...

Shining star

I have been a reader of Amiga Action for about a year and a half now and it still outshines all the other Amiga magazines.

The mag's new look is excellent, but the only problem is the competitions. Not the amount (because they're plentiful) but the layout.

Many a time I have seen a cutout competition on the back of a review, and I don't enter the compo because I don't want to lose the review. I know I could photocopy by sometimes they're not accepted. I also lost half a *Troddlers* review subscribing to the magazine.

David Maidment, Gwent.

You make a fair point and the only thing I can really say (as I'm the one responsible for deciding what pages go where in the mag) is that we try to avoid the placing of compos on the back of reviews wherever possible.

Sometimes however it is not possible to do this, which is why we usually accept photocopies too. As a rule, you are allowed to photocopy any compo, survey or offer with an application coupon on it, unless it specifically says you can't.

MUDdy waters

What I want to know is why haven't you reviewed the best game ever, MUD? You can call MUD on 081 478 4488 (modems of 2400,1200,300 baud) or 081 553 3155 (for 1200/75 baud).

Simon Collins, Chester.

For those people not in the know, MUD stands for Multi User Dungeon and is an RPG you can play from home, with people from all over the country (via modem).

We haven't reviewed it because it's old news really (MUD has been around for years), but we're looking at networked flight sims in this issue which we feel better shows off the Amiga's capabilities than MUD does. Still, if you want a review of MUD, write to the Boggit at his address – he may have some suggestions for you (although hopefully constructive ones!).

Wax dummies

I'm the mother of two young children, and I buy Amiga Action for them each month. I have to confess that I rarely read the magazine myself, although I do like to look through it on occasions to see what everyone seems to be so interested in.

However, I was disturbed over the pictorial content of the review of the *Waxworks* game in Issue 42, and I am unhappy that pictures depicting stabbings, slashings and other mutilations were graphically illustrated in a magazine which many young children read.

I would hope that the pictures were a slip on your behalf and aren't typical of what seems to me to be otherwise an excellent magazine.

Mrs R. Cooke, Plymouth.

We're sorry if you found the pictures disturbing, and although Amiga Action likes to indulge in a bit of anarchy every now and again, I can assure you that this was not one of those occasions. However, I feel that for us not to print pictures like those would be even more of a reckless thing to do, as it is our aim to give a fair and accurate portrayal of the game under review.

Waxworks is in fact stuffed full of pictures like those, and if we had censored ourselves and not printed the pictures, you wouldn't have been aware of what the game was like, especially if your children had then wanted a copy.

I'm interested in what the rest of our readership thinks about this point, so please write in with your views about computer games violence, sickness or anything else.

STAR LETTER

Saddam writes...

Thanks for the advice on the Wide Spectrum Laser Jammer you recommended I buy in the last issue. The ruddy thing didn't work, did it, and the insurance won't cover it. I won't be reading your magazine again.

S. Hussein, Peking.

Sorry about that. I've been in touch with our contact in Damascus and he's promised a full refund. Trouble is, he's having difficulty in contacting you. Ah well..

NICK HAS A GRIPE

We have a lot of Polish readers, and for some reason, we seem to get a lot more readers from Poland writing in and asking us to send them free copies of the magazine than anyone else! Look, guys, I know things are a bit tough at the moment with the transition to a market economy and the like, but if we sent freebies to everyone who wrote in asking for them, we'd never make any money ourselves! So please don't write in asking us to, because your letter will have to go unanswered. Sorry about that, but it's the rules!

Subliminal stuff

I do like your spine messages, but I'm puzzled by the one you had on the last issue. I don't want to sound stupid, but what does 'Subliminal Massage' mean?

Chris Smith, Haywards Heath.

You're joking. Subliminal means... oh, check a dictionary! When you've sussed it, substitute 'Message' for 'Massage'.
P.S. Thanks for ruining the joke.

Send your letters to:

Nick Merritt, Talkback, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

You can also reach us on fax no: 0625 876669

Boggit's Domain

Isn't tomorrow a much nicer place? Today's a little bit boring because I read in the magazines that all of the good games are coming out tomorrow. Ah well, such is the life of a Boggit...

It's been a quiet month in the Great Wood with little in the way of new releases to disturb the peace. Accordingly I've been able to spend most of the days kicking piles of leaves around the glade and listening to my owl Archimedes recalling days long past when dragons were really fierce and mice walked in size nine boots.

I know he talks a load of twaddle, but he is such a smooth liar and when he fixes you with those big orange eyes and swears that he is telling the truth even I begin to believe him after a while. There are some very interesting games waiting to be released, but they all seem to require just a few more tweaks before they will finally be completed.

For this reason I haven't nominated anything for a Bouquet this month, but there are a couple of items which are well worth knowing about.

Bard's Tale Construction Kit

Someone heard me say that the only way I'd ever think a game was any good was if I built one myself, so they sent me the *Bard's Tale Construction Kit*. Never being afraid to take up a challenge I rolled up my sleeves and threw myself at the task.

This piece of software can be used to create a game which looks identical to any of the three legendary *Bard's Tale* role playing games. The software is very easy to use and it doesn't expect you to be a programming genius. Which in your case is probably just as well because I've seen your last assessment. ("This individual makes excellent tea!")

The game comes with a library of 40 different drawings of monsters and heroes which you can select from to illustrate your game. You can dream up new spells and weapons for your heroes, and you can set the monster statistics to be as hard or as wimpy as you like.

There is a simple editor which is used to design your map and you can make your world as small or as large as you'd like. Designing your world, selecting your monsters, and assembling your spells and weapons is all very easy, and even an Atari user will be able to cope with that.

Things get a little bit trickier when you come to creating the 'Specials'. These 'Specials' are points on the map where you wish something unusual to take place. It may be a spot where you wish your heroes to find an item, or it may be a place where there is no light. For such simple things you'll have no difficulty using the 'Special Editor' to create these conditions, but if you want to get really smart you can specify up to 20 events which to take place at any one point.

Naturally the smarter you want to get, the smarter you'll need to be to make it work, but in the short time I had to spend with the package, I didn't find anything that was too difficult for the average human (which is another way of saying it's blooming easy).

Creating an adventure or a role playing game is a little like devising a crossword puzzle because it's not something that you yourself can use when you've completed it. Maybe you are harbouring the notion that you could perhaps sell your creation to others and become rich and famous. I doubt it.

I read a pithy comment this week which said that programmers are in danger of becoming the chimney sweeps of their generation. Teams of young hopefuls are prepared to work their fingers to the bone, slogging over a keyboard 24 hours a day in pursuit of fame and fortune. Unfortunately it doesn't seem to work like that. As usual no-one ever seems to acknowlege or reward the game writer, it's the guys in the suits who make the real money.

What is the purpose of a piece of software like this? Before you embark on the creation of a game, you must appreciate that it is like taking a long journey through a foreign land. The joy comes not from arriving at your destination, but from the experience of the journey itself.

The fun is to be found in the planning of your world, the excitement of dreaming up a clever puzzle, and the satisfaction that comes from solving each little problem along the way.

If you simply thrash through it in a desperate rush to produce a game for your friends to marvel at, you'll have missed the point. Don't fool yourself that the end product is what you are after – the fun comes from the struggle to produce it.

You can have even more fun if you manage to persuade a small group of people to work

▲ A simple menu is all you need to get into the Bards Tale Construction Kit.

together as a team in the design of the creation. The task to build and design a fully working game as a school project can suddenly make getting up in the morning a lot more fun.

Not only will you learn how to use the software you can learn lots of things about teamwork which becomes very important in your working life. Teams encourage each other and they can produce better ideas than a lone designer. There can never be a better way to learn skills than when you are working on a fun project with a group who are enjoying themselves.

Abandoned Places

There is a group of lads in Hungary who are working furiously to complete their latest game. The game is *Abandoned Places II* and as the title would suggest, it's a follow up to *Abandoned Places.*

It appears that this intrepid bunch of programmers regularly commute between Hungary and Britain to get the job done. Good luck to them, I hope the finished product will be worth their effort and sacrifice.

I had hoped to have a finished copy of the game by this point, but the Fates were against us. Happily I did manage to get a load of screen shots for the game and I think they look quite interesting.

I'll confess I was underwhelmed with the demo of the original, as I thought those graphics were very weak. Because of this I didn't really look too deeply into that game, so I can't comment on the gameplay. The graphics for *AB II* are obviously much better than those of the original and remind me of *Black Crypt* (which was a stunner). Hopefully next month I'll have more to tell of *Abandoned Places II*, so watch this space.

I think I'm right in saying that the original game was published by Electronic Zoo who have since folded up their tents and slunk off into the desert. This of course left a lot of punters with no one to help them when they got stuck. A new company called ICE has picked up that game and its successor, so just for you I asked them for a copy of the huge Hint Manual for *Abandoned Places* and they have obliged. Now those of you who are stuck and thought you would never get any help are free to write to me and make your grovelling requests.

Incidentally the book recommends the best party is LIANON, CROMER, DELPHIA, and DYANOR, but I suspect it's a bit late to mention that nugget of info.

▲ *Abandoned Places II will be with us any day now and as you can see, the new look is a great improvement on the former game's graphics.*

kwik kwip

News Report...

During a power failure at the recent GamesMaster Live Exhibition, 20 Atari users were trapped on the escalators.

there's a long trail which winds its way to a land which memory has forgotten. Out of sight lies the Great Wood where the days are golden and the nights are a deep purple...

Curse of the Azure Bonds

Please help me with the Curse of the Azure Bonds. I am in the Fire Knives hideout, but I cannot find the princes. Please can you send me a map showing me where she is?

P.S. My parents are forcibly dragging me across the Channel to France. Please can you tell me some anti-amphibian signs?

Richard Coltman, Sunderland.

Perhaps if you were to stop chasing girls and concentrated on removing these azure bonds you'd get on better. I don't recall needing to find any princess at this point, but then my interest in girls isn't what it was. I think that stuff they used to put in the tea during the Great Dragon Wars is finally beginning to work.

This game is really difficult and you need to be a real war-game nut to enjoy it. I trust you found the Dust of Disappearance in the Treasure Room at the Thieves Guild earlier in the game, because if you use it before a battle you'll find it extremely useful.

Make sure you duplicate it. In the Fire Knives Hideout you should search every room to find the special items and then head for the SW corner where you'll find some guards. Inside the next room you'll find the leader. If you dispose of him one of the cursed bonds will disappear. Of course you could save yourself all of this trouble by simply sending me five pounds for a pot of 'Boggits Patent Azure Bond Removing Cream'.

While you are in France I suggest you make yourself useful by telling everyone you meet about the roller skating contest in St. Paul's Cathedral. Inform potential French visitors to London that it is now the fashion to roller skate around St. Pauls and they will be sure to win a prize if they manage to beat the record of sixty seconds for a dash down the central aisle during the morning service. That should ensure they have an exciting holiday.

Woodland Lore

I am led to believe that you have lived in a forest for a long time and no doubt this experience has enabled you to learn many country ways. As a lover of the countryside myself I would be interested to hear any woodland lore and useful tips which you might have garnered after spending so long amidst the greenwood. Perhaps you should have a Gardener's Question Time section in your column.

Jeremy Greenthumb, Little Upton.

Well yes, in fact I think you may have a point there. When I'm not giving nasty gnomes a well deserved thrashing, I do enjoy mangling

my worzels around the back of the Blackthorn Tree. I also grow a very nice line in petunias called Boggit's Surprise which makes a nice show beside the Potting Shed – providing I can keep the unicorns out of the flower beds.

Here is a tip which I think you'll find very useful as it concerns worms. Many townsfolk have difficulty telling which end of the worm is the head, and which is the tail. I offer this fool-proof method which I have perfected after many hours of study. Lay the worm in a plate of fine white flour, and wait until it farts!

Hate Mail

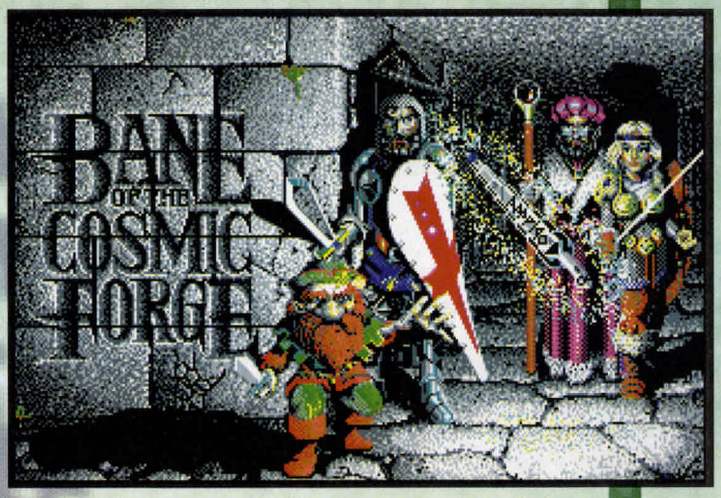
You are an annoying little git.
Yours despisingly.

Vincent Chuilon (French), Harwell.

That's what I like – constructive criticism. *(Vincent also makes an appearance in this month's Talkback – Ed.)*

Fans of the Cosmic Forge

Despite promises to the contrary, *Crusaders of the Dark Savant* has yet to show its face, so fans of the *Wizardry* series have been spending their time re-playing *Bane of the Cosmic Forge*, and annoying me by writing about it.



Help On Offer

Greetings, you old trout. Your column is a load of old elephant dung! I love it. I am writing to ask if you will give a mention to a hintsheet produced by none other than myself (Queequeg). As you can see I have been forced to leave the lower level of Bane Castle, which has every convenience from dripping walls to stone floors, to live in the miserable human world.

Until now my hint sheets have concentrated on the Wizardry games, but since Crusaders is taking so long to appear it will now deal with RPGs in general. I'd like to contact any players of Black Crypt or Chaos Strikes Back who have tips for these games. Andrew Robinson of Northumberland, you are not alone, many people, gnomes, trolls and other assorted beings have CSB gathering dust on their shelves. The next sheet I will be producing aims to take the chaos out of Chaos and decrypt the Crypt, and it's free! Send a s.a.e. to:-

Queequeg, 10 Chestnut Avenue, Farnham, Surrey, GU9 8UL.

As a taster here is a hint for Bane. In the Enchanted Forest spend your gold before you consult Delphi as he takes all you have whether it is next to nothing or megabucks.

Do you need a map or a specific hint for Bane?

Have you got an ace team of adventurers? Could you write giving races, professions and stats?

Do you know what the powers are of the Heraldic Shield, the Jade figurine or the Muramasa Blade?

Have you any hints for tackling the end game?

Drop Queequeg a line for he'll be glad to hear from you.

Ignore my name, I'm not really French.

Satisfaction Guaranteed

Dear Boggit I must thank you for introducing me to the most enjoyable and 'value for money' game I have ever played. Some fifteen months ago you commented on a letter concerning 'Bane of the Cosmic Forge' and continued to review it favourably.

Without doubt, for anyone who enjoys true role playing games this one stands out. Alright, Eye of the Beholder 1 & 2, Dark Crypt etc. are very good, but to my mind 'Bane' is in a different league. The size of the game, the balance between simple graphics and using your own imagination, the depth of characters, even the excellent storyline.

Yes there are a few frustrations in the gameplay, already mentioned in your column, but none of them overshadow the brilliance of the overall game.

I've actually played completely through the game with two different parties, (something I could not envisage ever doing with any other game I've played) and my son has completed it with his own band of heroes. In all about 600 hours gameplay!

I suggest players buy the hint book from U.S. Gold. Not to do all of the work for them, but to help with some of those tricky conversations.

I would be very surprised if other adventure/role playing game players did not agree with me in thanking you for providing consistent and accurate reviews on this type of game.

P. Woods, Cleveland.

Monkey Island II

Being the kind, little Boggit that you are (Eh? - Ed.) I know that you will help me out of my misery with Monkey Island II.

I've managed to get three pieces of the map, the one in the crypt, one in Governor Marley's Mansion, and the one from the shop on Booty Island. I suspect the fourth piece is on the little island which off Phatt Island and that it may be something to do with the waterpump on top of the waterfall. I've tried everything I can think of and I'm at my wits end. (Short journey eh! –Bogg.) Please help me and I will buy Amiga Action every month.

Karen Daly, Llandudno.

If everyone who promised me that they would buy Amiga Action did it, I could give up slaving over these scrolls and spend the rest of my life tending my flower beds. You should stop monkeying about with that pump and get someone who can do a proper job of of it – namely JoJo the monkey.

▲ *Remember what your mother said and don't mix with men of low moral fibre. You'll find that advice a little difficult to follow...*

You can grab this furry mechanic by fixing a banana to a metronome in the bar and letting the moving fruit hypnotise him. You'll now have a someone who's good with his hands but not too bright. A bit like an Atari user I suppose – not very clever, but can't half lift heavy weights.

Eye of the Beholder II

To cut a very long story short (thank God for that! – Boggit.), I'm completely and hopelessly stuck on Level Four of the Azure Tower. I have just entered the room with four pressure pads, on which I have to trap four Medusae. For the life of me I cannot trap more than three at any one time before my Hold Monster Spell runs out on the first Medusae. I need to trap all four in order to open the exit door.

I have plenty of spells and my Mage is a maximum sixth level spellcaster. I have 'Stone-to-Flesh' spell, but I don't have the 'Flesh-to-Stone'. Perhaps if I could get that spell it would help me hold the Medusae on the pads without worrying about the spell running out. Where is that spell to be found?

M. Jameson, Gillingham.

▲ This looks like a suitable place for a quick save-game option. Well, it's either that or the sort of place you might wish to put a rug down and get started on a picnic. Maybe not, come to think of it. Someone hand me a floppy disk!

I assume you retrieved the four polished shields after you used them to open the door into this infernal region, as they help quite a bit?

The spell you refer to is found in the NE corner of the level, and the not so good news is that you'll find it right after you solve your current problem. This whole level is a mess of invisible pressure pads which put up walls and release Medusae monsters. Oh, you had already noticed that, had you!

I cannot tell a lie, I too suffered greatly at this point and I sympathise with your predicament. The official answer only tells you what you already know, although it also says what order you should do it in. Don't know if it makes any difference, but here it is:-

Standing at a central position, the four plates are found at the four compass points:- N,S,E and W.

Lure a monster onto the North plate first. Now cast the Hold spell and move quickly to close the doors. Repeat this for the other plates, making sure that the South plate is the last one you do. The official solution blandly says that you should move relatively quickly before the spell wears off. I can only assume that they mean 'relatively quickly' when compared to a flash of bloody lightning!

Future Wars

How the hell do I get out of the prison cell which the Crughons so rudely shove me in? I have tried every possible way to get out of there. The items I have are:- a blowtorch, newspaper, lance, documents and a key which I used to remove the metal grille from the air-duct. Please help for I am going out of my mind.

G. Mullholland, Bolton.

You must already be out of your mind to be playing an old French game 'and' living in Bolton. To be be guilty of one of these actions could be considered unfortunate, but to be guilty of both hints at carelessness. (And the arty types amongst you needn't bother to write and say I have misquoted it, or I'll hit you with my handbag!)

Are you still with us laddie, or are you scratching your head? Your problem is understandable for you don't have the object you need. I hope you have an old save game for you must return to Medieval times, to where you found the girl imprisoned in the glass case. Run the mouse around the case (careful not to scare the girl with the furry rodent) and you'll find a hidden object which will solve your problem. Pop this object through the grille and then cover the opening with the newspaper.

Suspicious Cargo

I am writing out of sheer frustration with a game called Suspicious Cargo from Gremlin.

The situation is that I am trying to escape from a police frigate which is chasing me because I didn't subject my ship to a Custom Check on the moon Titan. I cannot outrun the frigate because when I try to enter hyperspace the drive control system explodes. Even after I run a bypass I can't activate hyperspace because the controls are beyond repair.

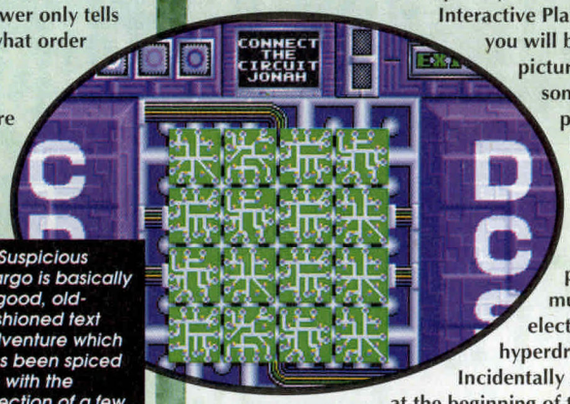
A. Craig Liverpool.

Those of you who are still awake may recognise this letter as a copy of that which first appeared a few months ago. At that time I didn't have a satisfactory answer for the poor lad, but now thanks to my superior intellect, plus the full solution from Gremlin, I have come up with the goods.

Having taken off from the planet Titan (or was it a moon?) you only have a little time to investigate the interior of your ship before you need take the following actions:-

Goto the Bridge, Examine Hyperspace governor, Insert Navigation cartridge in slot, Push the Hyperspace Initialise switch, Pull the Hyperspace Lever, Push the Hyperspace Lever, Run Auxiliary Control Room. Easy, eh?

At this point you will be invited to select the Interactive Play icon on your screen and you will be presented with a pretty picture (which should be shown somewhere on this page, providing those godlike beings in the Amiga Action Graphics Department are awake this month!).



▶ Suspicious Cargo is basically a good, old-fashioned text adventure which has been spiced up with the injection of a few arcade and puzzle interludes.

This screen is a puzzle game which you must solve to repair the electronic circuitry in your hyperdrive which has gone 'phut'. Incidentally any players who are stuck at the beginning of this game because someone keeps shooting you (as I was!) the problem can be solved by giving the courier a ten credit tip. I'd like to give him something else for the aggravation he caused me!

Indy and the Last Crusade

Help! I'm stuck in the castle with Indy. I can get the grey uniform, turn off the security alarm, push the brick and get the trophy. I have discovered the vault behind the painting, but I don't know the combination. How do I get it? I would also like to know how to get past Biff the Nazi.

P.S. There are three books in the library: Mein Kampf, Flying Manual (bottom left from the door) and a book of maps.

No Blooming Name on Letter!, Stroud.

Two things made me want to throw this letter on the compost

heap. One was that you forgot to put your name on it, and the other was because I've forgotten how to find the combination myself! Ah well...

Of course I can tell you that you don't need to solve that problem because it isn't essential to completing the game, but I don't suppose that helps. There are lots of little bits in this game which you can omit, which makes it ideal for newcomers (and silly old buffers with a dreadful memory). However I can tell you how to dispose of Biff.

Like most yobs, Biff thinks that having a few drinks makes him a better lover, fighter and driver. (Sound like anyone you know?). Take the trophy you found back to the kitchen and fill it with beer. Now offer the trophy to Biff and he'll drink the lot. One good punch will now send him to the floor for a session of dreaming. Oh if only life was like that.

Lure of the Temptress

You're the nicest thing in the world, and my hero. I'll be your number one fan if you can tell me how to get past the Catacombs in Eye of the Beholder II, and how to find Taigh the Magician in Lure of the Temptress.

My top five favourite games are:-

1. *Eye of the Beholder II.*
2. *Champions of Krynn.*
3. *Death Knights of Krynn.*
4. *Eye of the Beholder I.*
5. *Lure of the Temptress.*

P.S. My sister fancies you.

A. J. McCarthy, Co. Tipperary.

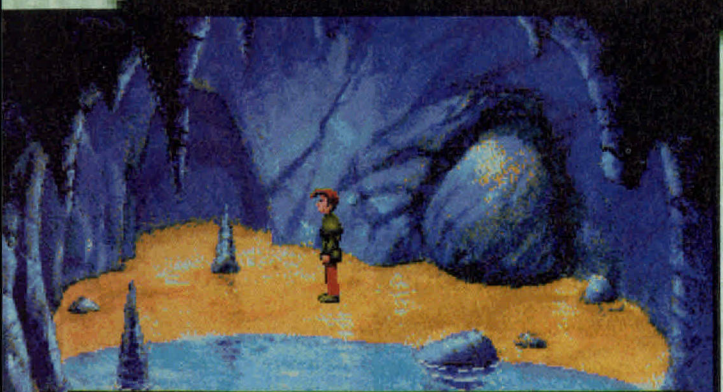
▲ Make the wrong decision in the Lure of the Temptress and you'll be awarded a knuckle sandwich!

Getting letters which tell me how wonderful I am really warms the cockles of my heart. But why is it I only get them from nutters?

There are four huge levels of *Catacombs* in the *Eye of the Beholder II*. Each of these levels are stuffed full of puzzles and monsters. And you would like me to tell you how to get past the Catacombs! Saints preserve the boy, he obviously is two sticks short of a bundle. I can't possibly answer that question can I?

As for your other query I think I have already mentioned that you don't find Taigh, you simply get Ratpouch to open the lock of his house with the lockpick and this lets you get to the apparatus. Once you have read the diary and have got the flask and tinderbox you can go inside to make the magic fluid which turns you into a girl.

Speaking of girls, I fear your sister is in for a cruel disappointment for my heart belongs to another. Unless she can learn to sit on my shoulder and rub her head on my ear while making deep throaty noises of contentment, she is of no interest to me.



▲ Having wriggled past the electric eels and avoided the man-eating sharks you would think things would get a little easier in the Curse of Enchantia, but apparently not!

Curse of Enchantia

Hi! I've been a fan of adventure games since I had a Spectrum, now with the Amiga 500 it has really blown away boring days. In Curse of Enchantia, how can I throw the coin into the wishing well? And what do I do with the rope?

Manuel Jorge De Castro, Maderia.

What happened to the wine? I searched your envelope three times but there was no sign of any wine anywhere. I can't believe you would dare write to me from Maderia and not send me a bottle. What a rat!

I don't really understand your question regarding the wishing well because you simply select 'Throw Coin' to make the Genie appear. When you ask about the rope I assume you are talking about the stick with the string on it.

In English, rope is thick and string is thin. A bit like the difference between an Atari user and my wage packet. (You see, I also give English lessons.) In the cave with the plank you can stand on the plank and throw the computer. This action will move you up onto the ledge where you can pick up the magnet. You must use the string with the magnet and then go to the hole in the wall which has the coil of wire inside. Throw Magnet into the hole to get the wire.

Maupiti Island

Please help me. I'm what you would call a lady in distress. (No, you are what I would call a damn nuisance! – Bogg.) I've been working hard on Maupiti Island for a year as a detective, but I can't solve the case. I've been down the well and found the caves under the bedroom. I think I know who murdered Juste, but I can't prove it. Who is Lucie, and is she a red herring? Who kidnapped Marie, and is that really her body that comes floating up on the South Beach?

P.S. My mother says she has found the secret passage in the well. What do we do down there? (No rude remarks please!)

Catherine Haworth, Padiham.

You do realise that this is a great steaming pile of French manure don't you? What on earth possessed you to part with real money for this silly game? I fear I don't know anything about this adventure for I took one look at the name of the company on the box and passed quickly on to something more exciting.

As I recall Lankhor are responsible for some extremely forgettable adventures. I know, I know, the box had a pretty picture on it so you bought it. Am I really wasting my time here? I'll admit that some mags gave it a good review (can't recall what Amiga Action said about it) but I wasn't going to have my prejudice swayed as easily as that.

C'mon, own up, it's a dog isn't it? The best I can do is to promise a sumptious prize to anyone who comes up with the solution. Now I can't say fairer than that.

Ween

Many thanks for sending me Shadow of the Beast II. I have almost completed the solution to Ween, so if you need it let me know.

Janice Charnley, Warrington.

You foolish child, you have committed two major sins. Firstly, you should never let the peasantry know that I do actually come up with any prizes, and second you shouldn't need to ask if I want a game solution. Get typing!

If you really feel you must, you can write to:-
Boggit's Domain, The Great Blackthorn Tree, 29, Blackthorn Drive Larkfield, Aylesford, Kent ME20 6NR

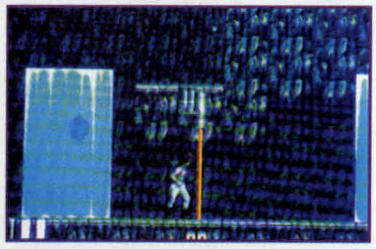
ACTION

This is the place to discover what's In and what's Out... and what the Action Team ruminates about... well, about games that is! And here they are!

ARCADE ADVENTURE

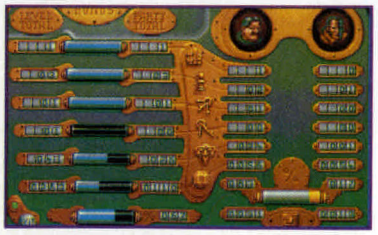
1

BEAST III
Psygnosis £25.99
The superb final instalment in the *Beast* series. But don't shout 'you Beast' too loudly at the screen or the neighbours will wonder what you're up to...



2

THE CHAOS ENGINE
Renegade £25.99
Well-written game, but slightly lacking in variety. The Bitmaps hit the comeback trail.



3

ASHES OF EMPIRE
Mirage £29.99
Civil wars have never been quite so much fun!

4

D/GENERATION
Mindscape £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.

5

STORM MASTER
Silmarils £29.99
Very weird, very different strategy game. Excellent.

6

LORDS OF TIME
Hollyware £25.99
Quit your job – there's no way you'll want to go outside again!

7

SWORD OF HONOUR
Global £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.

8

INDIANA JONES AND THE FATE OF ATLANTIS
US Gold £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!

9

DRAGON'S LAIR III
Readysoft £29.99
Graphically, so stunning it knocks your teeth out and buries them in the garden. But a little too difficult to get started.

10

THE RETURN OF MEDUSA
Starbyte £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, before this turns you into stone.

11

GUY SPY
Readysoft £29.99
Some ace graphics don't really save this overpriced spy scenario. A bit lacking in gameplay, really.

ADVENTURE

1

MONKEY ISLAND 2
US Gold £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.

2

LURE OF THE TEMPTRESS
Virgin £29.99
Gorgeous graphics, great sound, and it also has great gameplay! If you haven't got the money, tough! It didn't quite defeat *Monkey Island 2*, though.

3

DARK SEED
Cyberdreams £35.95
Explore a haunted house and the creepier parts of H.R. Giger's mind in this excellent, if gross, adventure.

4

INDIANA JONES AND THE FATE OF ATLANTIS (Graphic Adventure)
US Gold £37.99
Indy gets his whip out one more time. Can you prevent him from being arrested for indecent exposure? Superb adventure game.

5

THE LEGEND OF KYRANDIA
Virgin £25.99
A great adventure but on nine disks? Aren't things getting a bit out of hand?

GUIDE

6

CURSE OF ENCHANTIA
Core Design £34.99
One of the Amiga's finest adventure games. Nice one.

7

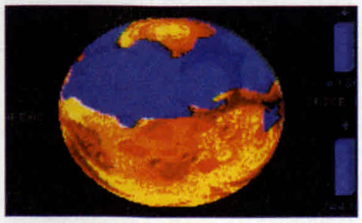
FLAMES OF FREEDOM
MicroProse £34.99
Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.

8

THE LOST TREASURES OF INFOCOM
Activision £29.99
Fantastic collection of some of the best text-based adventures around. Worth buying for the *Hitchhiker's Guide* alone. Wonder what Boggit makes of this collection?

9

DUNE
Virgin £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.



10

KGB
Virgin £30.99
Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.

11

WEEN - THE PROPHECY
Coktel Vision £25.99
Very weird, very different game. Nonetheless, an excellent release.

12

BAT II
Ubi Soft £34.99
If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

13

HOOK
Ocean £25.99
The film was a flop, the game isn't as good as the film. 'Nuff said.

14

FASCINATION
Digital Integration £29.99
Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

SHOOT'EM-UP

1

PROJECT-X
Team 17 £25.99
A truly explosive blast with superior graphics, sound and gameplay. It's so hard, you'll probably never complete it. But then, we're so flippin' hard, we did! Well, nearly. The best.

2

ALIEN BREED '92
Team 17 £10.99
Budget version of the ace blaster, much improved. Wipes the floor with other alien annhilators.

3

WING COMMANDER
Mindscape £34.99
Forget about playing this on an A500. Invest in an A1200, and you won't regret buying this space-based 3D shooter.

4

EPIC
Ocean £29.99
It certainly is. Buy it.

5

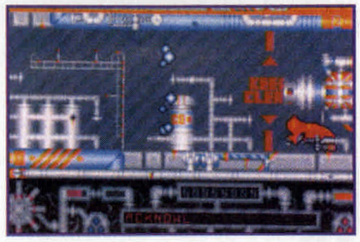
FIREFORCE
ICE £25.99
If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

6

AMNIOS
Psygnosis £24.99
Multi-directional shoot'em-up with spectacular effects to offer you a good all-rounder.

7

HOSTILE BREED
Palace £25.99
Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.



8

WRECKERS
Audiogenic £24.99
An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good try but didn't quite cut it.

9

ALIEN STORM
US Gold £25.99
It doesn't and never could have lived up to the ace action and excitement of the arcade original. One of those that was never going to make a decent conversion.

10

CYBERBLAST
Innerprise Software £25.99
Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

11

AQUAVENTURA
Psygnosis £25.99
A sea of disappointment awaits in this ocean-based title. Play this and get that sinking feeling.

12

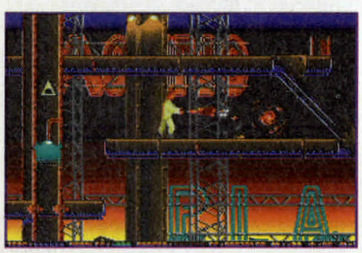
THE OATH
Soundware £25.99
Why is it called *The Oath*? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

13

G-LOC
US Gold £25.99
The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.

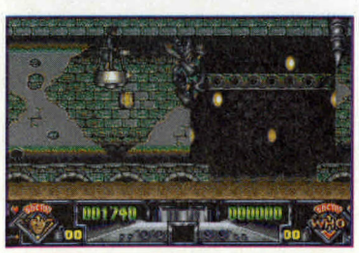
14

COOL WORLD
Ocean £25.99
Based on the film which even the cartoon characters avoided mentioning in their CVs, this game is duller than being stuck in an igloo with a really dull person.



15

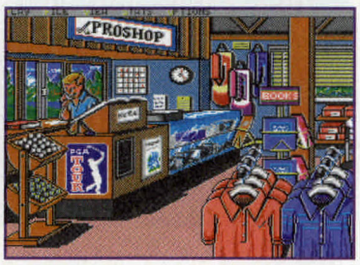
DALEK ATTACK
Alternative Software £16.99
Take on the role of the Doctor and save the world from the Dalek menace. Alternatively, buy a few planks of wood and build a staircase or two. It has the same effect. By the way, anyone seen the old Dr. Who re-runs? Sad, eh?



SPORTS SIMULATION

1

PGA TOUR GOLF
Electronic Arts £25.99
One of the best golf sims available, but if you don't like golf, forget it.



2

SENSIBLE SOCCER
Renegade £25.99
Fast-paced soccer game. If you hate the *Kick Off* series but enjoy football, this game is for you.

3

ARCHER MACLEAN'S POOL
Virgin £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.

4

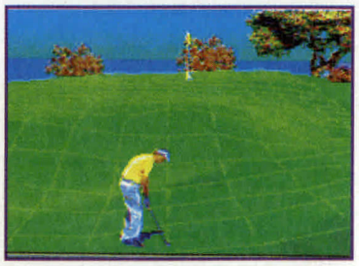
PREMIER MANAGER
Gremlin £25.99
This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

5

NICK FALDO'S CHAMPIONSHIP GOLF
Grandslam £34.99
Takes on *PGA Tour* and stays the course. Grandslam have got this one off to a tee. *(Shut up with the golf puns! – Ed.)*

6

LINKS
Access £29.99
Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?



7

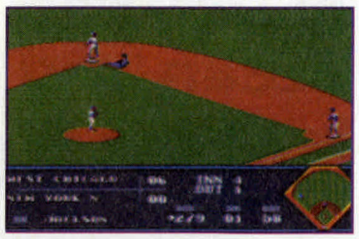
REBEL RACER
Starbyte £25.99
Tron light cycles rip-off on an original 3D tip. *(What does that mean? Ed.)* We like it – not a lot of other people will.

8

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
Average sports game for average sports gamers. Lots of unusual features to keep you busy.

9

TV SPORTS BASEBALL
Mindscape £29.99
Okay ball slugger.



10

CARL LEWIS CHALLENGE
Psygnosis £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!

11

MEGA SPORTS
US Gold £25.99
Lots to do here in this big sports collection. You won't ever need to venture outside again. What a prospect....

12

LIVERPOOL
Grandslam £25.99
Good football sim, with all the usual features.

13

WINTER SUPER SPORTS
Flair £25.99
Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

14

TENNIS CUP
Loriciel £25.99
Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

15

THE AQUATIC GAMES
Millennium £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.)*

16

STRIKER
Rage £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 for the money, but a long way to go to topple *Kick Off 2* from the Best Ever award.

17

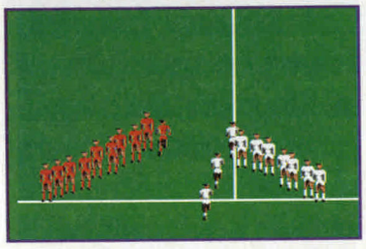
CHAMPIONSHIP MANAGER
Domark £29.99
Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

18

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99
The Challenge is to guess how GT got the England Manager's job.

19

EURO SOCCER
Flair £25.99
Basic footy sim.



20

EUROPEAN FOOTBALL CHAMP
Domark £25.99
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.

21

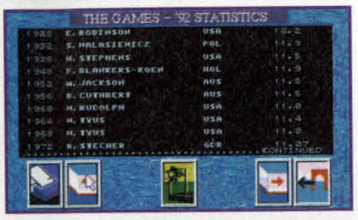
LEEDS UNITED
CDS £29.99
Forget about the League. This game doesn't even get into the stadium.

22

CALIFORNIA GAMES II
US Gold £25.99
I wish we could all be Californian. Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

23

ESPANIA '92
Ocean £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 but a naff game.



24

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
Run of the mill football game endorsed by one of the country's greatest players. And it's a lot cheaper than buying a Sky dish next year...

25

SUPER SKI 2
Microids £24.99
Several average wintry-type sporting events in this middle of the road game. Get out your woolly scarf and smother it.

26

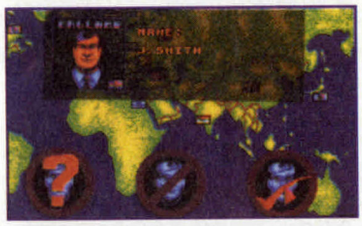
ROBIN SMITH'S INTERNATIONAL CRICKET
Challenge £25.99
Only so-so, even if you like cricket. As we don't, you can imagine how much we liked this.

27

EUROPEAN CHAMPIONS
Idea £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.

28

FACE OFF ICE HOCKEY
Krisalis £25.99
Oiling your body for combat should be more fun than this. We think. Somehow, this manages to make Ice Hockey look more like Curling.



29

WILD WHEELS
Ocean £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.

FLIGHT SIMULATION

1

REACH FOR THE SKIES
Virgin £29.99
The best flight sim currently available on the Amiga.

2

GUNSHIP 2000
MicroProse £34.99
Ace helicopter sim which blows holes in all the opposition.

3

COMBAT AIR PATROL
Psygnosis £29.99
Sick people who got off on The Gulf War – The Magazine will be itching to get their hands on this Saddam simulation. Although taste-wise it's a bit dubious, technically, it's not bad.

4

SHUTTLE
Virgin £44.99
3D Graphics launch this simulator. The technical aspects of the program keep it up there.

5

A10 TANK KILLER V1.5
Dynamix £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.

6

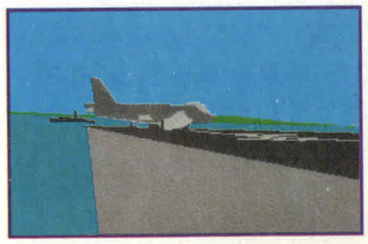
AIR SUPPORT
Psygnosis £25.99
Who'd have thought a wire frame flight sim could be so good? Well, us for a start!

7

FIGHTER DUEL PRO
Jaeger Software $59.95
Import-only flight sim. Not bad but nothing special.

8

AV-8B HARRIER ASSAULT
Domark £34.99
If this game was a real-life aircraft, they'd have made disaster movies about it. Not very good.



RACING

1

FORMULA 1 GRAND PRIX
MicroProse £34.99
You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

2

NO SECOND PRIZE
Thalion £25.99
Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3

LOTUS III THE ULTIMATE CHALLENGE
Gremlin £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.

4

CRAZY CARS 3
Titus £25.99
An improvement on the previous *Crazy Cars* duo. Compares favourably with *Jaguar* and *Lotus*.

5

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99
The man Nigel lifted the trophy but this game fails to pip *Lotus* on the top place on the podium.

6

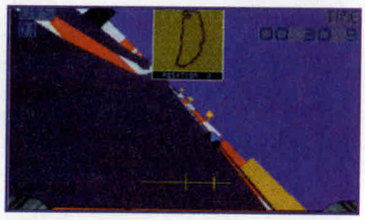
JAGUAR
Core Design £25.99
Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.

7

ROAD RASH
Electronic Arts £25.99
A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

8

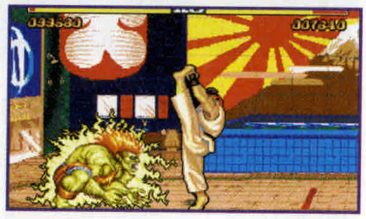
RED ZONE
Psygnosis £25.99
The Red Zone – that area where you fall off your motorbike and the other riders fail to see you.



BEAT'EM-UP

1

STREETFIGHTER II
US Gold £25.99
Slick game which kicks the heads in of all other beat'em-ups around.



2

WWF EUROPEAN RAMPAGE TOUR
Ocean £25.99
Resembles wrestling about as much as a car crash resembles a neat idea in recycling. Not wildly good.

STRATEGY

1

CIVILISATION
MicroProse £34.99
Quite a superb addition to the god business, from the game gods themselves.

2

CAESAR
Impressions £29.99
Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire.

3

UTOPIA
Gremlin £29.99
Detailed and engrossing space-operatic affair which brings together the best of *Sim City* and *Populous*. A bit tough for some, but worthy of more cerebral gamers.

4

CAMPAIGN
Empire £34.99
Huge strat number livened by the odd arcade sequence. Engrossing.

5

PERFECT GENERAL
Ubi Soft £30.99
Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for data disks which are now available.

6

DREADNOUGHTS
Turcan Research £29.99
3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here!

7

SIM EARTH
Ocean £39.99
The manual for this took half a rainforest to make, so bear that in mind when you have to juggle the world's resources in this sequel to *Sim Ant*.

8

RAGNAROK
Mirage £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. Give it a go.

9

SABRE TEAM
Krisalis £25.99
Be a SAS man and bring messages of peace and harmony the world. Or something.

10

ROME AD92
Millennium £29.99
Rome if you want to... Okay, a bad joke, but the game's good and fun.

11

VENGEANCE OF EXCALIBUR
Virgin £29.99
Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

12

VIKINGS
Krisalis £24.99
Strap on that horned helmet and go and conquer the world! An okay strat egy game – at least you don't have to wear the ridiculous clothes, but we wouldn't rush.

13

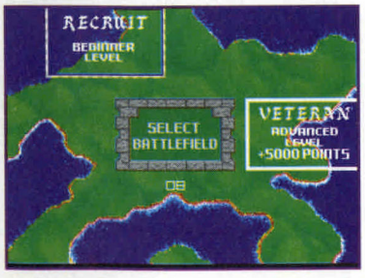
FLOOR 13
Virgin £24.99
The British have their own secret service specialising in assassin-ation and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to Number 10.

14

AIR BUCKS
Impressions £25.99
Control an airline in this second class entertainment. Pretty good for an Impressions game.

15

RAMPART
Domark £25.99
£26 seems like a lot of money to spend for just 5 minutes of entertainment. That is unless you live in King's Cross or something...



16

DISCOVERY IN THE STEPS OF COLUMBUS
Impressions £24.99
Oh, life on the ocean waves. Explore the New World, kill lots of natives and the like. Should've been better.

17

WARRIORS OF RELEYNE
Impressions £25.99
Pretty standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

18

SIMANT
Ocean £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...

19

NO GREATER GLORY
SSI £25.99
Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.

20

MAGIC WORLDS
Daze Marketing £25.99
RPG warriors/ heroes/tough nuts, this is a collection for you!

21

SAMURAI - THE WAY OF THE WARRIOR
Impressions £24.99
Wooden armor and razor-sharp katanas meet horsemen with bows in this bland wargame.

22

CONFLICT KOREA
SSI £29.99
Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything particularly worth fighting over, but some people might like it.

ARCADE STRATEGY

1

RULES OF ENGAGEMENT
Mindcraft £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.

2

TRANSARCTICA
Daze £29.99
Get on the train gang as you juggle with planetary resources in this Silmarils sizzler.

3

GALACTIC EMPIRE
Tomahawk £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.

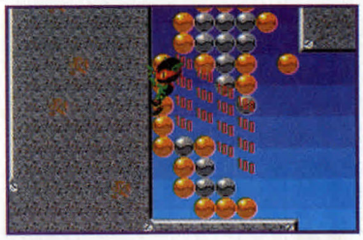
4

CYTRON
Psygnosis £25.99
The sort of game you'll be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do – even then, there's always the car to clean.

PLATFORM

1

ZOOL
Gremlin £25.99
Psychedelic graphics and strange monsters make this platform game a contender to kick *Sonic the Hedgehog*'s ass.



2

ASSASSIN
Team 17 £25.99
Assassin exterminates all the competition in this beat'em-up platformer.

3

THE ADDAMS FAMILY
Ocean £25.99
They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun!

4

FIRE & ICE
Renegade £25.99
Sigh, not another platform game... This one is different. Graphically excellent with great sound.

5

PREMIERE
Core Design £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?

6

PUTTY
System 3 £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.

7

JIM POWER
Loriciel £25.99
Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

8

SLEEPWALKER
Ocean £25.99
Humorous but slightly samey Comic Relief tie-in. Kind of describes Comic Relief itself, we suppose, but it would be churlish to gripe about something charitable.

9

CREATURES
Thalamus £25.99
Old C64 game makes a triumphant conversion onto the Amiga.

10

LIONHEART
Thalion £25.99
Well-presented platformer let down only by being a bit too easy.

11

DELIVERANCE - STORM LORD 2
21st Century £25.99
Nice graphics and nice sound put this platform game up at the top with the big boys.

12

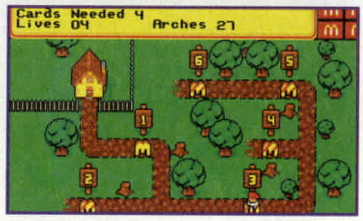
TROLLS
Flair £25.99
The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago.

13

RISKY WOODS
Elect Arts/Dynamics £19.99
Another quality product from EA.

14

McDONALD'S LAND
Virgin £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.



15

ELF
Ocean £24.99
A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean.

16

BC KID
Ubi Soft £25.99
Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stain Devils for.

17

JOE AND MAC
Platform £25.99
Rescue your kidnapped love (again) in this Caveman caper. Comes into its own in two-player mode.

18

LETHAL WEAPON
Ocean £25.99
Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis. OK but sadly lacking in variety.

19

DOJO DAN
Europress Software £25.95
Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

20

UGH!
Play Byte £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.

21

TEARAWAY THOMAS
Soundware £25.99
More frustrating than being glued to the ceiling and locked in a room.

22

DOODLE BUG
Core Design £25.99
Core slip up with this release. Sub *Sonic* in every sense.

23

CAPTAIN DYNAMO
CodeMasters £7.99
Well worth breaking into £10 for.

24

HOI
Software Business £25.99
Don't expect much from these green screen heroes.

25

COOL CROC TWINS
Arcade Masters £25.99
Why do weget wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

26

CRAZY SEASONS
Idea £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 & QUIZ

1

BILL'S TOMATO GAME
Psygnosis £25.99
Fruity number (groan) ripe (aargh) for the plucking (mfrmble).

2

TRODDLERS
The Sales Curve £25.99
Throw yourself off a cliff in style with this puzzle game.

3

PUSH OVER
Ocean £25.99
Interactive domino toppling, yep this game takes the P out of most other puzzle games.

4

GOBLIINS 2
Coktel Vision £29.99
Sequel to *Gobliiins*. Excellent.

5

WIZKID
Ocean £25.99
Great graphics and silly fun abound in this vegetable-based game. Yes, we did say vegetable. Honestly.

6

GOBLIIINS
Dream Factory £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.)*. Not as good as its sequel though.

7

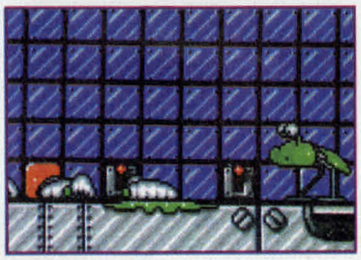
BUGBOMBER
Kingsoft £24.99
Strangly addictive puzzle bomb'em-up. Check it out.

8

CASTLE OF DOCTOR BRAIN
Sierra **£34.99**
Complicated, taxing, impressive. Puzzle fans will definitely be in their element.

9

STEG
Code Masters **£7.99**
Slippery fun with a cute slug.



10

SUPER TETRIS
MicroProse **£29.99**
Nice blockbusting work from MicroProse in this worthwhile update to the *Tetris* phenomenon. There's an explosive element, too, just to keep things ticking over.

11

TINY SKWEEKS
Loriciel **£26.99**
Why is this game lacking in originality? It'll put a smile on your face for a while.

12

LOCOMOTION
Kingsoft **£25.99**
A train game with all the interest of a British Rail timetable.

13

CATCH 'EM
Prestige **£25.99**
Dodgy game with puzzle elements.

ROLE PLAYING

1

AMBERSTAR
Thalion **£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.

2

MIGHT AND MAGIC 3
US Gold **£40.99**
Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.

3

BANE OF THE COSMIC FORGE
US Gold **£37.99**
Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

4

EYE OF THE BEHOLDER II
US Gold **£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.

5

LEGEND
Mindscape **£30.99**
Dungeons & Dragons games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with *Legend*. It's suave, fresh, cool.

6

PALADIN II
Impressions **£29.99**
Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months. Even better than the first, as well.

7

KNIGHTMARE
Mindscape **£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.

8

WAXWORKS
Accolade **£29.99**
The computer equivalent of a John Carpenter movie. If you have willies, this will certainly scare them out of you.

9

POOLS OF DARKNESS
US Gold **£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.

10

SHADOWORLDS
Krisalis **£25.99**
Some frustrating moments but a generally good all-rounder.

11

STARFLIGHT 2
Electronic Arts **£25.99**
Plenty of RPGish teasers. Fans of the original will not be disappointed.

12

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis **£25.99**
A decent couple of titles that still stand up well today. Brings out the devil in you...

13

EXODUS
DMI **£25.99**
An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

14

ISHAR
Silmarils **£29.99**
Initially frustrating but stick with it to reap plenty of rewards.

15

MEGATRAVELLER 2
Empire **£29.99**
If RPGers will probably enjoy this. However, we found it rather too graphically crude and frustrating.

16

TREASURES OF THE SAVAGE FRONTIER
US Gold **£32.99**
This *Dungeons & Dragons* rip-off is less fun than being dangled naked over a crocodile pit. Keep away.

BAT & BALL

1

PINBALL FANTASIES
21st Century **£27.99**
What a brilliant game. A simple idea, with wild graphics and some loony tunes, this is a must- buy. The awesome sequel to the original. There isn't a cliche good enough to describe it.

2

BUNNY BRICKS
Daze **£25.99**
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.

SWAP

Bargain Basement - would like to swap any two of the following: Tip Off, Lotus III, Zool, Myth, F1GP and Leander for any of the following: Sensi Soccer v1.1, Fireforce, No Second Prize, Super Tetris or Lethal Weapon. Others would be considered. Contact Matthew Garner 0536-761919.

100s of Amiga PD disks for sale, 90p each. Also used original games for sale. Send £1.00 for a catalogue disk (includes a free game). Write to Barry Paterson, 3 Stannington Place, Ponteland, Newcastle Upon Tyne, NE20 9QF.

Rodland, Terminator 2, Another World, Cadaver, Days Of Thunder for Barbarian 1, Wizkid, RVF Honda, Titus The Fox, Powerdrift or any platform rated 85% or better or Fire & Ice. That's from Andrew Neil, Lomond Hills Hotel, Freuchie, Fife, Scotland, KY7 7EV or phone 0337-57329.

I will swap Godfather, Hero Quest, Eye Of The Beholder II, Lotus II, Premiere, Jaguar XJ220, Shadow Of The Beast III. Offers please. Contact Sharon Wilson, 174 Palatine Road, Blackpool, Lancashire.

Wolfchild, Heimdall, Pegasus, Smash TV and Espania '92. All boxed. Will swap for Sabre Team, Sensible Soccer v1.1 or Push-Over. Other offers considered. Darren Tyler, 26 Sunningdale Drive, Stafford, ST16 3YL or telephone 0785-213816.

Amiga 600 including extra memory, dustcover, manuals, games and 10 months guarantee. Cost over £420, will sell £320 the lot. Telephone Julien 081-749-6491.

Amiga contacts wanted! Next day reply, 100% reliable, all latest stuff. Your lists / disks for mine. Write to Flat 3, 8 Hetley Road, Shepherds Bush, London, W12 8BB.

For sale - Amiga 500 1meg, eight months old, still with box, joystick, mouse, Deluxe Paint III and five top games including Zool. Full instructions. £230. Phone Mark 0889-500666.

Will swap MicroProse Soccer, Flimbo's Quest and Dizzy - Prince Of Yolkfolk (all worth £25.97) for either Lotus III, Project-X or Sensible Soccer. Will also swap Crazy Cars 3 (brand new unwanted present) for Pinball Fantasies or Premiere. Contact Sean Watson, 22 William Alexander Park, Belfast, Northern Ireland, BT10 0LW or call 0232-620001 (5-9pm).

I will swap the Super Sega Compilation and Corporation for Monkey Island 1 or 2, Ashes Of Empire, Jimmy White's Whirlwind Snooker or the Bitmap Brothers Compilation Volume 2. Also will swap above and £5 for Pinball Fantasies or Wing Commander. Call Jon on 0785-840359 or write to 'Beauchief', Pinfold Lane, Wheaton Aston, Staffordshire, ST19 9PD.

Gamer-Link! The penpal club for gamers! Free swap service! Club fanzine! Help and advice and more! Send SAE for full details to Stu and Dave, 28 Churchfield, Ware, Hertfordshire, SG12 0EP.

Will swap Premiere for either: Premier Manager, The Manager or Championship Manager. Will also sell for £10. Phone Daniel Wood 0282-866872.

I have Monkey Island II, Curse Of Enchantia, Lure Of The Temptress, Space Crusade, Push-Over. I will swap or sell any of these, I'd rather have adventure games. Philip Brown, 20 Murrayfield Drive, Brandon, Durham or phone 091-378-2301.

Amiga 500 for sale with 1meg upgrade, plus 11 original games including Zool, Alien Breed '92, Magic Pockets and John Madden's. £225 ono. Contact Anthony on 0788-823823 after 6pm.

I have: Thunderhawk, Alien Breed, Smash TV, Jaguar XJ220, Monkey Island, Supercars II and Eye Of The Beholder. Would like to swap for Sensible Soccer v1.1, Assassin, Dark Seed, Space Crusade, Wing Commander, Knights Of The Sky, Mega-lo-mania, Legend or Wolfchild. Telephone Greg Harrison 0752-267715.

Amiga contacts wanted worldwide, 100% quickly guaranteed reply. Send disks, lists to Manuel Casado, Cesar Augusto 23, 50004 Zaragoza, Spain.

I would like Curse Of Enchantia and Heart Of China. Will swap any two of the following: Shuttle, Mig-29 Fulcrum, A10 Tank Killer, Blue Max, AV-8B Harrier. Phone Peter Pike 0909-476678.

Eye Of The Beholder I and II, Dark Seed, Waxworks, Black Crypt, Space Crusade. Swap any three or more for Legend Of Kyrandia, Monkey Island 2 or others of a similar vein. Contact Neil Compton, Flat Above 1155 Bristol Road South, Northfield, Birmingham, B31 2SL.

Super NES with Scope and six games. I also have a case for it and two more games (RoboCop 3 and F1 Exhaust Heat). Was a Christmas present and has hardly been used. £130, worth over £200. If you are interested, ring Paul after 6pm on 0625-420168.

For sale, C64 / Datasette / Light Gun plus loads and loads of games including Creatures, Rick Dangerous 2, Hero Quest, Pitfighter and lots more. Computer in excellent working condition, only £100. Contact Dave or Lesley on 071-924-0538 or fax 071-924-0896 Mon-Fri 9.30am to 5pm.

Various Amiga 500 add ons for sale. GVP Hard Card plus Casino (requires hard disk and power leads) £100. Action Replay MkIII (used twice) £35. RGB colour splitter (for use with digitiser - unused) £40. ROM Sharer £10. Write to Paul Walsh, 34 Waterfield Close, Belvedere, Kent, DA17 6JW.

Can anyone help me in Lure Of The Temptress? I can free the lady in the town hall but I can't get any further. Ring Ben after 4pm on 0295-272836.

For sale: Amiga 500+. Games include monkey Island 2, Sword Of Honour, Kick Off 2. With joystick and mouse. £225 ono. Telephone Andrew Miller 0225-833259.

Will exchange any combination of the following for Monkey Island 1 or 2, or Curse Of Enchantia: Operation Stealth, Dick Tracy, Starblade, Jack Nicklaus Golf, Dr Doom's Revenge, Fast Lane, Spiderman, Rocket Ranger, Voodoo Nightmare, Targhan, The Krystal. All supplied with instructions. Ring Brian Wynne 0992-444459.

I have some computer magazines for sale. Some have coverdisks, some haven't. Ones with, I will sell for £2.75 and ones without for £1.75. All are in good condition. Write to Chris Braisher, 50 Widford Road, Hunsdon, Hertfordshire, SG12 8NW.

A500+ 1meg memory, second disk drive, 130 games including Sensible Soccer, Fate Of Atlantis Adventure, Streetfighter II, DPaint IV. Boxed as new £350 ono. Call Neil Scott 041-887-0536.

For sale: Citizen 120D with ribbon £80. Zydec Megaboard £25. PD contacts also wanted, guaranteed reply. Steve Gray, 15A Beech Walk, Crayford, Kent, DA1 4NP.

Please! Please! Please! Does anyone have the level code for Level 19 of Push-Over? Phone John McGurk after 3pm on 0475-31760 or write to 97 Berwick Road, Grenock, Renfrewshire, Scotland, PA16 0HL.

Swap WWF Wrestle Mania, RoboCop 2 for Monkey Island 1 or swap them both for another game. Contact Mrs Elaine Gaffney, 7 Elder Close, Plympton, Plymouth, Devon or telephone 0752-336472.

How do I get to the top in Thunderbirds level 1? Have Lemmings, would like to swap for Zool. Write to Conor Dalton, 14 Knockmoyle Drive, Antrim, BT41 1HE.

I will sell Alien Breed and Shadow Of The Beast II for £30 or separately for £15 each. From David Carroll, 4 The Grove, Gosforth, Newcastle Upon Tyne, NE3 1NW or call Newcastle 2843054.

I would like to exchange Lotus II and 9-Lives or Dynasty Wars for Monkey Island 2 or Ashes Of Empire. Telephone Richard Mills 0782-786225.

Europress Interactive cannot be held legally responsible for any transactions made between Amiga Action's readers.

SHOP

All boxed. Amiga A500 plus A590 Hard Drive. Amiga 500 running on WB 2.04 + 1meg 'Chip Ram'. A590 running on 2meg. Total 3meg. Reluctant sale. Very well looked after, includes all disks, joystick and mouse. Plus loads of games (ie; Legend Of Kyrandia). Eye Of The Beholder II and Curse Of Enchantia - £4 for both, will separate. Telephone Ian Spurdens on 081-524-7945.

Swap or sell UMS I, Afrika Corps, Populous, Powermonger, Waterloo, Austerlitz, Overun, Indy 500, Realms, Traid Volume 1, Tower Fra, Wings Of Fury, Conqueror. I would like Second Front. Contact G Lee, 13 George Crescent, Muswell Hill, London, N10 1AL or phone 081-883-9697.

I would like to swap my WWF European Rampage for Sensible Soccer, Lemmings 2, Jimmy White's Snooker or £15. Write to Adam Pritchard, 79 The Lawns, Rolleston On Dove, Burton On Trent, Staffordshire, DE13 9DD.

Amiga A500 for sale, half meg upgrade, joystick, mouse, 25 games, mouse mat and dustcover £250 ono. Phone Peter after 4pm on 0492-531931.

Games for sale: Sensible Soccer, Monkey Island, Indy Jones Last Crusade (Adventure), Robocod, Populous, Turrican, Cadaver. Each from £5 to £15. Call Stephen Sykes on 0670-516175.

Amiga 600 for sale, includes a joystick, Road Rash, European Rampage, Striker, Graham Taylor's Soccer Challenge and coverdisks for only £300. Phone Dave before 4pm weekdays (not Monday) on 0527-71411.

Will swap my European Rampage Tour compatible with Amiga 500+ for Road Rash or Red Zone - must be compatible with Amiga 500+. Ring Michael Diggins 0387-720159.

I will swap my Amiga Challenge (Paradroid '90, Cool Croc Twins and Indy 500) for Bane Of The Cosmic Forge. Also swap my Formula 1 Grand Prix (MicroProse) for Dungeon Master + Chaos (Psygnosis). I will also swap my Nigel Mansell for Eye Of The Beholder II. Write to Wayne Clarke, 6 Uvedale Road, South Bank, Middlesbrough, Cleveland, TS6 6QL.

I've got Premiere, will swap for Robin Hood, Espania '92 or Graham Taylor's. Contact Nick Clark 0795-843970.

Swap / sell Lotus II, Photon Paint (£15), four budget games. Would consider Lotus II and two budget games for Lotus III. Contact Paul Bethell, 22 Wray Crescent, Heron Hill Estate, Kendal, LA9 7NX or phone 0539-729258.

I have Myth, The Immortal, Harlequin and Eye Of The Beholder II. Would swap for any one of the following: Gobliiins or Gobliins 2, Shadoworlds, Elvira II, Lemmings 2, Superhero, Cytron and Sim Earth. Write to Sheldon Bunting, 26 Rosepark, Donaghadee, County Down, Northern Ireland or call 0247-882070.

Wanted: Search For A King, Altered Destiny, Conquests Of The Longbow, Rise Of The Dragon, Heart Of China, Fascination and Magnetic Scrolls Collection Volume 1 - your price paid. Write to J R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffordshire, ST17 9EB.

Swap / sell: Stunt Car Racer, The Simpsons, Shadow Of The Beast, Captain Planet. Wanted: Birds Of Prey, Putty, Sim City, Lemmings 2, Populous I or II, Nigel Mansell's World Championship or any of the Dizzy collection. Tom Day, 5 Back Lane East, Great Bromley, Colchester, Essex, CO7 7UB or ring 0206-250776.

Swap / sell: Streetfighter II for Sensible Soccer 92/93 or Striker. A600 control centre for sale £20. Wanted: external disk drive. Telephone Darren 0253-404986.

Swap Sega Megadrive Japanese model with seven top games and two joypads, one month old, for Amiga 500. Phone William Hains on 0602-825292.

I will swap Zool for Bill's Tomato Game or Lemmings 2 The Tribes or Zool, Rainbow Islands, Gazza 2 and Dragon Breed (not Plus) for Indiana Jones And The Fate Of Atlantis. From Oliver Golding, 'Septembers', Horsham Road, Steyning, West Sussex, BN44 3LW. Or telephone 0903-879294.

Wanna become famous for playing Amiga sims? See your name in t this great monthly fanzine! For details, send an SAE to Dave Aitken, 57 Ironwood Approach, Seacroft, Leeds, LS14 6DN.

Atari ST 520 for sale and dozens of games. £230 ono. Call 0294-77808 and ask for John.

For sale: Amiga 600 still under warranty with Lemmings £240. Also for sale, Super Nintendo with Super Marioland and F-Zero also under warranty £140. Write to M Holder, 21 Cresswell Walk, St Dials Cwmbran, Gwent, NP44 4RG.

I have Crazy Cars 3 and would like Sensible Soccer 92/93, Road Rash, Project-X, European Football Champ or Nigel Mansell. Call Corrie Duncan 0738-840417.

Spectrum 128K +2 for sale. Hundreds of games (Lemmings, Space Crusade, Terminator 2, etc). Games from 25p, computer £30. Contact Robert Andrews on 0494-714911.

I have Beast III, Fire and Ice, Hook, Gary Lineker's Hot Shot. I am willing to swap these for Zool, Reach For The Skies, Indiana Jones And The Fate of Atlantis, Premier Manager, Sleepwalker. Call Gery Turley, 168 Belfast Rd, Newry, Co. Down, Northern Ireland BT34 1QX. Telephone (9) 66428.

If you would like to appear in Amiga Action's Swap Shop, write to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP or you can fax your message to 0625-876669 marking it 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

☐ Telephone ☐ Address

SQUEAK IN THE BUBBLE

Congrats to the winner, Mark McDermott from North Wales! We felt he captured the bloke's expression perfectly. Just one thing. YOU DIDN'T SAY WHAT GAME YOU WANTED, SO WRITE IN PLEASE! Grief...

NEXT MONTH...

Anyway, under inspection in next month's earth-shaking issue of Amiga Action, are

ABANDONED PLACES 2
LITIL DIVIL
JAMES POND 3
SUPERFROG
PRIME MOVER

We're also currently the only Amiga mag giving out complete solutions, so look out for the player's guides to

SABRE TEAM
LEMMINGS 2

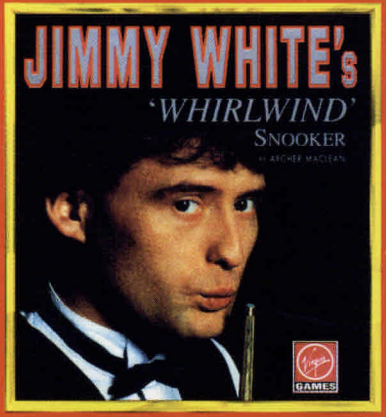
Remember to look out for your gleaming new issue of **AMIGA ACTION,** *on sale on the 8th April 1993 (at approx. 8.30am). We will (we hope)!*

AMIGA ACTION

LETS THE CAT OUT THE BAG

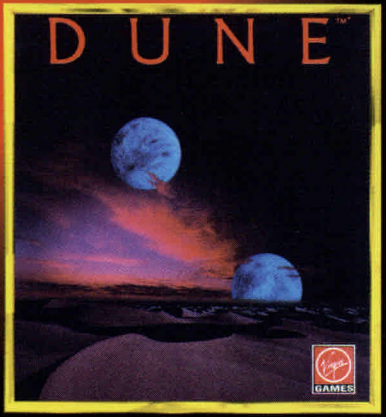
PROBABLY "THE GREATEST" PACK IN THE WORLD

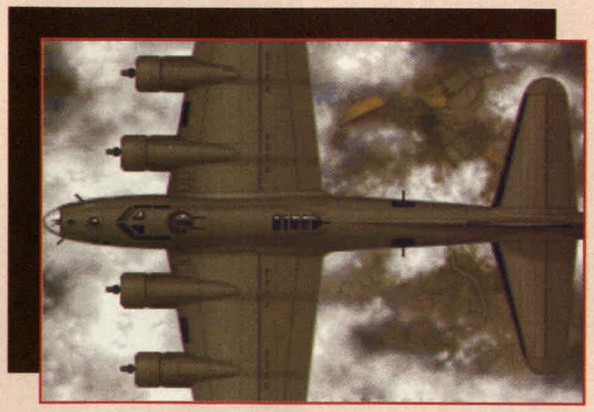
THE GREATEST

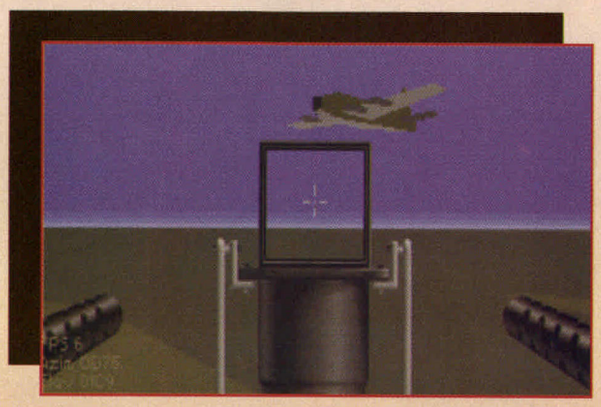


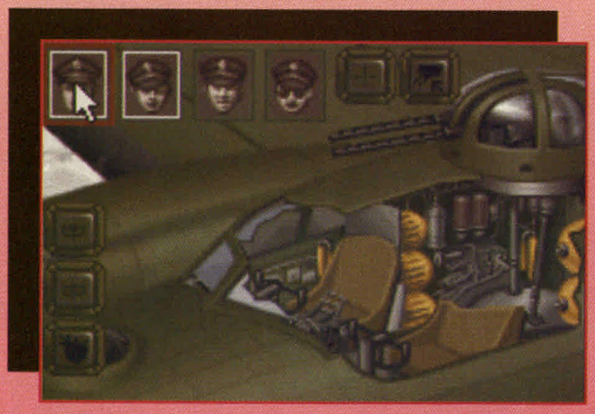
BEAU JOLLY

AMIGA AMIGA AMIGA AMIGA









B17 Flying Fortress

It's a flying experience you'll never forget

In the Spring of 1942 the United States 8th Air Force landed in Britain. Its task to mount the aerial offensive in German occupied Europe. Striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. The Flying Fortress.

Now MicroProse brings you the simulation of the legendary aircraft. Bristling with defensive armaments and a crew of ten, your B-17 will penetrate deep into Europe, flying in Group formation escorted by P-47 Thunderbolt single-seater fighters. Ploughing through lethal flak, taking on the might of the Luftwaffe, staying in bomb run formation to deliver ten 500lb bombs on target.

Fly 25 combat missions to historically accurate locations. Perform take offs and landings using highly detailed, fully functioning cockpit controls. As commander you must take responsibility for your crew. Assess their strengths and skills, and be ready to take over as bombardier, navigator, radio operator, engineer, co-pilot or gunner.

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

MICROPROSE
SIMULATION • SOFTWARE

B-17 Flying Fortress.
Released first on IBM PC Compatibles, followed by Commodore Amiga and Atari ST.

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