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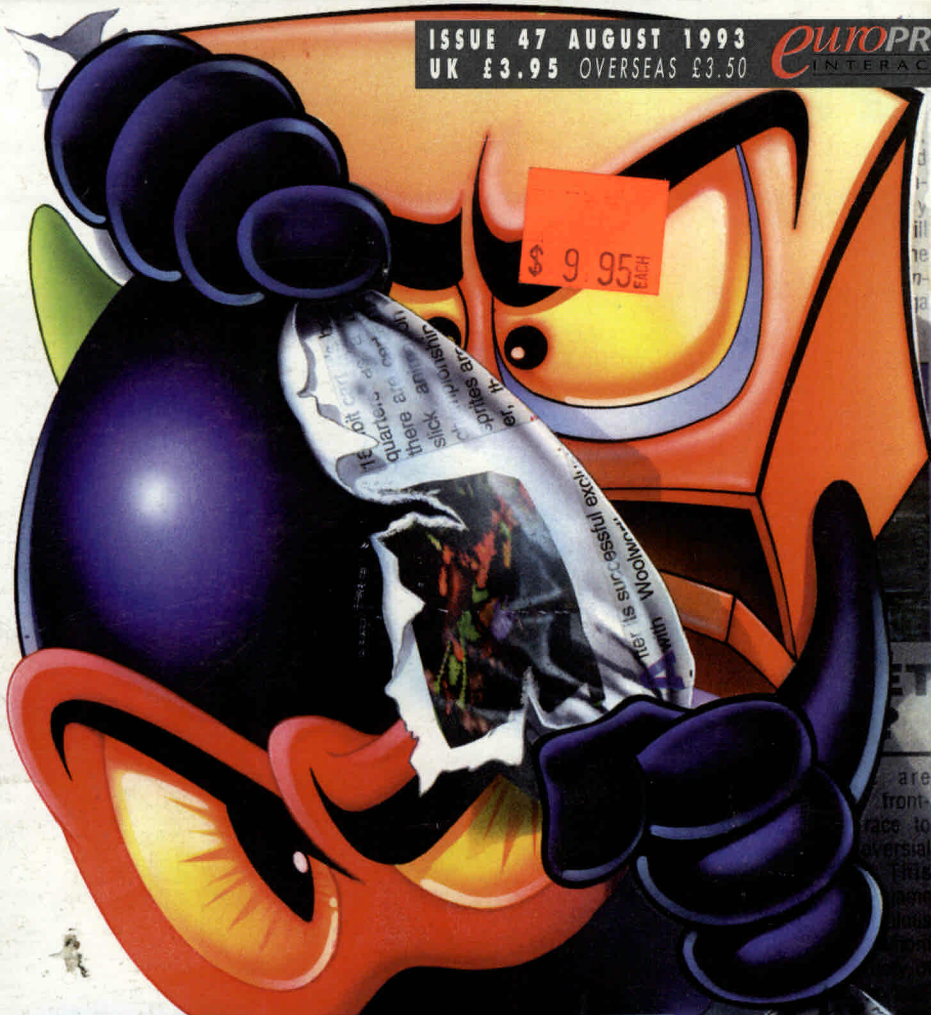
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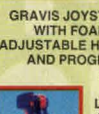
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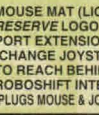
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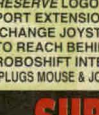
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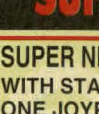
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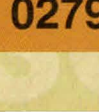
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# EVENTS

## COVERDISKS

**B**oot up your beauties and sit back in wonder at the wondrous plastic gifts from us to you. EA's futuristic *Syndicate* fills a disk all of its own, whilst shooting from the pit lane on all cylinders comes Team 17's *Formula 1 Challenge*. Add to this Core's mega shoot'em-up *Blastar* and the sequel to last month's *Battle Cars*, surprisingly entitled *Battle Cars 2*, and we think you'll agree that those who mean need a jolly hard slap indeed.



## FEATURES



**W**ith even more news on *Zool 2*, you can catch up on the latest about the superstar (page 16), where yet more secrets are revealed. Fear not though, as *To The Front Line And Beyond* takes us behind the scenes at MicroProse to find out just what makes a good war game (part one page 54), and those dodgy Jap videos make an appearance too, as we step into the world of Manga.

## PLAYER'S GUIDES

**W**e don't faff around with half-hearted efforts here at AA. For those who keep a civil tongue in their heads we break down *Civilisation* (page 72). For the Ali Babas and turkish delight scoffers there's the full solution to the Krisalis stonker, *Arabian Nights* (page 78), and for the connoisseurs of all things squishy our fabled guide guru muddles through *Morph* (page 76).



## CHARTS

**T**he low-down on the best-selling games can be found in *Amiga Action*, the best-selling Amiga games magazine! For the full price run down, turn to page 22. If it's the budget scene you want to peek at, you'll find the charts for this section of the market on page 91.



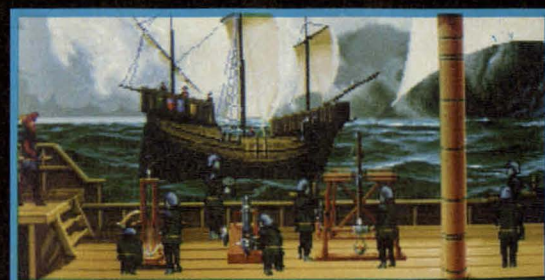
## REVIEWS



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# NEWS →

## The First Word

A hearty "Hello!" to you all once again! Amiga Action returns with more hot gossip on Zool 2 and a healthy smattering of reviews, previews and special features. I hope you've seen some good improvements to the magazine over the past few months - that's because of your valued input. Keep sending in your ideas and enjoy the new issue.

Regards,  
Alan Bunker - Editor.

## Plane and plenty

Surprise, surprise! Well, not really because MicroProse are soon to release a game based around... Can you guess? That's right - flying! Yes, *Dogfight* is yet another flight sim from the people famous for... flight sims and more flight sims!

Select one of 12 available fighter planes, dating from the World War I era to modern day jets. Then it's up, up and away as you battle it out in war-torn skies.

You'll even be able to take on the likes of an F-16 with a Sopwith Camel. But why anyone would like to accept such a suicidal challenge is beyond us.

Then when you're done with straightforward aerial combat, you can attempt any one of six specially designed missions, again spanning the whole period of the 20th Century.

MicroProse claim there will be an "excellent learning curve, enabling beginners to enjoy *Dogfight* within minutes of loading". What, you mean a flight sim without hundreds of mind-melting controls? We'll believe it when we see it!



Although we've reported on *Dogfight* before, we thought we'd give you an update and show you the latest graphics.



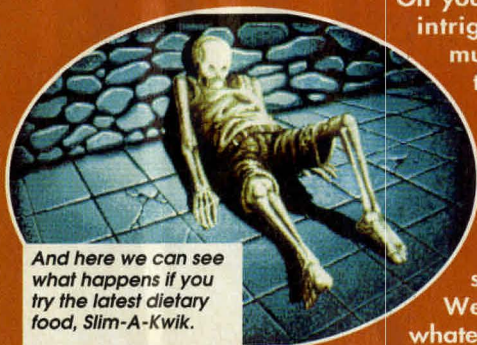
*Dogfight* is set to be one of the biggest releases of the year for MicroProse. Or so this guy says!

## Yorkshire gripper

Murder and mystery on the Yorkshire Moors is the theme of Lankhor's forthcoming adventure epic. With a softography consisting of *Vroom* and *Maupiti Island*, you can expect *Black Sect* to be something quite enthralling. There will be 34 places to discover, character animations on each screen which even react and behave according to the circumstances, and 16 different actions at your gliding fingertips.

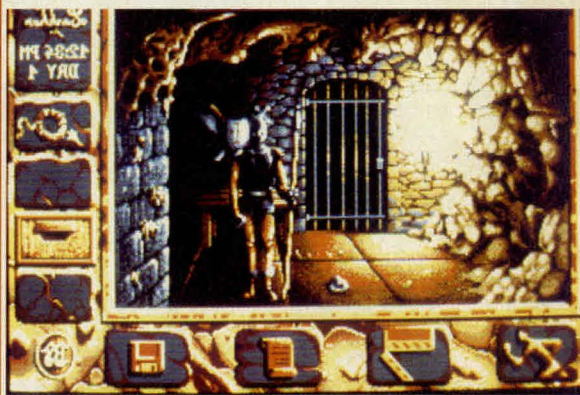
On your travels, you must try to unravel the intrigue surrounding your grandfather's murder. To make matters even worse, the magical spellbook protecting your humble village has disappeared and evil forces are mercilessly moving in. Can you restore peace and normality to Hobdale?

Atmospheric music and sound effects complete the package which should be available any time now. We've not yet been given a price but whatever it is, it'll probably be worth it.



And here we can see what happens if you try the latest dietary food, Slim-A-Kwik.

If the quality of the graphics throughout the whole game are like this, *Black Sect* could soon be giving *Monkey Island 2* a run for its money.

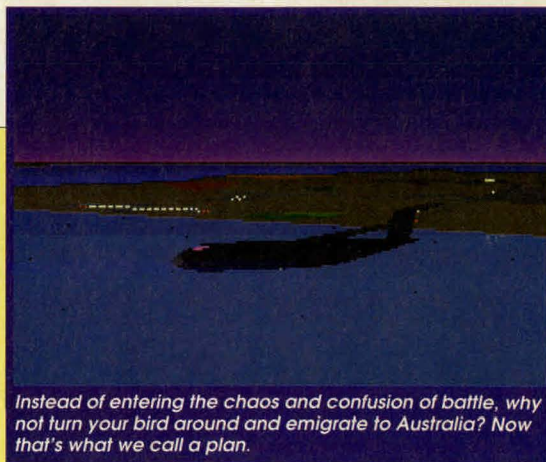


## Flyboys fly higher

More high-flying action from MicroProse as *F117A Stealth Fighter 2.0* prepares for take-off. MicroProse claim "F117A will thrill computer pilots with its improvements and new features". These include three extra worlds, giving you the opportunity to scrape the clouds over Cuba, North Korea and Iraq.

Also expect to see enhanced graphics affecting cockpits, night-time flying and special visuals such as explosions. Artificial intelligence will be improved to provide even more challenging missions.

F117A is scheduled for release in September and will no doubt set new standards for modern day fighter sims.



Instead of entering the chaos and confusion of battle, why not turn your bird around and emigrate to Australia? Now that's what we call a plan.



We're into dogfights on *Amiga Action* as it reminds us of a typical day at the office. They never look this good though.



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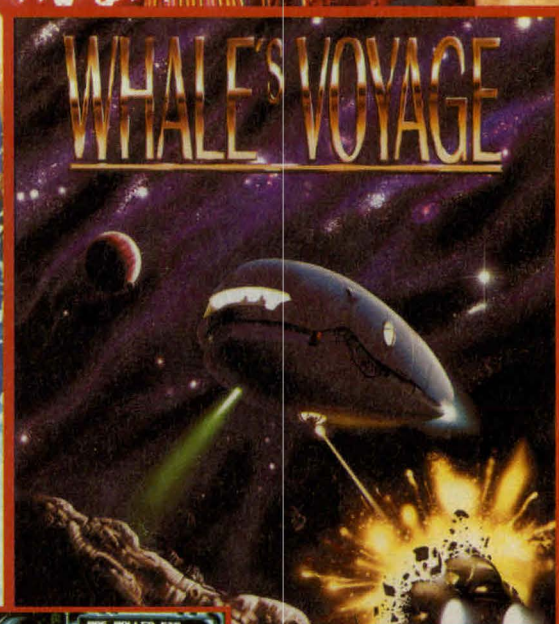


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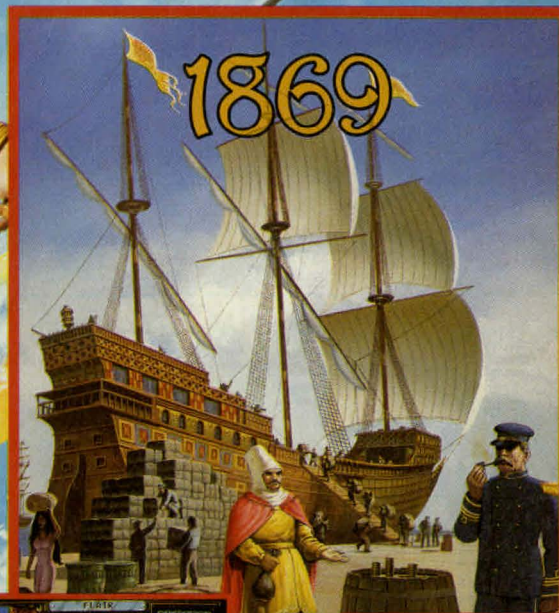
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## Uridium revisited

Any good reviewer worth his or her salt would almost certainly remember how popular and successful *Uridium* was. This was perhaps the first decent shoot'em-up to use metallic looking graphics. Now over five years on, the legend is being reborn – the new 16-bit version from Graftgold promises to have the 80s gameplay twinned with some pretty late 90s graphics and sound! That's the good news. The bad news is you'll have to wait until Santa Claus starts to fill his sack before it'll hit the shelves.

## Flagging down F1

In a major deal with Fuji Television Network Inc, Domark has secured the rights to publish a series of official Formula One games for the '93 and '94 seasons.

Mark Strachan, Managing Director for Domark, has said: "This is the most important title Domark has ever published. The game's a winner on all counts – the licence is unbeatable, the program is superb and we will use all of our development and marketing expertise to ensure that *F1* is our biggest ever hit."

Not only this, but such a licence pushes the world of computer games into another high profile light. And the ever-increasing amount of favourable publicity, with Sega already sponsoring the Williams team and European Grand Prix, can only help strengthen the market.

*F1* is due for release in August. Price £TBA.



Who's that dodgy German geezer wasting the good champagne? What a plonker!

## A 25mm barrel of fun

Strange title, strange game. *Tanky Too* is an overhead blaster set way back in the Second World War and currently being developed by Graftgold. You and a friend have to travel around a *Chaos Engine*-esque world shooting anything that moves and rolling right over anything that doesn't. One player drives the tank, the other controls the turret. It's early days yet, and the graphics and storyline may well be changed to a more futuristic setting. Once again, it's not out until Santa time so be patient!

# NEWS

The quality of graphics could even surpass the mighty *Monkey Island*.



Walk to Look at Open Move  
Consume Pick up Close Use  
Talk to Remove Hear Give

## Simon says...

The creators of *Elvira*, *Elvira II* and the more recent *Waxworks* are currently working on a new adventure game.

*Simon The Sorcerer* is being described by publisher's, Adventure Soft, as "an animated graphic fantasy adventure with a heavy emphasis on the humorous elements of both plot and graphics".

You guide Simon on a mission to save the good wizard, Calypso. Using a simple game interface similar to that of a typical graphic adventure such as the renowned *Monkey Island*, *Simon The Sorcerer* also possesses beautiful illustrations and literally masses of taxing puzzles for you to try and overcome.

It's early days as far as the Amiga version is concerned but it should certainly be worth the few month's wait.



*Simon The Sorcerer* may not be the most inspired of game titles, but it is looking good all the same.

## Contacts

Domark: 081 780 2222  
MicroProse: 0666 504326  
Lankhor: 01033 46 303303  
Adventure Soft: 021 352 0847  
Grandslam: 081 680 7044  
Empire: 081 343 7337



## Campaign for more

Empire continue to further establish themselves in the strategy market by announcing the release of a data disk for their popular *Campaign* game.

The additional data disk supplies the gamesplayer with 25 extra maps, covering most of the major land conflicts of the Second World War. Empire state that "These highly detailed and exciting missions from North Africa to Northern Europe will challenge your strategic abilities and test your tactical skills."

The *Campaign* mission disk requires that you own the original version. Look out for the new disk which retails at £15.99.



## Quaver with excitement

The crazy Colin Curly is making a comeback in Ocean's latest platform puzzler. After the success of *Push Over*, what better excuse to buy in bags of Quavers than the forthcoming *One Step Beyond*. Consisting of 99 fun-packed, cheesy flavoured levels and plenty of Quavers advertisements, *One Step Beyond* is destined for big things.

Ocean interestingly describe the game as "...a superbly baffling maze-filled universe where the only way out rests on your ability to manipulate Delays, Ray shutters and some original surprise twists in an adventure with a big bag of Quavers being the reward each time."

Scheduled to hit the shops any time now, *One Step Beyond* will be reviewed in the next issue of *Amiga Action*.



Get into the spirit of things by rushing down to your nearest shop and buying a big box of luvly Quavers - what better excuse is there?

## Psygnosis get married!

The publishing division of Sony has acquired leading Liverpool software producers, Psygnosis. In what is a significant merger of resources, Psygnosis will continue to publish products under its own label while also developing for Sony's video games company, Sony Imagesoft.

Jonathan Ellis, Psygnosis's Managing Director, commented: "The alliance of two such highly complementary companies will enable us to benefit from each other's strengths and talents. It will also continue our growth and market penetration within the home entertainment industry worldwide."

This should also have great impact upon Psygnosis's CD development now they have the backing of such a massive corporation.

## Spaced out

A quick snippet of news from Grandslam is the forthcoming release of *Reunion*.

Tagged as an "odyssey of adventure and discovery", you must take to deep space and colonise the universe. Prepare for your role as a soldier, economist and diplomat for the Federation.

We'll give you more details as soon as we get them.

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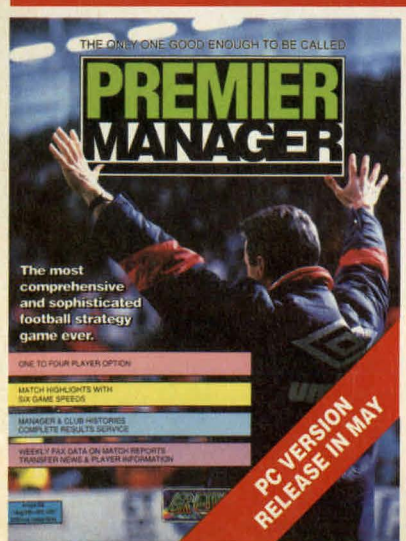
# GREAT NEWS

## MANCHESTER UTD ARE NEW LEAGUE CHAMPS!

ALEX FERGUSON was crowned king of English football last night as Manchester United became champions for the first time in 26 years. Fergie did not know he had finally got his hands on the trophy until a complete stranger broke the news of Aston Villa's victory while he was playing golf in the States.



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# FORMULA 1 CHALLENGE

To load this demo of the latest Team 17 epic, put the disk in your machine and turn on the power. When the menu screen appears you must press F1 to load the demo. After a few seconds, the cars will appear lined up on the grid and ready to race. Hold down your firebutton for a few seconds and the other cars will begin to rev their engines. The lights will then turn to red, signifying that the start of the race is fast approaching. The lights will change to green and the race will get underway.

The cars anxiously await the green light on the starting grid. It is now only a matter of seconds.

Keep pressing the firebutton to accelerate. Moving left or right on your joystick will send the car in the corresponding direction and pulling the joystick back will slow the car's progress.

If you feel that you need to stop at the pits, slow down when you see the pit lane warning boards along the side of the road.



When the lane appears pull into it and slam on your brakes. The mechanics will appear and fix your vehicle to put you back up to full power. When they have finished, press the firebutton and roar away.

▼ Blastar from Core Design is a multi-directional scrolling shoot'em-up extravaganza. Load it up and have fun.

## BLASTAR

Blastar is the latest attempt at the ultimate shoot'em-up. This time it is from Core Design and we have a sneak preview for you here in the shape of this demo, giving you the chance to make up your own minds.

To load the demo, press F2 when the menu screen appears. An intro screen will then load. When you see it, press the firebutton and you will be thrown right into the fray.

Control of your ship is fairly simple. Left and right will spin your ship around in the corresponding directions, very much in the way of Asteroids. Pushing

forward on the stick will send your ship hurtling forward in the direction it is facing. As you would expect the firebutton fires your weapon. F1 to F3 changes your weapon.

A scanner has been thoughtfully provided to inform you of the location of your enemy. Fly in the direction of the nearest enemy ship and blast away!

Obviously, as this is only a demo, the finished version will feature many enhancements. They are as follows:

12 different stages, hundreds of intelligent hybrid aliens, fully animated backgrounds, 800k of hard core techno trance music, multi-layer parallax, 3 Megabytes of graphics, over 400 screens of playing area, state of the art alien control and 200k of sound effects.

After the succes of last month's PD demo of Battle Cars, we were

## BATTLE CARS 2

ecstatic when we stumbled across the sequel. We simply had to put it on this month's coverdisk, so here it is! To load the demo, wait for the menu to appear and press F3.

When the game has loaded, press the firebutton - you will then be asked to input your name. When you have done this and pressed Return, you will be presented with an options screen. Use the mouse and select one or two player game (two player via a null modem cable) and the arena you wish to play. You will then be thrown straight into the game.

The car controls are as follows: Forward on the joystick to accelerate, back to brake, left and right to steer and fire to... fire! The

idea is to chase down and destroy the opposing car before he does the same to you. Both armour ratings for the cars are displayed via the bar graphs - you must weaken and destroy your opponent before the time limit runs out.

Don't worry if you lose sight of your enemy. There is a green indicator on screen to point you in the right direction. Fire missiles when the diamond appears.

The Spacebar fires your limited number of homing missiles.

And thanks to 17 Bit PD for the demo. Their phone number is 0924 366982.



◀ Battle Cars 2 is the follow up to the hugely successful, not to mention popular, Battle Cars.

PUBLISHER: Team 17 PRICE: \$10.99 TEL: 0924 291867  
PUBLISHER: Core Design PRICE: \$25.99 TEL: 0332 297797



# SYNDICATE

Our fantastic *Syndicate* demo consists of one exclusively designed level which gives you a wide cross-section of many of the elements that are contained in the actual game, as well as some of the weapons of mass destruction that you can develop. This mission basically entails shooting everything and everyone that looks like a gangster (raincoat, trilby and gun) – not the innocent bystanders!

- 1 - Your agents.
- 2 - Agent status icons / health bar. To control just one person, click on the appropriate square.
- 3 - Whole group icon so you can command everybody at once.
- 4 - Revolver. The white bar represents the ammo level. Other weapons of varying firepower are also available.
- 5 - The Persuadertron influences people to join your group.
- 6 - Area Scanner shows the position of people and weapons.



## DUFF DISKS

Having problems with one of your coverdisks? Please don't write to us, write to Duff Disks (Amiga Action), ProSoft, 5 River Gardens Business Centre, Spur Road, Middlesex, TW14 0SN. If you send your disk to the Amiga Action offices, your letter will go unanswered! Sorry folks!

## What's it all about?

This is an autobooting demo that works on all machines so just place the disk in the drive and turn on your Amiga. The first thing you will see is the Bullfrog introduction screen. At this point you should click the left mouse button.

Next up is a map screen showing you all of the territories in the actual game – again you should press the left mouse button. When you have done this, a mission briefing screen will be displayed. Once you have finished reading it – you guessed it – press the left mouse button again.

Finally you will see the team selection screen. Simply press the left mouse button once again and you will be on to the actual game at last. Now the fun starts...

Your two agents will be stood side by side. The first thing you need to know is how to control your men. This can be done in one of two ways: either individually or as a group.

Individually, if you click on any area of the screen, the man under your control at that time will wander off to that location. To control both agents at once click, on the group icon. This is located in the centre of the four character icons in the top left of the screen. You will know if you have been successful because all of the character icons will turn red.

By this time you will more than likely have already come under attack, so you probably want to know how to fire. Choose a weapon from your characters' inventory by clicking on it with the left mouse button – it should now turn red. This is now your active

weapon which will fire upon your command.

Move your mouse cursor over the nearest person and it will turn into a crosshair gunsight. If it is red, it means that your target is in range and will more than likely sustain a hit. But if it is white, the odds are stacked a little more against you. One click of the right mouse button will fire a single shot, while sustained pressure means continuous fire.

Using other objects such as the medical kit is done in much the same way. Click on the object with the left button, then with the right button and the item will be used. To use the Persuadertron, click on it with the left button. Then any character that your agent comes into contact with will more than likely be unable to resist joining your cause. The advantage of this is that they'll shoot with you or get in the way of oncoming bullets!

You are able to pick up items left behind by dead bodies. Move your cursor over a body and it will change to another icon – a message will appear near your inventory list telling you what the newly discovered item is. Press the left mouse button to gather it.

If you want to drop something, highlight the icon and press the right mouse button.

It's possible to climb aboard cars, too. First, stop a car by pumping a few bullets into it. When the driver runs away, click on the vehicle with the left mouse button. Your people will get in the car. You can now direct it about the streets, shooting as you go!

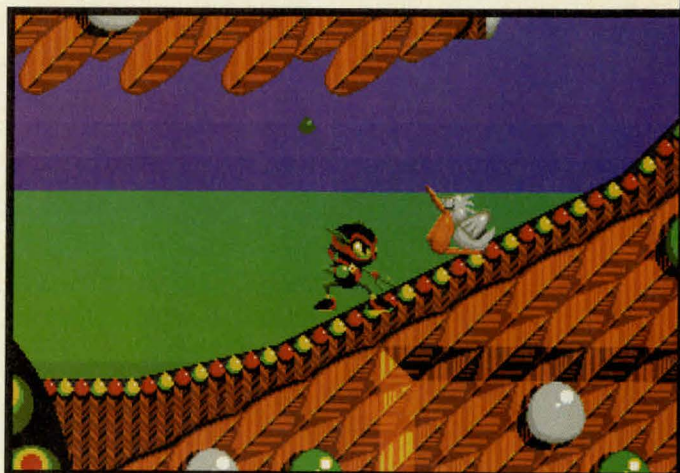




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**BY: PAUL ROUNDELL**



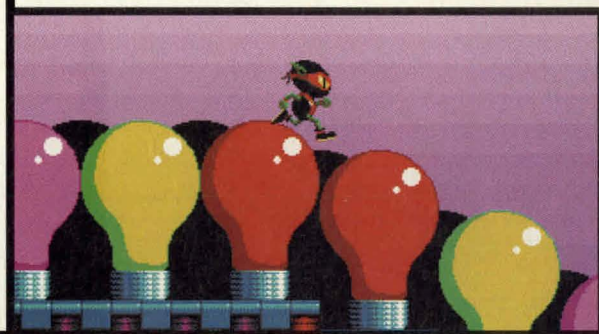
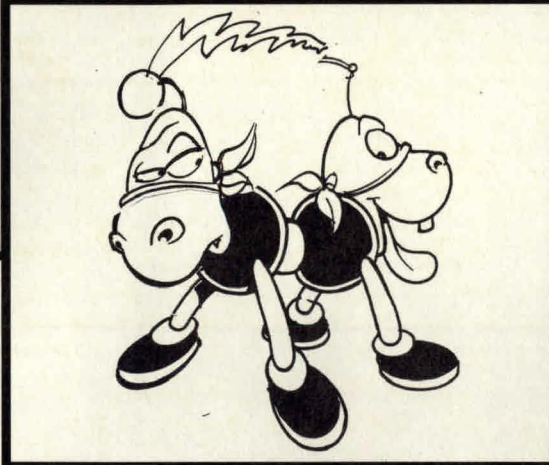
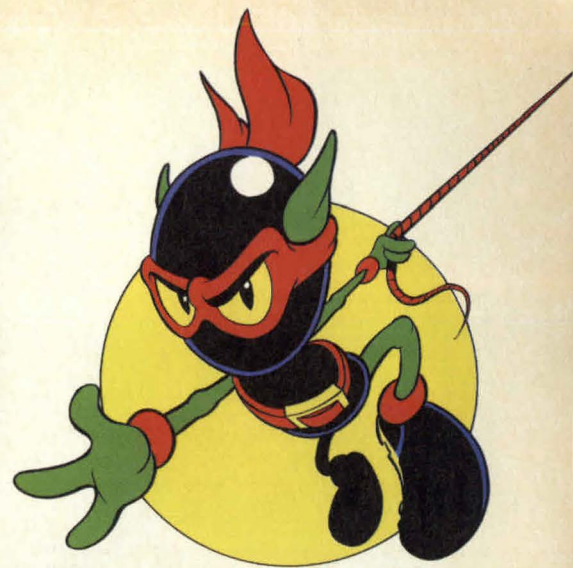
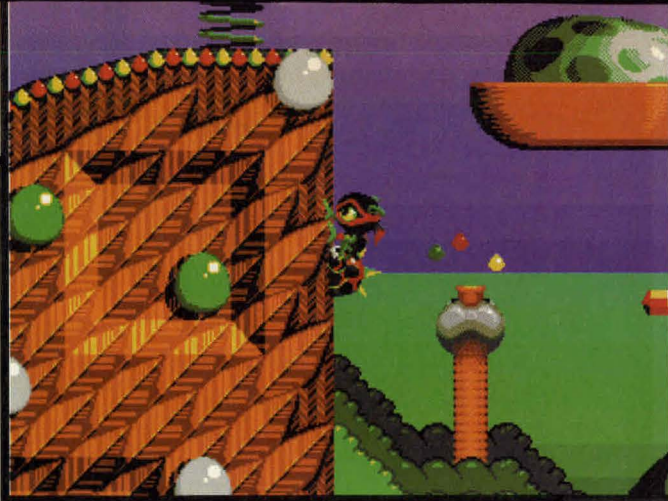
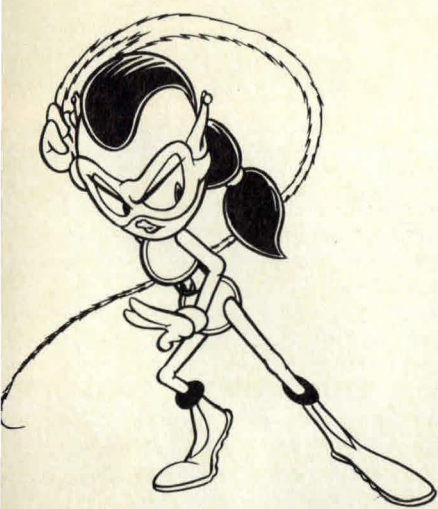
work in progress

We've seen the screenshots, learned about the



## “Levels are larger than Z





# SS ZOL 2

## PART 3

game and, basically, heard a lot of rumours. I thought it was about time we got some hard and fast facts so I trekked over to Sheffield with a sackful of money and collared Gremlin Marketing Manager, Nick Clarkson, and *Zool 2* Producer, Pete Cook, to confront them firstly about the levels. Once and for all. With a threatening look on my face.

"There will be six levels in total. Namely: Tootin' Common, Bulberry Hill, Swan Lake, Mount Ices, Snaking Pass and one other that is yet to be decided. Each has some sort of pun involved. For instance, Tootin' Common has a Tutenkhamen-style graphic theme and Bulberry Hill includes a scenario packed to bursting with illumination graphics," said Pete.

Sounds great, but what about the size of the game in terms of levels?

"Well, the game contains the same number of actual worlds as we've just outlined. However, this time the levels themselves will be much, much larger and feature a number of different ways of completion."

And the overall aims of the game. Are they the same or are there any devious new twists?

"As the old saying goes – if it ain't broke, why fix it? We're keeping the

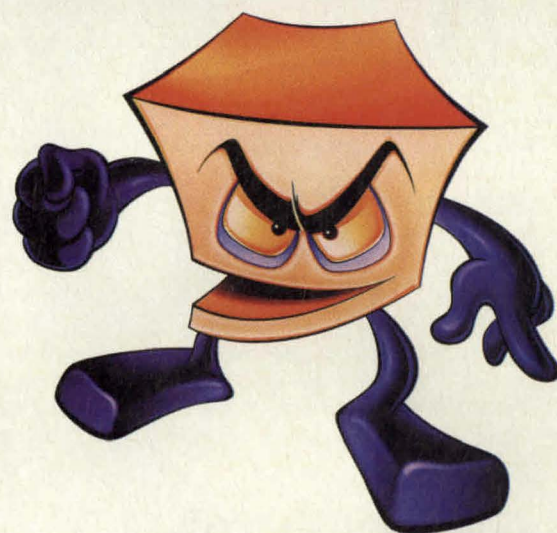
general feel of the gameplay the same but are looking at tightening up the time limits on each level so that players don't have time to dawdle about. We're also looking at placing mega bonus items in some of the harder to reach areas of each level. These items will be worth maybe 20 times as much as a

normal collectable and will be a genuine reward for the players who have skilfully negotiated the various hazards put in their way."

What about the enemies then? They must be taking shape by this stage – what form do they take?

Nick continued: "As in *Zool 1*, the enemies will fit into the particular world in which they live. For instance, Swan Lake (early parts of which we saw in the screenshots only last month) has a myriad of bird-like critters, all intent on your swift demise.

"This time, however, some of the enemies will need more than one hit – a sparrow may need to be zapped once but



**Above:** Mental Block is all beefed up and ready to kick some Ninja bottom.

**Top left:** You can use a pelican crossing but it isn't wise to cross a pelican!

**Above left:** The loveable Zoon seems to be caught in two minds as to where the nearest lamp post is... Well, I thought it was funny.

**Bottom left:** Killer ladybirds – not really the kind of creature you want to find crawling up your sleeve in the Summertime!



a manic eagle may need three or four strikes!"

And what about the level guardians? We understand it's always Mental Block so does Zool confront him in different guises?

"Right first time; the guardian will always be Zool's arch-enemy, Mental Block, and he'll appear at the end of the final level in each world. Starting off in his usual cube-like state, he'll transform into a deadly killing machine that has some relevance to the level," added Pete.

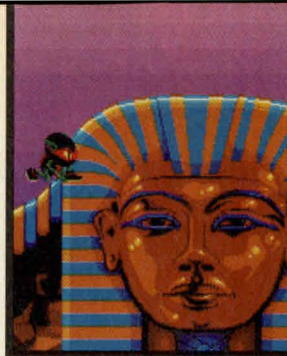
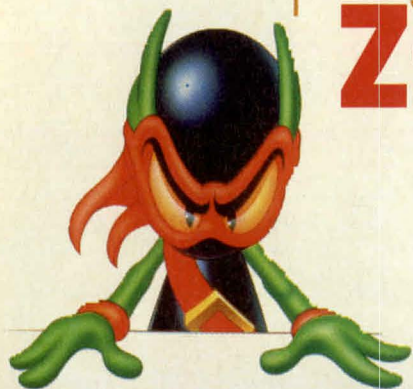
ool 1 and feature a number of different ways of completion"



# ► work in progress

# ZOOL 2

PART 3



Apparently, one such transformation sees Mental Block take the shape of a state-of-the-art jet fighter in the Swan Lake world, whereby he showers Zool in a deadly hail of missiles and bullets.

As well as the level guardians, we've heard rumours about a pet dog of all things. Nick now elaborated on the story...

"Zoon (the dog) is a bit of a loon. That's to say half of him is. As you can see from the picture on the previous page (wow, psychics! – Ed), Zoon is a two headed dog-type creature. One head is stupidity itself – always on

the lookout for food, dribbling everywhere and generally annoying everyone. The other end is highly intelligent, if somewhat disgruntled at having been joined at birth to such a half-wit. The character is still undergoing changes and there are a number of ideas as to how he'll fit into the gameplay.

"One suggestion is that Zool must rescue Zoon from a hidden area on each world. If Zoon is saved, he joins Zool for the confrontation with Mental Block at the end of each world. Whether this will be implemented is still up in the air," explained Nick.

Also still up in the air is the question of the bonus levels. They will undoubtedly be packed with goodies and, er, bonuses – Gremlin are working on the idea of Zool or Zoolz battling with Mental Block in these secret hidey holes. If it comes off, expect to see the ninjas rolling around in a kind of metal ball as seen in the incredibly sad, strictly for people with no lives or friends, Gladiators on TV.

We hinted last month – or was it the month before? – that Zool would have certain new abilities to aid his quest and, sure enough, he does!

"Both Zool and Zoolz will have different special abilities," said Pete. "Zool will have expert climbing skills; he can shin up walls, leap from one vertical surface to another while performing death-defying stunts and fly (using springs and so forth) to intercept airborne baddies. Zoolz is able to spin and break through weakened floor coverings."

Hmm, seems as though Zoolz got the rough end of the stick in a big way there...

As far as sponsors go, still nothing definite yet although it seems increasingly more likely that the makers of those delicious boiled sweets-on-a-stick-which-make-excellent-covergifts will be involved in a rather big way.

An A1200 version will also be released – in fact I was ridiculed somewhat by Nick and Pete for even bothering to ask! Arriving a few weeks later than the standard effort, it will of course be faster and feature detailed parallax backgrounds.

If all this isn't enough for you, hold on until the Winter when your Christmas list might include anything from Zool slippers and dressing gowns to Zool remote-controlled cars! **AA**

Top right: Zool walks like an Egyptian through the freaky land of the Pharaohs.

Left: In the strange world of platform games, flying goldfish are just as common as muck.

Below right: The demure looking Zoolz has got her beady eye on music man Pat!



## POP-A-DOODLE PAT

A major feature in *Zool 1* was the fact that players could choose between four different soundtracks or opt for sound effects. Pat Phelan is at the helm of this department again and told us a bit about his latest project.

"The music is generally one of the last things to go in. I'll spend maybe a couple of days playing the game to get a feel for it before talking to the programmers. I will then come up with a tune that I think will suit the character. It's usually the pulse that comes first and then that becomes the game's title track.

"I then bounce various ideas in and out of the first track to get some new but similar pieces. Eventually, I'll have an entire suite of music for the game.

"For the forthcoming *Zool 2*, there will be a different tune for each world plus a few more for front and back end stuff. You will be able to choose between music and FX like before. At the moment, I'm currently trying to play music through three of the Amiga's channels and FX through the fourth. This would give us the best of both worlds but will also stretch my musical abilities!"

Pat used to write stock control and audit trail programs in a language I've

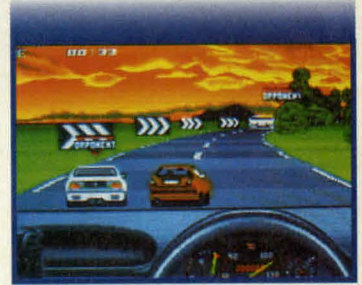
never heard about (Queen's English? – Ed) for a small company in Sheffield. He plays in a band called Wonderland and felt that he would like to combine his talents as a musician with those as a programmer. After an ignored application from Ocean, he spotted the position at Gremlin and there he still is.

*Zool 1* was his first project. He's also worked on the music for *Lotus III*, *Nigel Mansell* and *Premier 1* and *2*.





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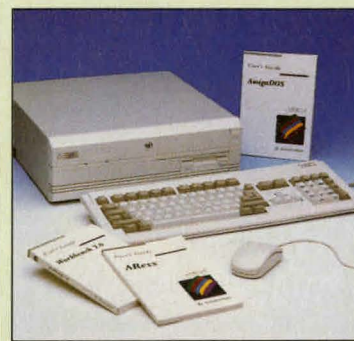
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## A vintage computer monitor with a light-colored, possibly beige or off-white, casing. The screen is dark and rectangular. The monitor is mounted on a simple, flat, rectangular base. The background is a solid, light blue or grey color.

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## A collection of vintage computer peripherals. On the left is a transparent plastic case containing various electronic components. Next to it is a small black box labeled 'TEK MF-500'. In the center is a joystick with a wooden base and a black joystick. To its right is a black game controller with a joystick and buttons. In the foreground is a white computer mouse on a green mousepad. On the far right is a black keyboard.

- 100 Capacity lockable disk box **£5.99**
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## A photograph of a 16-bit parallel data bus cable. It consists of a flat ribbon cable connected to a multi-pin connector. A small orange-handled tool is shown next to the cable.

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# CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	1	<b>DESERT STRIKE</b>	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
2	★	<b>FLASHBACK</b>	US GOLD	£30.99	PLATFORM	92%
3	★	<b>CHAMPIONSHIP MANAGER '93</b>	DOMARK	£25.99	SPORTS SIM	78%
4	★	<b>REACH FOR THE SKIES</b>	VIRGIN	£30.99	FLIGHT SIM	93%
5	2	<b>BODY BLOWS</b>	TEAM 17	£26.99	BEAT'EM-UP	92%
6	4	<b>PREMIER MANAGER</b>	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
7	★	<b>G. GOOCH'S WORLD CLASS CRICKET</b>	AUDIOGENIC	£29.99	SPORTS SIM	59%
8	3	<b>THE CHAOS ENGINE</b>	RENEGADE	£25.99	SHOOT'EM-UP	92%
9	5	<b>SENSIBLE SOCCER 92/93</b>	RENEGADE	£25.99	SPORTS SIM	90%
10	7	<b>B17 FLYING FORTRESS</b>	MICROPROSE	£34.99	FLIGHT SIM	73%
11	8	<b>SUPERFROG</b>	TEAM 17	£26.99	PLATFORM	89%
12	6	<b>LEMMINGS 2</b>	PSYGNOSIS	£29.99	PUZZLE	95%
13	★	<b>A-TRAIN</b>	OCEAN	£29.99	STRATEGY	84%
14	9	<b>STREETFIGHTER II</b>	US GOLD	£27.99	BEAT'EM-UP	90%
15	13	<b>WING COMMANDER</b>	ORIGIN/MINDSCAPE	£34.99	SHOOT'EM-UP	80%
16	11	<b>FORMULA 1 GRAND PRIX</b>	MICROPROSE	£34.99	RACING	90%
17	10	<b>SLEEPWALKER</b>	OCEAN	£25.99	PLATFORM	85%
18	17	<b>MONKEY ISLAND 2</b>	US GOLD	£37.99	ADVENTURE	95%
19	20	<b>INDIANA JONES - FATE OF ATLANTIS</b>	US GOLD	£37.99	ADVENTURE	91%
20	15	<b>GRAHAM TAYLOR'S SOCCER CHALLENGE</b>	KRISALIS	£25.99	SPORTS SIM	75%

★ = RE-ENTRY    ★ = NEW ENTRY

**D**esert Strike hangs on for a second month by the skin of its teeth as no less than three new entries make up the next three places! Virgin's long awaited *Reach For The Skies* finally emerges at Number Four while *Championship Manager '93* shoots in at Three, but none can compete with what must surely be next month's Number One - the stunning *Flashback*. Strategy fans have brought in *A-Train* in a surprisingly high position and *Sensible Soccer* at last seems to be relinquishing its supremacy as it slips into mid-table for the first time in 10 months. There's no further challenge from the slimy hero *Superfrog* - he's down this month, though another surprise is the arrival of *GG World Class Cricket*.



▼ A newy at Number Two with *Flashback*. Conrad Hart has *Desert Strike* in his sights and is gunning for that top spot next month.



# ACTION REVIEWS

Reviews? We have 'em. Opinions and comments? We have 'em. Special review box-outs concentrating on specific issues? We have 'em. Wondrously tasty Flameburger with large fries and cola? Erm...

## INSIDE...

### ISHAR 2

RPG sequel to the immensely successful Ishar. Ooh, isn't it exciting when a follow-up comes along? Check it out.

p24



### SUPER CAULDRON

Bewitching or full of warts? We take a close look at the sequel to a game so old, we think it was around when the wrinkly Jimmy Saville was born.

p36



### DUNE II

If you're not having a Summer holiday this year, why not play Dune II and experience sand, sun and surf. Well, not quite but it could have been!

p42

### SYNDICATE

Futuristic crime and corruption. Can you take over the world in the follow-up to Populous? Or are you a big softy?

p28



## HOW WE RATE THE GAMES...

### THE LOW-DOWN

PUBLISHER: Global  
CONTACT: 0753 686000  
TEAM: Vision Software  
PRICE: £25.99

SCORING	
GRAPHICS	78%
SOUND	84%
PLAYABILITY	82%
DIFFICULTY	A CINCH

A meander into Woody's World will doubt delight and please. Full of vibrant colours and enticing gameplay, you'll be playing Woody's World with a warm smile. The difficulty level is too easy, however, while the problems and obstacles remain simple, ultimately becoming very predictable. A solid and unobtrusive platform start that, as a whole, will probably not disappoint buyers but it doesn't offer too much to inspire.

REVIEWED BY: Alan

### SECOND OPINION

Woody's World offers little in the way of originality and is also burdened with a very questionable level of difficulty. The game is enjoyable while it lasts, it's just very much a case of when it all begins.

OPINION BY: Steve

### OVERALL SCORE

75%

#### 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 categories: 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.

## ALSO SLURP OVER THE FOLLOWING

Battle Isle '93, Whale's Voyage, Mean Arenas, Firehawk, 1869, Gunship 2000 and Space Legends.



# ACTION REVIEW ROLE PLAYING



Targhan puts on a brave face as his nipples drop off with the cold.

## ISHAR 2 MESSENGERS OF DOOM

*Strap on your sword and fill up your backpack as you once again venture into the world of Ishar.*

There was once a time when, should you wish to escape the horrors of everyday life even for a couple of hours, you would need a pen, paper, a couple of dice, loads of mates and, of course, the most vital ingredient – an excessively over-active imagination. Thankfully, those days are long gone, due mainly to the advent of the computer version of the role playing game.

Now it is possible for anyone to be whoever they want whenever they want, simply by sitting in front of a television screen. As with all things, some people get left behind and refuse to accept the natural progression. RPGs are no exception and there are plenty who subscribe to the view that a few dice and a good healthy dollop of imagination will never be beaten and that computer RPGs are an evil of today's society that they find highly offensive. OK, I'll admit that I may be

exaggerating the fact ever so slightly but there may be people like that, you never know!

Anyway, some of the finest examples of the computer RPG to date have undoubtedly been the *Ishar* series. The sequence began

quite a while ago now, with *Crystals of Arborea*. In this, Jarel, Prince of the Elves, set out on a quest for the magic crystals to counter the dark powers of Morgoth, the evil god banished by his peers. With the help of his faithful companions, Jarel slayed Morgoth in a bloody and memorable confrontation and restored Arborea to a land of peace and harmony.

In *Ishar: Legend of the Fortress*, a group of adventurers arrived in Kendoria in search of Ishar – a mysterious fortress. This fortress



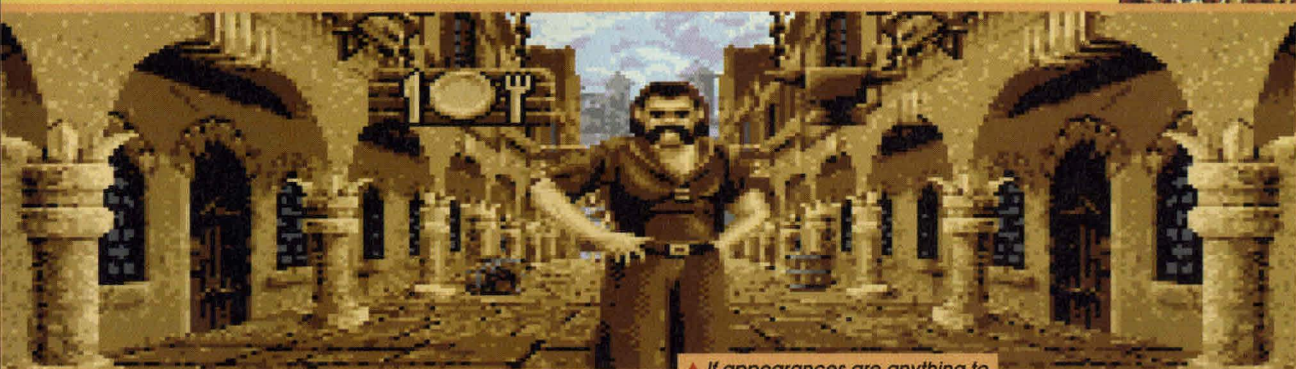
▼ A dark, mysterious castle. Will they have enough room for this unruly brethren?



▼ It's a booby trap! Watch out Grinzel - shield your front!



▲ You begin your quest in a stark, unfriendly land with little food and few weapons.



▲ If appearances are anything to go by, it'll be kebabs on the menu in this eating house.

was the property of Krogh, the devil child of Morgoth and the witch Morgula. Krogh was threatening to condemn the whole population to a life of slavery and the adventurers knew that they must find Ishar and destroy Kogh. After many arduous adventures, they achieved their goal.

Now the time has come for you to strap on your sword and brush up on your spellcraft. Yes that's right, *Ishar 2* has arrived to take you on a brand new journey back to the mysterious islands which are now threatened by a drug-pushing madman.

To make sure that this game can be justifiably described as an adventure of epic proportions, Silmarils have made the play area three times the size of the first *Ishar* adventure.

Play takes place over seven huge islands, each one featuring a unique landscape and genuine medieval towns complete with harbours, banks, inns and lots more.

The graphics for these sections have been vastly improved from the previous effort. From dark and moody forest to breathtaking mountain ranges complete with mountain tracks, they are now a great deal more atmospheric, creating a much more rounded experience for the game's player.

The plot has also been

thickened so to speak. There are now over 30 new characters with their own complex personalities to interact with, 70 new enemies for you to face with a stout heart and over 40 new potions for you to concoct and experiment with.

For hardened *Ishar* enthusiasts, it is possible to import your party from *Ishar 1*. Don't be put off if you have never played that game though as absolutely no previous experience is necessary to gain full enjoyment from this effort and, of course, you can start a new party from scratch.

The game is entirely mouse operated, so much so that your fingers will hardly ever brush against the keyboard. The left mouse button is used to select and the right button to cancel the current operation and close the menus selected.

In this type of game, combat is always an essential element, not to mention an issue for great debate. There are two schools of thought. There are those who prefer real-time combat, generally computer games enthusiasts for the simple reason that it provides a great deal more excitement. On the other hand, there are those who prefer a combat system which uses rounds. These are generally the pen and paper RPG enthusiasts who prefer their battles to be more structured as they are in the non-computer versions, with more time to prepare spells and tactics rather than a mad, bash the mouse button frenzy.

Well, someone is going to be disappointed either way. *Ishar 2* opts for the real-time method. Blows to the opposition are struck with the weapon that the character is currently holding. The speed and power of the blow is greatly affected by the type of weapon. For instance, a two-handed weapon will cause a great deal of damage but, because of their weight, will take longer to swing and leave its user



◀ Be careful or members of your party may be lost. Or worse and take on a John Major countenance...



▲ This is Akeer's Island. I don't think Akeer is particularly thrilled to see you all.



▼ New party members can be enrolled. Looks as if this guy's been waiting to join for a long time!



more open to a counter-attack.

There is no doubt that this system of combat is more exhilarating but as with all examples of its type, I find that it is a little too clumsy and the player just doesn't have enough control over the proceedings for my liking.

Your team consists of a maximum of five characters but at the beginning of the game you will have only one. To carry out an action, click on the Act icon of the character concerned. You will then be presented with a list of five possible actions: enrol, dismiss, assassinate, First Aid or map. These are all fairly self explanatory.

## Deja vu

Call up the map and you will be presented with a view of the entire island. However, at this time the map is incomplete and it's up to you to find the missing pieces during the course of your adventure. *Ishar 2: Messengers of Doom* is a more than competent role playing game. My only reservation is the fact that it contains very little in the way of new and innovative features.

Of the last few new RPGs I have played, there's always been the same feeling upon leaving them – I've seen it all before and will doubtless see it again, countless times. I want to see something a little different so come on all you developers, get your thinking caps on and hit me with something special.

▼ Seems as if these nasty looking characters have a bone to pick with you. Sorry.



▼ Check your inventory to see what swamp-crossing aids you have available!



▼ Not much help in this form, the map must be completely restored as part of your mission.



## THE LOW-DOWN

PUBLISHER: Daze Marketing  
CONTACT: 071 328 2762  
TEAM: Silmarils  
PRICE: £29.99

S C O R I N G	
GRAPHICS	87%
SOUND	80%
PLAYABILITY	80%
DIFFICULTY	Average

**H**ad *Ishar 2: Messengers of Doom* appeared a couple of years ago, I'm sure that everyone would have thought that it was wonderful. Sadly for Silmarils, it didn't. Therefore what we have here is a good, solid RPG that is just lacking a spark of originality that sends people rushing out to the shops, cash in hand. There is nothing really wrong with the game, it is more a problem with an area of the market that is crying out for some fresh ideas.

REVIEWED BY: Steve

## SECOND OPINION

I've not seen much of *Ishar 2* but from what I played, I was impressed. Yes, it's a case of 'seen it before' but it's done well. There's a whole new adventure in *Ishar 2* and it's urging you to explore it.

OPINION BY: Alan

## OVERALL SCORE

# 79%

Thorn's Isle



Unknown: Oh spirit of the Silmarils, Duidy Design to receive little Zeldy. Let her find happiness at last, In your kingdom of delights.

▲ The graphics depict excellently the mood of the game. Brrrr – it's cold. I hope Big Foot isn't around these parts!

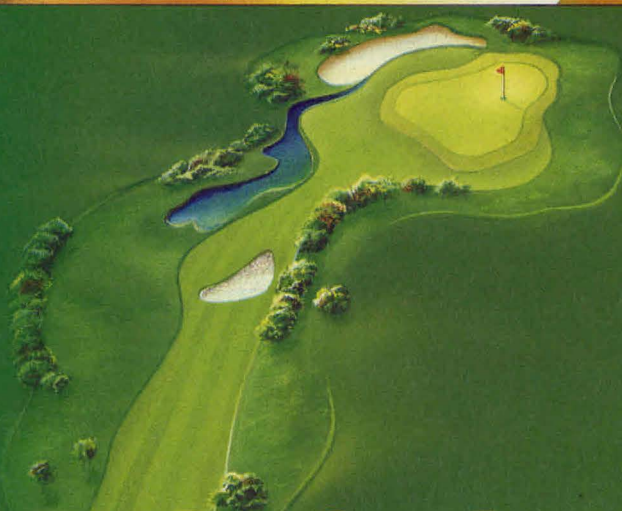
◀ It's more than just the spirit of Silmarils who'd be happy to accomodate Little Zeldy, I bet.



# NICK FALDO'S

## CHAMPIONSHIP

# GOLF



**91%**  
JOYSTICK

**90%**  
AMIGA  
FORMAT

**89%**  
AMIGA  
COMPUTING

**88%**  
AMIGA  
POWER

**88%**  
AMIGA  
ACTION

IBM PC



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"The best looking, user friendly and playable  
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THE ONE AMIGA



# ACTION REVIEW ARCADE STRAT.

*Take up a place as an evil Crimelord and hope you can still sleep at night.*

# SYNDICATE

There's something more than a little sinister about *Syndicate*. This is undoubtedly due to the fact that while you are playing, lurking somewhere in the deep recesses of your mind is the thought that one day in the future, a system similar to this may be in place. You leave the game with a feeling that is best described as akin to that of someone who has just read George Orwell's 1984 for the first time.

The story behind the game is highly detailed and makes a refreshing change from the usual, rescue your princess/girlfriend from the clutches of the evil witch/gang leader. You actually get the impression that in this case the story came first and then the game fell into place around it.

It is the future. Multi-national corporations rule the globe. Unelected and undemocratic, yet controlling the lives of the people through commerce. More frightening even than this, though, is the CHIP technology. Inserted into the neck of a

subject, this device stimulates the brain stem and alters every perception of the outside world, shielding the users from the misery and squalor that surrounds them. Not a bad thing in itself but it also leaves its user open to auto suggestion and gives the corporations the ideal tool for manipulating the populace.



A nightmare scenario is now unfolding. Crime syndicates have bribed and murdered their way into corporate boardrooms around the world and have a hand in every transaction that is made, be it either criminal or legitimate.

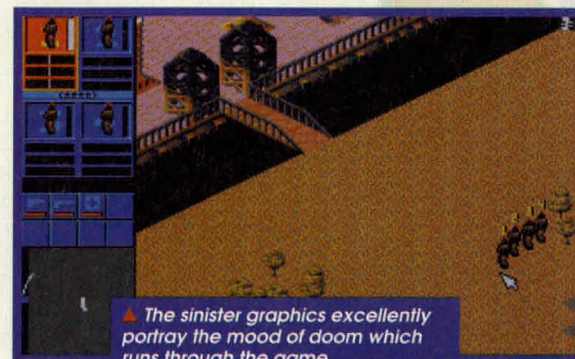
They have little to worry about because to overthrow them would be virtually impossible. Teams of custom built cyborg agents hunt down rivals and traitors, all the while spreading the influence of the syndicates.

You are a young executive in a small European syndicate, looking to make your mark. Observing

▼ Invest your money in developing decent body armour, better heart strength and so forth for your agents.



▲ If you think this looks scary, you should see the Manchester pubs at chucking out time.

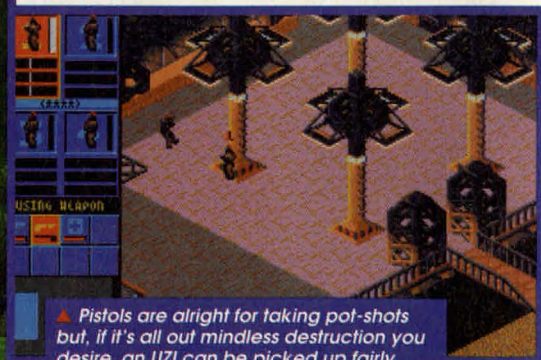
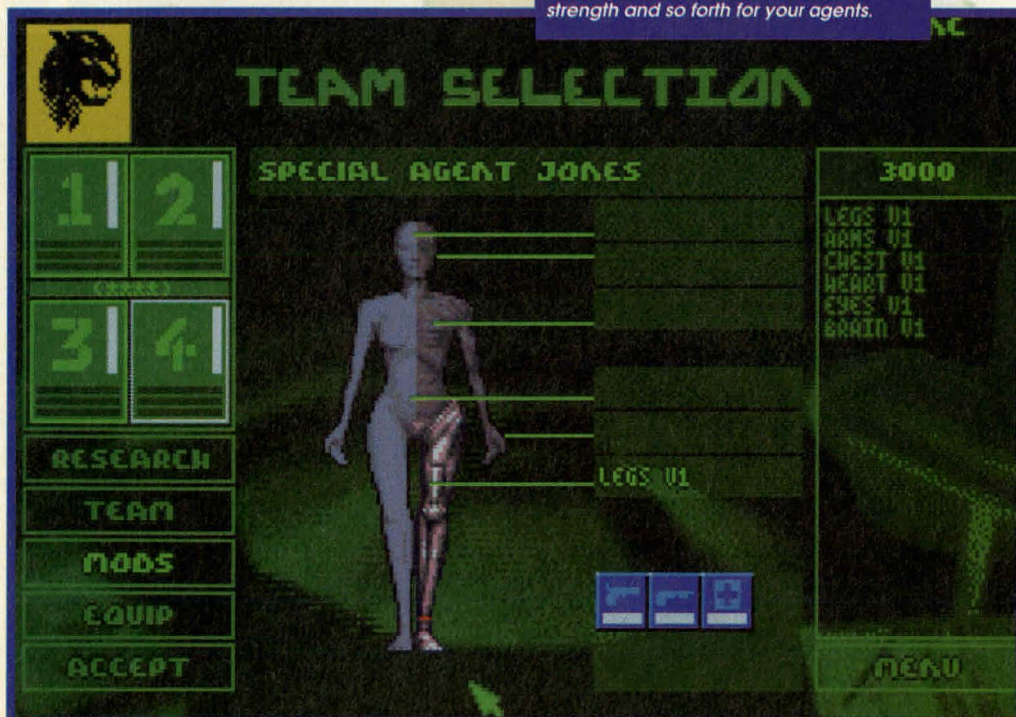


▲ The sinister graphics excellently portray the mood of doom which runs through the game.

from a control platform in an airship high above the packed city streets, your team of agents, controlled by CHIP technology and equipped with the very latest in high-tech weaponry, spread terror among your opponents.

You must control their every move, even their every reaction. This is done through the CHIP inserted into the back of their necks. This also controls what are known as IPA levels. You must set their levels of Intelligence, Perception and Adrenaline by administering controlled amounts of a particular drug.

These drugs modify the behaviour of an agent when left to its own devices, thus altering its level of operational independency. For instance, if you leave an agent behind as a lookout, it is wise to bump up his IPA levels. This way he will defend himself if



▲ Pistols are alright for taking pot-shots but, if it's all out mindless destruction you desire, an UZI can be picked up fairly cheaply at all good weaponry emporiums. Very effective!





▼ The trail holds up as you introduce the enemy to your newly patented fried chicken machine(?).

▲ From your privileged position onboard the Syndicate airship, you can keep a careful eye on your agents.

attacked while you are off tending to something else.

Controlling the agents can be done either individually or as a group throughout all of the 50 missions which vary from quick, clinical assassinations to recruitment of enemy scientists and agents. You tell your agents where to go, who to follow and, most importantly, who to shoot!

Each mission takes place among the concrete and steel mazes of streets and sewers that our cities have become in this climate. The population goes about its normal daily business, moving among the traffic, rushing to and from work and commuting on trains, blissfully unaware of the violence that could explode around them at any second.

In most missions, civilian casualties are inevitable. Unfortunately, this will bring a swift response from the local law enforcement officers. At this point you have two options: you can either shoot it out with the police or you can try and persuade them that you're working with them. To do this, though, you will need to have developed a

special pass that will convince them.

This is another integral part of Syndicate. At the beginning of the game, you will only have basic equipment: shotguns, pistols and such like. Fine for the earlier missions but as you progress through the game, they become woefully inadequate.

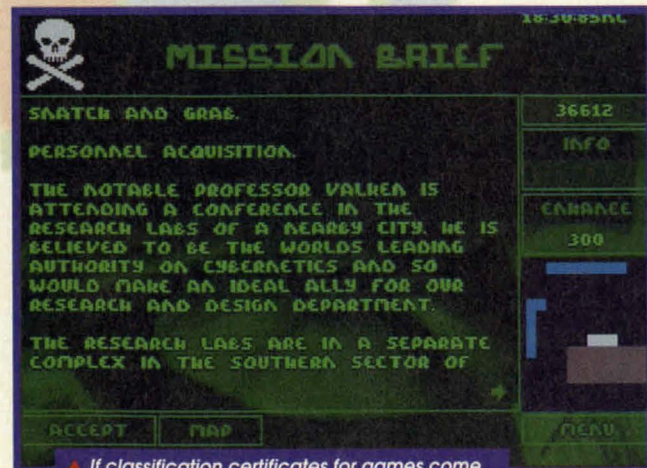
You needn't worry though as all you need to do is set your lab boys working on more advanced weapons and equipment such as UZIs, flamethrowers and miscellaneous equipment, like that oh so useful pass mentioned earlier. Researching and developing these things takes time and money though, so make sure that you really need the items you are making.

The violence in the game is extreme and that is putting it mildly! I would be very surprised if it does not come in for a great deal of criticism for this, especially in light of the controversy surrounding the link between violence in computer games and violence in society. It is quite worrying when you see the look of delight that spreads over even the most mild-mannered person's face as he blows away another innocent civilian with his pump action shotgun. Or even sends away an enemy agent screaming and covered from head to toe in fire after a short, controlled burst from his flamer.

Personally, the violence doesn't bother me in the slightest and, in fact, it has to be said that Paul seemed to quite enjoy it. Syndicate is a dark, brooding game which, to be quite honest, simply wouldn't be the same without this element. It's not all violence, though, as you need to plan your strategy for each individual mission carefully. Without doing this, you will find your team running

aimlessly around the city, shooting everything but generally not really doing anything constructive.

▼ If the old shoes are getting a bit tatty, don't despair for there are plenty of cars to pinch.



▲ If classification certificates for games come about, then in all seriousness, efforts like Syndicate would be top shelf material.

## THE LOW-DOWN

PUBLISHER: Electronic Arts  
CONTACT: 0753 549442  
TEAM: Bullfrog  
PRICE: £34.99

S C O R I N G	
GRAPHICS	81%
SOUND	83%
PLAYABILITY	92%
DIFFICULTY	SPOT ON

Vicious is the best way to describe Syndicate, although brutal runs it a very close second. I can honestly say that I haven't as yet encountered anyone who has played it who hasn't liked it. Strolling around a simulated city in which the inhabitants go about their business, blasting enemy agents (or even civilians if the mood takes you), is the best method of relieving stress I have ever come across. Destined to become a true classic.

REVIEWED BY: Steve

## SECOND OPINION

A wonderfully compelling arcade strategy game that will appeal to one and all. Detailed graphics, absorbing sound and futuristic gameplay make Syndicate a pleasure to play.

OPINION BY: Alan

## OVERALL SCORE

93%



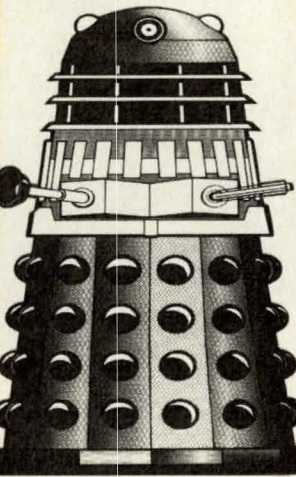
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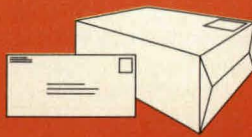


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# ACTION REVIEW STRATEGY

No, it's not Ibiza when the Brits arrive! In fact, it's more of the same from the boys at Blue Byte.

# BATTLE ISLE '93

## THE MOON OF CHROMOS

Now this is not a brand new game, OK? Fans of Battle Isle and Historyline should know that Battle Isle 2 is still in development and will arrive sometime around Christmas. For now, though, you will have to make do with a data disk.

This is not to say that BI93 isn't playable as a standalone product - because it is! It's set hundreds of years forward from its predecessor and does incorporate a few minor improvements. Those who have played and liked Blue Byte's previous two efforts can decide for themselves whether this is worth the cash but the remainder of you need a bit more info first.

Battle Isle '93 is a game of pure strategy. The manual likens it to chess but apart from the obvious, 'moving around a limited landscape with a set number of

items at your disposal' business, I can't quite see it myself. Oh, look at that - I've just described chess. Well maybe it is a bit similar then.

I'm experiencing a slight feeling of deja vu here because most of what follows has already been written in similar form by these fair hands, and appeared in the May issue with Historyline.

Played out by two humans or by your good self against the computer, two identical landscape maps

display the position of your squadrons and the enemy's. Each side has a headquarters and the aim is to either capture this stronghold or to obliterate the enemy in their entirety.

Two cycles prevail throughout: a movement mode and an attack mode. To move your men, simply place a cursor over an icon and decide where to move from the options given. As with its predecessors, there are hordes of different kinds of men and artillery with various space age attributes,

although in attack mode (carried out in the same way as moving your troops), the sequence has a decidedly 20th Century look.

Simplicity of gameplay is always appealing and BI93 is an excellent example of a well programmed, easy to use game. Again though, the deja vu creeps in as I reiterate that the whole thing becomes rather laboured in parts and suffers slightly from its own limited style.

Sadly for me, it's a case of Seen It All Before. If

you too have seen it all before and still like it, or if you've never seen it at all and fancy a butcher's, then I won't warn you against it. But remember, it's Battle Isle with knobs

on - and small knobs at that. Missus!



▲ When the two sets of troops are near enough, a close-up shows just how you fare in the battle.

▼ Just one of the Mad Max-esque vehicles at your disposal.



P-T2 PYTHON



▲ Close in on the enemy HQ and blast them off the planet. Or maybe just stop by for tea and cakes.

## THE LOW-DOWN

PUBLISHER: Blue Byte  
CONTACT: 010 0208 473837  
TEAM: In House  
PRICE: £19.99

SCORING	
GRAPHICS	70%
SOUND	70%
PLAYABILITY	79%
DIFFICULTY	VARIABLE

Battle Isle '93 will obviously appeal to fans of the original and those who enjoyed Historyline. Whether it will earn many new friends is debatable though, because it's an acquired taste and takes patience by the bucketload before any rewards are reaped. Graphics are limited to the maps and battle sequences and the sound FX are fine as far as they go. It's a game with great longevity but thrill seekers stay away.

REVIEWED BY: Paul

## SECOND OPINION

I've never played the original although I did briefly try my luck with Historyline. This is in the same vein in that it's a large game, well presented and one which offers a serious challenge.

OPINION BY: Steve

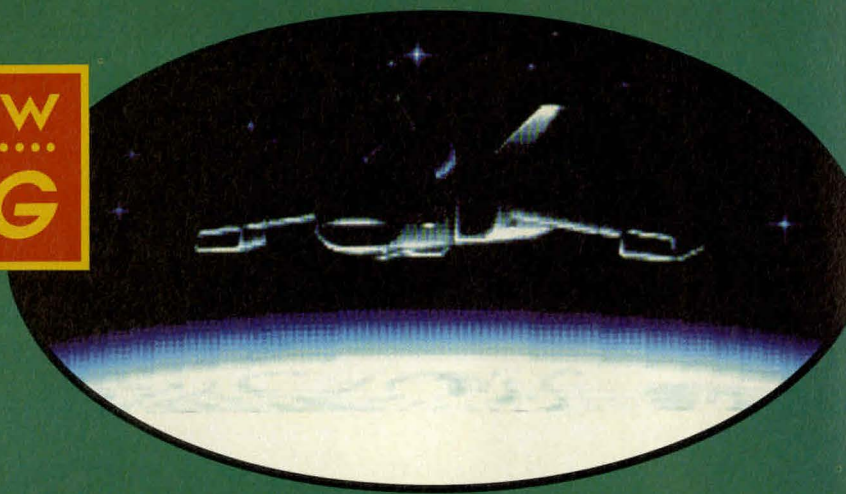
## OVERALL SCORE

# 73%



# ACTION REVIEW ROLE PLAYING

*Whale meet again... on a mammal-esque ship at the final frontier.*



# WHALE

There has been a long line of space trading/combat simulations, stretching back to the hallowed days of the 8-bit machines. Ever since the legendary *Elite* appeared on the BBC Micro, almost every software company in existence has released a clone in an attempt to emulate the enormous success of what is debatably the best computer game of all time.

Unfortunately, no one has quite accomplished this feat to date. This has happened to such an extent that most efforts have sunk without a trace – even though you know they existed, you are hard pressed to recall their names. Now is the turn of Flair Software who are marketing a product by German software developers, Neo.

## There's life, Jim...

When this arrived on my desk, I didn't know what to expect. I have to admit that my first thoughts were that it would be one of those ecological efforts where you have to save a dying species such as the Brazilian Lesser Spotted Iguana or something. As it turns out I was totally wrong, but with a title like *Whale's Voyage* what are you expected to think?

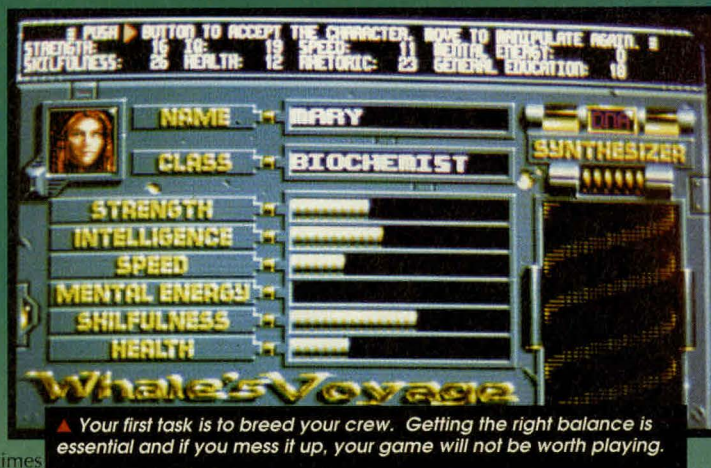
You play the crew of a starship who are involved in a bitter struggle against dictatorship, fighting for democracy in a society where the price for even thinking of such a thing is high. You have a crew of four who must explore different planets looking for various things and carrying out tasks which will aid them in their cause. The spaceship is known as Whale for the simple reason that it bears a passing resemblance to one and, of course, this leads nicely

into the game's curious title, *Whale's Voyage*.

The first thing you must do is create the ship's crew. This is done by actually breeding each member; don't get too excited though, it's all in good taste and there are certainly no graphic representations of the actual event taking place. Simply choose a mother and father for the sprog, and hey presto, instant baby!

Then all that is left to do is give it a name and decide what kind of a childhood it had. Repeat this procedure four times and your staff is complete. Therefore, you are now ready to board the Whale and embark upon your mission.

Once you are on the Whale, one of the first things you will notice is that you have no fuel. This means that you are stuck in orbit around the initial



Trading is a major element in the *Whale's Voyage*. If you find a successful formula, you can make an absolute fortune.



planet, Castra, until you can find some way of purchasing the materials you need to begin travelling around the star system. The only real option open to you at this point is to beam down to the planet's surface and go in search of a way to get some much needed fuel.

Once on firm ground, the game really comes into its own. The action switches to something which can only be described as being along similar lines to DMA's forthcoming release, *Hired Guns*, except of course that in *Hired Guns* you can control four characters independently of each other at the same time, so it's not really similar at all, it just looks a bit like it! (Oh do get to the point! -Ed)

Once you have decided on your destination, hit that warp button and off you go.







Don't upset the police on any planets you may visit. Always remember it is their planet after all!

Wandering around the terrain, Hired Guns style, you will meet up with many weird and wonderful people.



# 'S VOYAGE

The game basically consists of trading, flying around space, battling other ships and beaming down to explore planets.



Once you have managed to acquire some fuel by whatever means necessary, you can begin your travels, taking in the sights of some of the more picturesque planets as you go. Of course, there won't be much time for taking in the sights, because if there were it would not make for a very exciting game now, would it?

When you attempt a journey, you are putting yourself at risk of attack from other more hostile races. For this reason you must make upgrading the Whale your next priority, by adding items such as shields and lasers. Of course all this doesn't come cheaply, so you would be wise to come up with a way of making some serious money. The best way to do this is by trading. The same rules apply here as have done in trading games since time began. You have to follow the principles of

supply and demand or you will undoubtedly struggle. Find a planet that needs a material desperately, find another that has that particular material in abundance and ferry it between the two making a vast profit in the process.

Whale's Voyage is a very deep game but it takes a great deal of time to become engrossed in the action. This is a major drawback as the average gamesplayer will find themselves losing interest a long time before their interest level reaches fever pitch. It's a shame because anyone who does give up will be missing out through no fault of their own.



There she is, the good ship Whale, upon which numerous exciting voyages are awaiting you. Hopefully, you will survive them all!

## THE LOW-DOWN

PUBLISHER: Flair Software  
CONTACT: 0661 860260  
TEAM: NEO  
PRICE: £29.99

S C O R I N G	
GRAPHICS	78%
SOUND	81%
PLAYABILITY	72%
DIFFICULTY	TRICKY

Whale's Voyage is one of my favourite games for a long time. The combination of spaceflight and ground-based exploration is a format that has only been attempted a couple of times but, on each occasion, has worked extremely well. This time around is no different. The reason the mark has suffered is because it takes too long to get into. Would I have bothered to play it for so long had I not been reviewing it? Quite simply, no.

REVIEWED BY: Steve

## SECOND OPINION

A huge game with great innovations, hampered greatly by the fact that it takes a hell of a lot of getting into. Even so, a different approach by Flair and one that should be commended.

OPINION BY: Paul

## OVERALL SCORE

# 76%



# ACTION REVIEW SHOOT'EM-UP

Money, corruption and sheer mayhem. It has to be a Tottenham Hotspur simulation!



▲ Stay out of the shrapnel and dodge the lead. There's nothing in this game for a slug in the head!



Watch out for bonus levels and secret zones. Beware the mines though, as they hurt, they do!



# MEAN ARENAS

Thankyou, thankyou – oh ho, yes, hello and let me say how marvellous it is to be here tonight to welcome you to this, the first of a new series of the game show with a real mean attitude – the one and only Meeeee A-ree-naas!

You've won the chequebooks, been on the holidays, written off the Mini Metros and wondered just what the hell to do with the special tungsten Bully tankards, and now ladies and gentlemen, it's time to play for the ultimate prize! Erm, your life.

Not much of a prize you might think, since just about everyone but Steve already owns one anyway, but the difference here is that should you successfully find your way through our labyrinths, you will be rewarded with a wealth unknown even to the legendary game show genius, Les Dennis.

The idea is quite simple ladies and gentlemen, not unlike my mother-in-law some might say... but no, we mustn't mock the afflicted and my word she is afflicted! Oh ho, yes indeed, I'll say, what?

In this year – this very sad year – of 2093, chaos rules as we know and the world is generally a very shallow place. We need entertainment ladies and gentlemen – we need fun! And my oh my, is *Mean Arenas* fun.

Spread throughout this complex, folks, are 26

▼ Some stages are "Speed Arenas" where you must finish within the stipulated time or lose a life.



arenas filled to the brim with monsters, hazards, weapons... and money! Buzz and Bob are our arena hosts; two lovely lovely blokes who'll be popping up between every level with their words of wisdom for you, the public – the contestants!

Enter carefully ladies and gents – I'll skip the chance to put in some perverse innuendo – because

you're never quite sure where the danger's coming from next. You will be unarmed to begin with and it's not a

barrel of laughs because those guardians are programmed to kill, kill, kill! Collect weapons and blow them away, then pick up all that lovely loot because remember folks – no loot, no escape route!

We're going to need a volunteer in just a minute ladies and gentlemen but, before I do, listen carefully because I love you – I love you all. *Mean Arenas* is dangerous and only those who want to win need apply because there's no such thing as a live loser, am I right?

Seriously though folks, the money's yours for the taking if you just stay calm and use those teleporters and conveyors. Watch out for the bonus rooms and oh, by the way, hope you brought the sunblock because those acid pits are miiiighty warm!

Remember, Buzz and Bob are here to help but from me, Wild Man William G. Stewart, it's over and out for now with the hope that your Arenas may always have meaning.



▼ Bubbling lava and acid swamps are ideal for that lasting all over tan. Make sure your will's been written though.



## THE LOW-DOWN

PUBLISHER: ICE  
CONTACT: 0453 756993  
TEAM: NITE TIME GAMES  
PRICE: £25.99

S C O R I N G	
GRAPHICS	80%
SOUND	92%
PLAYABILITY	82%
DIFFICULTY	SPOT ON

Basically a shoot'em-up with *Pacman* overtones and more than a dash of *Smash TV*, *Mean Arenas* could well become the cult hit of 1993. Shooting baddies is an age-old concept but spiced up like this with superb effects and a veritable thesaurus of sampled speech, it gains a new lease of life. It's fast, furious and funny but does get just a little cluttered. You'll either love it or hate it, although it could become a touch monotonous.

REVIEWED BY: Paul

## SECOND OPINION

As a fan of *Pacman*, I was more than happy with this rather excellent variation on the theme. The shoot'em-up aspect is fun and the puzzles add another interesting dimension.

OPINION BY: Roger

## OVERALL SCORE

# 82%



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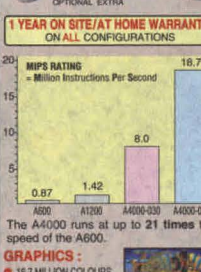
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# ACTION REVIEW PLATFORM

# SUPER



*Rev up that ageing broomstick and cook up a platform stew in your new Super Cauldron.*



Once a prolific game genre, airy fairy magic world platform jaunts have been cudeged into near obscurity by ultra-violent shockers. But the occasional return to cloud-cuckoo-land can sometimes serve as a soothing respite.

In this day and age of fierce, hard-nosed and violent arcade action, games of wizards, enchanted forests and magic spells do seem a bit poncey really. Although the whole magic/folklore scene has been a stalwart of the game world since computers superceded well-thumbed Tolkein novels, nowadays such leafy dell dwellers really need to be something special in order to be taken seriously.

*Super Cauldron* is an arcade adventure in the sense that it has a sugar-coated platform biscuit with a wafer thin regular-flavoured spellcasting and puzzle solving filling that won't surprise the palate. In every sense, the game is all too typical of this once prolific but now outmoded genre.

The setting is the magical kingdom of Cauldron. The scenario, at the risk of sounding barking mad, has you skipping through enchanted forests and Fields of Spells in search of powers which maintain balance and harmony of all flora and fauna.

In the absence of these peace-keeping potions, the forest folk have turned into psychopathic maniacs thanks to the Evil Sorcerer who's intent on spreading doom and gloom... surely not all evil sorcerers are like this?

The player is cast as a girly witch character called Zmira (which is sure to appeal to the lads, I don't think) who travels the worlds to regain the magic powers and spells, destroy the Sorcerer and rid the kingdom of the so-called Chest of Curses – it all sounds very familiar indeed!

In action, expect to experience the full extent of the game within the first few seconds. Assuming control of the witch, the pace sets the pulse ambling as you avoid bats, mice, bouncing pumpkins, curious Neanderthals and various flying foes. As the great Novalis once said, "Character is fate" and the characterisation and animation of the main sprite, along with all the enemies in *Super Cauldron*, looks like the work of a taxidermist! To feature in today's arena, the graphic artist must achieve almost cartoon quality expression and character – in this instance, *Super Cauldron* cannot compete.

## Broomstick blues

Take off from terra firma via broomstick icons which don't actually help at all and so might as well be left alone. Meanwhile, progression through less than alert opposition yields various spells which are stored in a magic book. The aforementioned hocus pocus can be conjured up, to coin a phrase, with a tap of the Return key.

The basis of most of the spells is pinched from ancient 8-bit hit *Druid* (Warlock on the Amiga). Then a check on the energy key for each individual



▲ Not only do you have to watch out for the physical hazards but also the natural ones such as fire and great big holes.

When you are up on your broomstick, you will also have to watch out for the added danger of vultures.



▲ There are plenty of enemies to avoid as well as puzzles to solve but it won't be easy, especially on a stick.





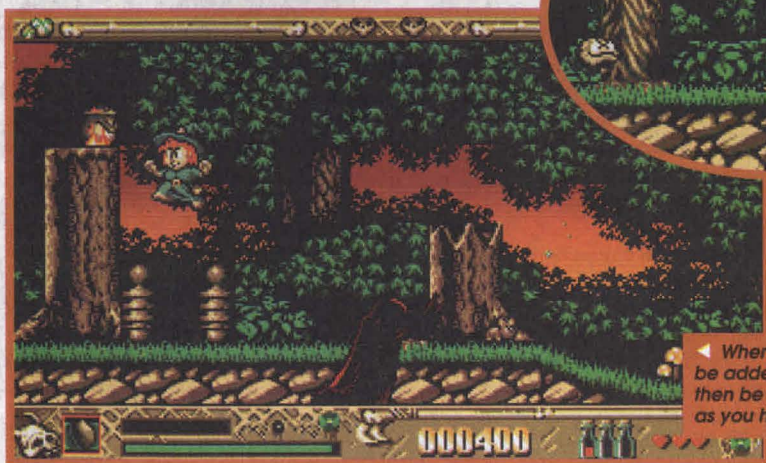
# CAULDRON



◀ Once you have collected one or two spells, your life will be infinitely easier as you will have much more power.



▲ There are various ways to traverse the landscape. You can go on foot, by broom or bounce on springs!



◀ When you find a new spell, it will be added to your book. You will then be able to utilise it for as long as you have sufficient power.

spell selection via a bit of arrow key shuffling.

Sparks of originality are few and far between but, when they do occur, they brighten up an otherwise dull outlook. Bright spells include four witch clones to take on the enemy when surrounded, a circular saw which sizzles along the scenery slicing anything that gets in its path, metal melting spells and a magic bridge. The rest of the features have been pinched from games of yore, mostly old 8-bit titles; for example, energy-boosting

cauldrons which originally featured in an old Amstrad game called *Sorcery* with more effect.

Secret worlds and passages are found down tree stumps and the like but this is always accompanied by unnecessarily lengthy disk accessing which disrupts what game flow there is.

Gameplay is samey and never really particularly challenging, culminating in the ubiquitous showdown with a big nasty at the end of a below average affair.

## THE LOW-DOWN

PUBLISHER: Titus  
CONTACT: 071 700 2119  
TEAM: In-house  
PRICE: £25.99

S C O R I N G	
GRAPHICS	61%
SOUND	60%
PLAYABILITY	66%
DIFFICULTY	EASY

To say *Super Cauldron* is entirely representative of this genre in its heyday five or six years ago says it all. Astounding graphics and sonics might have saved it but the visual and sound quality are far below what we have come to expect. Ingenuity and originality may have salvaged the game but, apart from a few sparks, it's totally predictable. Competition in the market is tough and *Super Cauldron* is soft-bellied and long in the tooth.

REVIEWED BY: Jason

## SECOND OPINION

*Super Cauldron* really has nothing to offer an already saturated area of the market. It is difficult to see why anyone would buy it when delights such as *Superfrog* and *Flashback* exist.

OPINION BY: Steve

## OVERALL SCORE

# 63%



# ACTION REVIEW SHOOT'EM-UP

Crank up the old  
whirlybird and drop  
in for tea with the  
Lafian loonies.



# FIREHAWK

I don't think Codemasters would thank me for saying that this is their answer to *Desert Strike*. Actually they might... in fact, come to think of it, I'm sure they would! But I'm not about to do so because, despite the fact that both concern helicopters, covert missions, the destruction of enemy strongholds and the rescue of important allied figures from behind heavily guarded lines, they just aren't in the same league.

In other words, *Firehawk* is a medium-sized pile of something ranking high on the ubiquitous scale of rancid hogswill, right? No – far from it.

It's unusual in a game review to find any reference to the value for money of a product which is, generally speaking, fair enough. Apart from budget gear, it is assumed that a game will or won't stand up on its own merits and that price differences of up to 10 quid don't greatly alter the appeal.

Codemasters have consistently provided us with our money's worth with their catalogue of Dizzy games which, while unlikely to sweep the board at any software based Oscar-like ceremony, do at last

provide a good few hours of entertainment at a price that won't hurt too many pockets.

*Firehawk*'s a bit heftier in the price department than its Yolk filled stablemates, but still finds itself tipping the scales at a good fiver or even tenner below the norm.

Ever heard of the Republic of Lafia? No, well it's under threat from an army of drug barons who, in between cutting each other in half with a hail of bullets from automatic weapons, found the time to unite forces against the Lafian government and virtually cause anarchy to reign.

## Drug-dgery

As with most small republics, the Lafians are a bit soft when it comes to getting stuck in but they aren't short of cash to pay other countries to do their dirty work. The doom-hungry Americans are drafted in as usual and scores of paras are dropped into the Republic on reconnaissance missions.

You are the brave and courageous pilot of the mighty hi-tech Firehawk and, top chap that you are, it's your job to fly into the drug ridden Republic and bring the paras home for tea.

Each mission begins onboard your ship anchored outside the group of islands that make up the Lafian Republic. You will be briefed at the outset on the primary objectives, such as whether total destruction or just a speedy rescue is required.

The chopper is controlled via a rotate method which is a bit confusing at times. This is because all we see of the bird are the rotors – it isn't always easy to tell which direction you're pointing in.

Armed initially with bombs and guns, power-ups are collectable throughout as are shields which, when destroyed, see you crashing horrendously groundwards. When winched up, the paras need returning to the ship where you'll be given another mission.

It'd be a fib to say that *Firehawk* is a visual feast as it would to say the sound effects are realistic samples of warfare. Once control of the helicopter is mastered though, the simple gameplay and clear objectives should ensure that most who spend their cash get their 20 quids worth.



▲ Bombs, bullets and shields don't grow on trees – use them sparingly or you'll wind up in a heap on Goose Green. (Wrong country, idiot – Ed).

## THE LOW-DOWN

PUBLISHER: Codemasters  
CONTACT: 0926 814132  
TEAM: The Oliver Twins  
PRICE: £19.99

S C O R I N G	
GRAPHICS	68%
SOUND	72%
PLAYABILITY	76%
DIFFICULTY	Easy

The ever increasing quality of software means that to a lot of gamers, *Firehawk* will not even be a consideration when deciding which product to buy. Those who do take the plunge will be rewarded with colourful graphics, reasonable sounds and a level of gameplay which, whilst admittedly not the most eye-poppingly addictive ever, should serve to satisfy those who want a mid-range game at a mid-range price.

REVIEWED BY: Paul

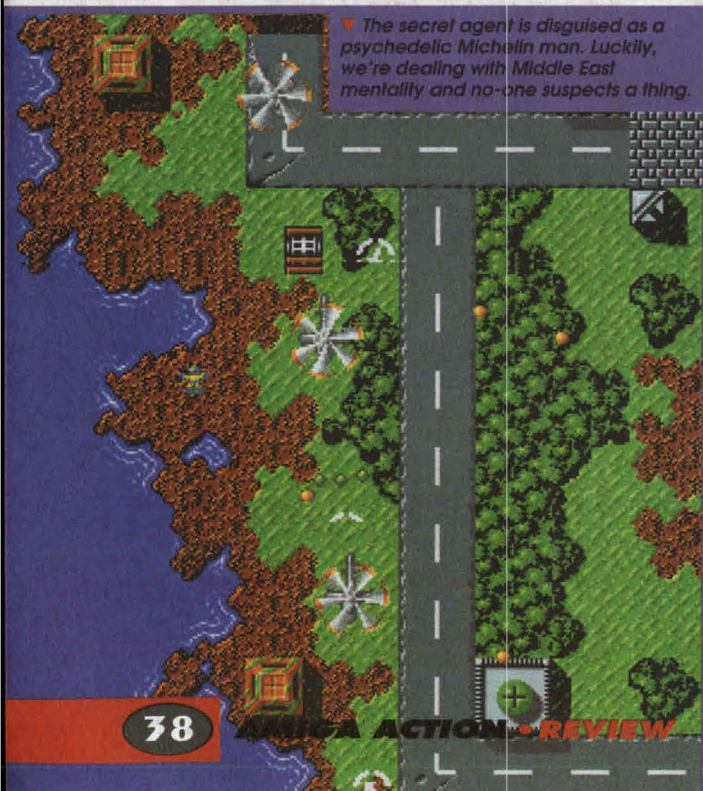
## SECOND OPINION

There really is no point in buying *Firehawk* in my opinion. Dire graphics, awful sound and terrible gameplay all add together to make one exceptionally poor game.

OPINION BY: Steve

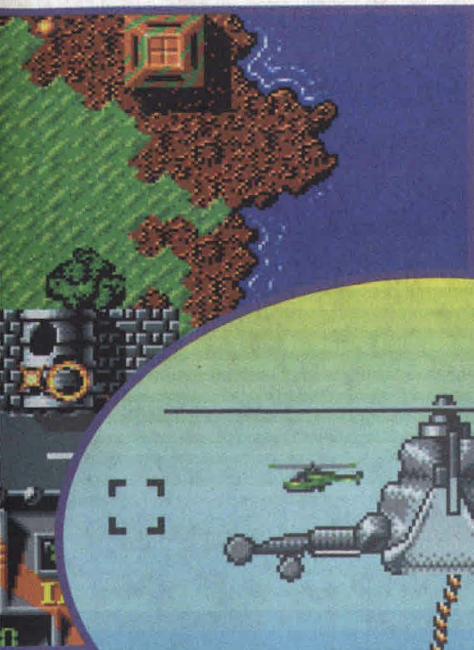
## OVERALL SCORE

# 69%



▼ The secret agent is disguised as a psychedelic Michelin man. Luckily, we're dealing with Middle East mentality and no-one suspects a thing.





♥ Picking up the agent is like something off *Going Live*. Trap the enemy inside your crosshairs and blow them out of the sky.

♥ Time for a cup of tea and a chocolate biscuit before firing the old bird up again. Has anyone seen the Tippet?



▲ I've got all the way through the review without saying it, so here it comes... CHOPPER!

# SUMMER'S HERE



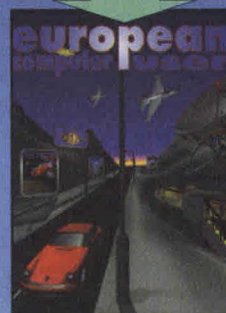
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AMIGA ACTION AUGUST 93



# ACTION REVIEW STRATEGY

## Stretch those sea legs and check out the Victorians' answer to Exchange & Mart.

I opened the Sunday Express yesterday and out dropped the advertising supplement - its cover ablaze with a, surprisingly, clad Sharon Stone in a sparkly dress.

"Be a summer siren like Sharon Stone!" - it exclaimed, and I thought, as one would, that the eager-to-please young lady was indeed featured within those very pages. Now I don't wish to give the impression that I am desperate or frustrated in any way - I've got a girlfriend and everything - but after briefly scanning the contents, and on turning to what was apparently the start of the article, I was somewhat surprised to find that a certain Ms Stone was nowhere to be seen, despite the fact that, yes, I had arrived at the feature in question.

Crafty beggars, I thought; unable to glean a decent cover from within the contents of the magazine, they picked something completely at random and tied it in loosely with the material they had. Having inspected 1869 shortly before the weekend, I was able to relate to the situation, as Flair have apparently done much the same thing in titling their game.

In all fairness though, just what name do you give to a Victorian era worldwide trade simulation? Sludge Swap? Rancid Reciprocation? We are told that the year 1869 marked the grand opening of the Suez Canal and a "turning point in shipping history" - so 1869 it is, and don't let me catch you pulling your faces...

Beginning with nothing but a poxy two-bit shipping company, and located in any one of the five major ports on offer, the simple aim is to build up your empire to gargantuan economic proportions,

### Evening Mirror

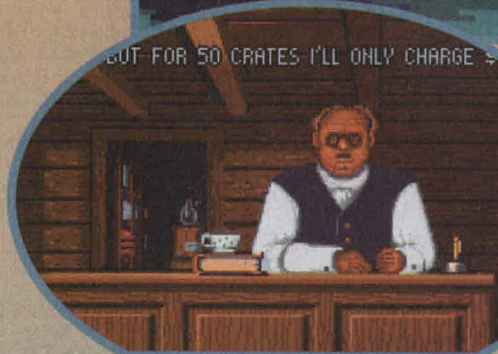
17 APR. 1854.

#### SUPER POWERS AT WAR!

BRITAIN AND FRANCE HAVE JOINED TURKEY IN THE CRIMEAN WAR WHICH HAS ALREADY BEEN RAGING FOR A YEAR. ALL THE RUSSIAN BLACK SEA PORTS HAVE BEEN BLOCKADED. WE'LL KEEP YOU POSTED, AS SOON AS WE RECEIVE NEW INFORMATION.

▲ Historical updates flash up throughout, and can have an effect on the performance of your ship either adversely or positively.

BUT FOR 50 CRATES I'LL ONLY CHARGE



▲ This charming gentleman is in charge of the one and only store - kind of a Victorian style Alf Roberts, if you will.

gaining entry onto the fabled "list of the best". Since the game starts right at the very basics, the first important job is to get your hands on a ship, and this can be done in a number of ways, depending on how many players take part (the generous piece of software caters for up to four). Finances are tight to begin with, and the best bet is to buy a decent second hander from your friendly dealer.

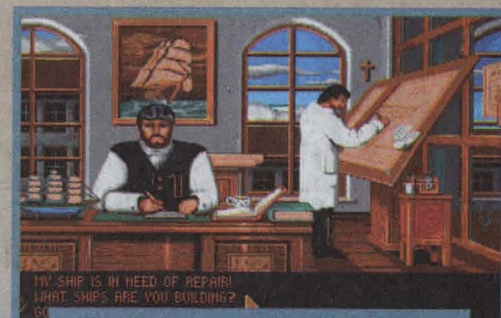
Having done this, the next step is of course to get hold of some rugged hearties to man the craft.

The rugged hearties range in usefulness and sea-worthiness from Sinbad

proportions to the Paul Roundell status (last time I was on a boat was in Gran Canaria, and unfortunately for the ship's dog, the lasagne I'd eaten earlier took it upon itself to run an impromptu canine flea check). The better a sailor, the more he costs.

Operations such as buying a ship, hiring crew, taking out a loan and negotiating cargo are carried out by means of a point-and-click dialogue system through extremely nicely animated screens. As with most games of this type, those with whom contact are made constantly try to prove their worth as a comedian - and as is usual, all fail dismally.

Nothing happens immediately in 1869. For instance, when buying a ship



▲ If you're feeling particularly flush, why not buy a shiny new ship from Vickers yard.

you will be informed that it will take a few days preparation before it is sea worthy, and your crew will most likely saunter on board about a week after that. A calendar is displayed on the main control screen which when clicked on, moves time along to the next event in the game; so for example, once your cargo and crew are aboard your vessel and a destination has been chosen, a simple calendar click will magically transport you forward in time to arrival at the port of destination.

Most major ports in the world can be visited - each have their own specialist imports/exports, and it is by noting these and deciding which countries can best use their goods that your money is made or lost.

▼ Delve deep and buy a ship at the local auction mart - if you can understand the gobbledygook...

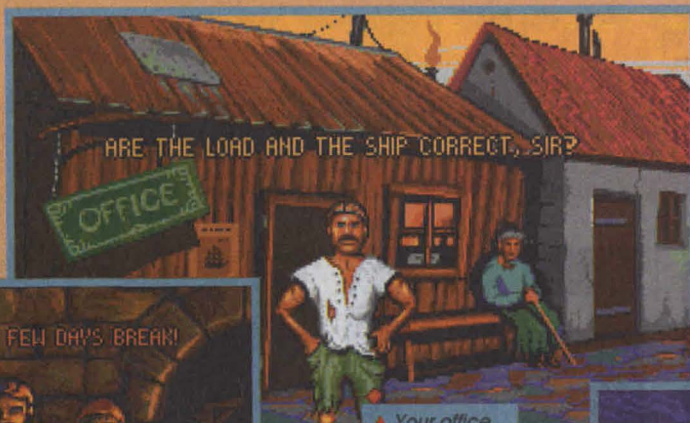
THAT'S \$1,950.00 FOR THE



# 18



▼ I didn't know the N.U.T. existed in those days... blimey - they'll want six weeks holiday next!



▲ Your office starts off as a tumbledown shed. Build your finances and you'll soon be working in the lap of luxury.



# 69

On top of this, the condition of your crew and ship - or ships if at some stage you can afford more - is important, and can be determined or remedied by the strictness of your orders, the promptness of the pay checks and the attention you pay to any repairs that are needed.

That's it in a nutshell. There is more to the game's periphery, such as the Fastest Voyage Records, which if beaten can reap cash rewards, and anyone taking part will soon realise the importance of balancing the cash between warehouse and ship in case of pirates, but basically, it's trade, trade and trade some more.

## Historical

And to be honest it's all rather limited. The research behind 1869 is enormous - one look at the Log Book, a nigh on 100 page history into nineteenth century shipping, is enough confirmation of that. Actual historical events also take place in the game and in some cases have bearing on your prowess. But in each port the pattern remains the same, with little else but the store and the tavern in which to carry out business or seek distraction.

Everyone you come into contact with has a small set number of responses which don't differ from port to port, and at times when communicating

with, say, a shopkeeper, I didn't feel in full control of the conversation.

Apparently 1869 has apparently been much lauded in it's native Germany, and though excitement would be the wrong



▲ Steve's appropriately named company, Gil Inc, decide to start a war somewhere in Africa. Nice bloke, that Steve.

word to describe my feelings about the game, I can appreciate a certain megalomaniacal... not addiction, but appeal. If a trading sim is what you've set your heart on, then understand that this is a long way from being a "bad" game, but a school report would read "tries hard - could do better", and my advice is that if this is the kind of thing you just can't miss, then at least wait for The Patrician to be released as well, and make your mind up then.

## THE LOW-DOWN

PUBLISHER: Flair Software  
CONTACT: 0661 860260  
TEAM: Max Design  
PRICE: £29.99

## SCORING

GRAPHICS	77%
SOUND	69%
PLAYABILITY	64%
DIFFICULTY	Average

A trading simulation such as this is unlikely to find it's way into the higher reaches of the software charts; this isn't to say that it doesn't hold appeal to a lot of people, but I suspect that many such fans would be disappointed with 1869 as it stands. It has all the basic elements for a really good game, but doesn't expand them anywhere near far enough to really captivate the interest, and unfortunately falls a bit flat after too few hours - a real shame.

REVIEWED BY: Paul

## SECOND OPINION

1869 won't set the world alight, but it does have a certain charm both in the way it's presented and in that it actually manages to teach us something along the way. Not sure I'd buy it though.

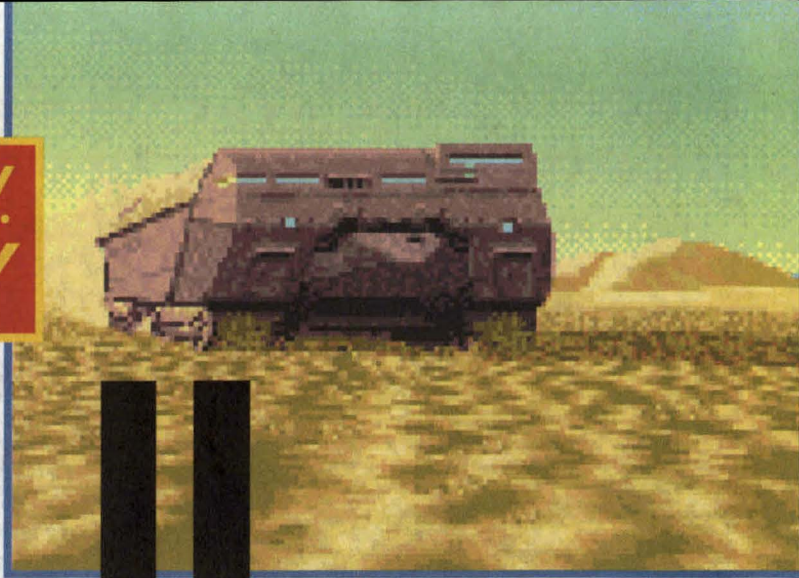
OPINION BY: Steve

## OVERALL SCORE

# 68%



# DUNE II



*Sequential spiciness abound with Virgin's second epic instalment set in the arid deserts of Dune.*

## THE BATTLE

I never read any of the Frank Herbert books. To be honest, though, they did look very nice with those scary great sandworms on all the covers. A film was made as well – a spectacular affair: special effects, exotic locations, the lot. Not that I actually saw it, you understand.

Since computer games have become an accepted link in the ever increasing spin-off chain, such a product duly arrived last summer and was hailed by most as an excellent adventure/strategy conversion, if erring somewhat on the easy side. Incidentally, I

didn't even see that either.

And now, since sequels to successful computer games which were spin-offs from highly regarded books that were turned into films have become the norm, it comes as no surprise to find *Dune II* sitting proudly atop my desk in all its diskified glory.

Things aren't quite the same as they were, though. For a start, *Dune II* is programmed by American team Westwood Studios who did such a



good job for Virgin with their last effort, *Legend of Kyrandia*. Whereas Cryo's original effort was heavily adventure oriented, Westwood have concentrated on making *Dune II* a more or less complete strategy experience and, after scanning madly through back issues to familiarise myself

with the scenario and spying the excellent screenshots, I suspected that losing all that lovely detail may have been a bit of a mistake.

The game is set on the planet Arrakis which is commonly known as Dune, due to its dusty plains and miles of sandy nothingness. And its dunes. Apparently, the Emperor (of where, I don't know) is strapped for cash and needs to pay off huge debts incurred by his brother, whom he overthrew.

1. A door to the sanctum of the Mentals. This is where valuable advice and information can be found.
2. Building work is controlled from here. This is where all factories, plants and stations are accessed.
3. The building yard. Click on this to check which installations are viable.
4. Wind Trap. Important in providing vital power for all your installations.
5. The spice refinery is the key to success. More spice means more money, so get harvesting!
6. The light factory manufactures cheap items such as the trikes. It also needs guarding against enemy attack.
7. Barracks keep the troops nice and warm at night.
8. Hi-tech factory. Makes modern implements such as aircraft.
9. The radar screen plots your position on a map of the charted territory.

### Duno what you're doin'?







Select Su  
BRIEFING  
REDUCE  
ORDERS  
HOUSES  
HOUSE  
HOUSE  
HOUSE  
STRUCTURE  
CONCRETE  
CONSTR  
REFINE

# FOR ARRAKIS

Arrakis, owned by the Emperor, is arid but does contain huge amounts of melange spice in its subsoil (in fact it's the only place in the universe where this important commodity can be found), which if harvested could mean vast profits and a chance for him to pay off his creditors.

In order to reap these rewards as quickly as possible, the Emperor throws down a challenge to the three major powers in the universe – the houses of Ordo, Harkonnen and Atreides. Whoever

delivers the most spice to him within a set time limit assumes full control of this lucrative planet. Choosing one of the three houses to represent, it's your job to crank up the old combines and harvest away!

It isn't all plain sailing though as the other two houses will compete – literally to the death – to earn the rights and it is the battles against these which make up a large proportion of the gameplay.

Houses have different strengths and weaknesses and, once chosen, you'll be introduced to your Mentat who's a kind of a Jeeves to your Wooster, if you will. He seems to have a good idea of what's going on at all times and can be consulted for advice and information throughout the game.

At the outset, your leadership is tested with a small trainer mission, whereby a certain amount of credits must be made if you are to satisfy the requirements of your haughty Mentat. When all's said and done, he's little more than hired help and

▼ The starships land and you disembark onto Arrakis. Better than a dodgy taxi any day.

would be well advised not to start getting ideas above his station.

Once Jee... er, the Mentat is happy with your leadership, it's onto the contest proper and into combat with the remaining powers. An overview of the map of your surrounding area is provided – in fact it's just about all you've got – and everything is controlled via simple icons.

The main aim is to harvest and refine spice, therefore of primary importance is building a refinery and getting hold of a harvester or two. Money is tight and a consideration at the beginning are the tremendous winds that blow across the planet and are potentially disastrous to your aim. Wind traps provide your properties with power and can save hundreds of credits at a later stage.

Of course, they don't come cheap so the decision is

entirely up to you but make the right one.

As indeed are all the decisions because this, after all, is a game of strategy which becomes progressively more difficult the more success you achieve. Before too long, you will find yourself under attack from another house and the amount of soldiers, firepower and artillery you have at your disposal will influence the outcome. By spending some credits on a radar outpost earlier, you will receive fair warning of impending attacks and can take preventative measures.

Are you beginning to get the picture yet? I certainly hope so! I could go on and on about how you get your men to attack, about the excellent (if limited) digitised speech, about buying extra weapons, the dangerous sandworms and sub-species which lurk everywhere, building research centres and sending out emissaries to search for spice.

Unfortunately, I'd be here for the rest of the month. *Dune II* is a refreshing change in the strategy field and will delight many although fans of the original may not agree.

## THE LOW-DOWN

**PUBLISHER:** Virgin  
**CONTACT:** 081 960 2255  
**TEAM:** Westwood Studios  
**PRICE:** £30.99

## SCORING

GRAPHICS	86%
SOUND	84%
PLAYABILITY	84%
DIFFICULTY	TRICKY

**S**pice harvesting may not seem the most likely way to derive pleasure. *Dune II* has much more to offer than just that, though, managing to take a fresh approach to this genre with its neat touches, excellent graphics and great battle scenarios. All missions vary in difficulty and aims but there is a danger of experiencing a certain feeling of *deja vu* after a few hours play. And disk swapping for non-HD owners is a pain. Highly recommended all the same.

REVIEWED BY: Paul

## SECOND OPINION

The best game of the year! Everything about *Dune II* screams "Software Award" and I suggest everyone puts down this mag right now and runs to their nearest computer shop as fast as they can.

OPINION BY: Nic

## OVERALL SCORE

# 88%



# ACTION REVIEW FLIGHT SIM

**Gunship 2000 takes to the skies – again!**

Closing in on your target, in this case a radar sight, your adrenalin begins to pump, your heart starts to race and your palms become all sweaty!

# GUNSHIP 2000

If you were around for the January issue of Amiga Action, then you will have already seen this game reviewed. If you weren't, then you should have been! Why then are we reviewing this for a second time?

Before you ask, no we haven't finally cracked up, despite the pressures that working with someone like Paul have placed us all under. The reason is this – those lovely chaps at MicroProse decided after we had viewed the product that despite getting 91% and a much coveted Accolade award, it still didn't quite achieve its full potential and ordered a comprehensive rewrite. This set the release date back a few months.

And now *Gunship 2000* is ready and raring to go. It has to be said that my opinion hasn't changed a great deal from the first time around.

## Bird's-eye view

The improvements are generally only aesthetic, although the game does run a lot more smoothly now, especially on the A1200.

The level of ground detail has been greatly increased, making the game much more pleasing to the eye as you whizz around the landscape. And still pictures aplenty have been added to create that extra little bit of wartime atmosphere.

As for the game itself, it plays like a dream with the combat sequences setting the pulses of even the most hardened fighter jocks racing. A game worthy of an Accolade if ever I saw one. Why then is there a noticeable absence of Accoladia on this page, you may well ask?

The Amiga Action Accolade is a highly sought after award and we've clamped down



Before any mission begins, you must await your pre-flight clearance. Once this has been granted, you can get underway.

recently. Also, it is difficult enough for a game to earn one and it would take a truly outstanding game to be awarded two, however many times it was reviewed. *Gunship 2000* is very competent but, in the end, it is just a flight sim! And we're dead tight!

At the time of the original review, this was the best helicopter simulation around. Six months on, that is most certainly still the case.



Every pilot who has ever flown a mission in *Gunship 2000* will have a record. Looks like Amiga Action's mission was flown by an idiot!

Briefings are conducted by a character not completely dissimilar to good old Stormin' Norman Schwarzkopf.



This is where it all happens. Each of *Gunship 2000*'s features can be accessed from this one screen.



## THE LOW-DOWN

PUBLISHER: MicroProse  
CONTACT: 0666 504326  
TEAM: MPS Labs  
PRICE: £34.99

S C O R I N G	
GRAPHICS	87%
SOUND	87%
PLAYABILITY	90%
DIFFICULTY	VARIABLE

If you are the type of person who finds flight sims featuring jet aircraft a little too difficult to control due to their lack of manoeuvrability, then you may just find that *Gunship 2000* is ideally suited to your tastes. If you have never sampled a helicopter simulation before, then you may as well stop considering any alternatives. *Gunship 2000* is the only game of this type that you really need to consider because it's quite easily jetstreams ahead of the rest.

REVIEWED BY: Steve

## SECOND OPINION

Fast, furious and packed with features. *Gunship 2000* does indeed take helicopter sims into the next Century. MicroProse bounce back after *Ancient Art* – miss *Gunship 2000* at your peril.

OPINION BY: Alan

## OVERALL SCORE

# 91%





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Std 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Max 32-bit RAM	13Mb	16Mb	16Mb	32Mb
Extras	SCSI	SCSI	SCSI	SCSI Ser/Par
PRICE	£399 INC VAT UPD 0110	£699 INC VAT UPD 0430	£999 INC VAT UPD 0533	£1299 INC VAT UPD 0740

\*MIPS: Millions of instructions / second, a normal Amiga runs at 87 MIPS

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- Mini-slot for Future Expansions
- Cut Off Switch For Game Compatibility
- Designer Styling to Match the A500



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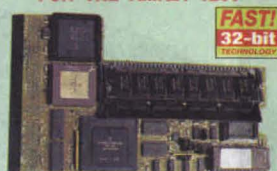
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Other A1200 cards claiming to be accelerators only add maths co-processors and extra RAM, whilst the A1230 can provide both of these PLUS an enhanced CPU. This replacement CPU upgrades the A1200's existing processor with a 68030EC processor running at 40MHz!

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A1230 40MHz ACCELERATOR	
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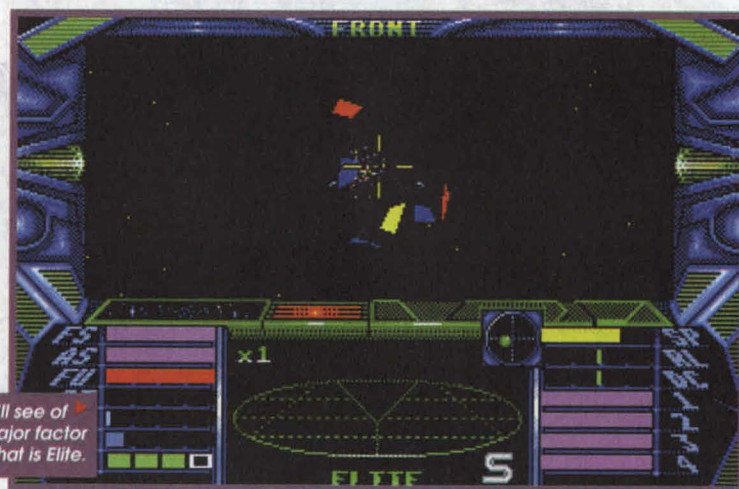
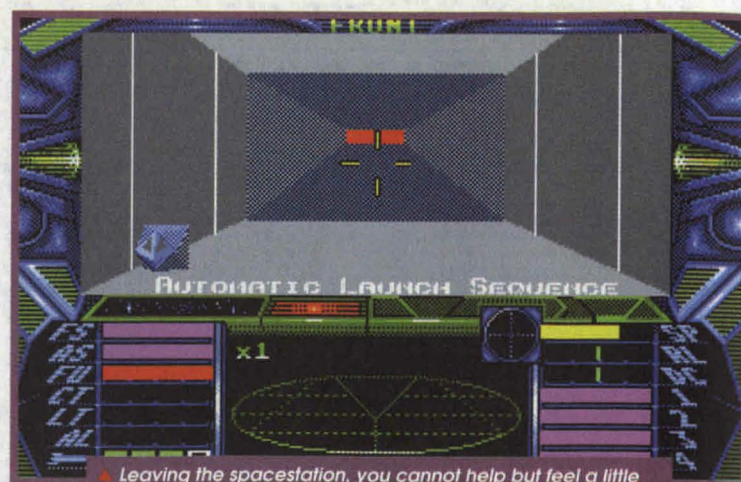
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# ACTION REVIEW COMPILATION

*Is this compilation destined to take up a place among the great heroes of modern space adventure?*

# SPACE LEGE



**Y**ou rarely see a compilation which includes three such big names as this. Usually there is one, maybe two half decent games, with the rest being taken up by titles designed purely to fill up any remaining disks that are left over.

Imagine my excitement when a box appeared proudly announcing that it contained *Megatraveller 1 - The Zhodani Conspiracy*, *Wing Commander* and the previously unreleased *Elite Plus*. This frenzy was curtailed slightly when I noticed the sticker that everyone hopes they will not see on a compilation, tucked away in a corner trying its best to look inconspicuous. "Elite replaces Elite Plus in Amiga packs." Still, *Elite* is an all-time classic even if it is

about 15 years old, so you can't really grumble about it too much, can you? Or maybe you can...

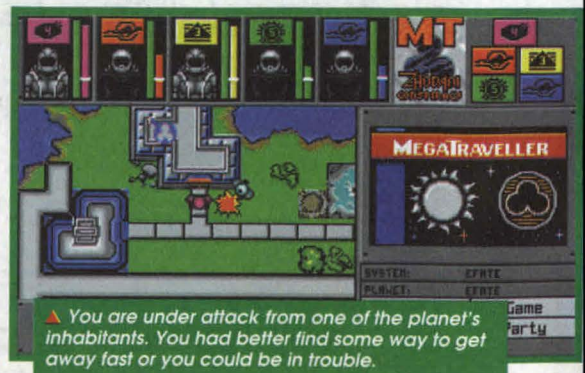
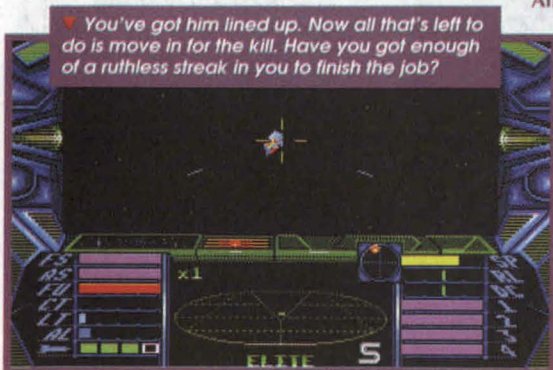
## ELITE

**S**ince it's old enough to be the grandfather of the other two, we'll start with *Elite*. Actually putting this on here could prove to be a very good move. I'm sure there are plenty of newish Amiga owners out there who have never had the opportunity to play what is undoubtedly one of the best computer games of all time.

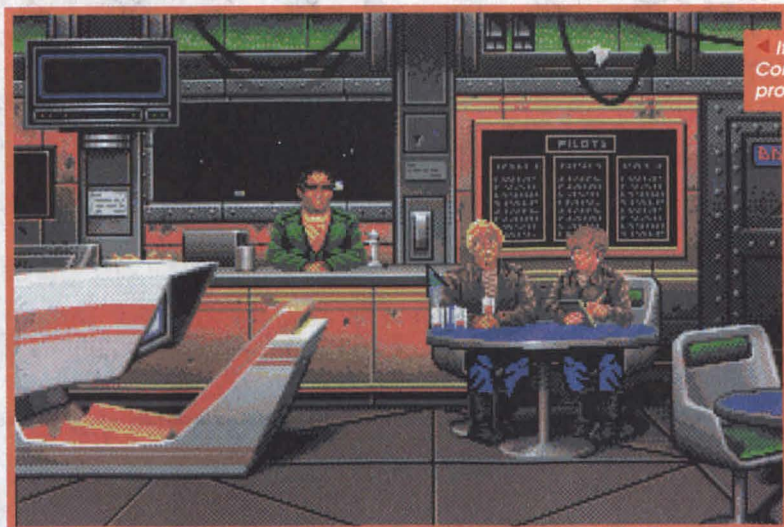
Do I really have to go into what it's all about? I mean everyone must know this already! You are the pilot of a lone spaceship, roaming the galaxy in search of the best deals. Your ultimate goal is to achieve the most coveted status of an Elite pilot. Many try to get this far but very few succeed – the only way to manage this is to find a successful balance between trade and blowing up other ships. This is one game that you are guaranteed to be playing well into the coming months.

## MEGATRAVELLER 1

**N**ext up is *Megatraveller 1 - The Zhodani Conspiracy*. This is a serious role playing epic which upon its initial release suffered from a very high level of inaccessibility. If you are a fan of RPGs of the boardgame variety rather than the computer sort, then you will be in your element here. Based on the game *Megatraveller* by the Game Designer's Workshop, this bears far more







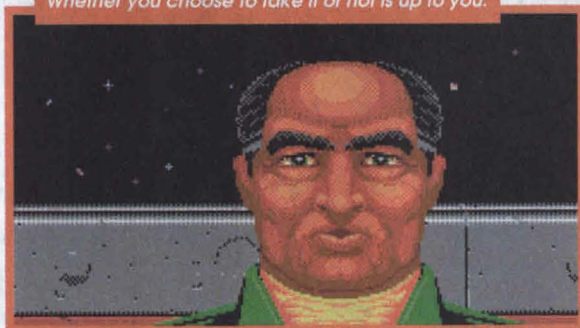
It's all happening at the bar in Wing Commander. Talking to people in here may prove to be beneficial to your skills.

You can have no end of fun blasting Kilrathi out of the sky. Unfortunately, it can take quite a while on older Amigas!



# NDS WING COMMANDER

In Wing Commander, there are always people willing to give you a little help and advice. Whether you choose to take it or not is up to you.



resemblance to a 'proper' RPG than it does a computer game.

With the benefit of hindsight, I think that this was criticised a little unfairly originally. The only problem with it lies in the fact that you are not instantly able to play the thing competently. The game system takes a fair time to learn and to get any benefit from it, you really do have to be prepared to sit down at your computer and work away. Once you have put in this initial effort, you will find yourself engrossed in one of the best and most comprehensive RPG conversions in a long time.

Last is Wing Commander and, I must say, it is surprising to see a game this new appearing on a compilation. A bit of a mixed bag as far as this one is concerned. In some respects, it is by far the best game in the compilation but in others, it's considerably the worst.

You are a pilot locked in a bitter battle with your enemies, the feline race known as the Kilrathi. You must fly a number of set missions with a strategic importance to the outcome of the war. Succeed and it will add to your chances of success, fail and your chances will diminish considerably.

The gameplay is excellent and the battles are, more often than not, very exciting. All good so far but now to the main problem – the speed at which the thing moves. On a faster machine, such as an A1200, this is more than acceptable, providing fast action thrills and spills of the space combat variety. Unfortunately, on a humble 500 or 600, the machine really is stretched to its limits and beyond, making the game sluggish and difficult to control, not to mention extremely frustrating.



Choose one of your team and send them in to this building. In Megatraveller, you never know what is around the next corner.

Each member of your team in Megatraveller can carry a certain amount of objects that you will invariably need throughout your daring adventure.

## THE LOW-DOWN

PUBLISHER: Empire  
CONTACT: 081 343 7337  
TEAM: Various  
PRICE: £29.99

SCORING	
ELITE	87%
MEGATRAVELLER 1	82%
WING COMMANDER	78%

Compilations are an excellent way for the software houses to increase their profits by re-releasing a few old games that aren't selling well anymore – usually. Empire proved with their MegaSports collection that value for money is important, and Space Legends is VFM at its best. Even if you only fancy two of the above games, my advice is to dig deep into your pockets and reap the rewards. No one could complain at paying £10 for any one of these games, as they would all be more than essential purchases were they to appear on a budget label. You also have the added bonus of a game as recent as Wing Commander on there to tempt you even further. It would appear that with this latest compilation, Empire have found the perfect blend of space games to satisfy even the most hardened intergalactic traveller.

REVIEWED BY: Steve

OVERALL SCORE  
**84%**



# competition

*The most enthralling  
craze to sweep  
across the home  
computer should  
not be missed.*



## PREPARE FOR *take off!*

A few months ago, we ran a feature covering the activities of a company called On-Line. If you didn't see the article (tut!), then let us quickly bring you into the picture...

On-Line run a number of games that are played down the phonelines via your Amiga. By attaching a special modem (photo below) and running the appropriate software package, you can join up with gamers from all over the world and play together in what is a unique and compelling experience.

Well, since then we've been in constant contact with On-Line and explored the new dimensions they offer. We've been particularly impressed with their help, encouragement and professionalism. Now you too can become part of On-Line's ever-growing number of members.

The Amiga Action team are now part of a flying squadron in On-Line's *Air Warrior* vast scenario. Take it from us that the game is superb. If you want to have access to *Air Warrior* and shoot us or anybody else to charred pieces, just enter our fantastic competition to win a modem and one of three *Air Warrior* software packages.

To show you we mean business, there will be even more modems and various other prizes up for grabs over the next few months. Not only this, but our coverdisks will feature special cockpit graphics which players of *Air Warrior* will be able to implement for their own battles.

And even though the game is played down the phoneline, we find the cost of this is quite low so don't worry too much about forking out. Remember too, that you could win a modem and *Air Warrior* software package for almost nothing!

Starting next month, we'll also be giving you the opportunity to subscribe to On-Line and *Air Warrior* for a stupendously massive 50% off in another one of Amiga Action's increasingly popular Reader Offers.

Over the next few issues, we'll be giving you a better insight into the galaxy of excitement that On-Line and *Air Warrior* has awaiting you. We'll also be giving you tales of our dogfights which, if you're already logged into *Air Warrior*, you'll be able to confirm or say if we're telling a complete pack of glorified lies!

But first, why not try to get your itchy hands on a modem and *Air Warrior* package by entering this competition. All you have to do is this...

In *Air Warrior*, you can pilot Spitfires, bombers and other aircraft from over the times. We want you to design an emblem that you would like to see painted on the side of your plane if you were a real-life pilot. So for example, you may want to call yourself Black Eagle and have a drawing of an eagle along with the appropriate name on your aircraft. Note: We don't want you to draw the plane, just your codename (or handle as it's known) and an emblem. We're after style and originality – not necessarily artistic skill. So even if you can't draw too well, you can still win!

Send your designs to: Air Warrior Emblem Compo, Amiga Action, Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP. All entries must be in by 20th August, 1993. Please remember to include your name, address, telephone number and age on your entry.

**For more information on *Air Warrior*,  
contact On-Line. Tel: 081 558 6114.**





# CHEAP PSYGGIES!

*Fed up with splashing out loadsadosh on computer games and living on bread and cheese? Put those malnutrition worries behind you with five ridiculously priced games, presented by your ever-generous Amiga Action in conjunction with the mighty Psygnosis...*



## MONSTER PACK Volume 2.

£16.99

Three stunning games in one pack! *Shadow of The Beast II* pits you against the evil Maletoth through level after level of surrealism and danger in this arcade adventure extravaganza. *The Killing Game Show* is a frantic and highly original blast where only superfast reactions will save you from certain death and drowning. And the much lauded *Awesome* sees you man a high-tech spacecraft in a battle to save the galaxy!

## BILL'S TOMATO GAME

£16.99

It isn't that easy being a funny, furry tomato especially with the dangers that lurk in this puzzle-like game! Guide a tomato through dozens of mind-bending levels. It's only recently been on general release so this is an exceptionally excellent offer! *Bill's Tomato Game* is ripe and ready for you to pick.



## MEGA MIX

£16.99

Another three classics in one classy package. *Leander* scored 91% in Amiga Action and features you as the Captian of the Guard, intent on battling through the evil lands in which you live to save the life of the beautiful Princess Lucanna. A gorgeous platform game that will never lose its appeal. *Agony* is a shoot'em-up of epic proportions which takes you through colourful, mystical lands in search of fame and glory. The graphics have to be experienced to be believed. If it's an intense and sweaty palm inducing challenge you crave, then *Ork* should test you to the limits with its excellent arcade puzzle style action.



## OBITUS

£16.99

A superbly animated adventure which stunned gamers everywhere upon initial release! Lost in an alien world inhabited only by the most fearsome of creatures, you first of all need to find out exactly where you are. This done, the nightmare really begins as legions of beasts determine to make you their trophy. Fast paced excitement all the way!

## DUNGEON MASTER & CHAOS

£16.99

A massive role playing pair of games of enormous depth, placing you inside one of the most complex artificial landscapes ever created. You and your comrades are The Champions and must rid the world of evil. If this is all too easy, take up a new challenge in the equally stunning sequel.



What a marvellous offer this is, eh? Eh? Eh? All games are £16.99 each including postage and packaging and will be sent to you within 30 days of receipt. Simply tick the ones you want on this coupon and send your order, along with a cheque or postal order made payable to 'Europress Interactive' for the correct amount, to: Cheap Psyggies Offer, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Please send me:

☐ Bill's Tomato ☐ Mega Mix ☐ Monster Pack Vol 2 ☐ Obitus ☐ DM/Chaos

Name: .....

Address: .....

Postcode: ..... Tel (Day): .....

I enclose a cheque/PO made payable to Europress Interactive for £.....

Signature: .....

**Allow 30 days for delivery**

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



**R**eader Reviews are now an established part of the magazine so thanks for your continued support. And if you would like even more fame but absolutely no fortune, why not send in your photo as well!

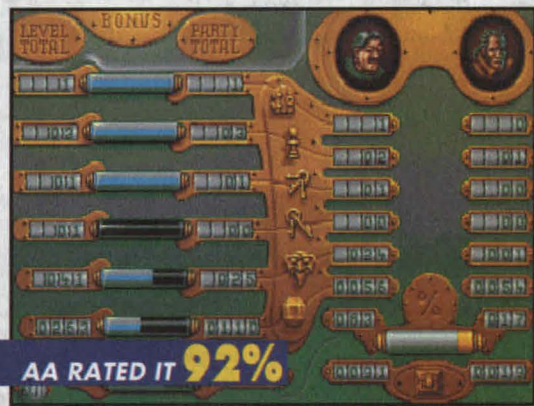
## THE CHAOS ENGINE *Renegade*

**Reader Reviewer:** John McGurk, Greenock, Scotland.

Well, what can I say? Great game, good music, excellent speech. You have the opportunity to take the part of six mercenaries: preacher, brigand, thug, gentleman, navvie or mercenary. Choose to play a one or two player game, pick your fearless mercenary and let rip with your selected gun and bombs. A must for all shoot'em-up fans!!!

**Graphics:** 84%  
**Sound:** 92%  
**Overall:** 94%

**Summary:** Buy it immediately!



**AA RATED IT 92%**

## SENSIBLE SOCCER 92/93 *Renegade*

**Reader Reviewer:** Scott Brochie, Glasgow.

I used to like this but I now find it a huge bore. It's all pass, pass, pass, shoot, pass, pass, etc. Can you score a Van Basten volley or a Hateley header in *Sensible*? Nope! Is there any injury time? Nope! The sound is superb but the overall game is nothing special.

**Graphics:** 86% **Sound:** 90% **Overall:** 88%

**Summary:** Doesn't have the same 'oomph' as *Kick Off 2*.



**AA RATED IT 78%**

## KICK OFF 2 *Anco*

**Reader Reviewer:** Scott Brochie, Glasgow.

I would like to compare this game to *Renegade's Sensible Soccer 92/93*. *Anco's Kick Off 2* is a magnificent arcade style football game. Although the sound is by no means the best in the world, the graphics are really great. And to top it all, the gameplay is simply brilliant.

**Graphics:** 88%  
**Sound:** 80%  
**Overall:** 90%

**Summary:** Just class.



## SUPERFROG *Team 17*

**Reader Reviewer:** Barry Wensing, The Netherlands.

Team 17 strike again! The cute green character that is Superfrog catches your eye immediately. Just look at those eyes – they roll with every single move you make. The animation of the frog is perfect and it reacts very well to your joystick. Level designs are devious but sometimes frustrating when you land on spikes which couldn't be seen from your last position. An otherwise great game and the best platformer on the Amiga.

**Graphics:** 90% **Sound:** 89% **Overall:** 87%

**Summary:** I'm completely hooked.



**AA RATED IT 89%**



## BODY BLOWS

Team 17

Reader Reviewer: Daniel Acheampong, London.

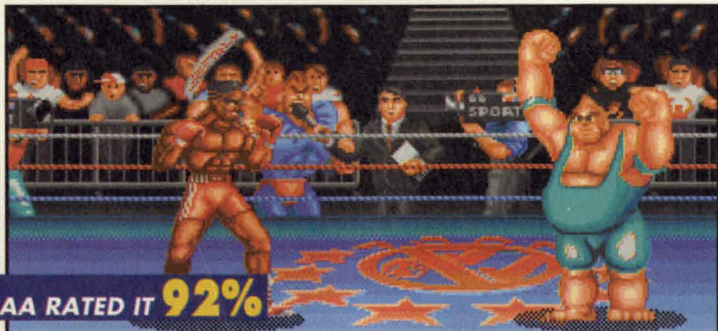
*Body Blows* is the best beat'em-up I've played in a long time. The one and two player modes are all well and good but it's the Tournament mode that does it for me. Control of the characters is intuitive, too.

**Graphics:** 98%

**Sound:** 98%

**Overall:** 100%

**Summary:** *Number One without a doubt*



AA RATED IT **92%**

## ABANDONED PLACES 2

ICE

Reader Reviewer: Daniel Acheampong, London.

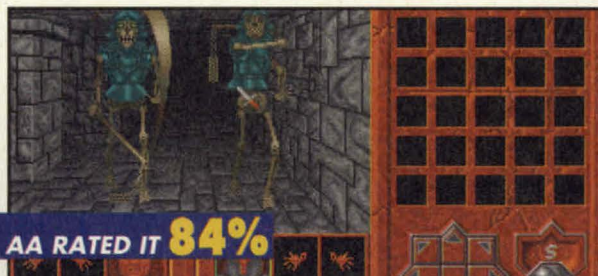
When I first set eyes on this game, I thought I was going to get a challenge. I was wrong! How the boys at AA could play this for more than two minutes is beyond me. Dismal and boring – a disappointing sequel to a great game.

**Graphics:** 90%

**Sound:** 59%

**Overall:** 30%

**Summary:** *A waste of time and money. Terribly overrated. Avoid like the plague.*



AA RATED IT **84%**

## LIONHEART

Thalion

Reader Reviewer: Sean Watson, Belfast.

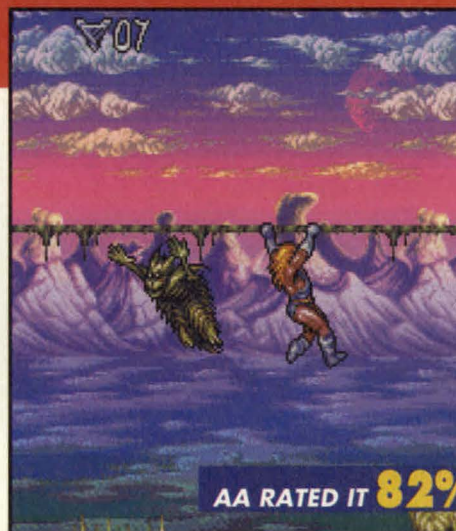
A brilliantly presented game with superb graphics and the music is nothing short of brilliant as well. It is good to see programmers take time to produce a quality game. The only bad thing is that the game slows down when too much is happening on the screen at the same time. But it works perfectly on the A1200.

**Graphics:** 90%

**Sound:** 90%

**Overall:** 94%

**Summary:** *A graphical feast and a real must buy. A milestone in Amiga programming.*



AA RATED IT **82%**

## DESERT STRIKE

Electronic Arts

Reader Reviewer: Barry Wensing, The Netherlands.

I played *Desert Strike* on the Sega and thought it was great. The Amiga version is even better. Wonderful graphics, unbelievable sound and it's fun to play. There's only two faults which are the jerky scrolling and the difficulty curve goes up too quickly.

**Graphics:** 89%

**Sound:** 93%

**Overall:** 86%

**Summary:** *One of the best shoot'em-ups!*



AA RATED IT **90%**

Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!



# ON THE MO

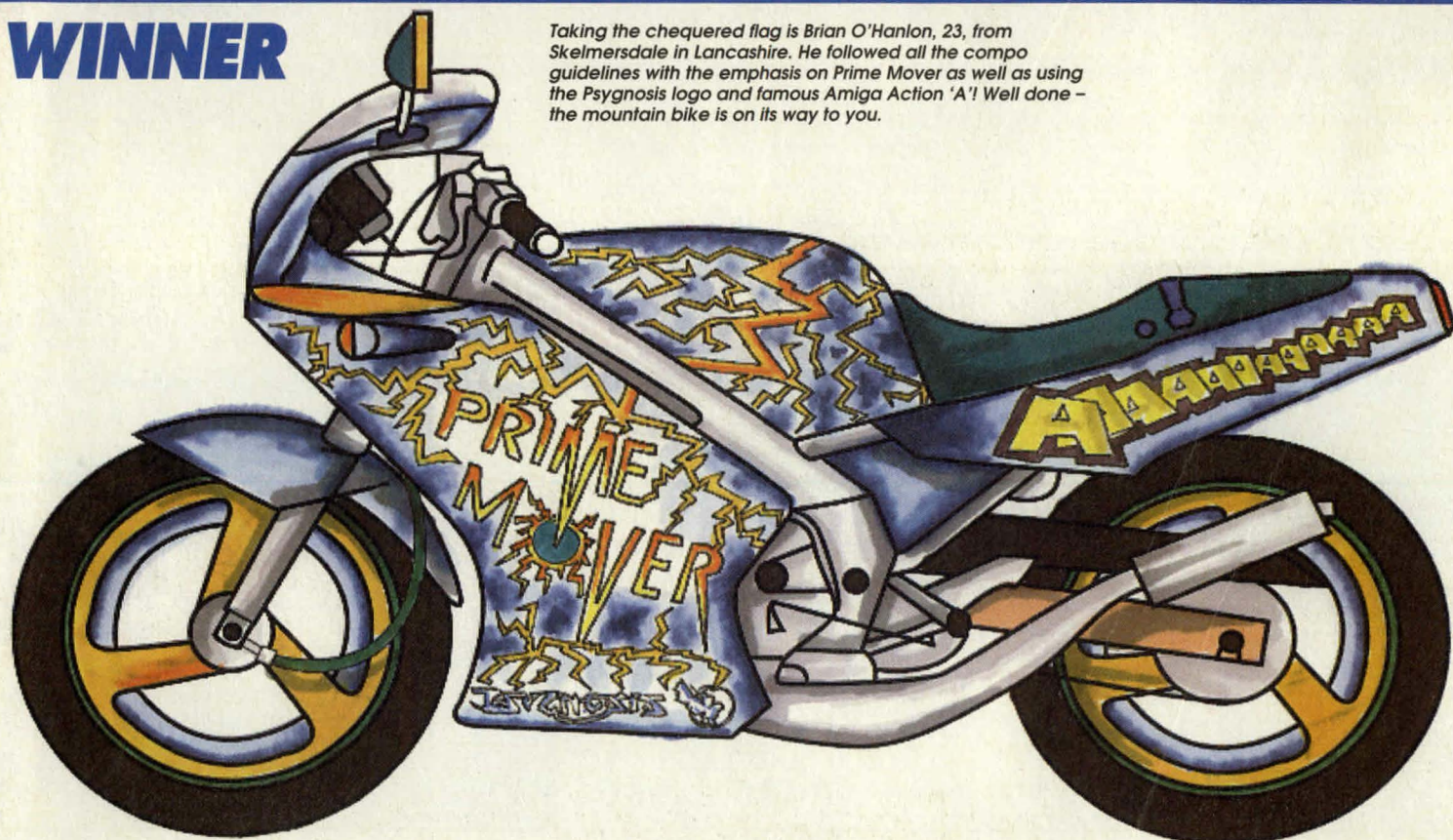
**Psygnosis's Prime Mover competition provoked a huge response! Check out who won... and who lost (awww!).**

**W**e can now announce the winners of the On Yer Bike Compo from the April issue. And just to send a few other avid readers into a state of distress and turmoil, we're also going to tell you about the close-runs.

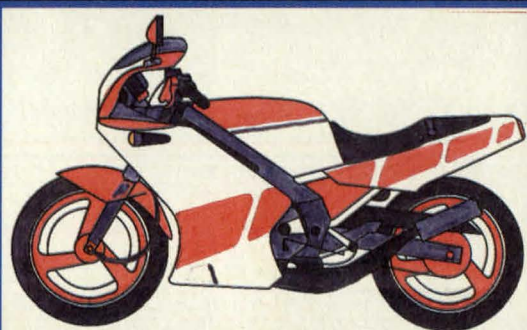
Thanks to everyone who sent in an entry to brighten up the office and making us look mega-trendy with fast motorbikes all over the place. Just a note to the winners: Psygnosis's Prime Mover is still in development (yes, it's gone well over schedule!) so please be patient as your copy of the game may be some time.

## WINNER

Taking the chequered flag is Brian O'Hanlon, 23, from Skelmersdale in Lancashire. He followed all the compo guidelines with the emphasis on Prime Mover as well as using the Psygnosis logo and famous Amiga Action 'A'! Well done – the mountain bike is on its way to you.



**LAPPED  
AND  
LOST -  
IT'S A  
SHAME!**



The motorbike diagram we used was from Alan's particularly cool Yamaha TZR250. James Mason, 15, from Sutton Coldfield obviously has an older brother with the same bike because his colouring illustrates the exact paintwork of a TZR250!

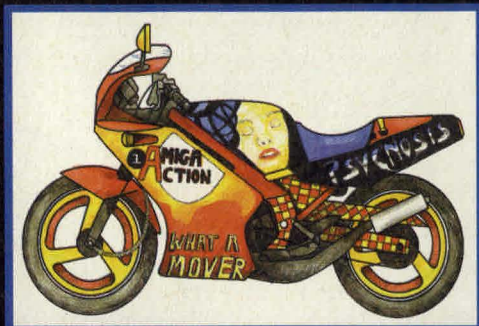


Masterful artistry from Tolga Meric, 22, from Istanbul in Turkey. Not one mention of Prime Mover, Psygnosis or Amiga Action, though, but verging on being a talented modern day Van Gogh, nonetheless.

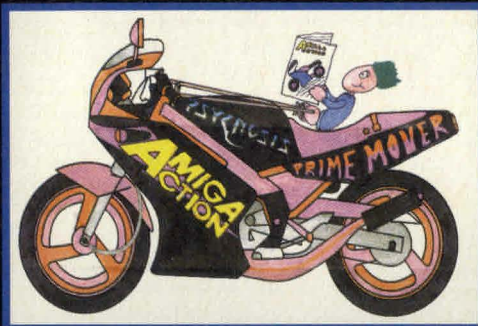


# DIVE AGAIN

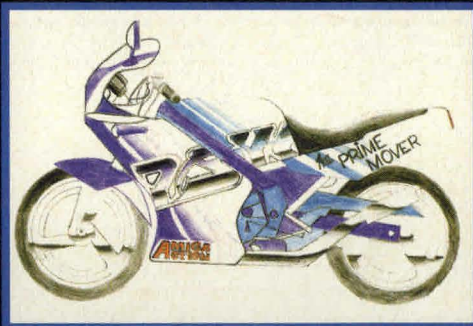
## RUNNERS-UP



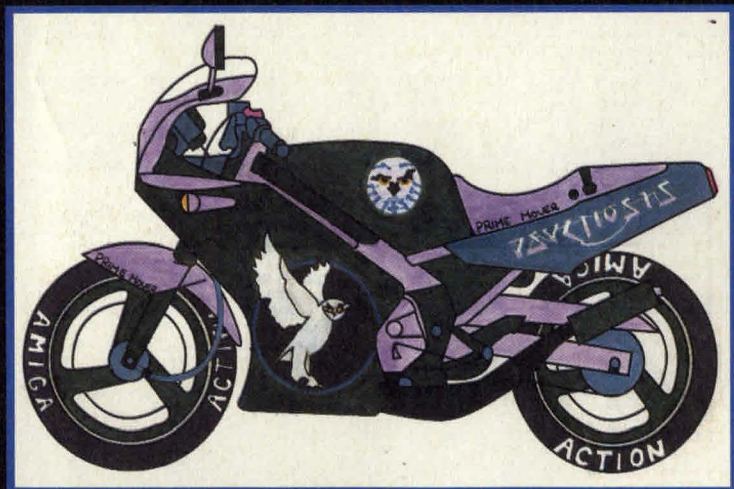
Runner-up Ian Layland, 18, from Cannock in Staffordshire is obviously into sexy biker women, even though it bears no relevance to the game in the slightest.



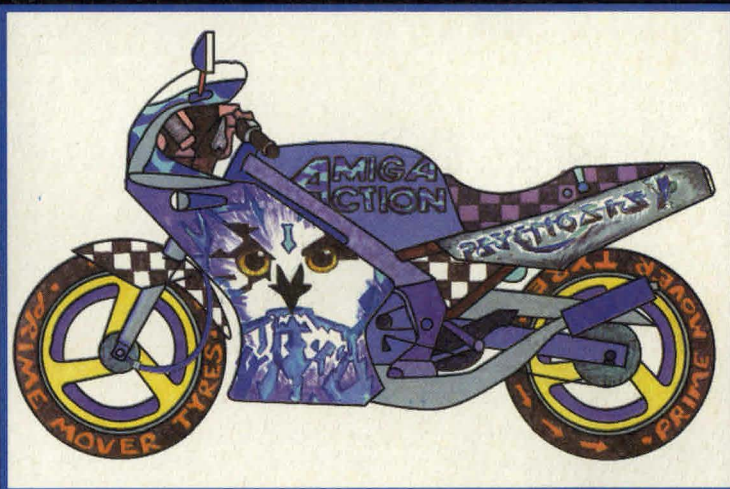
Edward Povall, 16, from Ellesmere in Shropshire also performed admirably. We like the wind-swept Lemming, even though the bike is at a standstill! And he is reading the best Amiga games mag.



Also crossing the line in a runners-up position is Sean Doyle, 14, from London. His bike features good use of the logos and very sumptuous shades of racing blue.



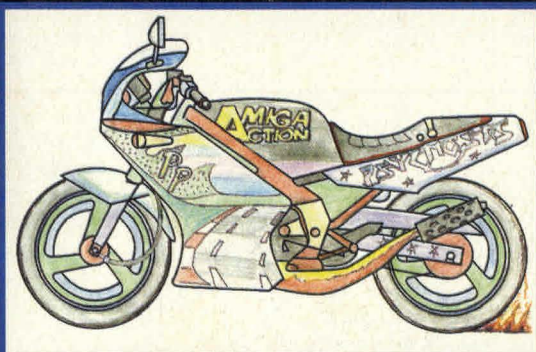
Neil Cressey, 16, from London very nearly won but finished as a runner-up. The Prime Mover logo looked like a very poor paint job gone wrong. Our compliments on the drawing of the owl, though.



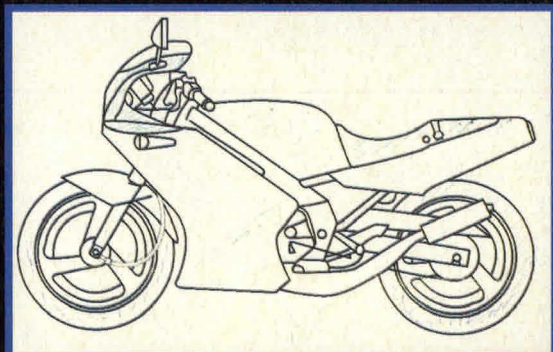
A striking effort from runner-up Darren Rose, 14, from Aberdeen in bonny Scotland. But what happens when you need new tyres and on come the Pirelli? There goes the Prime Mover theme!



Stefan Wilczkowski, 16, from London went for a Lemmings theme as well as Prime Mover. This was fine but the Amiga Action logo was a little lost.

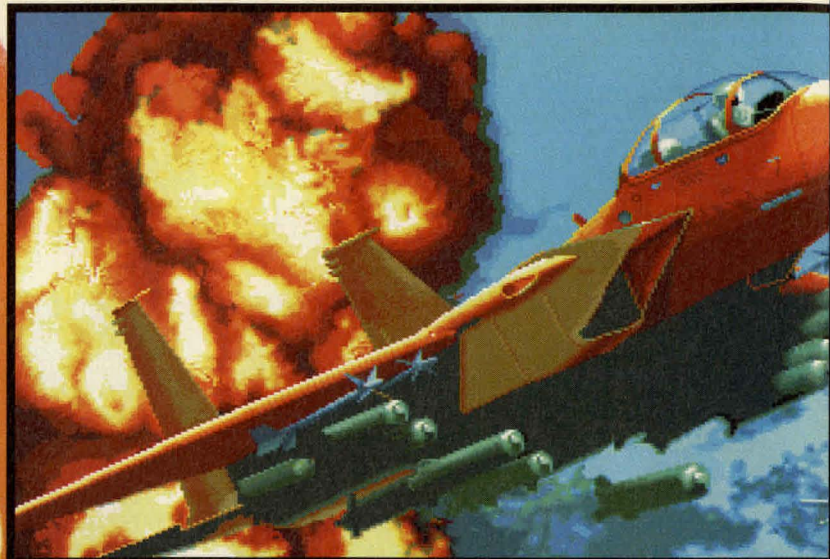


Good perspective of scenery on the bike from Stefano Marazzi, 14, from Bristol. But what does PP stand for? Prime Plodder or something? And we hope nobody tries to drive down that road!



This has to be wind up from Ramiz Mohammed, 22, from a PO Box in Kuwait. Our guess is Ramiz is more likely to be Bill from Bognor Regis. You didn't really expect to win anything for this, did you Bill?





*Above: F15 Strike Eagle is another MicroProse product that goes some way to explaining their almost impeccable reputation. Centre circle: Bismarck is by Turcan Research and is a good example of warfare on the high seas. This is an area MicroProse have still to master. Right: F15 Strike Eagle has simply enthralled many gamers for many years. Let's look forward to a successful series.*



# TO THE FRONTLINE and

*What makes a good war simulation game? And as the political climate around the world reaches new levels of strain and tension, should we question the morality of computer war simulations?*

BY: ALAN BUNKER

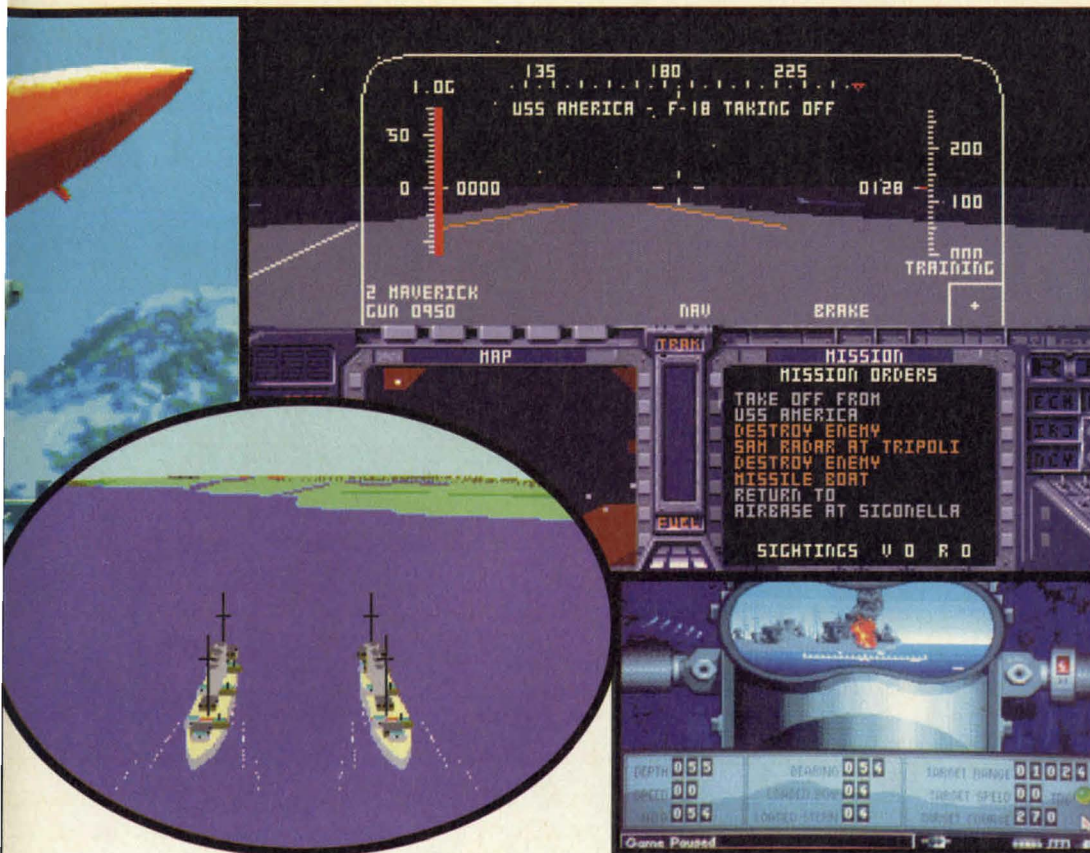
**W**ar games have always been a popular element of the Amiga's family circle. Admittedly, shoot'em-ups and platform adventures are more familiar to most gamers but those content to tackle enemy forces from all over the world are still amassing in frontline numbers all the time.

But how does a publisher set about creating the ultimate war game, be it on the high seas, on firm but battle-scarred ground or screaming hellfire from out of the sun's blinding light? We approached the undisputed masters of warfare simulations, MicroProse, to find out how they do it!

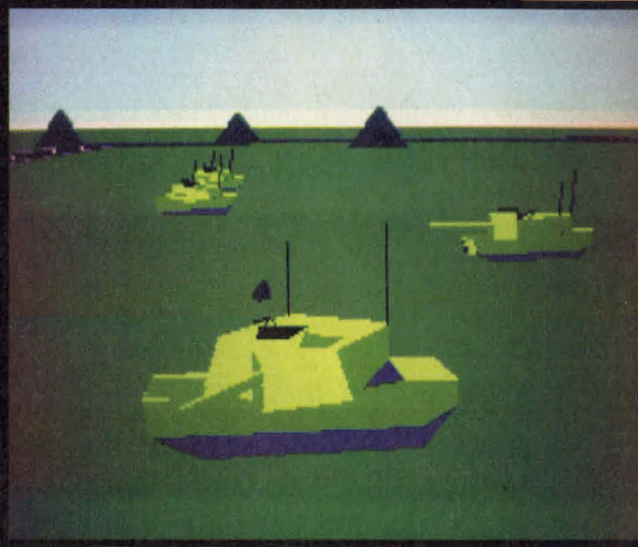
Spokesman Martin Moth explains the art of creating entertaining warfare sims: "A good warfare simulation has to be involved so the player gets 'lost' in the game world. It also has to be technically representative of the hardware being simulated. That is to say, the game must be as realistic as possible

"Most of our research is carried out by our Games Designer





Left: F19 Stealth Fighter is one of MicroProse's best sellers. We feel it's somewhat overrated but at least you can experience the thrills of true stealth combat. Below left: When it comes to undersea simulations, Silent Service II blows the ballast tanks off from the rest (although admittedly, there aren't many others). It's a game MicroProse are particularly proud of. Below: MicroProse lead the way in the world of tank sims with M1 Tank Platoon. It was very involved and made a change from a flight sim! Although in competition with the Team Yankee series, M1 takes a more complex approach while Team Yankee will appeal more to arcade addicts.



# beyond

## PART 1

within the bounds of gameplay.

"Finally, the simulation must be fun, exciting to play and have a decent strategy sub-plot for the game to remain interesting over a long time."

Does this mean a certain amount of authenticity has to be sacrificed in order to make a particular game more playable?

"The amount of realism sacrificed to the great God of Gameplay depends on the simulation itself. However, we at MicroProse try never to lose sight of the fact that people buy our games with one aim uppermost in their minds – to have fun. To this end, we do all we can to reduce the boring bits of a real simulation and beef up the exciting bits.

"For example, in *Silent Service II* there was no point in making the whole thing realistic as one mission would have taken a month or more. So we cut down the travelling time to minutes and focused on the battles when convoys are encountered.

"Likewise, a lot of the submarine's systems are not necessary to the game and are therefore eliminated. In order to compensate for this, there are non-realistic items within the game to improve gameplay. For instance, the game options to make the torpedoes work perfectly every time."

All of MicroProse's warfare sims appear in-depth and well researched.

How is military information gathered because, after all, this is a very secretive and sensitive area?

Martin continues: "Most of our research is carried out by our Games Designers, although some people within the company have special contacts that we can often utilise. However, we only use unclassified information but can make educated guesses as to unknown information.

"With sources such as *Janes Defence Weekly* and other *Janes* books, there is a wealth of information at our fingertips. With most things in

life, it's knowing where to look as some sources will say 'No, we can't show that as it's probably classified' but we can then find out all we need to know from other unclassified resources."

The maps and charts you often find among the packaging are taken from various museums and libraries. In fact, if you're ever rooting through reference books in a central library, the chances are you'll recognise a diagram from your favourite MicroProse simulation.

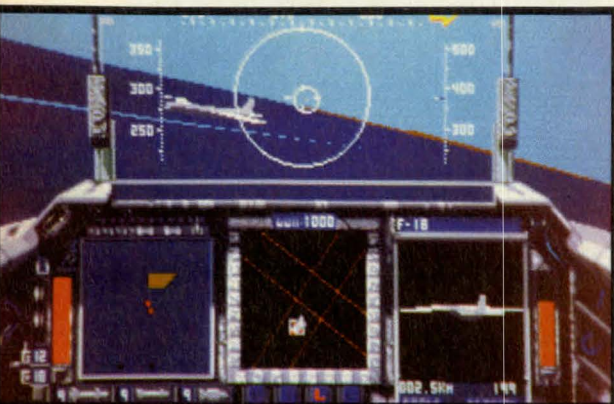
But how important and necessary is it for programmers to already have an interest in the subject they're tackling?

"It's generally more important that the programmers involved in a simulation can write good code relevant to the game such as fast 3D for a flight sim, rather than them being flight sim freaks. By writing the game, they usually end up getting involved in the subject they're developing."

... some people within the company have special contacts." ►



# ► TO THE FRONTLINE and beyond



When developing a war sim, are war veterans and ex-Services personnel asked for their assistance?

"We do contact war veterans and ex-Services personnel but this is mainly for accurate, personal perspectives of battle for use within the manual. We are in contact with a vast number of current aircrew and other armed forces personnel as they form a hard-core group of simulation enthusiasts.

"And they're willing to help in any way possible within the bounds of unclassified information. This group are of use in helping to make the current simulations being developed much more realistic."

What moral and political points are taken into consideration when producing a war simulation?

"Most of our simulations do not deal directly

with 'war simulation' as you put it but with the simulation of a piece of military hardware such as an Apache AH-64. We aim to have battles between hardware so the emphasis is on, say, a Spitfire shooting down a Me109 rather than you killing another pilot in the Me109. All targets are of military value and not civilian," justifies Martin.

"As far as political viewpoint is concerned, we have no fixed policy; there are no good guys and bad guys, just two different sides making up a conflict."

MicroProse expand on this by explaining: "We have developed games that show the Falklands War (a scenario within *Dogfight*) and the Gulf War (F117A and F15 *Strike Eagle III*). However, the simulations deal with the conflict of advanced military hardware. We do not feel that our products are in any way insensitive and we would not develop a product that is likely to cause offence.

"There's been no rejection of project proposals on political or moral grounds as none of our designers would submit an ill-considered proposal."

Since such simulations are tackling areas that people may object to, have they ever received any complaints from distressed members of the public?

"We've received no complaints about any of our military sims other than current or ex-Servicemen complaining that, for example, the skies in *B17* were never that bright in 1944... or that the game is not realistic enough with detail such as flap operation for the Harrier GR7 (done for gameplay reasons)."

Bearing in mind the number of big-selling war simulations MicroProse has published, surely they're glorifying war for their own commercial gain.

"MicroProse do not glorify war but harness the fascination most people have with the technology involved. If you see the popularity of airshows, war museums, military models and so on, then you will understand the interest in computer simulations.

"After all, most people would love to fly a Spitfire or an F16 but precious few will ever get the chance. Simulations are a form of 'virtual reality' that allow people to realise their dream, if only in a limited way.

"Why is it that we always seem to get this question thrown at us yet other game genres, such as beat-'em-ups, create a far greater opportunity to incite violent tendencies than our simulations of military hardware?

"Someone playing a MicroProse simulation really has to think both strategically and tactically in order to succeed which isn't really a requirement in a 30 second bloodbath arcade game." AA

## UNDER SCRUTINY

There are so many warfare sims on the market, it's difficult to decide which ones to buy. The following guide will hopefully make such decisions a lot easier!

### Warfare in the water

Based on the battle between American subs and the Japanese during WWII, *Silent Service II* from MicroProse has accurate scenarios and a fascinating manual. It's far ahead of other submarine sims like Mindscape's *Das Boot* and EA's *688 Attack Sub*.

As far as on the surface of the high seas, Turcan Research's *Dreadnoughts* depicts the battles of WWI. Great attention to detail and data disks are available for the real enthusiasts.

### On solid ground

MicroProse's *M1 Tank Platoon* is an intense sim that engrosses all would-be tank commanders. On the other hand, Empire's *Team Yankee*, *Pacific Isles* and *War In The Gulf* will appeal to those looking for a more arcade element.

All the aforementioned will keep wargamers and war sim buffs happy but the real simulation nuts will probably prefer *M1*.

### Skyward bound

Hundreds of combat flying sims make deciding which ones to purchase a nightmare! MicroProse's *Knights Of The Sky* is smooth and updates quickly, is also graphically excellent and thoroughly recommended.

If it's Battle Of Britain action you want, you can't do much better than Lucasfilm's competent *Their Finest Hour* which combines bitmapped images with 3D.

Spectrum Holobyte fare well in this area with

the likes of *Flight Of The Intruder* and *Falcon*. *Flight Of The Intruder* is based around the Vietnam War, enabling you to pilot bombers or fighters. The 3D routines are superb and very fast but A600 owners beware because the game requires a keypad.

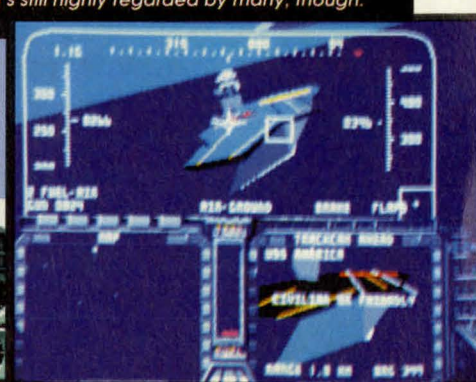
As for *Falcon*, it's polished in all departments and even has a number of data disks on the market. A timeless classic.

MicroProse's leading efforts in the sky include *F15 Strike Eagle II* which, although a touch too colourful, has some neat touches and good attention to detail. And, of course, *Gunship 2000* is superb, especially on the A1200. When we questioned MicroProse on what they thought was their finest achievement on the Amiga, it was the name *Gunship 2000* that was blurted out because of the "technical excellence combined with good gameplay". A totally unbiased opinion, of course!

Virgin have *Reach For The Skies* on their side. As the latest in WWII flight sims, it's graphically brilliant and the update is swift and fluid. There's a few bugs in there but there's no denying its great playability.

Next month...

Continuing on from this feature, next month we talk to Dave Pringle who created the acclaimed *Team Yankee* series. We'll especially be confronting him about his latest release, *War In The Gulf*. Is it morally correct to have a game based on the Gulf? And what is the secret of the *Team Yankee* series' success? What are his plans for the future? This and more in Amiga Action's interview with Dave Pringle. Look out for it in your next issue of the world's best-selling Amiga games magazine.



Far left: Plenty of fun-filled Rat-a-tats in Lucasfilm's *Their Finest Hour*. Used to reign supreme but has now been out-classed.

Below left: *Flight Of The Intruder* is an office favourite and is by far the biggest threat to all MicroProse flight sims. Superb in every respect.

Below right: Another glimpse at F19 *Stealth Fighter* which possesses many features but now looks dated. It's still highly regarded by many, though.



# THE WORLD'S BEST SELLING LOLLIPOPS



★ **8 Delicious  
flavours.**

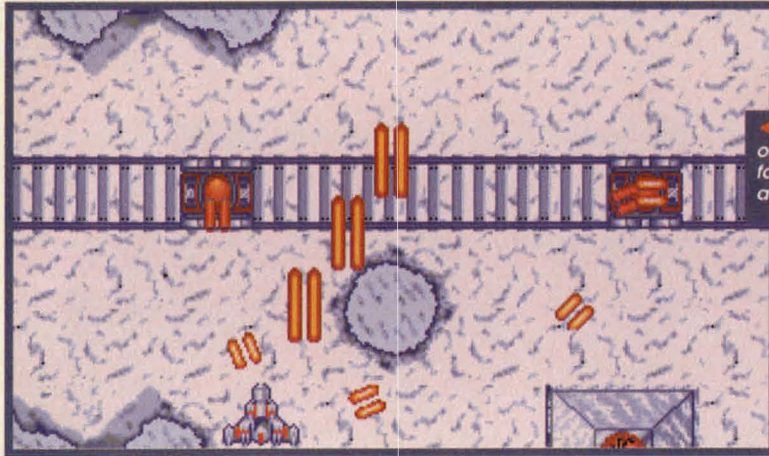
★ **Super long  
lasting  
enjoyment  
for game  
players of  
all ages.**

★ ***Join in  
the fun....***



# PD in profile

Okay, you stingy blighters, put away those wallets and go easy on the Green Shield stamps. Paul strides forth into the mysterious world of PD.



◀ **STELLAR ESCAPE:** Good old vertical shooty-uppy fayre with no frills. No frills at all, in fact.

▼ **STELLAR ESCAPE:** We don't have a disk number for this particular game but you can give Pyramid Soft a ring and they'll sort you out with a rather tasty version. The phone number's on the other page!

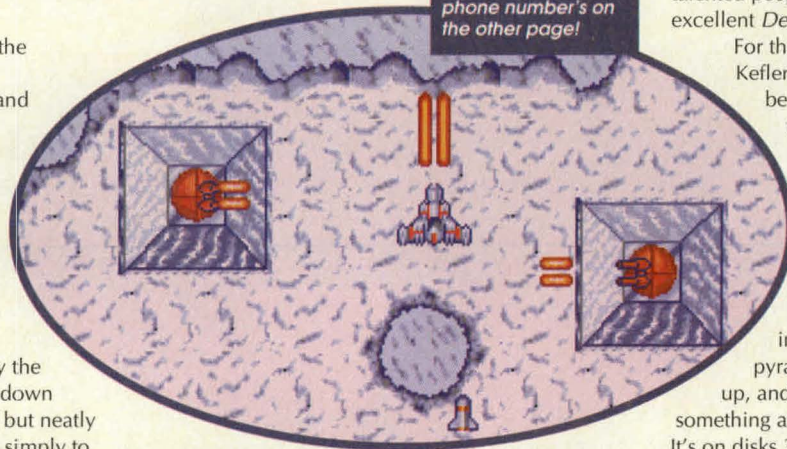
After last month, when 17 Bit were the only ones to send us any gear, we thought for a while that a strange and infectious plague had spread throughout British PD libraries and incapacitated everyone who works therein. Not so – they're back with a vengeance this month as we inspect a veritable plethora of cheapo offerings from Magnetic Fields, Pyramid Soft, Virus Free and, of course, the boys and gals with that bit extra.

*Car 2* is an aptly named little game by the Assassins, from Magnetic Fields. Looking down on one of about a dozen tracks at a small but neatly detailed F1 lookalike (kind of), the idea is simply to complete a given number of circuits. Control is via the joystick as you would expect; by pressing the button it's possible to set a form of cruise control where the car travels at a constant speed. It's fast, easy to play and very controllable, which is dead important when you are tackling some of the bends! *Car 2* is disk GA179 and comes with *Boulderdash*, along with a preview of the stupendous *Escape 2*.

## 'Master blaster

*Stellar Escape* from Pyramid Soft is a good old-fashioned vertically scrolling shoot'em-up that was featured a few months ago on the GamesMaster Design A Game competition. Now what else can I say about it? Let's see... well, it's set in space or somewhere similar. Erm, it involves shooting many hostile alien craft, power-ups are available and slightly dodgy tunes run throughout what is, by PD standards, a very decent sized game indeed. Sprite movement isn't the smoothest seen nor is it a festival of speed, but the effects are pretty good and it's a couple of hours of good fun.

We're having fun now, aren't we, eh? Remember Battleships, that stangely addictive oceanic simulation where two opponents plotted the position of their ships on tatty pieces of paper and then proceeded to



say things like "D two, J seven, G four, and so on? The youngsters among you will more than likely have played the MB Games computerised version but stop – it's on your computer screens now, thanks once again to the Assassins.

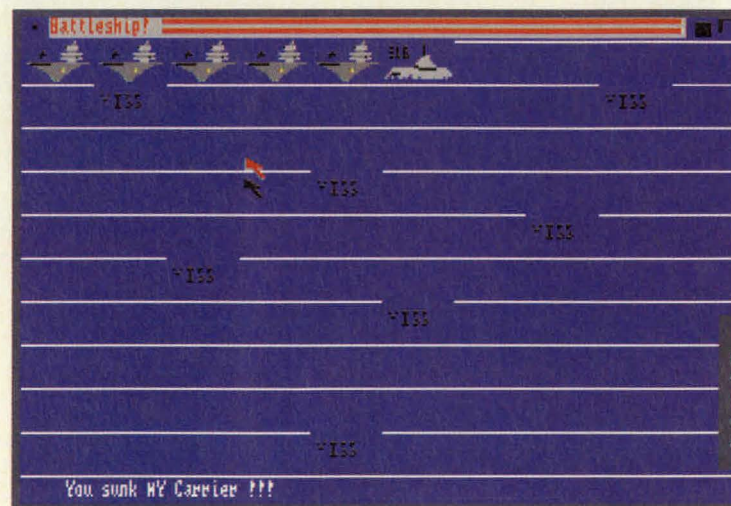
Nothing really new to report in the gameplay area. Just mark the positions of your various sized carriers, destroyers, subs and attack ships as the computer or your opponent does likewise. Now simply click on the empty plotted map where you think the enemy ships are, hit all portions of the ship and it's destroyed. Decent sound effects and sarky comments referring to some bloke called Tom round the whole thing off, and it's not too bad at all, actually. This is disk number 2557 from 17 Bit.

Animation demos. What can you do with an animation demo? Most aren't worth the time spent watching them but there are apparently one or two talented people out there, as demonstrated by the excellent *Desert Dreams* from Virus Free PD.

For those interested enough, the names Keflens, Ankh Productions and Laxity seem to be mainly responsible for this, so well done to you, whoever you are (he says – fervently hoping that the readers don't take him for a patronising little snot). It all begins with a spaceship hurtling through the cosmos, all to the accompaniment of several reasonable tunes and a large dose of surrealism is injected as we suddenly find ourselves in the desert firing water melons at pyramids! Various stills and animations crop up, and it's certainly worth a look if you fancy something a little bit different and a little bit weird. It's on disks 3357 and 3358.

Lurking inside 17 Bit Software's disk 2582 is *Tank Hunter*, a game that reminds Steve of *Armour Battle* on the Intellivision and me of something that I played on the Atari 2600 – the name of which escapes me for the moment.

Two players man a tank each on one single screen, the aim being the destruction of your opposite's vehicle. On the first level of the four, nothing but the tanks clutter the screen, requiring some skilful navigation (or poor driving) to achieve a hit. More detail looms up on the subsequent levels, intended to represent typical



◀ **BATTLESHIPS:** Not exactly a graphical feast but it's everything a Battleships fan would want. Actually, we're quite fond of this traditional strategy affair.





▲ **SLAMBALL:** Contains most elements of a decent management sim – but just what the hell is Slamball?

forms from whichever landscape it is. Very simple graphics and little sound but worth an hour or two and a couple of quid of most people's money.

Another 17 Bit offering is *Slamball* (disk 2584) by Michael Keith Lysons – a management sim of what I assume to be a futuristic sport of some kind. *Premier Manager* it isn't, but a decent and well written game (six months work!) it certainly is with loads of options to use. After naming your team – Slashers, Pick-Axe Muderers or Kiddy Killers would be in keeping with the theme – you begin in the second division of the Slamball championship, competing in both league and cup against 11 other teams.

Training, transfers and match preparation are needed if you are to be spared a humbling when match day comes around. During the match, an over-enthusiastic text commentary keeps you abreast of developments, which in my case usually meant picking the ball from the net. Or whatever it is those Slamballers use.

We've all heard of Dizzy, but make way for his blatantly ripped-off cousin Giddy in this, his first adventure, *Wibble World Giddy*. Good Lord! Giddy differs from Dizzy only in the fact that he has longer

arms and wears a hat, and the platform adventurism is along the same lines too! In truth, it's a very nicely done affair; the egg-with-arms dashes madly around a brightly coloured landscape dodging baddies, jumping gaps and collecting enough items to help him solve the puzzles he encounters.

The likeness even goes as far as the Dizzy-like tune which warbles away incessantly in the background, driving its way into your sub-conscious and causing you to hum quick bursts at inopportune and potentially embarrassing moments such as your cousin's wedding, or waiting for a bus in the morning, or in front of the bank manager when you've gone to prove your suitability for a large loan, or – (Sorry folks, but that's all for this month. Paul is currently undergoing treatment for a number of minor psychological problems at Macclesfield Asylum on an outpatient basis and should be back to make another token gesture for next month's issue. *Giddy*, by the way, is disk 2588 from 17 Bit Software – Ed Who Really Does Wish He'd Employed Someone Else... Really, Really Does!).

◀ **DESERT DREAMS:** Superb animation shows a spaceship heading for Earth on an unknown mission.

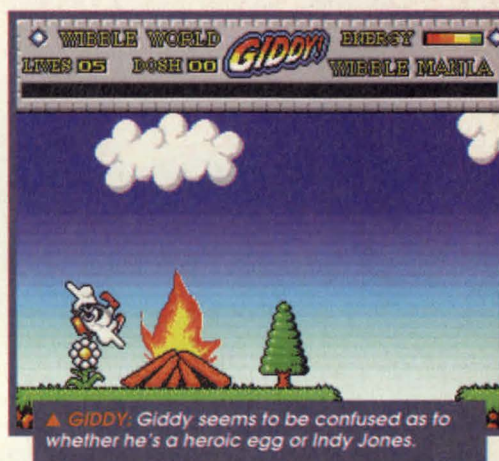
DESERT DREAMS: Before you can say "Pharoah's Tomb", we're in the desert – under attack from the ancients.

Terror 0 8 Deep Sleep

Attendance: 42700

Beute Settle snacks into and floors Vagax Gear  
Tik gets a great pass out to Beute Settle  
Fequax Kahn throws a brilliant curling ball to Tik  
Virus Ongrug dives to his right and stops the shot from going in!!  
Beute Settle makes a head high tackle on Mob  
Tik gets a great pass out to Fequax Kahn  
O Riggie makes a CRUNCHING tackle on Fequax Kahn  
PeeGee Pernisson tackles hard and low, nearly injuring Bill Gear  
Quason curls a long distance pass to Fequax Kahn  
Bill Gear makes a ferocious tackle on Quason  
Quason FLATTENS O Riggie  
Virus Ongrug snacks into and floors Fequax Kahn  
Mob chucks the ball to Virus Ongrug

▲ **SLAMBALL:** The graphics may look awful but in a sense, it's like the world famous *Tracksuit Manager* from Goliath Games.



## CONTACTS

17 Bit Software: 0924 366982

Pyramid Soft: 0670 516543

Magnetic Fields: 0772 881190

Virus Free PD: 0793 512321



# comp

## RECKON YOU'R

**Win a brilliant hard drive plus lollipops and T-shirts "galore" in our tasty compo!**

**M**ouths are funny old things, aren't they? They're OK for eating and what-have-you and they do come in useful for talking, it has to be said. For the most part, though, mouths just sort of hang there half full of spit with a great big tongue flopping around inside and have no real sense of purpose at all. At least, that's the way it used to be. In the sad old days. Before Chupa Chups.

The Spanish based lollipop manufacturers hit the scene in the 60s with their gaudily wrapped tastebud teasers and virtually single-handedly wiped out the problem of the Empty Mouth. So much so in fact, that nowadays as many as 60,000 people across the globe are crunching, munching, licking or sucking a delicious Chupa Chups at any given time.

We were amazed by this but our thirst for facts wasn't quenched, and it was Deputy Lollipop Editor, Stephen "Lick 'em clean" McNally who, after extensive research and four boxes of Signal toothpaste, was able to reveal that no less than 20 billion Chupa Chups have been sold worldwide!

It should come as no surprise really, with flavours such as cola, strawberry, cappuccino and the gorgeous vanilla and chocolate to choose from, to name but four!

And now, Chupa Chups, in association with Amiga Action and of course Zool, whose game they sponsored, are offering you the chance to win – wait for it... wait for it... a GVP Series II Hard Drive for the A500!

Yes that's right – do away with disk swaps, install those handy utilities and generally rest secure in the knowledge that your computer is a whirring, purring beast with a £300, 80Mb monster strapped to its side. Assuming you have an A500 or a 500+, that is.

In order to win this rampant hellhound of gargantuan storage capacities, simply answer the questions.

Don't be put off if you don't own an A500 however, because four runners up will receive either a Chupa Chups Rocket, as illustrated, or a reasonably stylish Zool/Chupa Chups T-shirt.

We know it's not quite the same but it is only the price of a stamp, for Heaven's sake...





# etition

## RE HARD THEN?

**1: Chupa Chups originated in:**

**a: Spain.**

**b: The former Yugoslavia.**

**c: Hampstead Heath behind the Chinese chippy.**

**2: The phrase "Chupa Chups" means:**

**a: Mmm, aah, absolutely gorgeous.**

**b: Hard boiled sweet on a plastic stick.**

**c: None of the above.**

**3: Who plays the careful-with-money-but-good-at-heart Alf Roberts in Coronation Street?**

**a: Brian Mossley.**

**b: Thora Hird.**

**C: Alf Roberts is in fact a real person and plays himself in the popular Northern soap.**

### THINK YOU'RE HARD COMPO

**Answer to Question 1:**

**Answer to Question 2:**

**Answer to Question 3:**

**Name:** .....

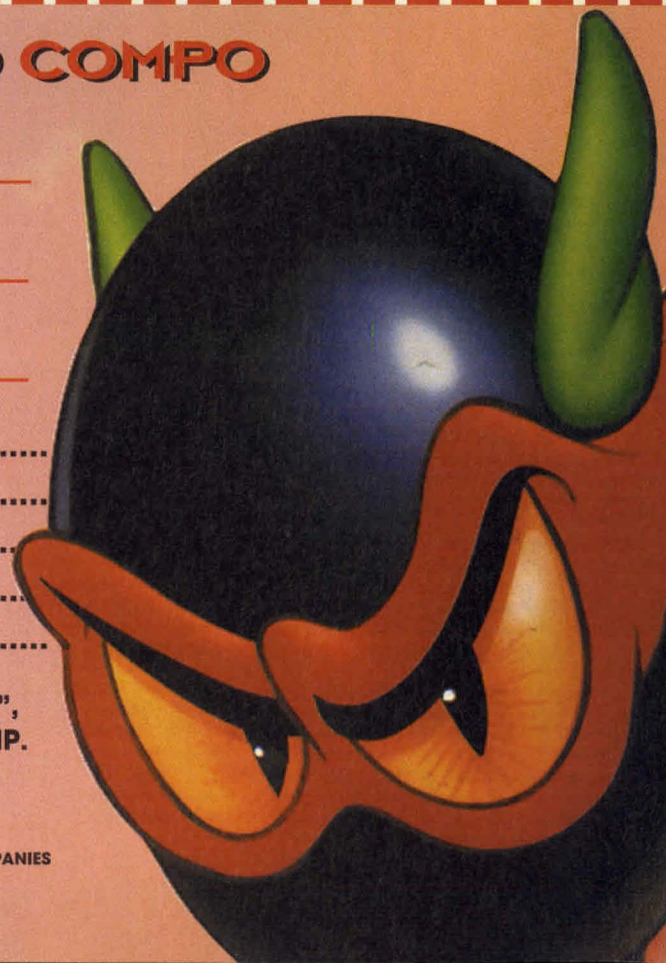
**Address:** .....

**Postcode:** ..... **Age:** .....

Send your entries by the 20th August to "Think You're Hard Compo",  
Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

No employees of Europress Interactive,  
Chupa Chups or Alf's Mini Mart may enter.

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## JULY ISSUE ON SALE NOW!



**W**e have more Blues for you but not a slide guitarist in sight. So sing your own 'Tum-te-tums' while reading the most comprehensive previews on the current Amiga scene. And if you don't read them, you ain't heavy.

## THE PATRICIAN

*Das ist gut, ja? Ja, mein Herr. If you're German's as bad as ours, check out Daze's latest strategy game from across the oily waters of the North Sea.*

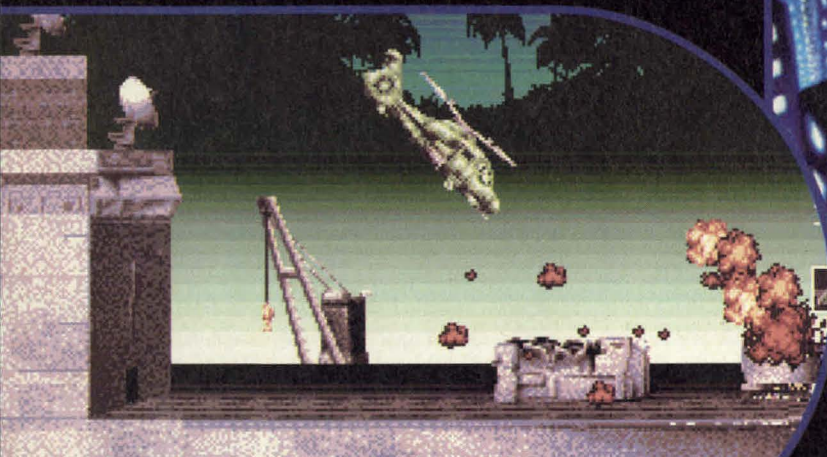
p64



## GLOBAL GLADIATORS

*Ronald McDonald license. Bring on Hamburglar and get him to steal this potentially very dull platform affair. Check it out for yourselves...*

p68



## APOCALYPSE

*Could be the surprise hit of the year. Virgin's shoot'em-up combines Desert Strike, Walker and anything else that has blood, bullets and then more blood.*

p70

## STARDUST

*Heading in the opposite direction over the North Sea, you'll eventually arrive in Finland where they're developing the latest Blasteroids clone.*

p66



## Contacts

Daze: 071 328 2762

Virgin: 081 960 2255

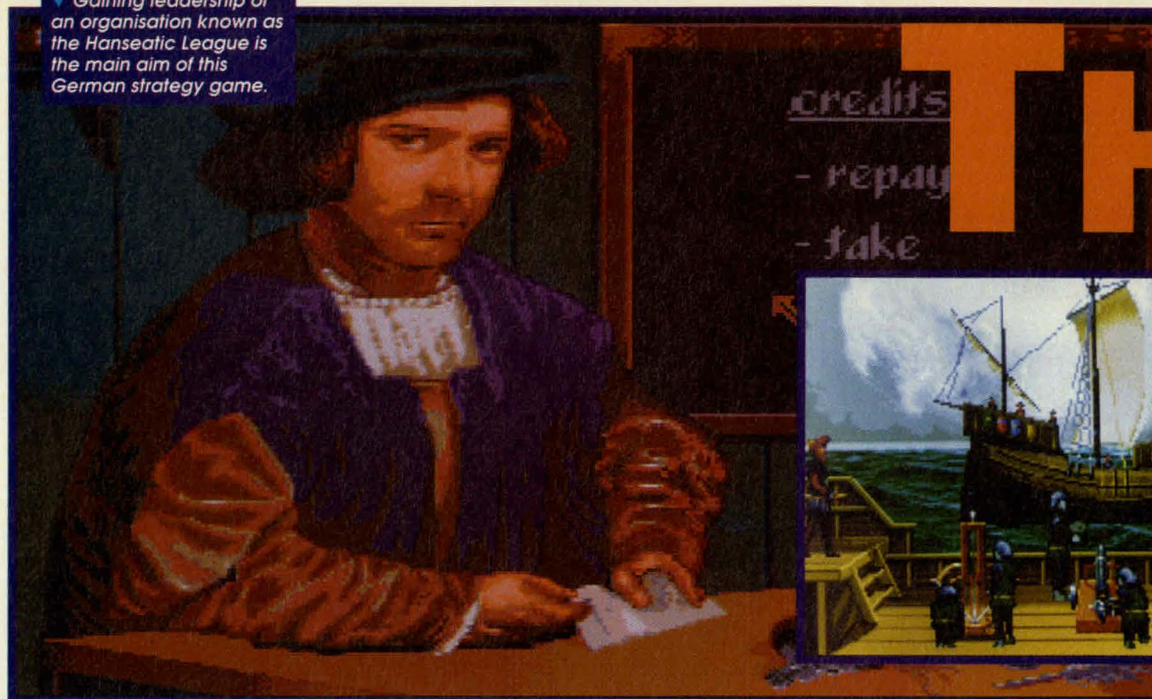
Bloodhouse: 010 358 0506 1775

THE MOST UP TO DATE PREVIEWS EVER!

# Amiga



▼ Gaining leadership of an organisation known as the Hanseatic League is the main aim of this German strategy game.



▲ Battle has ensued. You had better keep your eyes open and dodge those cannonballs!

**T**he *Patrician* from Daze Marketing is billed as a block-busting historical trading, political and social adventure featuring international trade, political intrigue, piracy, romance, blackmail and money. These are the very loud and proud claims made by the game's publishers.

Normally you would view these statements with a fair degree of scepticism, simply because they are made about almost every game that ever hits the market. In *The Patrician's* case, however, you have to take them with more than a pinch of salt, the reason being that the game has been released in Germany for almost a year now, during which time it has topped the charts continuously and achieved a remarkable level of sales for a game of its type.

Suitable for one to four players, it's set in medieval Europe at the time of a powerful trading organisation known as the Hanseatic League. Each player can choose one of eight Hanseatic towns to

## Get ahead and join the social set in this promising medieval trading treat.

be their home base and, as a ship owner, send his fleet out to 16 towns trading in 18 goods.

The aim of the game is to be elected mayor of your home town and then finally become leader of the whole Hanseatic League, known as the Alderman. However, this is not going to be an easy goal to achieve. Heading a

profitable international business consortium is not enough. The player will also need to invest his riches into building up his political and social prestige by giving feasts, getting married, giving money to the poor and to the church – you can even resort to bribery! Basically, it doesn't matter how you achieve it as long as you do; you can use any means at your disposal, regardless of whether they are fair or unfair.

This is enough to give you a short summary of the meaning and aim of the game but Daze really don't say anything about its complex nature. It would be difficult to summarise without sounding like an A Level Economics teacher, but it is enough to say that Ascon

*"...you'll never have an identical game no matter how many times you play"*

▼ Playing *The Patrician* will take you all around the globe. It really is the ideal game for travellers everywhere.



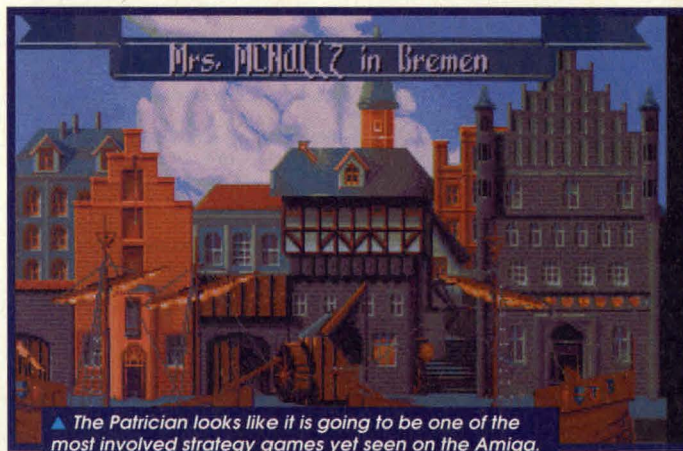
▲ Mass panic spreads throughout the people as the fire rages on unchallenged.



# PATRICIAN



▲ Failure has a high price in *The Patrician*. Get it wrong and you can expect a visit from this friendly character.



▲ *The Patrician* looks like it is going to be one of the most involved strategy games yet seen on the Amiga.

GMBH have gone a long way towards accurately recreating life in medieval Germany, both socially and economically. An example to prove this point comes when you notice that the price of goods is not fixed arbitrarily but adjusted to the economic structure of any town in question, depending on supply and demand.

The programmers have attempted to remove any element of similarity between two games of *The Patrician* by building a complex system of inter-dependant variables that become unpredictable. Hopefully this will mean that you will never have an identical game no matter how many times you play.

As to the historical background of the game, they have aspired to provide authenticity. Daze expand...

"The historical period chosen is more than just an ornament. The Hanseatic League is a good example to demonstrate that history is more than just the sum total of state actions by noblemen and church dignitaries. With *The Patrician*, we hope to convey an impression of the lives and the work of those medieval people who may have contributed more to their period than those potentates whose names and dates are found in every modern history book."

However, they are the first to admit that as it is only a game, some concessions have

had to be made which may run counter to the actual historical truth.

At this stage, it certainly looks as though *The Patrician* will be a fairly heavy going, highly involved strategy game, a fact which I'm sure will put many people off. Fans of this type of game will surely lap it up, though, as its continued success in Germany would seem to suggest.

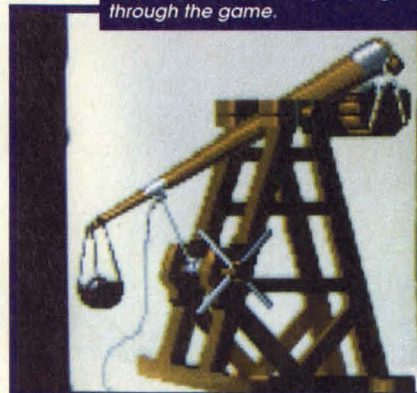
Whether *The Patrician* can become a hit in the UK remains to be seen but there's no doubt it will tax the brains of everyone.



▲ If striving for political success in Germany is your idea of a good time, then you shouldn't hesitate in buying *The Patrician*.



▼ You will need to utilise people from various professions as you progress through the game.



## PROJECT: The Patrician

HOUSE: Daze Marketing RELEASE: July '93

TEAM: Ascon GMBH PRICE: £32.99

COMMENTS: Without a doubt, *The Patrician* is going to be a huge game. The number of features which we are told will be incorporated into the final version is simply staggering. Unfortunately, as with all games of this type, it will only appeal to a very limited audience. As a result, it is highly doubtful that it will be able to recreate its previous successes when released in this country. If things live up to expectations, *The Patrician* is going to be first class.

INSPECTED BY: Steve



**Eastern European cosmic battles - it's a fight to the Finnish with Bloodhouse!**

# STARDUST

**"E**xcuse me mate - heard of any good software companies around here?"  
 "No, of course not, you foolish man - you're in Helsinki, Finland! Are you out of your mind?"

"Tsk - yeah, you're right - don't know what I was thinking of really. Sorry to have bothered you."

"No problem. Now give me my wallet back you dodgy bloke."

Finland. Renowned for, er... renowned for, well, for having a lot of Fins mainly. It's not the first place one might go in search of quality software products - at least, not until now.

Stardust is the first commercial release from Helsinki based Bloodhouse. As a shoot'em-up of seemingly epic proportions, it's been developed over the past year by a small team headed by Harri Tikkanen, none of whom have previously produced anything other than demo's!

Stardust is an Asteroids clone at the core,



▲ Digitised speech announces every power up in a dead impressive English accent.

and intends to destroy the galaxy unless you stop him, right?), your ship enters a 3D tunnel. This tunnel connects the various parts of the ruined planet and the speed at which you move through it, shooting at stray asteroids as you go, is nothing short of stunning.

The colours of the sprites and backgrounds are as good as anything I've seen on the Amiga, even without the aliens, which are still unfinished. The sound effects are top notch too, with

loads of sampled speech (in English) announcing the various power-ups and energy boosts. An underwater bonus stage is still in development, which may act as a connector between the levels in the same way as the tunnels. Core Design's Blaster should be hitting the shelves around the same time as Stardust and I for one will be interested to see which climbs the highest, especially considering Stardust's price tag of a measly £16.99.



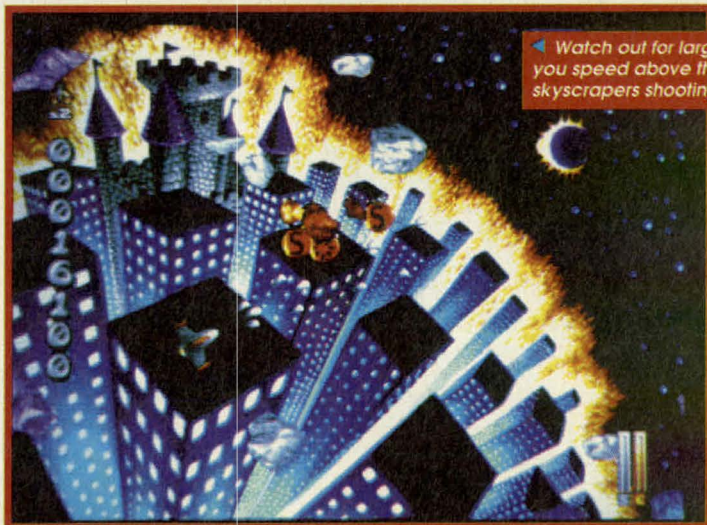
▲ Report back to HQ and get ready for another epic mission.

*...as good as anything I've seen on the Amiga.*

After destroying the six waves of aliens and asteroids on each main level (the aliens are working under the evil Professor Schaumund who has kidnapped Princess Voi



▼ Quite possibly the fastest moving sprite ever! Don't overtake on the inside now.



◀ Watch out for large gorillas as you speed above the skyscrapers shooting baddies.

PROJECT:	Stardust		
HOUSE:	Bloodhouse	RELEASE:	July '93
TEAM:	Harri Tikkanen and team	PRICE:	£16.99
COMMENTS:	Who the hell are Bloodhouse? Cheeky young upstarts - they waltz into our country with what could very well become an all time classic shoot'em-up, featuring stunning sounds, sprites and animation, and a type of gameplay guaranteed to addict. Not only that, but they dole out enough change from a \$20 note to buy a can of beer and a bag of popcorn too. Get ready to splash some cash and be amazed when this baby rears its head.		
INSPECTED BY:	Paul		



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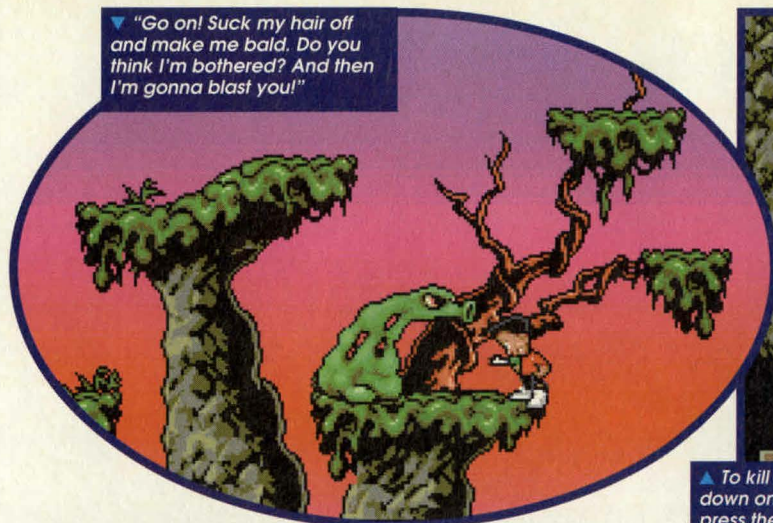
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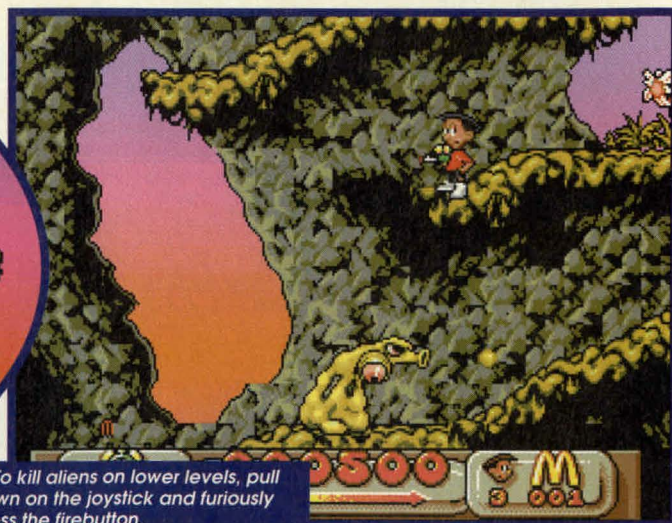
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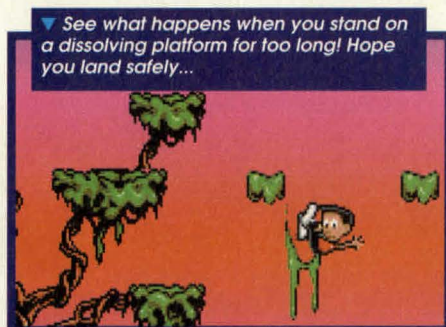


▼ "Go on! Suck my hair off and make me bald. Do you think I'm bothered? And then I'm gonna blast you!"



▲ To kill aliens on lower levels, pull down on the joystick and furiously press the firebutton.

# GLOBAL G



▼ See what happens when you stand on a dissolving platform for too long! Hope you land safely...

**G**lobal Gladiators is one of those really interesting license thingummys. You know, where you have a bog-standard idea but try to sell masses and masses by sticking Schwarzenegger or some other top personality on the packaging.

Well, Virgin have taken a typical platform affair and tied it in with a Big Mac. Wow, that was a shrewd move. Yes, *Global Gladiators* sees you dashing around in search of the not particularly elusive curly M symbols.

You may think I'm being a tad too cynical

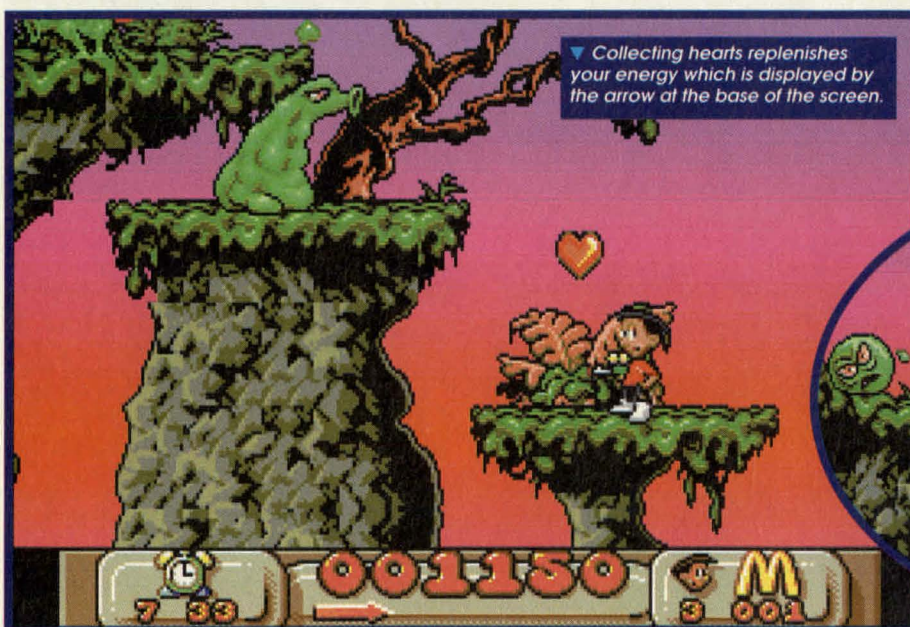
about *Global Gladiators* but it is nearly finished and I'm not particularly taken aback by it all. I believe the game has received some quite decent reviews on the Sega Mega Drive – sorta defines which people have consoles and which people have computers.

Anyway, what more can I tell you about the forthcoming *Global Gladiators*? The idea is to bound from platform to 'seen it three steps before' platform, collecting the required amount of 'M's or, if you like, arches. Do this and you'll be able to access the end of level bonus stages where you can recycle rubbish.

So not only is there a Green theme but a licence, too. Virgin are billing the game's plot as being "the solution to polution absolution". And it doesn't get much cornier than that, does it!

The finished game will feature four different worlds, each with its own unique characteristics and backdrops. You can expect to traverse Slime World, The Mystical Forest, Toxi-Town and Arctic World.

Virgin expand some more about the game: "There's 1250 frames of animation as Mick and Mack (the two young fellows you can control) run, jump, spin, spring, twist and



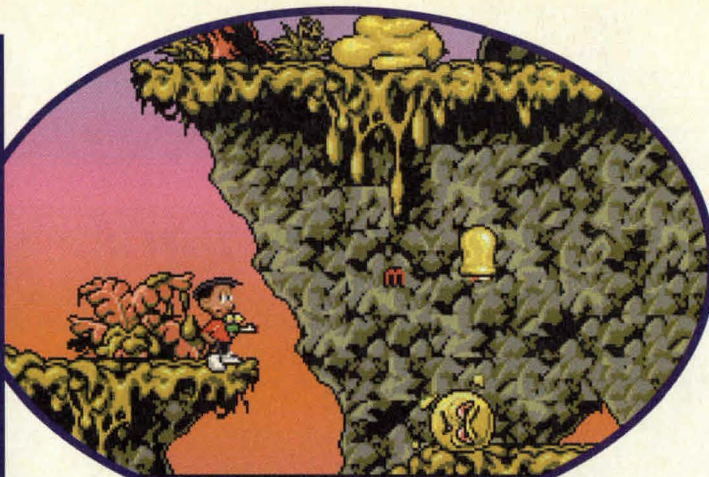
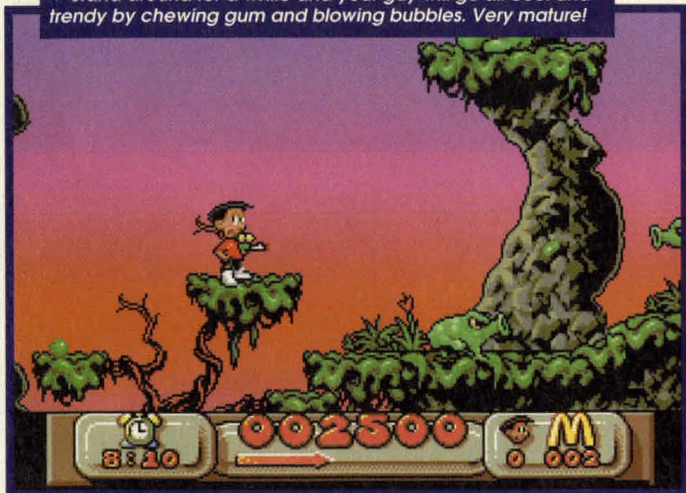
▼ Collecting hearts replenishes your energy which is displayed by the arrow at the base of the screen.

▼ Standing on certain platforms causes them to dissolve so plan your next move and go for it as soon as you are able.





▼ Stand around for a while and your guy will go all cool and trendy by chewing gum and blowing bubbles. Very mature!



▲ In Global Gladiators, you'll encounter plenty of slimy creatures which you should disintegrate as quickly as possible.

# GLADIATORS



▲ Never seen a bird like that before, have you? It's about time you made them extinct.

▼ The mechanical monsters churn out all description of debris. Avoid the trash and pump them full of firepower.



"...as exciting as your next McDonalds manky gherkin."

shoot. The fun comes thick and fast as you negotiate slippery slime and dissolving platforms. Make the most of Jet Pipes and neutralise monsters such as Slime Pigs, Hot Heads and Splatter Bats."

Virgin sent us a press release which actually labels the game as "A flash trash bash smash with a dash of panache". Oh my word, save me from this literary torture – please! Is this a clear indication of just how dodgy *Global Gladiators* is going to be? Well what do you think?

Somebody suggested that the game would be suitable for the younger gamers. I don't like to say this sort of thing because I feel it's a little patronising to all the young nippers out there. I'll let you interpret for yourselves the meaning of such a statement and allow you to draw your own conclusions. With a full review in the next issue of *Amiga Action*, you'll have a better idea then.

What all this basically means is that *Global Gladiators* is likely to be as exciting as your next McDonalds manky gherkin. Ok, I realise that there's the possibility of a few design changes before final release but I really do think Ronald and his commercially-minded

MDs should stick to clowning around on TV and leave the computer game scene behind because they're going to lose a burger-full of credibility when this is released.

We're not usually so negative on our previews but this is destined for the 'average' bracket. Not even a dash of tomato ketchup and barbecue sauce will be able to spice this one up.

Now all this talk of food has made me hungry. Hmm, I'm off to Burger King for some decent grub... oops, perhaps I shouldn't have said that! But at least they're not doing anything at all to threaten their forever-improving reputation.

**PROJECT:** Global Gladiators

**HOUSE:** Virgin

**RELEASE:** July '93

**TEAM:** In house

**PRICE:** £30.99

**COMMENTS:**

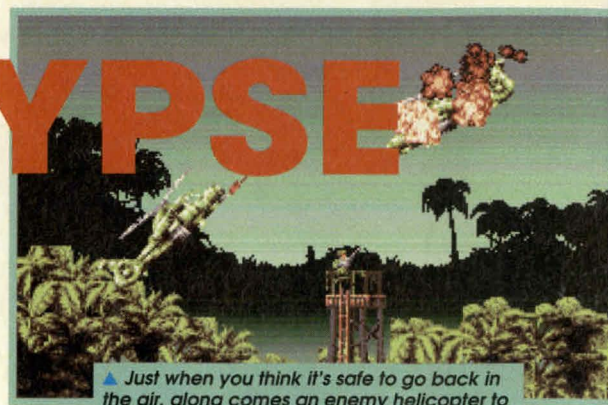
As you've more than likely sussed out by now, I'm not too fond of *Global Gladiators* from what I've seen of it so far. The gameplay doesn't appear to be anything special and the eight-way scrolling violently lurches all over the place. I was told by Virgin that the scrolling 'problem' was due to the speed of the game so I'll try to hold back my smirk. *Global Gladiators* is going to be average, monotonous, unadventurous and ultimately boring with the long levels seeming to last forever. Don't wait with bated breath – in fact, don't bother waiting at all. There's going to be better platform escapades around and there you have it.

**INSPECTED BY:** Alan



# APOCALYPSE

*A tastelessly violent helicopter blast hot on the tail end of Desert Strike.*



▲ Just when you think it's safe to go back in the air, along comes an enemy helicopter to make you wish you'd stayed at home.

There's a certain game that's been in development for a longer period than it takes to sing 'Another One Bites The Dust' on Bob Maxwell's grave. Come to think of it, *Apocalypse* was actually a Mirrorsoft title until they drowned along with the rest of the feller's rather large assets.

Now the helicopter shoot'em-up that's had troubled times trying to get off the ground is

under the protective rotors of Virgin.

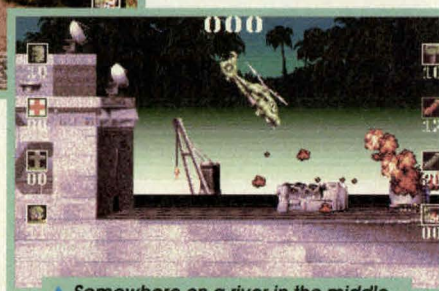
Developed by Miracle Games, it'll certainly be a miracle if we ever get to see *Apocalypse* on the shelves! From what we've seen, the game hasn't really progressed but, hopefully, Virgin have at last got things briskly on the move.

As an eight-way side-on

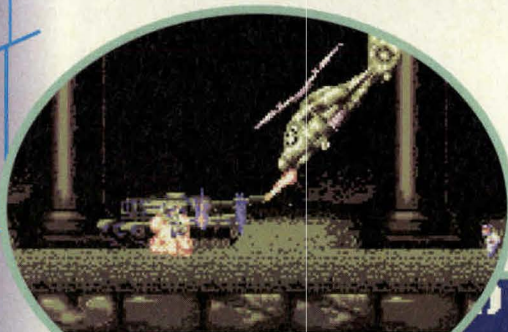
**"Take on the might of enemy gunships, tanks and much more."**



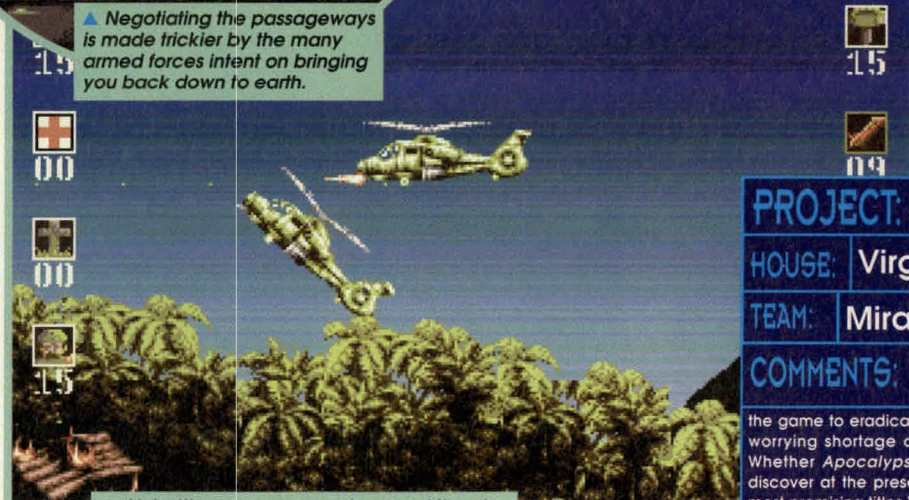
▲ When you see the white-clad POWs, land and allow them to climb aboard. Now return them to the safety of your base.



▲ Somewhere on a river in the middle of a jungle is a large gunboat. And it's very heavily armed!



▲ Negotiating the passageways is made trickier by the many armed forces intent on bringing you back down to earth.



▲ Air battles are commonplace and there's increased danger when you have troops on the ground shooting at you.

scroller, you take control of a well armed chopper over the jungles of some foreign lands. Your objective is to rescue masses of POWs before they succumb to the tyranny and torture of your enemy.

By using rockets, heat-seeking missiles, firebombs and machine-guns, roar in and take on the might of enemy gunships, fierce tanks, rocket-launching troops and many more from a vast array of confrontational killers. Once you've located

POWs, who can be recognised by their Prisoner Cell Block H style overalls, land and let them clamber aboard.

Since you haven't got an unlimited passenger hold and aren't exactly a Branson 747, once you have six people onboard, return to base and let them return to safety.

Your treacherous journey not only sends you over dense jungle and around mountainous terrain but also into narrow tunnels. In tunnels and passageways, your manoeuvrability is severely restricted by rocky ceilings and walls. To make matters worse, the enemy is just as prominent in such regions.

Presently, *Apocalypse* is a damn fine blast but falls short on lastability. However, Virgin are fully aware of this hitch and are working hard to add more variety to the gameplay. Also holding back the game is a shortage of levels and whether this can be remedied is in doubt.

In some ways, *Apocalypse* reminds me of the very ancient *Airwolf* by Elite. This is not to say *Apocalypse* is dated, it's just that the gameplay is similar; shoot, twist and turn, fly outta there! Its shoot'em-up purity could also be associated with Psygnosis's *Walker* and the sprites are fairly identical too. Steve and Paul said this link is a little tenuous but I think it's worth a mention, nonetheless.

## PROJECT: Apocalypse

HOUSE: Virgin

RELEASE: Aug '93

TEAM: Miracle Games

PRICE: £30.99

## COMMENTS:

Shoot'em-up fans should be drooling all over their Amigas at the prospect of Virgin's *Apocalypse*. It's extremely violent, incredibly explosive and frantic. If Virgin can tweak the game to eradicate the problems regarding lack of gameplay variety and the worrying shortage of levels, they should have a big success on their hands. Whether *Apocalypse* can fulfil its potential could take another two years to discover at the present rate of development, though! This is actually one of the most promising titles Virgin have on their books so look out for it. *Apocalypse* is not quite over but who knows when it'll be out?

INSPECTED BY: Alan



# Made for budding *Nigels*...



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MicroProse's *Civilisation* is one of the most complex strategy games to appear on the Amiga. In this, the first of our two part player's guide, we carefully guide you down the road to sweet success.



## Starting off

It's a good idea to know the different terrain types before you get going properly. Although it's not overly readable, the manual is a vital element if you want to pick up potential strategies. However, the manual isn't always the best substitute for hands on experience. Even if you read it five times, there is no saying you will be clear on everything until you actually start discovering things on your own.

- At the beginning of the game, you will generally start off with one Settler unit with which to found your capital city. Look around for a good city site. Don't, whatever you do, accept the first one that the computer says would be a good place to build on. There are other good sites around. Don't be too hasty as you might live to regret it in the long run.

- As soon as your city is founded, build a couple of Militia units with which to defend it. It's very unlikely that you'll be attacked by another civilization at this early stage but there is a very real chance of a barbarian raid, especially if your city is near the sea. Barbarian raiding parties tend to come from the more desolate, polar regions of the map. A sound strategy to beat the nuisance later on in the game is to spread out as far as possible and try to get an outpost on such bleak and generally uninhabited continents. Raiding parties tend to die out if the area is civilised.

- Once you've got military in position and fortified within your capital, assess the situation. If you believe you are under threat from another ruler, it's probably wise to opt for City Walls as your next project. If you don't perceive any threat then it would be wise to go ahead with the Granary (which is probably what your advisor is suggesting anyway!). This food storing structure will allow your city to expand far more rapidly, in turn bringing in more income and speeding the game's processes up.

- Once this city is well and truly under way it's time to get some more settlers going. While this unit is under development, send out one of your militia to do a little scouting and hunt around for a potential new city site. Look for key things like good terrain close to resources, be it animals or minerals. Either way, water nearby should be one of the most important features of the site.

- By now, your settlers should be nearly ready. Once they are completed send them out and head for your second city site. Along the way build roads (press R). It may take a number of turns before you can move them again, but it's far better in the long run. The number of turns it takes a settler unit to build a road section (or anything else for that matter) is entirely dependant on the terrain. While you are creating a link to your new city, you should build at least one more militia unit to cover for the one you have out there exploring.

- Your capital is now on the way to becoming a major force in the game. You will have noticed that it should have grown in population size by now (probably a three or even four by this stage). It is now a good

idea to sit back and not make any real decisions with it for the time being. Whenever it is time to start a new improvement, just follow what your advisors say. Obviously try not to be rigid. If the situation demands city walls or a barracks, then don't hesitate to make 'em. Don't forget you can buy them if you need them urgently.

- It is important to have your capital defended better than normal because it holds your palace. If you lose your palace it will do the morale of your civilisation no good and you'll have to waste time and cash erecting a new one. Jumping ahead to a nightmare scenario, if you lose your palace while building the space ark, you lose your craft too. Even if you are one turn away from completing it!

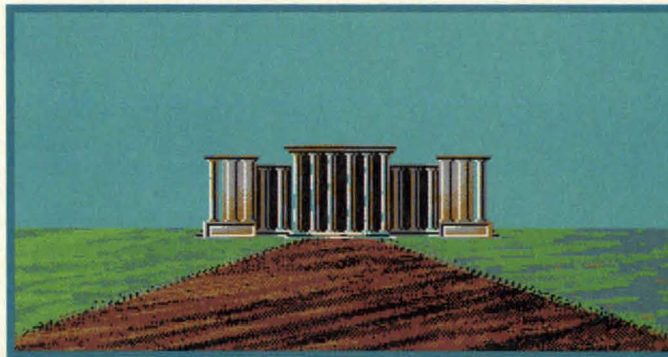
- Using what you've got here you should be able to build up and defend your cities well. Now we will delve much deeper and have a look at some of the strategies you can undertake in your quest to either rule the world or get up into space!

Even with our help, you'll still have to be ever-so-good if you want to beat the game. General ideas are all we can give you for one of the greatest projects of all time!

Here goes then with a closer look at the different types of government you can have, and their effects on your society.







## Despotism

This is the form of rule with which you will start off any game of Civilization. It is basically rule by power. Imagine that you are in a tribe and you are the strongest. Therefore you are made leader. This is what despotism is!

Not really being a democratic style of ruling, production levels are considerably lower than with other more advanced ruling states. Fortunately this doesn't matter horrendously at the beginning of a game, which is why it is an ideal starting place as it is productive in other ways. For example, military costs are the lowest of all the governments, so you at least get a chance to build up a defending army at a sort of "B&Q on a Bank Holiday" prices.

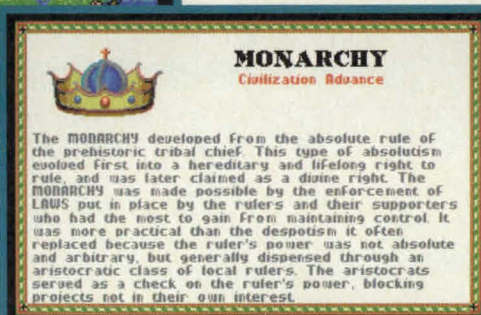
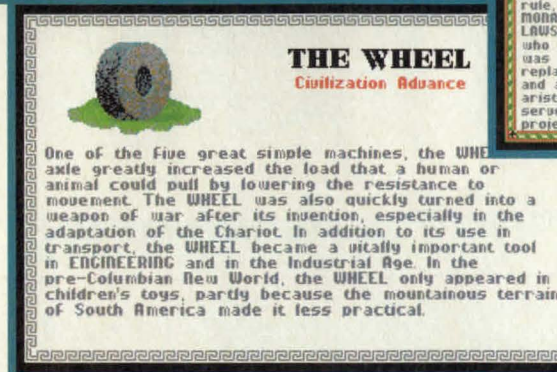
As a game progresses, though, it is worth ditching this system as production becomes much more important and money not as difficult to come by!

## Anarchy

I used to go out with a girl with this name (Anna Key - geddit? Poor joke but worth a mention nonetheless!). Anarchy is not a nice period in time but is a period which your civilization must go through in order to change the type of government. When it happens you will have no scientific research going on and also collect no taxes. However things should soon be back to normal as long as you don't have too much unrest in your cities so don't worry. Tip - one way to avoid Anarchy while changing governments is to build the Pyramids wonder!

## Monarchy

Sounds a bit like Anarchy but has a Queen! Big bonuses for grassland and river squares if you irrigate them under Monarchy with increased production. However, your military will now cost resources so building will be trickier. Many people believe that Monarchy is the best balanced government in the game as it is pretty difficult to get into a state of civil disorder and you also get production bonuses not obtainable under Despotism.



## Communism

This is a good form of government if you decide you want to be an offensive ruler. There are no major penalties for the number of military units you possess so you can build up quite a force at the same cost as in Monarchy. Another plus point is that all your cities have a fixed rate of corruption. Even the ones furthest away from your capital. The down side is that ALL cities have this level of corruption - your home base included!



## The Republic


Extra trade is the order of the day if you choose to be a Republic. Each square that generates trade is now given one extra trade unit. If your empire is large then changing to this form of rule will quite often have a welcome effect on your coffers! It is time to stop smiling though when you realise that Martial Law is abolished, so there's no point in filling an unhappy city full of military units to stop the people uprising. So watch out for civil unrest. The major downer is that it is a peaceful society and your Senate will automatically accept absolutely any offer of peace whether you actually want it or not.

For example, you might be just about to crush the Mongols out of existence when they come begging for mercy. You might want to wipe them out but your passive Senate start signing treaties willy-nilly!

## Democracy

Under a Democracy there is absolutely no corruption (Well in this game at least! Nice theory but that's getting a bit too political for my liking!). You get all the bonuses of The Republic but lose the corruption aspect making it the best government to have in peacetime. Keep a careful eye on what you do with your troops though as each unit not stationed in its home city causes unhappiness and any aircraft or nukes cause it regardless of their whereabouts!

● Tip - you don't need your palace under this form of rule. So you can sell it for cash and also, if your palace is captured while you are building your spaceship, you'll lose your Shuttle. If you haven't got a palace in the first place, then your ship is secure!



### THE REPUBLIC

Civilization Advance

The concept of THE REPUBLIC first appeared in ancient times where the local provinces sent representatives to govern the nation. The head of state was an elected representative, not a monarch. The concept was revived in the Constitution of the United States, and many nations of significant size have adopted something similar. It allowed unprecedented freedom of movement for a portion of the citizens, and resulted in strong economic growth.

### The Rome Times

2283 AD

## The Romans are revolting! Citizens demand new govt.



### FRIGATE

Military Unit



The FRIGATE was a fast and powerful sailing warship that evolved to fill several important navy roles. It was used as the eyes of the main fleet of ships-of-the-line and it raided enemy shipping. The FRIGATE was powerful enough to overcome most of its prospective opponents and fast enough to escape those it could not outgun. Because of its speed and strength, the FRIGATE was often also employed in the role of conveying merchant vessels in time of war, many of which were carrying troops and equipment. The FRIGATE was the most useful and dominant naval vessel until the appearance of the IRONCLAD.

MILITARY LOSSES			
Empire of the Romans			
Mr. Chicken: 2284 AD			
Settlers	10	3	1
Militia	10	7	
Phalanx	10		
Legion	10		
Musketeers	10		1
Riflemen	10	5	
Cavalry	10	2	
Knights	10		
Catapult	10	1	
Cannon	10		
Chariot	10		
Bomber	10		
Trireme	10		
Sail	10	1	
Frigate	10		
Ironclad	10		
Cruiser	10		
Battleship	10		
Transport	10		
Diplomat	10		

## WAR! What is it good for? Er...

Well, it's pretty handy for winning battles and wiping out competing civilizations, we can tell you! To finish off this month's section (watch out for the final piece next month), it is time to take a look at when to go to battle and when to allow cash to be extorted from you.

### MUSKETEERS

Military Unit



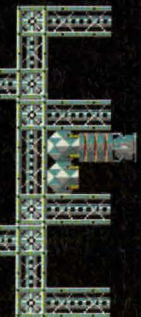
The development of Gunpowder revolutionized warfare because MUSKETEERS, relatively inexpensive to equip and train, proved a deadly foe to the KNIGHT, the previous champion of the battlefield. The mounted warrior was forced to share the battlefield with MUSKETEERS and CANNON, because now each arm had to complement the strengths and weaknesses of the others. Victory most often went to the general who could best orchestrate the deployment of all three. Large numbers of MUSKETEERS within a fortress, or entrenched behind city walls, could prove an exceedingly difficult obstacle to an attacking army.

● The first wars you come across early on in the game are often skirmishes compared with what is to come later on in the game. However, it is still as important to win these battles as you do not wish to get off on the wrong foot into the game.

● Later on, a good time to start a war with one of the other races is if you are



### Roman SpaceShip: R.S.S. Chicken



Population: 00,000

Support: 0%

Energy: 0%

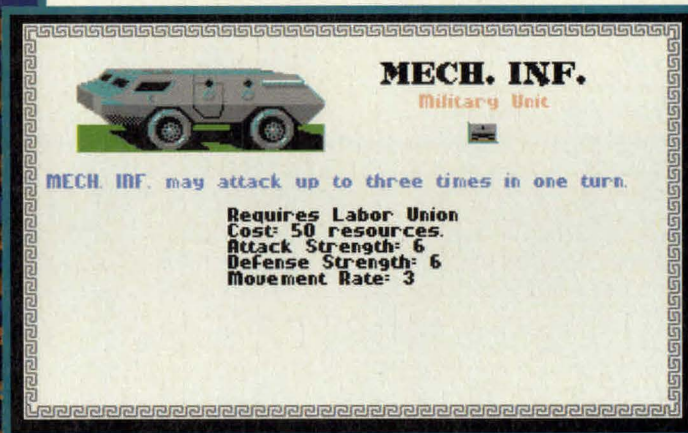
Mass: 5,100 tons

Fuel: 200%

Flight Time: 23.1 Years

Prob. of Success: 0%





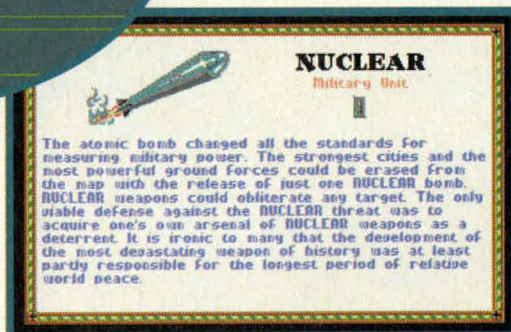
technologically less advanced than them. Although trying to take a city under these conditions (certainly if your intended opponent has a nuclear capability) is risky, for every city you do manage to capture you will be offered one of your new enemy's technological advances. Take three or four cities and you'll soon be back in the race.

- Another prime example of a fine time to wage a war is when you are behind in the Space Race. If you feel you are going to be beaten to Alpha Centauri, locate the city containing the computer civilization's palace and throw everything you've got at it. Take the city and you've got the palace. As we mentioned before, losing the palace means losing the spaceship! A sound tactical move.

- Always be certain what you want the war to achieve. If your aim is to

obliterate a particular race, try and make sure you have the resources to be able to pull it off. The last thing you want is to be on the brink of success and suddenly run out of both units and cash. This allows your enemy to build up again and come looking for your blood, causing the conflict to rage much longer than it should have done. Wars cost money and in Civilization, money can be hard to come by at the best of times.

- If you just want to take a couple of cities, then go for it. Capturing enemy territory is the best way to expand your empire as it saves you the trouble of building it yourself. While you are on these sorties into enemy land though, make sure you don't leave yourself short at the back. You don't want some other race sneaking in through the back door while all your lads are out of town trying to capture a neighbouring city. There's no point in capturing cities if you are going to lose an equal amount. Be prepared!



## NEXT MONTH

The journey to the stars comes under the microscope in next month's instalment. If you simply aren't aggressive enough to wipe out all your neighbours, then the only way to beat 'em is to get up there first. In four weeks time, we'll have the final part of our Civilization tips and included will be the definitive guide to The Space Race.

# CIVILISATION

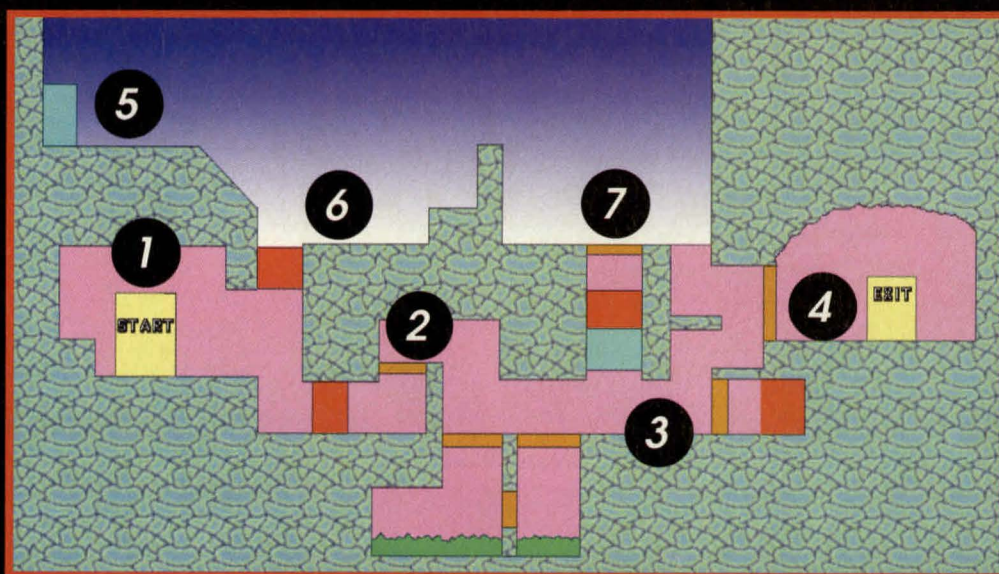


Dave Goodyear whips and kicks Millennium's Morph to bring you the solutions to the last Garden, Laboratory, Sewers and Factory levels. And to make this a special guide, a game of your choice can be won!

## GARDEN LEVEL 6

Now that you're here on the last level, your fingers may be becoming quite green. But they're far from experienced yet! So follow this well illustrated guide to complete this section of the game.

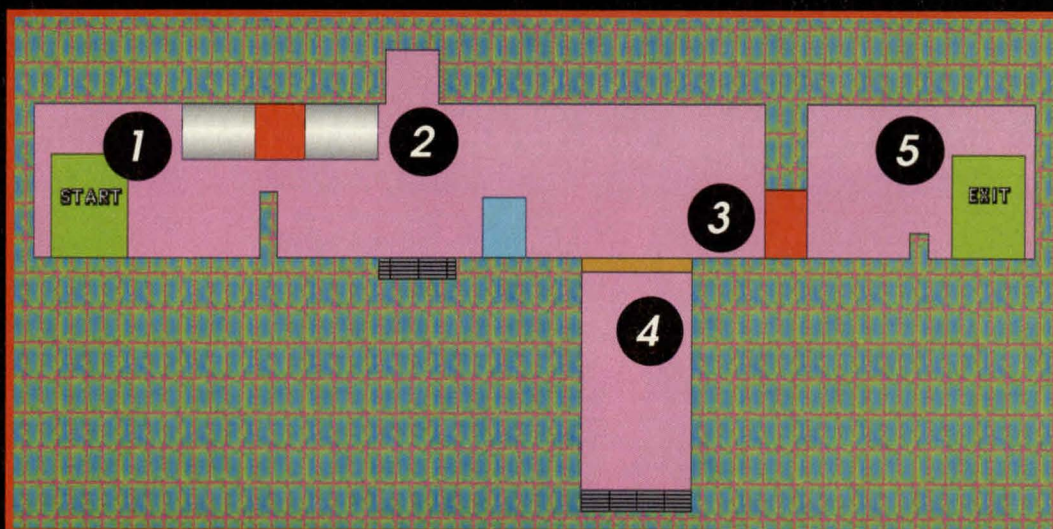
- 1: Resting upon the doorway is a star. Collect this and then transform yourself into a water blob. Now just push right to land upon the fires and onward to the heat barrier below.
- 2: Then using your gaseous form, float through the gaps in the platform and collect the key before changing into flexiball.
- 3: Then using your rubber-like skill, bounce into the cooler above to become Mr Steel ball. Then using this hardened talent, crash into the crumbly wall to the right and use the heat barrier beyond to assume gaseous form once more.
- 4: Float through the locks and collect one star and the water droplet. With these two items collected, start moving towards Location 5.
- 5: Once here, retrieve the treasure chest and cloud icon. Then float inside the cooler to become the water blob and speed off to the right to quench the fires below.
- 6: With the fires extinguished, move into the heat exchanger to the left and become the cloud and go back to Location 5. Once back there



- again, become the rubber ball by using the cooler.
- 7: Then bounce to this location and use the water powers to pass through to get the missing cog. When you pass back through the way you came (thanks to the heaters below), morph into the black ball and roll as fast as you can to the exit.

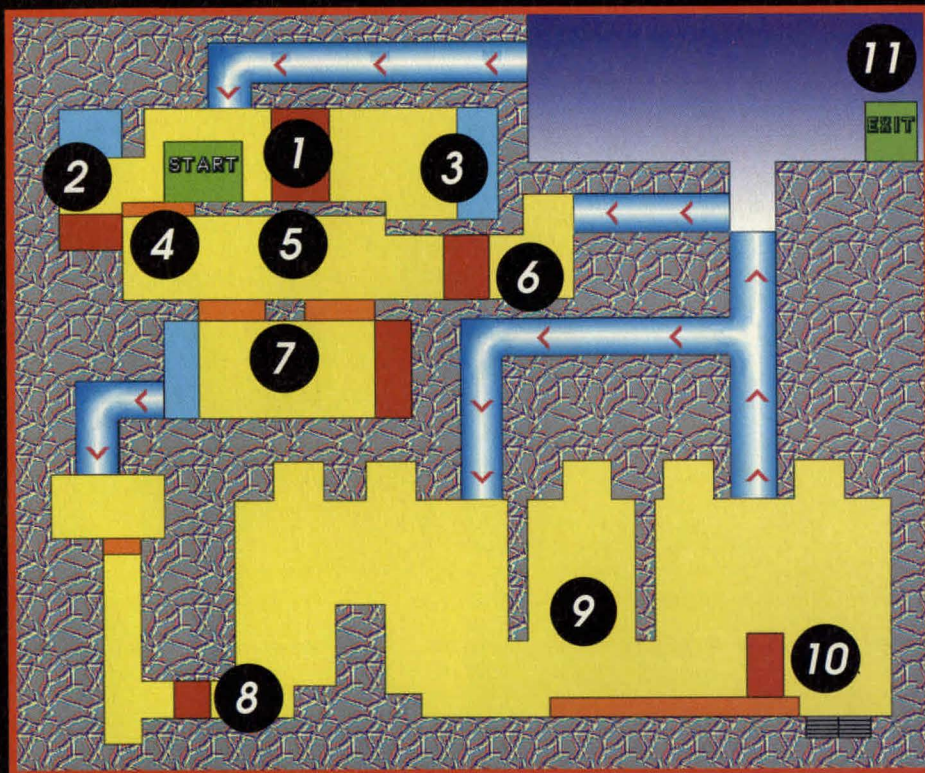
## LABORATORY LEVEL 6

Entering the sophistication of the labs, you'll need every bit of cunning and intelligence you can lay your hands on. But at least you can rest when you reach the final level for help is at hand.



- 1: Assume the role of the orange ball and bounce up into this overhead pipe.
- 2: Before leaving the pipe, turn yourself into the ultra-heavy steel ball to avoid catastrophe on the drains below.
- 3: Use this heater to become water and then move left.
- 4: Using the properties of water, slide inbetween the gaps and get the last cog of this level. Next, change into the cloud quickly!
- 5: Float over towards the exit before changing back into water to leave this level.





## FACTORY LEVEL 5

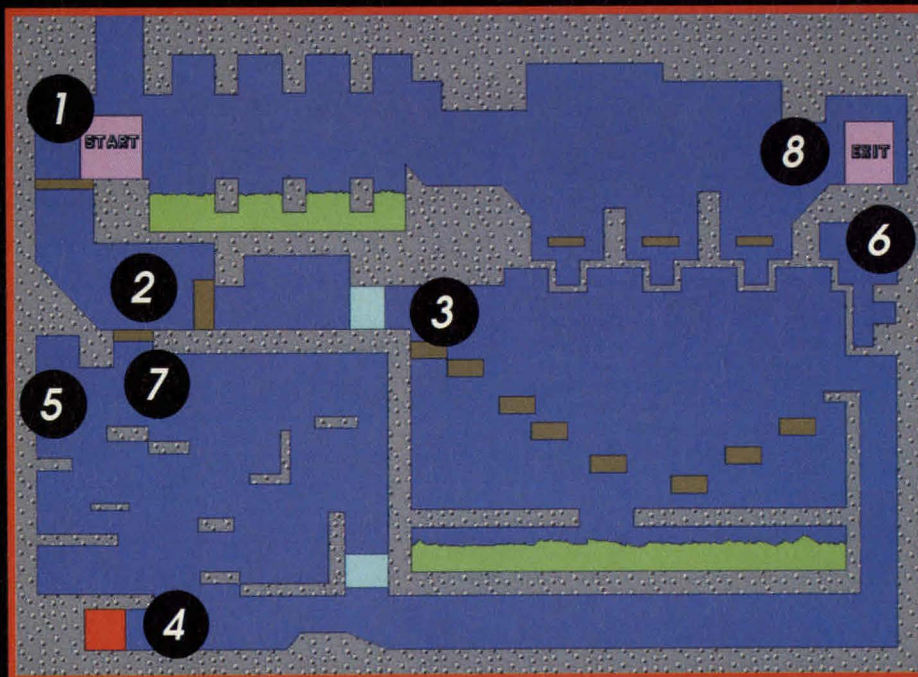
Among all the clanking, grinding and banging, you can't really think that well can you? Well if this is the case with you, then consult the following solution.

- 1: Step number one is use this heater to become the cloud.
- 2: Now float into the cooler just above and then transform into water to drop down into the heater below whilst activating the switch inbetween.
- 3: Move over here to become the bouncy ball and then move left through the heater to become water again.
- 4: Then fall through this gap and become the super-heavy steel globe.
- 5: Travel along the magnetic strip above.
- 6: Once you've reached this location, flip the switch and move through the heater and go through Location 7.
- 7: Falling through the one-way block, you should then enter the cooler to assume the metal ball.
- 8: Upon reaching this heater, use it and become gaseous again.
- 9: Passing the pallets, turn into our rubber friend, flip the switch and use the cloud again to get the cog and cloud icon above. Then drop down again as a water droplet and travel along the conveyor belt (it should be moving to the right).
- 10: Then through the heater to become the cloud for the last time and then up, up and away to the exit at Location 11.

## SEWERS LEVEL 5

Things get nasty in more ways than one now as the rats that inhabit these sewers are none other than the programmers themselves. The reason for this outburst is the puzzles are pretty damned tricky to solve but at least you've got my highly informative map.

- 1: Start the level by turning into a water droplet to pass through the grill below. And then turn straight into the steel ball to smash through the wall at Location 2.
- 2: Once you've broken through the wall and passed through the heater, metamorphosise into the black ball again to get past the overhead fans.
- 3: Then once you've passed through the cooler, be sure to quickly change into the flexiball. Now use the bouncing marvel to reach the other side of this cavern. But be extra careful not to bounce too high into the fans above or bounce too low and hit the spikes below.
- 4: Once you make it here, use the heater provided to become gas once more.
- 5: Dodge the fans throughout the cavern and enter the teleporter here to get at a very special switch.
- 6: Still using the cloud's abilities, float up here and get the stars as well as the cog. Drop back down as the orange ball to pass back through the shimmering teleporter.
- 7: When you leave the portal at Location 5, head toward here and become the cloud. Float toward the starting point and then head right for the exit.
- 8: See it's not impossible, is it?



## Ooooh! Surely not another compo?

Yes, it's true! Here's the chance to win any game of your choice so long as we possess it! All you have to do is send in the solutions (detailed maps please as text can become too confusing) of the Factory level 6 and the Sewers level 6. The first person with the correct solution will win a free game of their choice (but try to enclose a

list of preference in case we don't have your first choice!) And then send them all to:

Morph GTGA Compo,  
Amiga Action, Europa House,  
Adlington park, Macclesfield,  
Cheshire, SK10 4NP.



# MORPH



## GIVING THE GA

*Darren Hebden, on behalf of Krisalis, has kindly supplied the following solution to the wonderfully bright and charismatic Arabian Nights.*



### Level 1 - The Dungeon

Although you don't need to collect all the coins from this level to complete the tasks, it all goes toward a great bonus score at the end of the level. The first level has many secret rooms hidden through the drainage holes in the walls so remember to look out for them.

The first one is through the first hole straight after your cell door. Simply pull down on the joystick and tap fire - you will be transported into the secret room. Unfortunately, the hole is one-way so you're going to have to make your way to the other hole. On the way through, you might like to pick up the jewels which have been left around.

The second secret room is across the acid pit and through the first cell door. The platform goes under a low wall, so remember to duck! Don't take too long, though, because you need to jump on top of the wall to avoid getting pushed off the platform. Repeat this process and all the jewels are yours.

The third room is the cell door next to the prisoner's cell. You have to get through the small space to reach the jewels and so take a run up to the gap, ducking at the last minute. If you are going fast enough, you should slide through the gap with no problems.

Go on through to the prisoner's room and hack at the far wall. You should be able to destroy the wall and pass through into a room packed with jewels. The task of freeing the prisoner should be a lot easier with all this cash!

Right, the next room is hidden in the first hole in the wall in the big room with the second locked door. In here is a couple of acid pits and a few block throwers, so watch out.

You also need the Maze Djinni which is in the guard's quarters. However, it's protected by a nasty guard so if you don't want to risk it, the magic pot maze solution is this: Take pot 4 (the one on the right), then pot 3 and finally pot 2. This should take you through the maze.

Make your way up past the guards and get into the pot at the top. While falling down the long tunnel, push to the right and you should find another room through the wall. Climb into the pots to reach the jewels.

A few other pointers for this level are as follows. When attacking guards, hack then retreat. Repeat the procedure while the guard slices at thin air. If you get stuck in the magic pot maze, enter the first pot to return you to the entrance. And to get the prisoner down, you need to use the snake as a crank.





## Level 2 - The Forest

Directly above where you start is a secret area. To reach it, run right until just before the second tree, jump into the trees on your left and you should walk into the secret area. Some coins are here but watch out because they're guarded.

You can get some extra points by climbing down the tree stump between the two bridges. If you look to your right when you're at the bottom, you might spot another secret area. Go to the second bridge and let yourself fall through. In the chest is another life as well as some coins to the right. To get back up, stand in the box on the little bridge with the spikes.

On the right of the bridge is a stump which leads to even more jewels.

Pay the turtle to open a way through the hill for you. You will then arrive at three wells. The first launches you into the air, open for attack by the vicious birds. The second one will take you to a secret area with lots of energy potions and coins. The last well leads to granny's house.

When you return to the granny with the spool of thread, she explodes. You can now get the carpet and go to meet the rock guardian. After entering the box in the treetops followed by the one underground, you will be in a room which is just before the rock guardian. Use any potions to get your health back up to full. Also, the rock half way up the left is fake and you can get some extra coins from in there.

Right, once you are ready, go in to meet the guardian of the level. He is a rock elemental so watch out for the massive boulders he throws at you.

Also, after three boulder attacks, he slams a boulder into the roof of the cavern causing the roof to shake - avoid the falling rocks! To kill the rock guardian, you have to hit his boulders back at him. Get them before they bounce too much or they may miss. You shouldn't have too much trouble with the guardian once you get into a steady and effective rhythm.

General tip: you need water to make the drought-stricken plant grow. Catch the bear's tears in the thimble - they always fall to the opposite side from where you are stood. You will know when the thimble is full as water appears in the graphical picture at the very top of the screen.



## Level 4 - The Galleon

There are two main routes to get through the ship. The choice comes when you reach the first Quadipus: either down the rope and past the eels or past the Quadipus and to the left.

First, the 'eel route'. Down the stairs, where the first eels are, there is a false wall on your right. Journey through there and down to collect some fish bones.

By pressing the buttons, you set off the large columns. These need to be moves so you can get past. If it looks like you've trapped yourself, continue the way you were going and it will bring you back round.

Enter the cooking pot to transport yourself. In front of you now should be a large platform with holes in it. At either end of it should be blocks with metal studs in them. When you stand on this platform, it will begin moving but it will not carry you along - you have to keep up with it.

Just after the section where there are spikes on either side of you is a part with a long strip of spikes below you. The spikes in the middle of this section are fake. If you drop through here, you can get into a pot which will cut through a lot of the level. You may also see a fish bone bonus; don't get it as the floor ends before you can get to it so you will fall to your doom.

After all this, get off the moving platform quick and enter the pot. This will transport you to a point we will call Point X.

Now onto the Quadipus route. Just past the Quadipus is a cannon so wait before you leap. The next set of cannons are pointed toward each other so wait in the small dips until it is safe to continue.

The eels on the ropes are hard to get past. It is possible to hit them while in mid-air but this isn't recommended for beginners! Wait until they are either at the top or bottom of the ropes, then make your move.

The pot at the end will bring you to a point just across from a cannon so watch your first move. This is the room with Point X in it - while this route gets you here quicker, it is harder.

Whichever way you came, go to point up and to the left of the cannon to collect an extra life.

Both routes meet here so carry on as before. Hit the first button and avoid the bomb. The second button you need to get is at the top left of this new room. This will move the column back and let you past.

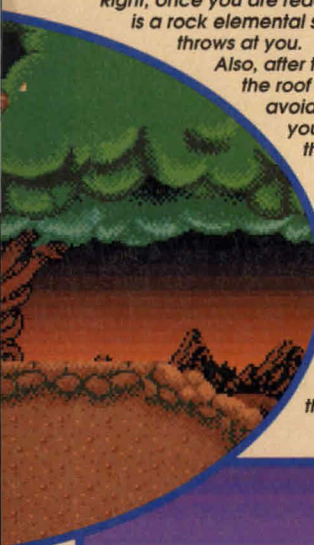
There are two doors you can choose from. Both lead to the same place but the second is more profitable but more dangerous.

Your next task is to find the five fish for the Crab Cook. Each of the doors contain a Quadipus which will give you a fish when defeated.

- **Door 1:** In this room, the roof may be a little low for you to jump over the Quadipus so stand with the gap above your head so you can jump through it.
- **Door 2:** Once you have hit the Quadipus in this room, duck back down the stairs to avoid getting hit.
- **Door 3:** There is a small ledge for you to jump up on when the Quadipus attacks but remember to hit him close to the edge of the spikes, otherwise you won't be able to reach the fish.
- **Door 4:** Close in on the Quadipus but be careful, there isn't much space to jump in this particular room.
- **Door 5:** Straight away, jump onto the ledge to avoid the cannon shot. When you attack the Quadipus, return to the ledge to avoid the shots.

After all that, return to the Crab Cook who helps you escape. In the last room, climb aboard the small moving platform, flick the switches so that the column is up and then drop down the left-hand side. Now jump on the giant plug to finish the level.

General tips: The bombs re-activate themselves so try not to rush off screen at the first sign of trouble. Wait for them to explode at a safe distance, then pass unharmed. The cannons themselves won't harm you if you touch them, only the cannon balls. Try to use the invulnerable time (when hit) to your advantage - in other words, get past the difficult sections while you can't be hit!



## Level 3 - Flying Level

A curious shoot'em-up level, featuring flying sheep of all things! Just shoot everything for loads of points.

The easiest path is by sticking to the top half of the screen, away from the upcoming sheep. Even so, you shouldn't experience any real problems once you learn to master the art of carpet flying!



## Level 5 - The Deep

There are lots of extra bonus points to be earned on this level if you explore it fully. The pipe systems will carry you all over the map so make sure you have explored the area you're in before entering any pipes you may find.

If you enter the first pipe you find, follow the map up and around to the left where you will find a chest containing diving boots. These stop you from rising to the surface when you stop swimming. They are also needed later on in the level.

There are two pipes to the right, just after getting the diving boots. The bottom pipe leads to a couple of useful bonus areas where you can pick up extra goodies. The top pipe leads to a ball and chain. Avoid this and wander down to the right and enter the pipe you find there.

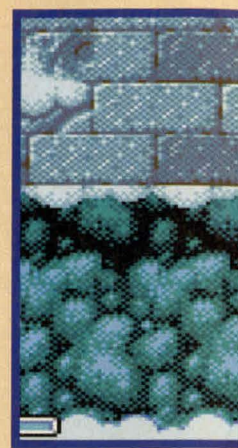
This brings you to the area with six pipes in. If you're not careful, you'll be shot from one pipe to another, to be eventually sent out into another area going the wrong way. Re-enter the pipe you came out from and this time you will be set back on the right path. If you can stop yourself in the middle of the six pipe area, you can pick up some bonuses and an all-important extra life.

Back on the right route, avoid the ball and chain (ignore the chest hidden in a hole because it's a trap), avoid the undersea enemies and the swimming skulls. If you haven't got the diving boots, you may find the next section of spikes a bit difficult.

The next section winds through the rock. Head for the pipes to get the correct route but don't worry if you get it wrong - you will still end up getting some bonus points!

This is the last room before the Water Guardian. As before, get yourself ready by renewing your health points with any potions. There is a secret room to be found in here, somewhere near the spikes.

The Water Elemental uses bubbles to force you into the roof of spikes so your reactions have to be quick. Don't fall into the water, either, as this is fatal. Each time the Elemental launches his attack, he shakes. Use this as a warning and get out of the way.



## Level 7 - Diamond Mines

It's possible at some points on the map to duck and fire to fall through the platforms. This can be useful to bypass some parts of the map.

Just after the section where you leap from conveyor belt to conveyor belt, there is a large hole. Don't go down it as it leads back to the pit of spikes.

Some way after this, you find yourself at the bottom of a long tunnel. On each side of this are some ice blocks. Hack away a couple of these to make it possible to get to the top. This route is a little easier and more profitable but also longer than following the tunnel to the right.

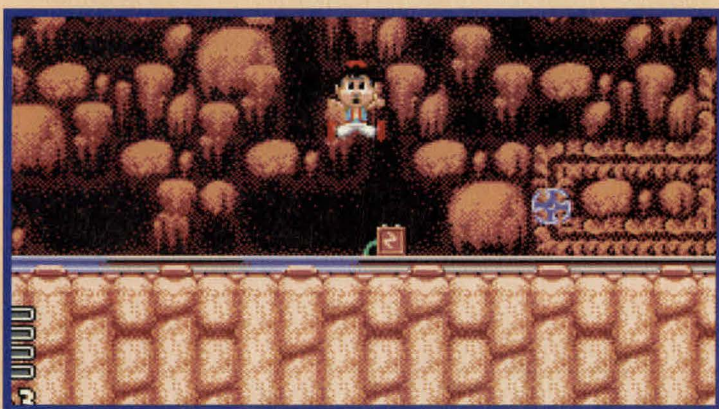
Just after the hole with the spikes on the walls are two sets of buzz saws which can cause problems for the slow. If you're feeling lucky, you may want to try and get into the secret rooms. Stand on the slope at the top of each of the small hills and fall down through the platform. The exit to the secret rooms leads back to the spiked hole.

The next secret room is on the edge of the cliff with the guard. After leaping from ice block to ice block, stand just in from the edge of the cliff and fall through the platform.

Later on, past the Danger sign and past the large block of spiked ice is the tunnel leading to the Fire Guardian. The last secret room is near the spikes on the left of the tunnel. As you are falling down, pull left and walk through the fake spikes. Watch out, not all of them are fake.

The Fire Elemental is not alone in his attempt to stop you. He has his son with him who will hop from side to side, trying to annoy you as much as possible.

You can only kill the Fire Elemental by turning on the water pipes that are above his head. Hit the valves to do this. As each of the valves takes several hits to start, prepare the valves while you have time so that when the Elemental is under them, you only have to hit them once to set them off.



## Level 6 - Mine Cart Race

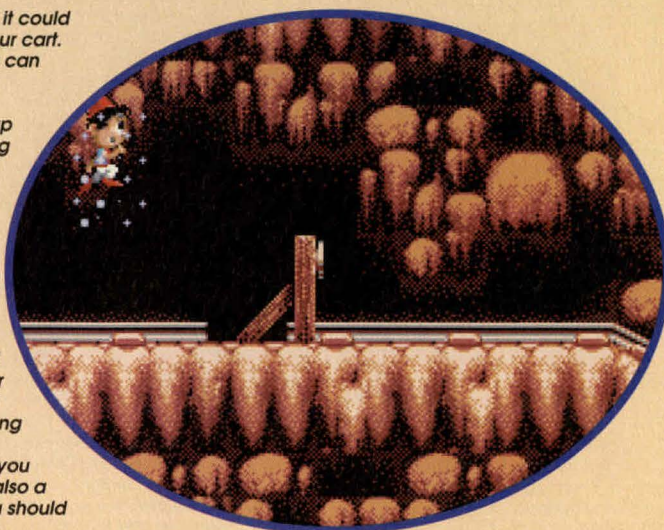
Collecting jewels on this level earns extra points but it could also lose you the race so try your best not to lose your cart. It's possible to finish the race without your cart - you can even finish in the other cart if you want!

This level is all about speedy progress. If you find yourself struggling up a slope, try hopping the cart up the hill. This is quicker than turning around and taking another run up.

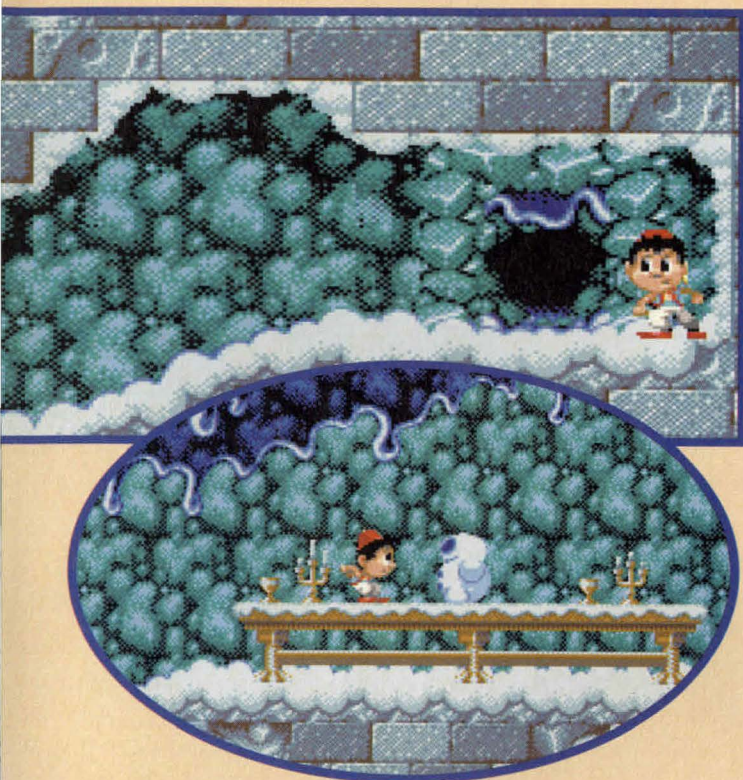
There is a short-cut in this race - it's before the second wall of ice. Coming down the slope, you will see two arrows; one on your slope and another on the other side of a small gap. If you hop from platform to platform, avoiding the magnet, you should find you have cut out a large chunk of the map and saved yourself vital seconds.

And another tip is this. If you are seconds behind the computer and have missed the short-cut, speed over to the bottom right of the map. Leap out of your cart and onto the arrow which points up. This should spring you into the air, allowing you to bypass the long climb to the top.

The secret bonus in the customs can be scored if you finish the race without wheels on your cart. There is also a key which gives you super-speed - find this and you should easily win the race.







## Level 8 - The Approach

The final flying section to reach the fortress. The enemies are a little tougher and there's a lot more of them swarming around you.

Employ the same tactics as Level 3 but you'll have to be a bit quicker on your toes.

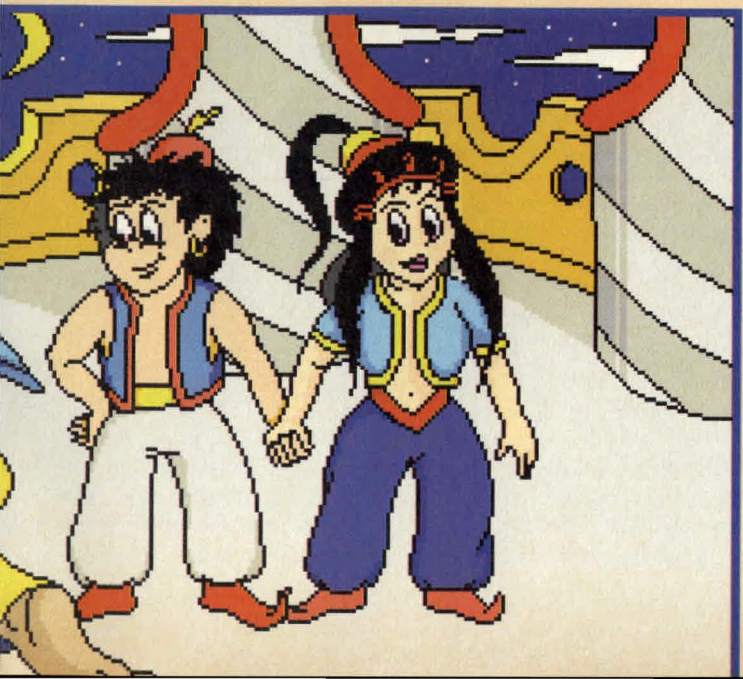
You will soon reach the fourth Guardian - the Flying Demon who stole your love, Laila. The Demon is carrying a magic orb which gives him a special attack. It is also his weak point so hit this and it'll drain his energy.

The Demon has three attacks which it carries out in sequence. The first one is the swoop attack where it follows a clockwise path around you. Avoid this by moving to the centre of the screen.

For the next attack, he uses the orb to shoot three magic bolts at you. If you are quick enough, you can move to the left-hand side of the screen where it is easier to avoid them.

His final attack is a direct swoop where he comes charging straight at you! Leave it until the last minute and then when he starts his swoop, quickly fly out of his path. Move too early and he'll alter his direction to come straight for you.

Just after this latest attack is the best time to start plugging away at him. After enough hits, he should fall out of the sky, allowing you to pass and face your final challenge.



## Level 9 - The Ice Fortress

The first things you need for this level are the crampons which stop you from slipping around so much.

Your initial problems are the frozen doors. To defrost them, you have to get a blowtorch for each one. The first one can be found up the lift and to the left.

There are also some bonus points available by leaping through the wall. Carry on to the top, avoid the icicles, the bomb and the snowman. To get under the spikes, you must take a running leap then duck quickly to slide out of harms way. In the next room, you get your first blowtorch.

Use the blowtorch on the first door. Carry on through and continue down the corridor. At the top of the next room is a bomb. Wait until it explodes, then pass through the wall behind it for an extra life. In the room with the chandeliers is another blowtorch and the crampons.

The second door leads to the Projectile Sword which is needed for later in the level. The first room on the lift and to the left contains the sword. This is a difficult room: to avoid getting hit by the small snowballs you have to jump to the next ledge just as the snowball is launched from the one above. Getting down again is a lot easier - just jump!

Next room up the lift is for bonus points only. Smash the ice blocks in the room and this will free the snowman. It is possible to get past by only smashing two of the three blocks. With good timing, it is possible to smash all three blocks and escape unharmed.

The last room leads to the blowtorch. There is a chest containing a Speed-Up bonus but don't get it as it makes the room more difficult than it already is. At the top of the lift are some spikes which will kill you, but you can save yourself by running left through the wall to collect a healthy bonus.

Your final door leads to four holes covered by smashable blocks. This is what you need the projectile sword for. Each of the four holes take different routes but finally meet up before the final encounter with the Evil Vizier.

The first hole has bombs guarding it. Leap out of reach and the bombs will clear the way. Further on is a room with falling platforms. You can bypass the bombs in this room by climbing the falling platforms. This room meets up with hole 2.

Through the second hole is a corridor in which a bomb walks along the platform above your head. You have to wait until it reaches the ice blocks further down the corridor and then set it off. Don't worry if you set it off too soon as the bomb will be back if you go off the screen.

The next room is the one that meets up with hole 1. Drop into the pipes with the eyes to spring up. There is another secret room next to the door on the right. Just destroy the wall to get into it. The wall on the above and left of the two faces is fake and inside is a special object. Continue along and you will soon arrive at the hole which leads to the Evil Vizier.

In the room from the third hole is a Speed-Up bonus. You need this to get under the long row of spikes. Make sure you remove your Crampons before you attempt this so that you can make it. Although if you stand up four spikes in, you will be able to get into a secret area and grab the goodies inside. The exit is on the left. Stand on the marble column and leap off at the last minute. Carry on to the right. Later on you will arrive at the entrance to the last section.

Hole four is easy and probably the most fun. Simply hit the spring and duck. You will be shot back and forth, pushed up into other springs and finally arrive in another room. If you carry on this route you will join up with the hole three route. Although there is a secret room in the room with the ice and the spring. Hack the wall away on the left side opposite the spring. Only two blocks will go. Go over and hit the spring then duck to slide under the wall. A spring on the other side will let you back if you want. On the other hand, climb the collapsing platforms to get a Shield bonus. You can also jump through the ceiling on the right to get back to the entrance to the last encounter.

The Evil Vizier has the powers of all four Elementals you have defeated and will use them one by one to defeat you. The order they come in is Wind, Water, Earth and Fire. Here are some tactics to use against each.

- **Wind:** The Vizier will appear on one side of the room and spikes will appear on the opposite wall. He then tries to blow you into the wall of spikes. If you jump against the force of the wind and attack, you can get enough hits in and stop yourself being impaled.
- **Water:** The main attack comes in the form of spinning bubbles. Avoid these as best you can then get a few hits in. Then spikes come out of the roof and bubbles force you up into them. Survive this and you get another chance to hack at the Vizier.
- **Earth:** Blocks fly out of the wall at you while the Vizier stands in the centre. They appear in line with you so keep moving to avoid them. After that blocks fall from the roof.
- **Fire:** The Vizier stands in the centre of the floor in amid some spikes while he launches his fire attack. Avoid this and the spikes will disappear giving you a chance to hit him. Now it's all up to you.



# SMALL TIPS -->

**Another selection of cheats for all you wild and crazy gamers!**

## ELITE v2.0

**N**eil Cross, who actually sent us a letter through the post despite living about 200 yards away, offered these snippets for the excellent space exploration/trading thingy.

On the password screen, type in SUZANNE followed by the correct password. Now, once in the game, type \* and change to the following:



To change byte.	New value.	Effect.
3F	3F	Clocking device.
3A	3A	Retro Rockets.
3C	3C	ECM jammer.
31	31	Energy unit.
32	32	Docking comp.
34	34	Gal. hype.
39	39	Military lazer.
21	1 to 25	Number of missiles.
2B	2B	Fuel scoop.
2C	2C	Escape cap.

## ACTION REPLAY

**A** random selection of the thousands of Action Replay cheats sent in by C. Tate from Cheadle:

Fast Food Dizzy - Lives 45Fed

Lotus 2 - Time COB05F

Project-X - Lives COB933

Mega-Lo-Mania - Men on Island 17ED5, Men 17ED7

James Pond - Lives TFD 1BO, Time TFD 28C

## BUDGET BASEMENT

**T**hink we might've done this before for Bart vs Mutants but it's out on budget now, so here it is again anyway for the tight-fisted ones. Type in COWABUNGA on the title screen and ye shall be rewarded with infinite lives. Simple as that.

Another budget release is Lotus 2. If you were foolish enough to miss out first time around, then here are the course passwords.

Night Course = TWILIGHT

Fog Course = PEA SOUP

Snow Course = THE SKIDS

Desert Course = PEACHES

Motorway Course = LIVERPOOL

Marsh Course = BAGLEY

Storm Course = E BOW



## TRANSARCTICA

**T**he codes for Daze's train'em-up are selected on the options page at the beginning of the game.

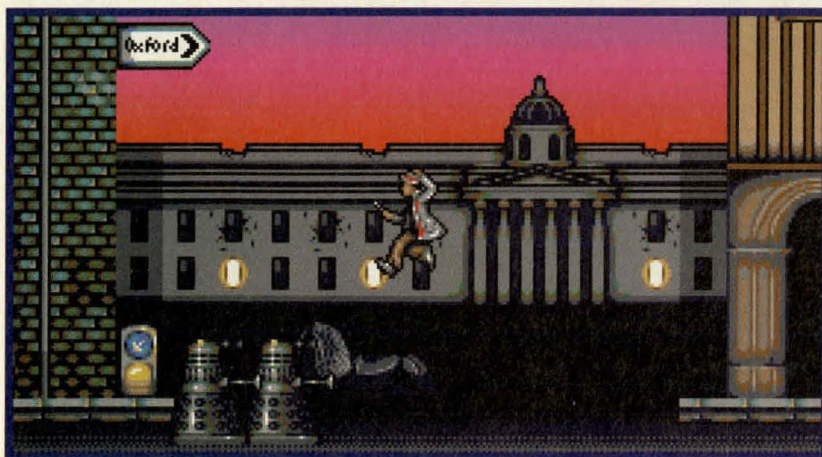
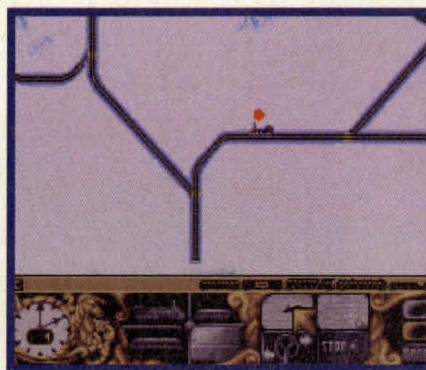
Place the mouse cursor in a corner of the screen and then press the left mouse button, CTRL and ALT all together to access the cheat mode.

**SUPERTRAIN** gives you a fully loaded train with everything you need to win. Click in the top left corner.

**SUPERENEMY.** As above but more of a challenge with a super-strong enemy. Click in the top right corner.

**SUPERSCENARIO.** Provides you with supertrain, all the objects and the scenario to win. Just click in the bottom left corner.

**VICTORY.** Obvious. Click in the bottom right corner.



## DALEK ATTACK

Those hopeless cases still stuck in London may find these codes helpful. Type them in on the intro screen.

Paris - DAY OF RECKONING

New York - THE SLYTHER

Tokyo - TRICOLOUR COPY SHOP

Skaro - D5 GAMMA Z ALPHA

Invincibility - JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS

For your information, when in Paris, a secret walkway will appear if you step out from the roof of the hotel, which will allow you to cross the waterfall without getting your feet wet! Above the centre of it, invisible steps lead up to a clutch of goodies and bonuses!



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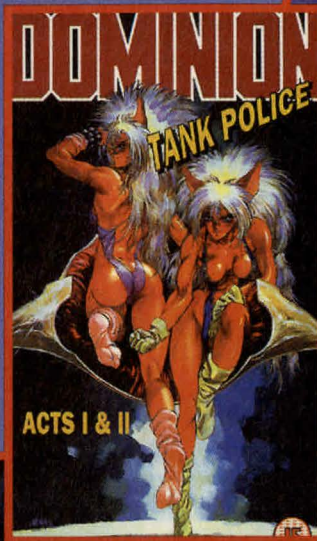
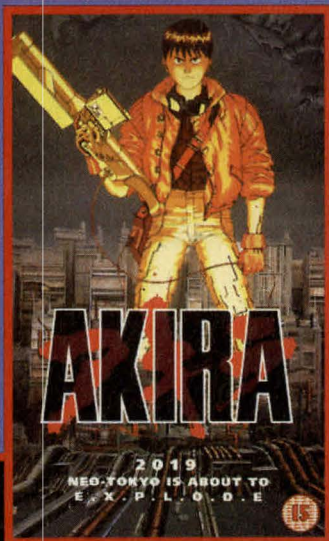
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*Join us as we immerse ourselves in the incredibly strange and kinky world of Manga Video.*

BY: STEVE McNALLY



**M**anga is a name that is on everyone's lips at the moment, or at least everyone who is in the slightest bit interested in high-tech, all action, top quality entertainment.

Over the last six months, the name Manga Video has been almost impossible to avoid, especially if you have had occasion to pick up one of the numerous console magazines that have been proclaiming the virtues of these Japanese animation epics almost non-stop within their pages.

It's easy to see why these videos have forged stronger links with the console market than they have

with machines such as the ST or the Amiga. This is for the simple reason they're almost always action oriented films which contain fantasy based characters, and not only look similar to Japanese game heroes, but very often are one and the same.

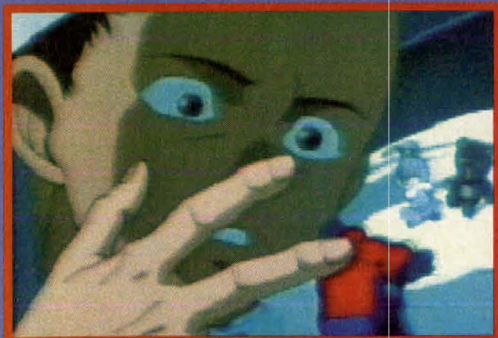
For instance, Ken, the hero of the exceptionally popular and not to mention brutal *Fist Of The North Star* is none other than the hero of games like the MegaDrive's *Last Battle* and the Super Nintendo's *North Star Ken 6*.

Another name which will doubtless mean nothing to many of you is *UN Squadron*, a game based on a popular Japanese comic and animated television series entitled *Area 88*. Also, the Y's fantasy role playing series, *Gundam F-91*, *Ranma 1/2* and *GPX Cyber Formula* are all directly based on one form of Japanese animation or another.

However, we thought that it was about time Amiga owners got in on the act - after all, it is the films themselves that are important and nothing else. Why should you miss out just because games based

on these movies, most of which are appalling in the extreme (the games that is), are not converted to your machine? I mean, they are available everywhere you can buy computer software these days.

This is a deliberate marketing ploy by the people behind Manga Video. The last six months has seen them make a concerted effort to make their wares available in computer games stores throughout the land and, it has to be said, they have enjoyed a great deal of success. Obviously, their main aim is to sell more videos and by expertly exploiting the close links between their products and video games, they have expanded their audience, making each Manga title a highly sought after item.



**"Manga Video has some**





# Only ONS

It would appear that each release so far has been carefully selected as a result of it being exactly the sort of thing that will supposedly appeal to your average gamer, with each one being a heady cocktail of fast moving, action-packed science fiction and fantasy.

Mixed reports come out of Japan as to the state of 'anime' (that's Japanese animation to you and me). Some say everything is wonderful and up to the high standards of the examples released in Britain to date. Other more believable reports state that much of the material made is completely awful. Hopefully, though, Manga will keep up its policy of allowing us to only sample the cream of the crop and resist the

temptation to flood the market with poor quality, second rate dross in an attempt to increase their company's profit margins.

Certainly so far quality has been the watchword, with the flow of releases squeezed down to a minimum to ensure maximum enjoyment for the viewer, by ensuring that what he sees are only the finest examples of this trendy Japanese artform.

Before you sit down to watch one of these videos, you should really know what to expect and you can guarantee what this will be without fail. You can expect to witness spectacular special effects, big guns, terrifying monsters, extremely cute young girls

(invariably with great big eyes), collapsing buildings, characters with unexplained psychic powers and numerous grisly deaths.

All video releases in this country come under the scrutiny of the British Board of Film Classification - and Manga is no exception. They have incurred

the wrath of this institution on more than one occasion, the most noticeable being the case of Urotsukidoji - The Legend Of The Overfiend. Upon submission for classification, this film contained scenes of sex and violence so graphic and in some cases truly disgusting, that there really was no alternative but to slap an 18 certificate on it. Not the best of starts really when you consider the target audience and for what is essentially just a cartoon. If you are easily offended, don't be put off. Not all Manga Videos are like this, although the recently released sequel

Urotsukidoji II - Legend Of The Demon Womb achieves the impossible and surpasses its brother in the grotesque stakes by quite some distance. Much of Manga is completely inoffensive; for instance, Fist Of The North Star is an entertaining beat'em-up. Dominion Tank Police and Project A-Ko are fast action comedies while Vampire Hunter D and 3x3 Eyes are supernatural action comedies and Odin is basically a Japanese version of Star Trek.

Basically, Manga Video has something to offer everyone. From light-hearted to completely over the top, drama to comedy, everything you could wish for is in there somewhere, all beautifully drawn and animated by the best Japan has to offer. Just because you don't own a console, you really shouldn't miss out. Watch one of these videos and you will want to watch them all. AA

Nothing to offer everyone"



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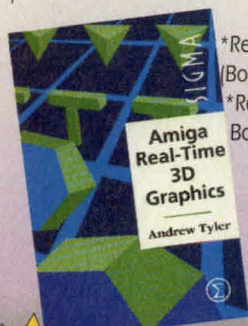
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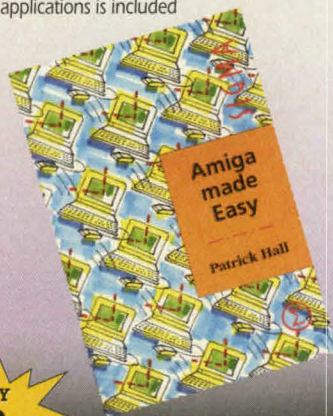
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## LOTUS 2

**Publisher:** GBH Gold

**Price:** £9.99

I think Paul got the rather dirty end of the stick in that he was subjected to the horrors of Crazy Cars 2 while I got to run my eye over this little beauty once again.

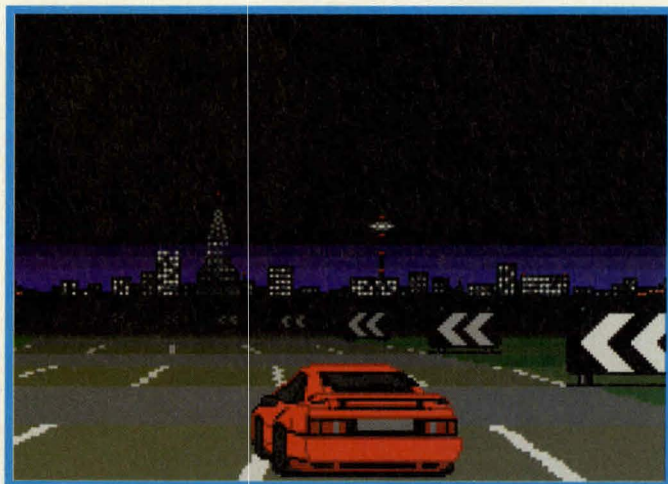
The best of the Lotus trilogy, it incorporates virtually everything that is needed in a good race game. There are the usual control method options (although a more in-depth set-up system would have been nice), slick, fast and reasonably detailed graphics, excellent gameplay in the eight stages (60, count them, 60 checkpoints) and a decent representation of a Lotus Esprit and Lotus Elan.

There are enough cars and hazards on the track to provide a real challenge when combined with the strict time limits. And passwords are provided for each stage, too. Not only is a two player split screen option available but three or four can take part using a second copy of the game and a linking cable.

Excellent at full price, it's superb on budget and shouldn't be missed second time around at any cost.

**REVIEWED BY:**  
**Steve**

**SCORE 89%**



## PREHISTORIK

**Publisher:** Fox Hits

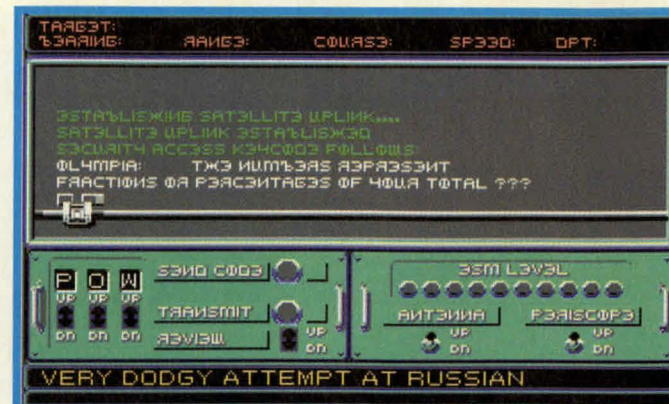
**Price:** £7.99

I really can't understand why software companies persist with this line of release as few efforts are much cop, reflected by their conspicuous absence in the software charts.

Since getting hold of food wasn't always the quick trip to Tesco's it is today, the aim of the game is to fill your cavy's belly as quickly as possible with a variety of food from inside the caves of a host of prehistoric beasts.

The beasts aren't too keen on this state of affairs as you might imagine and, therefore, a certain amount of dino tubbing needs to occur in downtown Prehistoria.

And that's it really. It lacks full screen scrolling and speedy thrills, but does contain enough to justify the price tag. A game for those who haven't got 30 quid to spend. Like me.



## 688 ATTACK SUB

**Publisher:** The Hit Squad Platinum

**Price:** £12.99

Now that Ocean have struck a deal with EA to publish loads of their old classics through The Hit Squad, we can expect a good few games of this type at knocked down prices and about time too!

To the best of my knowledge, 688 AS and the Silent Service duo are the only submarine simulations on the market, so there isn't a lot in the way of comparison material. Suffice to say that this is a very good game indeed. I say this because in the space available here, it is impossible to list everything the game contains.

In short, you are the Captain of either an American or Soviet nuclear powered sub and your aims are varied depending upon which of the 10 missions you embark. You can simply choose to create a nuisance by ruining the enemy's reconnaissance plans, or wage all-out war using all the ultra modern weaponry available.

Once familiarised with the controls, most will be impressed with all the game has to offer, though a fair gripe is that the action is stunted to some extent by the laboured mission controls.

**REVIEWED BY:**  
**Paul**

**SCORE 80%**



**REVIEWED BY:**  
**Steve**

**SCORE 53%**



# WWF WRESTLEMANIA

**Publisher:** The Hit Squad

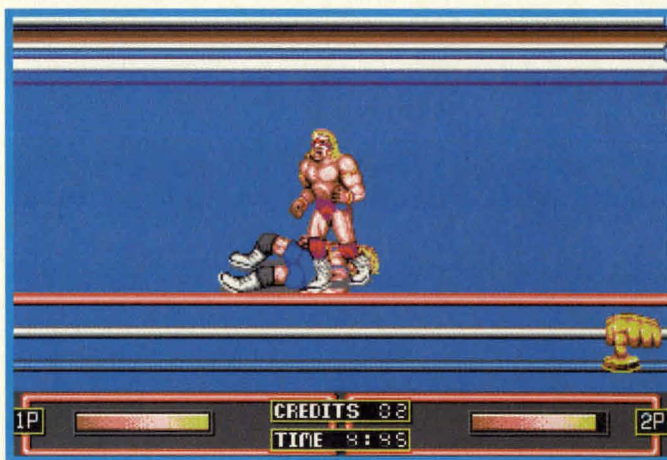
**Price:** £9.99

**W**hy oh why did Ocean release a hugely inferior sequel to what was already a very dodgy game indeed? Don't know why I'm asking really as it was about the third best seller over the Christmas period and that, I suppose, is all that matters.

Since the WWF novelty hasn't yet worn off for most of the kiddies, what better time to re-release the original on a budget label?

Lucky blighters that we are, we can compete as what must surely be the strongest and most fearsome men alive: the fabulous Hulk Hogan, Ultimate Warrior or our very own British Bulldog. Not only that, but before a competition match (a practise option is also included), we can actually CHOOSE A RESPONSE to the nasty utterances of opponents such as Mr Perfect and Sergeant Slaughter.

According to the manual, lots of moves can be achieved. Some take a lot of practise, others seem impossible. The ring is bigger and the graphics better than WWF2, so if you liked that, you'll love this.



REVIEWED BY:  
**Paul**

**SCORE 44%**



## CRAZY CARS 2

**Publisher:** Fox Hits

**Price:** £9.99

**O**h dear, oh dear, oh dear. It says on the box that this 3D hyper-realistic race could be fatal. Well, the 3D is very dodgy. It's not realistic at all - nor in fact is it a race in the real sense of the word - and the only fatalities will be those forced to play it against their will who choose suicide as an option out.

I genuinely don't like to put games down because people's livelihoods depend on software sales, as does mine on magazine sales - but I do have a job to do and I honestly can't find a single good point in this game.

You control a Ferrari F40 across a (presumably American) state, the aim being to expose a band of renegade cops. The police car is the only other vehicle on the road, the control is diabolical and the whole thing ends when you cross the state line. I could go on but, suffice to say, avoid it like the plague.

REVIEWED BY:  
**Steve**

**SCORE 17%**

## THE CYCLES

**Publisher:** The Hit Squad

**Price:** £9.99

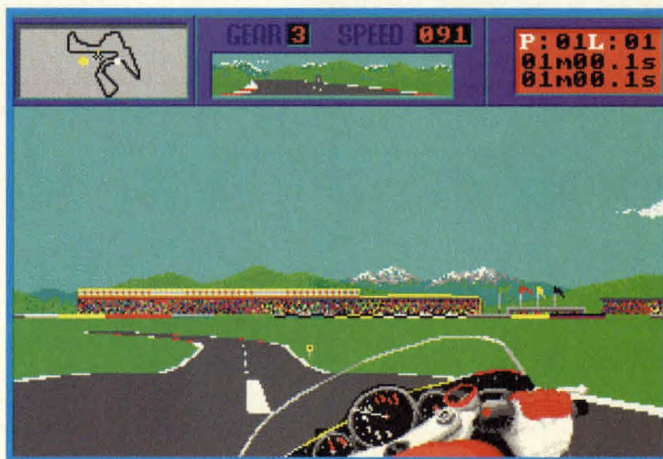
**T**he Cycles, eh? Bit of a flight sim then, is it? Well no - it's all about man and two-wheeled machine in various states of harmony - speed, skill and, in my case, crashing. Not so much a straight racer as a rider-perspective sim, The Cycles offers more than most.

First off, there is a choice of three bikes: the hairdryer-like 125cc to the whopping great 500cc, with five difficulty settings to cater for everyone from the hopeless amateur to the posey pro. There's also automatic gears in the easier categories and engine endangering manual shifts further up the scale.

There are 15 courses from around the world available for your delectation. They can be practised upon, raced individually or entered as part of a championship season. Speed isn't outstanding and the control is just a little bit loose, but those waiting eagerly for No Second Prize 2 could do worse than shell out a tenner for this to keep them going.

REVIEWED BY:  
**Paul**

**SCORE 72%**





## BUDOKAN

**Publisher:** Hit Squad Platinum

**Price:** £12.99

**Y**ou only have to take a look at Street Fighter II and Body Blows to realise that the big two beat'em-ups on the Amiga are vastly overrated - especially Body Blows (Mr Controversial - Ed). Having played Budokan many times on the Mega Drive, missing it first time around on this format, I thought "At last, a decent Amiga basher."

Budokan is an oriental tournament between the best young athletes of the East, specialising in the four disciplines of Karate, Nunchaku, Bo and Kendo, with great honour bestowed upon the best fighters.

In case you're thinking it's simply a matter of entering a tournament and flogging away until you win, let me put you right.

The Eastern disciplines need loads of training before any competition can be contemplated seriously, and you will need to perfect your techniques in all four before you are ready to compete. Whilst not as good as its console cousin, Budokan ranks amongst the best Amiga beat-em-ups - a budget bargain!

REVIEWED BY:

Steve

SCORE 83%



## SWAP

**Publisher:** Fox Hits

**Price:** £7.99

**W**hen this game arrived I thought, "Oh no, another Tetris clone, and a poor looking one at that." Steve wouldn't review it since he was lost in his own little world with Budokan, so I reluctantly loaded up Swap and, you've guessed it, became addicted within minutes.

It isn't like Tetris at all. The closest comparison I can find is with my Auntie Maggie's favourite Solitaire, as the idea is similar in that as few tiles as possible must remain at the end of the game.

The tiles in question vary in colour - the idea being to swap them around so that those of the same colour line up together and disappear. When all (or as many as the computer is happy with) vanish, it's simply on to the next level. Not perhaps the kind of thing to queue all night outside Amiga-Games-R-Us for but, complete with handy hints on improving one's IQ, a decent distraction for a while.



## HOT RUBBER

**Publisher:** Fox Hits

**Price:** £7.99

**Q**UESTION: Is this the same as Grand Prix 500, reviewed in the Action Sport Compilation a few months ago?  
ANSWER: Yes, so if you remember that, move on.

Q: Does Hot Rubber sport a split screen two player option?

A: Yes.

Q: What - on different international tracks and everything?

A: Oh yes, many tracks.

Q: Does Hot Rubber offer a choice of bikes.

A: Four lovely bikes.

Q: Is Hot Rubber any good?

A: No - it's bob.

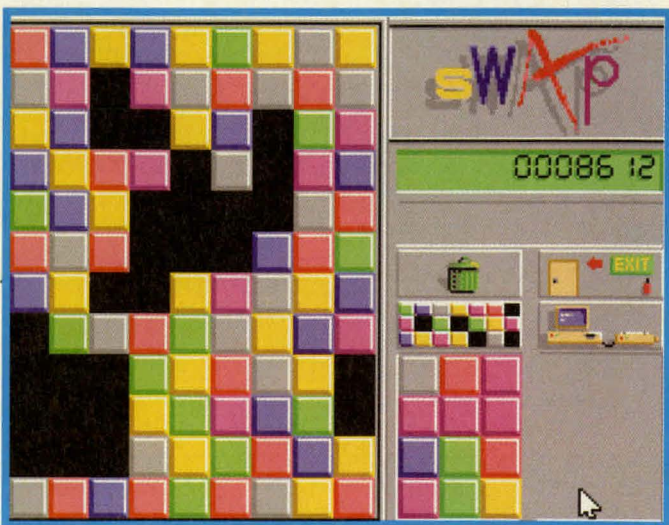
Q: Why?

A: Well, the important thing in any race game is control. Hot Rubber is viewed from above and behind the rider - apart from the times when, by merely touching the joystick, the bike careers across the track and onto the grass and the perspective remains the same! This means that the rider is suddenly viewed from the side, except when he almost completely disappears from the track, rendering the race a farce and the game a bind to play.

REVIEWED BY:

Paul

SCORE 21%



REVIEWED BY:

Paul

SCORE 70%



# BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	<b>ALIEN BREED SPECIAL EDITION '92</b>	TEAM 17	£10.99	SHOOT'EM-UP
2	20	<b>PIRATES!</b>	KIXX XL	£12.99	STRATEGY
3	2	<b>FIRST DIVISION MANAGER</b>	CODEMASTERS	£7.99	SPORT/STRATEGY
4	★	<b>F19 STEALTH FIGHTER</b>	KIXX	£16.99	FLIGHT SIM
5	15	<b>POPULOUS + PROMISED LANDS</b>	THE HIT SQUAD	£12.99	STRATEGY
6	3	<b>TRIVIAL PURSUIT</b>	THE HIT SQUAD	£7.99	QUIZ
7	5	<b>F-16 COMBAT PILOT</b>	ACTION 16	£9.99	FLIGHT SIM
8	7	<b>RBI 2</b>	THE HIT SQUAD	£7.99	SPORTS SIM
9	4	<b>DIZZY: PRINCE OF YOLKFOLK</b>	CODEMASTERS	£7.99	PLATFORM
10	★	<b>LOTUS TURBO CHALLENGE 2</b>	GBH	£9.99	RACING
11	★	<b>688 ATTACK SUB</b>	THE HIT SQUAD	£12.99	SIMULATION
12	6	<b>JAMES POND</b>	GBH	£7.99	PLATFORM
13	19	<b>INDY JONES: GRAPHIC ADVENTURE</b>	KIXX XL	£14.99	ADVENTURE
14	★	<b>WWF WRESTLEMANIA</b>	THE HIT SQUAD	£9.99	SPORTS SIM
15	13	<b>HERO QUEST</b>	GBH	£9.99	RPG
16	★	<b>FINAL FIGHT</b>	KIXX	£9.99	BEAT'EM-UP
17	8	<b>SHOOT'EM-UP CONSTRUCTION KIT</b>	GBH	£9.99	UTILITY
18	★	<b>MANIAC MANSION</b>	KIXX	£12.99	ADVENTURE
19	★	<b>M1 TANK PLATOON</b>	KIXX	£12.99	SIMULATION
20	★	<b>STRIKEFLEET</b>	THE HIT SQUAD	£12.99	SIMULATION

★ = RE-ENTRY    ★ = NEW ENTRY

**W**ell, well, well – still no surprises at the top as Team 17 continue their record breaking (and not tedious in the slightest) Number One stint. Are there still people out there who don't own this game? Apparently so! There is at least a bit more movement elsewhere in the chart this month, with a new entry at Number Two in the form of the excellent *Pirates* in its oversized and over-the-top packaging. *F19 Stealth Fighter* is also rocketing towards the top and *Lotus 2* looks set for a challenge, entering in the Top 10. Those of you trying to guess the next budget Number One could do worse than stick a few quid on a certain coverdisk demo by the little known Team 17.



▲ If Alien Breed '92 stays at the top for much longer, we're going to run out of screenshots to show you.



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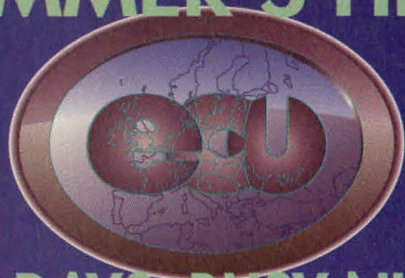
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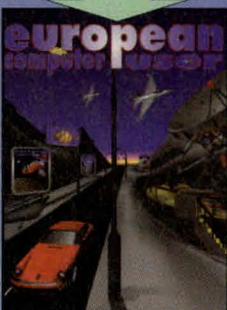
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# TALKBACK

## God is alive

Thank God you've got rid of that annoying git that used to edit these Talkback pages. Grief, how did you get him to leave? In fact, how come he got the job in the first place? At least I can go back to reading my favourite Amiga games mag without vomiting over the couple of pages before Boggit, most embarrassing I'm sure you'll agree. Again, thanks very much and it's about time!

A. Maclaughlin, London.

That's what you think, mate. I may not be on this mag anymore but they can't shake me off that easily. And since my ghost is destined to stalk these couple of pages for a while yet, you'd better jolly well get used to it. So I guess the last laugh

is actually mine, sucker! Ha! See you around...

## Mail problems

Why is it that advertisers indicate they have a particular game, give a price and when you ring with an order, you are told 'sorry'. It's now becoming an obsession. Help please! Where oh where can I buy, beg, borrow or steal a copy of Leisure Suit Larry III and V?

P.G. Barnes, Essex.

I'm sorry to hear that you're having problems with Mail Order. Although we have to accept adverts in Amiga Action in good faith, it has been known for the odd Mail Order house to let our readers, and ourselves down. Unfortunately, there's not a great deal we can do

about it except not accept adverts from dodgy Mail Order companies – which we already try to do. Sorry. As for Leisure Suit Larry, have you tried calling Sierra on 0734 303322?

## Numbers game

I always buy Amiga Action and have noticed that the number of reviews recently seems to have dropped alarmingly. In issue 45 for instance, you only reviewed five games! Could you please tell me what is going on?

A. Wilkins, Newcastle.

As you might expect, several

people have written in on this point, and all I can say at the moment is 'I thought we'd explained that!'. But here we go again: There are certain periods of the year when the numbers of games released shrinks, and we're slap in the middle of it.

The facts are that most games get sold over Christmas, so most games get released then too. And as the total numbers of Amiga games released falls (due to piracy and the competition from the consoles), it means that there are going to be less to review!

It's not just Amiga Action which has run short of reviews recently – just look at our illustrious competitor mags. So it's not AA's fault!

# STAR LETTER

## No solution

I am a regular reader of Amiga Action and enjoy reading your reviews and previews of current and future Amiga games. Occasionally, like most games players, I need a little help to overcome some of the more testing levels of a game. I am therefore not averse to reading your players' guides.

However, I am prompted to ask why you are printing the solution to the much-awaited Flashback from US Gold and Delphine. Awaited that is by one of your software buying readers – I appreciate I am becoming a minority.

In your review of the game you highlight that it has been released into the European market and has reached these stores as a disease known as piracy.

You acknowledge that this may reduce the game's sales and then proceed to outline part of the solution to the game in the same issue! Pray tell, who is the solution's intended user if the game has not been released in this country yet?

If it has been released to beat your rival magazines in the race for exclusive solutions, then it is deplorable and irresponsible and serves no legitimate purpose for the prospective purchaser of the game.

There are valid reasons for publishing tips, cheats or solutions to games some months after their release. But can you justify printing the solution before the game is available? Has the monthly magazine market become so cut-throat that you'll print the solutions and cheats

for games only available to the thieves of the software industry. Are your European readers so important that you are prepared to spoil the game for prospective UK purchasers? Piracy is killing the games market – don't add to it by publishing solutions or tips to games not legally obtainable by those of us who still pay for our games.

Phillip James, Melksham.

You're making a serious allegation Phillip, which I refuse to accept. If you think we'd print the solution to Flashback just to pick up a few pirate readers, then you are completely mistaken. In fact, our reasons for printing the Flashback guide were far more down to earth than that: One was – not all our readers live in the UK. A large percentage live overseas, and as you said yourself, many of them have already had Flashback for a long time. Secondly, and more essentially, the release date of the game was set back and it was too late to drop the guide at that stage in time.

And besides, anyone who is dumb enough to spend £30 on a game then play it using a guide the next day is welcome to send me the money instead – I won't waste it. Remember, you don't have to read the actual guide until you need to, you know! But I can assure you that we don't make a policy of publishing guides of games before they are available.

Flashback causes yet more controversy in the computer games market.





## ► What a beggar!

My name is Paul Hancak and I am 17 years old. I got your magazine Amiga Action from my friend, which lives in the Republic of South Africa. I think it is the best game and computer magazine I've ever, ever read.

You are doing a very good job and I want to greet all of you. I hope that the magazine like yours will be someday in the sale for a good price also in my country. The motive of my letter is this. Please could you send me a T-shirt and a few free games. I wish to

receive also some free copy of your magazine. If you are so kind I'll be very happy.

**Paul Hancak, Czech Republic.**

Thankyou for your kind comments. No.

### Fun guys

Two of my friends and I all own Amigas - we are the sort of guys who have an early night and never go to discos and such so we can work on our computers (are we dedicated or what?!). (No, you're simply addicted. Get a life, instead - Nick.)

Anyway, we need you to put us on the right track. At the moment, we meet up at each others' houses and design backgrounds etc. but that's about it.

We don't know a ninny about programming. In issue 44 we read the feature about Bullfrog, which was inspiring, but what caught my eye was the photographs of the equipment they were using.

At that point we were all willing to trade in our Amigas for PCs but we have to be absolutely sure of what we need.

P.S. If we become programmers, you'll receive a cheque from us in the mail.

**Sergio Eneide, Scotland.**

I was a programmer myself for a (mercifully) short time, so I know better than you do as to how big that cheque is likely to be.

Right, so you want to be a computer programmer: (1) Get

your GCSEs. (2) Do Maths and Physics (amongst other things) at 'A' level. (3) Do a degree in Computer Science. (4) Graduate. (5) After a tough period battling with the 10 million other people with computer science degrees, get a job in programming.

But before you do any of this, try to see if you have an aptitude or interest in programming. Learn AMOS or BASIC. Try simple programming routines. Programming is a fiddly and often boring task. Better be sure you enjoy it before you commit too much of your life to it.

### Great adventure

I am writing to you as an act of desperation (that good, eh? Thanks very much - Nick.). I've been a keen text-only adventurer since the early 8-bit days and I still play them on my Amiga.

Although they are now seen as being outdated, I find them much more absorbing than most arcade-style games.

Basically, I would like to get in touch with any serious adventurers who have played/still play Infocom, Level 9 or Magnetic Scrolls, to exchange hints and tips. Being stuck in a 10 year old adventure is a lonely experience!

**Jonathan Belson, 62 Cedar Avenue, Spixworth, Norwich, NR10 3PA.**

No problem. If anyone can help old Jonathan here, drop him a line.

### You wish...

I have a list of demands for the software industry. Could you please print them in your great mag:

- 1) I don't want to play Sonic. I've got an Amiga, I don't even like Sonic. So please no more clones.
- 2) I've got two drives yet still spend a lot of my life disk-swapping. All my friends have one drive Amigas so if you can't fit it on two disks then you can keep it!
- 3) I'm 22 and I'm sorry but big boxes just don't impress me. Big manuals yes, big boxes no.
- 4) I love flight sims but if they're jerky I won't buy them. I understand I'll have to accept less graphics for smoother flight, but hey, I'll live!
- 5) If I buy a sequel, I'd like it to be a new game. Please don't give me

a version of the previous game with extra features.

Right! That's you sorted out. Now for global warming and world peace.

**Mike Taylor, Manchester.**

Er - thanks Mike. Contentious stuff. I think you've certainly shaken the global software games industry to its core there! Time for me to move on, I think.

### Varmit

Take That are naff, Arrested Development RULE!

**Martyn Brown, Marlow.**

Thanks Martyn. We know.

### Censored

I have been following the arguments surrounding 'Night Trap' on the Mega Drive with interest and now hear that the game has been given a 15 certificate by the British Board of Film Censors.

Firstly, what does this mean and secondly, does it mean that Amiga games are going to be certified in this way? I'm only 14 and all this certifying of games is going to do is give the pirating market an even bigger boost surely.

**No name or address supplied.**

Actually, it is the law that anything containing video or film footage has to be submitted to the BBFC for examination and certification. Night Trap contains a great deal of video footage and was therefore legally required to be certified. Now do you see?

This doesn't mean that 'normal' games need certifying although the industry body, ELSPA, is working on a self-regulatory system for the video games industry. I think you can be pretty sure that you'll see some form of certification on games soon, but let's hope that ill-informed criticism from various brainless right-wing MPs and newspapers doesn't stampede the industry into rushing it and getting it wrong. After all, writing video games is something Britain is still reasonably good at.

As for the pirates - well, I think they've shown that they're good at exploiting situations involving

ripping off the law-abiding games buyers, so I'd certainly expect them to be hovering in the wings for this new regulation.

### Ad mad

Let's get to the point: Why are you advertising consoles? On page four there are the GB, Super and Mega Action logos. I know that Europress makes these and they are probably the best mags for certain consoles, but why in an Amiga mag?

If all the adverts for the 'trashy end of the market' were this small, I wouldn't mind. But as I read through the reviews, there is a page for Super Action, GB Action and two pages for Mega Action. I'm sorry to say this but I didn't think AA would stoop so low as to advertise consoles!

**Stephen Wakefield, West Midlands.**

You've picked a bad month to write this letter in, considering my new job on Mega Action. Anyway, firstly the logos: We're proud of the mags we produce, so we want to tell everyone about it. Secondly, the console adverts: Many Amiga owners possess other machines, and our research tells us that a large proportion own Mega Drives, Game Boys and so on. Obviously, we want those people to read our mags, so we advertise them in AA! And as for that 'trashy end of the market' business - don't be so dumb. A lot of people own these 'trashy' machines as well as Amigas, so a little bit of humility is required! (He's turning into a right stropky old miserable feller! - Ed.)

## Send your letters to:

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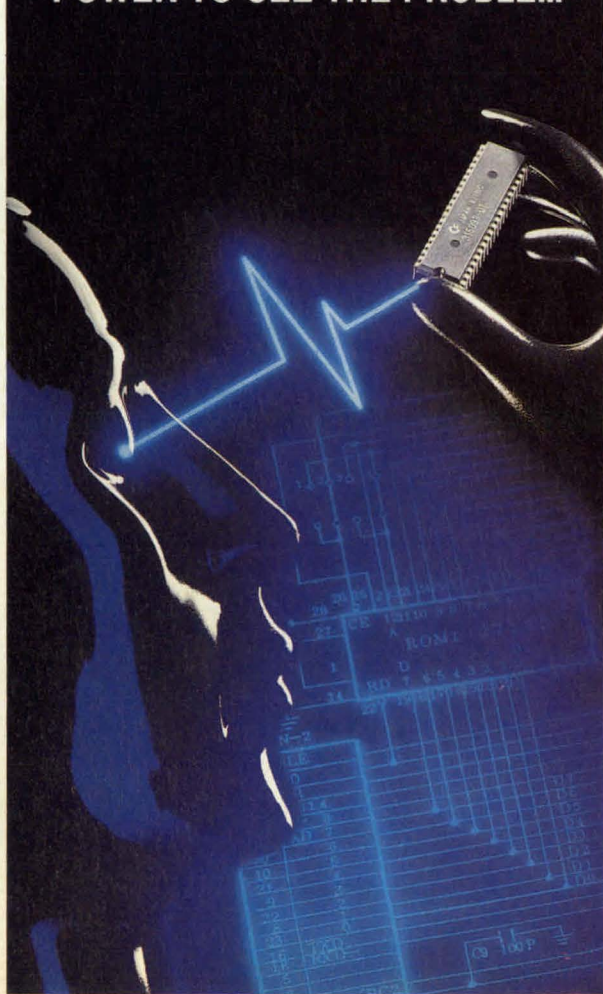
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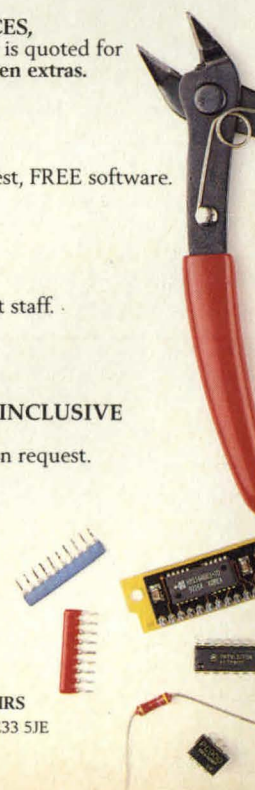
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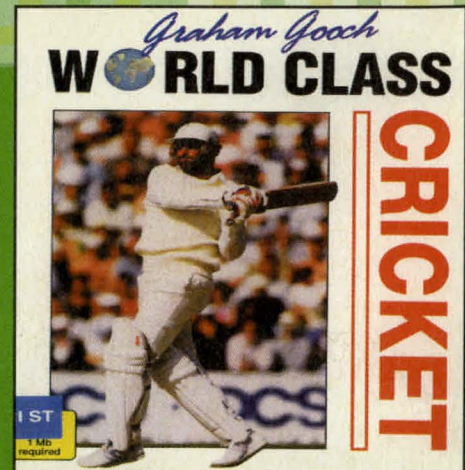
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# Boggit's

**boggit has decided to adopt a more balanced attitude in the future - he is going to use a club in both hands!**

Last month, the Boggit revealed that despite being a hero to thousands himself, he had found his own hero - Terry Pratchett. Terry's books on crazy wizards and maniacal pieces of luggage have won him awards and rave reviews all around the world. This month his latest book - *Johnny & The Dead* - is being launched and the Boggit decided to track Terry to his lair and ask him a few searching questions.

Boggit: This must be a really great honour for you to meet me.

Terry: Pardon?

Boggit: Never mind. Do you play computer games?

Terry: Do bears crap in the woods?

Boggit: Err... Okay, when did you start playing computer games?

Terry: I began many years ago with a ZX81, playing a maze game called *Mazogs*. Eventually I moved onto an Amstrad CPC464 and there I discovered a great adventure game called *Snowball* from Level 9. I must have played that game for weeks, mapping the huge space station. I quite liked that.

Boggit: Do you like text adventures and role playing games?

Terry: Actually, I don't really, it's my daughter who is quite keen on games of that sort. She has been pestering me for a while to buy a home computer because she says there are better games on those than on my PCs, but I think that's changing now. I've got a 486 PC with Wordperfect which I normally use for writing and I have a 386 which I play games on. The 386 is slower, so I have a chance of hitting something.

Boggit: What games do you like?

Terry: I did play a game called *Xenomorph* for a while but that was a bit frustrating. At the moment, I'm battling my way through

*Wing Commander II* and the new space shoot'em-up called *X-Wing* which I like.

Boggit: As your books are full of wizards and magic, I would have thought you would have enjoyed games in that genre.

Terry: Look, at the end of a hard day writing at the keyboard, I don't want to think anymore, I just want to shoot something!

Boggit: What don't you like about being a smash-hit author?

Terry: I would like to have some kind of filter which only lets me

see those jobs that I have a chance of doing. Writing is easy, I can do that now with no problem. What I can't handle is all the requests to do other things. I'm trying to figure out a way to write my books through thought transference because I just don't have the time to write as well as travel to everywhere people want me to go. It would be nice to be able to say "No" occasionally! Now would you like to buy a copy of *Johnny & the Dead*, before you go?

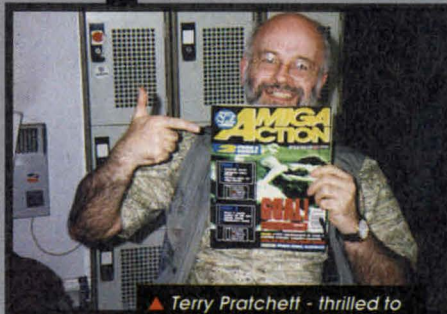
Boggit: Buy! Can't I swap you a copy of *Amiga Action*?

Terry: Perhaps you'd prefer to discuss this with my friend in the black cloak and the scythe?

Boggit: Er... Do you have change for a tenner?

Terry: No, but if you give me two of them we'll call it quits.

At this point, our hero made his excuses and left. A little wiser, a little poorer, but he did have another great book in his collection.



▲ Terry Pratchett - thrilled to bits with his copy of *Amiga Action*. When asked if he would like his copy autographed by the Boggit he said, 'Who?'

## Boggit's Bouquet

Adventure, Role Playing, Empire Building and War Games all tend to get lumped together, which is obviously wrong and it does tend to drive some people into apopleptic fits. For this reason, you might consider that *Dune II* should not be eligible for the Boggit's Seal of Excellence as it is a War Game - but then I never did worry what other people think.

### *Dune II* - Virgin Games.

I never played the original *Dune* and, to be frank, I don't think I missed anything but its successor is a different can of worms altogether. This is a familiar type of game in which you control one army against the computer controlled opposition. All of the usual rules of such a scenario apply - i.e. you must make money and then spend it building yet more factories and creating new weapons which will help you overrun the opposition. So far, nothing original here. Such games usually involve a number of

'turns' which gives you time to plan your next move - which is all very civilised and lets deep thinkers contemplate their 'naval' plans for as long as they like. *Dune II* will have none of this and requires you to act in real time. There are a number of campaigns to try out and each one gets progressively tougher and lets you use increasingly more powerful weapons.



The battles begin easily to let you get a whiff of the action before it brings up the big guns but, once you get into the heavy battles, the computer plays a mean game and has lots of subtle moves. As time wears on and you replay the battles, you'll finally begin to uncover small tricks which eventually give you an edge.

There are no boring lists of statistics to master and no complicated user controls. This is war gaming for the masses - it's fast, noisy and exciting, and very easy to get into.



**W**hy do we do put up with him? He's rude, bigoted and picks his large nose but unfortunately he's the only one who seems to know the answer to everything.

## The Immortal.

*I am writing to you about the price of computer games. I am forced to buy budget games but even these are going up in price. I haven't got an awful lot of games, my only consolation is that I have The Immortal by Electronic Arts. I bought this during a sale or I couldn't have got it otherwise. It's an excellent game but I can't get past the Goblin King on the second level.*

*I can't buy your magazine very often due to my limited pocket money but maybe I can offer you this bit of information.*

*Q. How do you get into a submarine manned by Atari users?*

*A. Knock on the door.*

Peter Commare, Shannon.

Oh don't tell me about poverty, I know all about being poor. Why, when I was young... (Oh no, not again! - Ed.) we were so poor I had to wear my Granny's knickers instead of trousers. I was known as the Knight of the Double Gusset. My toes were permanently blue as the blood was cut off from my feet by the tight elastic on the bottom of the knicker legs. But at least I had no trouble carrying home potatoes from the village.

Surely you don't need to buy games, after all you get two free disks when you buy Amiga Action. I loved the recent *Pacman* and the *Desert Strike* disks!

Now, in answer to your actual question, here is the solution to the Goblin King:-

Pick up the gem and then leave the room by the upper door - dodging the slime. Go to the merchant, refuse his price of 80gp. Turn around and go back and he will settle for 60gp. Pick up the stone. If the Wisp comes near, read the charm before you pick up the stone. Now read the charm if you haven't done it already.

Kill the two guards and collect the dust from one of them. Enter the room. Make sure the Wisps are with you, read the charm again and the Wisps will kill the guards. Plant the spores and then leave the room quickly. Return after 10 seconds to give the King water and he'll give you the code you need to solve a puzzle.

## Dark Seed.

*I am writing to you to VOICE! my opinion on Dark Seed as I am sick of the slating this game has been getting. Every time I read an item on it, it's bad or less than complimentary. Well short, hairy-footed one (or is there a difference between hobbits and Boggits?), I like it and for their first offering it's pretty damned good.*

*Anyway enough of this senseless banter and onto the job in hand. I would be grateful for some hints with*

▼ Take a walk on the darkside of the mirror in Dark Seed and you'll see the horrible and twisted faces which leer out at you.



*the game. For a start where is the blooming spade? And why isn't there a pillow in my cell when I get nicked?*

*So get hinting and stop quibbling.*

Phil Taylor, Colchester.

You were so keen to accuse me of all these dreadful things that you didn't tell me how far you've got in the game. The spade is in the Dark World, which you get into through the mirror - once you have replaced the broken piece which comes through the mail on day two. Pulling the lever on the wall (while wearing gloves) gets the front door open.

Go outside and walk left. Go past the entrance to the spaceship and you'll find the spade just lying on the ground. It's easy to miss because it's a grey object on a grey background. I'm not sure but I suspect your pillow is missing in the cell because you have got yourself arrested at the wrong time. If this happens (e.g. because you tried to steal the gun from the police station) then there is no point giving you a pillow because you ain't going nowhere, chum.

On Day 1, you should have bought a bottle of Scotch, met Delbert and been given a business card from him. You must listen to the radio in your car in the morning and afternoon of Day 2 to hear certain messages. Leave the secret doors in your house open before you enter the Dark World as they can't be opened from that side.

You get yourself arrested on Day 2 and then place everything you can under your pillow, especially the hairpin. Use the card to get yourself out of jail.

## King's Quest V.

*I would be grateful if you could help me with a rather large, hairy problem in King's Quest V. I have managed to soothe the Ice Queen's wolves with the harp and then I am taken to the Crystal Cave where I come to a bad end at the hands of a Yeti. Am I missing some vital item (apart from a brain)?*

Aidan Russell, Aylesbury

*King's Quest* is set firmly in Big Rock Candy Mountain territory where the bulldogs have rubber teeth and you are not expected to resort to heavy brutality to solve your problems. In fact, all you need do is throw a custard pie in the Yeti's face and he'll fall down. Admittedly he'll fall down a cliff face and get creamed on the rocks below, but then he was a furry foreigner and everyone knows that foreigners don't feel pain as much as we do so that's alright then.

You can buy your custard pie from the baker in the village, assuming of course you have noticed the tiny twinkling spot on the ground next to the broken cart in the town square.

Incidentally, I wouldn't bother trying to defeat a Yeti in real life with this technique as I happen to know that they have no sense of humour, and they'd probably rip your throwing arm off and beat you to death with the bloody end!

## Eye of the Beholder

*I know that Eye of the Beholder is an old game but I am hopelessly stuck. I can't find the stone cross for the portal anywhere,*

*although I think it is on the green level somewhere. Can you please end my suffering?*

Jan-Paul Charteris, London.

I don't know the levels by colours but I do know that the portal used by the holy symbol is on Level 7. This portal transports you to Level 11 which according to the official cluebook is where the stone



symbol is. So now you know!

Now I can't remember this myself, but it does seem strange that you can't use the portal on Level 7 to get to Level 11 until you've got the symbol from Level 11, but then I never said this was easy.

Of course, having found the symbol it means you can transport yourself back to Level 7 from there but why the hell would you want to? The symbol is found in the middle of the map on the southern end of Level 11.

I'll also mention that there is no stone gem to be found in the game although there is a portal which needs one to activate it, so don't waste your life looking for it. The other portals carry on their magical business between the following levels:-

Medallion (4 and 7), Necklace (5 and 7), Ring (6 and 10), Dagger (7 and 9), Orb (11 and 12).

There are three Scepter portals connected in series which go between two locations on 8 and then to 10.

## Might and Magic II.

Just a few short tips for that 'oldie but goldie' Might and Magic II:- Robbers can learn from the jurors of Mount Farview (D2 7,0).

Hari Kari and No Name are two hirelings to be found under Vulcana (1,14).

The Air Disk is in the Catsle of Xabran (15,15).

To unlock the frozen secrets of evil, try Right 46, Left 23.

The Serpent King is found at (E3 5,6).

If you use the pool in the Inner Limits, then the Circus will be of use.

The Sword of Valour lies at (A2 11,2).

The Pegasus is called Meenu.

The Frost Dragon in the Forbidden Forest (8,8) can only be defeated by a Paladin.

To regain the Elemental Orb you will need the following:- Fluxer, Radicon, Todilor and Capitor.

Andy Jones, Clwyd.

Hmm... I wonder... I do realise that all of your stories could be a load of old dragon dung and I would be none the wiser.

That's the trouble with adventurers who stumble back into a pub, covered in battle scars and spouting tales of far off lands - you never know when they just might be stark raving loonies. I see you come from Wales and that makes things even more dodgy. You're not the infamous 'Jones the Fib' are you? I think I'll say thankyou very quietly, just in case I have to deny that I ever believed a word of what you said.

## Heimdall Help.

I am sending you a complete solution to Core Design's classic adventure, Heimdall. I thoroughly enjoyed playing it as I think it has a perfect difficulty curve. I think you should include more articles on isometric arcade adventures such as Heimdall and Cadaver, both of which I have played and enjoyed.

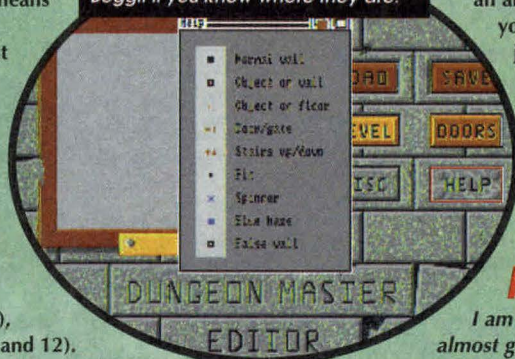
I thought of buying Might and Magic III, what do you think of that game? I have read some reviews which say it's good, and others which say it's repetitive and unoriginal.

Ryan Hooper, Dyfed.

Another Welsh reader. I wonder why I get so many letters from Wales and yet none from France or Scotland. Was it some little thing that I said?

I thanyou for the information, I'm sure it will come in handy. I

▼ The front panel screen for the DM Editor which users have found so useful in the past. The company, SOFTEX, was selling both a Dungeon Master and Chaos Editor a few short years ago, but the company seems to have disappeared. Contact Boggit if you know where they are.



never got far with Heimdall because I spent so long hurling those axes at the Viking girl's head. I can't say I enjoyed Might and Magic III very much but there is no doubt that it's a huge game which would last you for months. As I recall, it's

an absolute bitch to play from floppy disk as you need to create a special workbench just to play it - and the manual is as useless as a one-legged man at a bum-kicking competition. It's a tolerable game but only when played from a hard disk.

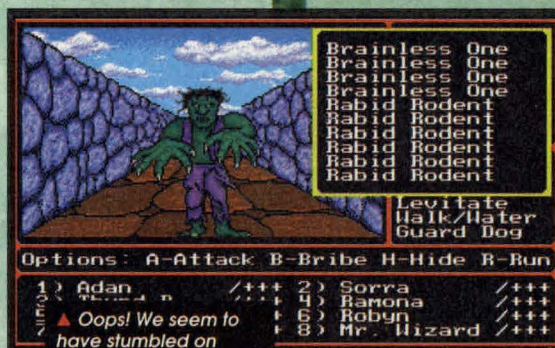
## Heimdall Revisited.

I am unable to finish Level 2 of Heimdall. I almost got to the end, up to where your boat flies away after blowing the mouthpiece on the horn. Once I get to the final island, I must use a spell to finish the level, just like the first level where I used a spell of shrinking. I have tried again and again, but I don't know what to use or where to get it.

William Jackson, Gibraltar.

Aren't you lucky that the previous writer sent me the answer you were looking for. I've been to Gibraltar you know. Mind you, I've been everywhere and I didn't like any of it. I spent some time in that huge rock cave where they play the organ music - very spooky, reminded me of Colossal Cave where I spent many hours searching for a thieving pirate. I do recall that my apple was stolen by an ape on Gibraltar, and it was all I had with me for my dinner. Blooming foreigners, eh?

The Shrinking spell you seek is on the eighth island - Giant Island. You must find the giant who guards the bookshelf and kill him. He's tough so you will need a giant-killer spell. Once that little problem is overcome you need to cast a Revelation spell on one of the books to miraculously produce a Shrinking Spell.



## Bane of the Cosmic Forge.

There was a young man of Tredegar,  
Who to purchase an ST was eager,  
But he felt such a sap,  
When he found it was crap,  
When compared to his best friend's Amiga!

As a trade for your invaluable advice I offer the above limerick. I am playing Bane of the Cosmic Forge and I've met Queequeeg, who wants me to tell him where the Captain's treasure is buried before he'll tell me the password to the Captain's Den.

Andy Parnham, Morecambe.

You must first find the Jailer's Key which is hidden in a desk drawer near the Jail's Entrance (location 26) as this will open quite a few gates.

In the jail is a wall covered in graffiti and with a mousehole in it. Make sure you read the graffiti on the walls. If you were to drop some cheese here, you'd cause quite a bit of excitement. There are two skeletons in the jail and one of them has the Deadman's Log. Here the location of the treasure is written. Unfortunately the Log is written in code which needs a special ring to decode it. This item is found in the second section of the lower level.

To enter that level, you'll need to first examine the Castle's

Boggit's Domain



upper quarters and find your way down to the Hazard area. In this area you must search for the Dungeon Key. There's a cave-in that can be moved with the aid of a miner's pick. There's also a Bell Key to be found that opens a room in the Castle Belfry.

## The Uninvited.

*The only things I have managed to do in The Uninvited is kill the lady in the hall and catch the spider on the railing. Please give me some hints and tips.*

Rene Johansen, Denmark.

There are lots of objects you can fill your pockets with for a start. Grab the flowers from the study and the matches from the pantry. Head for the servant's Quarters and turn on the light by operating the lamp quickly. There is a ghost in here who keeps the place very clean because he's scared to death of spiders.

Many of the problems in this game require keys to solve them. In the master bedroom there is a book by the bed which gives you a clue. It tells you that if you use a knife on a certain chair, you'll get your reward. Grab a knife from the kitchen and get cutting!

## Operation Stealth.

*Operation Stealth is driving me nuts. I have got the red carnation but I can't find who to give it to.*

Geoffrey Harvey, Tasmania.

You wear the flower yourself, stupid. Has no-one ever told you that they would meet you in the park and that they would be wearing a carnation so you would be able to recognise them? Or do Tasmanian males only date females with long tails and floppy ears? Wear the flower then go to the park and sit on the bench until your dream date turns up.

## Black Crypt.

*I can't find the answer to the Riddle Stone which asks, 'For how many years did the Black War rage?'*

*I have found a dusty scroll which says, 'The Black War raged for ten years'. I have tried that answer but it won't work.*

A Black Crypt Fan.

Haven't I told you not to believe all you read? If you read somewhere that the Boggit was a kindly old soul who was really a misunderstood angel, would you believe it? I think not. According to an old scroll I found, the battle raged for 40 years but then it might be wrong.

▼ *Fantastic artwork coupled with fast action is the hallmark of the Black Crypt RPG. If you like face to face combat with sharp talons then look no further than this quality game from Electronic Arts.*



## Eye of Beholder II.

*I am within the hidden level of the Eye of the Beholder II where there are nine pressure plates on the floor and a plaque nearby says, 'You must leave many things'. I have weighed down all of the plates but the exit door will still not open. Please help for I am on the verge of returning the game as I believe there is a bug in it.*

Elizabeth, Lewisham.

There are lots of bugs in *EOB II* but, as far as I know, they are all poisonous and they all bite. To solve your problem, simply weigh down those plates which make up the pattern of the number five as seen on the side of a dice.

Summoned from the safety of your bed, the Mage of the town has bad news for you. Despite the work of a million Amiga adventurers, Temple Darkmoon is still infested with scaly monsters.



## Gold Rush.

*I've got Sierra's Gold Rush and I think it is brilliant but I seem to be a bit stuck. I have got to California, read the bible that says 'He layeth me in Green Pastures', found the hotel, talked to some people, but I can't find my brother James and I can't buy anything because I haven't got enough money. I am also curious about the cannon on my father's gravestone.*

Richard Royal, Bridlington.

Unlike the begging letters which get dumped outside my tree every morning by the bad-tempered postie, the letter which you can collect from the Post Office back home is worth examining closely. Firstly there is a piece of gold hidden under the stamp, and second the envelope has lots of strange holes cut in it. This isn't just an old Scottish trick to make it lighter you know. You should also make sure you found the money beneath the floorboards of the Gazebo in the park.

When you reach Sutter's Fort, you can put the envelope on the gravestone and move it around very carefully until it lines up with some letters. When you get it right you'll see, R 2 1 0 0 M. (Line up on the 'R' from the word January). This is a scrambled clue to the room number in the hotel that you must ask for. In other words you're looking for ROOM 12.

Using the money you have, you should buy a pan or a shovel and go seeking gold along the banks of the river. Wait until you are at least nine miles east of the fort then start random digging (or panning) for gold. Once you've got a load of gold (around 150 dollars) head for the Green Pastures Hotel.

## Monkey Island II.

*Cheers from Arabia! I am writing to ask for help with Le' Chuck's Revenge where I am stuck in Part 1. I have a knife, a bone from Largo's Grandpa, Largo's spit and a wig from his room. I also have Wally's monocle and a bucket of mud. How do I get a piece of Largo's thread? Oh yes, and I have a piece of string from the*





▲ Hanging out with men of low moral fibre is something your Mum warned you about, we suggest you make friends with the rat instead. Of course you'll need to feed him first. Have you tried giving him Cheese Squiglies?

International House of Mojo.

P.S. If Matt Brommfield sees this and wonders if I am the guy who asked some months ago about publishing a game, the answer is yes. The game is still underway and I am using Dev Pac 2 for the coding as well as Amiga Basic for some animation routines. I am also using DPaint III and Movie Setter for the graphics and MED 3.2 for the soundtrack.

Hesham Wahby, Kuwait.

Well I'm glad we got that cleared up. Any other messages you wish to send or have you finished using my blooming letterbox for your forwarding address!

The threads you seek are in Largo's clothes. The trick is to get the poor soul dirty with mud so he'll send his clothes to the laundry. Go to his cabin and put the bucket of mud above the door when it is closed. Follow Largo to the cleaners and watch him hand over the clothes. Return to the cabin and grab the ticket from behind the door.

## Indiana Jones and the Last Crusade.

I've had lots of letters requesting help with this game so here are a few tips which should help some of you.

When you arrive at the aerodrome, get Henry to talk to the man with the newspaper about his grandchildren. You now can pick his pocket for his zeppelin tickets. If you'd prefer to fly out, walk to the biplane and get in. Quickly click all switches on the lower right, then click on the box above so the green light on the bi-plane comes on.

Click the dial labelled LRB twice so the needle points to B. Click on the pump handle (left of stick) three times. Click the throttle and when the gauge reaches 3, click on the red starter to take-off.

To pass the first of the three tests, you need only point to a spot just below the large rock in the foreground. Jones will then walk forward and stop.

## Deadline.

About a month ago, my car boot sale wanderings turned up Deadline from Infocom. After playing it, I think it should have been called Dead Hard! I have given the Scotch to the gardener, listened to the phonecall and talked to everyone. What am I doing wrong?

Steve Wade, Surrey.

For a start, you dated your letter to me 25th September. Either you are in a time warp, or you are thicker than even I can cope with.

If you go upstairs to the library and examine the rug you'll find some mud. Get the pencil from the calendar then rub it on the pad

and you'll discover something interesting. Also try turning the page of the calendar.

Now it's my theory that some rotter climbed up a ladder from the flower bed outside and done the evil deed. If they did, you can bet they left some marks on the railings and no doubt the ladder made some marks in the garden below. Perhaps the gardener could help you there. Those miserable Scots gardeners don't miss anything.

Try following a few suspects, then leave them alone for a few minutes before you burst back in. You never know what you'll catch humans doing when they think

they're alone. In fact, I once burst into the Editor's Office and I found... (Yes thank you very much that's all we've got room for this month - Ed.)

## Bureaucracy.

First I bought the Treasures of Infocom and lo it came with a clue book which was greatly appreciated.

I then sent off for the 2nd Lost Treasures and when it came I found no clues, and no helpline this side of the Atlantic.

Having never completed an Infocom adventure without getting stuck, (well I'm only human after all), I was wondering if you could please help?

At the moment I am wading through Infocom's Bureaucracy and I can't get my money out of the bank. Also, should I buy something from the nerd who keeps pestering me? Please help an old wrinkly who is old enough to be your mother.

P.S. Please don't publish my home address as it would embarrass the children.

Mrs. D. L. Flew,  
Godalming,  
Surrey,  
GU7 3QQ.

Hi Kids! Your mad mother has been writing to the papers again! And to think that the judge told you to keep paper and pencils away from her. What sort of children are you?

I loved Bureaucracy (although I can never spell the damn word!). To get money, here is what you must do. Enter the bank and find Withdrawal Window. Say Yes and fill out slip for \$75. Go to Deposit Window. Say Yes and give a Withdrawal Slip to Teller. Give Cheque to Teller. Show Beezer Card to Teller. Go to Withdrawal Window and make withdrawal. Say Yes and fill out slip for \$75. Give Withdrawal Slip to Teller. South, South, Drop Deposit Slip.

Don't worry, the rest of the game isn't anything like as complicated as that bit. Oh yes, about that weirdo. He is as mad as the other one behind the intercom and, if you repeat to him what the intercom said to you, he'll think you are as mad as he is. Now he'll give you the password which you need to get the guy behind the intercom to open the gate.

## Thank you

I must thank Laura Bender of London for sending me the solution to Rome AD92. No doubt all you Roman slaves will now come crawling out of the sewers begging for a few sesterces and some hints, oh well there is no such thing as a free lunch.

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.

Boggit's Domain



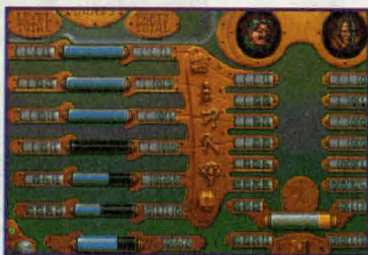
# ACTION

**T**he most complete and comprehensive ranked guide to the last 12 month's games releases on your Amiga.

## ARCADE ADVENTURE

**1**  
**BEAST III**  
*Psygnosis* £25.99  
The final instalment in the *Beast* series. But don't shout 'you Beast' to 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**  
**D/GENERATION**  
*Mindscape* £25.99  
Initially the graphics may not appeal. We assure you that after just a couple of games you'll be completely hooked and craving for more!

**4**  
**STORM MASTER**  
*Silmarils* £29.99  
Very weird, very different strategy game. Excellent but is now also available on compilation.

**5**  
**LORDS OF TIME**  
*Hollyware* £25.99  
Quit your job - there's no way you'll want to go outside again!

**6**  
**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.

**7**  
**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!

**8**  
**UNIVERSAL MONSTERS**  
*Ocean* £25.99  
Really, not much has changed in this field gameplay-wise since *Knightlore* on the Spectrum. All the usual features and all the usual frustrations can be found in this. Not universally good.

**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 than this really.

**11**  
**GUY SPY**  
*Readysoft* £29.99  
Ace graphics don't save this overpriced spy scenario. Lacking in gameplay, which is a shame considering how long it took to program.

## 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? 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! Doesn'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. Superb adventure game.



**5**  
**THE LEGEND OF KYRANDIA**  
*Virgin* £25.99  
A great adventure but on nine disks?

**6**  
**CURSE OF ENCHANTIA**  
*Core Design* £34.99  
One of the Amiga's finest adventure games. Nice one.



**7**  
**NIPPON SAFES INC.**  
*DMI* £29.99  
Solid adventure overshadowed by its magical counterparts such as *Monkey Island 2* and *Kyrandia*. Still, it is a first effort.

**8**  
**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.

**9**  
**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?

**10**  
**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.

**11**  
**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.

**12**  
**WEEN - THE PROPHECY**  
*Coktel Vision* £25.99  
Very weird, very different game. Nonetheless, an excellent release.

**13**  
**BAT II**  
*Ubi Soft* £34.99  
If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

**14**  
**HOOK**  
*Ocean* £25.99  
The film was a flop, the game isn't as nearly good as the film. So what does all this mean? It means Hook is not much cop!



# GUIDE

15

## FASCINATION

Digital Integration £29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

## SHOOT'EM-UP

1

### ALIEN BREED '92

Team 17 £10.99

Budget version of the ace blaster, much improved. Now contains different and more expansive levels, hence wipes the floor with other alien annihilators. Hope you got our solution in our April issue.

2

### DESERT STRIKE

Electronic Arts £29.99

Good taste ends up in the ejector seat somewhere on the Iraqi desert floor in this. Good warlike flight/fight number.

3

### WALKER

Psygnosis £29.99

Simple, addictive shoot'em-up where death is the aim and blood is the game. Not quite up to Project-X standards, but a worthy challenger. Bit pricey though.

4

### 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.



6

### FIREFORCE

ICE £25.99

If your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. A game for those who'd like to cut a few throats but dice their fingers when buttering bread.

7

### AMNIOS

Psygnosis £24.99

Multi-directional shoot'em-up that offers you a good all-rounder.

8

### LETHAL XCESS

Grandslam £25.99

Worthy sequel to Wings of Death, but doesn't quite have the firepower to propel it into the first division.

9

### HOSTILE BREED

Palace £25.99

Attempts to be original in the horizontal scrolling shoot'em-up dept can be very successful, or utterly disastrous. This somehow manages to fall in between the two.

10

### WRECKERS

Audiogenic £24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by oversimplistic gameplay. A good attempt though.

11

### 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.

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

This game is duller than being stuck in an igloo with a really dull person. And she's gone bust, too (ooer!).

11

### DALEK ATTACK

Alternative Software £16.99

Take on the role of the renowned 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. And by the way, anyone seen the old Dr. Who reruns? Sad, eh? Nah, we like the old geezer really.



## 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

### GOAL!

Virgin £30.99

Good, entertaining fun that ranks alongside KO2 and Sensible Soccer. Lots of options and a lotta laughs but do you really need another arcade style footy game?

4

### 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.

5

### PREMIER MANAGER

Gremlin £25.99

This slide tackles other management sims off the pitch. Excellent.

6

### LINKS

Access £29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could you want.

7

### NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam £34.99

Played this a bit more recently and we're afraid it misses more than hits now. Sloppy programming and too hard for beginners, it's a shame.

8

### 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.

9

### 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....

10

### CHAMPIONSHIP MANAGER '93

Domark £25.99

In-depth football strategy game. Painfully slow to play on standard Amigas but as slick as David White's hair on the A1200.

11

### LIVERPOOL

Grandslam £25.99

Good football sim, with all the usual features.

12

### TENNIS CUP

Loricel £25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.





13

## 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 'placel filler'?* - Hilarious Ed.)

14

## 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.

15

## 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.

16

## EURO SOCCER

**Flair** £25.99

Basic footy sim.

17

## LEEDS UNITED

**CDS** £29.99

Forget about the League. This game doesn't even get into the stadium.

18

## GRAHAM GOOCH WORLD CLASS CRICKET

**Audiogenic** £29.99

Not enough contained in this game to make us change our opinions of cricket. Particularly since the only thing likely to change our opinions is a suitcase stuffed full of used fivers. Better avoided.

19

## 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.

20

## 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 football game.

21

## FACE OFF ICE HOCKEY

**Krisalis** £25.99

Oiling your body for combat should be more fun than this. Somehow, this manages to make Ice Hockey look more like Curling.



22

## 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.

23

## INTERNATIONAL RUGBY CHALLENGE

**Domark** £25.99

As abysmal as Hull KR and probably even worse. Poor collision detection, slow and horrifically jerky scrolling... need we say more? Stick to being a spectator at Central Park if you want real entertainment.



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

**Psychosis** £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

## B17 FLYING FORTRESS

**MicroProse** £34.99

Opinions vary about this on the AA team. Some hate it because it's tricky to get going and the crew selection is dull, others love it because it gets easier the longer you play it and the crew selection is involved. What else can we say?

7

## AIR SUPPORT

**Psychosis** £25.99

We've been playing this again recently and unfortunately it looks like we were just a tad over-enthusiastic. It's not bad but nothing to really rave about. And the 3D effects are worse than those seen in the last of the Nightmare On Elm Streets series.

8

## FIGHTER DUEL PRO

**Jaeger Software** £59.95

Import-only flight sim. Not bad but nothing special. Only rush to buy it if your rich uncle made it a condition in his Will.

9

## AV-8B HARRIER ASSAULT

**Domark** £34.99

If this game was a real-life aircraft, they'd have made disaster movies about it. Luckily they didn't as this does badly enough on its own.

## 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. It's fast, smooth and crazy enough to justify the name. Buy it now.

5

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

**Gremlin** £29.99

The man Nigel lifted the trophy but this game fails to pip Lotus to the top place on the podium. Slightly improved on the A1200 but still nothing particularly special. It's an Indy sim next - hopefully.

6

## ROAD RASH

**Electronic Arts** £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun. The thing is, there's far too many better racing games around so this one is left a little in the pitlane. Ok if you've got everything else!



## BEAT'EM-UP

1

### BODY BLOWS Team 17 £25.99

After the disappointment of the Amiga version of *Streetfighter II*, Team 17 knock out the competition with a low blow. Excellent.

2

### STREETFIGHTER II US Gold £25.99

Slick game which kicks the heads in of most other beat'em-ups around. The Amiga version fails to live up to the hype though, which is a pity when you see what Team 17 were able to come up with.



3

### 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

### 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.

2

### UTOPIA Gremlin £29.99

Detailed and engrossing space-operative affair which brings together the best of *Sim City* and *Populous*. A bit tough for some, but worthy of more cerebral gamers.

3

### CAMPAIGN Empire £34.99

Huge strat number livened by the odd arcade sequence. Engrossing and worth a squint.

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 the data disks!

6

### A-TRAIN Maxis £34.99

Build your own rail network, nationalise it then sell it off to the highest bidder. You too can cause a political disaster in this excellent release.

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. Derr, what's intellectual?

9

### SABRE TEAM Krisalis £25.99

Be an SAS man and bring messages of peace and harmony the world. Or something. Interesting strategy game with plenty of killing involved. Look out for a sequel later on this year - it should be even better.

10

### SIM CITY Infogrames £29.99

More cities, same gameplay. And they charged £30 for it. Well, our wallets are real, not simulated, and they weren't happy.

11

### ROME AD92 Millennium £29.99

Rome if you want to... Okay, a bad joke, but the game's reasonably good and quite fun to play. Certainly worth checking it out.

12

### HISTORYLINE Blue Byte £34.99

Get bogged down in the First World War in this interesting and educational game. Can you help Lord Kitchener move his drinks cabinet two inches closer to Berlin?

13

### 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.

14

### 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.

15

### AIR BUCKS Impressions £25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game but lacking in real depth.

16

### 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...

17

### 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...

18

### ANCIENT ART OF WAR IN THE SKIES MicroProse £34.99

Is it a strategy game? Is it an arcade action game? Mmm... Well, it's naff anyway and MicroProse should know better! Avoid, especially at such an expensive price.

19

### NO GREATER GLORY SSI £25.99

Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago. Oh well, time to look elsewhere.

20

### MAGIC WORLDS Daze Marketing £25.99

RPG warriors/ heroes/tough nuts, this is a collection for you!

21

### COHORT II Impressions £29.99

Really, Impressions increasingly fail to amaze us with every new release. More of the same from the little guys contingent, mainly involving Romans and so on.

## 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

### WAR IN THE GULF Empire £29.99

Tank sequel to Team Yankee and Pacific Isles. Seen it all before but it was great fun then and still is now.

3

### TRANSARCTICA Daze £29.99

Get on the train juggle with planetary resources in this Silmarils sizzler.



4

### GALACTIC EMPIRE Tomahawk £25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects.

5

### CYTRON Psychosis £25.99

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 the car to clean.



# ACTION GUIDE

## PLATFORM

1

### FLASHBACK US Gold \$29.99

This resembles your average game about as much as Michael Jackson resembles a good advertisement for plastic surgery. The follow-up to *Another World*, it blows away the opposition with a well-timed roll.



2

### SUPERFROG Team 17 \$26.99

Surprisingly addictive platformer. You might have seen it all before but *Superfrog* will charm your cynicism away and quietly knife it in the neck, before challenging you to another game.

3

### ZOOL Gremlin \$25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick *Sonic's* ass.

4

### ASSASSIN Team 17 \$25.99

Exterminates all the competition in this beat'em-up platformer.

5

### 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!

6

### ARABIAN NIGHTS Krisalis \$25.99

Join young Sinbad on his travels to rescue the beautiful princess from the clutches of the evil Grand Vizier. So no surprises here really.

7

### 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. Excellent.

8

### PUTTY System 3 \$25.99

We all remember Silly Putty. 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.

9

### CHUCK ROCK II - SON OF CHUCK

Core Design \$25.99

Well-executed platformer, sequel to the excellent original. Nothing really exceptional about this, but it keeps Core's reputation afloat.

10

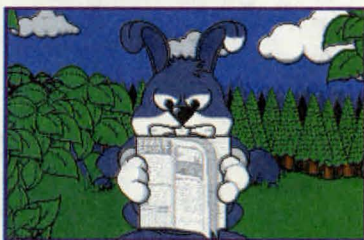
### SLEEPWALKER Ocean \$25.99

Humorous but slightly samey *Comic Relief* tie-in. Kind of describes *Comic Relief* itself, we suppose.

11

### BEAVERS Grandslam \$25.99

Now a beaver joins the ranks of platform heroes. Strange but true! And it's quite a jolly affair although a little slow. It'll have you beavering away for many an hour.



12

### CREATURES Thalamus \$25.99

Old C64 game makes a triumphant conversion onto the Amiga. Catch it if you can!

13

### LIONHEART Thalion \$25.99

Well-presented and enjoyable platformer let down only by being a bit too easy. Still, a nice bit of work from the Thalion team.

14

### WOODY'S WORLD Global \$25.99

Very pretty but very average. And if you're not colour blind, you soon will be after playing this. This one's also a touch on the easy side so don't expect a long-term challenge.

15

### TROLLS Flair \$25.99

The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago.



16

### MCDONALD'S LAND Virgin \$25.99

A worrying new trend is stalking the world of computers. Product placement hits the big time in this stomach churning release.



17

### ELF Ocean \$24.99

This turned out to be a surprising stormer from Ocean.

18

### BC KID Ubi Soft \$25.99

Graphically, so cute it makes you want to vomit over your mum's carpet.



19

### JOE AND MAC Platform \$25.99

Rescue your kidnapped love in this Caveman caper. Comes into its own in two-player mode.

20

### LETHAL WEAPON Ocean \$25.99

Riggs and Murtaugh do their best to

waste another few square kilometres of bustling metropolis. OK but sadly lacking in variety.

21

### CRYSTAL KINGDOM DIZZY Codemasters \$19.99

The best *Dizzy* game so far, but it lacks the clout to take on the best full-pricers.

22

### UGH! Play Byte \$25.99

A little short in the lastability department.

23

### TEARAWAY THOMAS Soundware \$25.99

More frustrating than being locked in a room and glued to the ceiling.

24

### DOODLE BUG Core Design \$25.99

Core slip up with this release. Sub *Sonic* in every sense.

25

### CRAZY SEASONS Idea \$25.99

We'd rather have our teeth extracted with a six foot hammer and a rusty nail than sit through this dull game.

## PUZZLE & QUIZ

1

### LEMMINGS 2 Psygnosis \$29.99

The latest *Lemmings* fails to disappoint – in a big way. It's so good we're not even going to tell you how good it is.

2

### BILL'S TOMATO GAME Psygnosis \$25.99

Fruity number (groan) ripe (aargh) for the plucking (mfrmlb).

3

### TRODDLERS The Sales Curve \$25.99

Throw yourself off a cliff in style.

4

### PUSH OVER Ocean \$25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.



5

**MORPH***Millennium* £25.99

Original puzzle-solving action with something soft and squishy. A bit short on levels and the control method could be easier. Nevertheless, a worthy addition to anyone's collection.

6

**GOBLIINS 2***Coktel Vision* £29.99

Sequel to *Gobliins*. Excellent.



7

**SINK OR SWIM***Zeppelin Premier* £25.99

Pretty useful effort. Guide Kevin Codner around a sinking ship with the aim of drowning him before he makes *Dances With Wolves II*.

8

**HUMANS - JURASSIC LEVELS***Puzzle* £29.99

More of the same from the little tykes - on stand-alone or data disk. Not really enough new stuff here.

9

**CASTLE OF DOCTOR BRAIN***Sierra* £34.99

Complicated, taxing, impressive.

10

**TINY SKWEEKS***Loricel* £26.99

Why is this game lacking in originality? It'll put a smile on your face for a while, but then so will a variety of cheaper alternatives.

11

**STONE AGE***Grandslam/Eclipse* £25.99

The only puzzle about this is how it got out of the building without being strangled. Typical blocks and shocks rescue number, it didn't capture our attentions.

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. 'Nuff said really.

## 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

**ABANDONED PLACES 2***RPG* £34.99

You saw our coverdisk demo, now play the entire version of the excellent hack 'n' slash epic. Great fun.

3

**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.

4

**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. And now there's a sequel on the shelves for all *Legend* fans - and we know there's a lot of you!

5

**WORLDS OF LEGEND***Mindscape* £29.99

Follow-up to the classic *Legend*. *Worlds* won't go down in history as a milestone but it does race along for quite a few yards.

6

**PALADIN II***Impressions* £29.99

Excellent strategy number. *Impressions* come back to impress us after a shaky few months.

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

**SHADOWWORLDS***Krisalis* £25.99

Some frustrating moments but a generally good all-rounder.

10

**STARFLIGHT 2***Electronic Arts* £25.99

Plenty of RPGish teasers. Fans of the original will not be disappointed.

11

**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...

12

**EXODUS***DMI* £25.99

An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

13

**SHADOWLANDS***Domark* £25.99

The first in the successful series, it was one of Domark's first excursions into role playing territory. And it was good too!



14

**ISHAR***Silmarils* £29.99

Initially frustrating but stick with it to reap plenty of rewards.

15

**LEGENDS OF VALOUR***US Gold* £39.99

Slow on an A500, ridiculously priced, and obviously aimed at A1200 owners. Why don't the companies come right out and say it, and stop trying to sucker owners of the less powerful machines?

16

**MEGATRAVELLER 2***Empire* £29.99

Good, but we found it too graphically crude and frustrating.

## 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.

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.

**And that, y'all, concludes the last ever Buyer's Guide in Amiga Action! Next month sees something which we're sure will please thousands upon thousands of you. Regular readers may already have an idea of what we're talking about. Exciting, isn't it!**



# SWAP

For sale: Espana Games '92 (1meg) - £18, Colossus Chess X - £7, European Soccer Challenge - £5, or all for £28. Andrew Kilgaur, 210 Parkside, Darlington DL1 5TD. Amiga contacts wanted from anywhere to swap games, hints etc or just to chat. Send lists and disks to Eddie, 11 Woburn Road, Wallasey, Merseyside L45 5DU. I will reply. For sale: SFII, Putty, Populous, plus extras, Birds Of Prey, Air Sea Supremacy - boxed with instructions. Phone after 5pm. Kevin Smith, 42 East Street, Ashburton, Devon. Tel. 0364 652250.

Amiga 500 for sale - 1 meg upgrade, mouse & mat, dust cover, two decent joysticks, 12 boxed games inc. Indy graphic adv, Pinball Fant, AB92. All boxed as new, worth £400, will sell for £250. Jonathan Glass, 8 Capel Road, Colchester, Essex, CO3 3TU. 0206 572684

Amiga 500 1 meg, Batman pack with all cables & manuals, 3 j/sticks, mouse, 15 boxed games and loads of blank/demo disks. £250 ono. Dinesh Sharma, 6 Hailstone Rd, Oakridge, Basingstoke, Hants. RG21 2RY. 0256 473411

I have to swap: Striker, Lemmings, P/ball Dreams, Bart/Mutants, Capt Planet, Rocket Ranger, TV Sports Football Double Bill, all boxed with instr. I want Microprose Golf, A320 Airbus, Chaos Engine and any good platform games. M Riley, 59 Kingston Road, Poole, Dorset BH15 2LR. 0202 660317 I have Xenon 2, Legend of Lost, GGI Golf, Populous and Corporation. Will swap for Rocket Ranger, Spot, Storm Master, Megalomania or Line of Fire, Castles, Utopia, Big Run or Railroad Tycoon. M. Brown, 103 Eden Grove, Stobhill Morpeth, Northumberland NE61 2UW 0670 517386. Will swap Robocop or Raider and Guardian Angel (together) for Rick Dangerous, Batman the Movie, Pang, S/blade 2, Steg, Spike in Transylvania, Jim Power. Owain Davies 14 Cordle Marsh Road, Wribbenhall, Bewdley, Worcs DY12 1EJ 0299 400979.

I will swap my SNES with five games - Super Mario World, Super Probotector, Pilot Wings, Zelda and S Tennis, for A500+ with games or A1200 with games. (Sensible chap). Kris Millar, 21 High Park Ave, New Lunnock, Ayrshire KA18 4HL.

Calling all Amiga owners: does anyone want a pen pal to talk about games, sport and life in general, I'm a 22 yr old male - all letters answered. Pete Clark, 106 Welford Road, Shirley, Solihull, West Midlands B90 3HT. Wanted: The Haunted demo by Roddy McMillan, Student's fund won't stretch to PD prices of £2 per disk for eight disks (it's all that beer - Ed) so if you write and tell me you have it I will supply disks and postage. Graham Haw, 69 Marsden Road, South Shields, Tyne and Wear NE34 6DG.

Penpal wanted, male or female between 9-15. I am a male age 12 and I like playing on my A500+, swimming and writing to friends.

Karl Smith, 13 Newark, Peterlee, Co. Durham SR8 2AS. 091 518 3764.

Will swap Populous + Promised Lands or Pushover for: Opereate Stealth or Carrier Command. Will swap both for F19 Stealth Fighter, Civilisation or Monkey Island. John MacPherson, 661 Main Street, Dairsie, Fife, Scotland. 0334 870 668.

I will swap Lotus III for Indy 500. Anthony Bloor, 1 Wood Close, Baildon, Shipley, West Yorks. BD17 7NX 0274 582161.

Swap Robocod, Bart/Mutants, Oh No Lems, R-Type, Captain Planet, Back to Future 2, Menace, Sim City, Ik+, Days of thunder, Fantvision, Robocop 3 Dizzy (5 pack) and Intruder joystick. Any offers. Matthew Westcott 0884 38865.

Amiga contacts wanted everywhere and anywhere. Lists, disks, tapes, letters and anything else postable. Christian Morris 0684 573288 (Get ready for that junk mail Chris - ha ha!)

Sega Game Gear with four games, AC adaptor, carry case and battery pack. Sell for £95 or swap for CDTV-ROM for Amiga. Adam Hollman 0732 457726.

Wanted: old Amiga Action mags - issues 1-14 and 20 & 22. Must be in good cond., reasonable price paid. Call Greg on 0752 267715.

Wanted: Action Replay mk3. Will pay £30 or swap for a few games. Contact Nick on 0886 833653. Must be in Worcester area.

I will swap any two of: Monkeys Island 2, Lure of Temptress, Kyrandia, Pushover, Legends of Valour, for Amberstar. Must be original and in good cond, like mine. V Brown, 83 Jackson Crescent, Hulme, Manchester M15 4EB.

Will swap Test Drive 2, Kid Gloves, Robin Hood, Hook or Damocles (with mission disks) for Larry 1,2 & 3. John Joyce, 10 Tepington Road, Dundee, Tayside DD4 7BH. 0382 455783.

Swap Carrier Command, Guy Spy, Megalomania, First Samurai, Lord of Rings, F1GP, Megatraveller 1, Robin Hood, Buck Rogers, Final Battle for any decent flight sims or RPGs. Nick Wears 0437 731579.

I will swap Keef the Thief, Might and Magic 2, Dungeonmaster, Bard's Tale 1,2, & 3, Champions of Krynn, Legend of Faergail, Heroquest, Galdregon's Domain, Times of Lore, Crystals of Arborrea amnd Feary Tale for: Caesar, Rorke's Drift, Secret Service 2, Das Boot, F19 Stealth Fighter, Dune, Space 1889, Sabre Team. Contact Peter French, 35 Castle Road, Grays, Essex RM17 5YR. 0375 385053 (after 7pm).

Knightmare, Lure of Temptress, Lemmings 2, Eye of Beholder 1 & 2, Alien Breed, Cadaver, Crackdown, War Zone and Batman - sell for £10 each, or swap for Bloodwych data disk, Chaos Strikes Back, Hired Guns and Black Crypt. Jason Ackerman on 0272 683063.

Amiga contacts wanted worldwide, send lists

to: Chand S Vare, Saga, 2645 Harpefoss, Norway. (Ah, I do like the short ones...) Sega Game Gear with Sonic & Terminator, AC Adaptor and joystick; will sell for £100 or swap for SNES plus cash. D Bissmire, 31 Kirkstone Drive, Dunstable, Beds, LV6 3PP. 0582 664924.

For sale: Amiga 500 games - very cheap, most in mint cond. - extensive lists available. Will swap Escape From Colditz (with novel) for Dreadnaughts. Must be in v. good cond. Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ.

Will swap SNES, two pads and three games (SF2, Top Gear, Sim City) for colour monitor or colour printer for A600 plus any three games. Debra Walker, 20 Jevington Walk, Ardwick, Manchester, M13 9DQ.

Swap F1GP, Titus the Fox, P/ball Fant, Harlequin, Crazy Cars 3, Pool, Snooker, Heimdall, Lems 2, Another World, M/mania or Sim Ant for Sim City and Sensy Soccer. Call John - 0483 267520.

Will swap SNES + SFII, Top Gear, Sim City & Action Replay cart & two pads for any of: Monkey Island 1/2, harlequin, Goblins, Goblins 2, Another World, Premier Manager, Sabre Team, Dark Seed, Elite or any other good A600 compatible games. Best offer secures deal. Gary Wilson, 20 Jevington Walk, Ardwick, Manchester M13 9DQ (living in sin with Debra, Gary?).

Wanted: Waxworks/Captive, Infocorn games, Ishar, Magic/Fantastic Worlds compil., Bards Tale trilogy, Obitus, Celtic Legends, Nitro, B.A.T., KVL, Ad&D games, Starflight, Amberstar and other RPGs. Will sell/swap Body Blows, Chaos Engine, Assassin, Sensy Soccer 1.1, Triad 3, Powerpack, Zool, Heimdall, Harlequin, Robocod, Wings, Addams Family, StuntCar Racer and others. Ryan Hooper, 53 Margaret Street, Ammanford, Dyfed, SA18 2NP. 0269 591637.

Amiga contacts wanted: latest titles, all welcome, 100% reply. sends lists/disks to John, the mysterious man with no surname, 19 Greenodd Ave, West Derby, Liverpool L12 0HE.

For sale: Goblins 2 & Ween, £20 each, Creatures £15, or buy all three for £45 and get Sleepwalker free. Also for sale, Lynx mk1 & mains adaptor £50, plus Rygar, California Games, Hard Drivin', Batman Returns, Viking Child for £10 each or £90 with Lynx. Simon 0603 402819.

I will swap Final Fight for Sensi Soccer 1.1 or Goal! Gary Porter, 48 Hogstown Road, Donoghadee, Co. Down, N. Ireland. 0247 888537.

Wanted - CONTAX! Fast & 100% reply. Also disks for sale, unbranded, double sided, double density. £4.90 for 10.

Will swap Eye of Beholder 1 for Kyrandia, any Monkey Island, Curse of Enchantia or any similar game. I need help in Lure of Temptress - now I'm in Taideh house, what

do I do? Mike Eggleton, 22 Windmill House, Windmill Walk, London SE1 8LX. 071 261 0184.

Swap Heimdall and Lotus 3 for two of the following: Robocop 3, A-Train, Monkey Island 2, Sabre Team, Dark Seed, Another World, Black Crypt. Must be boxed in good condition. Andy Woof, 15 Damems Lane, Bracken Bank, Keighly, West Yorkshire, BD22 7AP.

For sale: Amiga games, all boxed with manuals. Thunderhawk, F29 Retaliator, FA/18 Interceptor, Harpoon, Battlehawks 1492, Carrier Command, F15 Strike Eagle 2, Desert Strike, Strike Force Harrier, KGB and Kick Off 2. From £10-20. David Shoppell, Flat 8 Arden, 50 Victoria Drive, Wimbledon, Surrey. 081 785 6004.

I have lots of top 10 games and others. Swap for any good adventures such as Kyrandia, Dark Seed etc. Elliot Crawford 0937 587450.

Amiga 500 for sale with joystick, mouse, mouse mat, dust cover and six games (all boxed with manuals) plus about 20 various disks and workbench. Raymond Chan, 3 Witham Close, Lockogard Ridge, Chesterfield, Derbyshire. S41 0UH. Tel 221891 (prefixing it with some STD code, presumably).

For sale: ICD Adspeed 14Mhz accelerator (for A500/1500/1200), £75. GVP 52Mb hard drive with 4 meg fast ram installed (for A500/500+), £275. Contact Adam Harvey, East Holme, Bridge Road, Dotter Higham, Gt Yarmouth, Norfolk NR29 5JB.

To swap: Road Rash, Project-X, Lure of Temptress, Guy Spy, Lotus 2, Leander, Alien Breed, Titus Fox, Hero Quest, Robocod and Captive. I want: Curse of Enchantia, Waxworks, Crazy Cars 3, Monkey Island, Lems 2, Archers Pool, Superfrog, Lionheart, Dark Seed. Dan Worthy, Lane Field, Ladymead Lane, Langford, Avon, BS18 7EF 0934 8532124.

Wanted! Urgent! Final Copy 2. John Sexton 0704 576081.

Shadow of Beast 2, Altered Beast, TV Sports Football, Xenon 2. Will swap the lot for Indy Jones and Fate/Atlantis (adv). Andrew Gosmore, The Croft, Brown Knowl, Broxtown, Chester, Cheshire. 0829 782558.

I would like to swap Last Ninja 2 for Sleepwalker, also I would like to swap Navy Seals for WWF Euro Rampage. (Yes, we're sure you would, and do you know what we'd like? We'd like the 32p the postie demanded because you were too stooped to put a stamp on the envelope) James Millman, 78 The Woodlands, Brackla, Bridgend. Tel 660912. (Too far gone to stick a code in as well, eh?). Neal Phillips. You're writing's atrocious. Get a grown up to write your ad and it might get in next month.

To swap: Ultima VI, Keef/Thief, Golden Axe, F29 Retaliator for any good role-playing games. Will also sell. John Horan, Willow



# SHOP

Lodge, 36 Stillorgan Grove, Blackrock, Co. Dublin, Ireland. 01 288 4927 (after 6PM). GVP HD8+ 52 Mb hard drive with 2 meg of memory installed - expandable to 8 meg for use with A500/500+. Still boxed and in excellent condition. £275 ono. Phone Mark Tuttle on 0754 769048.

I would like Amiga contacts throughout the UK; send lists and charming letters to Chris Dodd, 46 Ryhill Way, Lower Earley, Reading, Berkshire, RG6 4AZ.

For sale: Chaos Engine, Lems 2 at £20; SF2, Populous 2 at £15, Espana '92, Lemmings at £10, Man Utd, SWIV, Double Dragon 2 at £5. Will also swap any of above for Faldo's Golf or Prem Manager. Keith Smith, 121 Fieldfare Road, Thamesmead, London SE28 8HP. 081 310 8871 (before 5.30pm).

Swap Crazy Cars 3 for Road Rash, Sleepwalker or PGA Golf. Swap Batman the Movie for Pang or Klax. Swap Pacman or Xenon for Steg the Slug. Call after 5pm - Paul Walker on 0203 441516.

Swap Mega Drive, two pads, Jap converter, seven games and mags for Amiga 500 or 500+ with accessories and games. Will also sell. Lee Kemp, 55 Carlisle Road, Ronswood, Worcester, WR5 1HZ. Tel 358726. (Oh dear - there's another one)

Sega Master System for sale with five boxed games incl Sonic 2, G-Loc, Alex Kidd. Offers around £80, phone Kevin or Steven after 3.25pm on 0564 779769.

To swap or sell: Heimdall, Infestation, Batman, Cadaver, Man Utd Europe, SEUCK, Turbo Outrun Nebulus, Tracksuit Manager, Team Suzuki, Wolfpack, Robocod, TV Sports Football, Dungeon Quest and Back to Future 2. Ben Bolland, Walnut Farm (snigger), Moor Green, Axbridge, Somerset. BS26 2BD.

Amiga 500 for sale. 1 meg, mouse, joystick, modulator, manuals and many games. Bargain at £250! A Bowen, 60 Plumstead Road, Kingstanding, Birmingham B44 0ED.

For sale. A500, 2 meg, joystick, mouse and games. Worth over £500, sell for £250. Paul Tucker, 45 Cattawade Link, Basildon, Essex. 0268 285529.

GVP 52 Mb hard drive with 4meg RAM, only 10 months old - £250. Amiga 500, 1 meg plus games and serious software £195.

Jason Parr, 26 Brownlow Avenue, Higher Ince nr Wigan, Lancashire. WN2 2LJ.

To swap: John Madden Football for TV Sports Basketball. Tim Mayne, 3 Enstone Road, Great Tew, Chipping Norton, Oxon. OX7 4AE. 0608 83613.

For sale: Amiga 500 1meg, mouse, manuals, Comp pro joystick and lots of games. Sell for just £250. Simon Glanville 0834 83248.

Worldwide contacts wanted to swap games with. If this advert is for you, write to me and your letters will be replied. (Sure you don't mean "answered" Jason?). Jason Watson, 15 Middle Street, Taunton, Somerset, TA1 1SJ.

AMIGA A1200 FOR ONLY £50! Nah... only

messin'.

Swap/sell Monkey Island 1/2, Black Crypt, Pinball Dreams, Pinball Fantasies, Drakkhen, Dragons of Flame, Thunderbirds, King's Quest 3, Dragon's Lair. Nicholas Hall, 12 Alderney Avenue, Parkstone, Poole, Dorset, BH12 4LG.

Wanted: Amiga contacts worldwide, 100% reply, send lists and disks to address below. If you need a contact, I'm your man! Also, will swap Blues Brothers for Heimdall or Sensi Soccer 1.1, or Prem Manager. Peter Mason, 66 Dyffryn Road, Altwen, Swansea SA8 3BY. 0792 830246.

Acorn Electron, 3.5 inch disk drive, tape player, view, ten inch colour monitor, games, books etc, ROM box - £150. Or will swap for Amiga modem and drive. Derek Bond, 4 Station Road, Maner, Cambs, PE15 0SL. Tel 0354 78466.

Will swap/sell two, three or four out of: Pboy 2, Bart vs Mutants, Dizzy Yolkfolk, Magicland Dizzy, Horror Zombies from the Crypt, Ghouls and Ghosts, Eskimo Games (now are you sure, luv?), for Loom, Enchantia, Kyrandia or Indy/Crusade adventure or Maniac Mansion. Louise Foxe, 21 Sea Park Road, Clontarf, Dublin 3. 01 336 945.

I will swap or sell Man Utd, Last Ninja 2, Days of Thunder, Dungeon Quest, Grand Monster Slam, RVF Honda, Tower of Babel, KO2, Shinobi. Dominic Tallent, 20 William Cowper Close, Toffwood, Norfolk, NR19 1LT. 0362 692689.

Swap Putty, R-Type 2 or Lotus 2 for either Fire and Ice, Lethal Weapon or Man Utd Europe. David Bertram, 5 Woodside View, Picton, Yarm, Cleveland, TS15 0AE.

Would like to swap Germ Crazy and Bismarck for any one of: SFII, Monkey Island 1/2, A-Train, or F19. Gary Clark 17 Bellever Hill, Camberley, Surrey, GU15 2HB. 0276 681658

Wanted: Contax (dear oh dear) for Amiga to swap games, demos and the like. All letters answered. Only the best will doodle do!! (you sad sad sad sad man). Gary Chapman, 69 Salisbury Terrace, Darlington, Co. Durham, DL3 6PA.

Super Nintendo with nine games, two pads & converter - swap for A500 with or without games or sell for £195. Includes about 20 mags. Lee Kent, 2 Georgia Drive, Redhill, Nottingham NG5 8HX. Tel 0602 207059.

I would like to swap Outrun Europa and Steg the Slug for Monkey Island and Monty Python, and Fantasy World, Spellbound/Magicland/Treasure Island Dizzy for Kyrandia.

Amiga 500 wb1.3, 2 meg RAM, spare mouse, dust cover, few games boxed with manuals. £225 ono. May throw in a few more bits; willing to haggle. Buyer collects or pays postage. Phone P Kerrison on 0522 722110.

Swap Beast 1 & 2 and Back to Future 2 for

Civilisation or Railroad Tycoon. Contact Ashley on 0372 844298.

Amiga contacts wanted worldwide. I'm keen to swap talk and tips with anyone anywhere, I'm 18 - all letters answered quick. Chris Jackson, 25c Leigh Road, Andover, Hants, SP10 2AP.

Help! I'm totally stuck on Graham Taylor's Soccer Challenge. Anyone who can help write to Stephen Whiting, 11 Roger Ride, Dereham, Norfolk, NR19 1SJ.

Will swap either F1GP, Escape from Planet of Robot Monsters, Captain Planet, Lemmings, Days of Thunder, Battlechess or F29 Retaliator for Sensy 1.1, Zool or Superfrog. Will consider two for one swap. Call Paul on 0908 542771.

Sell Vengeance of Excalibur for £7. Sell Zool for £10 or swap it for No Second Prize, Super Hang On or Off Road Racer. M Stokes, 30 Horse Shoe Road, Longford, Coventry, CV6 6JY.

For sale: A600HD Epic pack with 2 meg RAM, dust cover, carry bag, mouse, joystick and five top games. Four months old, still boxed with manuals, £500 ono. Steven McKechnie, 5 Manse View, Armadale, West Lothian, EH48 3HD. 0501 33844.

For sale: Amiga 500 with 1 meg RAM, extra drive, Star LC-10 colour printer, joysticks mouse, mags and games inb Sensible Soccer. Also Kindwords wordprocessor. Ring Norman Parry on 0608 677559.

Swap my Gods, SF2, Sensible Soccer, Shadow Warriors, Captain Planet, Driller, Afterburner, Super League Soccer and Cricket for Campaign, Prem Manager, Body Blows, KBH, UGH. Offers. Ben Allen, 84 Lothian Road, Aylestone, Leicester, LE2 7QD. 0533 830704.

Amiga, Batman NZ Story F18 Interceptor DPaint 2, SF2, Robocop 2, Turbo Outrun, Chase HQ, Hard Drivin' and more. £300 ono. Tel Rev Sandhu, Coventry 0203 666345.

I would like to swap Dream Team for Wing Commander or Chaos Engine for A600. Stephen Gillard 0754 85684.

Soundtrackers modules wanted for forthcoming American Football PD game. I need music for intro and other "report" screens. Send disk or letter to Chris Sadler, 2 Wellesley Ave, Deal, Kent CT14 7SJ.

Will swap Monkey Is 2, Fate of Atlantis (adv), Chaos Engine, for Project-X, Gods, First Samurai, Vroom, any 500+. C Simms, 42 Banfield Road, Wreckenton, Gateshead. To sell: Graham Taylor's, Wizkid, BC Kid, Final Fight, Football Crazy compilation, Elite, Man Utd Europe at £15 each First Samurai, Mega-lo-mania at £7 each, Rainbow Islands £5, Gazza 2 £3. William Shephard, 20 King Edwards Road, Malvern, Worcs. WR14 4AJ. 0684 574191.

Wanted: any CDTV games. I just got my system and urgently need to build up my collection of games. Also any contacts for

games - I have loads to swap. Write with offers to Mark Passmore, 19 Dunloy Gardens, Newtownabbey, Co. Antrim. BT37 9HZ. 0232 860032.

Overseas Amiga contacts wanted, reply guaranteed, send lists and letters to: Mark Simpson, 6 Berners Drive, Arbourthorne, Sheffield S2 2GD.

I will swap Terminator 2 for any of the following: Monkey Island 2, Gunship 2000, B17 Flying Fortress, Sleepwalker, Sensible Soccer 1.1, Superfrog. Also, does anyone have a copy of virus or Spy Vs Spy for sale at a reasonable price? Tony Gritton, The Bungalow, Belton road, Sandraft, Thorne, Doncaster DN8 5SX. 0724 710648.

I have Nightbreed, Days/Thunder, Back to Future 2, Powerplay, Lombard RAC Rally and Stunrunner. Will swap or sell. I would like Premier Manager, F1GP, or any other good games. Phone after 5.30 if a weekday. Philip Wimblett, 25 Princess Road, Teddington, Middx TW11 0AL. 081 977 3034.

Wanted: cheap printer for A500. Also contacts in Burton and South Derby area. Paul Sharp, The Bungalow, Gearly Lane, Breiby S Derbys. 0283 218057.

For sale: Another World BSS Jane Seymour, Chuck Rock, Corporation, Enchantia, Euro Super League, Lemmings, Rocket Ranger, Team Yankee, Robin Hood, Hannah Barbera collection, Monkey Island, Viz (aye pet - it's a peach, eh? eh? eh?) - £105 ono. Separate deals considered. Sam Thurman 061 793 6173.

I will swap Pushover or Pinball Dreams for any of the following: Road Rash, Jimmy White's Snooker, or any good platformer. Neal Dawson, 17 Royal Aveue, Largs, Ayresshire. 0475 676420.

I am selling Sensible Soccer, D-Paint 3, night breed, Their Finest Hour and Pro Tennis 2, all boxed as new, or will swap nay of above for any good Gameboy games. Also have A1500 for sale (£400). Gengiz Mehmet Tahir, 11 Mallard Court, 1 Stocksfield Road, Wood Street, Walthamstow, London E17 3LN.

I will swap Zool, Pang, Captain Dynamo, Dizzy Collection and Jimmy White's (all boxed) for Chaos engine, Indy Jones/Atlantis adv, Alien Breed '92 and Assassin. Stephen Marshall, 31 Frosty Hollow, East Hunsbury, Northants. NN4 0SY.

I will swap Striker, SF2, Kick Off2, Graham Taylor's Soccer Challenge, Air sea Supremacy, Railroad Tycoon, Power Rock, for Lazer Squad, Emlyn Hughes, Match of the Day and Championship Manager. Ben Warwick, 7 Hagbourne Road, Didcot, Oxon. OX11 8DP. 0235 816450.

Will swap Robocod for Joe and Mac of Fire and Ice. Matthew Rooney, 12 Highgate Drive, Dranfield, Sheffield S18 6UD.

I have Striker, Pinball Dreams, Speedball 2.



# SWAP SHOP

Please make your offers to Graham. 0258 87324.(erm...)

Swap Double Dragon 3 and Rodland for Lemmings 2 or Sensible Soccer. Also John Madden for Zool or Premier Manager. Adam Griffiths, 1 Mulberry Close, Backwell, Bristol, Avon BS19 3HX. 0275 462197.

Loads of games to swap: Road Rash, McDonaldland, Myth, Sensible Soccer, Lotus 3, Premier Manager, Speedball 2, Jag XJ220, Addams Family, Gods, most games considered, prefer soccer management, platform, would like Troddlers, Dyna Blaster. Simon Carter, 2 Ludford Drive, Heath Farm, Shrewsbury, Shropshire. SY1 3DP 0743 360103.

Want to swap Super Off Road and Pinball Dreams for any decent soccer game or flight sims. I would sell both for £20. Mark Fitton 55 Hawthorn Ave, Radcliffe, Manchester. 061 724 8471.

3 unused games - Kick Off, Super Ski and Pro Tennis Tour, all for Amiga 500. Will swap for any games suitable for A500+. Steve Day 0703 260141.

To swap Zool and Alien Breed '92 for DynaBlaster. I also have Dizzy's Excellent Adventures for Indy Jones adv. Trevor Sexton Willows End, Boxford Lane, Boxford, Colchester, Essex. 0787 210395.

Just Born!! Wells Amiga Users group would like to hear from other groups with advice on running a group. Contact Mr F. Brown, 30 Mill Road, Wells-Next-The-Sea, Norfolk, NR23 2HB. 0328 710655.

Games for sale: Hero Quest £8, Prince of Persia £8, Starglider II £5, Garfield - A Winters Tale £5, Gods £8, Driller £5, Ninja Remix £10, Xiphos £10, Supremacy £12, F19 Stealth Fighter £15, Jimmy White's Snooker £12. Phone Shane 0264 352451. Supra Ram 500RX with 4mb installed, as new, full warranty, £150. ICD AoIDE internal hard disk controller, as new, full warranty, £60. Workbench 2.05 upgrade kit, as new, £60. Second 3.5 inch floppy drive £35 Phone Shane 0264 352451.

For £200. Amiga 500, 1 meg including workbench 1.3 + manuals. £300 worth of games. Phone T. Taylor on 0222 541468. For sale: Kick Off 2 £8, Desert Strike £15, Graham Taylor £10, 1st Division Manager £5, Outrun Europa £5, Pinball Magic £5, RBI2 £5, Thunder Blade £5, Skidz £5. Any swap offers considered. Andy Humble, 3 Lydia Court, Immingham, South Humberside, DN40 2HF. Telephone 0469 573630.

For sale: Amiga A500 1 meg upgrade, mouse and joysticks, loads of games including Road Rash, F1 Grand Prix, Striker, Birds of Prey, Nigel Mansell's World Championship and loads of demos. Disk storage box (holds 20+) Good Condition. Sell complete for £275 o.n.o. Telephone 0522 704141 after 5.30 p.m.

Total Recall, Fuzzball, Jaguar XJ220, Predator, Magnetic Scrolls, swap or sell £7 each or any of Championship Manager, Carl Lewis Challenge, Sensible Soccer. Two for one or Nick fald's Golf or 1 meg upgrade for A600. F. Parkes, 61 Marydale Road,

Bournville, Birmingham.

Hillsfar wanted, will swap for any original I have, cash or any other game you may want. Justin Bradner, 10 St Albans Place, Taunton, Somerset, TA2 7BQ. Telephone 0823 270837.

I have Harlequin, Populous 2 and Jimmy White's Snooker and will swap any for either Beast III, Body Blows, Monkey Island 2, Nigel Mansell's World Championship, R Type 2 or Flashback. Contact Paul Edmunds, 62 Leeze Park, Devon, EX20 1EE. Telephone 0837 53736.

Will swap Pinball Dreams, F16 Com Pilot, Lemmings, The Duel II or a combination for Monkey Island or Monkey Island 2. Jonathon English, 153 Church Road, Combe Down, Bath, Avon, BA2 5JN. Tel 837322.

Games for sale: Monkey Island 2, Sensible Soccer, Jimmy White, Formula One Grand Prix, Robocod, Leander, Zak McKracken, Rainbow Collection, Cadaver, Strider, Ghouls and Ghosts and Operation Stealth. Phone Stephen Sykes on 0670 516175.

Amiga 500+ for sale. Excellent condition, 2 joysticks and 1 mouse. Games include Zool, Streetfighter 2, Desert Strike, Monkey Island 2, 2mb, 1 turbo touch joypad. £350 ono. Write or call Mike Phillips, 17 Parkside Rd, Reading. 0734 575160.

I have Populous 2, Fire and Ice, Zool, Humans, Lure of the Temptress and Hook. I am willing to swap for Putty, Wing Commander, Premiere, Assassin, Heimdall, Goblins, Trolls, Dragons Lair II or III or Legend. Phone or write to Zak Locke, 1 Hawthorn Cottage, Stoke Canon, Exeter, Devon, EX5 4AY. 0392 841755.

Swap Monkey Island II, or Special Forces for Police Quest 3. Please phone Scott Neil 061 980 8980.

I will swap Enchantia for Cruise for a Corpse, Heimdall for Body Blows, Quartet for Larry 1 to 5, Wrestlemania for Road Rash, Beholder with tips book for Goblins, Brat for Final Fight and panza Kick Boxing for any adventure games. Telephone Jonathon Carr on 0242 518318.

I will swap Steg the Slug for Alien Breed 92 (I bet you won't you know), Dynamite Dux for any Team 17 beat em up, Pacland for anything and I Ludicrous for anything. Godfrey McCarthy, The Coppice, Killarney, Co. Kerry Ireland.

I will swap Civilisation, Premiere or Harlequin for Caesar, Curse of Enchantia, Dune, Legend of Kyrandia, Locomotion, Lure of the Temptress, Monkey Island 2, Pinball Fantasies, PGA Tour Golf, Flames of Freedom, Perfect General. Contact A.Banks on 0636 700851.

Has anyone got either Waxworks or Monkey Island 2 to swap for Bart vs the Space Mutants, Street Fighter 2, Lemmings and Captain Planet. Call 0904 783589 and ask for Phil.

I would like to swap some of my top games for some of these games: Supercars 2, Zool, Jaguar XJ220, Lotus 1, Walker, Lemmings 2, Wizkid, Hook, Carl Lewis, Beast 3, Chaos Engine, Guy Spy, Fire Force, Trolls,

DynaBlaster, Titus the Fox, Ishar and Blues Brothers. Boxed if possible. You won't regret it. Call Leon James on 882891 or send your replies to Leon James, 18 Slayter Road, Lane End, High Wycombe, Bucks HP14 3JQ.

Wanted Amiga contacts worldwide, 100% reply. All beginners welcome. Write to Mero McDonald, 10d Leslie Court, Fairfield, Perth, Scotland PH1 2RY.

Swap/sell Zool, Pinball Dreams, Striker, Curse of Enchantia, Blade Warrior, Switchblade II and Heroquest for DP11 or III, Putty, Body Blows, Harlequin, BAT, BAT II, Graham Taylors Soccer Challenge, Jimmy Whites Whirlwind Snooker, Archer Macleans Pool or Legends of Valour. Other games considered. Contact Klair Baldwin, 6 Eastham Close, St. Anns, Nottingham NG3 2GY. Telephone 0602 583539.

I have Streetfighter II and would like to swap for either Monkey Island 2, Indiana Jones and the Fate of Atlantis Graphic Adventure or Legend of Kyrandia. Please contact Jamie Newman on 0202 427958, or write to 29 Elmsway, Southborne, Bournemouth, BH6 3HU, Dorset.

Game Gear for sale in excellent condition with five games Shinobi, Olympic gold, Wimbledon Tennis, Super Monaco and Donald Duck. Also with carry case and mains adaptor and mains adaptor all for £125. Contact 081 804 6851.

I've got Elite 2 - Frontier, Captive 2, James Pond 3, Arabian Nights, Goal!, Sonic the Hedgehog 2 and Super Mario V. A500 for sale with 1 meg upgrade, joystick, mouse, 26 games including Beast 3, Beholder, 55 demos, brand new disk drive all for only £260 ono. William O'Connor, 25 Finlay St., London SW16 6HE. 071 736 5152.

Sell Zool and Striker and Pinball Dreams. All unused presents £10 each. Also Turrican £6. Dave Moore, 9 Edinburgh Way, Dersingham, Kings Lynn, PE31 6JJ. Telephone 0485 542071.

Game Gear with six games including Super Kick Off. All boxed with instructions. £140 ono. Phone 081 360 7175.

Amiga contacts, must be reliable. 100's of cheap PD games utilities, business, fonts, graphics and music. Also used boxed games for Amiga. Send your disk for my disk (which includes a free game) Wayne Asher, 25 Vicarage Road, Watford, Herts. 0923 227513.

Swap the Chaos Engine for Body Blows or Formula One Grand Prix. Also Zool for Harlequin or Speedball 2. Also Award Winners containing Space Ace, Kickoff 2, Pipe Mania and Populous for the Addams Family or Robocop 3. All brand new. Dan Ratcliffe, 28 Newfield Drive, Kingslinoird, West Midlands, DY6 8HY.

Swap Gameboy and light, speakers, magnifier and joypad, Super Mario Land 2 and Tetris for a modem for my Amiga 600 and some games. Write to John Webb, 1 Lisleys Field, Cryers Hill, High Wycombe, Bucks. Telephone 0494 711946.

I would like to swap Curse of Enchantia,

Dungeon Master and Chaos Strikes Back, The Manager, Heroquest, Vikings for Powermonger, Knightmare, Megasport, Amberstar, Leisure Suit Larry 5 or Elvira 2. Kevin Cooke, 31 Waubate Rd, Felixstowe, Suffolk, IP11 8LU. 0394 270884.

Will swap Soccer Stars Compilation for Formula 1 Grand Prix, Street Fighter 2 for John Maddens, Power Up compilation for Addams Family, Chuck Rock 1 for Final Fight, WWF1 for Terminator 2, Back to the Future 2, Silkworm and Beast for Space Crusade. Andrew Kay, 65 Abinger Road, Garswood, Wigan, Lancs, WN4 0RN, or telephone 0942 711220 before 5 pm.

Swap Heroquest + Data Disk or Alien Breed 92 or John Madden for Myth or Space Crusade or Knightmare or Black Crypt. Also Project X or Body Blows for PGA Tour Golf or Chaos Engine or Reach for the Skies. Telephone Mark on 0905 264412 after 6.30 pm.

Sell: A Super Nintendo with 4 games, including Wings II, Street Fighter 2, WWF Wrestlemania and F-Zero, 2 control pads, and a universal adaptor, worth £317, asking price £190. Telephone James on 0474 813991.

For sale over 20 original titles inc Dragon's Lair 1 + 2 and Escape from Singe's Castle, Hudson Hawk, De Luxe Paint III and many more. All mint condition from £6. Contact Darren 081 568 9749.

I have the following games for sale; Street Fighter 2 £12, The Manager £8, Team Suzuki £5, Graham Taylor £8, Jaguar XJ220 £12, Player Manager £5, Air Bucks £8, Caesar £12. I will also swap any of these games for one of the following; Goal, KGB, A Train, Darkseed, Body Blows, Alien 3, FA Premier League or International Rugby Challenge. Telephone 0734 863109.

I will swap Captain Planet, Test Drive II, Teenage Mutant, Days of Thunder, Gazza II, Robocop, Cadaver, Lemmings II, Indiana Jones Last Crusade, Superfrog, copy(?) of John Madden American Football and guy Spy for Fireforce and the other one you choose. Alexandre Tabaginho, 77 Ashurst Park, London, N16 5DL.

Amiga 500 for sale, very good condition, 1mb mouse mat, joystick, 1 disk box, brilliant games including Indiana Jones and the Fate of Atlantis and other good games. If you want the best deal this year phone or write to Steve Lomas, 10 St Catherine's Court, Aylesbury, Bucks, MP21 8RE.

Console, Amstrad GX4000 Entertainment System, for sale, contains 2 top quality control pads. Top racing car game Burning Rubber, comes with complete guide book, all leads contained, still boxed, just 2 months old worth over £120, will sell for £45 ono. Mr Afzal, 268 Lumb Lane, Bradford 8, West Yorkshire, BD8 7SF. Telephone 0274 483451.

Atari Lynx for sale £65 with California Games/Paperboy or will swap for a Gameboy in fair condition. Also sell Joe + Mac Cavemen Ninja for Amiga £20 only 2 weeks old free with Vigilante. Mark Atkin, 381 Thornaby Road, Thornaby, Stockton-on-Tees, Cleveland TS17 8QN. 761884.

I will swap Alien Breed 92, Pinball Dreams and Striker for Chaos Engine, Darkseed, Project X, Body Blows, Lionheart, Amberstar



or any other decent games(must be 1200 compatible) Simon Brencher, 7 Park Square, Park Road, Esher, Surrey, KT10 8NR. Telephone 0372 467821.

I have Premier Manager, War in Middle Earth, Silkworm, Lords of the Rising Sun, Robocop 2, World Championship Boxing Manager and Bubble Bobble. Also Amiga contacts/penpals wanted. Contact Gavin Gittins, 12 Pen Y Bryn Street, Gadlys, Aberdare, Mid Glamorgan, CF44 8DR. Amiga games for sale or swap. Armour Geddon, Speedball 2, Golden Axe plus many more. Write for details. PD also available. B. Goodwin, 6 Peter Street, Whitehaven, Cumbria, CA28 7QB.

Swap Speedball 2, Zool, Streetfighter II, Lemmings, Oh No! More Lemmings, Op Wolf, Eye Of the Beholder II, Team Suzuki, Pinball Dreams, Pinball Dreams, Joe Blade, Dragons of Flame for your Swiv, Turrican II, Populous II, Sensible Soccer, Lotus III, Heimdall, Son of Chuck, Roadrash, Chaos Engine or Dynablaster. Contact Andrew 0481 47238. No address for this one as the handwriting is totally illegible. Thanks for writing clearly, it makes our job so much easier!

For sale, Knights of the Sky £15 ono, Night Breed £5, Lemmings £5, Final fight £5, Beach Volley £5, Die Hard 2, Dungeon Quest £5, or Knights of the Sky, Lemmings and Final Fight for £20. If you would like any of these telephone or write to Steven + Andrew Wood, 7 Hebden Green, Whinmoor, Leeds, LS14 2BE. 0532 735093. Knights of the Sky, Flight of the Intruder, F15II. Wanted Fate of Atlantis adventure, Hook, Reach for the Skies. Also Campaign wanted, Dreadnoughts. Phone 0952 292985 between 8-30 and 10pm. Sega MegaDrive with 3 games - Sonic, Tasmania and Streets of Rage, with guarantee. All boxed with instructions, £120 ono. Contact 0904 704945.

I have Heimdall, Populous 2, Lure of the Temptress and Paradoird 90. I would like Superfrog, Monkey Island, Birds of Prey, Dark Seed, The Addams Family, Pinball Fantasies and Dynablaster. All one for one swaps a cert if in good condition. Contact Justin Calvert, 1 Ringslade Close, Highweek village, Newton Abbot, S.Devon, TQ12 1QX. Will swap Dark Seed (with hint book) for Indy and the Fate of Atlantis Graphic Adventure. David Roberts, 41 Marshalls Drive, Romford, Essex. 0708 763578. For sale, Atari STE 1040 with a stonking great load of games all in original boxes(over £1000 worth) including Monkey Island, Temptress, Robocop 3, F1GP, Heimdall and many more + sound sampler and sequencer + loads of educational and WP and DTP stuff and some PD's and mags. £250. Contact Ian Baker 0642 587057. Will swap F1GP, Midwinter 2, Hunter, Megatraveller, anything considered. Also swap your lists and disks for mine, 100% reply. Wanted Monkey Island 1 pay or swap. T.Fish, Flat 1, The Archway, Upper Staith Rd, Stacham, Norwich, Norfolk NR12 GSD.

Female Amiga contacts wanted (what's your game then mate?) preferably aged between 15-18 to swap hints, tips, software and other stuff. Write to Damien Farnell, 7 Waking

Avenue, Shoeburyness, Southend-on-Sea, Essex, S5E 9BE.

For sale C64 with lots of games + joystick. Computer in excellent working condition, only £70 ono. Contact David anytime on 0942 608137.

I have Striker, a soccer disk for the A500, A600 Compatible, to swap for anything on offer, platform preferred. (Paul says how about Streets of Rage on the Mega Drive) Contact Claire Moncrieff, 9 Chalgrove Walk, Aylesbury, Bucks, HP21 8NT, or telephone 0296 4377270. Swap Ork or Putty for Hiamdall (I'm sure you mean Heimdall but we'll let it pass just this once) or similar, also Alien Breed and Golden Axe, also Big Nose the Caveman and Lemmings, also Spellbound Dizzy and Captain Dynamo for any Roll Playing games such as Hiamdall(Right, that's it, I can't take any more!) Contact Les Jones, 46 Oakfield Road, Walthamstow, London. Telephone 081 523 3567.

I will swap Alien breed '92, Curse of Enchantia and Final Fight for either Flashback, Lionheart or SFII - A1200 compatible. Rupert bridges. Oxford 58705. I am selling: Historyline £20, Project-X £15, Graham Taylor's, Sensible Soccer, Epic £10 each, Robin Hood £7, Striker, Pinball Dreams, Lotus 2 £5 each. Tim Budgen, 4 Holyoake Ave, Horsell, Woking, Surrey, GU21 4PW. 0483 714903 (after 7pm). Swap A1200 for CDTV with keyboard and disk drive, or Amiga 500+ with CD drive. Simon Middleton, 87 Manor Farm Drive, Belle Isle, Leeds LS10 3RQ. Wanna swap Amiga public domain software? Demos, slideshows, music, games - all sorts on offer. Legal stuff only please, no pirates! (Sound chap, Mike.) Michael Chenery, 4 Hardwick Close, Eaton, Norwich, Norfolk. NR4 6JQ. 0603 504493.

I will swap Monkey Island, Pitfighter, Elf, Super Off Road Racer, Robocop 2 and Strider 2 for either Addams Family, Assassin, Road Rash, Trolls or Humans. Jonathan Wilton, Sandalwood, 9 Monks Close, West Noors, Ferndown, Dorset. 0202 89591. Swap Turrican 2 for Alien Breed '92 or Indy & Fate of Atlantis. Robert Fox, 92 High Street, Brownhills, West Midlands. 0543 312606.

Swap Secret of Monkey Island for Indy Jones & Fate of Atlantis or Crusaders of The Dark Savant. Elizabeth Obiorah, 105 Gilmore Road, Leewisham, London SE15 5AB. 081 318 3309.

Legand and hint book (mint) - will swap for Enchantia, Atlantis, Kyrandia, premiere or Cool World. Garry Medlicott 0384 443387. Wanted, Monkey Island 2; will swap games like Assassin, Zool, Addams Family and about 50 more. 0297 24055 and ask for Dominic.

Does anyone have Skychase? Will pay budget price and give copy of Big Run, worth £25.99, for free! Will Johnson, 3 Bondgate, Castle Donnington, Derby. 0332 812020. For sale: Atari 520ST with external double sided drive, leads to Philips Mk1 monitor and to TV, joysticks, over 30 games - £225 ono. Rupert Bridges on 0865 58705, weekends and evenings only please.

Swap Robocop 2, Turrican 2 and Batman the Caped Crusader for one of these:

Dynablaster, Another World or Turtles The Coin-Op. No copies wanted. Lee 0732 462179.

Sell or swap: F1GP, Wing Commander, Silent Service II, Tank Platoon, Knights of the Sky, Waterloo, Kick Off 2 plus many others. Frank Sullivan, 61 Henwick Lane, Thatcham, berks. RG13 3BX.

I have Zool and Pitfighter to swap for PGA Tour Golf or any good game. Two of mine for one of yours, both boxed with instructions. Barry Panayi. 081 360 7175. I want Sabre Team, will swap for Wild Wheels, Untouchables, Out Run Europa or Double Dragon 3. That's four for one, I can't get better than that. James Brown, 20 Ladymead Lane, Langford, Nr Bristol, Avon. 0934 852087.

I would like to swap or sell Lotus III, SFII, Wolfchild, Robocop, WWF Euro Rampage, First Samurai, Jimmy White's. Swap or buy Road Rash, Archer's Pool, Chaos Engine, Premier Manager, Striker, Barbarian, Pinball Dreams or Robocop II. Neil Phampton 0278 426496.

I have International Sports Challenge, Dragon's Lair 2, Populous 2, Lure of the Temptress, Curse of Enchantia and Putty to swap for Rise of the Dragon, D/Generation, Bat 1 or Bat II or any Leisure Suit Larry. Please phone after 4pm. Christopher McGlain, 28 Beechdale Ave, Great Barr, Birmingham, b44 9DH. 021 360 8063.

I will swap The Night Breed for California Games, Days of Thunder for any Dizzy Game and Back to Future 2 for Final Fight. John Gadsby, 3 Walnut Road, Bottesford, Nottingham, NG13 0AY.

I would like to swap Expert 4D Junior (worth £50), Microprose Soccer, Daley Thompson in exchange for Dino Dini's Goal! Ring 0702 610770 and ask for Little Sri. (Yes

but... but, it's not out yet poppet...)

Colin! phone 051 427 1450. You gave your address - 21 Ryegate Road, Liverpool. Please could you give your full address; I'm Claire Monor, 13 in August and interested in being pen pals. Reply to 9 Chalgrove Walk, Aylesbury, Bucks. 0296 437270.(Awww, isn't that sweet. Hopefully next month we'll bring you more news on this blossoming romance.)

**OK everyone, we have a slight problem! Swap Shop is so popular, we can no longer keep up with demand. Rather than charge you for the use of Swap Shop in the hope this will reduce entries, we feel it is better to randomly select the forms from the month's collection. If your entry is unlucky enough to miss out, then we apologise but at least it's better than having to pay! If your advertisement does not appear, keep trying in the coming months - the odds are it will appear sooner or later. We apologise for any inconvenience but hope you understand.**

**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 (one or the other - not both).**

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**Name**

**Address**

**Telephone**


**Age**

☐ Telephone

☐ Address



# NEXT MONTH...



I like my Puffed Corn and I'm sticking with them.

Don't be stupid – **AMIGA ACTION** is much tastier!

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Always nutritional to the eyes and generously coated in sticky sweet sugar, Amiga Action has a mass of sumptuous offerings for all readers of next month's issue.

Under the spoon will be **GLOBAL GLADIATORS**, **F1 CHALLENGE**, **OVERDRIVE**, Ocean's promising **OPEN INTERNATIONAL GOLF** and a bowlful more.

The world's two best coverdisks will feature Team 17's **OVERDRIVE** and a selection of other top-rated and **OFFICIALLY LICENSED TITLES** that you should look out for!

We'll be further exploring the **WORLD OF WAR SIMS** – there'll be an exclusive interview with the creator of Team Yankee and its sequels plus more on **AIR WARRIOR**.

Additional gossip on **ZOO 2**? You bet! And plenty of other features to leave your tastebuds dribbling for more. It's all part of the unique Amiga Action flavour!

# AMIGA ACTION

**OUT ON SALE 29TH JULY**

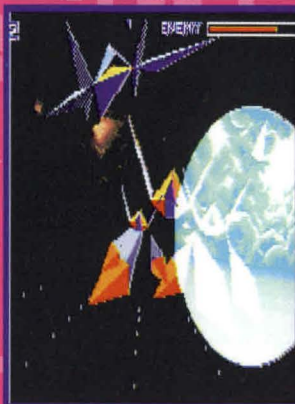




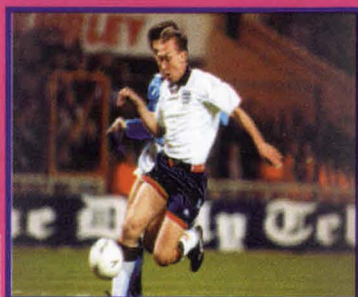
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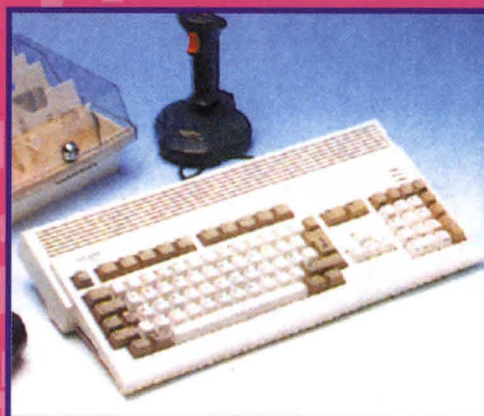
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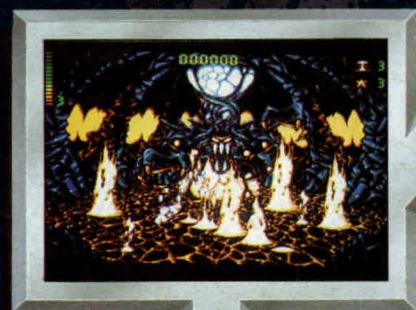
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Screen shots taken from the Amiga version



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