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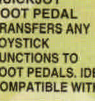
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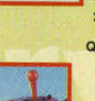
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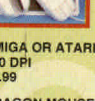
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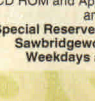
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CONT

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The latest Titus racer rears its head,
Kyrandia makes a comeback, and... my
God! – is that Thora Hird in a racing car?

46 Reader Reviews

We must be doing something right, 'cos
everyone agrees with what we say. Let's
have a bit of controversy!

88 Budget Games

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mighty Project-X goes for a song, and Man.
Utd just refuse to go away! Quite right, too.

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More of your views, news and general
tommyrot. And not forgetting the ever more
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All laid out, neat and tidy – just ready and
waiting to be ripped to bits by the moaners.

82 Reader Offers

Thirty quid for a game? You must be mad –
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PD houses been on holiday, or what? Look
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92 Subscriptions

As if the sheer level of information and the
huge satisfaction you derive from buying
AA wasn't enough, here's a blatant bribe!

99 Boggit's Domain

Old Bog Breath must've fallen from his tree
house, because he's making even less sense
than usual this month. Aahh... bless 'im.

110 Swap Shop

Whether you want to sell your console, buy
Goal! for a fiver, or advertise that you're
lonely, Swap Shop is the place for you!

Win! Leather jacket – p48

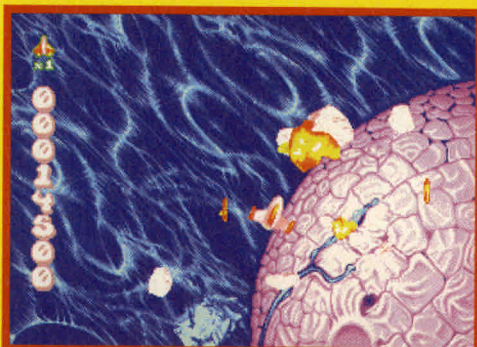
So you're walking along the street when you see
this good looking girl/boy, and you think to
yourself, "Yeah, she/he looks kind of alright."
You walk up to her/him and say "Hi, I'm
Dick/Jane – fancy stopping off somewhere
for a drink?" This foxy babe/hunky dude
just looks at you, laughs, and walks away.
It isn't until later that you realise, had you
been wearing something a little more
hip, you might have stood a chance...



ENTS

COVERDISKS

Welcome, to yet another bumper crop of fantastic demo's. Asteroids. Old hat? Now now – it's been given the Bloodhouse treatment. What about beat'em-ups? You'll be impressed by the colourful Tensai. Why not release some of the tension of modern-day living in Universal Warrior, then float into outer space with two of the best PD games around – the super-slick Jump 'n' Roll and the weird Grav Attack.



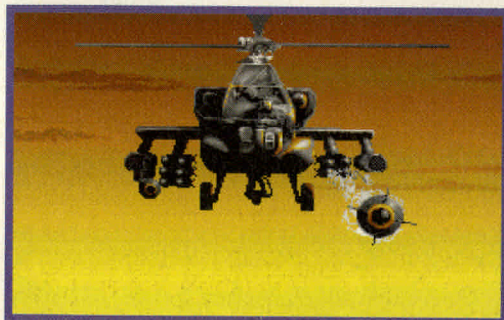
FEATURES



Get set warmongers – To The Frontline and Beyond wraps up this month with a closer inspection of the top games, including a chat with Dave "War in The Gulf", "the Doc" Pringle. (Page 50) We also take a good long look at what could become a classic adventure. It's Grandslam's bright spark, Realms of Darkness. Exclusive info on page 84.

PLAYER'S GUIDES

You know what to expect by now, and we're here to provide it yet again. Civilization is brought to a close (page 70) and Reach For The Skies takes a drubbing from the team on page 76. While we're in flying mood, let's take the mystery from Microprose's Gunship 2000 (page 78), then head off to Arrakis to solve the riddles of Dune 2. Any more would be criminal!



CHARTS

The 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. If this sounds the same as last month – it is.



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Colonial capers abound in an all new space trader.
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Moody mayhem and bloodthirsty butchery.
- Uridium 2**.....68
EXCLUSIVE look at Renegade's mega blast!



The First Word

Welcome to the new issue of Amiga Action! The first thing I should do is mention THAT paper problem with last month's issue. Unfortunately, a mistake at the Printers meant they used the wrong type of paper for some of the mag, so our apologies for that. It won't happen again!

Anyway, onto this month. Unfortunately, (for who? – Team) this is the last issue in which alan 'Chunky' Bunker was involved. He has moved away to pastures new and we wish him well.

I have been awarded the dubious honour of taking over the helm and will – once I've finished this last game of Goal! – along with the rest of the A team, continue the good work by bringing you all you have come to expect from the market leading Amiga games title – and more besides.

I've run out of things to say now, so maybe my first job will be to sack this little column in time for next month...

Paul Roundell
Editor

Mans best friend

With Kyrandia being a big hit last year, it was only a matter of time before Westwood Studios, the game's designers, and Virgin got around to cobbling a sequel together. Well, they've done a bit more than just banging a few modules together – in fact, Westwood are claiming Kyrandia II could be the biggest adventure game ever! Even better, this doesn't refer to the size of the floppy disk or anything – instead there are 'more puzzles and mysteries, fresh graphics, and extensive musical score. Virgin also tells us, there are 'demented and unexpected obstacles and enemies'.

Space fillet

It's not every day we get three photocopied bits of paper with a lump of cheese stapled to the cover sent to us, especially from reputable software publishers as well.

Luckily though, Amiga Action is blessed with star investigative reporters so we can tell you that this Press Release actually refers to the upcoming release of the new James Pond game, Operation StarFi5h, from Millennium Interactive.

Yep, Dr. Maybe has gone mad (again) and has set up base on the moon to mine the moon's cheese. Clearly, this move will spell doom for the world's cheese producers so climb into your rocket boots and prepare to save the world!

We've seen a copy of the game already and it's sure looking good, with a host of new gadgets for Pond to enjoy.

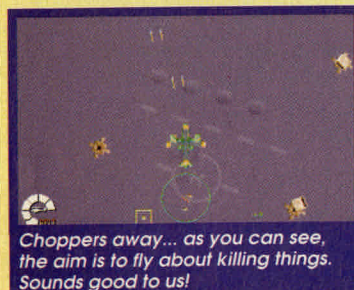
Set on the moon, Operation StarFi5h will be a lunar platform game of particularly stellar proportions, so keep a fish eye out for October...

Seeky peak

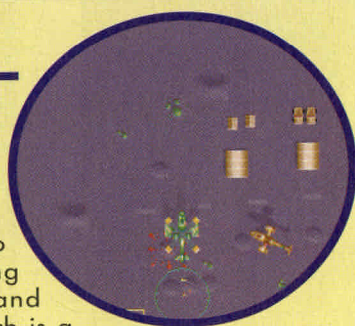
Got a story from New Zealand this month... Of course, we have zillions of overseas readers (hi there folks) so it's always nice to hear what's going on.

Anyway, Vision are a new name to us and

are going to be releasing Seek and Destroy, which is a "hard-out shoot'em-up" (they tell us). The screen rotates around the player which Vision are dead impressed about (they would be) but how this affects gameplay is yet to be seen. Anyway, take a look at some of these screenshots to get a flavour of Amiga life Down Under...



Choppers away... as you can see, the aim is to fly about killing things. Sounds good to us!

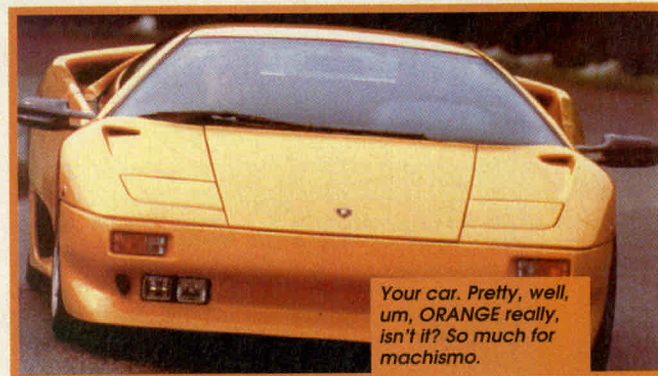


FABLES&FIENDS

Kyrandia

A Fables & Fiends
Fantasy Adventure.

Kyrandia has been cursed and Zanthia, the youngest of the Kyrandian mystics has a job to do...



Your car. Pretty, well, um, ORANGE really, isn't it? So much for machismo.

Lamming out of town

It's amazing how a 20 year old car design has stood the test of time, isn't it? The Lamborghini Countach inspired countless numbers of imitators and even if Lamborghini is a name to go out of your way to avoid in Formula One Racing, on the road car scene it still stands for quality and, of course, speed.

Titus have come up with Lamborghini: American Challenge for all those people who are only ever likely to see a Lamborghini on TV. This time, the star is the Diabolo, the rather aggressive-looking sequel to the Countach.

It's your task to speed the Diabolo through illegal American Saturday night races, held over 60 routes. And if that all sounds a tad easy, there are money management skills to consider, betting and options for your car (turbo, radar detector etc.) if you can afford them, and a mean set of competitors.

There'll also be a two-player option, so watch out for this in early October, price £25.99.



...and how it will appear on screen. We preferred the more realistic option ourselves...

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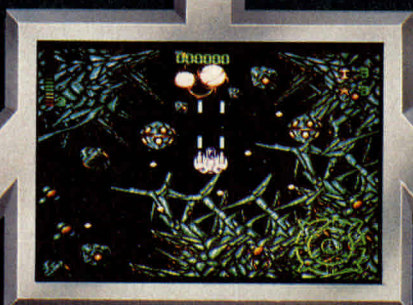
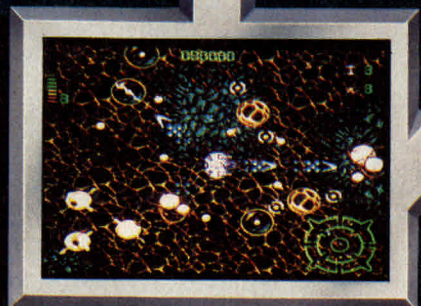
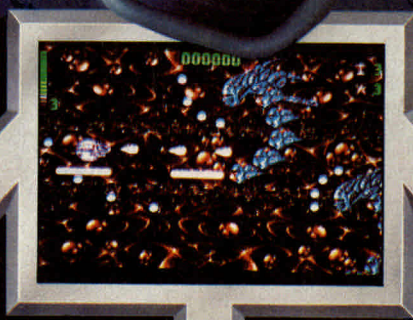
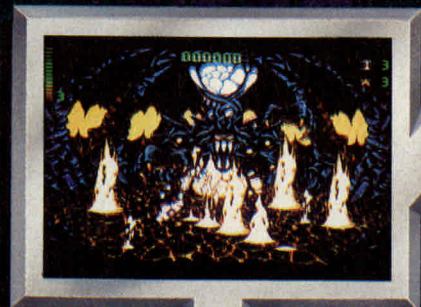
Over 400 screens of playing area

200K of sound effects

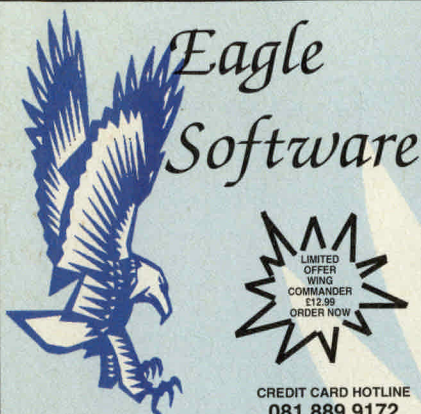
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Screen shots taken from the Amiga version



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Rad Dads

Alternative Software, always on the lookout for a new angle in the market, have decided that kids have too much fun with their computers, and its time the Dads were introduced to these new fangled delights.

Alternative's David Watkins explained that many a parent fancies a go on their child's game, but are put off by the complexity of them, and it is with this in mind that they are re-releasing some of their previous, simpler to play, hits. Retailing at just £4.99, it shouldn't be too much of a wallet lightener when Dad gets frustrated and snaps the disk. Look out for Jaws and Tracksuit Manager, with more to follow.

Curtain call

Busy as ever, Psygnosis are working on the tactical blast, Theatre of Death. As head of a crack team of power-crazed mercenaries, your target is the destruction of all things generally bad, and the eventual usurpment of a mad dictator.

The game is viewed from afar, very much in the Syndicate vein, and includes all manner of expensive equipment with which you blow away anyone who gets in your way. On the evidence we at Amiga Action have seen, we may very well have a Syndicate beater on our hands in the near future. Coverdisk soon - we promise.

Legless Heroes

Never shy to recognise and capitalise on the success of their products, Gremlin are currently developing a sequel to Hero Quest. The Legacy of Soracil utilizes the same game engine as HQ, but takes the graphics and effects a notch higher.

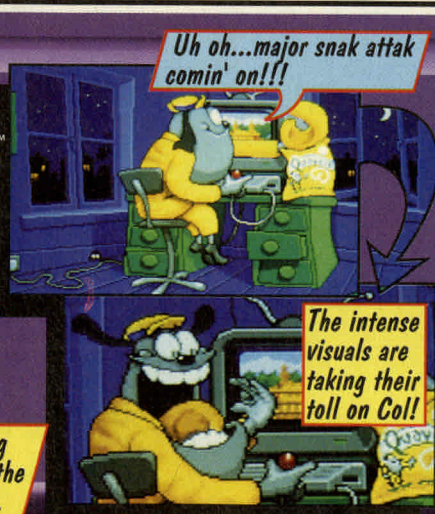
The isometric sword-slashing spellbinding

adventure is said by Gremlin to be sufficiently accomodating to enable RPG novices to become involved immediately, whilst remaining a realistic challenge for old hands. Due for release in the Autumn, look out for it...

A higher graphical standard and overall larger game - Soracil is set to be a hit with RPG fans of all skills.



COLIN CURLY GOES ONE STEP BEYOND



Colin is downloaded into his computer...Whoaaaaa

EXCELLENT, DUDE!

...but Colin won't be glum for long - he can take One Step Beyond to retrieve his Quavers!

ocean

COLIN CURLY IS A TRADEMARK OF SMITHS CRISPS CRISPS LIMITED. © SMITHS CRISPS LIMITED. ONE STEP BEYOND IS A TRADEMARK OF OCEAN SOFTWARE LIMITED.

NEWS

Thor God's sake...

In a major breakthrough, a researcher from a top London hospital has stumbled across an amazing - and somewhat unlikely - cure for lumbago and arthritis. On a visit to London's top toy emporium Hamley's, with his kids, top consultant Dr. Dave Spoon chanced to rest a while in the Sega Virtua Racing machine, and found his aches and pains miraculously soothed.



As well as providing thrills for all the family, the machine is now being used by certain elderly people, in the hope that they might once again find the vigour of youth. Religious mogul Thora Hird has gleaned immense benefit from the rhythms of the racing sim, and is seen here with a big grin on her lovely face to prove just that. Respect is due Thora!

Thora Hird: Stirling Moss she ain't, but her varicose veins have healed up a treat. Allegedly.

The King and US

Before you indie fans (all four of you) get too excited, it must be stressed that the forthcoming US Gold release, Kingmaker, is not in fact based on the Wonderstuff soundalike band, but on an ancient strategy board game set during the

War Of The Roses.

It's programmed by Graham Lillee, with graphics by Kevin "Corporation & Legends of Valour" Bulmer, and the aim is to become the King of England by controlling and manipulating sets of 15th century noblemen.

A load of old tribes

Amiga Action can this month exclusively reveal that, yes! The Lemmings will be back for more cliff-jumping, bridge-building, general-all-round hilarity in another sequel – the jaw-droppingly entitled Lemmings 3!

Speculation is rife – at least, it is in our office – regarding exactly what Psygnosis and DMA have planned in order to surpass the superlatives heaped upon them for their first two efforts.

Size of the sprites is the main talking point: discussions were held over the first sequel about making the Lemmings larger, the idea being that they would be made more visible. Psygnosis thought they might lose some of their appeal by doing this, and plans

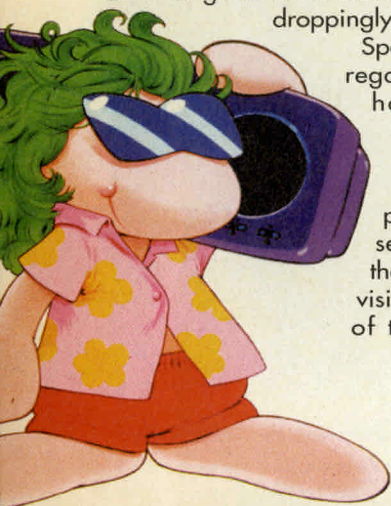
were put on the back burner.

It is also a possibility that the layout of the levels will be overhauled to allow for the inclusion of some stunning pseudo-3D stages and animations. Whereas previously the Lems had to rely on their (or your) wits alone to get them out of scrapes, it is thought that help screens, whereby Grand Chief Lemming appears to utter words of wisdom, might be added in the later levels (of which there may well be over a hundred).

Aeroplanes, paddleships and theme parks are all possible locations for the game to be set in. We decided to get some concrete facts, and phoned Psygnosis. No-one heard the phone though, 'cos they were all listening to their brand new Sony personal stereos.



A Lemming. You'll soon be seeing some more in a new game. No, you will.



Phat Boy

A new magazine will be on the streets by the time you're reading this. Phat somewhat hopefully boasts that it is "hot stuff for hoodlums", and will include such features as video reviews, articles about guns, street fashion run downs, articles about guns, and, er, lots of hot skateboarding information. Which we all thought died out somewhere in the early eighties.

Who knows though – if you like to impress your "posse" by reading supposedly "hip" mags, when really you are struggling to understand most of the text therein, then Phat might be the very "thang" for you.

Chill out, cats...

Mortally Offended

The game that's making every kid with a konsole drool is to be released on the Amiga. Virgin have acquired the rights to Mortal Kombat from Acclaim, who seem to come a bit of a cropper when it boils down to releasing stuff on Commodore's machine.

It's due to appear in November, and when it does, Amiga owners everywhere will have the chance to control one of seven fighters for the honour of challenging the mutant warrior, Goro. Using state of the art techniques, the game designers have used actors on which to model the sprites, each of whom will have a repertoire of moves which should put the mighty SFII and Bodyblows to shame.

Virgin tell us that Ice T was so impressed, he actually bought the Mortal Kombat arcade machine. It must be tough then, because Ice T swears, and everything...



Much of the blood has been taken away, but Mortal Kombat will still be awesome!

This is Goro. He's really big and will probably kill you with very little effort. He's got four arms as well – must come in handy for the fighting...



The Price Is Right

Those considering the purchase of an Amiga 1200 will be delighted to hear that Commodore have slashed the price of their machine by a whopping £100. The move – which brings the recommended price of the A1200 to £299 – is part of Commodore's aggressive sales drive which, they hope, will see 250,000 more AGA Amigas on the market by the end of the year.

Of course, those who bought one just a few weeks ago at £400 might not be so chuffed, but those are the breaks.

BURN BABY BURN



/// IT'S FAST,
/// IT'S DANGEROUS...
/// IT'S ILLEGAL!

It's the ultimate road race. It thunders through six European territories and bullets accross the U.S.A. It's not just a head-to-head between happy snappin', joy riding, boy racers... this is seriously hot competition against the meanest drivers on the tarmac. Beef up your hatch-back to enhance the speed and handling, plan your route and burn off the bizzies. So fire up your engine and pump up the gas for some fearsomely dangerous road racing. BURNING RUBBER... the sweet smell of victory.



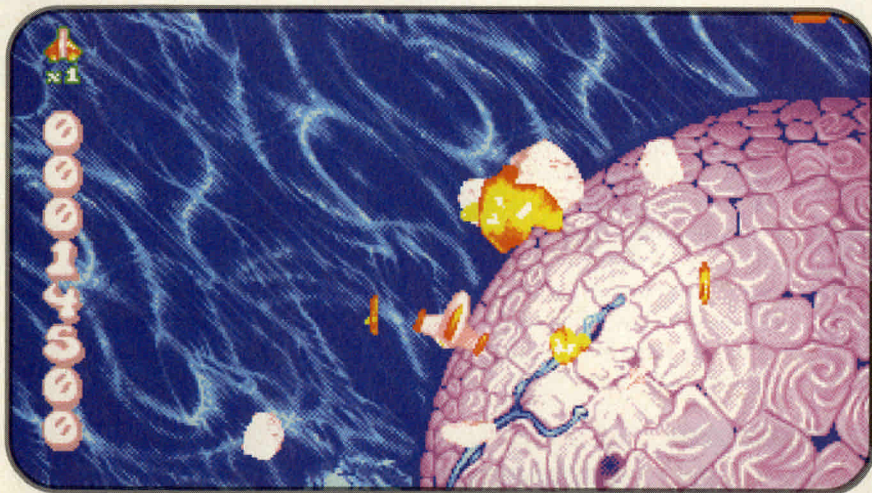
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STARDUST



If you are an older games player you may remember the original Asteroids – line graphics and all. Well now, Bloodhouse present their version of the all time classic – Stardust. This really is Asteroids for the nineties. Veterans and newcomers alike are going to love it, without a shadow of a doubt. Dubious? Well why believe us? Simply slap in your coverdisk and check it out for yourselves. The graphics are

◀ Quick wits, lightning reflexes and a sturdy joystick are the only three things you'll need to be sucked into the manic gameplay of the superb Stardust.

nothing short of stunning, and the sound FX certainly do themselves justice, to say the least! Only the best will do for the AA faithful!

What's it all about?

To load this demo follow the same procedure for all machines. Put in the disk and turn on your Amiga. When the menu appears press F2 to load the demo. When it has loaded you will be presented with a screen containing your ship and a box with

three crosses and a long blank space underneath. Manoeuvre your ship over an area where there are no crosses and press the fire button.

You will be transported to the actual game itself and the fun begins. Move the

joystick left or right to rotate your ship, and push forward on the joystick to thrust in that direction. Somewhat surprisingly, the fire button is used for firing your weapons. The basic aim is to destroy all of the asteroids on the screen.

UNIVERSAL WARRIOR

Games like this seem to be popular at the moment. Mean Arenas and Cytron are two examples that spring to mind. It is the type of game that you are either going to love or hate. If you have been pondering whether or not to take the plunge and buy one of these games, your wait is over, thanks to this fantastic cover disk demo. The full version of Universal Warriors is available on the Zeppelin Platinum label for the bargain price of £7.99, so if you like this demo, why not check it out?

What's it all about?

To load Universal Warrior, place the disk in your drive and turn on your Amiga. When the menu screen appears, press the corresponding number - in this case F1. The demo will then load for your delight. For any A1200 owners, life is not as simple. You must turn on your

machine, all the while holding down both mouse buttons. When the early startup control screen appears, disable your CPU caches and DF1 if it is available. Choose the original chip type option and boot your machine. Then you too will be able to sample the Universal experience.

▼ Guns and brainpower - a scary combination, but necessary for success in UW!



STARDUST
PUBLISHER: Bloodhouse PRICE: £16.99 TEL: 010 358 05061775
UNIVERSAL WARRIOR
PUBLISHER: Zeppelin PRICE: £7.99 TEL: 091 385 7755

TENSAI



◀ The wolves are baying, the vultures circle, and your mates are dead from radiation. Huzzah!

To load this demo of Grandslam's game based loosely on the immensely successful Japanese animation videos, place the disk in your Amiga and turn on the power. When you are presented with the menu screen, select the corresponding Function key and the demo will load. You should note that this demo will not work on 1/2 meg machines. Control over the main character is through the joystick, and is fairly intuitive. Up makes him jump, left moves him left, right moves him right and so on. A quick stab on the fire button will cause you to lash out with your sword at any enemy who dares to cross your path.

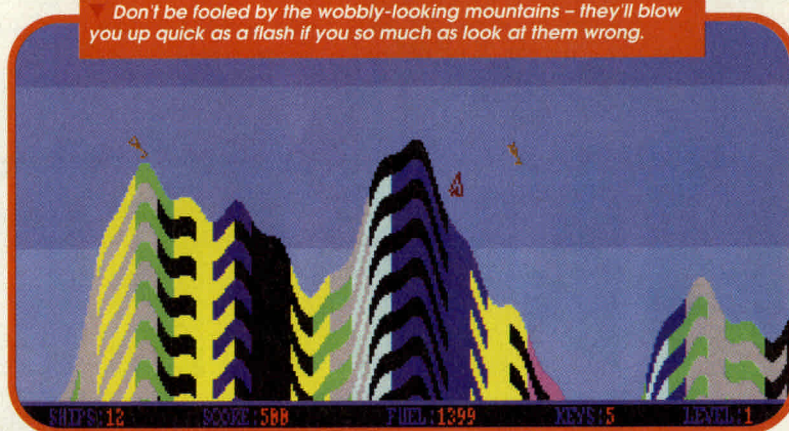
DUFF DISKS

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!

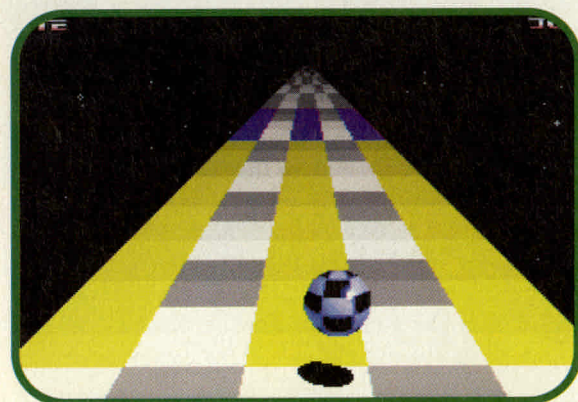
GRAV ATTACK

A very simple, yet highly original and addictive PD game had us enthralled for quite some time. You control a tiny spacecraft which must zoom around the landscape collecting the little pods that are bouncing up and down on the mountains. This would be simple but for the fact that the planets gravitational forces are constantly pulling you towards the mountainside. Even the slightest brush against the rocks is enough to destroy your ship. To load Grav Attack, put the disk in your machine and turn on the power. When the menu appears, choose the corresponding number and the game will load. Control is once again by the joystick. Left and right will rotate your ship, forward will thrust in the direction you are facing and fire will fire your weapons. This game will not work on 1/2 meg machines.

Don't be fooled by the wobbly-looking mountains - they'll blow you up quick as a flash if you so much as look at them wrong.



JUMP 'N' ROLL



▲ With less control over the ball than John Barnes, you've got your work cut out to survive.

Jump'n' Roll is another quite superb PD game. Somewhat reminiscent of an old 8-bit game (well, almost identical really) entitled Trailblazer, this one is guaranteed to keep you amused for some time to come. You control a football type object that is zooming along a landscape littered with obstacles, such as whopping great big holes. You have a fairly strict time limit for each level. Each time you fall through a hole a sizeable chunk of that time is taken away. There are also other traps carefully placed to delay you as much as possible, such as areas of the track that will slow your ball down if it tries to roll along them. Fortunately you have a limited number of jumps that can be used to get you out of a tight spot and these are utilised by a quick press of the firebutton. The only other controls are left and right and you don't really need to be told what they do! To load the demo, once again power up your Amiga with the coverdisk in the drive. When the menu screen appears select the corresponding number and the game will load. You will no doubt be pleased to learn that this demo works on all Amigas with either 1/2 or 1 meg of memory.

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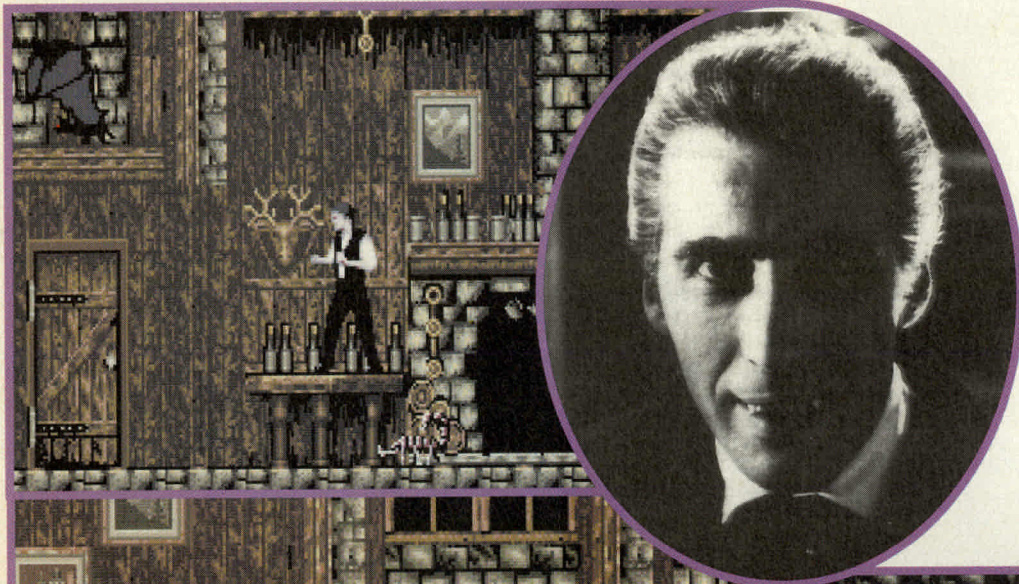
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Film licences are hot, and no-one, it seems, can afford to ignore them. Psygnosis enter the arena with a bloodthirsty cackle...

BY: PAUL ROUNDELL

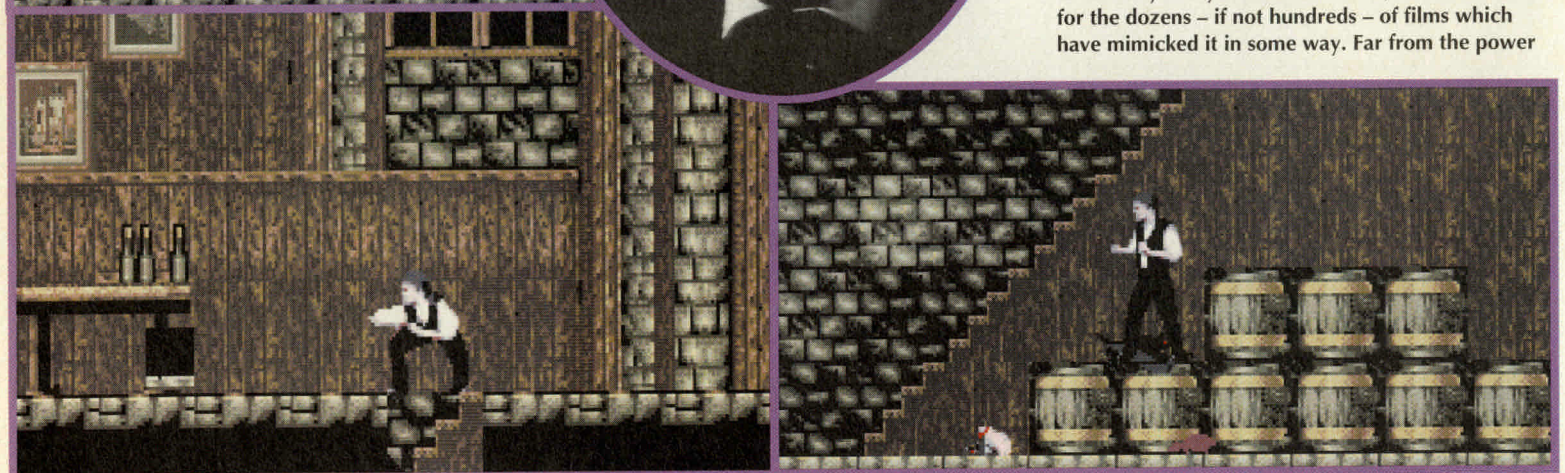
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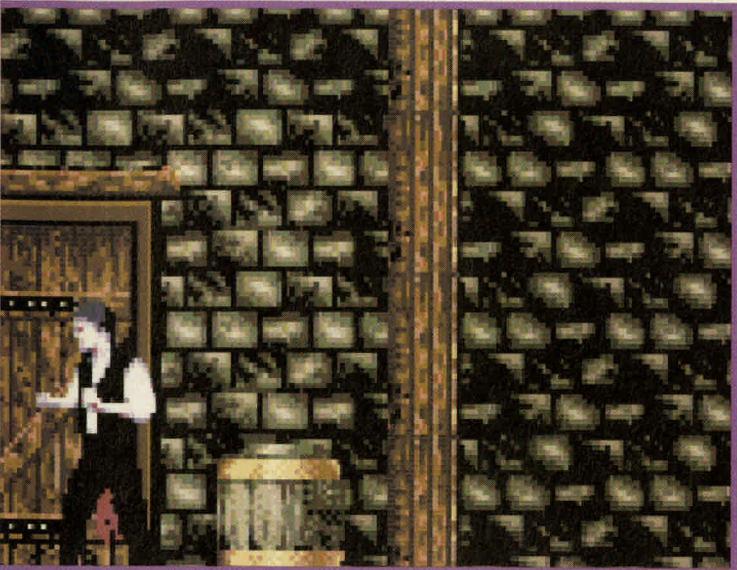
Any good game worth its salt will have an imaginative and captivating storyline. No amount of literary excellence can improve on a badly implemented game one iota, but as we all know, a nice scenario, coupled with that all important quality of gameplay, can add depth to any player's fantasy and greatly enhance the feeling of involvement.

It's extremely unlikely that Bram Stoker's only novel was the one in which a castle dwelling Transylvanian capered about biting people in the neck left, right and centre. The truth is though, that Dracula is his only work that I'm aware of, and I suspect most of you are in the same boat.

The strength of what was one of the first out and out horror books is such that it is THE most copied piece of fiction in history, lending itself in some part to virtually every true horror novel, and accountable for the dozens – if not hundreds – of films which have mimicked it in some way. Far from the power



"To reflect the atmosphere of the Cop



ONE

of what is, when all's said and done, a 100-year old book, losing its impact over the decades, Dracula is still very much front shelf material when it comes to matters of gore and sinisterism. So much so, in fact, that possibly the two most powerful forms of media in the world at present – Hollywood and video games – are reaping, or are set to reap, vast rewards from it.

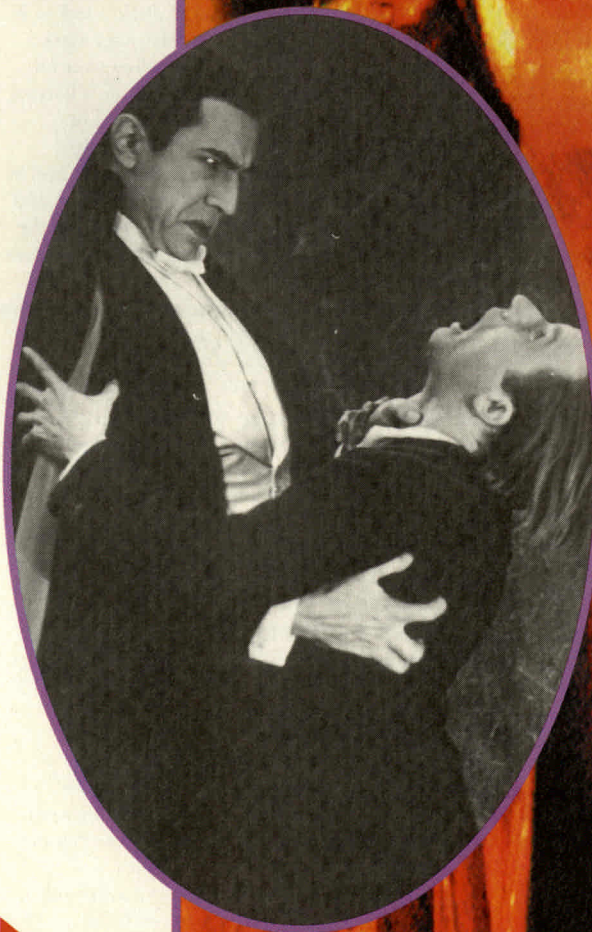
Psygnosis are not known for taking a back seat when it comes to experimenting and striding forth into new areas of the ever developing software market. Their partnership with DMA Design which brought us the never-before-seen Lemmings set a new and possibly unbeatable standard for puzzle games; they are one of the pioneers of CD development, and their innovative marketing and general own trumpet blowing have recently won them the coveted Queen's Award For Export.

One area they have yet to fully explore however, is the business of film licences.

Perhaps it is because, generally, the standard of products they ship is more than sufficient to hold their own in the market on quality and the Psygnosis name alone. Or more likely they prefer to re-invest in new products, rather than spend huge sums of money on what basically amounts to a director of Universal or Paramount or Columbia saying "Okay - go ahead."

Recent months have seen deals signed between software companies and film distributors even before the film is released, and in certain cases the game has actually preceded the film! Bram Stoker's Dracula has been given a relatively low profile by Psygnosis up to now, although work has been underway for quite some time...

Psygnosis PR guru Mark Blewitt explained why



pola film is a hell of a thing to ask"

► biting THE BIG ONE

the Liverpool company have decided to leap into the licencing lark.

"There are a few reasonable film tie-ins knocking around, but mainly, what you see are very poor games selling themselves through their loose connections with their big screen counterparts. In nearly every case, if the game was given a different name and sold accordingly, few people would ever recognise that it was supposed to be a representation of the film. Graphically they are generally average too."

It obviously makes money though. Is there any more to it than that?

"Of course we want to make money, and we do - but through the quality of our games, and this is what's helped to build up the reputation which Psygnosis now enjoys. Francis Ford Coppola did a superb job in making Bram Stoker's Dracula much more than just a horror film. It was moody, and the settings were excellent, and we knew that we had the staff who were capable of mirroring this kind of atmosphere in a game. It isn't something that has been hastily thrashed out - development has already been going on for about six months."

The film follows Jonathan Harker (who, surprisingly, manages to refrain from bellowing a single "awesome!" or uttering a sickeningly cheesy "dude" throughout the entire affair) - a young accountant who travels from his London home to the castle of Count Dracula in Transylvania. Who's behind with his taxes or something.

Unfortunately for Jonathan, it turns out that the Count likes to indulge in the odd spot of blood sucking - preferably from the gushing carotid of healthy young specimens such as himself, because on top of being a powdered wig-wearer of the Transylvanian aristocratic type, he is in fact a 400-year-old member of the undead, and a bit of a bad sport when it comes to letting visitors leave his castle alive.

Jonathan does manage to escape with his life - just, and makes his way through a good portion of old Eastern Europe before being collected by his doting, betrothed girlfriend Lucy, and taken home to recuperate.

Of course, the Count wants to avenge his injured pride - not to mention chow down on a tasty bit of neck, and tracks the couple down, kills a few people, bites one or two, and generally makes a nuisance of himself.

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The whole film is shot on location and carries a very... sort of rich, and artistic feel throughout. The costumes and make-up alone cost millions of dollars, and to reflect this on a two dimensional monitor screen with computerised images is a hell of a thing to ask.

Still, that's the task Project Manager Mike Simpson and his team were faced with, and current evidence suggests that they will pull it off.

"We wanted the game to have as realistic a feel to it as possible", says Mark.

"To go for the colourful, cartoony look on a licence such as this would be suicidal. There are eight major levels to the game, and in the main they will be very dark and brooding. The level of detail Mike and the guys are putting into each screen, though, will leave the player gobsmacked."

Drac the game follows the film not only in terms of atmosphere, but also - as far as possible - in the storyline. It's set across various European destinations, as we take control of Jonathan Harker and guide him manfully (or womanfully, if you like, wimmin!) through his trials and tribulations.

Over 50 different sprites are included; each one is animated individually, and the ones who attack or confront Jonathan have a very wide and unique range of moves.

Mark told us, "The amount of work the graphic artists are putting into the sprites is staggering. As you can see, they move extremely fluidly, and we intend to speed the whole thing up before completion, so the gameplay will be absolutely bob on." I had a rough idea of what "bob on" meant, so I thought it best to let it lie...

As well as the sprites (which I must admit are something else - Jonathan Harker, even in this untweaked stage, looks almost as if he's digitised), much importance is being put upon perfecting the backdrops. In order to give an authentic representation of eighteenth century castles and mansion houses, loads of detail needs to be crammed into every square centimetre of space, as the screenshots on these pages (taken from the still unfinished Castle level) will testify.

"The graphics really are going to be something else, and much of the hard work in this area is

obviously already well under way. The bulk of the sound effects will follow later, and providing they have enough disk space, which shouldn't be a problem at all, the programmers can let their imaginations run riot. Think back to the part in the film where Jonathan is trying to escape from the castle, and the wolves are baying below the window. This is precisely the kind of thing we want to get into the game, to build that atmosphere up."

The overall aim is to defeat Dracula. Before you even get close to this stage, hordes of his evil minions will have to be vanquished in one of several ways. The beloved Lucy, bitten by the Fanged One, is after your blood, as is her friend, the buxom semi-vamp, Nina.

At the end of each level, Dracula appears in one of his guises - wolf, young man, the brides (who persist in cackling maniacally throughout) etc., and needs to be defeated before you can move on to a new level, and a new destination.

Suits of armour move with a life of their own in the castle, rats scuttle past your ankles in the ruins of Carfax Abbey - in fact the entire game seems to be filled with features taken from the film.

"Psygnosis did not decide to bid for the licence of Bram Stoker's Dracula simply because this area of the market is such huge business. For us to take on a project such as this, we firstly wanted to know exactly what we were going to do with it, and that it was going to be everything we desired. We do know where we're going with it, and to be perfectly honest, it looks like it will be more than even we



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| • A1200 with 200MB | £599 |



Amiga 4000 Packs

- AGA Chip set
- 68030/40 processor
- Co-pro option
- 2MB/4MB RAM
- A4000 030 with 80MB HD & 2MB **£899**
- A4000 030 with 80MB HD & 4MB **£999**
- A4000 030 with 120MB HD & 4MB **£1099**
- A4000 040 with 120MB HD & 6MB **£2139**

A500 Plus

- Amiga 500 Plus **£187**
- Cartoon Classic pack **£217**

A1200/A600 Hard Drives



- Easy to install upgrade kits
- Full instructions and cables where necessary
- All drives supplied with formatting instructions and software
- Free fitting available - phone for details
- 20MB HD Upgrade Kit
- 40MB HD Upgrade Kit
- 60MB HD Upgrade Kit
- 80MB HD Upgrade Kit
- 120MB HD Upgrade Kit
- 200MB HD Upgrade Kit

A1200/A600 Memory Upgrades

- A1200 PC1204 4MB + clock (Co-pro option) **£178**
- ProRam 2MB PCM-CIA A600/A1200 **£118**
- ProRam 4MB PCM-CIA A600/A1200 **£172**
- ProRam 1MB A600 **£39**
- A1200 Real Time Clock **£17**

Amiga 500 Hard Drives



High Quality GVP Hard Drives

| | A500 | A1500 |
|-------|--------------|--------------|
| 120MB | £429 | £382 |
| 500MB | £989 | £942 |
| 1GB | £1189 | £1142 |

Internal Hard Drives for A500

- Easy to install - Full instructions
- ICD technology
- Pro Internal 20MB hard drive **£175**
- Pro Internal 40MB hard drive **£245**
- Pro Internal 80MB hard drive **£325**
- Pro Internal 120MB hard drive **£375**
- Pro Internal 200MB hard drive **£475**
- A570 CD drive **£149**

Monitors



- Philips 8833 MKII Monitor **£219**
- Commodore 1084s **£194**
- When purchasing with an Amiga deduct **£10** from above pricing
- Dust cover for the above **£5**

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- 14"/20" Super high resolution colour display
 - Professional IBM compatibility
 - Complete with cable
 - Full UK warranty
 - Tilt & swivel stand
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- A1200 SVGA Monitor (Displays high productivity modes) **£228**
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Workstations



- Ergonomically sound
 - Facilitates up to three external floppy drives
 - Made in the UK
 - Strong and robust
 - Aesthetically pleasing
 - Keep your desk neat and tidy
 - Supplied complete and assembled with free mouse mat
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|------------------------------------|------------|
| • A500 Workstation | £36 |
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| • A1200 Workstation | £36 |
| • Workstation Coverall dust covers | £7 |

Peripherals



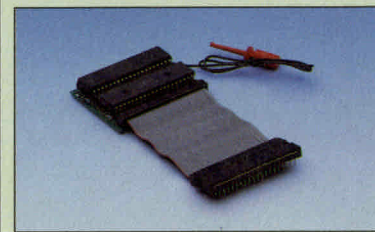
- 100 Capacity lockable disk box **£5.99**
- Squick mouse **£13.99**
- Mouse mat **£1.99**
- TDK high quality DSD (10) disks **£9.99**
- Computer Mall DSD (10) disks **£6**
- Jet Fighter joystick **£13.99**
- Apache joystick **£6.99**
- Python joystick **£9.99**
- Zipstick joystick **£14.99**
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- A500/A600/A1200 Dust covers **£4.99**
- A500 Modulator **£36**
- Mini Office package **£54.99**
- Supra 2400 Modem **£189**
- Supra Fax Plus Modem **£48**
- Supra v.32 BIS Fax Modem **£358**

Scanners

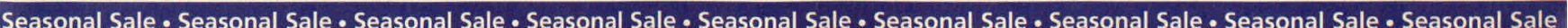


- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing
- **Power Hand Scanner**
- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software
- Power Hand Scanner v3.0 **£92**
- Power Hand Scanner Colour **£229**

Pro ROM Swapper



- Swap between Kickstart chips
- Fits A500, A500+, A600, A1500
- Auto swapping via keyboard control
- Flexible cable allows the swapper to work in conjunction with accelerators etc.
- Simple to fit - full instructions
- Pro ROM Swapper **£18**
- Pro ROM Swapper + 1.3ROM **£37**
- Pro ROM Swapper + 2.04ROM **£40**
- Workbench 2.04 plus manuals **£49**



CHARTS



| NUMBER | PREVIOUS NUMBER | GAME | PUBLISHER | PRICE | GAME TYPE | WE RATED IT |
|--------|-----------------|---------------------------------|--------------------|--------|-------------|-------------|
| 1 | ★ | GUNSHIP 2000 | MICROPROSE | £34.99 | FLIGHT SIM | 91% |
| 2 | 2 | FLASHBACK | US GOLD | £30.99 | PLATFORM | 92% |
| 3 | 3 | CHAMPIONSHIP MANAGER '93 | DOMARK | £25.99 | SPORTS SIM | 78% |
| 4 | 7 | WORLD CLASS CRICKET | AUDIOGENIC | £29.99 | SPORTS SIM | 59% |
| 5 | ★ | GOAL! | VIRGIN | £30.99 | SPORTS SIM | 88% |
| 6 | 1 | DESERT STRIKE | ELECTRONIC ARTS | £29.99 | SHOOT'EM-UP | 90% |
| 7 | 4 | REACH FOR THE SKIES | VIRGIN | £30.99 | FLIGHT SIM | 93% |
| 8 | 9 | SENSIBLE SOCCER 92/93 | RENEGADE/MINDSCAPE | £25.99 | SPORTS SIM | 90% |
| 9 | 5 | BODY BLOWS | TEAM 17 | £26.99 | BEAT'EM-UP | 92% |
| 10 | 6 | PREMIER MANAGER | GREMLIN GRAPHICS | £25.99 | SPORTS SIM | 90% |
| 11 | 13 | A-TRAIN | OCEAN | £29.99 | STRATEGY | 84% |
| 12 | 8 | THE CHAOS ENGINE | RENEGADE/MINDSCAPE | £25.99 | SHOOT'EM-UP | 92% |
| 13 | ★ | SYNDICATE | ELECTRONIC ARTS | £34.99 | STRATEGY | 93% |
| 14 | ★ | SCRABBLE | US GOLD | £27.99 | PUZZLE | 64% |
| 15 | ★ | WAR IN THE GULF | EMPIRE | £29.99 | STRATEGY | 88% |
| 16 | 12 | LEMMINGS 2 | PSYGNOSIS | £29.99 | PUZZLE | 95% |
| 17 | 11 | SUPERFROG | TEAM 17 | £26.99 | PLATFORM | 89% |
| 18 | 14 | SREETFIGHTER 2 | US GOLD | £27.99 | BEAT'EM-UP | 90% |
| 19 | 15 | WING COMMANDER | ORIGIN/MINDSCAPE | £34.99 | SHOOT'EM-UP | 80% |
| 20 | ★ | THE LOST VIKINGS | INTERPLAY | £29.99 | PUZZLE | 91% |

★ = RE-ENTRY ★ = NEW ENTRY

Zooming straight into the top slot this month is Microprose's excellent Gunship 2000, finally released after a good 30-odd years in development. Next highest entry is no surprise - Dino Dini's Goal!, scoring another valuable scorcher for the Virgin reputation. Syndicate arrives at number 13, but it hasn't had as much shelf time as others, and should rocket up next month as a real contender.

Graham Gooch's World Class Cricket keeps up the momentum - a real surprise from Audiogenic, and a bit of an office favourite now that Alan's slung his hook! Interplay will be hoping for a leap from The Lost Vikings, and games to look out for are the excellent One Step Beyond and Walker.



ACTION REVIEWS

Hotter than a fireguard, hipper than drainpipes, and oozing more goodness than a glassful of codliver oil - they're the Action reviews, and naturally, they're here...

INSIDE...

D-DAY

Relive the battle of the beaches - or indeed, take part for the first time - with the latest in a long line of Hitler 'em-ups. **p24**

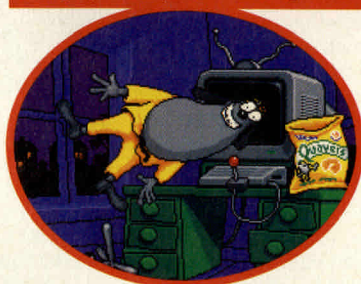


GLOBAL GLADIATORS

Ronald MacDonald's little buddies run amok in an attempt to save the universe from impending oblivion. They fail, and we'll all be dead of toxification. **p36**

ONE STEP BEYOND

After Pushover comes this latest puzzler from Ocean. Colin's been sucked into his Amiga and needs a helping hand to escape the strange platformy world! **p28**



LOST VIKINGS

Nordic capers abound with a confused bunch of horny pillagers, lost on a spacecraft in the galaxy's outer reaches. **p42**

RETURN OF THE SUPER LEAGUES

The most informative and comprehensive Amiga library is back! We'll be updating it each and every month with the latest reviews, to keep you bang up to date with the games scene. For those who can't wait, turn to page 104 NOW.

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 find no 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 effort that, as a whole, will probably not disappoint buyers but it doesn't offer too much to inspire either.

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 game Action team will give a brief idea of what he thinks.

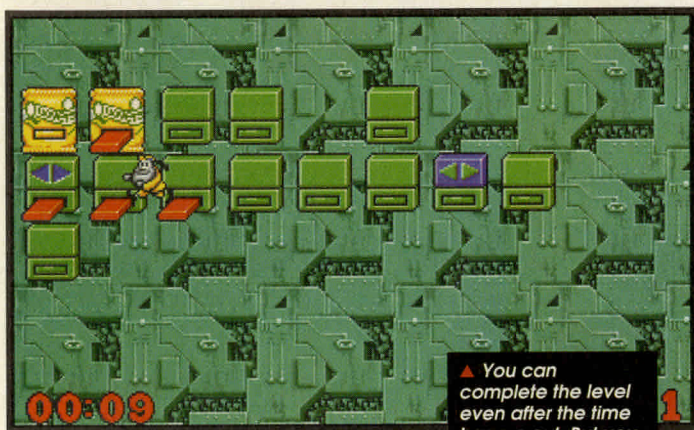
Overall Score

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

STAR BILLING, IN ORDER OF APPEARANCE

Campaign mission disk, Nicky Boom 2, Scrabble, Yo! Joel, Beastlord, Animation Classics and big Jimmy Pond on the A1200!

ACTION REVIEW PUZZLE



▲ You can complete the level even after the time has run out. But you have to go through it all again so there's not much point.

Quavers are the crisps that had Lenny Henry doing the voice overs for their TV advertising campaigns. These ads showed the animated hero of this game, Colin Curly, getting into, and out of some scrape or other, before warning the viewer to, and I quote, "Watch out, they taste curly!"

Now maybe it is just me that has difficulty understanding this, but what does it actually mean? If he had warned, "Watch out, they taste vile!" or something along those lines then it would at least have made some sense. As it stands I am left confused as to why I should watch out, merely because something tastes curly.

I could ramble on about this all day, but I suppose I have to mention the game at some stage. For those who don't know, this is not Colin Curly's debut on the Amiga. He played a supporting role to G.I. Ant in a previous Ocean puzzler going by the name of Pushover. This time around though he receives star billing in a game which bears more than a passing resemblance to its prequel. That is not to say that this is Pushover 2 in all but name, because although there are many similarities there are just as many distinctive differences.

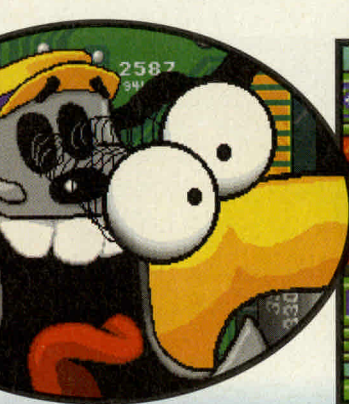
Our Colin certainly likes his Quavers, in fact you could say they're his favourite. It is fair to say



that he will do absolutely anything to get his mouth wrapped around that deliciously cheesy snack. Now he is in trouble. While sitting at his Amiga, playing Pushover of course, some strange force grabs him and pulls him through the screen, into his monitor. The only way back is to complete one hundred levels of increasingly taxing puzzles. Feeling upset and alone at the thought of the task that awaits him, Colin spies something that spurs him on no end. The largest bag of Quavers he has ever seen is awaiting him at the other end. After this there is just no stopping him!

As I said, there are one hundred levels, each of which must be cleared before Colin has reached his goal. Each

▼ It's bad enough being stuck in a computer without some fool hurling you off the



▼ Small but perfectly proportioned - Colin gets a bit dizzy at the higher points.



Check out Curly Colin's crunchy capers. We're Quavering with excitement.

ONE STEP



▲ "It's no good bringing me here mate - there are platforms to close, you spoon!"

level consists of a number of platforms, and to complete the screen you must clear it of all the platforms before you will be allowed to progress. This is done through Colin leaping from ledge to ledge. As he jumps from a platform it will disappear. To successfully complete a level, your final jump must

SAFE

This platform will remain no matter how many times Colin jumps on to it.

HORIZONTAL OPENER

This platform will open all of the platforms on the same row as soon as Colin lands on it.

BOUNCE DOWN

As soon as Colin steps on to the Bounce Down platform he will, well bounce down.

HORIZONTAL SHUTTER

This platform closes all the platforms in the same row as soon as Colin jumps off it.

IN & OUT

This platform will move in and out continuously.

BOUNCE UP

Exactly the same as Bounce Down except you bounce up.

DELAY

This platform will remain open for some time after Colin moves off it.

RAY SHUTTER

This will shut every platform along the lines indicated by its arrows.

NUMBERS

These platforms must be closed in the numerical order indicated on them.

BOUNCE DIAGONALLY

Colin will bounce diagonally in the direction indicated by the arrow when he steps on this platform.

Perplexing Platforms



REGULAR



SAFE



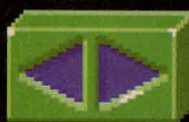
NUMBERS



DELAY



IN & OUT



HORIZONTAL SHUTTER



HORIZONTAL OPENER



RAY SHUTTER



BOUNCE UP



BOUNCE DOWN

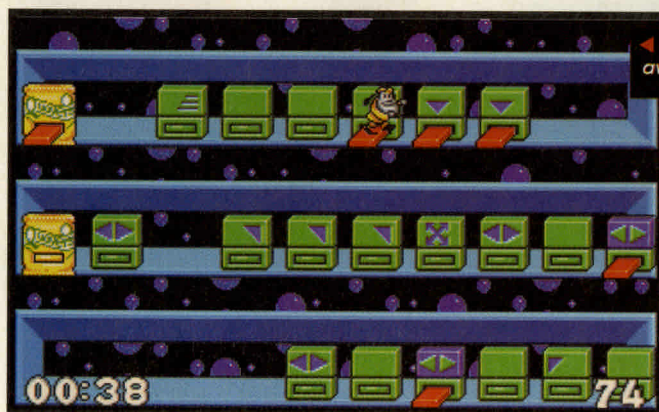


BOUNCE UP LEFT



BOUNCE UP RIGHT

BEYOND



Colin loses his mind and high tails it away from his favourite cheesy snack.

there is no lives or credit system. Simply select restart puzzle and have another crack at it.

Some will undoubtedly say this is far too similar to Pushover to warrant anyone who owns the previous game bothering with. I have to disagree. I completed Pushover, (well, alright, nearly completed Pushover) and am fairly sure I will do the same with One Step Beyond. This is computer

entertainment at its most enjoyable. It may not be as technologically advanced as many products on the market today, but it is just as much, if not more fun.

be from the last remaining platform to the exit.

This may sound very simple, and to begin with it is, but as you get further into the game the levels are so fiendishly designed that you will find yourself really struggling, no matter how good you think you are.

The main problems you will encounter arise as a result of the presence of certain platforms that are a little bit different to your everyday, run of the mill type of platform. These include things such as delay platforms, which do not disappear for some time after you have left, and platforms that send you off in a direction as soon as you step on them.

If you fail to complete a level it is not really a major disaster. You can have as many attempts at each level as you want as



THE LOW-DOWN

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

SCORING

| | |
|-------------|---------|
| GRAPHICS | 78% |
| SOUND | 75% |
| PLAYABILITY | 89% |
| DIFFICULTY | SPOT ON |

Pushover was a game that was crying out for a follow up. It has arrived in the shape of One Step Beyond, and it's more than equalled my expectations. If you are looking for a game that is enjoyable to play, but will make you think a bit in the process, you can't go wrong with this. I'm not a big puzzle game fan but this month has seen two really excellent examples. Both this and The Lost Vikings should rocket to the top of your shopping list!

REVIEWED BY: Steve

SECOND OPINION

What a top game! Perhaps not as difficult as some, but it's one hundred levels of easy paced pleasure, and a real joy to play and conquer. It's the game of the month in my opinion.

OPINION BY: Paul

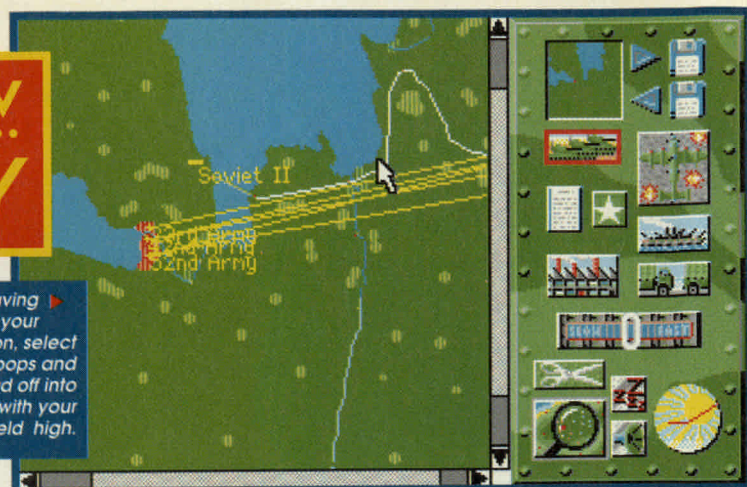
OVERALL SCORE

84%

ACTION REVIEW ARCADE STRATEGY

Carry on up the Khyber with another batch of wartime capers.

Having chosen your location, select the troops and head off into battle with your head held high.

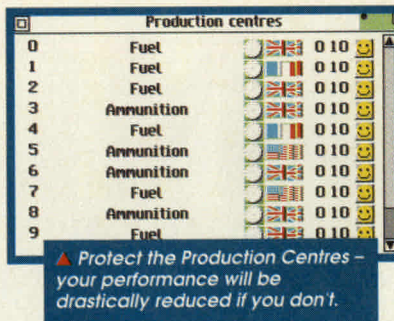


CAMPAIGN

FROM NORTH AFRICA TO NORTHERN EUROPE



▲ All the vehicles from the first game are here, and the arcade action remains exactly the same. A bit more speed would have been great.



historically correct to nearly every detail, and can be fought from either side.

Beginning in Tripoli – which even back then seemed to be having a bit of a rough time – the missions play through each major feature of this leg of the war, and culminate in the Battle of Ypres, whatever that was all about.

The maps are absolutely huge, it has to be said, and the editor feature should once again elongate an already big game. I must say however, that although the blend of strategy and arcade is a break from the norm, it's difficult to imagine this kind of product attracting a huge amount of people. Not necessarily a bad thing mind, since, to a reviewer like me at least, it's quality – not quantity of sales – which counts, and Campaign once again delivers the quality. In bucketloads.

Campaign scored an excellent 89 per cent in Amiga Action in January, and impressed the usually stoical Steve to such an extent that he started using words like "engrossing" and "enormous".

It entailed completing 20 virtually historically correct missions from the Second World War, and was generally regarded as the most involved simulation of its kind, comprising as it did a clever blend of strategy and arcade action. It ran in real time, and events that took place in the actual war also happened in the game – at the correct time – to provide as much realism as was humanly possible.

The data disk takes us further into the war, and further away from good old Blighty, as we pack our safari suits and mosquito swotters and head into the sun-drenched perilous lands of North Africa and the northern parts of Europe.

Fans of Campaign will be delighted to hear that what we have here is not just an addition, but another 25 missions – more than in the original game! A copy of Campaign is required, as all the vehicles and troops – in fact, every single aspect – are still available to use.

Again, the scenarios are



THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Jonathan Davies
PRICE: £15.99

| S C O R I N G | |
|---------------|--------|
| GRAPHICS | 82% |
| SOUND | 78% |
| PLAYABILITY | 84% |
| DIFFICULTY | TRICKY |

It's always very easy – a cliché, in fact – to say about data disks and sequels that if you liked the original, you'll like this. In this case, however, not only must you have enjoyed the original, you've got to own the thing as well! If you did, and if you do, then this is sixteen quid's worth of more strategic fun. If however, you were simply glad to battle through the originals, then think twice before taking this on board.

REVIEWED BY: Paul

SECOND OPINION

I was taken aback and thoroughly impressed by the sheer size of the original. Having completed several missions though, I'm not sure I'd want to do it again in a hurry.

OPINION BY: Steve

OVERALL SCORE

82%



***HOW MUCH LEMONADO
CAN YOU HANDLE?***

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ACTION REVIEW PLATFORM

Grandad's free, but the forest is still in a pickle. Nicky 2 the rescue once more.

You must ► collect Fire Crackers as you explore the landscape. They will give you access to previously unreachable areas of the game.



NICKY 2

▼ There really isn't a great deal involved in playing Nicky 2. Collect some stuff, kill a few enemies and jump around a bit.



I must say, this is a pretty daunting task. Writing a two page review on the sequel to a game I have never even heard of. Not only that, but it is also one of the shallowest games I have ever come across. Don't get me wrong, at this point I'm not commenting on the game itself, merely the storyline and the way the game plays. Trip merrily with me then, through the enchanted forests and haunted caves, as I plunder the recesses of my mind to find something worthy herein.

Apparently, and I admit to relying on the game manual for this information, in the first game some bloke called Nicky Boom had to free his grandfather from the clutches of a horrible witch.

Unfortunately for Nicky, that was not the end of his troubles. An evil cloud continued to float over the forest. Rumours became rife that the witch had had a sister who was also a magician, and just as cruel as her sibling.

There is no doubt black magic is at work: monsters terrify the forest, certain roads and caves have been blocked off, and the ladders allowing easy passage through the undergrowth have been locked

up in power fields. There is a more important reason than any of these though, for Nicky to find out who is committing these evil acts. Someone has scattered his toys around. On no. What a disaster.

So once again, Nicky sets off for an adventure. This time he will not be alone as his grandfather has thoughtfully provided him with a magic goose. You will have to watch it like a hawk though as it does have a tendency to wander off if left to its own devices, and then you will have to waste plenty of time searching for it.

You must help our hero overcome all the obstacles put in his way, and reach the lair of the evil power which is trying

▼ As you progress through Nicky 2, the enemies become more and more fearsome. Reckon you can cope?

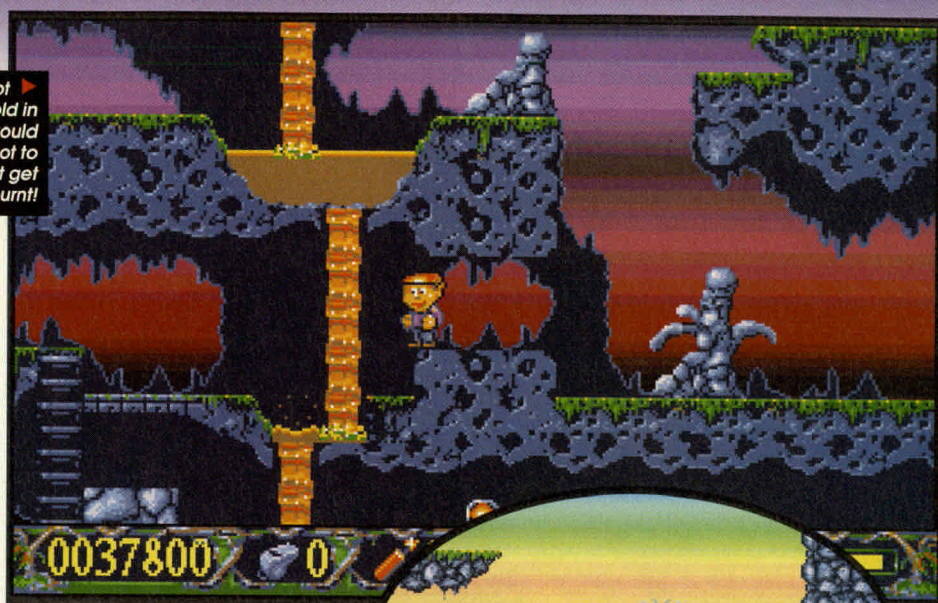


▲ You can also enter the houses in the forest. You never know, they may contain treasure beyond your wildest dreams and expectations.



It looks like lava but it's not that hot. Perhaps there's gold in them thar hills. Still, it would probably be a good idea not to go wading in it, you might get your tootsies burnt!

Watch where you're going son, the leg's a bit wobbly on that ladder! If you don't take care you may have a nasty tumble.



This game offers absolutely nothing new. What it does have though, is fun stamped all over it in great big letters. If you can forgive the lack of originality, you will find yourself playing a game which is a thoroughly enjoyable experience.

I have been told that Nicky 2 is almost identical to the original in every way, right down to the method which must be employed to open up the hidden ladders. The graphics have not been significantly changed, and the gameplay remains the same. Nicky 2 is simply more of the same, so if you enjoyed Nicky Boom you know what to expect here.

You can take this in one of two ways. You can either look at it as an extremely simple, fun to play, no frills platform game, or you can view it as a childish piece of programming, which is far too simplistic for all but the newest gamesplayers.

I must admit, I prefer to think of it in the former manner. I like a good simulation as much as the next person, but every once in a while it is nice to have a product you can play without wading through endless reams of paper.



The last level of the game sees you being attacked by huge great hairy abominable snowman type creatures.

Those mirror like contraptions will transport you around the level. Trouble is you don't know where you will end up.



THE LOW-DOWN

PUBLISHER: Daze Marketing
CONTACT: 071 328 2762
TEAM: Microids
PRICE: £25.99

| S C O R I N G | |
|---------------|----------|
| GRAPHICS | 68% |
| SOUND | 61% |
| PLAYABILITY | 79% |
| DIFFICULTY | VARIABLE |

By rights, Nicky 2 should come in for a bit of a slating. A quick perusal of the screenshots is enough to inform anyone that the graphics are average at best. What they don't tell you however, is that the animation is sub standard, and the sound is a strange mixture of Euro pop and sporadic French exclamations. Having said this, for some inexplicable reason I find myself strangely drawn to it. Nicky 2 is good, clean fun and no mistake.

REVIEWED BY: STEVE

SECOND OPINION

In my eyes, Nicky Boom was just a little bit different from the other platformers, and I was surprised to find I liked it. Since Nicky 2 is simply more of the same, I am a fan of this one too!

OPINION BY: PAUL

OVERALL SCORE

71%

COMING
SOON

1869

WHALE'S VOYAGE

SURE
NINJAS

RELEASE AUGUST 12

WHALE'S VOYAGE

ASM HIT



PC
JOKER

1869



EXPLORE THE ALIEN PLANETS OF THE 24TH CENTURY, WITH THEIR SINISTER WORLDS AND CITIES INHABITED BY STRANGE SOMETIMES VIOLENT PEOPLE. LEARN TO TELL FRIEND FROM FOE, AS YOU TRY TO OUTWIT TRADERS WITH YOUR MERCHANDISE, THE COMPETITION CAN BE INTENSE, BUT THE REWARDS GREAT, AS YOU STRIVE TO FINANCIALLY SECURE YOUR RACE.



THE AGE OF THE GREAT CLIPPERS AND THEIR STRUGGLE FOR SURVIVAL AGAINST THE GRADUAL DOMINATION OF THE STEAM SHIP. ACCURATE HISTORICAL SIMULATIONS OF THE PERIOD BETWEEN 1854 AND 1880, INCLUDING MAJOR EVENTS SUCH AS THE AMERICAN CIVIL WAR, REVOLTS AND THE OPENING OF THE SUEZ CANAL.

FLAIR

S . O . F . T . W . A . R . E

EVERYTHING WE DO - IS PLAYED BY YOU

ACTION REVIEW PUZZLE & QUIZ

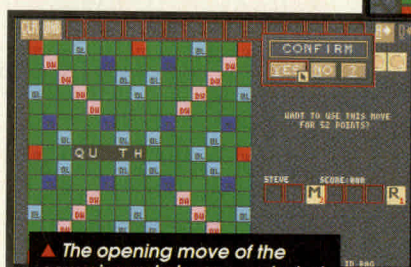
Got a large vocabulary? Find out in the latest computer version of Scrabble.

Roncador. Now that's a good word. Lithoid. That's another one. What do these words have in common? Apart from me not knowing what either of them mean, they are both words that were thrown at me by this latest computer version of the perennial board game favourite – *Scrabble*.

Many have tried (and failed might I add), to successfully convert the world's leading word game to various computer formats. Now it is US Gold's turn to have a crack. Many of the previous versions have suffered from an almost complete lack of user friendliness and the simple fact that it was a lot easier to get out the board and little plastic tiles.

With this effort, US Gold have attempted to address this problem by providing a list of options which enable the player to tailor the game to his or her needs, down to the time it takes the computer to play. And there's a multi-player option for up to four people!

If you're familiar with the "That's not a word!" arguments, generally followed by a half-hour hunt around the house because no one can remember where they put the dictionary, then now is the time to rejoice. They are a thing of the past with this program. The 134,000 word Official Chambers



▲ The opening move of the game is made by me and what a move! With that kind of start, you can only hope for the best.



▲ The game has progressed a little further now. And I came up with those words myself – honest!

SCRABBLE



▲ Things are looking a little darker now than they were a few moments ago. The computer is coming on with a strong spurt to the finish.

Scrabble Dictionary is incorporated into the program, making arguments futile for the simple reason that you will not be allowed to place any word that is not contained therein!

When you get right down to it, though, it is just *Scrabble* and no matter how easy it is to play, you have to question the need for such a product.

For £28 you could purchase a decent *Scrabble* set and probably have enough left over for a dictionary to boot! In the long run, you will get far more enjoyment this way. My advice is to buy the board game, get the family and friends around, and settle down to a nice relaxing time and a good few arguments!



▲ Well, you can't win them all! Better luck next time and against a computer opponent this good, you are going to need it.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3388
TEAM: Cygnus Cybernetics Corp.
PRICE: £27.99

| S C O R I N G | |
|---------------|----------|
| GRAPHICS | 68% |
| SOUND | N/A |
| PLAYABILITY | 73% |
| DIFFICULTY | VARIABLE |

Traditionally, board games don't convert well onto computer. *Scrabble* from US Gold is certainly an exception. It plays well, is very user friendly and has, to a certain extent, maintained much of the charm and appeal of the original board game version. It will only appeal to fans of *Scrabble* but if you are already a fan then you will own one version of the game or another – this means you will probably not want to splash out. A waste of time, really.

REVIEWED BY: Steve

SECOND OPINION

The computer seems to come up with some stupidly ridiculous words that only the real professionals know – a little unfair, methinks. I consider the board game to be more fun to play.

OPINION BY: Alan

OVERALL SCORE

64%

ACTION REVIEW PLATFORM

*Put down the pizza!
Abandon the anchovies! It's
platform japery with the
latest Italian superstar.*

I must admit to being somewhat surprised. When our illustrious and leather-clad Editor – still sporting a light sheen of perspiration from his “bikers weekend” in an obscure Derbyshire village – handed me a large brown envelope, proclaiming it to contain the latest release from Blue Byte.

My thoughts were of a good few hours spent doggedly manipulating war-weary troops through mission after bloody mission in an attempt to capture enemy strongholds and win a fictitious war. And not unreasonably so either, since this is the type

of product on which the German team have built their grand reputation.

Two disks and a photocopied manual tumbled onto my desk from their temporary starched paper home, the labels proudly announcing that I would shortly be playing *Yo! Joe!*. Funny name for a strategy game, that. Maybe it was some sort of army code or perhaps it's what the soldiers shout at each other from the bunkers.

My trusty A600 began beaver away on disk one as I flicked through the manual. What was all

Down the stairway of skulls and into the cavern of doom slide our brave young heroes. Yawn...

this – jump, hit, throw, bonus, energy? Makes it sound like a platform game of some kind. Very strange. Just at that moment, the loading came to an end and the demo game kicked in.

A greasy looking young bloke, whom I assumed to be Joe, jumped from a ledge and landed a flying kick in the chest of a stereotypical bad guy before continuing down a flight of steps and relieving a chest of its treasures.

Lordy, it was a platform game... from Blue Byte! The blacks and whites of my neatly ordered world turned into muzzy shades of grey and I flopped to the floor, limbs like jelly, eyeballs rolling and the image of Sonic the Hedgehog in a tin hat and fatigues etched firmly onto my mind.

YO! JOE!

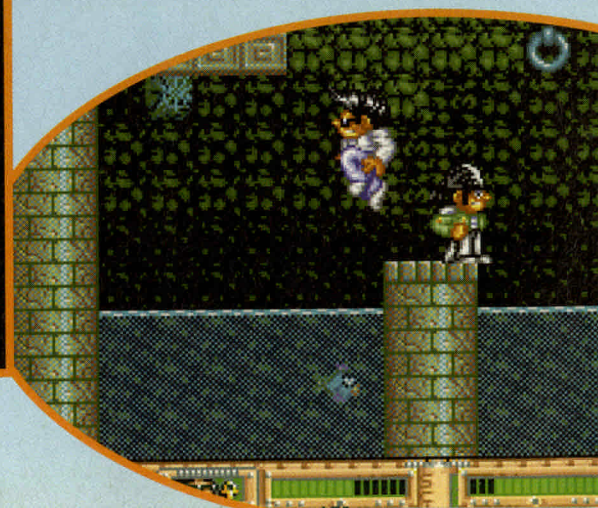
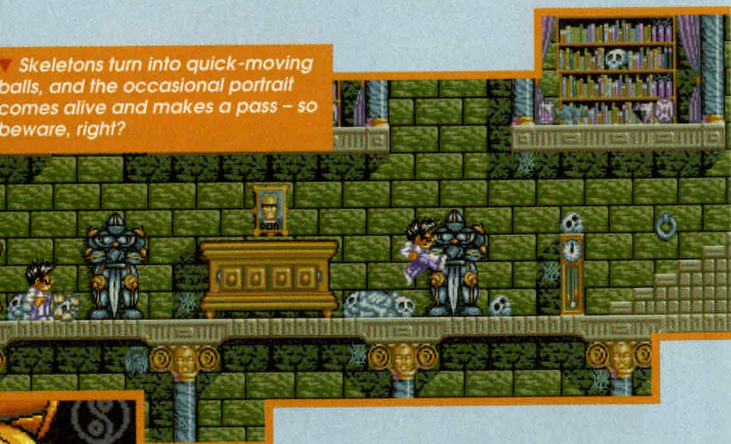
▼ Chests often hide valuables or energy power-ups but watch out for the rats who'll nibble your feet.

▼ Skeletons turn into quick-moving balls, and the occasional portrait comes alive and makes a pass – so beware, right?



▼ Count Cosimo. Part-time vampire and castle dweller with a penchant for pet dragons.

Sheebop. Some sort of Ninja chick, rumoured to be into 60s music and judges hairpieces.



Several minutes later, when the crowd had dispersed and Steve's lunch wafted under my nose as a substitute for smelling salts, I felt well enough to continue and waded in manfully.

Joe – he of the Yo! persuasion – is Joe Maroni, son of a family of Italian immigrants (though migrant to exactly which country we're not told). After Mafia hassles, he decided to drop out of society and become a street kid. Apparently, he and his friend – fellow street kid Nat (erm, "The Rat") Gonzales – have countless adventures together, as they both despise the outlawed powers who forced them into the lives they now lead.

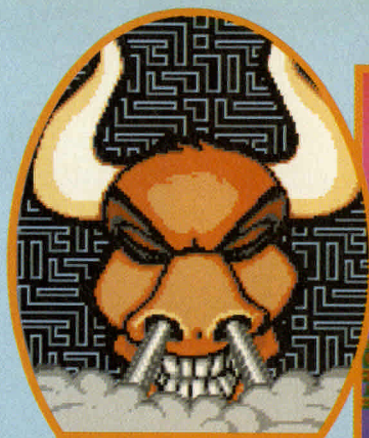
On this particular occasion, Joe (or is it Joe!) and Nat – should you choose the simultaneous two player option – find themselves faced with the awesome task of... well, getting through several levels to the end of the game without being killed by Nasty Things.

Now then, this is my second review of an average platform game this issue and I'm sure I've already used most of the cliches, such as Nice Graphics, Cute Characters and the rest. So where do I go from here? What I think I'll do is cut out the waffle (There goes half the review – Ed) and simply fill you in on the good and bad points. Yeah, that'll probably be best. Righto then, here we go.

Starting on a good point, the levels are very large. A bad point is that there are no passwords for said levels, making for frustrations and tedium in the later stages when frequently conquered levels must be endured time and time again. Groan!

Another good point is the graphics; the backgrounds are well detailed and the sprites represent their particular level well (for example; skeletons, vampire bats and Frankenstein's Monster-type things in the castle).

A bad point, however, is the collision detection. Sprites



▲ Meanotaurus. Guardian of the labyrinths. The steaks are high 'cos this guy takes no bull!

frequently walk through punches and kicks, causing loss of life or energy and even more frustration.

The in-game music is another good point – not annoying in the slightest. In fact, it's quite listenable! Unfortunately, it seems to have taken precedence over the sound effects which are much more important.

The aforementioned simultaneous two player mode, featuring Joe and Nat, is a very good point should you have a friend who shares your interest in destroying evil creatures. It's marred only slightly by the cringeworthy interaction between the two on the options screen. For instance, "You are my best friend Nat." Sad indeed.

Good point number umpteen: our heroes have a nice repertoire of moves, including the abilities to aim high kicks, scale overhangs and walls, and use the few weapons they come across. The downside? Because of the collision detection and the way some parts of the game are laid out, it is impossible – even with loads of practise and a great deal of skill – to come through confrontations unscathed.



▼ Professor X – a half madman, half machine (said to support Blackburn Rovers) who craves world domination.

▼ Joe proves his worth in the superhero department by promptly getting squished by the end of level Sumo geezer.



Time to wrap up and I apologise in advance for the familiarity of what I'm about to say; Yo! Joe! is of a similarly average nature with nice enough graphics, pleasant sounds and a host of other features incorporated like many of its modern contemporaries but what can I do? Shut up and live in hope for new ideas, that's what.

THE LOW-DOWN

PUBLISHER: Hudson Soft/Blue Byte
CONTACT: 010 40 3399 26

TEAM: Scipo
PRICE: £25.99

| S C O R I N G | |
|---------------|--------|
| GRAPHICS | 78% |
| SOUND | 70% |
| PLAYABILITY | 67% |
| DIFFICULTY | TRICKY |

It's good to see a two player option of this nature incorporated into a game, even if it will only be used by a tiny proportion of eventual buyers. That really is the only innovation, though, because the rest has all been seen before. I'd love to give this a very high or very low mark, simply because it's so long since I did – but as the saying goes, "Tell it as it is". So with a whimper and a snuffle, into the ever more popular Average Club it goes.

REVIEWED BY: Paul

SECOND OPINION

Average? This game isn't average – it's downright poor! *Global Gladiators* is average but *Yo! Joe!* has some way to go before it reaches even that level of mediocrity. Deary deary me.

OPINION BY: Steve

OVERALL SCORE

67%

▲ The shower gives Joe back all his lost energy. The toilet doesn't play part in the game, unfortunately.

▼ Nat's nights on the street have a detrimental effect on his B.O., and Joe opts for piranha pool to escape.

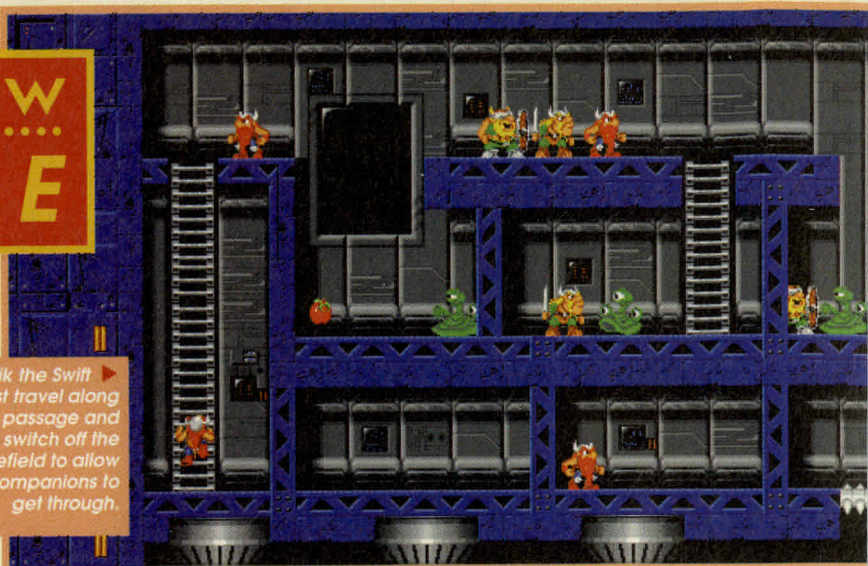
▶ Marcos Cane, an ex-illusionist who now kids himself that he's the reincarnation of the infamous Adam Ant.



ACTION REVIEW PUZZLE

How on Earth can three Vikings manage to get themselves lost aboard a spaceship?

Erik the Swift must travel along the passage and switch off the forcefield to allow his companions to get through.



THE LOST VIKI

It seems to me that every company in the known universe seems to want to get in on the puzzle games act, which is all well and good – but does every single one of these efforts have to be almost identical? I mean, surely someone must have some fresh ideas! There are only so many times you can play yet another rehashed version of *Tiny Skweeks* without screaming.

Relief is provided by game maestros Silicon & Synapse in the form of *The Lost Vikings*. Putting this game into a category actually proved to be quite a difficult task in itself, one which I spent countless minutes deliberating over before finally coming to the conclusion that it was indeed a puzzle game, despite a distinctly platform-esque exterior.

There is an accompanying story but all you really need to know is that, unlikely though it may seem, three Vikings have become lost onboard a huge intergalactic vessel. You control the three confused Norsemen and must use Erik's speed, Baleog's weaponry and Olaf's defensive abilities to help return home.

To get through the 40 levels you must



▲ Here is a situation where Olaf's shield could have been used to good effect to protect you!

make adequate use of all of the members of your team and their characteristics. For instance, Erik the Swift can run, jump and smash through walls with his head, while Olaf the Stout can block attacks, provide a platform for Erik or make use of his shield as a hang-glider to float down long distances.

The key word here is most definitely teamwork. If you don't get the Vikings to work together you really won't stand a chance, as the game is impossible otherwise – the late puzzles are fiendishly difficult and a real challenge to just about each and everyone.

I now suppose you all want to hear about all the major problems that keep *The Lost Vikings* from being a classic game – well sorry to disappoint you but I can't. There are no real major flaws and very few minor ones. If you were to be picky you could say that the music and sound effects could have been better or that there could possibly have been more levels but that really is about it. There is nothing else to my mind that you can criticise in this truly excellent and unique game.



▼ Olaf has the ability to raise his shield above his head and use it like a kind of hang-glider. Pity you forgot about that here!



THE LOW-DOWN

PUBLISHER: Interplay
CONTACT: 0865 390029
TEAM: Silicon & Synapse
PRICE: £29.99

| S C O R I N G | |
|---------------|---------|
| GRAPHICS | 88% |
| SOUND | 80% |
| PLAYABILITY | 91% |
| DIFFICULTY | SPOT ON |

Stunning is probably the best way to describe Interplay's *The Lost Vikings*. I'm going to go out on a limb now and say that this is the best puzzle game ever to have appeared on the Amiga – and no I haven't forgotten the *Lemmings*. The task of rescuing the wisecracking trio of Olaf, Baleog and Erik is far more enjoyable than any other game I have played of this type. This is outstanding stuff. More of the same please – immediately!

REVIEWED BY: Steve

SECOND OPINION

Best puzzle game on the Amiga? Well, I wouldn't quite go that far, although I must say that *The Lost Vikings* took me by surprise with its great graphics and hair-pulling puzzles. No disappointments here.

OPINION BY: Paul

OVERALL SCORE

91%



▲ To get through that locked door, the Vikings will somehow need to get the gold key. The only way to get to it is to make good use of Erik the Swift's jumping prowess. Just watch out for that laser gun!

NGS

Character profiles



(From left to right)...

BALEOG THE FIERCE:

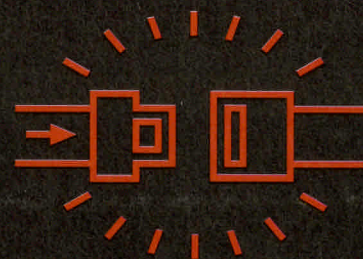
Baleog's enormous ego is tolerable only in light of the martial skill he provides to the expedition. When he's not accusing his brothers of being lazy or weak, Baleog can often be found sharpening his sword and contemplating strategy for world conquest. Baleog can attack with his sword and shoot arrows, he can also use arrows to activate switches that are a long distance away. Sadly, he has not yet mastered the art of defence. Therefore he usually hides behind Olaf's shield during battles.

ERIK THE SWIFT:

Tactical genius and self proclaimed leader of the party. Erik is the swiftest and most agile of the Vikings which makes him an indispensable part of any expedition, as he can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls. Unfortunately he has no defensive capabilities, which leaves him very vulnerable if he goes out scouting by himself.

OLAF THE STOUT:

This jovial Viking, with his hardy constitution and steadfast resolve, can always be relied upon. His appetite for adventure is rivalled only by his passion for pastries. He can use his shield to block enemies and their shots. He can also hold his shield above his head and float long distances which gives him great manoeuvrability. The drawback is he has to wait for Baleog in combat situations.



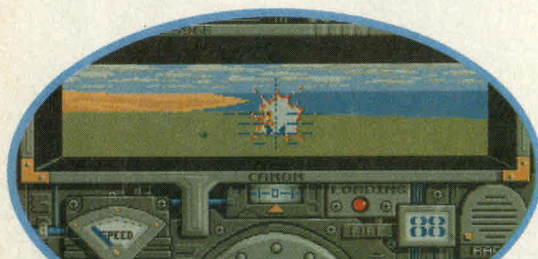
LADIES
AND
GENTLEMEN
PLEASE
FASTEN
YOUR
SEATBELTS
WE ARE
ABOUT TO
TAKE OFF

ACTION REVIEW

ARCADE STRATEGY

Never, in the feeeld of human conflict, have so few fought them on the beaches as light through yonder window breaks.

D-DAY



▲ Things look bright from inside the cockpit of the tank as yet another bit of innocent driftwood bites the dust.

Those software companies, eh? They do like their wars! Mind you, we must like playing 'em or they wouldn't keep cropping up. Imagine the big gamey void there'd be if Hitler hadn't been off his chump or if Saddam Hussein was halfway to being a reasonable man.

US Gold buck the recent Gulf War trend and take us back to the halcyon days of black bananas and Mickey Mouse gas masks with their oh-so-long-in-development portrayal of those fateful Normandy landings from forty years ago.

I don't pretend to know even a little bit about the chronology of events of the Second World War but Overlord, it seems, was an important operation and an integral part of D-Day. This in itself makes up the whole of the game.

It's an arcade strategy affair and you have control over the four branches of military who make up the army: the paras, infantry, tanks and bombers. Before beginning the game proper, four individual missions with the four branches need to be completed, the emphasis here being more arcade than strategy. Depending on how hard a challenge you want, certain parameters can be set which alter various wartime occurrences and therefore affect your overall chances of success.

The tank simulation part is possibly the most involved, with

the player controlling not only more than one tank at once but all the individual weapons on them. The map is all-important in this section, primarily to dish out orders to your courageous troops but also because visual searches are so difficult due to the uncompromisingly expansive and unchanging gameplay area.

The infantry section involves shepherding any number of your men through set missions on a scrolling landscape that tends to run a bit faster than the action. In the meantime, paratroopers need guiding to base via mouse clicks on icons from their lofty positions.

Night raid

All of these differ greatly from each other and, despite the very average graphics, offer more than the usual strategy game in terms of actual fun whilst perhaps not capturing the imagination of those looking for a really meaty experience. The bombers are disappointing though; they're blocky, jerky and difficult to see on a black background (yes, I do know the raids were carried out at night).

Select targets carefully as not everything is there for annihilation – you don't want to go bombing Stan Boardman's chippy now, do you? Despite its novel approach, *D-Day* may find itself left on the shelves in numbers because, in the end, it spreads itself too thin.

▼ It's our men against their tanks. Nothing like a fair fight.



A nice diversion are the paras, who'll end up in the Venezuelan foothills unless you keep your eye out.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: Futura
PRICE: \$24.99

| S C O R I N G | |
|---------------|----------|
| GRAPHICS | 70% |
| SOUND | 72% |
| PLAYABILITY | 65% |
| DIFFICULTY | VARIABLE |

D-Day has no doubt been extensively researched – the manual alone is testament to this. It's one of those games that can't make up its mind what exactly it is, though, which wouldn't have been a problem had the gameplay been absorbing. The graphics and sound are very average, and the whole affair hedges its bets too much to provide long term thrills for either strategists or arcade fans. And there are too many disk swaps by far.

REVIEWED BY: Paul

SECOND OPINION

It pains me to agree with Paul but the main problem here is the lack of cohesion in the game, leading very quickly to heavy eyes and longing thoughts of bed.

OPINION BY: Steve

OVERALL SCORE

61%

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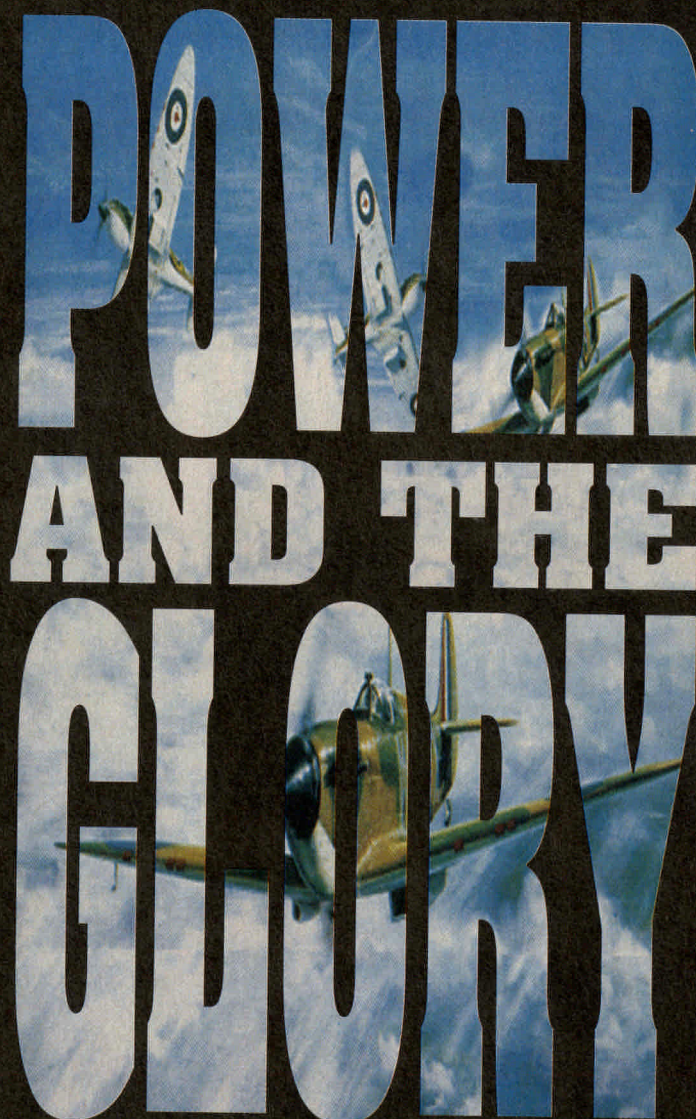
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ACTION REVIEW PLATFORM

Unchain yourself from that tree! The burger boys are back to save the planet.

According to Andy Warhol, everyone is destined to experience 15 minutes of fame during their lifetime. I disagree. It's a nice sentiment and I'm sure it was made in perfectly good faith back in the 60s or whenever it was but, back then, the world was still largely oblivious to two entities which would seemingly take over the world in the 80s and 90s – namely Richard Branson and the mighty McDonalds.

How can anyone get a look in on their quarter of an hour's worth of limelight with these two giants around? Turn on the television and if it isn't Moira Stewart describing Dickie Branson's descent into a Wiltshire field after his trans-Atlantic voyage onboard an industrial vacuum cleaner, then the chances are you'll be watching a failed actor blissfully swallowing a perfectly rounded bite of an artificially enhanced Big Mac after deliberating with his girlfriend over which pair of shoes she should buy! Phew!

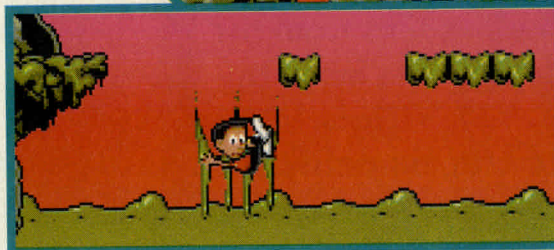
Disillusioned, you turn on the radio only to hear the muffled American voice of the Emperor Rosco proclaiming that it's a stiflingly humid 32 degrees in Los Angeles and that you are in fact tuned in to Britain's first national commercial radio station – Virgin 1215.

So you take a stroll into town to purchase a record or perhaps even the latest computer game and what do you find? HMV is closed for refurbishment and Virgin has bought out Moss Bros to

extend their facilities into a computer game/record hyperstore!

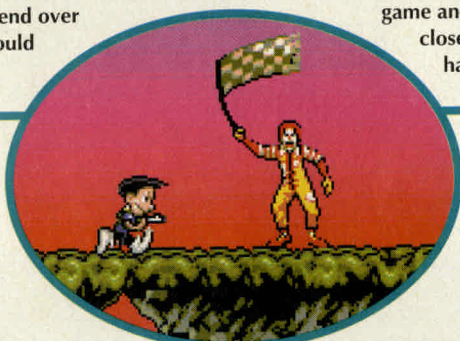
Hungry now, you cast your eye over the array of eating emporia surrounding you, your vision drawn to what is by far the largest and brightest sign around; gleaming golden arches in the form of an "M"!

Well these two media-hungry, all encompassing colossi aren't happy with the scant coverage they are afforded and have joined together for the second time to bring us yet another insight into the lives of those happy-go-lucky, all American

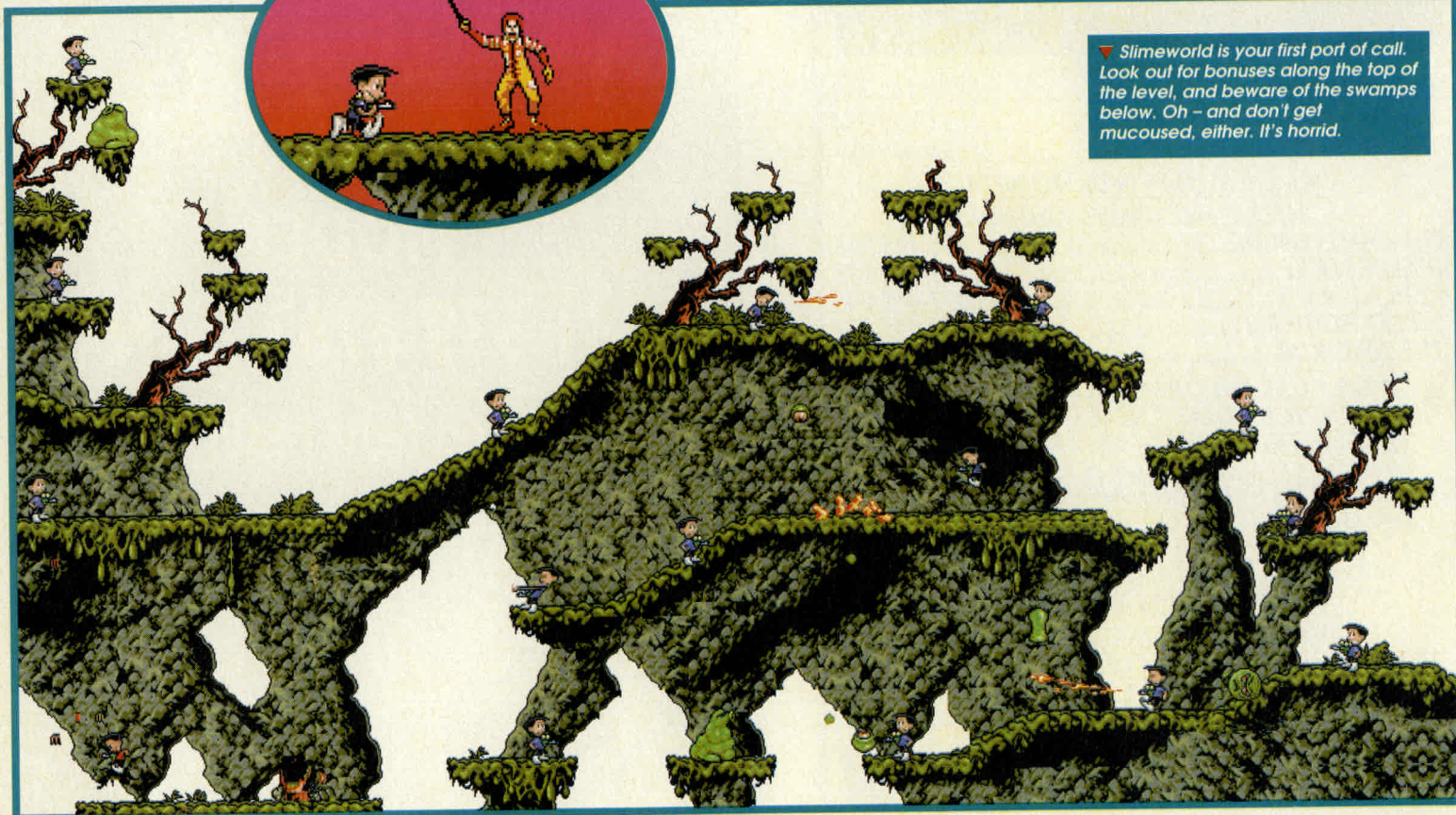


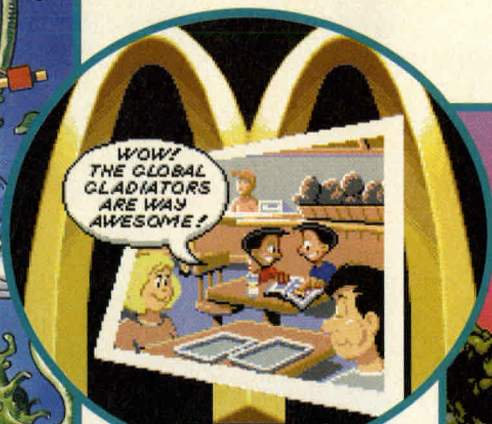
▲ A startled Mick/Mack takes one in the face from the gunk monster.

GLOBAL



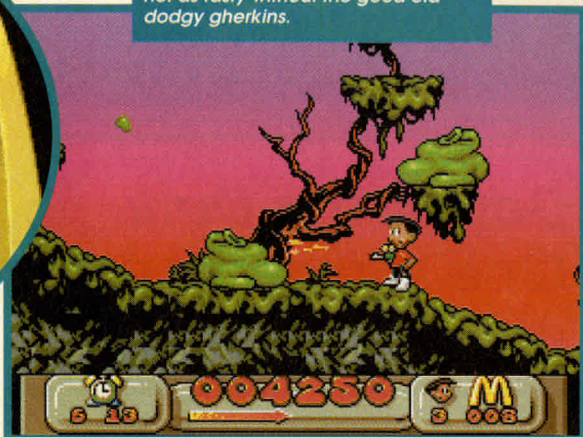
▼ Slimeworld is your first port of call. Look out for bonuses along the top of the level, and beware of the swamps below. Oh – and don't get mucoused, either. It's horrid.





▲ The boys derive their inspiration from an old cheeseburger carton.

▼ "So this is what they put on their cheeseburgers." Yes Mick, but it's not as tasty without the good old dodgy gherkins.



GLADIATORS

kids – Mick and Mack.

Unlike the cunningly entitled *McDonaldland*, where the idea was to... well you know, our *Global Gladiators* are armed to the teeth with the Bugsy Malone-esque Goo Shooters which are invaluable weapons in the fight against the ecologically unsound creatures of the planet.

Yes indeed – McDonalds, the burger chain who destroy millions of acres of forestry in order to raise prime cattle for beef, the company whose packaging alone accounts for the majority of trees in Argentina (allegedly), are now throwing all their weight behind this cutesy wootsy save the planet'em-up!

Actually (and thankfully), the green theme takes a back seat on the whole, *Global Gladiators* being no more or less than a common or garden platform romp. As in the predecessor, there is the option to play as either Mick or Mack; one black kid and one white kid, to promote racial harmony. Both have the same abilities in that they can run, jump and fire at things with their weapons. And both are very nicely animated little chaps, too.

Played throughout four main worlds, each comprising of three or four levels, the idea is to goo up the roaming creatures and collect enough



McDonalds arches to buy your way further into the game. Standard platform features prevail all round. Neat touches include the different speeds at which the kids run and the recoil from the goo-shooters.

The collection of a certain number of arches in each world is rewarded by just about the only reminder that Mick and Mack are on an earth-saving clear up mission – a bonus game whereby garbage must be gathered up and deposited into obliging trashcans.

I do have two minor niggles regarding the mapping of the game, despite the fact that the levels are large and reasonably action-packed.

Firstly, and this occurred in *McDonaldland* too, the sprites have a habit of disappearing from the top of the screen when the action moves up high, and

secondly, the design occasionally necessitates blind jumps whereby Mick or Mack – through no fault of their own, poor lams – sometimes end up losing a much-needed life.

Virgin don't produce many turkeys and while this isn't the kind of game to stuff itself with sage and onion and sit on a plate muttering "gobble", neither is it a release to enhance their reputation for quality products.



▼ Gunge machines need to be destroyed, and Mick – or is it Mack? – is the right man for the job.



THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
TEAM: J. Twiddy, M. Spall
PRICE: £30.99

| S C O R I N G | |
|---------------|------|
| GRAPHICS | 85% |
| SOUND | 82% |
| PLAYABILITY | 72% |
| DIFFICULTY | EASY |

Global *Gladiators* is an unexpected console conversion from the recently released MegaDrive version and it shows in the colourful graphics and jolly sounds. Despite its overall manic sense of fun, it's let down by the scrolling which, unlike that of the console, lurches quite alarmingly. At times, it tends to cause some confusion! With so many competitors on the market, this and *Global Gladiators*'s typical gameplay may ultimately be its downfall.

REVIEWED BY: Paul

SECOND OPINION

Graphically polished but lacking in gameplay – it's all been seen before in various guises. As I suspected, this is a bit of a duffer from the usually sound Virgin. Leave well alone.

OPINION BY: Alan

OVERALL SCORE

74%

ACTION REVIEW ARCADE ADV

**Defeat the Dark
One with your rusty
old battle-axe!**



▲ Mr. Deadpan here looks absolutely thrilled at the prospect of taking part in the game.

BEAST LORD

Before I get started, I would just like to say congratulations to Grandslam for at last coming up with a half decent price for a new Amiga product. It seems that at the moment games prices are spiralling upwards, which is a very worrying trend for anyone who likes to keep their collection reasonably up to date.

The fact that the game is only £19.99, however, doesn't successfully mask the fact that in itself, it is pretty awful. The story goes a bit like this: eons ago

there existed a valley where all creatures lived in harmony; this place was blessed with a force that became known as the Guiding Light, a force which bonded man and beast. The valley was also watched over by three beings, namely the All Seeing Hawk, the Winged Unicorn and the Magical Guardians of the Light. Unfortunately, they were not the only observers. The Lord of Darkness also looked on the valley, but not with kind eyes, with envy and malice as he wanted the Guiding Light for himself.

Blinded by jealousy he unleashed a terrible plan. He sent a band of Orcs to imprison the Winged Unicorn and chained it up in a ruined temple. This was ideal bait for the All Seeing Hawk who mounted a rescue attempt. He fought in vain to free his companion, only to be driven into the woods by the Witch Queen and petrified. With the last guardian eliminated The Dark One appeared and seized the Guiding Light, plunging the valley into eternal twilight. At that moment, Orcs, Thugs and the Forces

▼ Collecting the objects that are lying around will make your task so much easier. Unfortunately, it doesn't make it any less boring.



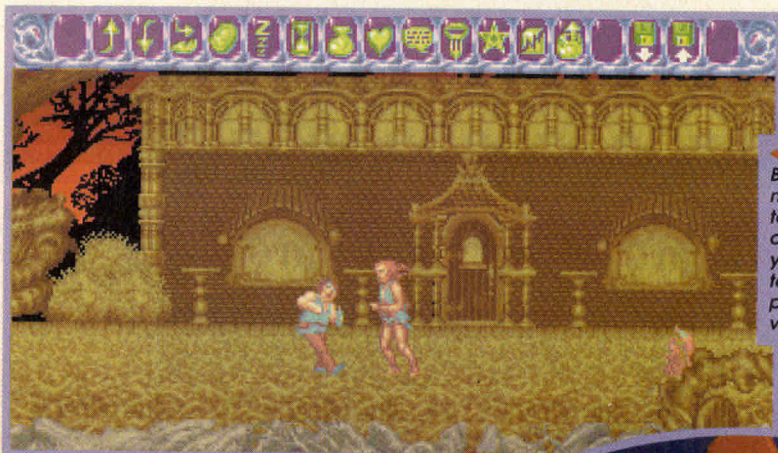
▼ The storyline behind Beastlord could have been penned by that classic writer of yesteryear, J.R.R. Tolkien.



▲ If you attack any of the villagers you encounter, chances are the others will not be prepared to help you out.



▲ Meet the All-seeing Hawk and check out that smug, self satisfied grin. Anyone got some pellets?



▲ As the Beastlord you must attempt to successfully complete your mission to save the people of the valley.

of Darkness descended on the land, driving the people into the forest and devastating every being on the way. Only the most cunning escaped. Even Rifkind, the most powerful wizard in the land was chased from his home.

The survivors held a council to see what they could do. The only thing they could come up with was to try and seek the help of a sleeping guardian. Rangers were sent abroad to find this sleeping guardian. A great distance away he was found. A man that had been shunned for not hunting the beasts of the forest and so had trod the sad, lonely path of an outcast was given the knowledge that he was the sleeping guardian; he was the Beastlord.

Blind mice

This all sounds fine and dandy, it is only when you come to play the game that you realise it really doesn't cut the mustard. You run around the landscape collecting things, all the while being attacked by various people. You would be forgiven at first for thinking this was a straight forward beat 'em-up along the lines of the Double Dragon series. That is what it appears to be, but upon closer inspection it becomes apparent that there is more to it.

And this is where the real problem lies. I enjoy a puzzle solving game, and am equally fond of arcade action, so would expect a combination like this to be right up my street. (It'd have its wheels pinched if it came up your street - Ed). The fact is that running around beating people up, and then



halting suddenly to click on an icon to open some dialogue, or help someone - or whatever - don't get at all, and the gameplay suffers terribly.

Consequently I cannot see anyone who buys this being willing to even try and get into it, and even if they do, there really isn't enough going on to keep anyone interested for long. The graphics are appalling, the sound is uninspired, and the gameplay is a mish mash.

This is a real shame as Grandslam have recently begun to make comprehensive strides towards enhancing their reputation through products such as Nick Faldo's Golf, Beavers and Realms of Darkness. A product such as BeastLord can only serve to tarnish their image within the computer games industry. Hopefully forthcoming products such as Tensai, Reunion and the Seventh Sword of Mendor will help repair any damage done by this sub standard offering.



▲ Basically, you must run around, beat a few people up and collect some objects. Riveting stuff eh?



▲ Check out those graphics! It's amazing what they can do with computers these days, it's just a shame they haven't bothered here.

THE LOW-DOWN

PUBLISHER: Grandslam
CONTACT: 081 680 7044
TEAM: WJS Designs
PRICE: £19.99

| S C O R I N G | |
|---------------|----------|
| GRAPHICS | 67% |
| SOUND | 78% |
| PLAYABILITY | 42% |
| DIFFICULTY | Variable |

Even though this product is less expensive than the majority of games released on to the market today, I still have to say that it is not worth the asking price. There will undoubtedly be a handful of people who like this, but I am sure they will be around in very limited numbers. Grandslam have had a number of more than respectable products lately. With this release though, they have taken a somewhat large step backwards.

REVIEWED BY: Steve

SECOND OPINION

I'm disappointed by Beastlord. Grandslam really seem to be going places these days, but unfortunately the only place they're going with this effort is back to the drawing board.

OPINION BY: Paul

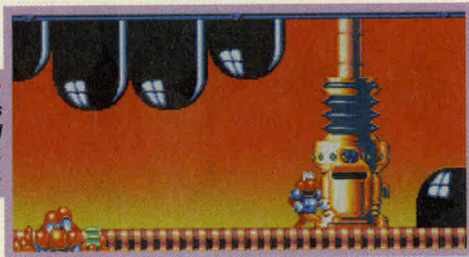
OVERALL SCORE

53%

ACTION REVIEWS

A1200 SPECIFIC

▶ Better backgrounds and well defined detail. And jelly.



◀ The game slips into surrealism as a walking fish is attacked by a bus amid a forest of Ping Pong bats.



ROBOCOD



The purpose of this section is to look at enhanced games and outline the improvements on the original but before we go on, we need to get something straight. It's James' catchphrase, his strapline, his slogan or whatever it is – we don't know: "He's mean, he's green, he's part machine."

No he's not! He's

orange. We've seen a lot of fish in our time and while admittedly most have been coated in batter, we're confident that should a green one come along, we'd recognise it as such. But James Pond isn't. He's orange. Definitely.

It's nearly two years since *Robocod* first arrived on the Amiga, scoring a massive 93% in Amiga Action. And in case you don't remember, or didn't know, let us remind you that Dr Maybe is holding a toy factory to ransom in the North Pole, intent on

▶ James has brought his thermals 'cos it snows in the enhanced version!



causing a present-less Christmas for everyone. He'll succeed too, unless James steps in.

Robocod was originally lauded not only for its gameplay but the excellent graphics as well, so an A1200 conversion needs to do a lot to lift it even higher. A lot of the original levels have been overhauled, with more detailed

backgrounds and foregrounds along with a general tweakiness, while the five new levels are fully resplendent in all their 256 colour glory – a boon for those who owned and loved the A500 version all those moons ago.

Back when *Robocod* was released, it was probably the best game of its kind, but this area of the market has never been short of new products and, in the interim, several new efforts

have overtaken it both in terms of graphical quality and speed by quite a margin.

The speed here remains untouched, as does the sound, and a small point to note – which was unnoticed previously – is that the parallax occasionally intrudes on the foreground; in other words, the foreground colour isn't sufficiently dark to mask it. It doesn't spoil the game one jot but it's a touch sloppy all the same.

Robocod was a damn good game and it still is, but time moves on. Even with enhanced graphics and more levels, the game finds itself lacking a certain something when compared to the modern day classics.



▶ Hanging around waiting for the final whistle.

◀ Well if you're green my son, those are blue suede shoes.



PLATFORM

PUBLISHER: Millennium
CONTACT: 0223 844894
TEAM: In house
PRICE: £25.99

- Brighter backgrounds and a higher general level of detail.
- New levels mean a greater challenge for those who enjoyed the unenhanced original.
- Despite the improvements, it's slipped a little from its previous lofty perch.

81%

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ACTION REVIEW COMPILATION

"Three for the price of one missus!" But an expensive one at that...

Unfriendly > non-human creatures abound. A more hostile welcome awaits only in the depths of Ordsall.



THE ANIMATION CLASS

For just £25, this latest compilation from Empire would have been fairly good value for money and no doubt would have earned itself a more than respectable score at the end of it. I had a sneaking suspicion however that, as seems to be the trend with many software houses these days, it would be priced nearer the region of £35. It would still not have been overly expensive and would still

probably have earned an acceptable rating. I was shocked when following a simple phone call to Empire, I learned that it was going to hit the shelves at a whopping £44.99!

At this price you would be expecting something pretty special, so let's see what we've got...

DRAGON'S LAIR II - TIMEWARP

First up is the second in the *Dragon's Lair* series. In this instalment, Princess Daphne has been kidnapped by the Evil Wizard Mordroc

and whisked away to a wrinkle in time. Mordroc will force Daphne into marriage unless Dirk the Daring can rescue her.

If you have played any of these games before then you will know exactly what you can expect. Cartoon quality graphics, loads of really excellent sampled sound effects and, of course, virtually no gameplay whatsoever.

I quite liked *Dragon's Lair III* but, for some reason, the same level of interest was never aroused by *Timewarp*. I really did find this totally uninteresting, not to mention unbearably frustrating due to the extreme difficulty level.

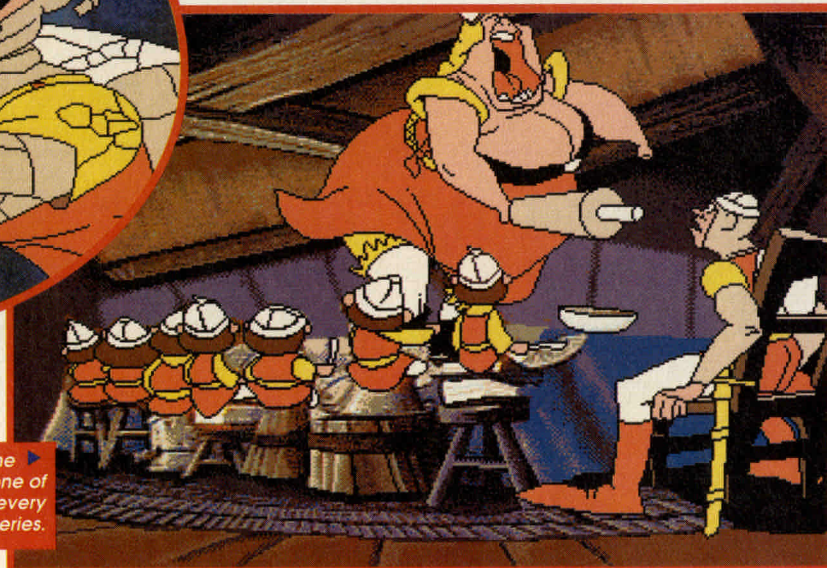
If you fancy sitting watching an animation which requires you to take part only every couple of minutes, then this is for you, but to call it a game really is misleading.

Space Ace rings the National Enquirer as his beloved his spirited away by marlians.



▲ Dirk has once again come unstuck. Unfortunately, in this particularly sad game this happens all too often!

Perhaps a diet is in order! This fine lady is Dirk's mother in law, and one of the characters who appears in every episode of the *Dragon's Lair* series.



▼ The Space highway code states that it's perfectly acceptable to mow down mere humans.

▲ It's just like the Horse of the Year Show in Wrath of the Demon. Let's hope there are no animal rights protestors to cause the horse to refuse.

After disturbing your slumber, the vicious little goblin has engaged you in battle. Make sure you win, or the Realm will fall into the hands of the Demon.

WRATH OF THE DEMON

The final title on this compilation is *Wrath of the Demon*, and it is the only effort that isn't by Sullivan Bluth, so for this reason it is more of a 'game' than the other two.

You play a hero who must defend the realm from the vicious attacks of a demon. You begin on your horse, galloping along a beaten track. At the side of the road are various potions that you must pick up, all the while avoiding demons that fly towards you. Also dodge crates and rocks that have been placed in the road in an attempt to bring you crashing to the ground.

Once you have completed this stage, the game switches to more of a kind of horizontally scrolling beat'em-up, and through these stages you will attempt to complete your goal of surviving the *Wrath of the Demon* and saving the Realm.

This is not half bad, and although it has become a little dated now, it would still be a more than acceptable game were it to be released today.

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Readysoft
PRICE: \$44.99

| S C O R I N G | |
|--------------------|-----|
| DRAGON'S LAIR II | 43% |
| SPACE ACE | 65% |
| WRATH OF THE DEMON | 71% |

There are people who despise the Don Bluth games - I am not one of them. Therefore, I expected to be giving *The Animation Classics Pack* a decent score. Unfortunately, there is one major stumbling block, the price. \$45 is ridiculously high for an Amiga release, and while PC and Console owners may be more than happy to pay out that kind of money, I doubt that Amiga owners are, especially for three oldish games that can at best be described as alright. *Dragon's Lair II* really does drag the overall score down, even though the other two games are not that bad. *Space Ace* can be quite good fun if you are prepared to sit and play it for a while, and *Wrath of the Demon* is a good, all round arcade adventure. Unfortunately, the high price makes the whole package not worth bothering with, and definitely one to avoid.

REVIEWED BY: Steve

OVERALL SCORE
58%

Another generous smattering of your reviews hit the pages of the world's best-selling Amiga games magazine. Find out what other readers of AA think about the latest titles on the market.

FLASHBACK

US Gold

Reader Reviewer: Paul Rooney, Birmingham.

First impression – a brilliant game. Final impression – a brilliant game. With its control method, *Flashback* plays like *Prince Of Persia 2* but it's unique in its own way. A puzzle/platform game that has gold-plated graphics. The gameplay takes time to master but you quickly learn it.

Graphics: 92%

Sound: 82%

Overall: 93%

Summary: I'm eagerly awaiting a sequel!



AA RATED IT **92%**

DESERT STRIKE

Electronic Arts

Reader Reviewer: Paul Rooney, Birmingham.

The MegaDrive and SNES versions don't even come close to beating the Amiga version. Totally improved and is now my favourite shoot'em-up. As you hear the cries of "Help" from the MIAs, you guide your helicopter toward them, taking out any enemies in your path. Brilliant – feel the adrenalin rush.

Graphics: 88%

Sound: 90%

Overall: 92%

Summary: Kicks the competitions' butts.



AA RATED IT **90%**

LEMMINGS 2

Psynosis

Reader Reviewer: Sarah Learner, Rotherham.

It's a lot harder than the first *Lemmings* and there are a few design flaws but even so it's full of character and plenty of challenges. The sound is really funny and adds a lot to the game. Not as good as the first *Lemmings* because it's no longer got the same appeal or originality.

Graphics: 85%

Sound: 90%

Overall: 86%

Summary: Good fun but very difficult.



GOAL!

Virgin

Reader Reviewer: Chris Morris, Tadcaster.

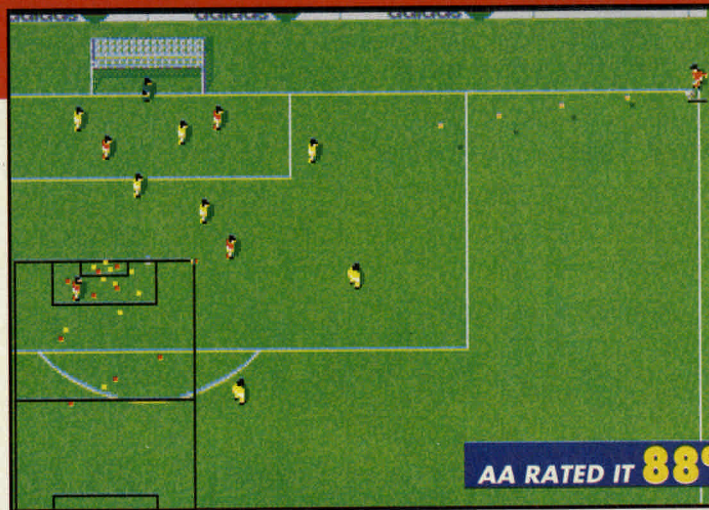
Don't believe the hype as *Goal!* makes console soccer games look good! The options/data are great, the game isn't. It goes from too slow to too fast, it's uncontrollable, zooms in and out worse than ITV, and is the let-down of the year. Save your money, lots of us didn't.

Graphics: 70%

Sound: 80%

Overall: 60%

Summary: Long live *Sensi Soccer*, RIP Dino Dini.



AA RATED IT **88%**

DALEK ATTACK

Admiral

Reader Reviewer: Mark Brown, Northumberland.

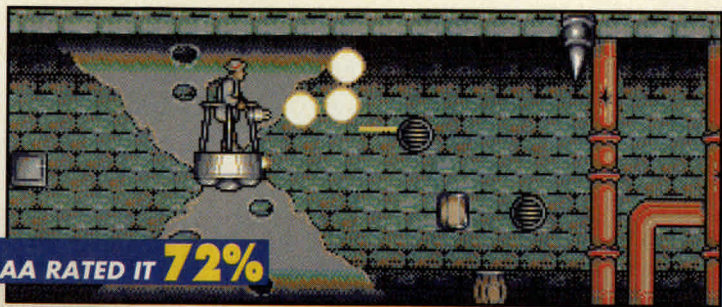
Exterminate! "Aagh! Doctor, what is it?" "It's a dustbin, ace." Blam! "My mistake." This is simplicity itself – run, jump, fall, shoot, dead. Simple platform game that's been done before. As a fan of the TV show, I'm disappointed.

Graphics: 71%

Sound: 82%

Overall: 74%

Summary: OK but for fans or corpses only.



AA RATED IT **72%**

FORMULA 1 GRAND PRIX

MicroProse

Reader Reviewer: Robert Phillips, Newton Abbot.

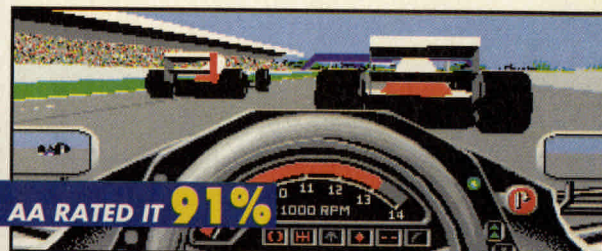
This is the game to buy if you want to experience motor racing. Apart from the computer driven cars pushing you off the track, it is OK. Every track is almost the same as the ones they race on today. If you want, the computer can control gears, brakes, the best racing line and place a protective shield around your car.

Graphics: 90%

Sound: 89%

Overall: 98%

Summary: Everything is OK except for the sound.



AA RATED IT **91%**

ZOO

Gremlin

Reader Reviewer: Benjamin Beckwith, London.

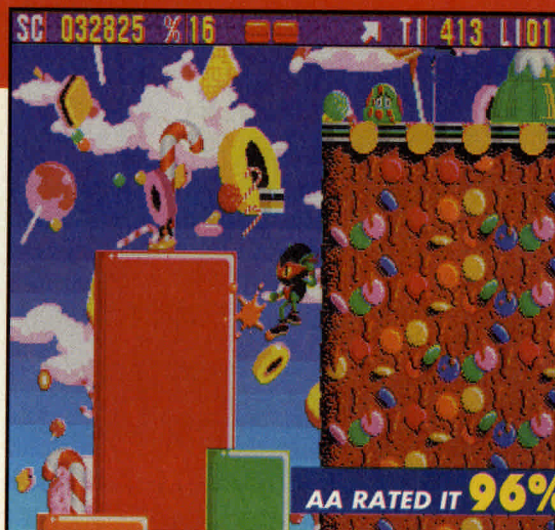
Everyone is probably thinking, "Why is he reviewing Zool?" I'll tell you why... Amiga Action gave Zool such a good review and hyped it up so much but I simply don't agree. All you do is run, jump and fire. Well okay, there may be a bit more to it but 96% was way too high.

Graphics: 84%

Sound: 85%

Overall: 80%

Summary: Far too overrated.



AA RATED IT **96%**

SUPERFROG

Team 17

Reader Reviewer: Mark Brown, Northumberland.

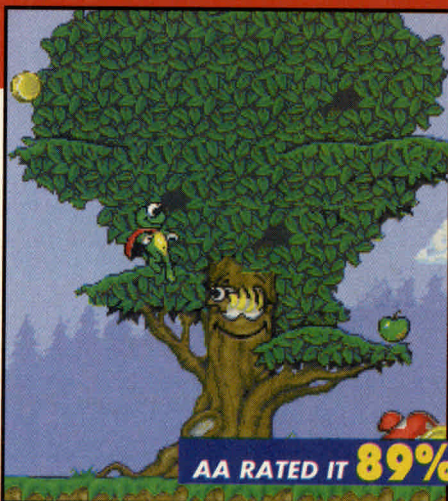
Cute as a cute thing that's just won first prize in a cuteness competition, the little green frog moves slickly and the animation is great. Easy on Easy but hard on Hard. Brilliant.

Graphics: 89%

Sound: 85%

Overall: 91%

Summary: It good, me happy, you buy.



AA RATED IT **89%**

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!

comp

WIN A LEATH

World renowned warriors of the sky, MicroProse, are offering readers of Amiga Action some kinky leather gear - well, just a top-notch leather jacket but you get the picture.

When you're playing the latest and greatest MicroProse flight sim, haven't you always felt that there was something missing? Of course you have! Now what could it be? Flying goggles, maybe? Nah, too silly. Gurgly radio voice that nobody can understand? Hmm, it would sound as though you're drowning when on the telephone. How about a bomb dropping on your house to make you feel as though you're in the thick of the action? Bit dangerous, really. So what is it that's missing...

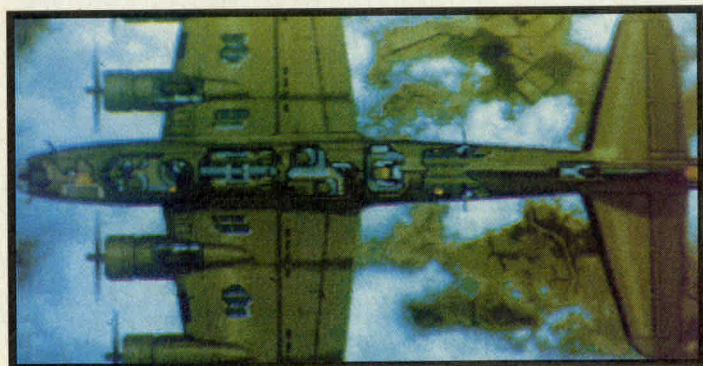
Aha! A flicker of hope and a Blackpool illuminations-like string of lightbulbs above your head suggests that perhaps you've hit upon the answer like a laser-guided missile on General Aieed - oh no, that missed.

But whatever, you've now realised you're missing the essential addition to any pilot worth their weight in explosives. That's right, what you need is the best flying jacket around. And that is exactly what Amiga Action and MicroProse are offering you the chance to win.

If you're not into leathery things, you could always sell it for a few quid. In fact, it's worth around £400 so that's the quality of prize we're talking about!

If Lady Luck isn't staring you fully in the face, then you could possibly win one of the 20 runners-up prizes available. Shout "Tally Ho!" to:

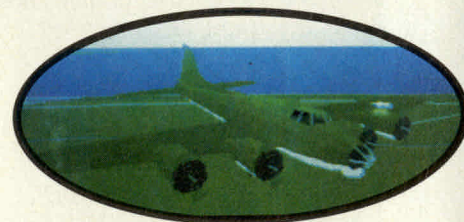
- 5 copies of Formula One Grand Prix!
- 5 copies of B17 Flying Fortress!
- 5 copies of Civilisation!
- AND 5 copies of MicroProse Golf!



To enter this fine competition, we want to know which of the following flight sims are NOT published by MicroProse (there are two to name):

- 1) *Reach For The Skies.*
- 2) *F-15 Strike Eagle II.*
- 3) *Knights Of The Sky.*
- 4) *F-19 Stealth Fighter.*
- 5) *Red Baron.*
- 6) *Gunship 2000.*

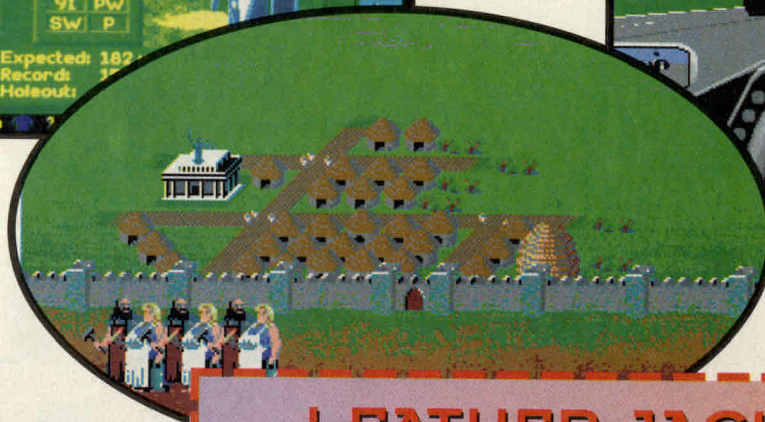
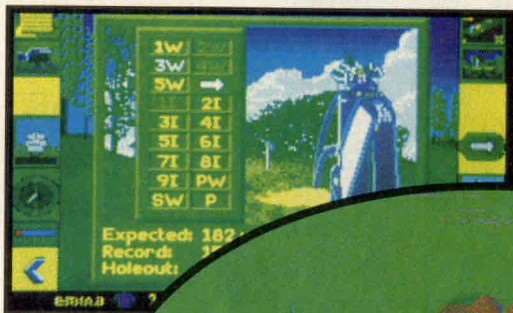
Your entries must reach the Amiga Action offices by 5th October 1993



etition

HER JACKET

worth £400



LEATHER JACKET COMPO

The two flight sims from the list that aren't published by MicroProse are:

i):

ii):

Name:

Address:

.....

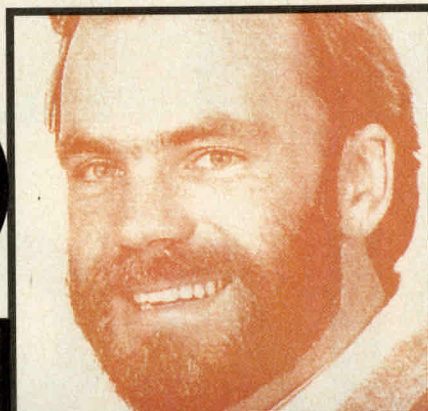
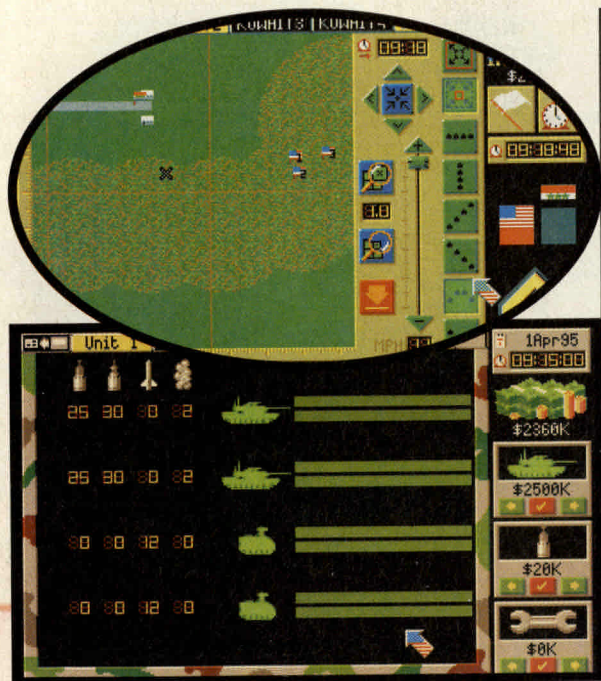
Postcode: Age:

Send your entries by 5th October to "**Jacket Compo**", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



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





Above: Hidden beneath the shaggy beard is Dave 'The Doc' Pringle, he of Team Yankee fame and a little bit of fortune.

Top left: Trees and foliage conceal your movement of armour. Either that or it enables you to hide from your CO while you dish out the baked beans and Scotch.

Left: Financing your platoon became an integral part of the gameplay in Pacific Islands and War In The Gulf. It's all down to money, these days...

While the daunting stature of MicroProse leans over the wargame scene, there is one fearless challenger to their domination. Dave Pringle, creator of the *Team Yankee* tank series, points his gun barrel in the direction of success and fires a direct and decisive hit.

After establishing contact with Dave and decoding his scrambled messages, I managed to hold a conversation with him about his products (*Team Yankee*, *Pacific Islands* and *War In The Gulf*) and the wargame computer scene in general...

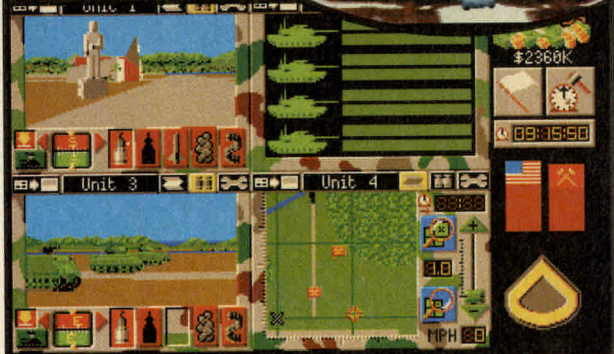
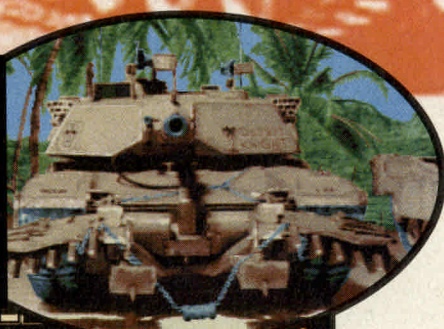
So before starting the *Team Yankee* trio, did Dave already have an interest in this area? And how important is a genuine interest?

Dave began: "I must admit that I personally didn't have a great interest in war simulations before

to the front AND B

Right: There's nothing like a little persuasion when you want to invade somebody else's country.

Below: The same format has been followed in all three games belonging to the series but different scenarios are there for you to try. Can you successfully command four platoons?



We delve once again into the dangerous world of computerised wargames to unveil the secrets of one of the country's most prolific programmers in this field...

BY: ALAN BUNKER

"And don't forget, you only need to simulate a capability.

starting the *Team Yankee* series. However, some of the other people who have been central to the development were keen wargamers. None of us knew much about tanks so there was quite a learning curve.

"Working to my advantage was the fact that I'd done *Hunt For Red October* (taken from the book and not Grandslam's film version) and so *Team Yankee* followed on from this as it was a similar sort of approach to convert from a detailed book to a game.

"A genuine interest in your subject is obviously crucial at the time of developing the software but I don't think the designers need to be; in this case, long-term wargamers in order to make an intriguing product. In a sense, not having a prior interest allows you to look at the subject with a fresh eye."

What were your aims when starting the series? I also questioned Dave about the fact that his titles aren't hard-core strategy games and, as a consequence, surely the strong shoot'em-up element puts off some people?

"Our two aims when *Empire* and I started the series (and at the time we only planned one product) were to try and recreate the flavour of the *Team Yankee* book and to do so in a novel way."

He continued: "It was enormously helpful to be able to base the original product on a book which already had quite detailed descriptions of particular tank battles. This meant that there was a skeleton on which all our further thoughts could be hung on – although the analogy would be better if I said that we were given the clothes and then had to develop the skeleton beneath them.



Above left: Storming towns while leaving them intact is all part of the job as an active, modern day tank commander.

Above right: The series features daring missions with a number of objectives to be achieved from each one. Strategy and stealth are vital elements of all three games.

Right: *War In The Gulf* is set in the troubled regions of the Middle East. Is this tasteless? Read what programmer Dave Pringle thinks.



"Since we wanted to recreate particular scenarios, it meant that we developed highly specific scenario structures which hard coded a great deal of the enemy responses in particular. Although more laborious to design, it allowed us to vary the feel of the individual scenarios far more than if we had used some global set of algorithms to determine enemy reactions."

As for the still lingering question on the games' shoot'em-up aspect, Dave resolved my tone of doubt and apprehension: "Since we wanted to do our products in a somewhat novel way, that meant we shied away from thinking of our games as straight hard-core simulations or as strategy wargames.

"Uppermost in our minds was relative ease of use – none of us found it appealing to leaf through a 400 page manual to work out how to turn on an engine. So, the slightly arcadey feel to the products seemed to be the best blend to allow us to do what we wanted.

"Sure, we realised that purists of other genres would throw their hands up in horror but that's life.

At the end of the day, our number one concern was to create games that were fun and challenging – if anything got in the way of that, it was quickly jettisoned," he said with absolute firmness.

What research is carried out for games of this nature? How is the research conducted, who is approached and what sort of information is given... and not given?

"Even though we didn't want to produce a nuts and bolts simulation, we obviously needed to get our facts right. Our only direct approach to the military was to write to the tank unit in Bovington and ask for advice. They told us to shove off so we were left to our own devices."

But fortune shone Dave's way: "We were lucky to find a chap called Wilf Owen who had been a tank commander in Germany – he was very interested in computer games. He came to visit us on a number of occasions, put us right on a number of points and helped give his opinions on the first project as it progressed.

"Otherwise, we resorted to using libraries where we used a staple diet of Jane's Fighting Vehicles and so forth. Someone spent three or four months doing basic research for us at the start so that when we got into heavy design meetings, we did have a thick folder to refer to. Later on in the product cycle, the game was handed out to a few contacts so that we could get feedback on various aspects.

"So the initial research and design phase took four to five months and then the hard work started!"

How accurately, would you say, is tank warfare able to be simulated on the Amiga home computer?

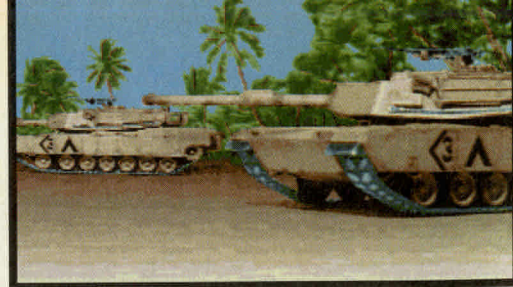
"Obviously there is a slight

line EYOND PART 2



you don't need to know how it's done – THAT is the secret"

► to the frontline AND BEYOND



difference between sitting in front of an Amiga and sitting in an M1 Abrams tank. Now if the Amiga could blow smoke in your face and make 200 decibels of sound then we might be getting places. So, when you ask how accurate we are, I have to be truthful and say not very."

Dave explained: "All we can try and do is to suspend disbelief in the player so that it seems like an accurate representation of tank warfare given the medium. In particular, we home in on areas like tactics and general capabilities of the vehicles (the sort of thing a computer can do well), and make sure those are accurate."

"The major restriction on Amiga capability is that we design for an A500, 0.5 Megabyte minimum spec and we'd rather be able to go for an A1200, 2 Megabyte spec. But I don't think that would make more than a percentage improvement in what we've been trying to do."

And how much are the games restricted by Ministry of Defence secrets?

"Since we were not trying to simulate every capability of a modern tank, we were not in the least worried by Ministry of Defence secrets. I'm pretty sure that if we had gone in that direction, we'd have ended up with the information we wanted. And don't forget that in a computer simulation, you only need to simulate a capability, you don't need to know how it's done – THAT is the secret."

Have you had first-hand experience in a tank?

"My only experience in a tank was on Salisbury Plain as a teenager, 20 years ago. It was great fun –

noisy, smelly, hot and dusty. Given the way we wanted to do the product, I don't think a further tank trial would have altered the product but we did try for one and failed." It seems as though Dave has never had much luck with the Army!

If you were to sit a real-life tank crew member in front of your games and let him play them, what do you think their reaction would be in terms of commenting on authenticity and atmosphere?

"I've had many letters from active tank crew members who say they've really enjoyed our products," he remarked. "Some even manage to say that we manage to recreate a lot of the tension and atmosphere. Frankly, I'm chuffed and admittedly a little surprised!"

What do you see as the differences between your trio and MicroProse's *M1 Tank Platoon*? What are the pros and cons of the two sides?

"The main difference between, say, *War In The Gulf* and *M1 Tank Platoon* is that *M1* is an attempt to simulate as closely as possible the capabilities of an M1 tank. They have done admirably in that department and, if that's what you want, then that's the product for you."

He expanded: "Our concern was to give people the major capabilities of an M1 tank but allow them to be more easily accessed in icon representation. We put more of our energies into the structure of battles and the three-dimensional battlefield environment."

"As a result, I have a hunch that keen players of *War In The Gulf* will put many more hours of play into the game than they did for *M1*. But there's definitely room on the shelf for both."

It would seem natural that certain people may object to the publication of games that tackle the subject of warfare. This may be especially true when Dave's most recent game is set in the war-torn Gulf. I asked Dave about his concerns and sensitivities...

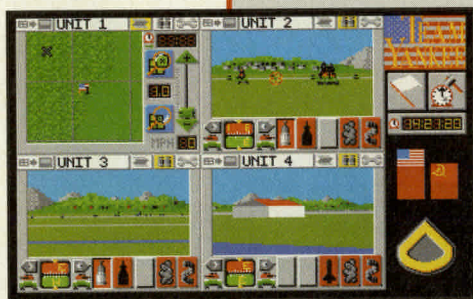
"To be honest, I'm not terribly happy about writing this sort of game. I certainly don't think it's immoral to do what we do because I don't see it as a glorification of war, merely a simulation." MicroProse said the same thing last month which should give an idea of where the train of thought lies for wargames.

Dave continued: "And I can't see my games altering anyone's prejudices and attitudes to the rights and wrongs of certain conflicts. Using those two criteria, I don't lose too much sleep." **AA**

MAKING TRACKS

And to round-off this intriguing interview with Dave Pringle, Alan briefly explores the three games that have caused many gamers hours of endless entertainment.

Team Yankee



Reviewed in Issue:

No.16 January '91

AA Review Score: 82%

Quote: "The graphics are fast and smooth. Also, the tanks have been superbly animated with great attention to detail."

This arrived roughly the same time as *M1 Tank Platoon* from

MicroProse. While *M1* attracted the hard-core strategists, *Team Yankee* satisfied the more action-oriented gamers.

The split-screen offered a unique warfare experience, allowing you to control four platoons simultaneously. As for the 3D scrolling and graphics, they didn't let the game down in the slightest. Maybe a little shallow for some people but we loved it!

Pacific Islands

Reviewed in Issue: No.32 May '92

AA Review Score: 91%

Quote: "Team Yankee was a superb game – *Pacific Islands* is better."

Out of the three in the series, *Pacific Islands* is the one I've played the least purely on the fact that I've not had a copy at hand! After dabbling a little more with the game for the sake of this feature,

all the traits of the trio are instantly recognisable but this time the setting is somewhere among a chain of Pacific islands. Quality arcade action!

War In The Gulf



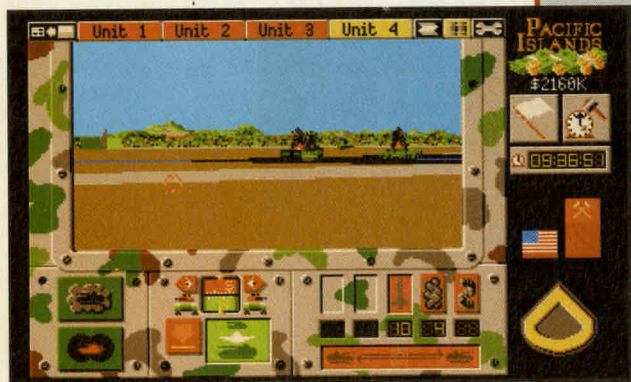
Reviewed in Issue: No.46 July '93

AA Review Score: 88%

Quote: "...launches itself to the forefront of ground-based battle sims with the same amount of impact as sitting on a High Explosive shell."

Another solid addition to the series. Since *War In The Gulf* plays almost identically to the other two, you can't argue about the quality of the product. Perhaps this third title is bordering on exploitation for those who own the previous two but if its predecessors are missing in your collection, Empire's *War In The Gulf* should be the next game to set your eyes on.

While some may regard the game as distasteful and insensitive, you have to realise that the idea is to simulate hardware and strategy, certainly not to glorify warfare.



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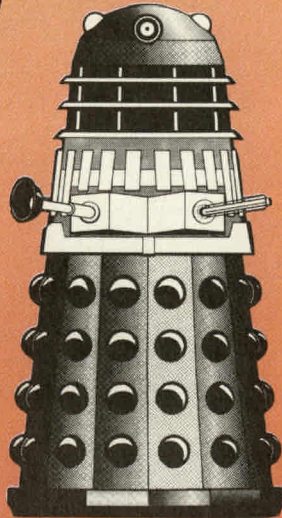
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PD in profile

As the PD begins to flood in once more, Steve McNally pulls on his wellies and wades through a bumper selection.

There was once a time when PD was so thin on the ground that frantic, last minute phone calls to various PD companies was the only way to get the page out. That all appears to have changed now – the floodgates have swung wide open and a PD tidal wave has built up that threatens to sweep away the whole of Amiga Action.

This month's offerings come direct to you courtesy of Magnetic Fields Shareware and Public Domain Software, NBS PD and PD Soft. The first disk to come under scrutiny this month is disk GA138 from Magnetic Fields, containing two games: *Motherlode* and *Cybernetix*.

Motherlode is a bit of a strange one and I don't claim to fully understand what is supposed to be going on. Basically, you control a little bloke who must run around the screen collecting objects. For a time I thought that the other little men running around were to be avoided. I was proved wrong as I accidentally crashed through one of them, apparently without coming to any harm whatsoever!

Cybernetix fares a little better. The best

BOUNCE 'N' BLAST: Bounce 'n' Blast is a good looking, extremely frustrating platform game.



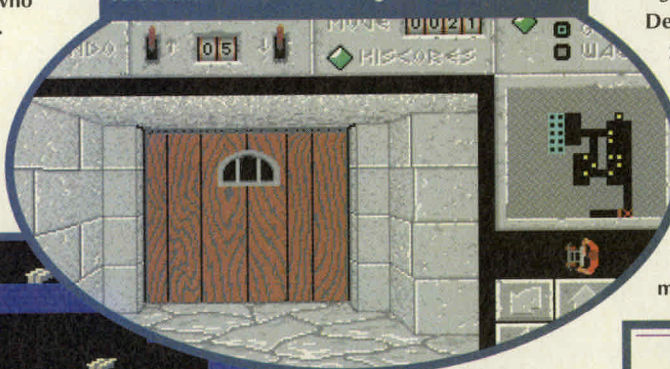
CYBERNETIX: Cybernetix is a very fast action Defender style shoot'em-up.



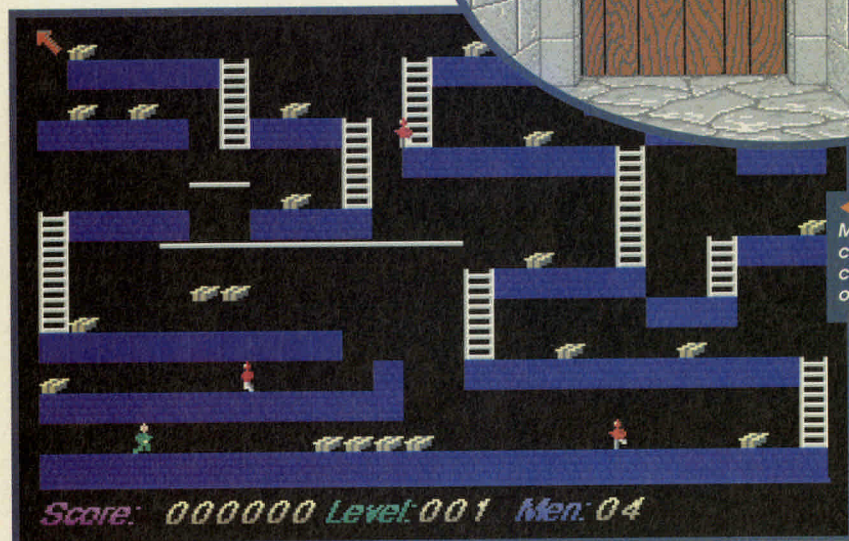
way to describe this is a *Defender* type shoot'em-up with better graphics and sound. This is very fast – not to mention quite difficult – and should be checked out immediately by fans of *Defender*, everywhere.

Next is *Dragon Cave*. There are only two words that need to be said to sum up this program – *Dungeon Master*. You begin to wonder as the title

▼ DRAGON CAVE: No, we haven't used the wrong screenshot – this is in fact *Dragon's Cave*.



◀ MOTHERLODE: Motherlode is a conversion of a classic 8-bit game of days gone by.



RETINA: The Retina Demo is full of bright colours, flashing lights and fast, pacy music.

screen appears. *Dragon Cave* is written in exactly the same style of lettering as *Dungeon Master* is on its loading screen. Then that oh so familiar gateway appears and you know exactly what you are in for. There are 99 levels to be explored, each one looking like it was ripped wholesale out of FTL's classic. This is not at all bad and, if you liked *Dungeon Master*, you should get very excited

about Magnetic Fields's disk GA186.

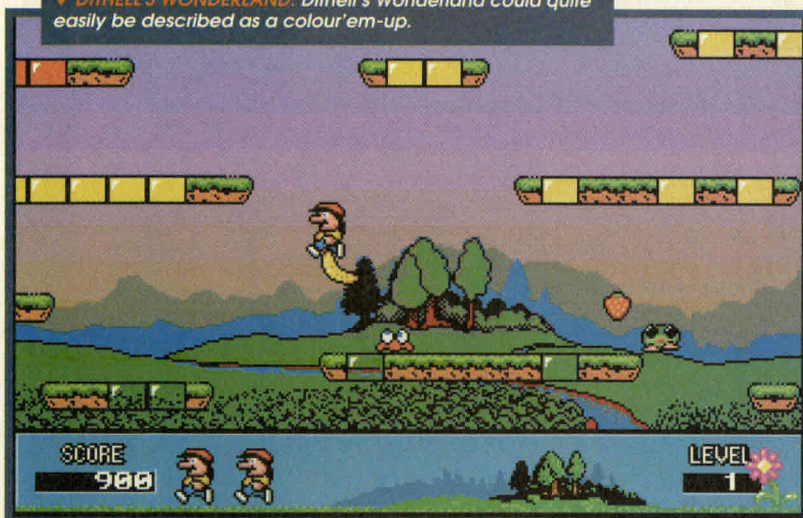
Bounce 'n' Blast, disk GA036, is a platform effort available from Magnetic Fields. Distinctly average are words that spring immediately to mind as I reminisce about this traditional platform romp. It wouldn't be so bad were it not so incredibly and frustratingly difficult to progress through the game. If you fancy a challenge then you never know, you might just enjoy it!

Something a little bit different now. The Retina Demo is also from Magnetic Fields and is not a game at all, but a demo – so there. Fast lights, images and music make this disk for ravers everywhere. Heavy Metal and Classical music fans had better avoid this at all costs but people with a little more taste should like disk DE148.

Dithell's Wonderland is a blast from the past! This game was written exclusively for everyone's favourite Amiga mag (and yes I do mean this one!), appearing on the coverdisk of



▼ **DITHELL'S WONDERLAND:** Dithell's Wonderland could quite easily be described as a colour'em-up.



▼ **GRAV ATTACK:** The mountains are very strange colours in Grav Attack! Just thought I'd mention it...



our 37th issue, back in October 1992. Chances are many of you already own this platform extravaganza but if for some reason you missed out, it is now available on PD so aren't you the lucky ones. Also from Magnetic Fields, this is disk GA025.

On now to what is probably my favourite disk of the month. Those Assassins have been at it again. Their 79th compilation is available from PD Soft and is coded ASS-79. It contains three games: *Vektor Storm*, *Grav Attack* and another one whose name escapes me at the moment but it isn't much cop anyway. *Vektor Storm* had me captivated for a good length of time before my interest level waned. I'm sure this game must have appeared on a format such as the Atari VCS or something but I can't remember. I also can't think of an adequate way to describe it to you, so the best thing to do is check out the screenshot and see if it reminds you of anything.

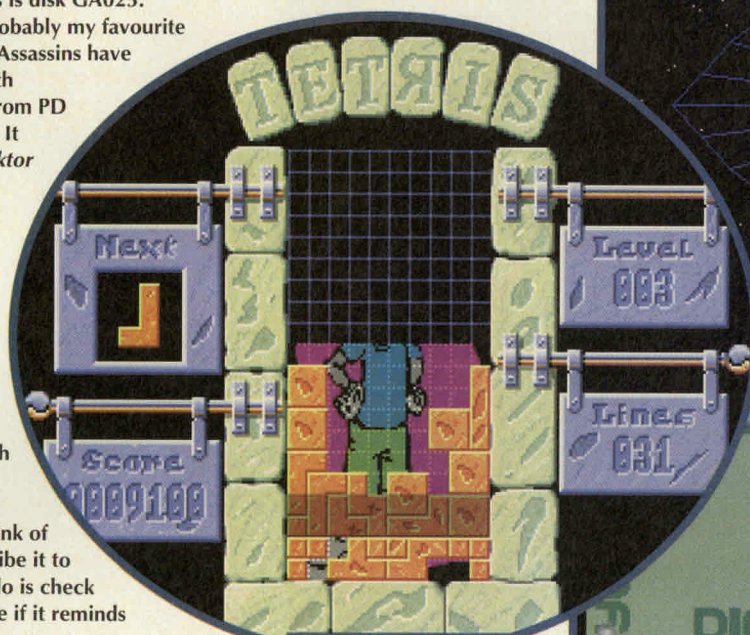
Grav Attack is a very strange little game. You pilot a tiny spaceship and must fly around the landscape collecting the pods that are bouncing up and down. Nothing really difficult there but gravity is in full effect and collecting the pods is extremely hazardous as they are so close to the rocks. Touch the rocks and your ship will explode! Great stuff.

From Russia with love

Onto another of the Assassins compilations, this time number 70. This one is available from NBS PD and is disk ASI 70. Now I am not the world's biggest fan of *Tetris* but I am prepared to admit when something is good, and that is exactly what *Tetris Pro* is! Very Good. This is far and away the best version of the game I have ever come across. It could be described as *Tetris* with knobs on but I suppose *Tetris Pro* serves its purpose just as well. Forget the other programs on the compilation which are another *Tetris* game and something called *Wangle*, *Tetris Pro* is a 'must have' program.

Also from NBS is disk G324 and it's entitled *Bloodrunner*. The only reason I have put this in is

▼ **VEKTOR STORM:** What does Vektor Attack remind you of? Answers by the thousand on a postcard to Paul's home address, please.

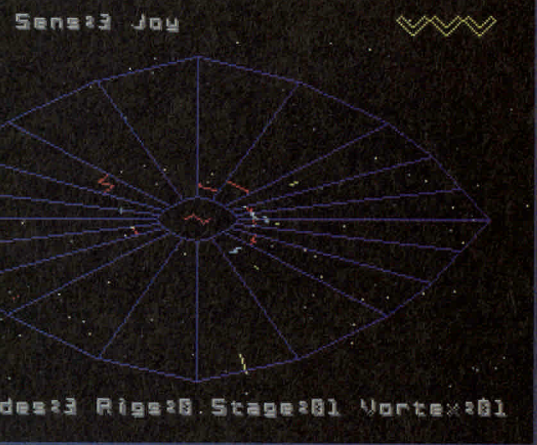


▲ **TETRIS PRO:** Tetris Pro is without a doubt the best version of Tetris to appear to date.

because it would appear to be exactly the same game as *Motherlode*, mentioned earlier. I didn't understand it then and I still don't understand it now. Apparently, it was a massive success on the good ol' Spectrum about 10 years ago – I obviously missed out on that one!

Finally for this month is disk G325 from NBS. This is called *Rebound* and is an updated version of that *Ping Pong* thing you used get on those Grandstand consoles. There is nothing like a little burst of nostalgia and this isn't all that bad.

Bit of a mixed bag this month, then. Rest assured that PD in Profile will be back in four weeks to keep you updated on all the latest developments on the Public Domain front.



▼ **REBOUND:** Remember Ping Pong? Well, Rebound is basically that brought up to date.



CONTACTS

NBS PD, 1 Chain Lane, Newport I-W, PO30 5QA.

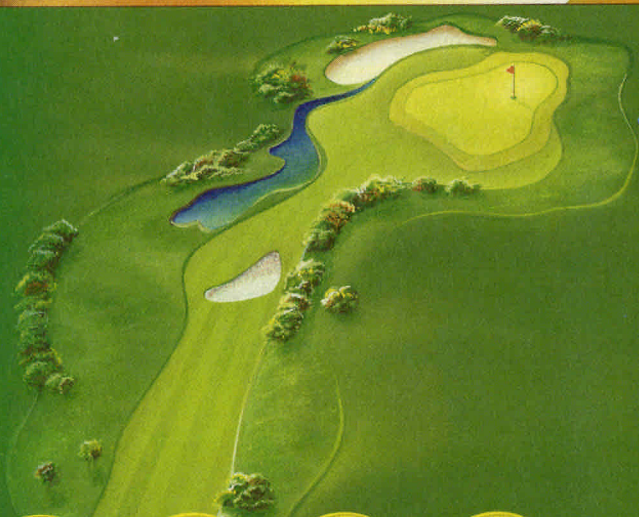
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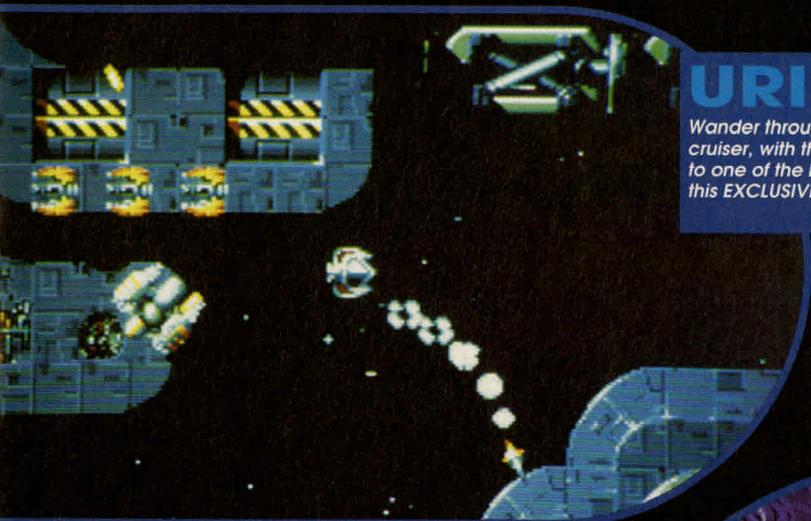
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URIDIUM 2

Wander through deep space in a toolled up cruiser, with this - the allegedly stunning follow up to one of the best blasts ever. See it for yourself in this EXCLUSIVE preview!

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REUNION

Not your everyday get together though - there's no school ties or fruit punch in deep space.

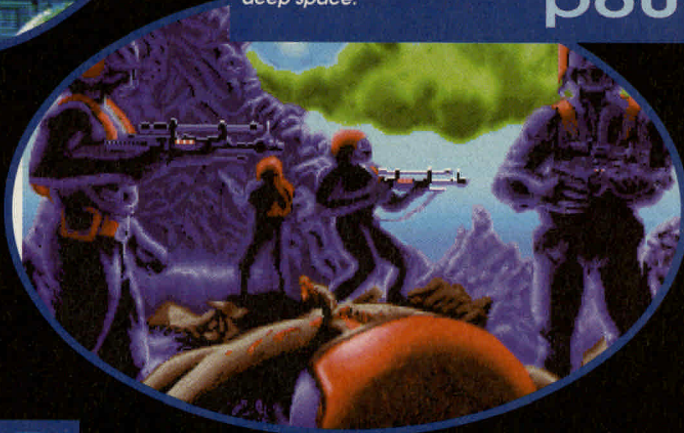
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SEVENTH SWORD

Would you demand that this woman give you back your sword? Would you even care about your sword anymore? Well we do, and we're happy to share the knowledge.

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DIGGERS

JCB's and tactors? We think not. Funny little creatures in a diamond mine more like.

p66



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THE MOST UP TO DATE PREVIEWS EVER!

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K240

THE NEW WORLD

It's time to crown ourselves King of The Stars again, as Utopia 2 prepares for landing.



Take your time in the battles. Accuracy is important as missiles certainly don't come cheap.

Utopia: a place, state or society - real or imagined - which is considered to be perfect or ideal. Like a pub that only serves Budweiser (bottled, of course), situated in a deserted spot enjoying Las Vegas-type heat, where a television satellite constantly relays the scenes of elation as Manchester United lifted the Premier League trophy, and waiters mill round, armed with tray upon tray of freshly butchered cheeseburgers and kebabs.

There were no food products to speak of in Greame Ing's original creation, but judging by the success it enjoyed, the customers were queueing up at the computer shops for it like Lloyds investors at the soup kitchens! It was, in fact, one of the games that helped establish Gremlin as a software company of some repute, and although a follow up appeared in the form of the data disk, there has been demand for some time for a full sequel.

Awarded 90 per cent and a coveted Accolade all those months ago in issue 24, Utopia was heralded as a cross between Populous and Sim City - praise indeed! Alien forces had converged on the Terran Empire after destroying much of the galaxy, intent on plundering the resources and leaving the natives with nothing.

As a commander of the task force set up to deal with this crisis, it was up to you to

provide those remaining with the best possible lifestyle in the best environment you were able to build.

K240 expands on the original theme of general space nastiness, and takes us forward to the year 2380, when the Terran Empire, having grown and prospered since the battles of the original, now faces depression again (sounds familiar), due - among other things - to scarcity of reserves.

"Following the success of Utopia, we were already thinking of ways we could improve and enhance this type of game", says Greame Ing, who is once again chief Utopian, partnered this time by Pete Daniels. "We only wanted to do a sequel if we felt it could be something special, which prompted the current design. As the original designer, it was natural for me to design and program this new game, and although K240 started off as a

sequel, it has become a brand new product in its own right, incorporating the best aspects of Utopia."

The depression is due in part to the fact that two alien races have encroached on the Empire,

taking much of it's resources for themselves. Consequently, further exploration is required to extract the necessary materials.

"The player finds himself in a distant mining colony in an asteroid field," continued Peter. "He needs to extract as much precious ore as he can and return it to earth. He requires a great deal of skill to construct and maintain a viable, self-sufficient colony, as well as the perils of colonising other asteroids."

"On top of this, hostile alien races are doing the exact same thing elsewhere in the asteroid field. The player and alien will soon meet and then the war begins, as the mining operation needs to be defended, and the alien bases destroyed."

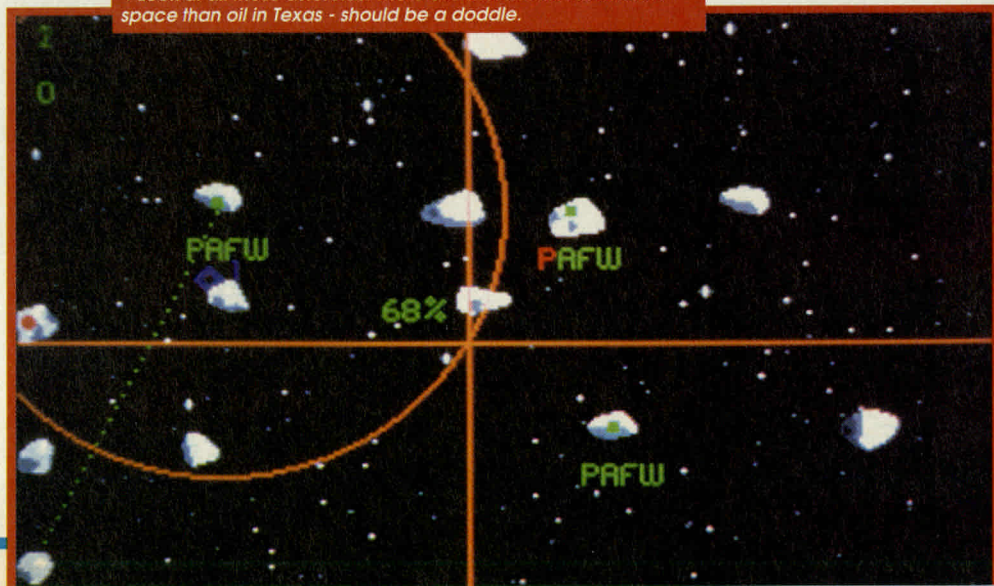
Since Greame was responsible for the first Utopia, he's obviously had a lot of time to cast a critical eye back over it. Was there anything that stood out that he felt could be expanded or improved?

"The alien intelligence. In Utopia you

A prospering empire. All that are missing are the rosebushes round the doors. Beware though...



Look at all these asteroids! There are more reserves in outer space than oil in Texas - should be a doddle.





▲ "Excuse me sir, but would you happen to have a two door runaround that's light on the juice?"

▼ Don't look now, but Richard Branson's dropping in for tea and cakes at Spaceport Alpha. This is a classy establishment - he'd better be reasonably dressed.



never saw the enemy city. Now you see their colony as it grows and explores."

Each level has a different alien with different motivations and strategies. "The game is free flow, to allow the individual to develop his own ways to win, but there are certain mini-scenarios which will occur at times. They can be ignored on the early levels, but later (tasks such as disabling convoys, destroying shields and locating bases) must be completed before progression can be made."

The colony management aspect went down well in Utopia, and has been included and expanded for K240. The war is now more strategic, and there is more for the player to actually do. Forty types of building, seven kinds of spaceships and 16 different weapons should go to make an altogether bigger game.

Greame believes that the gameplay of K240 will be spot on as far as difficulty goes. "You can get into it quickly, but to complete all the scenarios will take one hell of a lot of thought and practice. I think it's vital to make the interface as helpful as possible; this is a

game to play and enjoy, not a simple out and out graphical extravaganza."

Utopia was a big success a couple of years ago, and K240, rather than using the name to thrust itself into the market, relies much more upon its own new style and features. Perhaps the most encouraging point to note is that when asked about any problems they'd encountered during the development of K240, the answer came back that only time restraints prevented the inclusion of more features!

Utopia 3? K250? Only time will tell...

▼ With so many vehicles to choose from, it's important to get those which suit your needs.



▲...danger lurks around the corner in the form of huge alien vessels manned by amoral E.T.'s.



▲ It's all very well having a nice space-mews with garden frontage, but without a few laser cannons on the picket fence, you're pretty vulnerable.

| | | | |
|-------------------------------|---------------------------|---|--------|
| PROJECT: K240 - The New World | | | |
| HOUSE: | Gremlin | RELEASE: | TBA |
| TEAM: | Greame Ing & Pete Daniels | PRICE: | £25.99 |
| COMMENTS: | | To be quite honest I never played Utopia, despite picking the box up meaningfully once or twice. It's not that it isn't my type of thing - I just never got round to it. Space adventures and space strategy games are more commonplace than car theft on Merseyside, and it will take something rather special for anyone to get excited at the prospect of saving an innocent race. From what I've seen, the interactivity, immersion and downright appeal of K240 means that as soon as the finished product hits my desk, it'll go straight into the disk drive. The prospects are good for a truly excellent game, and I for one am looking forward to it. | |
| INSPECTED BY: | | Paul | |

▼ Travelling to new planets at the speed of light, there's no time to stop at the Little Chef for pancakes...



We'll meet again, do know where, do know when, it will be on planet New Earth just next yee-er...

The best things in life are free but useful items are usually a bit pricey. Make sure the dosh is rolling in before getting yourself in lumber.



REUNION

"The greatest voyage of all has begun." That's what it says on the documentation! It might be true too, but one thing is for certain – it's a very long voyage, as the game won't be coming in to land until the early part of next year.

Reunion is well into production, though, and as there's plenty to look at already, well, why not let you have a butcher's at the latest Grandslam reputation builder.

It is the future and New Earth is overpopulated to the point of ridiculousness. Worse than Old Trafford on a Saturday afternoon it is, but all is not lost; rapid technological advances – the likes of which only ever occur in films, books and computer games – mean that space travel is as common as a mushy pea in Lancashire. As head of the planetary colonisation programme run by the Federation, you are charged with the task of

finding new homes for millions of New Earthlings from

▼ Most governments consist of a load of empty suits. The colony can't even fill their chairs!



within the uncharted territory of the outer reaches of space.

Product Manager, Steve Sergeant, briefly outlined the gameplay. "Before anything is done, you will initially need to send out probe ships to scour the galaxies for planets which will make good habitats. Those rich in minerals

are obviously attractive because they have an in-built source of income and sustenance.

"You will find that not all planets are uninhabited and some negotiation with alien races is necessary in these cases. Once you have acquired a base, the real game begins as you set about building up the colonies."

The main game screen will see you and your advisers sitting around a desk at the Federation headquarters. All the blokes can be consulted in their specialist fields. Their knowledge is valuable in the construction of universities and other important buildings and facilities which will eventually lead to prosperity within the colony.

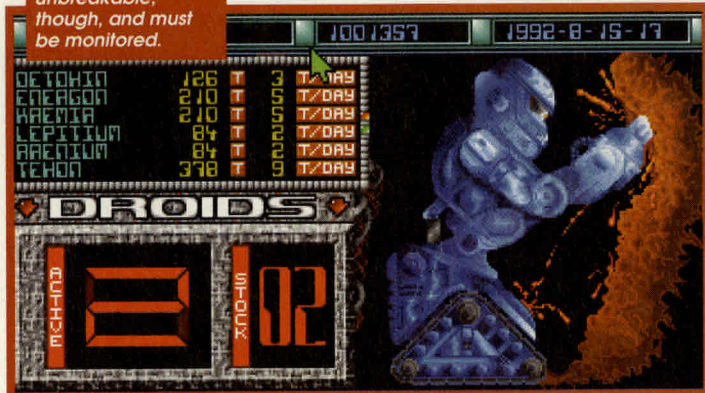
Some aliens are reasonable creatures and are willing to trade with you or even join your forces as a recruit. If and when battles occur, they are viewed from inside the galactic cruisers, although the moves and tactics are planned in advance.

"Basically, it's a massive space trading sim with a few Sim City influences in the colony structuring part," says Steve, "and it's unlikely we'll get away with less than about

six disks. We do feel, though, that despite its size and complexity, it will be accessible to all kind of players."

"...it's a massive space trading sim..."

▼ Droids are at hand to do the dirty work. They're not unbreakable, though, and must be monitored.



PROJECT: Reunion

HOUSE: Grandslam RELEASE: Feb '94

TEAM: Steve Sergeant & team PRICE: £TBA

COMMENTS: Much work still needs doing on Reunion before it becomes anything like a finished product. It does seem as though Steve and his team have a success on their hands because, as well as the intricacies of the gameplay, we are provided with loads of excellent animations and superb in-game screenshots. My main concern is whether or not it will actually be easy to play or if it will be half a dozen disks packed with impossible to reach places. The A1200 version is likely to follow in March and should push back the boundaries of interstellar travel even further – it's good to hear that the A1200 is going to be supported.

INSPECTED BY: Paul

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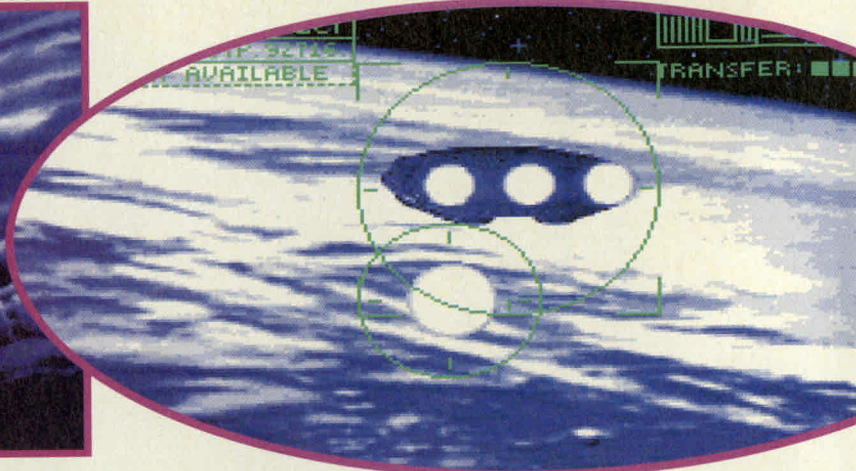
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Sweden? Deep Core? Sounds a bit dodgy to us. Let's wade through the rumpled sheets to find out more...

CE's list of upcoming products is so hot that they could be in danger of melting. Hopefully by Christmas they will have released Fatal Strokes, Total Carnage (the follow up to the classic Smash TV), Akira - the official game based on the Japanese animation classic, and this game by Swedish developers Dynafield Systems - Deep Core.

I am a big fan of games that have a good plot. If the story is a bit iffy, then it seriously affects my first impressions of any product. Fortunately, Deep Core does not suffer from this problem. Before you get too excited, this has nothing to do with dodgy Swedish videos. What appears to have happened, is that the programmers have borrowed certain elements from the plots of various films and moulded them into a story, which in turn has been converted into this game.

What then, I hear you cry, is the story? Well, seeing as I'm in a particularly obstructive mood, I'm not going to tell you, so there! Just kidding. You are Captain Dawnrazor - a fine name if ever I heard one. You are at home in Detroit, asleep, when your

phone starts to ring. Looking at the clock, you see that it is 1.30 in the morning. On the other end of the phone you hear the gruff voice of U.S. Navy Commander Jack Lipton.

He explains to you that earlier in the evening, a droid from space had dropped into the Indian Ocean, from a mothership that had been orbiting the Earth. Also 20 000ft below the surface of the Ocean lay an underwater nuclear research base. From what the radar can detect the droid appears to have attached itself to the facility.

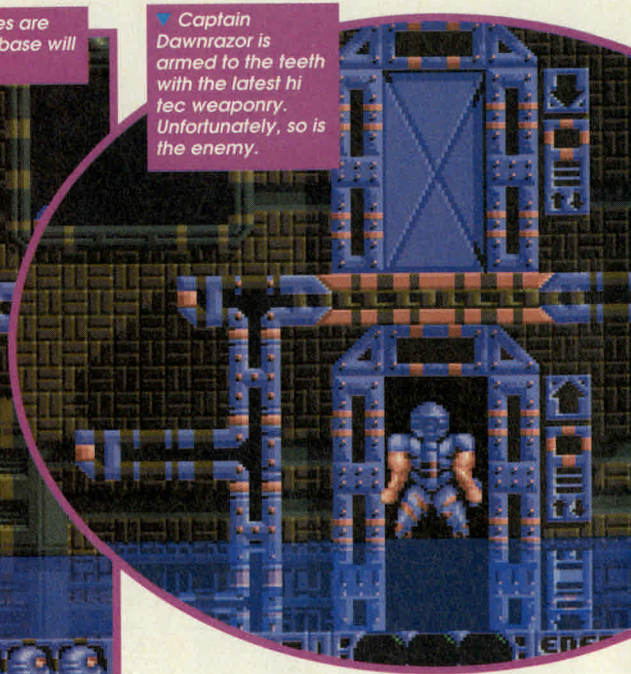
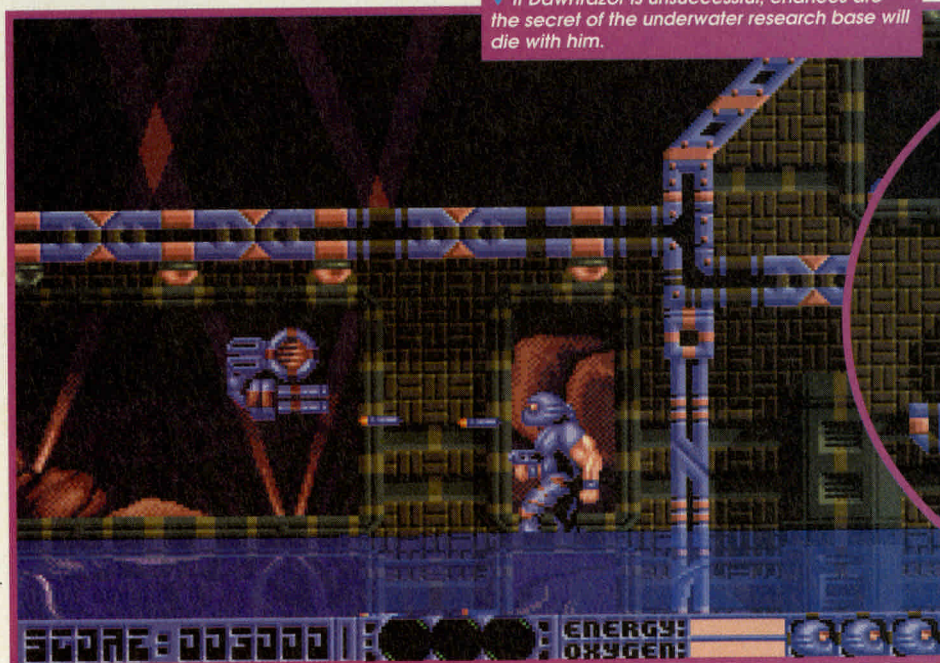
Now, the Navy has lost all contact with the staff on board, and feel they need someone like yourself to dive down and find out exactly what the problem is - and if possible, sort it out and bring them to safety.

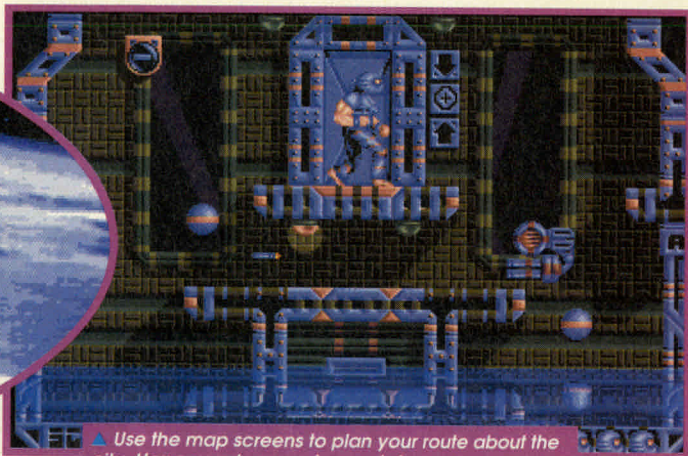
Quite naturally you are reluctant to

DEEP

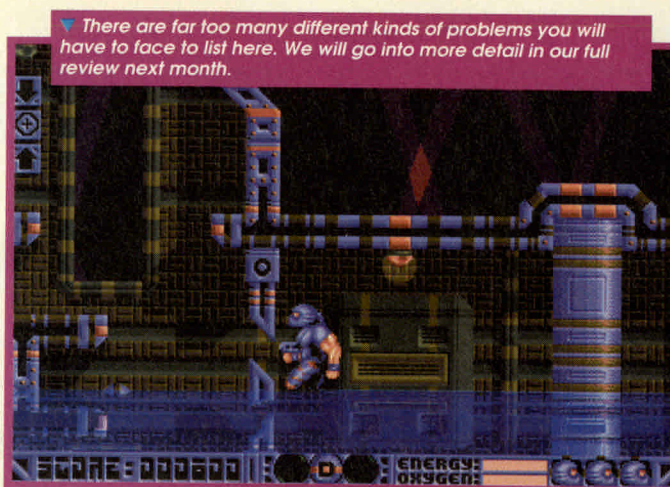
▼ If Dawnrazor is unsuccessful, chances are the secret of the underwater research base will die with him.

▼ Captain Dawnrazor is armed to the teeth with the latest hi tec weaponry. Unfortunately, so is the enemy.





▲ Use the map screens to plan your route about the city. Hope your legs are in good shape.



▼ There are far too many different kinds of problems you will have to face to list here. We will go into more detail in our full review next month.

"...a droid from space has dropped into the Indian Ocean, from a mothership"

accept, but Commander Lipton will not take no for an answer,

"You know me Dawnrazor. I won't leave you alone until you accept this one, and besides, you owe me one! We simply don't have anybody else in the force with your experience." Or stupidity, it seems!

Following that there is not really any way you can refuse, and besides after this one you will be even with Commander Lipton. No

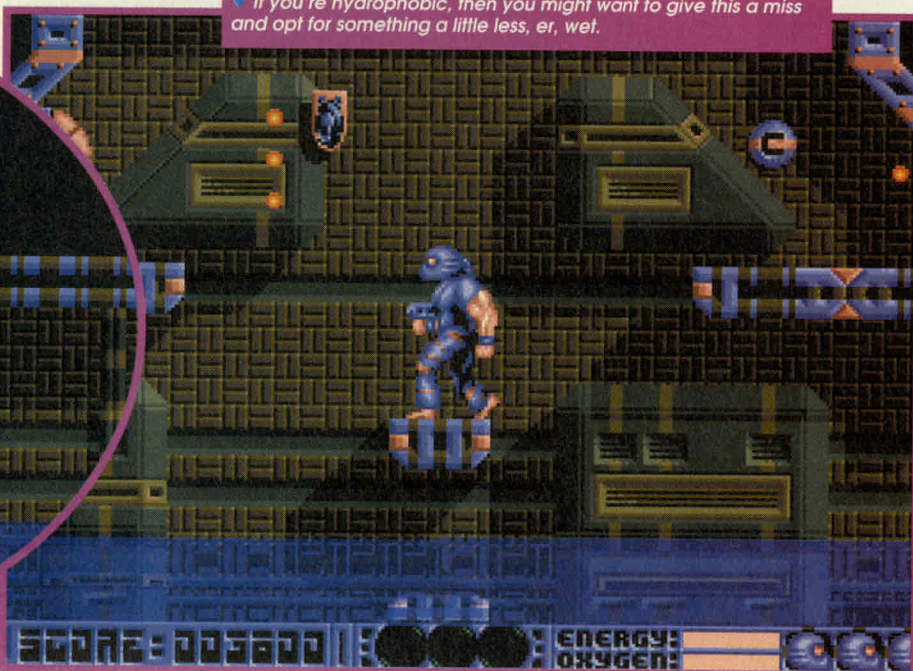
more phone calls in the middle of the night, no more dangerous missions that no one else will take on - just a simple, quiet, not to mention, safe life. Bo-ring.

So that's the story then. Not bad is it? At least some thought gone into it. This would be pretty useless though if the game was not up to scratch. Fortunately enough, this does not look as though it is going to be the case with



▼ Leaping from platform to platform can be a hazardous business. Make sure you are careful.

CORE



▼ If you're hydrophobic, then you might want to give this a miss and opt for something a little less, er, wet.

Deep Core .

The developers have opted for a cross between a platform game, a shoot 'em-up and an arcade adventure, and at this stage it works very well indeed. The levels are divided into rooms, all of which are connected by doors, some of which need to be unlocked, and some of which are open.

It would be foolish to send Dawnrazor down to the base without the capability to defend himself, so naturally, he is armed to the teeth. Not only does he have a normal, run of the mill, everyday laser type thing, he also has something called a Mega Blast which when unleashed causes major damage to all the enemies on the screen.

As well as this there are plenty of bonuses which can be picked up to help Captain Dawnrazor uncover the mystery of the undersea nuclear research base more quickly.

At this stage Deep Core looks as though it could be something quite special. Let's just hope that it doesn't get lost among ICE's other, more high profile releases later in the year. To find out if it lives up to expectations you will just have to hang fire until next month when we review the finished product.

| | |
|---|------------------|
| PROJECT: Deep Core | |
| HOUSE: ICE | RELEASE: Oct '93 |
| TEAM: Dynafield Systems | PRICE: £25.99 |
| COMMENTS: Deep Core is looking as though it is going to be a highly polished platform game, high on atmosphere and tension. The only problem I can foresee for it is that it is being launched at a time when there are an abundance of high profile releases, which may not match it in terms of quality, but in the Attracting The Customer stakes, will win hands down. ICE don't need me to tell them their jobs though, and realise that with this they have another potentially large game. Estimated completion time from start to finish is long, and the difficulty level I've seen here should ensure that at the very least, Deep Core will prove to be a lasting challenge. | |
| INSPECTED BY: Steve | |

THE SEVENTH SWORD OF MENDOR



Explore the Dark Side of your soul in an eternal quest for power.

There is a somewhat worryingly small number of games appearing at the moment that take advantage of the more powerful Amiga 1200. Owners of this machine will no doubt be pleased to hear that the forthcoming *The Seventh Sword of Mendor* will appear in both standard 64 colour and enhanced 256 colour Amiga 1200 versions.

The storyline behind the game is your usual swords and sorcery tale, in this case set in a land known as Arcurann. The inhabitants of this land have been given Seven Swords by the Gods to protect their kingdom from external attack. The land is divided into Seven Realms, each with its own sword containing magical power. In this protected environment,

Not everyone in the land of Arcurann will be happy to see you. This refugee from Star Wars wants to know the password.

each of the Seven Realms flourished, co-existing with each other in perfect harmony.

On the absurdly named continent of Wonghar, though, all was not well. An evil force was emerging – the force of a man who had sold his soul to the Dark Side to satisfy his fanatical search power. His name was Medric and this became a name that meant death to anyone who resisted his will.

Terrified by this news, an emergency meeting of the Great Council of the Seven Princes was held. At this meeting, the Seventh Sword – the Sword of unity – was stolen. Without this, Arcurann is wide open to attack from Wonghar and, as a result, the peaceful existence they have become accustomed to will be destroyed. It is your job



to return the magical Seventh Sword before it's too late.

The game is at a very early stage in its development at the moment but the finished version should contain such delights as a full medieval musical score, digitised sound effects and character speech and atmospheric scene graphics. Of course, all of this is just embellishment and of no real importance but the actual game itself sounds just as appealing.

Some of the features that will be incorporated are the ability to interact with more than

100 creatures, a complete 3D world for you to explore (not just caves and dungeons), as well as around 100 different spells to cast, several unique paths through the game

and a user-friendly point and click control interface.

The game will be out around October.



Travelling to new planets at the speed of light, there's no time to stop at the Little Chef for pancakes.



Each character in your party has his or her own inventory screen through which you can see what's in their, er, inventory.

"...interact with more than 100 creatures."



PROJECT: The Seventh Sword of Mendor

HOUSE: Grandslam **RELEASE:** Oct '93

TEAM: In House **PRICE:** \$TBA

COMMENTS: It is difficult to say at this stage whether or not *The Seventh Sword of Mendor* will be any good or not so let's just say that it would appear to have massive potential. It has enough features to keep the interest level high while you discover them all and a good enough storyline to draw you in during the initial learning period. All too often, big colourful affairs like this are let down by dire playability. If Grandslam give this aspect the attention it requires and deserves then be prepared for a swashbuckling, sword-slashing extravaganza. Everyone is attempting to get in on the RPG act at the moment. Let's hope Grandslam get it right.

INSPECTED BY: Steve

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DIGGERS

Hi-ho and off to work we go with a hole load of dirt from Millennium.

There are small games, there are big games and there are whopping great HUUUUUGE games and Toby Simpson, the brain behind diggers, staunchly believes that his baby falls squarely into the latter category.

Barely had I arrived at the Millennium headquarters in the inappropriately named Great Shelford before this manic-looking chap was pumping my hand up and down, bombarding me with facts and figures and feverishly urging me up to the demonstration room. Those tyre marks I left on the stair carpet will be a beggar to clean...

Diggers is a strange blend of adventure, platform and strategy that leans heavily toward none of these and comprises a gameplay all of its own.

It's set on the planet Zarg, a land inhabited by several races of Diggers, who once a year compete in a grand free-for-all treasure hunt where

all the diamonds and other precious jewels can be kept by whoever finds them first.

You control one of the four races - each having their own strengths and weaknesses in terms of stamina, intelligence, speed, patience and so on. The aim is to lead them to the greatest wealth and also to eliminate the competition along the way.

In terms of layout, Diggers is a little like Mirage's Humans in that it's set over 33 levels covering seven 256-colour graphic worlds. Four Diggers make up each race and are operated via mouse-driven icons.

The adventure begins on the surface of whatever level you are currently playing, though obviously the gems are hidden deep

Diggers comprises a gameplay all of its own



▲ Money for old rope? Well no, but bring some diamonds and your laughing buckets.



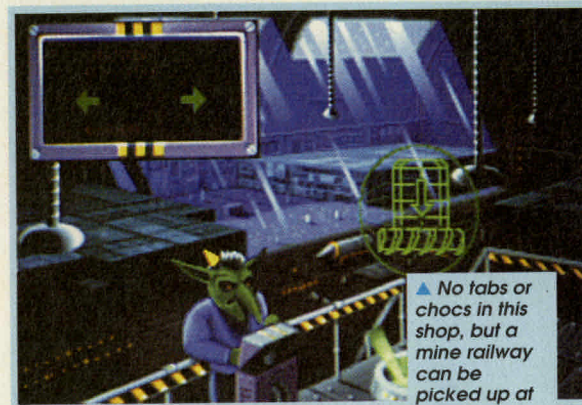
▲ Digging equipment saves backaches and slipped discs!



▲ Not exactly NUM regulation, but the teleporters do help.



▲ The shafts are where the gems lie, but a host of obstacles need to be overcome first...



▲ No tabs or chocs in this shop, but a mine railway can be picked up at a price.

down in the ground and need to be mined.

Named as they are, it will come as a no surprise to find that the Diggers are a bit special when it comes down to burrowing into the old dirt. It isn't quite that simple though; the surface of the levels are laid out in a platform manner and there are all kind of obstacles that need to be overcome before a mine can be entered.

The gems hold certain values and are exchangeable at the local diamond mart for cold hard cash which, in turn, can be used to buy equipment ranging from first aid kits and heavy duty digging machines to underground railway systems.

Most levels are huge and are finished only when the set amount of cash has been raised or when the competition has been defeated (i.e., killed!). Those of you reading this who like to use a bit of brainpower in a game and who think Diggers is too close to a cutesy platformer for your liking - think again! Cute and colourful it may be but my guess is that on its arrival, Diggers will cause many a sleepless night to hapless adventurers everywhere.

| | | | |
|---------------|--|----------|----------|
| PROJECT: | Diggers | | |
| HOUSE: | Millennium | RELEASE: | Sept '93 |
| TEAM: | Toby Simpson | PRICE: | £TBA |
| COMMENTS: | There are a few games in development at the moment which are threatening to break the mould and launch themselves into new categories of gaming. Diggers joins them. The coding has literally been crammed into the A1200, utilising its capabilities to the full which will no doubt please those who own such a machine. Unfortunately for the rest of us, it also probably means that no bottom end version will see the light of day as it would prove virtually impossible to cut down. Anyone who enjoys the cute games but feels ready for a challenge should check this out on release, as it should go some way to satisfying your needs. | | |
| INSPECTED BY: | Paul | | |

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The **Logic3 FreeWheel**™

Can you imagine Nigel Mansell using a joystick to control his car around a high-speed track? Probably not. That's why we came up with the FreeWheel. Just plug it into your computer joystick port and experience the real sensation of driving!

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- * Does not need to be mounted or fixed to a surface *
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FW 223 - Analog FreeWheel for IBM PC - £39.99 inc VAT
FW 311 - Digital FreeWheel for Sega Megadrive - available Autumn 93
FW 411 - Digital FreeWheel for Super Nintendo - available Autumn 93

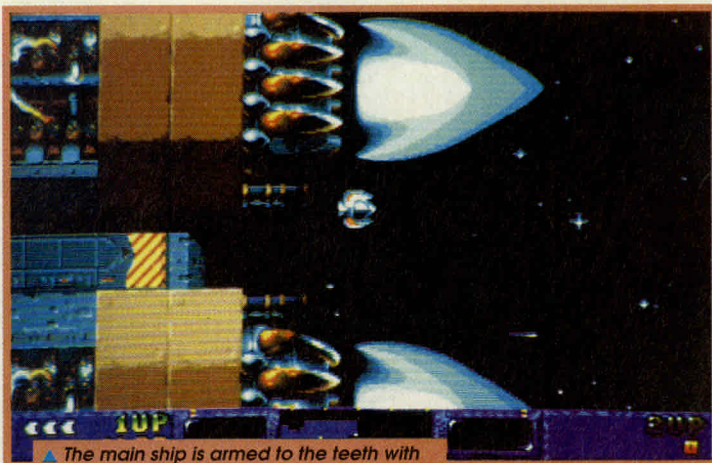
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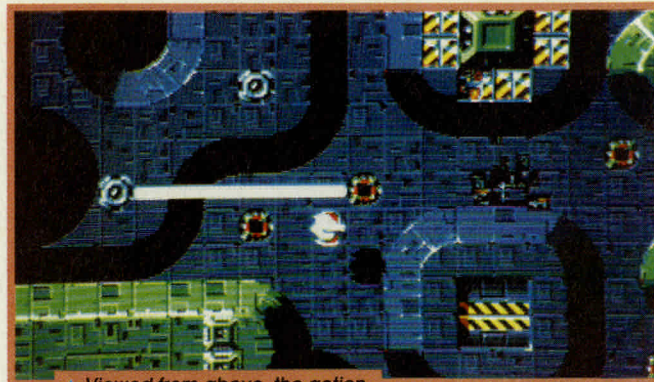
AVAILABLE FROM ALL GOOD COMPUTER STOCKISTS

ALL TRADE MARKS AND BRAND NAMES ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS

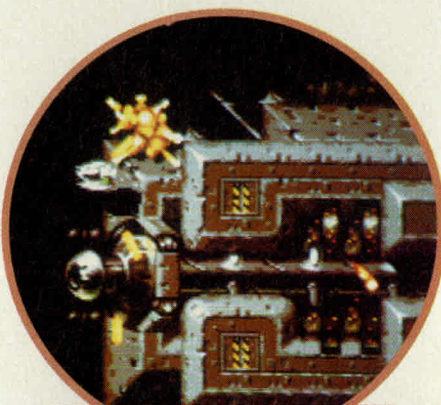
62°



▲ The main ship is armed to the teeth with every kind of missile known to man, beast, and Libyan terrorist.



▲ Viewed from above, the action is mind-bogglingly fast. Keep your eyes to the front - laser cannons don't give second chances.



▲ Explosions and sound FX are phenomenal - it's a real stick-waggling extravaganza.

Will Uridium 2 quench the thirst of Alien blood hungry blast fans? When it comes to graphic and sonic capability there is no comparison between the venerable old Commodore 64 and the current flagship, the Amiga. Many game fans of declining years still hark back to the old days with fond fading memories of 'real and great' gameplay, not bolstered up by fancy effects and youth fangled trickery. Are these sad cases looking at the good old bad old days with rose

tinted bins, or are they just the sort of people with fond memories of being blitzed by the Luftwaffe?

Every once in a while a game is released which inspires normally miserable and cynical journalists to make sweeping statements like "this game will become a benchmark in game design, that all future titles will be compared with". This old chestnut has never been more aptly applied than to the 1986 smash, Uridium. The game was designed, drawn and

What do we want? A bloomin' good blast! When do we want it? Now!

URIDIUM 2



▲ Things are looking good as the ships converge for tactical deployment.

▼ Safe in the nucleus of the ship, Charlie takes time out for tea and chocolate cakes.



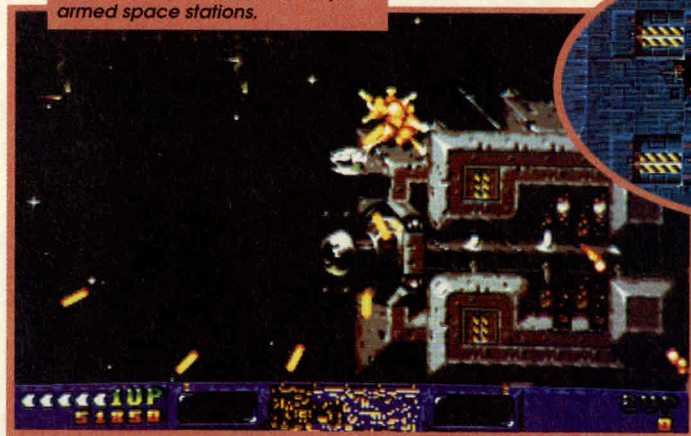
Every sprite, every detail and every bit of sound have been honed to perfection to make up what will become a classic.



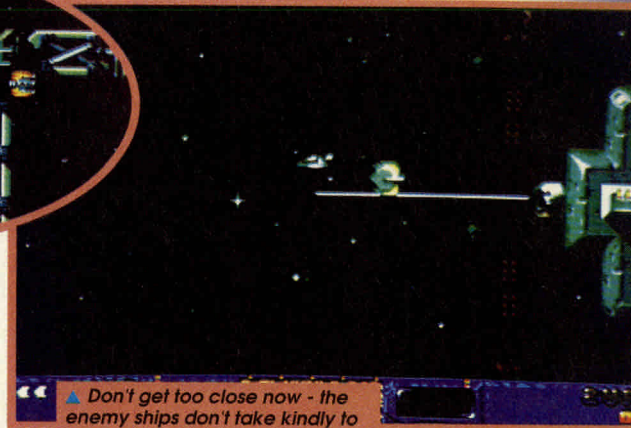
▲ Things are looking bad as the tactical deployment goes horribly wrong.



▼ Be ever aware of the heavily armed space stations.



▲ If I was a spaceman, I'd want a little cruiser just like this...



▲ Don't get too close now - the enemy ships don't take kindly to those who drive in their boot.

programmed by a team of one, Andrew Braybrook - one of two founding members of leading-edge game design house Graftgold.

In the mid 80's, Braybrook was embroiled in a number of projects such as Paratrooid and Gribbly's Day Out. But he was becoming disillusioned by what was being achieved on the Commodore 64. "I'm a real coin-op fan and this was about the time that some arcade games were becoming more graphically and sonically spectacular", he says. Braybrook embarked on what seemed an impossible mission - to emulate coin-op impact on the humble old Commodore 64. "The main criteria was for high speed scroll. I think the only other designer that was attempting the same thing was Jeff." (Jeff Minter - veteran game designer and erstwhile llama fancier). Braybrook experimented with visual trickery using 'harsh' lighting and 'bas relief', the concept of lighting from one light source - in this case top left which created a shadowy light and the commendable 3D appearance.

Braybrook continues, "For the time, this was ground-breaking stuff, and it wasn't long before everybody jumped on the bandwagon." Uridium wannabes came thick and fast and so Braybrook raised the proverbial middle 'Swivel-on-it' finger, and produced Uridium Plus. Enhanced visuals and an extra 16 levels

blew the competition away.

Over the next seven years Braybrook buried himself in countless conversions and a few original projects; games which should be etched on the memorial stone (if indeed there was such a stone!). His biggest success was Rainbow Island. "I completely forgot about Uridium until last year. We were in a restaurant with the Bitmap Brothers when Eric (Eric Matthews - unpretentious Ray Ban-wearing founding member of aforementioned team) piped up "Didn't you do Uridium?" Then everyone reminisced and said what a great game it was, and so I have my next project."

Braybrook freely admits he would never have attempted anything as technical as Uridium on the Amiga five years ago "You need experience on a machine to get the best out of it. I knew the 64 inside out, but I've only just mastered the Amiga." This time Andrew is far from lonely on the Uridium 2 project, with a team of five; Mark Bentley, Steve Rushbrook, Simon Sheradon and John Kershaw embroiled in what's turned out to be a marathon of a development.

"I spent longer on this game than I would have liked, but the further we got into it, the more we wanted to achieve. We're using 32 colours mode and the game runs at 50 frames per second." Braybrook and team have used every trick in the book such as Raster split eight-way directional smooth scrolling. "The C64 version only scrolled from right to left. But this version scrolls in every direction using a sprite Multiplexer and employing hardware run and sprites where possible, with a Blitter as a contingency plan.(Er... good - Ed). At that speed, objects would just disappear without the Blitter - the little chip's really working overtime! Concurrently Braybrook is working on an A1200 version, enhanced with more cosmetic sprites and a phenomenal 128 colours.

Visually, Uridium 2 is nothing short of spectacular - a juxtaposition of traditional arcade blast-or-die game ethics and leading edge technology. Controlling a manta ship, the player can flip, half loop and barrel roll across an ultra-smooth back drop scroll. Andrew continues, "We've taken the ideals and parameters of game play from the C64 version. There's always criticism that Amiga games,

especially shoot'em-ups, lack playability."

The acceleration is the most amazing feeling of freedom - chasing and spinning the enemy with all the precision and speed of a bird of prey. The game pits the lone manta pilot against massive mother ships and space cargo tankers. As the manta speeds to and fro, destroying systems, and blasting radar and gun emplacements, this seems an almost impossible mission. It will be one of the most competitive blasts you'll encounter! New features include five new game modes, two player alternating, and one player with a droneship back-up, offering team work or bitter

rivalry. But the real battle is against the dreadnoughts, which to scale are some twelve miles long and bristling with guns. These

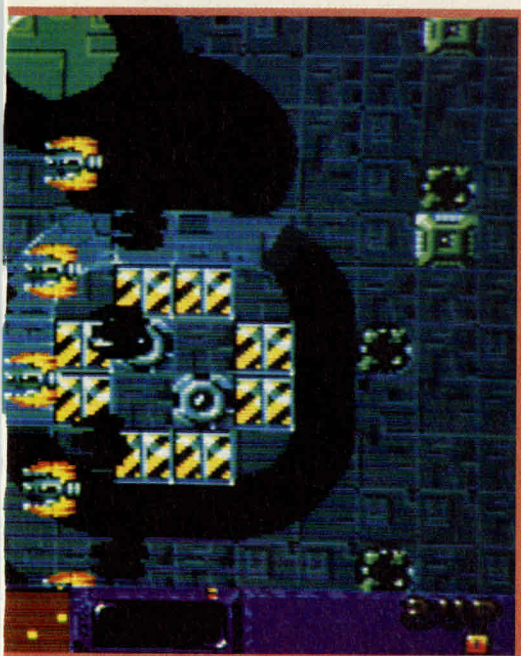
hulks go from planet to planet sucking the resources.

The manta itself is no pussy cat and can be tooled up with any of twelve weapons systems from humble fore-mounted cannon to multiple scatter weapon. Meanwhile, laserbeams can be dragged over the foe, and a plasma circle homing missile, plus a laser which remains in the sky like aircraft trails really ruin the aliens' day.

Furthermore, a gunsight and cyclone affectionately dubbed 'the banana' make the manta a formidable force.

Amiga owners have been pretty much starved of fast, exciting shoot 'em-ups over the last... well, always really! Uridium 2 contains the best elements of the best games, twists them, turns them, and comes up with a formula all of its own. It's gonna be big!

"This will be one of the most competitive blasts you'll encounter"



PROJECT: Uridium 2

HOUSE: Renegade

RELEASE: Nov '93

TEAM: Graftgold

PRICE: £TBA

COMMENTS:

A quick look at the Shoot'em-up section in the all new Superleagues will give you an idea of just how overcrowded this area is. With more entries than some sections combined! In reality, what you will find on close inspection is that maybe half a dozen of these have any lasting appeal - the rest are forgotten only weeks after their release. Uridium 2 is the most eagerly awaited game this year: it's absolutely stunning, with superb graphics, marvellous effects and simple-as-pie gameplay. Come November, when U2 hits the shelves, the name should become firmly ensconced in gaming lore and legend.

INSPECTED BY: Jason

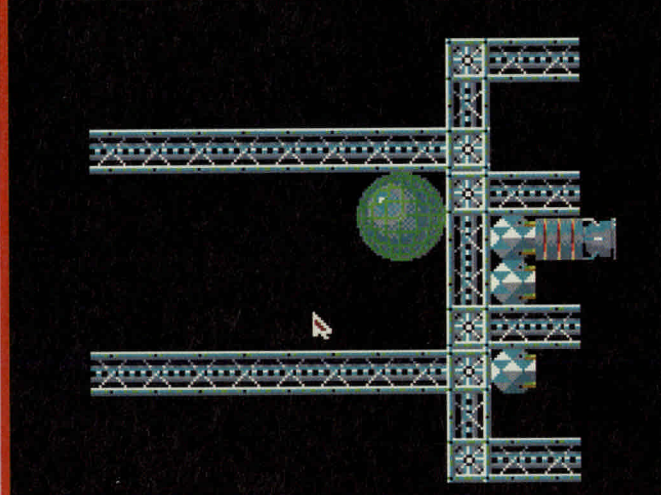
Well here it is, the concluding part of our Player's Guide to Civilization. In this instalment we take you through the journey to the stars.

Space Race

Last month we hopefully managed to teach you a little about most of the important aspects of the game. For the majority of each campaign it is matters such as governmental types and war time strategies which will take up most of your valuable time. However as a game begins to near it's completion a new factor becomes apparent. Sooner or later you will have to start developing your very own space programme.

All this assumes that you have not won the game by wiping out all the other civilisations. This is extremely tricky to do, but does eliminate the need to worry about how far behind your opponents your quest for the stars actually is. Chances are though that you'll have to win the race for the stars if you want to pick up those lovely bonus points and win the game.

Roman SpaceShip: R.S.S. Chicken



Population: 00,000
Support: 100%
Energy: 0%

Mass: 7,100 tons
Fuel: 300%
Flight Time: 32.2 Years

Prob. of Success: 0%

On the Fiddle

Remember that there are an awful lot of scientific discoveries to be made before you can start work on your rocket. This should be consciously in your mind right from the beginning of a new game. If it isn't you'll find you've wasted valuable millennia fiddling about developing things that really aren't going to be of much use to you. As we've tried to stress all along, planning is the all-important key.

It is always an advantage to get your space programme up and

running ahead of your enemies'. But by no means does this guarantee that you'll beat them to colonisation. There are a lot of factors including money, number of cities and even military defences that all play a part. Just because you have the technology, doesn't prove you have the resources!

Just like the rest of the game, the whole Space Race process is decision after decision. Chances are by this stage you'll be running out of time (or already run out of it and decided to continue your game). As you probably know already, after a certain date the game stops recording your scores and achievements and saves your name to the

score table. Of course you can carry on, but you won't get any points for your efforts.

If you still have some time then getting to Alpha Centauri first will give your final score a massive boost. It is worthwhile therefore trying to get these extra points by sending out the smallest possible size of craft that you can prepare in the allotted time. The bigger the craft, the more points you'll get, so it'll be down to your individual judgement as to how much you can get away with without getting beaten to it by the Zulus or some other equally competent race.

Always bear in mind that some parts of the ship take much, much longer to build than

SS COMPONENT

City Improvement

The COMPONENTS provide the motive power of your spaceship. There are two types: Propulsion and Fuel. Propulsion COMPONENTS are the spaceship engines, providing the acceleration and deceleration needed for the journey. Fuel COMPONENTS are supplies of fuel, each sufficient for one Propulsion COMPONENT. The minimum a spaceship requires is one of each COMPONENT, but to arrive at the best speed, it requires many more of both.

SpaceShip: Z.S.S. Shaker

Population: 10,000
Support: 100%
Energy: 100%

Mass: 6,800 tons
Fuel: 100%
Flight Time: 16.1 Years

Prob. of Success: 99%

Landed!



SPACE FLIGHT

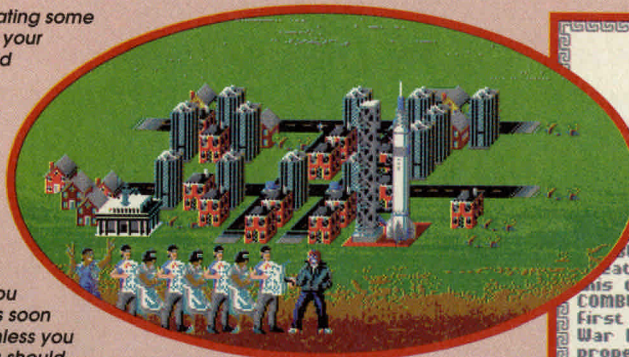
Civilization Advance

Following the development of the first guided missiles in World War II, the science of ROCKETRY advanced to the point where direct space exploration became possible. SPACE FLIGHT advanced from simple sub-orbital flights to manned missions to the Moon. Work continues today on building space stations and reusable space vehicles. In the near future there may be a manned mission to Mars. In succeeding generations, new advances may make manned travel to other star systems practical.



the others. It is therefore worth starting creating some of these at some of your cities long before your Apollo Programme is completed. This could give you the head start necessary to beat the other. One mistake you have to beware of making is not having the right technologies to construct one vital element. Check your manuals and the Civlopedia carefully to see what technologies you still require to build the parts, then get your scientists working away to make these breakthroughs as quickly as possible.

If you are to have a decent chance you have to be prepared to drop everything as soon as your Apollo Programme is complete. Unless you have a very good reason for doing so, you should immediately put every one of your cities into producing parts for the space ship. It's a waste of time constructing libraries and so on at this stage. Get your people on the job straight away. Up until now we've talked about developing space craft assuming



ROCKETRY Civilization Advance

Experiments with ROCKETRY trace back to fireworks powered by GUNPOWDER one and a half centuries ago, most of our current knowledge developed in the 20th Century. A ROCKET is propelled by the ejection of gases created by the COMBUSTION of on-board fuel. The COMBUSTION creates a great pressure that is vented through the rear, and this thrust against the front interior of the COMBUSTION chamber pushes the ROCKET forward. The first practical guided ROCKETS were used in World War II. More recently, ROCKETS have been used to propel intercontinental ballistic weapons and launch spacecraft.

two (perhaps unrealistic) variables have not come into play. These are a) you are well behind another race in your development and b) you are at war with a particularly nasty aggressor. Let's deal with the first one of these straight away.

It could be that for one reason or another, somebody else is already well into their starship construction ahead of you. This puts you at an obvious disadvantage as you are under serious threat of losing the game. One way to counter this is to locate your enemy's capital city (use your diplomats to great effect here) and get a load of your troops there as quickly as possible. If you have aircraft handy fly them there and attack and capture the city. As soon as it's yours, fill it with your boys. The idea behind this is to capture the palace. If they (or you for that matter) lose their palace then the space ark goes with it and they have to start over again!

Beware of leaving your own capital under-manned or there could well be a lot of tears before the end of the day! The last thing you want to do is waste 40 odd hours playing time by one stupid mistake. Try to leave about three strong defensive units fortified there at all times.

Wipe Out!

If you're already being attacked it is vital that you keep your palace. Even if it means temporarily putting your space ship's parts on hold, develop enough military quickly to kill off any enemy threat. You can always catch up on your parts production by using monies from the treasury to buy extra bits (that is assuming you have any cash left in there in the first place).

A whole game can be won or lost on defending and attacking palaces at a late stage in the game. It's probably one of the best ways of crushing an enemy threat effectively as long as you have sufficient forces at hand to be able to do so.

Back to space business. As soon as you have enough necessary parts in place on your ship - launch it immediately and the race is well and truly on.

Never launch your craft if it will take more than 20 years to reach its destination, just build a few more propulsion and fuel units until it's right! The shorter it's in flight the less time there is to lose your palace or be beaten by a faster enemy ship. Stack the odds in your favour before you set out if you possibly can. See you in space!



CIVILIZATION

The Top Five Cities in the World

1. Zimbabwe (Zulu)
2. Bapedi (Zulu)
3. Berlin (Roman)
4. Leipzig (Roman)
5. Dondri (Zulu)



DUNE II

GIVING THE GA

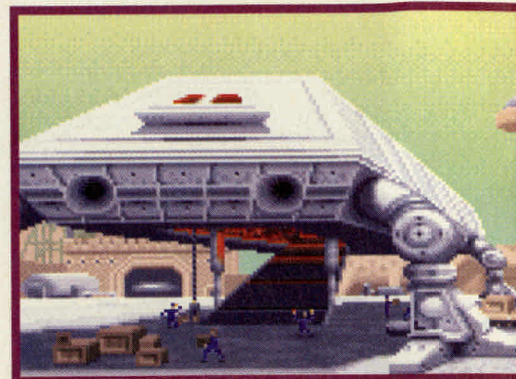
A great big thank you to the ever generous Virgin for supplying us with this splendid players' guide on their latest space adventure, Dune II.

Levels 1 and 2

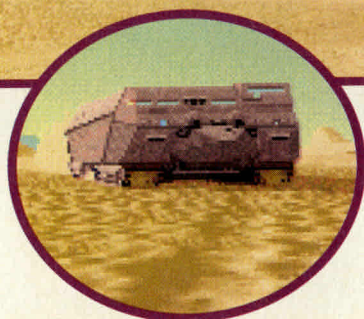
These levels are quite easy. There is only a small enemy force and it will be from only one house. You do need your wits about you right from the start though, but follow these few pointers and you won't go far wrong.

- Do not alert the enemy of your presence - they become aware of you as soon as you encounter one of their units. At this point, they will start to attack you and things will get complicated. Only move your units far enough to find the first spice field and then send your harvester out. In the first mission, you will only need one or two harvesters full of spice to meet your target.

- On level two, it is worth building two refineries in order to speed up spice production. By doing this and keeping your units close to base, you may avoid contact with the enemy.

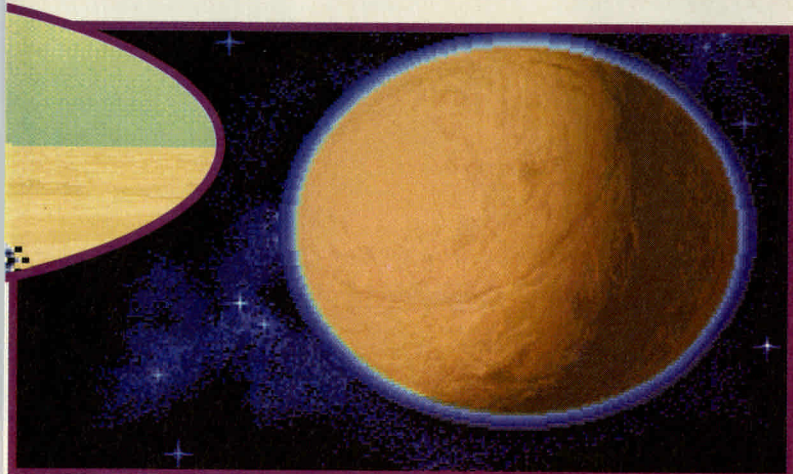
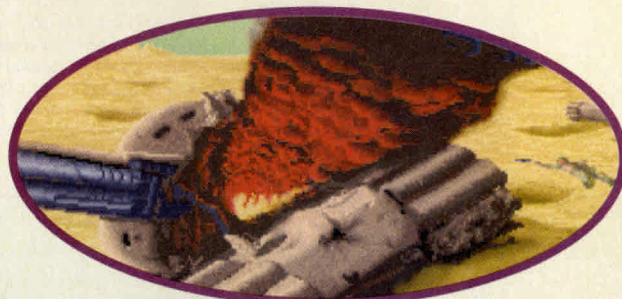
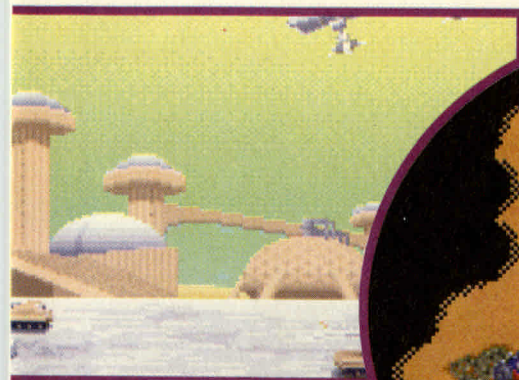


What games? What are you talking about?



GENERAL HINTS

- Familiarise yourself with the keyboard hot keys - these save a lot of time during the heat of battle and will prove invaluable as the game progresses and quick reflexes become more important.
- Click on a unit using the mouse pointer. Press 'A' (the first letter of the word 'Attack') while moving the mouse pointer directly to the intended target instead of to the menu, then click on the enemy. By not having to move the mouse to the menu, you will save a lot of time and can quickly deploy large numbers of units.
- Save the game after winning a large battle or surviving a missile attack (Harkonen multi-warhead missile, not a small mobile launcher). Progression will be made much easier this way.
- When you get the message that your harvester has been deployed, check the spice refinery. If it is too far from the nearest spice field, the harvester will not detect the spice and will wait by the refinery. You will need to order the harvester to move.
- Always build on concrete - this reduces the need for repair which costs money and time.



MAIN GAME

The sublevels

- Beyond level two, you should always build three or four spice refineries. This greatly increases your spice production rate and, in turn, allows you to quickly build a large number of installations and units. They also act as storage silos, thus reducing the number of silos you need.
- Put units all around your base. The enemy in each level will usually come from only one direction. However, you should take care because enemy carryalls may drop units 'behind' your base. These will attack quickly and cause damage while you are moving units around your base.
- When offered the option of an outpost, build one! This makes it much easier to keep track of the enemy as well as your own forces - it also makes it easier to move units long distances without constant fear of ambush or attack. Click on the unit and select Move. Then click on the area of the outpost scanner screen that you wish them to move to (this saves scrolling the main window).
- Always upgrade installations whenever finances allow - on later levels, some installations offer the option to 'upgrade'. Always accept this offer as it will allow you to build better units and may allow you to build new types of installation. Note: You only get the option to upgrade if an installation is 100% repaired. Make sure you repair installations to ensure you are offered the upgrade option.
- Some installations can only be built if you have already built a different installation (for example, you can only build a heavy vehicle plant if you have a light vehicle plant). Begin early, and build up your plant as you go...



II
E
N
D

The sublevels (continued)

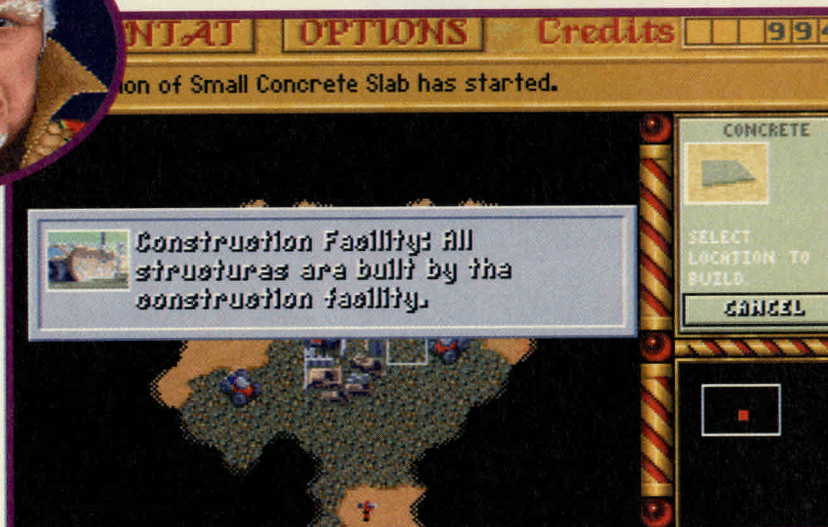
● Build extra wind traps - as the enemy become more aggressive, they will attack your wind traps. It is important to ensure you keep extra wind traps and repair them regularly. Your outpost radar will fail if there is not enough power, and the enemy will hold the upper hand.

● Build gun and missile turrets as it is no good harvesting spice and building, if the enemy attack you freely and destroy your units. You should work out from which direction the enemy is coming and then build a line of gun and rocket turrets in preparation.

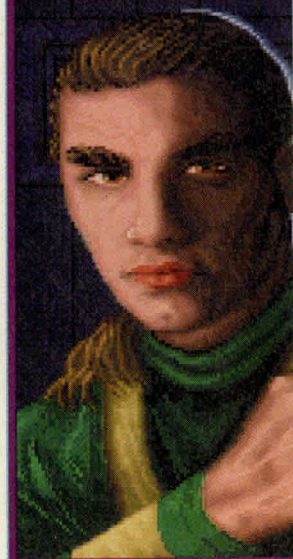
● Do not build too close together - the Harkonnen forces, as well as those of the Emperor, use the Death Hand missile as their special weapon. This has multiple warheads which explode over a wide area and cause a lot of damage. On levels where you encounter these, you must spread out your installations to decrease risk of multiple casualties. Build bare concrete between buildings so that a missile which hits your base will not hit too many different buildings.

● Never build the same type of installations together. Putting all wind traps next to each other may look neat and tidy but one hit from a death Hand Missile and you'll be without power until you can rebuild. Worse still, the destruction of your refineries and silos may mean 'Mission Over'. With no spice left, you cannot rebuild. Concentrate on the monetary and military value of installations and forget how aesthetically pleasing it might all seem to be.

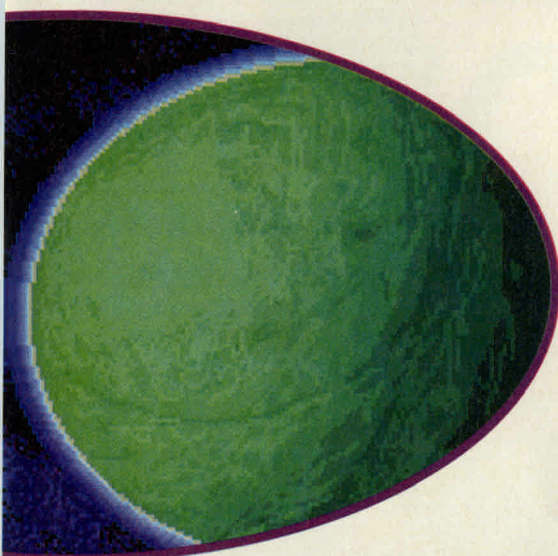
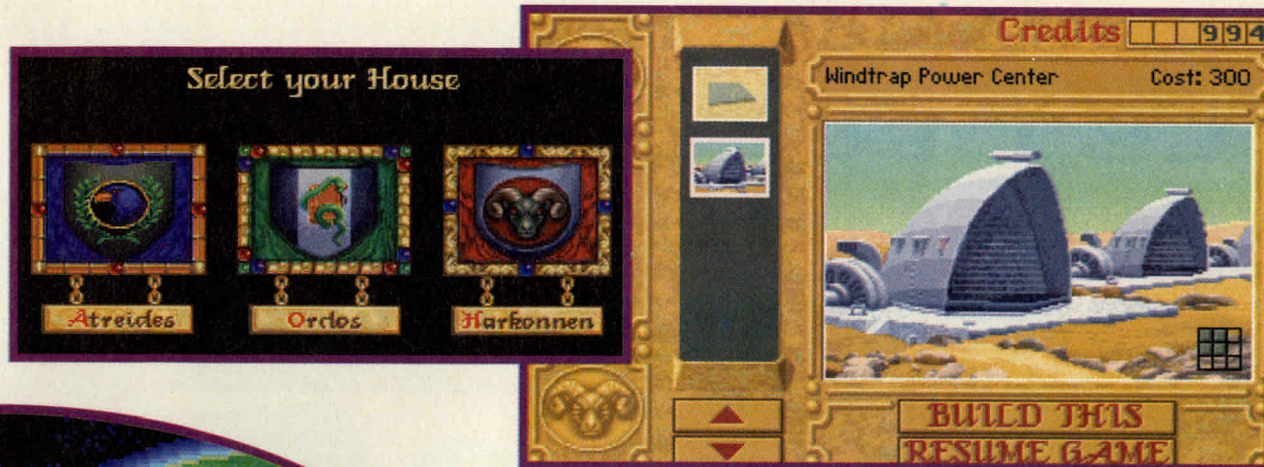
● Build an MCV (Mobile Control Vehicle) and move it to a safe location away from your main base. If a Death Hand destroys your construction site, you can deploy the MCV, which becomes a new construction site. It is often useful to deploy it anyway as this doubles the speed that you can construct concrete, walls, rocket turrets and so forth. It is very definitely an expense worth incurring.



If you are ever
you have pleas



ME AWAY --->



You are aware, Emperor, that we have grown weary of your games.

to lose your Palace to the enemy, your ad them.



● **Attacking.** When you attack an enemy base, you should always go for the key installations. The following are the targets that you'll want to go for first:

Gun / rocket turrets - these will wipe out your units very quickly during an attack. Hit them first with a number of units and destroy them as soon as possible.

Construction site - if you can find this, blow it up quickly and greatly weaken the enemy.

Refineries/silos - hit these with your missiles and the enemies' building power will be reduced.

● **Capture installations.** Use the enemies' strength against them by capturing installations. This way, you can capture a factory and use it to build vehicles that you don't normally get to build. You also have the advantage that they appear closer to the enemy so they don't have to travel far to attack.

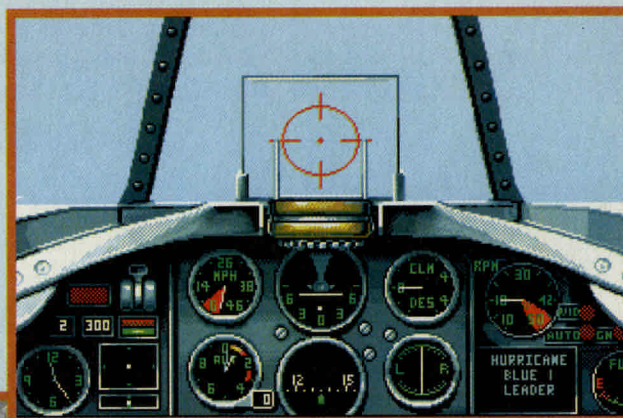
● **Repair centres** are essential in later levels as they allow damaged vehicles to be repaired and rejoin the fight, thus keeping up your strength. Make sure you have enough carryalls, though, as they collect harvesters to return them to the refineries as well as collecting damaged vehicles.

● **The most lethal units** in are the mobile missile launchers. These can hit targets from a distance and destroy them without getting within firing range. A line of six to eight missile launchers will make short work of any installation, provided they are protected. Provide an escort of heavy tanks which move in front of the missile launchers to intercept any enemy vehicles which attempt to attack your launchers. Use the missile launchers to take out enemy missile turrets and, if and when your launchers come under fire, don't be afraid to retreat and repair them. If they survive, they can rejoin the fight - if they get destroyed, they are no use at all as scrap metal.

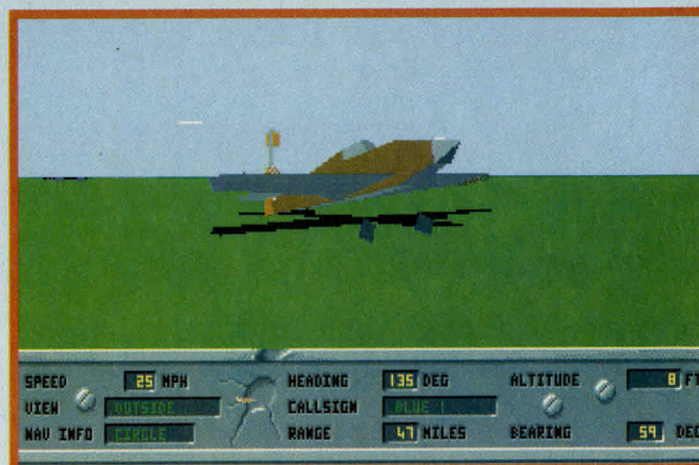
END

GIVING THE GA

Keep your eyes out of the cockpit. ►
Don't get fixated by the instruments. Relying on the 3D view displayed on the cockpit screens of a typical flight sim will also lead to trouble. In a real aircraft, the pilot is not limited to a small tunnel of vision; he moves his head to cover as much of the sky as possible. In a simulation, you need to move to an outside view and rotate to get the same effect.



◀ **Look for relative movement.** At the edge of visibility where a stationary aircraft would be invisible, the relative motion of a moving aircraft against the backdrop will give it away. In many flight sims, designers include layers of dots to enhance the impression of speed and perspective. These make it more difficult to pick up aircraft. However, relative motion will give away a moving aircraft every time.



76

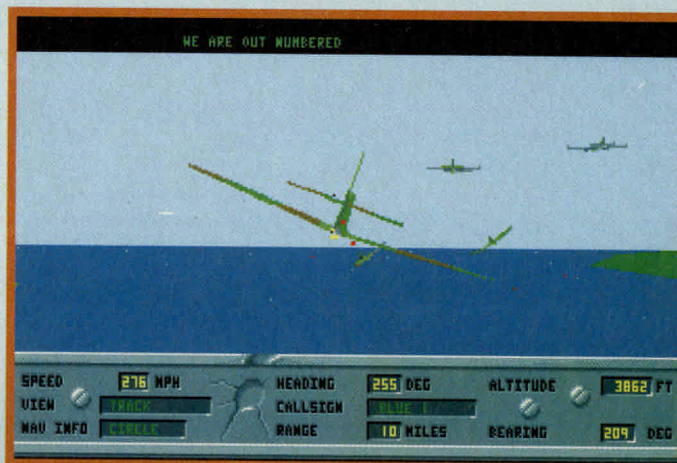


**Battle Of Britain
Top Pilots**
Confirmed kill ratings

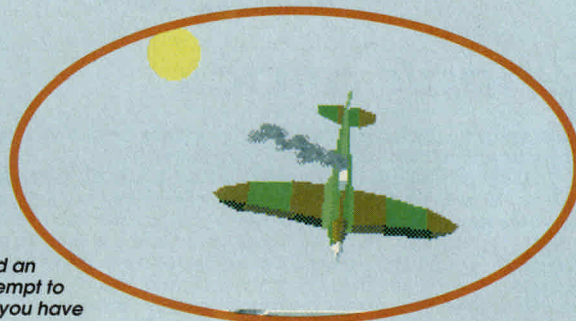
| | |
|-----|----------------|
| 170 | J. Frantisek |
| 160 | E. Lock |
| 150 | J. H. Lacey |
| 100 | R.R.S. Tuck |
| 80 | R.W. Oxspring |
| 30 | D.R.S. Bader |
| 20 | D.M. Taylor |
| 10 | C.H. Bell |
| 10 | J.W. Hyde |
| 0 | ACTIVE Chicken |

◀ Watch out for the messages from your ground controllers and fellow aviators. These should help you to make your search more profitable.

▼ Watch your six - don't rely on the rear view mirror. More often than not, danger comes directly from behind you and although your mirror gives a view of the area, it's only a very narrow view.



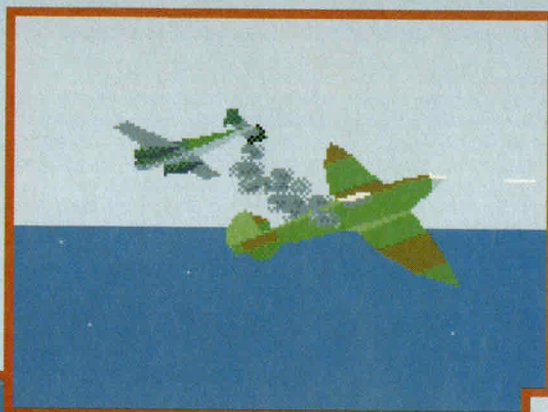
◀ Fly in pairs. A man on his own is a liability, a pair is an asset. Having a buddy close by is like having an extra pair of eyes. Not only this, it complies with the ancient doctrine of concentration of firepower. It is essential that you should fly close enough to provide mutual support but not so close that the act of formation flying requires too much attention.



| No | TYPE | LOCATION | MOVE | STATUS |
|----|-----------|------------------|--------|--------|
| 4 | HURRICANE | DETLING AIRFIELD | ATTACK | |
| 2 | SPITFIRE | LYNPM AIRFIELD | ATTACK | |

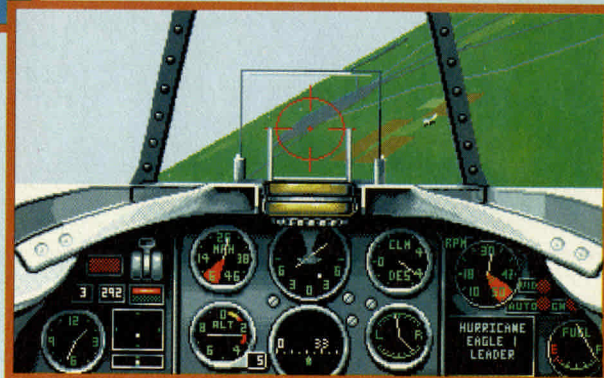
4 Hurricane aircraft scrambled from Detling Airfield to intercept Raid F which consists of 4 He111 and escorts.

TakeOff Fly Cancel 9 August



Once you have spotted an enemy, you should attempt to keep out of his sight. If you have not already done so, move up sun and gain more height, using any cover provided by clouds or high ground. After an attack, get away as quickly as possible by using all your speed. Only go for the deck as a last resort because at low altitude, small arms fire from the ground can be very dangerous. A pilot is at his most vulnerable when he is attacking another aircraft. He needs to concentrate his attention on the attack and

does not have much time to look around. So get away as soon as possible - there could be a bandit on your tail. Incidentally, target fixation is a problem in its own right. Pilots have collided with other aircraft, been shot down and hit the ground when they have concentrated on the target to the exclusion of everything else. All this strengthens the argument of flying with a buddy. You should attack suddenly and aggressively. Be sure of the shot before you open fire. Once the shells start to fly, your position will not remain a secret for very long. One of the exceptions to the above rule is when you are in a tail chase. You may have an enemy aircraft in front and you are not gaining on him - so give him a burst of gun fire. This may scare him into weaving about. Hopefully, all these hints and tips will make your life in the clouds that much easier.



REACH FOR THE SKIES

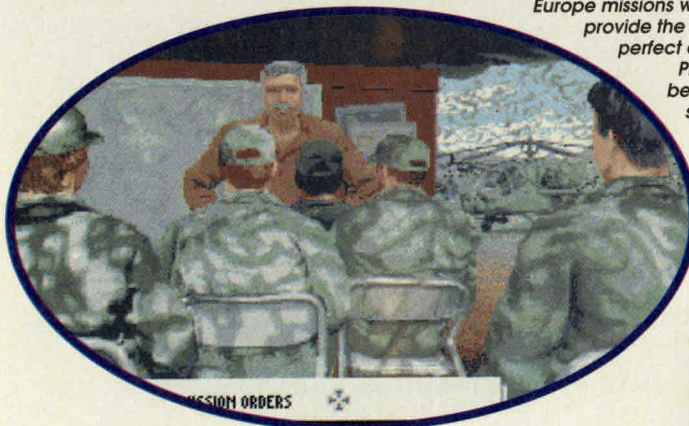
Gunship 2000 is without doubt the definitive helicopter flight sim. Here we treat you to the definitive guide to Gunship 2000. So there!

Getting started

When you start playing the game, you should start playing missions in the Central European scenario. There are often long rivers in the Europe missions which can be used to provide the player with almost perfect cover from enemy forces.

Practise flying just above the rivers - you will then find yourself flying along in between the river banks and below ground level. Sometimes in the European scenario, one of your objectives may be to destroy a train transporting military hardware.

Always destroy the engine of the train as this will cause the rest of the train to come to a complete halt. There are also tunnels at various points on the railways - these can be used as hideouts from the enemy. Always set the co-pilot to control the jammers / decoys; the co-pilot is quite good at using these and it saves you a lot of work when attacking the enemy. You should use the zoomed-in map to plan your approach to the primary and secondary targets.

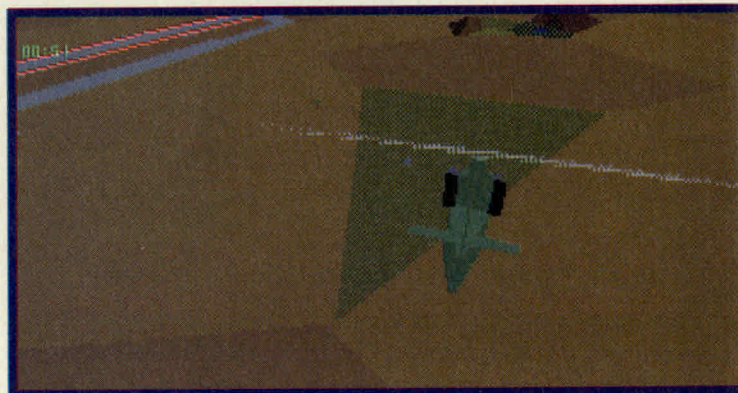


Sneak attack

When playing at the higher levels, you must use the hills all of the time to provide yourself with cover from enemy forces.

1) The pop up attack. Using this method, you put the chopper into a hover just before the hill and then use the Shift + key to quickly pop up over the hill. Lock onto the target which you can now see over the hill and wait until it fires. When the target fires at you, use Shift - to quickly decrease your height and hide behind the hill again. When the enemy missile hits the other side of the hill, pop up again then lock onto the target and fire. Your missile should then destroy the target before it can reload and fire again.

2) Sneaking around the side of hills. Using this method, the target should be very close to the hill that you are using. You fly around the side of the hill and destroy the target using the cannon before it gets a chance to fire. The Longbow Apache is the best chopper to use to attack targets with. Because of the long range weapons it carries, you can attack the enemy before they fire at you - always try to maintain the maximum distance from the target (fire from maximum range and then



hover until the missile hits).

If the Longbow Apache is not available, the Comanche Stealth is a good alternative. If you fly a Comanche Stealth, give your wing men Apaches; now when you fly in a mission, the enemy will lock onto your wing men instead of your Stealth chopper. This gives you the chance to get close to any target and to then destroy them with cannon fire.

When you have to transport or pick something up, always destroy all of the hostile targets in the immediate area to create a free zone. On

search and destroy missions, fly around the suspected target area in a triangle. Use the normal map to set this flight path. Once the objective has been sighted, the position on the map is updated.

When doing a reconnaissance mission, it's best to use choppers with a mast as they can observe the target from farther away. If you send wing men out to do a reconnaissance mission, make sure you put their weapons on hold as soon as they sight the objective, otherwise they will destroy it.

Always promote your section leaders to the highest ranks. The section leaders usually get fired at most because they fly in front. Remember, as their rank increases, their ability improves. They will become better at using the decoys and jammers as their rank increases.

Try using the outside views if you run out of chaff or flares. This gives you a wider view of the area which makes it easier to avoid incoming missiles. Weapons: Enemy infantry always need two hits from Hellfire missiles. Since you don't get too many missiles, you should always try to destroy infantry with cannon fire or rockets.



Target sighted

As you will have found out, not all of the weapons are fire and forget - with a lot of the weapons systems, you actually have to remain locked onto the target until it is destroyed. Here's a list of all the weapons which you can fire and not have to remain locked onto the target:

Stingers, Sidewinders, Sidearm, Maverick, Penguin.

When you are using any of the laser guided missile types, do not change weapons while a missile is in flight as it will lose its lock.

Miscellaneous: If there isn't a FARP point in the mission and you are short of missiles and fuel, landing at the base will also replenish your supplies. If your HUD is damaged - do not panic. Make sure you check your altimeter straight away and get the chopper into level flight.

Then put the nose down until you reach a reasonable speed. Now fly using these dials.

Always try to complete both objectives in 30 game minutes or less. A clock is shown in the top left corner of the HUD. If you take longer than this, points are deducted from your final score. If your chopper has taken lots of damage and you've completed at least one of the objectives, always go back to base. It's much better to get some points and survive than get shot down. You only have to destroy one of the objectives for the mission to be successful.

Should you be about to get shot down or don't have enough power to take off again, use the end mission function. At least then you have a chance of being rescued. It may not be an ideal solution for all of you proud helicopter gunship pilots, but surely it is better than meeting almost certain death at the hands of either a fire or enemy soldiers.

How to be a top pilot.

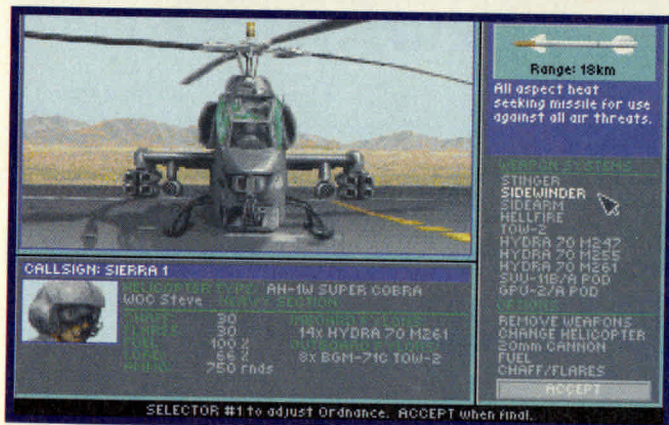
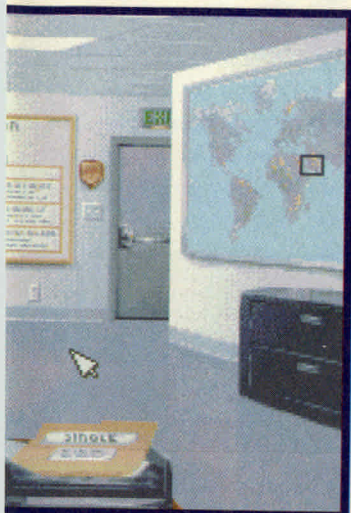
It is best to progress through the difficulty options in the following order: first of all, set flight to the realistic setting. This is the hardest part of the game to get used to. Always make small adjustments to the controls and get used to watching the altitude dials and readouts on the HUD very closely.

Be prepared to adjust the torque slightly. Next, set the Wind and Visibility switches to the realistic settings - these do not make the game much harder to play. Now turn off the ground avoidance. By this time, you should have flown about 15 missions and be able to fly the realistic flight model quite comfortably.

Turn on the realistic landings - just remember to descend very slowly when landing. When you can fly missions all the time without any problems on these settings, gradually increase the enemy difficulty level.

To get the Congressional Medal of Honour, you really need to be playing the game on the full difficulty level and on a flight or campaign mission. It is easiest to get when both targets are groups of vehicles as these missions have lots of targets to destroy.

It helps if the mission objectives are also close to base as your flight time will be quick. Make sure you destroy lots of targets on the map. Look for targets which may not necessarily be near your mission objectives. This will aid you both in terms of prestige among your friends and in terms of your chances for promotion.



GUNSHIP 2000

We can't feed the world or solve your financial problems, but ask us where the secret zone in Rubicon is, and we're laughin'.

THE LOST VIKINGS

Someone said to us just the other day - they said, "Any chance of a player's guide for Interplay's excellent nordic puzzler?", and we said to them, we said, "Well no - we've got the level codes courtesy of Lee Mather you see, so to go beyond those would be a blatant waste of space, wouldn't it?" They agreed, and we did chuckle...

- | | | |
|----------|-----------|----------|
| 1. STRT | 14. C1RO | 27. JNKR |
| 2. GRBT | 15. SPKS | 28. CBLT |
| 3. TLPT | 16. JMNIN | 29. HOPP |
| 4. GRND | 17. SMRT | 30. TRDR |
| 5. LLMO | 18. V8TR | 31. FNMT |
| 6. FLOT | 19. NFL8 | 32. WRLR |
| 7. TRSS | 20. WKYY | 33. TRPD |
| 8. PRHS | 21. CMBO | 34. TFFF |
| 9. CVRN | 22. BBLL | 35. GRGT |
| 10. BBLS | 23. TTRS | 36. 4RN4 |
| 11. VLCN | 24. JLLY | 37. MSTR |
| 12. OCKS | 25. PLNG | |
| 13. PHRO | 26. BTRY | |



HUMANS - JURASSIC LEVELS

There's no escaping the "J" word these days, especially for those doomed to extinction on the early levels. Here are the first, and er, indeed only, 80 codes for Mirage's data disk-tastic save 'em-up. Hearty thanks to our mates Adam and Daniel Brewer for those, even if they were hand written and barely decipherable. Let's not forget Robert Hilliard though, who sent us codes 1-6. Good effort Bob.

NICK FALDO'S GOLF

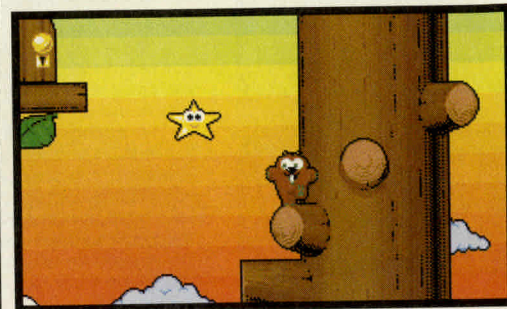
Short of using the grass in a manner for which it wasn't strictly intended, there aren't a lot of ways to reach outer space from a golf course. In an effort to rid the streets of juvenile crime and granny bashing, Grandslam have kindly provided a quick and easy route. Type in MAJORTOM on the first screen after disk two is inserted, and you should now have the option of playing on one of two courses on Mars. Tina Joseph told us that. And she's from Keswick. Twelve years old, in fact.



- | | |
|--------------------|--------------------|
| 1. DARWIN | 41. TURBO NUTTER |
| 2. DOOM | 42. ITD BE OKAY |
| 3. SPYDER | 43. IF THE FIRST |
| 4. 480 | 44. LOT HADNT BEEN |
| 5. BILLS | 45. PUBLISHED |
| 6. BROKE AGAIN | 46. POUCH |
| 7. OUR SHELF | 47. WHINGEING |
| 8. NO SUPPORT | 48. SAD BOYS |
| 9. MR PARROT | 49. CRAMP |
| 10. 7 MILE WALK | 50. GLUM |
| 11. BLIZARD | 51. HASSLED |
| 12. MINI EGGS | 52. GOLD LABEL |
| 13. KEEF | 53. POULTRY GOOSE |
| 14. WORLDFOUROWN | 54. KATE4LOUISE0 |
| 15. ITS TOSH | 55. DRAKEER |
| 16. BESTEST BUDS | 56. SOURFACE |
| 17. 00 CHILDREN | 57. LURCH |
| 18. BLUE STUFF | 58. ENDOSCOPY |
| 19. LEOPARD | 59. JUST TAKE 5 |
| 20. ALAN B STARD | 60. HAVE A BREAK |
| 21. DANNEE | 61. 3 NEGATIVES |
| 22. LOOWEEZ | 62. GIMME SHELTER |
| 23. KATIEWOOH | 63. BLOAT ON |
| 24. RADCLIFFE | 64. STAGGER HOME |
| 25. IDONTLIKEBRAWN | 65. I LOVE ME |
| 26. GILL NGEDS | 66. WHO DYU LOVE |
| 27. HOW MUCH | 67. AAAAAAARGH |
| 28. THE SLOBS | 68. SOS |
| 29. MRS T | 69. LUCIFERS CHILD |
| 30. ALMANBURIE | 70. PYTHON LEE |
| 31. GALLOWES FIELD | 71. QUANTUM LEAP |
| 32. PLAGUE PIT | 72. SISTER BLUE |
| 33. CANDLESTICKS | 73. ARIES |
| 34. BROWN SUGAR | 74. TAURUS |
| 35. BABBLE | 75. FATEANDFORTUNE |
| 36. BLATHER | 76. DOES IT MATTER |
| 37. TRADER | 77. WHATWE PUT |
| 38. SCARY MAN | 78. THIS IS IT |
| 39. BOILED EGGS | 79. SEE YA |
| 40. NEED MORE | 80. FOREVER |

BEAVERS

There's no masking the fact that this is a very simple cheat, so without further ado, here goes. When the game begins, type in BIGBIGBIGB, and you can skip through the main levels by using the F2 key. There now.



F1 CHALLENGE

Now who would be bland enough to uncover a cheat for a coverdisk demo? Well, we don't know, because the ever efficient Steve neglected to write down the poor lad's name. In case you're interested though, when approaching the tunnel situated halfway round the track, simply slam into the side of it, and you'll find your damage is reduced. Our advice is to go out and buy the full game on it's release - but this snippet might amuse you for a while.



WE WERE WORRIED

Just a couple of days ago. Small Tips hadn't been done, and we were struggling for stuff to fill it with. Then we received three cheats in the same postbag and our problems were solved. Thing is though, it might happen next month too, so it looks as though we'll have to start sending out games again. Tut. Not to everyone mind, just the person who sends in the best, most original cheat or tip. Oh, and we'll decide what game you get, because we might not have everything. So get sending. Now. Go on - now.

EXCLUSIVE!

ZOOL © Gremlin Graphics 1993



ST ACTION BRINGS YOU CLEAR, CONCISE ST GAME REVIEWS...WELL BEFORE THE REST OF THE PACK!

Reviewed this issue: Ishar 2, Stone Age, War
in the Gulf, Reach for the Skies, Creatures.
Oh! Did we mention the 4 page exclusive
Zool preview?

PLUS: FIRST-RATE COVER DISK GUARANTEED: NO BORING UTILITIES... JUST GAMES!

Also Issue 6 of STA's very own
Mag-on-disk Freestyle! which
is reasonably amusing, even if
we do say so ourselves.



FREE!
CHUPA CHUPS
LOLLY!

ST ACTION... IT'S JUST LIKE AMIGA ACTION, EXCEPT WE REVIEW ST GAMES. AUGUST ISSUE ON SALE NOW!

READER OFFERS

GREMLINS COME OUT OF THE CLOSET

Galloping into the wilderness to bring back masses of Reader Offers for you all, this month we rode on over to Gremlin and raided their warehouse for some of the hottest games ever to hit the shops. Check out what you can buy at some incredible knock-down prices!

PREMIER MANAGER

£16.99

"Premier Manager convincingly boots other football management games into touch. Necessary, vital, fulfilling." Complex and engrossing, Premier Manager slide tackles the likes of Anco's Player Manager and Domark's Championship Manager. Virtually everything you could possibly think of is incorporated into this gem, hence the roaring success it's been since released. Still sitting high in the charts, this is your chance to buy Premier Manager at a bargain price, so make sure you don't miss out.



NIGEL MANSELL'S WORLD CHAMPIONSHIP

£16.99

"They have the technology, they have the experience, they have the endorsement. But do Gremlin have the result? Put plainly, yes." If road racing is not your scene but, instead, you're looking for some authentic arcade-style Grand Prix action then Nigel Mansell's where it's at! Make design adjustments to your car, select tyres to suit the present weather conditions and then take on the cream of the world's Formula One racing drivers from the cockpit of your very own speedy Williams.

Who cares if Nige drives in the Indycar series now. With this you can relive those golden days of yesteryear whenever you want!



LOTUS III

£16.99

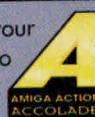
"High performance driving at its best, taking the wheels from beneath Jaguar XJ220 and Crazy Cars 3." As the ultimate racing game, this combines all the best elements of its two predecessors and adds more features. Use the unique RECS track editor to create up to literally five trillion different routes to race along. Developed by the magnificent Magnetic Fields of both Lotus and Supercars fame, you can't be a racing fan without having Lotus III in your collection.



UTOPIA

£16.99

"A combination of the classic games Populous and Sim City. The result is an excellent strategy game in its own right." Utopia is one of the most highly rated strategy games ever to appear on the Amiga. Its 3D isometric graphics are gorgeous and should be enjoyed as you strive to create a better nation and standard of living for your people. Fighting against an enemy force is only one hazard from many that you need to be able to counteract. Fans of Populous, Powermonger, Sim City and Mega-lo-mania will adore Utopia. This package also includes the follow-up data disk.



You know it makes sense to check these out. All games are £16.99 each including postage and packaging and will be sent to you within 30 days of receipt. Just tick off the games you want on this coupon and send it, along with a cheque or postal order made payable to 'Europress Interactive' for the correct amount, to: Gremlin's Closet Offer, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Please send me:

☐ Lotus III ☐ Premier Manager ☐ Utopia ☐ Nigel Mansell's World Championship

Name:

Address:

Postcode: Tel (Day):

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

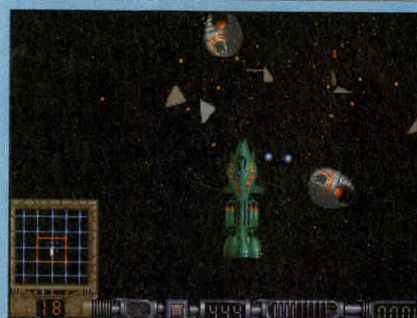
Signature:

Allow 30 days for delivery

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

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 Captain of the Guard, intent on battling through the evil lands in which you live to save the life of the beautiful Princess Lucanna. *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

work in progress

REALMS

of da

Imagine standing in the shadow of a huge imposing tower on the Plains of Darkness – a place where a strange atmosphere prevails and the secrets of life and death are housed. Now imagine standing outside a small industrial unit down a little back street, just off Rochdale Road in Manchester city centre – a manky looking black mongrel sniffing round the bins, as a tired-looking young mother worriedly shepherds her kids across the road.

Worlds apart? Not at all, because in fact the former destination exists only in the minds of those who inhabit the latter – half a dozen Mancunians with a penchant for dodgy films and artificial body parts!

Realms of Darkness – in case you didn't know – is the latest project to come from growing Grandslam in conjunction with the Manchester based Mystical FX, and quality of the game apart, Grandslam really must be wondering what they've let themselves in for in partnering J.P. Banks–Mercer and his unruly ensemble.

Nearing completion on the Amiga, Realms (as we in the biz like to call it, yeah?...) has been kept pretty much under wraps until now. Project Manager J.P. explained why.

"It's our first project together (they've been working on it for about a year), and it really is a massive game – we've been very ambitious actually,

*AA steps forth into the murky
Realms of Manchester, to indulge in
a spot of mystical madness.*

BY: PAUL ROUNDELL

but it seems to be working – and we didn't want to start showing it around until we had something that we thought did the whole thing justice. Now that we've got this far, it's impossible to sit down and explain it over the phone."

It is. It's also a very difficult game to categorise, mixing as it does two distinctive styles of play. The main view is isometric with a scrolling landscape, as seen in numerous other titles over the last few years. Where Realms differs though, is that the locations on the isometric landscape can be entered.

"As far as the story goes, it's bog standard RPG territory", said J.P. "We wanted to do a true isometric game, but there was a danger that, no

matter how good we made it, it would be overlooked when we approached software houses. We wanted to do a really fast arcade game as well, so we decided to add a few elements"

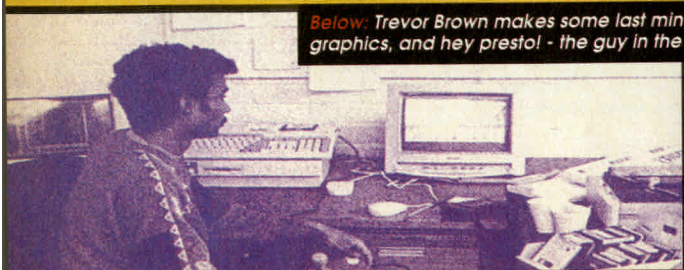
The "few elements" have grown to the extent that now, Realms is a massive hybrid, encompassing the isometric with true adventure style, and arcade action to boot!

It's a change of direction for Grandslam, and the partnership was sparked off when they received a demo from MFX through the post. In house product manager Steve Sargent is a big RPG fan ("I've finished all the Ultima games!"), and explained that over the last few months, a conscious effort has

been made to diversify their range of games, but not only that – also to shake off any feeling that Grandslam are "just another software company".

"We're all pretty sick really - but in a nice family sort of way"

Below: Trevor Brown makes some last minute adjustments to the graphics, and hey presto! - the guy in the cape starts dancing.



Most of the team have worked for other major software houses before, or have at least been connected in some way with the development of well known games; but they are a newly formed group, and it's quite surprising to see how well together they are ideas-wise. They seem to know where they want to go, and everything! Or perhaps it was all just a big con...

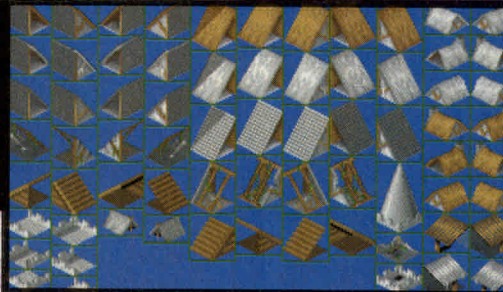
But maybe not. Once J.P. (dressed to kill in jeans that have been autographed by the majority of Frank Zappa's oddly named offspring!) gets going, the enthusiasm takes over and there's no stopping him.



Right: No graphic sprite escapes the attention of Shad, as pixel by pixel, the game takes shape.

Far right: Down in the wastelands, a lone warrior looks at a tree for no apparent reason.

Below: Wayne Miller and George Silcott tune in to Mr. Benn on children's TV.



rkness

He launched into another tirade.

"There's a hell of a standard for adventure games now; we don't think it matters that Realms isn't built around an original idea – not when it contains the amount of stuff it does. We want to get a lot of our own kind of humour into it –"

"You've got these people hanging up –" Steve Sargent beams, as though watching people die of asphyxiation whilst hanging from a crossbeam by their necks is the height of slapstick japey, "and then one bloke, he starts singing – you know, like in Life of Brian".

"Yeah!" J.P. elaborates, beginning to show his true colours – "You can take a loan out from the bank, and if you don't pay up you get crucified!"

The guys believe that most adventures are lacking somewhat in the comedy department, and feel that if they can provide something whereby the player is laughing one minute and struggling to flee from a "bleeding big dragon or something" the next, then they're on their way to achieving their goal.

The story, simply put, revolves around one guy's quest to find the reason why no two generations of his family can coexist. As soon as a child is born, the father dies. I know the reason – no, I do – but will save it for the review.

Well – this is no easy task, and a few scrapes are bound to be encountered here and there, and it is in these battles where the arcade mode springs to the fore – joystick control and all. Magic spells can be cast, providing you have amassed enough knowledge to implement them, but there's no getting around the fact that Realms is a bloody affair at times.

"We're all pretty sick really – but in a nice family sort of way", chirps J.P. after asking Shad (Shadligh Dale – Graphics Artist, working on his first commercial project) whether or not he's had time yet to draw a particular sprite cut in half, as an aftermath to a battle.



"It is quite a violent game, but it's all done with a touch of humour, which hopefully no-one should find too offensive."

A world map is provided, as the game is set right across the globe. "It works too," claims Steve "The weather changes depending on where abouts you are." The graphics is one area that still needs some work, and Shad and Trevor Brown (standard Amiga programming) have their work cut out to meet the preliminary deadline, which should have arrived by the time you're reading this.

The bulk of Trevor's past experience was at Ocean, working on the 8-bit titles. "The main difference between working on the 8-bits, and this, is the size. There's still a lot of stuff needs tweeking – and adding! – before I'll be happy."

The isometric landscape is constantly mutilating, and the team have spent a lot of time working on a game engine, to make dropping everything in as smooth and easy as possible. It's something they intend to use further, and are already mulling over the idea of extra disks and sequels.

"We are pretty pleased with the way everything has gone. There are loads of things we would've liked to have included, but couldn't, simply because of a lack of space. It comes on just three disks, and we've got the swapping sorted out, so that shouldn't be a problem.

"This is our first project, and it's just a test run for us. People keep asking what we are going to do next, and whether we'll use the stuff we couldn't fit in Realms. We're only interested in producing the best games we possibly can, and we don't want to get a label as being an RPG company. We've already got plans for what we want to do next, and it's going to be unbelievable.

"We're going to do something totally fast and really violent."

R.O.D. is due for release in September, with an A1200 version to follow later in the year.

Right: "He's a slave driver!" J.P. and Jason Heggie plan their liberation from the relentless Steve Sargent
Below: The mixture of graphic styles and gameplay should prove a real winner for Realms...



PHAZER GUN & GAMES

The Trojan Phazer Gun opens up a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for Amiga gamers of all ages. The pack includes two free games, Orbital Destroyer and skeetshoot, which test your shooting skills to the extreme, and a full manual.



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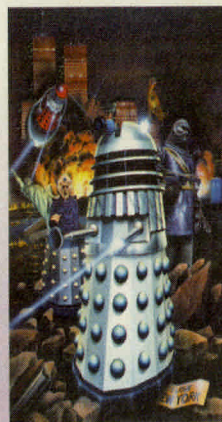
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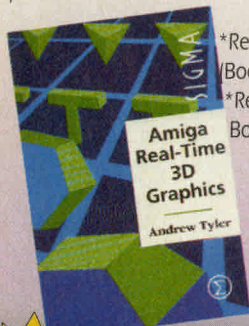
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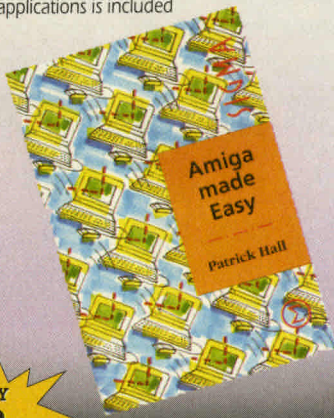
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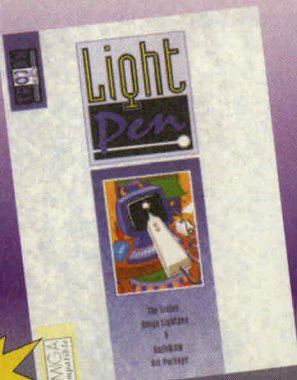


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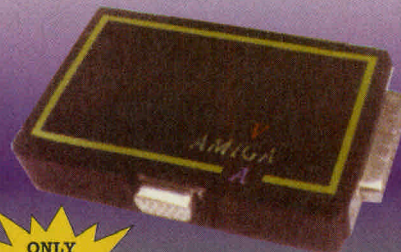


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MAN UTD EUROPE

Publisher: Krisalis

Price: £9.99

As far as footy games on the Amiga go, most people would say that there are only two worthwhile choices: Kick Off 2 or Sensible Soccer. Despite being a massive fan of Sensible Soccer, though, I am prepared to admit that there just might be some good points to other football related games.

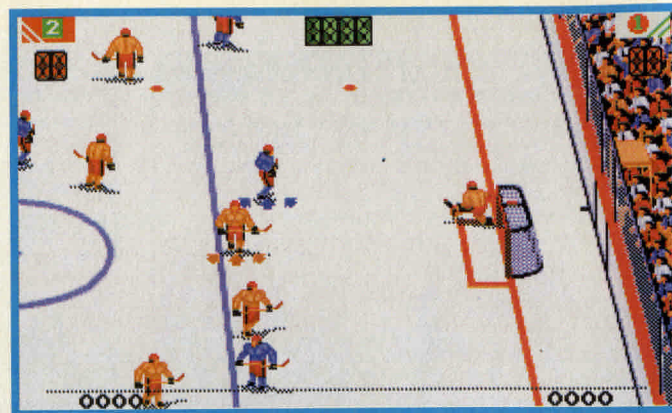
Manchester United Europe is a case in point. Although it takes a completely different approach to the big two, it is still almost as playable if not quite as much fun.

This has all the features that you could ever want from a game of this type including headers, volleys and sliding tackles. This isn't as easy to play as Sensible Soccer, with control over your shots being difficult to master but, once you do learn, you will begin to reap the benefits immediately.

If you are fed up with your choice of football simulation, then a look at this at a budget price could be well worth your while.

REVIEWED BY:
Paul

SCORE 81%



FACE OFF ICE HOCKEY

Publisher: Krisalis

Price: £9.99

Ice Hockey - possibly the fastest, most brutal sport ever played. Why then is this game named after the aforementioned sport when it bears no resemblance to it whatsoever? Actually, that's not quite true, it does look like it when it's paused! When it's moving, though, the appalling scrolling bears more than a passing resemblance to a particularly slow version of Global Gladiators! (See the review elsewhere in this issue)

That said, it's not really all that bad. Once you have grown accustomed to the programming deficiencies, you can begin getting to grips with the actual game. This consists of the arcade section and a management section in which you can train your players and select your team and tactics for the coming matches.

Once you have slowed your brain and reactions to the speed of a particularly laid-back Sloth, it is more than likely that you will begin to enjoy yourself and will be cross-checking your opponents for weeks to come!

REVIEWED BY:
Steve

SCORE 59%

HILL STREET BLUES

Publisher: Krisalis

Price: £9.99

I was never a big Hill Street Blues fan - Cagney and Lacey were always more my bag. However, the idea of a game based on the seedy 80s cop show appeals to me for some reason.

All the main characters are there, gloriously digitised in black and white. Playing the role of the legendary Captain Furillo, you have complete control over all of the forces and resources of the Hill Street Precinct.

You must cover an entire simulated city. With wise use of police resources, you must control its criminal element. Crimes will occur and you must respond swiftly, react to and diffuse the situation as quickly as possible and with the minimum of fuss.

There has never been anything quite like this, and, surprisingly, it works well. It is easy to get involved in the everyday life of a police officer - you would not believe it could be so much fun!



REVIEWED BY:
Steve

SCORE 72%

THE ADDAMS FAMILY

Publisher: The Hit Squad

Price: £9.99

When this was originally released, it was almost universally hailed as the best platform game on the Amiga to date. However, things have changed quite considerably since then with the emergence of games like Flashback, and any platformer trying to make a dent on this market is going to struggle.

Having said that, The Addams Family is still pretty good. Set over seven main areas, each of which is broken down into numerous other stages, this could be described in many ways as being similar to those classic Super Mario games.

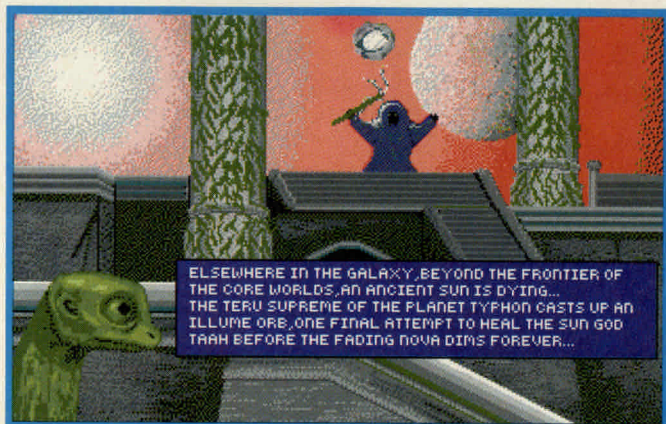
It is mostly standard platform fare, with loads of secret rooms, switches and bonuses like extra lives, points and a somewhat strange hat that turns our hero Gomez into a sort of flying Tommy Cooper.

This is good, solid platform action - nothing more, nothing less. If you are sick of Superfrog or fed up with Flashback, then you may as well have a look at The Addams Family.



REVIEWED BY:
Steve

SCORE 79%



HARD NOVA

Publisher: The Hit Squad

Price: £9.99

Any game that you have to install onto floppy disks is out as far as I'm concerned. If you own a hard disk then undoubtedly you will be prepared to spend some time copying the files across to speed up the gameplay. What I haven't got time for is copying the files onto blank floppy disks and then, during the game, spend what seems like hours endlessly swapping over the disks I have created.

Having said this, the game isn't too bad. It has a fairly good storyline; you are a mercenary who gets by smuggling arms and ammunition. Your ship has been destroyed in a freak accident, so your first task is to scour the area looking for a new one.

After that, unlimited adventures await you as you travel the Galaxy looking for action.

If it wasn't for the disk problem, this would be an essential purchase for everyone who prefers their games to require a little thought. As it stands, though, I really wouldn't recommend it to anyone without a hard drive or a great deal of patience.

REVIEWED BY:
Paul

SCORE 53%

GUNBOAT

Publisher: The Hit Squad

Price: £12.99

If you are looking for something a little bit different then you could do worse than seek out a copy of Gunboat. Originally by Accolade, this is a river combat simulation and, to be honest, is quite unlike anything that has crossed my path before.

For three decades now, the U.S. Navy has deployed the river patrol boat into the most hostile situations. Now you have been drafted in to take on the might of the Colombian drug cartel and its army of loyal troops, renegade Viet Cong who will do anything for the deposed Panamanian dictator they view as their leader.

As you traverse the river, bullets fly at you from all directions. It is your job to complete a series of mission objectives with the minimum of fuss. Because of the claustrophobic nature of this type of combat, atmosphere is the all-important element in a game of this type and, fortunately, Gunboat does not let us down in this department.

If you want fast action, excitement and bucketloads of atmosphere, Gunboat has all three in abundance.

REVIEWED BY:
Steve

SCORE 81%



PROJECT X

Publisher: Krisalis

Price: £9.99

Everyone knows that Project-X is the best shoot'em-up ever. Now there's no excuse for not owning this all-time great because it is now available for you to savour released at a knock down budget price.

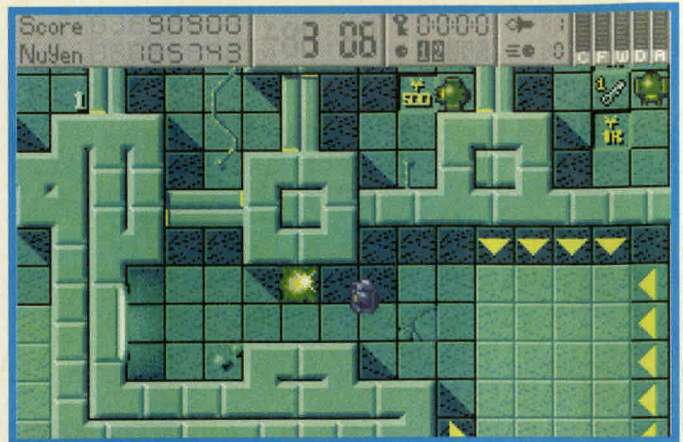
Expect to unleash some of the deadliest and most impressive firepower you've ever had the glee of using. With five levels to complete over some exquisitely drawn terrain, the action is always fast and frantic.

Not only this but the budget version has also been tweaked to make it better than the first one. That's right - no more bugs, no more virtually impossible levels but a gruelling, entertaining challenge, nonetheless.

You really shouldn't hesitate in letting Project-X loose upon your Amiga. You'll never view shoot 'em-ups in the same light again.

REVIEWED BY:
Alan

SCORE 91%



UNIVERSAL WARRIOR

Publisher: Zeppelin Platinum

Price: £7.99

As the budget equivalent to ICE's Mean Arenas, Universal Warrior certainly isn't as polished or elaborate as its full price counterpart. Even so, this maze-negotiating, arcade strategy game is more than worthwhile at such cheapo cost.

Venture through loads of levels, trying to find the exit on each. Between levels, you can upgrade your weapons to give you a fighting chance against the roaming enemies. Also, you are able to improve your armour, upgrade your drive shaft and so on.

Buying and selling is important to your overall success and as well as your position in a league against other robotic challengers. If you need more money, you can place a wager on various aspects of the game such as your kill-rate efficiency, level completion within a time limit and more.

Addictive and frustrating stuff.

REVIEWED BY:
Paul

SCORE 59%

LOOM

Publisher: Kixx XL

Price: £14.99

Loom is a delightful, charming and original adventure game from the creators of Monkey Island. Mouse controlled, simply point and click to move your character, examine and collect objects, spin spells and carry out a whole manner of other exciting actions. The magical aspect is quite different in that spells are cast by means of weaving musical notes, therefore hence the name given to the game.

There are many puzzles within Loom and although a lot of them are fairly obvious to start with, the later ones really do require quite some thought. I heartily recommend Loom to anyone seeking for a quality adventure game with a dash of innovation thrown in. And of course, you know that you really can't go wrong with a graphic adventure that has been developed by Lucasfilm.



REVIEWED BY:
Steve

SCORE 83%

BUDGET CHARTS



| NUMBER | PREVIOUS NUMBER | GAME | PUBLISHER | PRICE | GAME TYPE |
|--------|-----------------|--|--------------|--------|---------------|
| 1 | 1 | ALIEN BREED SPECIAL EDITION '92 | TEAM 17 | £10.99 | SHOOT 'EM-UP |
| 2 | ⊕ | PROJECT X | TEAM 17 | £12.99 | SHOOT 'EM-UP |
| 3 | 3 | FIRST DIVISION MANAGER | CODE MASTERS | £7.99 | SPORT SIM |
| 4 | 2 | PIRATES! | KIXX | £12.99 | STRATEGY |
| 5 | 6 | TRIVIAL PURSUIT | HIT SQUAD | £7.99 | PUZZLE & QUIZ |
| 6 | 9 | DIZZY: PRINCE OF THE YOLKFOLK | CODE MASTERS | £7.99 | PLATFORM |
| 7 | 7 | F16 COMBAT PILOT | ACTION 16 | £9.99 | FLIGHT SIM |
| 8 | 5 | POPULOUS & PROMISED LANDS | HIT SQUAD | £12.99 | STRATEGY |
| 9 | ⊕ | MIG-29 FULCRUM | HIT SQUAD | £12.99 | FLIGHT SIM |
| 10 | 4 | F-19 STEALTH FIGHTER | KIXX | £16.99 | FLIGHT SIM |
| 11 | 8 | RBI 2 | HIT SQUAD | £7.99 | SPORT SIM |
| 12 | 16 | FINAL FIGHT | KIXX | £9.99 | BEAT 'EM-UP |
| 13 | 10 | LOTUS TURBO CHALLENGE 2 | GBH | £9.99 | RACING |
| 14 | 11 | 688 ATTACK SUB | HIT SQUAD | £12.99 | SIMULATION |
| 15 | 12 | JAMES POND | GBH | £7.99 | PLATFORM |
| 16 | 18 | MANIAC MANSION | KIXX | £12.99 | ADVENTURE |
| 17 | 14 | WWF WRESTLEMANIA | HIT SQUAD | £9.99 | BEAT 'EM-UP |
| 18 | 13 | INDY JONES : GRAPHIC ADVENTURE | KIXX | £14.99 | ADVENTURE |
| 19 | ⊕ | PRO TENNIS TOUR | HIT SQUAD | £7.99 | SPORT SIM |
| 20 | ⊕ | SPELLBOUND DIZZY | CODE MASTERS | £7.99 | PLATFORM |

★ = RE-ENTRY ⊕ = NEW ENTRY

Once again the budget chart provides us with another heart stopping, roller coaster ride of thrills and spills. Oh, alright then, no it doesn't. Alien Breed '92 seems to have taken root on the top of the chart and is steadfastly refusing to give way. Will it ever be toppled? Who knows? Who cares? A couple of new entries are thrown in just to lift the excitement level to fever pitch. Project X comes straight in at number two, and proves Team 17's total domination of this area of the market. The only other event of note is the emergence of mig-29 Fulcrum at number 9. We can only hope that some event next month will liven things up. We'll just have to wait and see...



▲ The enhanced version of Project X is a new entry at the highly respectable position of number 2...

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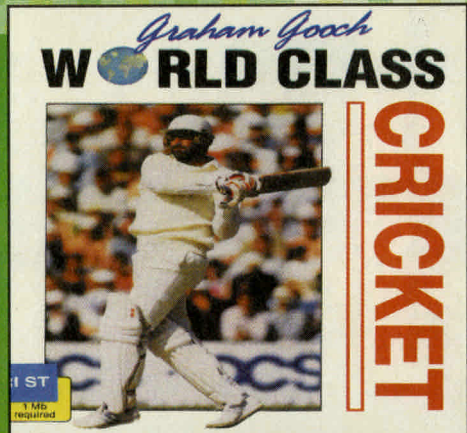
BRING CRICKET TO LIFE.....ON YOUR AMIGA OR ST !



Graham Gooch World Class Cricket is the cricket program that lovers of the game have been waiting for. At last there's a cricket simulation that looks, feels, and plays just like the real thing. No wonder Dominik Diamond awarded it a stunning 90% mark when he reviewed it on the Steve Wright Show.

Whether you're controlling the bowler, setting the field, or slashing outside the off stump, you'll appreciate the attention to detail, and the years of development that have gone into this game. All of the test-playing sides are there, from Australia to Zimbabwe. Authentic batting and bowling averages are included for the 20 players in each squad, together with bowling style, and whether they bat and bowl left or right handed.

Of course, you don't have to use the built-in teams. If you fancy opening the batting for England, or replaying that village cricket showdown, you can input your own teams and save them to disk. You can also save a partly-finished game, and reload it another day.



Choose from three skill levels: Amateur, Professional and World Class. Play a limited overs match or a full five day test (or anything in between). and if you prefer to take a back seat for a while, why not start up a game between two computer controlled teams?

Graham Gooch World Class Cricket requires a minimum of 1 meg of memory. It is available NOW for Amiga (500,500P,600 or 1200) and Atari (ST/STe) price £29.99. A version for IBM PC (256 colour VGA only) is in preparation.

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TALKBACK

Still here, I'm afraid, although your letters aren't! Send 'em in to the usual address, you know it makes sense!

Shocking treatment

I would gladly solve your problem concerning Mr. Merritt in Swap Shop in the last issue. I can come around the office with a straitjacket and drag the patient off to Europe but as electricity is expensive and I will need it for the shock treatments, could you cover the expenses by sending me a free A1200? I'm sure this will solve you all your problems.

Tim Timmermans, Belgium.

What kind of stiff reads Swap Shop anyway? Aha, so I see you come from Belgium. 'Nuff said.

Lavatory humour

I am perplexed. AA has been improving its quality each month since the start of the year and it is easily the best Amiga games mag around at the moment. But what happened last month? Did you run out of money half way through the printing and have to dash into the toilets to find some more paper? Please don't use tracing paper again – it makes me look stupid when I tell my mates how good Amiga Action is.

Bill Thomas, Devizes.

Not our fault this one, although we apologise for it anyway. Our printers have been right royally kicked up the butt and it won't happen again. Sorry, folks.

Snookered

Sir, I write in reference to order 234R18X for a half-size snooker table to be delivered to the above address. My Visa account has been debited but I have yet to receive my goods. Please address this situation immediately as I have a young son who is growing increasingly likely to assassinate college children from the top of a tall tower in later years.

Ronald Fishtanque, Cleethorpes.

I suggest that you've written to the wrong address. Perhaps a copy of

Jimmy White's might do the job instead?

Carl conundrum

I am interested in a good Olympic-type sports simulation game for my A500. Your June issue of Amiga Action suggested (in the Buyer's Guide) that Espania '92 was poor, gave a cryptic comment about Mega Sports and said that Carl Lewis was good but not the best in its class.

I would be very grateful if you could tell me which athletics/Olympics sim you consider to be the best currently available.

Keith James, Birmingham.

Ho hum. Since I reckon that all sports sims (with the honourable exception of Daley Thompson) are barely fit for sneezing into, I would forget about the whole thing. But since you're so insistent, Games: Summer Edition is well-thought of with California Games also recommended. Mega Sports represents excellent value for money as you get a collection of classics for only about £25. P.S. It's summertime now. Go outside instead.

In a name

May I congratulate Amiga Action on publishing my Reader Review but I was absolutely disgusted when my name was spelled as 'Brochie' instead of Brodie. I hate my name being spelled wrongly and was very disappointed after reading my reviews that my name was wrong.

Also can you tell me who won the Zool crossword for the monitor in Issue 44 as I haven't seen the winners published anywhere.

Scott Brodie, Glasgow.

Well, there's gratitude for you. We're sorry that we spelled your name incorrectly, but it's common practice to print your name in block capitals after a signature so that people don't have to decipher crazy writing. As for the Zool

crossword – as you know, we had to extend the entry date as the crossword was spelled wrong, something that I know will gladden your heart immensely. Expect the compo winners to be printed soon.

Bare bones

I once read a letter saying that if someone pirated a game, they may enjoy it so much that they feel inclined to buy the original.

Later, I came across a pirated copy of Pinball Dreams by Digital Illusions, otherwise known as the Silents. This disk had an intro by the group that cracked it, who were a Euro group like the Silents, in which they appealed to people to buy the original. Different when it happens to you and yours, eh lads?

By the way, I think you misinterpreted Greg Simpson's letter (AA45) saying, "Cor blimey, aren't prices high, no wonder people pirate games" is not in my opinion a justification but an explanation. Piracy is, as you say, indefensible, but with any industry involving copyable media it is inevitable. It doesn't matter how much people say, "Well, if the greedy blood-sucking companies lowered their prices nobody would bother." It doesn't make any difference – people would still rather pay nothing than £14.95.

Can people stop writing in about piracy now? It's getting a little boring. Be seeing you.

Simon Dominguez, Essex.

Easy for you to tell people to stop writing in just after you've had your say, don't you think? Anyway, onto your other points: Yes, I suspect that you're right in saying that piracy is inevitable in any industry involving copyable media. However, all this does is reinforce my earlier arguments about that being the reason why so many software developers are moving into consoles and cartridges.

I mean, let's face it, all it means is eventually the Amiga will be

dead. Then I expect we'll get millions of letters whining about those awful software companies not supporting the Amiga anymore. It's easy to blame other people for your light fingers I suppose – it's like nutty judges saying underdressed women who get raped were 'asking for it'.

Sex talk

I was watching the ITV programme, 'The Good Sex Guide' recently (purely because I can't believe people really talk about all that stuff to several million complete strangers) and there was a bit on teledildonics. Unfortunately my mum wandered into my room at that point and I had to go to bed so I missed what was going on. Please tell me what teledildonics is and when I can expect it to appear on my Amiga.

Simon A. Davies, Milton Keynes.

Teledildonics is something spotty gits all over the world can't wait for. Yep, it's sex in a virtual world, something especially designed for people with even less of a desire to reproduce than is normal for spotty gits (which is probably a good thing). So now a huge mass of boring individuals will die out within the next generation or two leaving the world a far cleaner and happier place – altogether a totally anorak-free zone. Next: How do we get train-spotters interested in Teledildonics? (Answers on a postcard).

Hacked off

I have just hacked into your Mac systems (by the way, love the memo about Alan's activities in the darkroom with the roll of sellotape and the broomstick handle) and have come across the letter about the teledildonics.

Well, I'm a spotty git and I'm very upset that you think teledildonics is something to laugh

about. I have a girlfriend and I'm looking forward to tenderly stroking her heavily-insulated thighs and gazing into her triple-reinforced duplex overdrive stereoscopic goggles while whispering sweet binary nothings into her Bose wide-spectrum amplification microphones. I mean, come on man! Get a life!

Alf the 'Acker, Hackney.

Nice one, Alf. You sad, sad, man.

No peace really

As always, I read the Talkback section with interest, and I read the letter from Matthew Clark, entitled, "Peace".

I felt that he brought up a good point but I also feel that you gave a good reply – up to a point. How about the part about the IRA terrorists?

The Readers' Reviews aren't so great though. I mean:

Superfrog:

"...it's still a really decent game..." and "Overall: 93%" do not go together.

And: why does everyone always complain about Stuart N. Hardy? What is wrong with everybody –

do they have nothing better to do?

Marcus Butcher, No Address.

I think the point about Stuart N. Hardy is that everyone complains about him because HE has nothing better to do.

About the IRA thing – well, personally I wouldn't make a joke about that (I'm from Northern Ireland) but I'd defend the right of anyone to make jokes about them if they felt it was necessary, although I might strongly disagree with the content of the joke.

As for the Readers' Reviews – don't blame us, we don't write 'em!

Print hints?

I am an enthusiastic person who is keen to start his own printing business. At the moment I am trying to find out everything about the

printing industry but this has been difficult as there are not many books on the subject and local printing businesses have not been very helpful. So I would be grateful if you could give me any advice:

- 1) What software is used to design magazines?
- 2) How do you get photographs and pictures on the magazine format?
- 3) Will magazine printer companies require a computer disk with a magazine format on it or an actual magazine?
- 4) I have to produce the first copy of a magazine. What will I need?
- 5) Do I need to patent my magazine?
- 6) Can the same equipment be used to produce brochures and leaflets?

Peter Warren, Gwynedd.

There are books whose titles escape me at the moment, but try ones on these topics: four colour reproduction (repro for short), Adobe Photoshop, QuarkXpress and magazine production. Now the other stuff: Assuming you're after full colour:

- 1) QuarkXPress running on Macintosh computers are industry standards.
- 2) We use grabbing equipment, scanners and Adobe Photoshop.
- 3) The printers will require four colour separated film. This will mean nothing more to you, so read those books! You can either spend about £50,000 on your own imagesetting system or use a repro house – which is also expensive.
- 4) The above, money, luck and good distributors (after all, you've got to sell this mag).
- 5) No. Just stick a copyright symbol on it, like we do.
- 6) Yes.

It's all very complicated and I'm afraid the best thing to do is start really small, like Viz did. Publish on an Amiga-based system (PageStream 2.2, about £150), use a photocopier and a cheap laser printer and sucker your local newsagents into selling it. If people want to read it, guys with money will beat a path to your door and save you a lot of risk. There are other more professional methods: some printers will set your text for you (mono only) and print for you. Print costs are about £100 per thousand for A5 pages. Good luck!

Nick has a gripe (again)

No star letter this month as the post was RUBBISH! Come on, folks, get writing! If you don't, we may be forced to offer a freebie soon and that would really make me cry. You know where to send your outpourings!

Shop talk

I am a regular reader of your very interesting magazine, Amiga Action. The best part of your mag is Swap Shop!

I found that this is the best part of the mag because from this particular page I made a lot of friends from all over the world.

I've been buying this mag for about one year now and I've always wished that my name and address would appear on the Swap Shop pages. I think that this is my fifth time I'm sending you the form including my particulars which you publish every month in your mag.

That's all I have to say right now – I would be pleased if you write me down on your fabulous mag Amiga Action! (Swap Shop).

Michael Ruggier, Malta.

Sorry to disappoint you again Michael but I thought that since you so wanted to be in Swap Shop it would be dead funny to put you in Talkback instead. By the way, the best part of the mag isn't Swap Shop – it's Talkback, as everybody knows. (Erm... – Ed.)

PD or not PD

If readers sent in home-made Public Domain games written in AMOS or SEUCK could they be published on your demo disk?

Christopher Chrisostomou, Enfield

Excellent name, Christopher. I see your parents were blessed with active imaginations. Anyway, we're happy (ecstatic actually – you've no idea how tough this coverdisk business is) to accept PD games from anyone and we'll certainly consider using one if it's up to scratch. Send 'em in!

Just one thing...

I am writing an article for my local paper and I would be grateful if you could find some information

and leaflets for me on the following subjects:

- 1) Can computers be used to educate children in a positive way?
- 2) Can children spend too much time in front of video games?
- 3) Have video games been known to cause illness like epilepsy?
- 4) Are computers etc. overpriced?

Toby Shepherd, Deepcar.

Sorry, no leaflets! But try writing to Margaret Shotten at the University of Loughborough, Dept of Psychology. She's done research into all this for over ten years. Now, the questions:

- 1) Yes. It's how Europress Software makes its money. Fun School is a top-selling range, as is the ADI range. Try phoning 0625-859333 for more info.
- 2) Yes. Apart from questions of physical fitness, children need a wide range of stimuli to develop properly into adults.
- 3) No. Epilepsy is a brain disorder and although it can be triggered by external events (strobe lights etc.) you can't 'catch' it. Sega put a health warning into their games these days.
- 4) Computers – no. Games – depends on your point of view. The console market is definitely overpriced. But Amiga owners don't have nearly so much to complain about (whatever they might say!)

Send your letters to:

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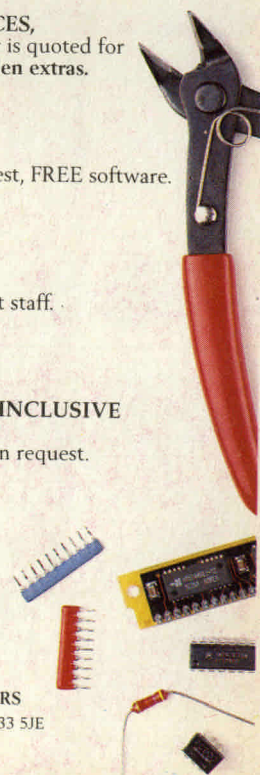
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Boggit's

*h*e's small, he's cute and he's cuddly - he's Dudley Moore. But we ain't got him, we've got the Boggit!

Bit of a shame that really, seeing as how we are all quite big fans of the great man, but we will just have to make do.

Don't you just hate those free newspapers that mindless idiots push through your letter-box? Living so far away from the village I thought at least I would be spared that aggravation, but no, they've finally found their way to my tree house. This morning I was woken by a howling gale blasting through the letter-box, caused by a copy of the Goblin Gazette which was stuffed in it. Twenty pages of mindless twaddle, and advertisements selling all those things you never knew you needed. You'll be fascinated to know that this week's special offer at the village shop is a pocket knife with twenty blades; including one for getting dwarves out of horses' hooves. In the Second Hand Section I noticed the offer of a child's drum, plus a shotgun - used only once!

One section that did look interesting was the Lonely Hearts Column. A particularly intriguing entry which caught my eye was:- "Mature Lady with enchanting figure, seeks partner for exciting evenings at home. Interests include bondage and home cooking.

Reply to The Gingerbread Cottage, Crystal Falls." Hmm...

However not all the news was bad today. I received a letter telling me that I'm the lucky winner of a brand new magic carpet which will, 'make you - MR. BIGGOT - the envy of every woodland creature'. All I've got to do is present my letter to someone called Mr. Snatchit at the 'Trolls R Us' Timeshare Office to claim my prize. Maybe things are looking up after all.

I have had a few letters asking after the health of Archimedes, my owl, and wondering why I haven't mentioned him of late. The reason for this is that he has taken himself off to Skull Forest for a

refresher course on 'Scarifying'. From what I can gather this chiefly involves sitting in a tree waiting for travellers to go behind a bush with a spade and some tissue paper, then, when things are delicately poised, swooping down and shouting Whoo! in their ear. Well, you've got to have a hobby I suppose.

He did say that while he was away he would leave me something to keep me company - something that sounded like a parrot and was orange coloured. True to his word, he left me a carrot.

Mad Dog Days of Summer.

Britain is an island which is perpetually shrouded in fog and mist. For the greater part of the year the country's inhabitants escape from the cold and rain by hiding indoors, clustered around their television sets and computer terminals, shutting out the glowering clouds which hang about the smoking chimney pots. Then miracle of miracles, for a brief moment the sun peeps through, the population rushes hysterically into the light, and for a month they do nothing but bash tennis balls and gobble strawberries and cream.

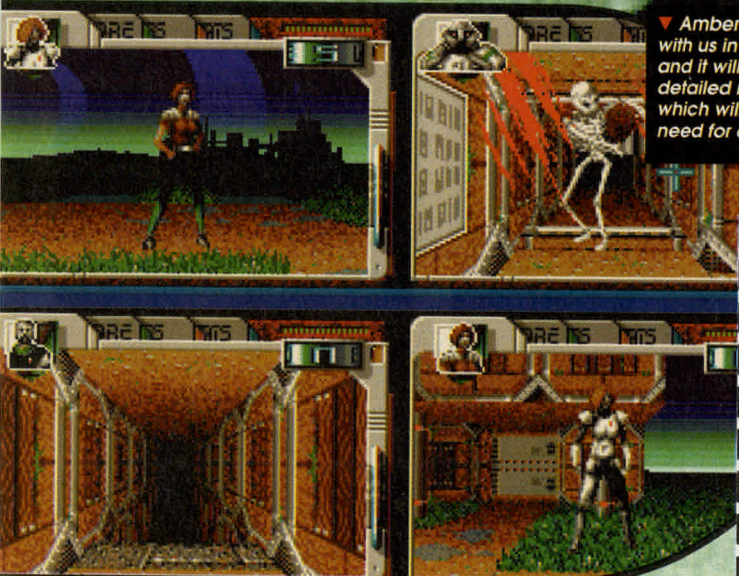
Well at least that's the view of the situation as it is understood by software companies, and for this reason, in these mad dog days of summer, no software is released. Obviously, as no-one will buy it, software will go rotten on the shelf before the clouds and sanity return. Meanwhile I'm sitting here going quietly bananas waiting to get my hands on the new season's games which are being held back for the grand opening ceremony at the European Computer Trade Show in September. So far the only sniff of a game which looks like raising my blood pressure between now and then is *Hired Guns* from Psygnosis, and I can't even get my hands on a demo at the moment as everyone seems to have gone on holiday. Roll on next

▼ *Ambermoon will be with us in the autumn and it will contain a detailed mapping spell which will avoid the need for all that paper!*

kwik kwip

Q. Have you heard about the Atari user who is dyslexic, agnostic and an insomniac?

A. He lies awake at night wondering if there is a dog!



From all over the world they come.. heart-rending pleas for understanding and appeals for help and sympathy. God help them!

Disc World.

If you have liked the disc world books that you have read so far, then I know you will enjoy the rest of the series as they are all great. You should also read Piers Anthony's Xanth books which are just as good, if not better. As you may, or may not know, an Amiga game based on the Xanth series is going to be coming out soon. Can you persuade the Amiga Action team to do a review please?

Sara Grocott (13), Cleveland

I'd love to be able to persuade the Amiga Action team to do it. The editor would love to be able to persuade them to do something. In fact, the management at Europress are willing to offer a pot of gold to 'Anyone' who can persuade them to do 'Anything'.

Taking your advice I carried out some research into the Xanth series of books, (at least I read the first chapter of one while standing in W.H. Smiths) and I can see that the styles are similar. However at the moment I am bewitched with Granny Weatherwax and her Wyrdsisters, and nothing else can free me from their spell.

Planetfall

Please tell me where I can find the Radiation Suit in Planetfall?

Pigface Hunter (36th Level) Cricklewood.

Well I would if I could, but I can't, so I shan't. The bad news Piggy, is that there is no radiation suit to be found. You do know what a Red Herring is don't you? It's a false clue, and not a Russian Fish as Atari users believe. Yes I know it's a bit unfair to drive players mad by getting them to search for something which isn't there, but then that's what humans are for.

To cheer you up I'll tell you a couple of things to try in this game which give amusing reactions. Examine the games in the Recreation Area. Remove your uniform in front of Floyd and Blather. Look under the table in the Mess Hall. Take off your chronometer and pour acid on it. Get into bed in the infirmary. Throw something at Blather.

Eye of the Beholder II

I have got myself into a room in EOB II which has a shelf containing gems on each wall. In the centre of the room is an area of earth which is described as soft. What do I do now? Can you also tell me what the magic dust is for?

Shaun Clark, Gwent.

Put all of the gems in one of the wall shelves and a secret door will open. You'll also find out later that the soft area is just the place to plant seeds.



▲ Dungeons are not the tidest of places at the best of times, but sometimes the dust you find in the Temple of Darkmoon can come in useful.

Dust is a very puzzling substance isn't it. I've spent many hours, (err.. minutes) dusting my tree-house, and yet the next month everything is covered in dust again. I did read somewhere that when we are born we come from dust, and when we die we return to dust. All I can say is that there is someone under my bed who is either coming or going.

The dust you speak of is used much later in the game when you'll find that it gets rid of that stony faced feeling you suffer from after staring at ladies who have snakes where most women tend to make do with wavy hair.

Hook

While playing the graphic adventure Hook, I managed to get all of the pirate suit, but then I got stuck. I have read that to get money I should go onto the ship and look in the left pots. When I do this nothing happens. I want to know where I can get some money to buy a magnet.

Chris Bussuttil, Malta

There are lots of problems to do with money in this awkward game, and from your letter I guess you have already solved most of them. To find the money you are now looking for you must go to Hook's ship, (down the alley next to Dr. Chop's) and look inside the pots which are beside the portcullis.

Elvira II - The Jaws of Cerberus

Please answer these questions from Elvira II. Where do I find the tuning fork which I need to break the glass and kill the vampire? How can I pick up the copper pipe in the Boiler Room without being killed in the process?

Lee Magnusson, Fleetwood.

I take it you've heard all the jokes about a Magnusson not knowing the answers to questions? Pity...

The tuning fork is found lying on the bed in Pee Wee Herman's bedroom. Before you enter you must put on your armour and invoke a courage spell. The sight of Pee Wee Herman is not

▼ Here is a picture of Elvira's classy chassis. Make sure you run your hands carefully over the bodywork, for there are some useful items to be found which make it worth the search.



something that mortal men can take easily. The beast in the basement is a Yeti who doesn't take kindly to someone messing with the boiler. If you'd spent your life trudging around icy wastes you'd go ape yourself if someone came in and started dismantling things. The answer is to provide him with his own central heating – a fireball in the belly! You can make fireballs using newspapers, tissue, calendar, postcard, and papers from the Security Hut.

Future Wars

Please help me for I am stuck in Future Wars. After sticking the little flag into the map I have found a secret passage, but every time I go in, the ceiling comes down and crushes me. What should I do?

I. Quin.

I'm sure there is a witty answer to that silly question, but I'm dammed if I can think of it, so instead let's just get you sorted, and out of my beard.

In the map room there is a locked cupboard under the library which you can open with the key which is found under the carpet in the office next door. Inside the cupboard is a typewriter on which some foolish person has typed up the code number which controls the ceiling trap. When you enter the corridor you must type in this secret number – very quickly! – and this will de-activate the trap.

Chrono Quest II

I just don't seem to be getting anywhere with Chrono Quest II. I use bits of metal to zip around in time, but end up running out of it with still nothing solved. Can you give me some starting hints?

Anthony Kirvell, Essex.

I'm surprised you keep running out of time, for when the gods made time they made lots of it. Unless of course you happen to be ringing Sexy Sue on 0898-11111. At least I believe that's her number. Not that I've ever rung it you understand.

The first problem you have with this game is knowing in which order you must visit the various locations in time. The answer in this case is:- Worlds I, IV, III, X, XI, II, V, VI, IX, VIII and XII.

In the first world you should pick up the anchor and bag of coins – advance – pick up trunk. Return to the time machine and use the coins to take you to World IV. Advance – examine the lion's tail – pick up spearhead – pick up ring – retreat – use ring on generator to move to World II.

As you have already realised, you will move between the worlds by using various bits of metal until you finally obtain a sword called Durandal. You must use the sword in the generator to end this French nonsense.

Space Quest II

I am getting extremely frustrated with Sierra's Space Quest II. I have managed to cross the swamp and I have come to a cave. The cave is dark and I don't know how to cross it. I think it has something to do with this translator.

Jerry Hagen, Holland.

Firstly I must thank you for the postcard with the pretty woodland scenes with robins on it. Perhaps I should give you a piece of woodland advice as a way of saying thank you. Here is an old country method of keeping flies out of your kitchen. Keep a bucket of manure in your living room!

Walk around in the swamp until you find a deep part and there you can dive under the water to find a secret location.

Aid from Poland

I am sending you a save game disk for Level 10 of Black Crypt, so thanks to me you don't have start the game from the beginning

again. (Although I don't think you deserve it).

I also enclose a list of my favourite adventure games:-

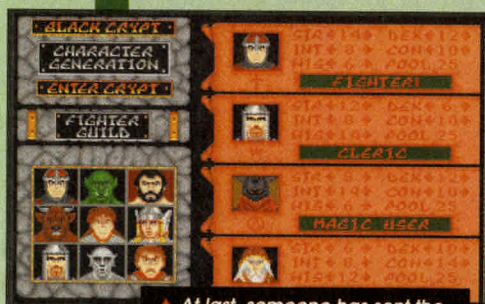
Secret of Monkey Island.

Codename Iceman.

Leisure Suit Larry I.

Kings Quest V.

There are only four because that's all I have. There are big troubles with buying non-pirate software in Poland. My favourite RPG's are:-



▲ At last, someone has sent the Boggit a save game for Black Crypt. It's been months since he got himself stuck on this game and only now has some reader taken pity on him.

*Black Crypt
Eye of the Beholder II
Lord of the Rings
Legend of Faerghail
Fate, Gates of Dawn.*

That's all Folks!

*Michael Nowallowski,
(‘Pajamas?’) Poland.*

Oh good, now I can return to a game I hoped I had a good excuse to stop tugging my beard over.

Alternate Reality

Greetings from another of your elder readers, you seem to be hearing from more of us these days. I don't enjoy asking for help as I believe that any problem created by a man can be overcome by another man, given a little time and effort, but it seems I was wrong. Four years ago I started on a truly brilliant RPG called Alternate Reality - The Dungeon. After mapping and problem solving I thought I was near the end till I entered the Lair of the Gargoyle on Level III. I am now sick and tired of trying to answer the Gargoyle's riddle and failing. So it's up to you.

The riddle is:-

*Not man nor beast met his demise,
(To thee I'm sure 'tis no surprise),
A cruel fate ended it's trek;
Now thou stand'st neath a great —?*

So how about it Boggit, are you the fountain of knowledge you claim to be, or just another windbag blowing through the adventure of life?

Fred Naisby, Tunstall

Oh, but you've got a cruel tongue you have Fred Naisby. If you weren't so old I'd come up there and bash you. Is the answer Bogg Off? No? Well I don't know the blooming answer. And what's more I've never even heard of the game, or even who publishes it. If you had any sense you would have thought to tell me the name of the publishers then at least I could have contacted them and bullied them into telling me the solution. As it is I only include your scurrilous letter in the hope that some other wrinkly might write to me and put us both out of our misery. I trust you can wait that long? After all, you're so blooming smart you've been trying for four years.

Eye of the Beholder

I have been playing EOB for approx 89 hours now and I have restarted it again and again, but I am still trapped after Level 5 or 6. Can you tell me where I can buy a set of maps for this game?

Oystein Nes, Norway

There is a public domain disk which contains a full set of maps,

Boggit's Domain

plus hints for this game. The maps are a little difficult to read on a normal screen because they have been done at a very strange resolution, however they are very cheap. At least they will be to you, because I'm sending you a copy free.

Anyone else wanting a copy should contact PD Soft (tel 0702-612259) and order disk number V301. I'm not sure what the current price is, but I bet it's not a lot.

Incidentally you can get the solutions to most adventure and RPG's by simply hunting through solution disks from PD libraries. At least, so I've been told.

Crash Garrett

I am writing to you concerning Crash Garrett before I go mad.

What do you say to the Indian to get him to help? What do you do at the well? How do you get inside the underground metal door?

Stewart Wood, Staffs.

The first thing you should realise is that this game is appalling rubbish. It is French of course, but that is nothing to do with it. Don't worry I'm only kidding, it's got a bloody lot to do with it. The game can also be played in more than one way, so that you can, if you are a complete maniac, play it again with a different solution.

My problem with this game is that someone sent me the solution by fax. Now you may not know this, but after a few months the writing on a fax begins to fade. This means that for the last two years I have been storing six pieces of blank paper in the chest under my bed. Isn't technology blooming marvellous!

However I do recall that you must prove to the Indian that you are Crash Garrett, and to do this you must take off your helmet to show the streak of white hair on your head. Now you can ask for help. There are times when you are placed in handcuffs and at those times you can type, 'Take off handcuffs', and you're miraculously freed. Pretty clever really. A bit like, '...and with one bound he was free!'

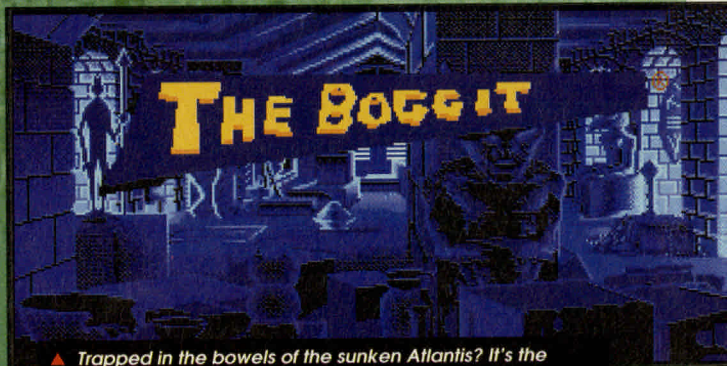
I will warn you that if you persist in playing this game you'll end up with more than just a streak of white in your own head because things just go from bad to worse.

Indiana Jones and the Fate of Atlantis

I have got to the Sentry Statue that leads to the middle ring of Atlantis, and according to February's edition of Amiga Action I need a bronze spoked wheel from the dungeon which Sophia is in. I can get into this dungeon, but the guard always attacks me and I fail to get the wheel. Can I defeat this guard?

Chris Jankowski, Oldham.

Well I've no doubt that I could beat the living daylights out of him, but in your case I suggest we try an alternative strategy.



▲ Trapped in the bowels of the sunken Atlantis? It's the Boggit to the rescue for some lucky reader.

Locate the vent beside the Sentry Statue and place a bead of orichalcum in it. That should do the trick.

Zak McKracken

In Zak McKracken how do you use the guitar, and where?

On Mars, are you supposed to get the tram working? If so, how? I have also run out of money for both Zak and Annie. How do I get more, as I need it for travelling? Do I have to work to earn it?

Finally, could you tell me where I could get Police Quest 2?

Peter, Cardiff.

The guitar isn't for playing it's for giving as a present to the right person. The tram is solar powered, but that sand dune is blocking out the sun, so I suggest you find someone who isn't afraid to touch an alien and get them to grab a broom and get sweeping.

As for your money problems, you could try for the job as editor of Amiga Action. He seems to get money without actually doing any work. (Not any more! - Paul)

I've always found that if I want a particular piece of software, and all else has failed, that a shop is a good place to get it. Does your mother know that you are out?

A dastardly plot?

I understand your hatred of the French, but now I would like to put forward another nationality for a thrashing - Americans! After enjoying Eye of the Beholder I and II, and Bane of the Cosmic Forge, I've waited with baited breath for the sequels. I was upset enough when I found out EOB III was not to be forthcoming for the Amiga, but now they have decided that there will not be an Amiga version of Crusaders of the Dark Savant either. Is there a vendetta against Amiga owners. Please help cheer up a very depressed 31 year old.

Steve Baker, Saffron Walden.

Get a hold of yourself soldier! This is a fine way for a grown man to behave in front of the children. For a start I can tell you that you have missed nothing by not having an Amiga version of EOB III. In the interest of science I spent many hours playing this game on a PC and you'll be interested to know that despite the fact that EOB II was in my opinion the best of the genre, its successor sucks! It's not so much that the game is very different from EOB II, it's just that they have screwed up the actual inner workings of the game so that everything takes an age to happen. Even on the fastest PC it crawls along. There are also a number of puzzling mazes which drive you mad trying to map them. I finally found myself shouting, 'Stuff it!' and I pulled the plug.

I hadn't heard the dastardly news concerning Crusaders of the Dark Savant, so I rang U.S. Gold on the telling-bone and got an update. The story would appear to be that there will not be an Amiga version after all. U.S. Gold are as upset about this as you are as they believed it would have been a big seller in Europe, but there doesn't seem to be anything they can do to change things.

Uninvited

I have several great adventures, I've even completed a few, but I was interested in the letter concerning the Uninvited in Issue 45. For some time I've been completely stuck with this game. I have found the key inside the chair, but I'm stuck with the scroll that says, 'Gold, Silver and Mercury make a key'. I have an idea that the blue bottle in the Master Bedroom contains Mercury, but I haven't a clue how to get

gold or silver. Is there a way to get past the skeletal woman that seems to come out of every doorway in the hall?

C.J., Staffs

Greetings C.J. Sorry I'm late - wet leaves on the line at London Bridge. I don't suppose you got where you are today C.J. without knowing how to get round the odd skeleton eh? Capital, capital. Well it's like this, you really should get the bottle of No-Ghost from the upstairs cupboard. Gets rid of the old ghosts just like that C.J. Sorry about that. Don't know what came over me.

Ah yes, gold and silver. Firstly, on the principle that two heads are better than one, I would try talking to all the heads that you find. There is no actual gold and silver to find, but once you get into the laboratory and have a read of a few cards, you'll then discover the true secret of the metals. Incidentally you didn't notice a small hippo run past here a moment ago did you?

Legend of Kyrandia

Last year I purchased some games through the Special Reserve Games Club from an ad in your magazine. I purchased Legend of Kyrandia which is a terrific game, but it has got me stumped.

I'm in the caverns using fireberries to explore the caves and I have found the Pantheon of Moonlight, the Cavern of Twilight, the Emerald Caverns and the Chasm of Everfall (which I can't get across). So what do I do now? I've talked to the balls of moondust, but can't find anything to finish the altar with.

Paul Weber, Australia.

▼ Endless forests carpeted in jewels. Old white-bearded wizards dwelling inside trees. Something about the Legend of Kyrandia has a very familiar ring.



Hey, could you get me Noeline's autograph? You know, that big blonde lady from Sylvania Waters. Stewth, she's a beaut. I'm considering making her an honorary Boggit. I don't know what it is, but I've never felt such a kinship with a member of the human race before.

So you are reduced to talking to Moonbeams are you - things must be desperate. During your search you should look for a coin which is lying in the Cavern of Twilight. Take this coin out of the caves and throw it into the wishing well, where you will be rewarded with a Moonstone. Stick this in the altar of Moonlight and your reward will give you constant light and allow you to float wherever you wish. Use this power to cross the Chasm of Everfall, but not before you return to the bottom right corner of the caves and solve the problem of the Volcanic River. The answer to that problem is a bit like Noeline's stare - it brings a chill to the heart.

KGB

I recently bought Virgin's excellent spy adventure KGB, and have managed to grind to a halt at the Apartment Block in Chapter 1. I know I have to do something with the toilets, but which one, who's and what?

Frazer Young, Redditch.

Actually there is no requirement in the game for you to search the toilets, but that doesn't mean that you shouldn't do it. If you want my advice, I would search that narrow gap between the back of all the toilet cisterns and the wall. I make it a point whenever I go into a toilet to do that, because I can assure you that in my time I have made some astonishing discoveries doing that. Make sure you don't injure your back by twisting it too much. Believe me

you'll find it very embarrassing being lifted out of the toilets on a hoist while still clutching artistic material. Oh the shame of it!

What the game requires you to do is go to the caretaker's apartment number seven. If you are carrying a clipboard you'll be able to convince the occupant you are carrying out a poll. Once inside admit that you are looking for criminals. Make sure you behave politely and Zhanna will direct you to apartment five. Mention prison to Belussov and he'll direct you to apartment four. Once you mention Wrangel Island you'll be heading towards apartment six and the Meat Shop Manager. Finally you'll need to break into the Meat Shop, but to do that you'll need a lock-pick from the Club.

Knightmare

You could change me into an eternal believer and make me eat humble pie if you could answer this simple question from Mindscape's Nightmare.

How do I get out of the place called The Prison? The location is in the first quest, but I've been stuck here so long I've forgotten. I have found a key, but I've got no-where to put it. (Don't tempt me - Bogg.)

P.S. If you don't know the recipe for Humble Pie I'll be glad to send it to you.

Neil Giggins, Towcester

The word 'humble' is not known in the Boggit vocabulary. Now pay attention for the following comes verbatim from Mindscape's Hintbook.

When you arrive in the prison you will be facing a porthole. This porthole takes you back to the home of Mr. Child via a false wall. Back in the Prison you will notice a door which leads to a safehouse with a key inside. This room is a good place to return to during lulls in the fighting as you can recover in safety. On the other side of this area you will find another false wall. Clicking the switch inside will open one of the prison doors. Inside the prison is a key hole which opens an exit behind the false wall with the button. Kill the Hob-Goblin and take the Shield of Justice.

Police Quest

Bonjour Boggit... No! Wait! Don't throw this letter away! I'm not French, I'm Polish, and brave enough to stand your insults. I like text adventures, but my English is as good as a French Atari user's sense of humour. I need your help with Police Quest from Sierra.

1. How can I find evidence against Hoffman?

2. How can I get Marie out of jail?

Stay Cool!

Martin, Poland.

Show the judge the Hoffman file and then show the FBI most wanted list. The fact that both men have a rose tattoo will finally convince the judge of his guilt. To get Marie released simply say, 'Help me with the hotel operation'.

Monkey Island II

I am stuck in Le Chuck's Fortress. I can't get past the big, wooden door with all the locks on it. I asked Wally for advice, but he doesn't offer any help. What should I do?

Aaron Estes, USA.

It's a big impressive door isn't it. What a pity the dozey idiots forgot to actually lock it. Just ignore all that impressive hardware and simply open the door.

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

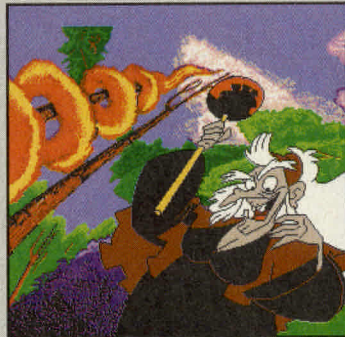
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- 6 ANOTHER WORLD**
US Gold
- 7 HEIMDALL**
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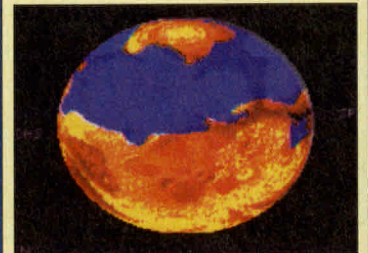


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Ocean
- 63 GUY SPY**
Readysoft
- 64 THE RETURN OF MEDUSA**
Ubisoft
- 65 OMNICON CONSPIRACY**
Ubisoft
- 66 BLADE WARRIOR**
Ubisoft
- 67 CHAOS IN ANDROMEDA**
Arc
- 68 BADLANDS PETE**
Arc
- 69 UNIVERSAL MONSTERS**
Ocean
- 70 SPACE ACE**
Readysoft
- 71 DRAGONS LAIR 2**
Readysoft
- 72 SINGE'S CASTLE**
Readysoft
- 73 DRAGON'S LAIR**
Readysoft
- 74 BARBARIAN**
Ubisoft
- 75 OBLITERATOR**
Ubisoft
- 76 CRIME DOES NOT PAY**
Empire
- 77 KRISTAL**
Ubisoft
- 78 GALDREGON'S DOMAIN**
Ubisoft
- 79 EYE OF HORUS**
Millennium
- 80 PYRAMAX**
Ubisoft
- 81 THEME PARK MYSTERY**
Mirrorsoft
- 82 BARBARIAN II**
Palace
- 83 PAC LAND**
Ubisoft
- 84 THREE STOOGES**
Cinemaware
- 85 HEART OF THE DRAGON**
Dynamix
- 86 MICKEY MOUSE**
US Gold
- 87 AQUANAUT**
Fission Chips
- 88 STARBLADE**
Silmarils
- 89 THE NEVERENDING STORY**
Ubisoft
- 90 BLACK LAMP**
Hewson

ADVENTURE

- 1 MONKEY ISLAND 2**
Lucasfilm
- 2 INDY/FATE OF ATLANTIS**
Lucasfilm
- 3 LEGEND OF KYRANDIA**
Virgin
- 4 LURE OF THE TEMPTRESS**
Virgin
- 5 SECRET OF MONKEY ISLAND**
Lucasfilm
- 6 CURSE OF ENCHANTIA**
Core Design
- 7 RISE OF THE DRAGON**
Dynamix
- 8 DARK SEED**
Cyberdreams
- 9 MADDOG WILLIAMS**
Game Crafters
- 10 INDY/LAST CRUSADE**
Lucasfilm
- 11 MEAN STREETS**
US Gold
- 12 OPERATION STEALTH**
US Gold
- 13 LEISURE SUIT LARRY 5**
Sierra
- 14 CRUISE FOR A CORPSE**
Ubi Soft
- 15 WAXWORKS**
Accolade
- 16 ELVIRA/MISTRESS OF DARK**
Accolade
- 17 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 18 KGB**
Virgin
- 19 KING'S QUEST SERIES**
Sierra
- 20 HEART OF CHINA**
Dynamix
- 21 MANIAC MANSION**
Eldersoft
- 22 NIPPON SAFES INC**
DMI
- 23 LOOM**
US Gold
- 24 WILLY BEAMISH**
Sierra
- 25 HITCHHIKERS GUIDE**
Ubisoft
- 26 CODENAME: ICEMAN**
Sierra
- 27 POLICE QUEST SERIES**
Sierra
- 28 FUTURE WARS**
Ubisoft
- 29 LEATHER GODDESSES**
Sierra
- 30 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 31 SPACE QUEST IV**
Sierra
- 32 SPACE QUEST 1, 2 & 3**
Sierra
- 33 DUNE**
Virgin
- 34 TRIAL BY FIRE**
Sierra
- 35 ZAK MCKRAKEN**
Lucasfilm
- 36 ZORK TRILOGY**
Infocom
- 37 SUSPICIOUS CARGO**
Gremlin
- 38 WONDERLAND**
Virgin
- 39 DEMONIAK**
Silmarils
- 40 PLAN 9 FROM OUTER SPACE**
Gremlin
- 41 MAUPITI ISLAND**
Lankhor
- 42 PLANETFALL**
Infocom
- 43 GUILD OF THIEVES**
Infocom
- 44 STATIONFALL**
Infocom
- 45 B.A.T. II**
Ubi Soft



LEAGUES

46 CONQUESTS OF CAMELOT

Sierra

47 LURKING HORROR

Ubisoft

48 ULTIMA SERIES

Origin Mindscape

49 MANHUNTER SERIES

Sierra

50 HOOK

Ocean

51 B.A.T.

Ubi Soft

52 DEJA-VU 1+2

Mirrorsoft

53 SHOGUN

Infocom

54 SPELLBREAKER

Infocom

55 WISHBRINGER

Infocom

56 CHRONOQUEST SERIES

Psygnosis

57 ENCHANTER

Infocom

58 SORCEROR

Infocom

59 BEYOND ZORK

Infocom

60 ZORK ZERO

Infocom

61 SUSPECT

Infocom

62 BUREAUCRACY

Rainbow Arts

63 DEADLINE

Infocom

64 TIME

Rainbird

65 INFIDEL

Infocom

66 CORRUPTION

Rainbird

67 FISH

Rainbird

68 JINXTER

Rainbird

69 THE PAWN

Rainbird

70 SUSPENDED

Infocom

71 TIMES OF LORE

Origin

72 COLONEL'S BEQUEST

Sierra

73 WEEN

Loricel

74 GOLDRUSH!

Sierra

75 FASCINATION

Digital Integration

76 STARCROSS

Ubisoft

77 HOLLYWOOD HI-JINX

Infocom

78 TRINITY

Ubisoft

79 A MIND FOREVER VOYAGING

Infocom

80 BLACK CAULDRON

Infocom

81 NIGHT ORC

Rainbird

82 SEA STALKER

Infocom

83 CUT-THROATS

Ubisoft

84 KEEP THE THIEF

Ubisoft

85 LANCELOT

Ubisoft

86 WITNESS

Infocom

87 THE FAMOUS FIVE

Electronic Zoo

88 QUEST FOR THE TIME BIRD

CDS

89 ISLAND OF LOST HOPE

Ubisoft

90 DEMON'S TOMB

Ubisoft

SHOOT'EM-UP

1 PROJECT-X

Team 17

2 ALIEN BREED '92

Team 17

3 BLOOD MONEY

Psygnosis

4 DESERT STRIKE

Electronic Arts

5 ALIEN BREED

Team 17

6 WALKER

Psygnosis

7 SILKWORM

Virgin

8 SWIV

The Sales Curve

9 TURRICAN 2

Rainbow Arts

10 TURRICAN

Rainbow Arts

11 SIMULCRA

MicroStyle

12 XENON II - MEGABLAST

Renegade

13 THE KILLING GAME SHOW

Psygnosis

14 X-OUT

Rainbow Arts

15 Z-OUT

Rainbow Arts

16 APIDYA

Blue Byte

17 R-TYPE II

Activision

18 MIDNIGHT RESISTANCE

Ocean

19 FIREFORCE

ICE

20 ALCATRAZ

Infogrames

21 PANG

Ocean

22 VENUS

Gremlin

23 EPIC

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24 R-TYPE

Activision

25 BATTLE SQUADRON

Ubisoft

26 AMNIOS

Psygnosis

27 WOLFCHILD

Core Design

28 SPACE GUN

Ocean

29 LETHAL XCESS

Grandslam

30 RUBICON

21st Century

31 WING COMMANDER

Mindscape

32 ANARCHY

Ubisoft

33 OPERATION THUNDERBOLT

Ocean

34 WINGS OF DEATH

Thalion

35 WARZONE

Core Design

36 ESCAPE FROM THE ROBOT

Ubisoft

37 MONSTERS

Ubisoft

38 STELLAR 7

Ubisoft

39 ORK

Ubisoft

40 VIDEO KID

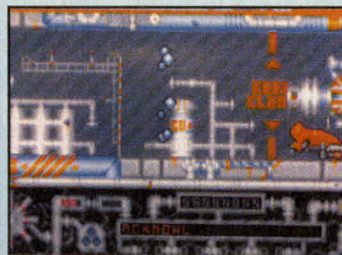
Gremlin

41 PEGASUS

Gremlin

42 HOSTILE BREED

Palace



43 BONANZA BROS

US Gold

44 FANTASTIC VOYAGE 2

Ubisoft

45 STRIDER II

US Gold

46 ATOMIC ROBO-KID

Activision

47 THE EXECUTIONER

Audiogenic

48 ARMALYTE

Thalamus

49 OPERATION WOLF

Ocean

50 SHADOW DANCER

US Gold

51 SUPER SPACE INVADERS

Domark

52 LINE OF FIRE

US Gold

53 XENON

Renegade

54 MONTY PYTHON

Virgin

55 TERMINATOR 2

Ubisoft

56 SUPER SKWEEK

Loricel

57 BATTLESTORM

Ubisoft

58 ROBOCOP 2

Ocean

59 AGONY

Psygnosis

60 STARUSH

Ubisoft

61 MERCUS

US Gold

62 BAAL

Ubisoft

63 CAVITAS

Ubisoft

64 ALIEN STORM

US Gold

65 WARLOCK THE AVENGER

Millennium

66 CARDIAXX

Electronic Zoo

67 WESTPHASER

Loricel

68 FIRE AND FORGET

Titus

69 STARRAY

Logotron

70 PREDATOR II

Mirrorsoft

71 GHOST BATTLE

Thalion

72 FRENETIC

Audiogenic

73 THE SPY WHO LOVED ME

Domark

74 TOTAL RECALL

Ocean

75 UNDER PRESSURE

Electronic Zoo

76 BACK TO THE FUTURE 3

Mirrorsoft

77 MENACE

Ubisoft

78 SAINT DRAGON

Domark

79 DALEK ATTACK

Alternative

80 THUNDERJAWS

Domark

81 ZONE WARRIOR

Electronic Arts

82 U.N. SQUADRON

US Gold

83 VAXINE

Activision

84 DAN DARE II

Virgin

85 GAUNTLET 3

US Gold

86 STARGLIDER

Rainbird

87 DRAGONSTRIKE

Ubisoft

88 DEFENDER II

Arc

89 ESWAT

Ubisoft

90 ROBOCOP

Ocean

91 MYSTICAL

Infogrames

92 DRAGON FIGHTER

Ubisoft

93 ELIMINATOR

Ubisoft

94 P-47

US Gold

95 DAN DARE III

Virgin

96 CRIME WAVE


US Gold

97 ELIMINATOR

Ubisoft

98 OOPS UP

Ubisoft

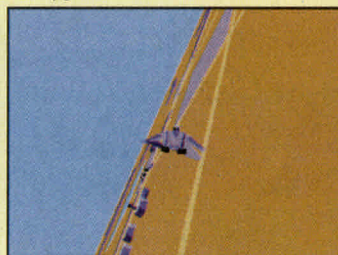
- 10 SENSIBLE SOCCER**
Renegade
- 11 BULLY'S SPORTING DARTS**
Admiral
- 12 PREMIER MANAGER**
Gremlin
- 13 PLAYER MANAGER**
Anco
- 14 SPEEDBALL**
Renegade
- 15 JIMMY WHITE'S SNOOKER**
Virgin
- 16 ARCHER MACLEAN'S POOL**
Virgin
- 17 WORLD CLASS LEADERBOARD**
US Gold
- 18 LINKS**
US Gold
- 19 THE MANAGER**
US Gold
- 20 GAMES: SUMMER EDITION**
US Gold
- 21 CHAMP MANAGER '93**
Domark
- 22 NICK FALDO'S CHAMP GOLF**
Grandslam
- 23 CHAMPIONSHIP MANAGER**
Domark
- 24 TENNIS CUP**
Loricel
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- 25 TV SPORTS FOOTBALL**
Mindscape
- 26 CALIFORNIA GAMES**
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- 27 PRO TENNIS TOUR**
Ubi Soft
- 28 JAHANGIR KHAN SQUASH**
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- 29 GRAHAM TAYLOR'S**
Krisalis
- 30 RBI 2 BASEBALL**
Mindscape
- 31 DISC**
Loricel
- 32 THE AQUATIC GAMES**
Millennium
- 33 TV SPORTS BASKETBALL**
Mindscape
- 34 STRIKER**
Rage
- 35 TENNIS CUP 2**
Loricel
- 36 LIVERPOOL**
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- 37 WINTER SUPERSPORTS '92**
Flair
- 38 J BARNES EURO FOOTBALL**
Krisalis
- 39 ZANY GOLF**
UbiSoft
- 40 EURO SOCCER**
Flair
- 41 MAN UNITED - EUROPE**
Krisalis
- 42 TV SPORTS BASEBALL**
Mindscape
- 43 FIENDISH FREDDY**
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- 44 INTERNATIONAL SPORTS**
Empire
- 45 MASTER BLAZER**
Rainbow Arts
- 46 TIP OFF**
Anco

- 47 EUROPEAN FOOTBALL CHAMP**
Krisalis
- 48 WAYNE GRETZKY HOCKEY 2**
Bethesda
- 49 MICROPROSE SOCCER**
MicroProse
- 50 INTERNATIONAL SOCCER**
MicroProse
- 51 SUPERSKI 2**
MicroProse
- 52 THE CARL LEWIS CHALLENGE**
Psychosis
- 53 CALIFORNIA GAMES II**
US Gold
- 54 MEGA SPORTS**
UbiSoft
- 55 GRAND MONSTER SLAM**
Rainbow Arts
- 56 WORLD GAMES**
US Gold
- 57 PROJECTILE**
UbiSoft
- 58 PURPLE SATURN DAY**
Infograms
- 59 ADVANTAGE TENNIS**
UbiSoft
- 60 WWF WRESTLEMANIA**
Ocean
- 61 STORMBALL**
Millennium
- 62 ITALY 1990**
US Gold
- 63 FACE OFF ICE HOCKEY**
Krisalis
- 64 BILLIARDS II**
Infograms
- 65 REBEL RACER**
UbiSoft
- 66 I PLAY 3D SOCCER**
I-Play
- 67 WORLD CHAMP SOCCER**
UbiSoft
- 68 STEVE DAVIS SNOOKER**
Telecom Soft
- 69 FOOTBALL MANAGER 2**
Addictive
- 70 JACK NICKLAUS GOLF**
Gremlin
- 71 FOOTBALLER OF THE YEAR 2**
Gremlin
- 72 3D TENNIS**
UbiSoft
- 73 GRAHAM GOOCH CRICKET**
Audiogenic
- 74 WILD WHEELS**
Ocean
- 75 RUGBY/THE WORLD CUP**
Infograms
- 76 SUPER LEAGUE MANAGER**
UbiSoft
- 77 EUROPEAN SUPERLEAGUE**
UbiSoft
- 78 TOURNAMENT GOLF**
UbiSoft
- 79 MANCHESTER UNITED**
Krisalis
- 80 CIRCUS GAMES**
UbiSoft
- 81 ADIDAS SOCCER**
Ocean
- 82 SLIDERS**
Palace
- 83 INTER. RUGBY CHALLENGE**
Domark
- 84 SUPERSOCCER**
UbiSoft
- 85 PASSING SHOT**
UbiSoft
- 86 GRAND NATIONAL**
UbiSoft
- 87 MEAN 18**
Accolade
- 88 THE GAMES ESPANIA '92**
Ocean
- 89 ADIDAS TENNIS**
Ocean

- 90 ITALIA '90**
US Gold
- 91 M.U.D.S.**
Rainbow Arts
- 92 CYBERBALL**
UbiSoft
- 93 FIGHTING SOCCER**
UbiSoft
- 94 STREET HOCKEY**
Telecomsoft
- 95 3D POOL**
Telecomsoft
- 96 VIZ**
Virgin
- 97 STRIKER NO. 9**
Impressions
- 98 ROBIN SMITH'S CRICKET**
UbiSoft
- 99 CRICKET**
Audiogenic
- 100 GAZZA 2**
Empire

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 COMBAT AIR PATROL**
Psychosis



- 6 B17 FLYING FORTRESS**
MicroProse
- 7 THUNDERHAWK**
Core Design
- 8 F-19 STEALTH FIGHTER**
MicroProse
- 9 THEIR FINEST HOUR** + Data Disk
Lucasfilm
- 10 F-16 COMBAT PILOT**
Digital Integration
- 11 BATTLEHAWKS 1942**
Lucasfilm
- 12 FIGHTER BOMBER**
Activision
- 13 A320 AIRBUS**
Thalion
- 14 A-10 TANK KILLER V1.5**
Sierra
- 15 GUNSHIP**
MicroProse
- 16 BIRDS OF PREY**
Electronic Arts
- 17 SHUTTLE**
Virgin
- 18 PROFLIGHT**
Hi Soft
- 19 INTERCEPTOR**
UbiSoft
- 20 FLIGHT SIMULATOR 2**
Sublogic
- 21 KNIGHTS OF THE SKY**
MicroProse
- 22 MIG-29M SUPER FULCRUM**
Domark
- 23 F-29 RETALIATOR**
Ocean
- 24 F-15 STRIKE EAGLE II**
MicroProse

- 25 A-10 TANK KILLER**
Sierra
- 26 MIG-29 FULCRUM**
Domark
- 27 TOWER FRA**
UbiSoft
- 28 WINGS**
UbiSoft
- 29 SKYCHASE**
MicroProse
- 30 F-15 STRIKE EAGLE**
MicroProse
- 31 ATF II**
Digital Integration
- 32 FIGHTER DUEL PRO**
Jaeger Software
- 33 CHUCK YEAGER**
UbiSoft
- 34 RED BARON**
Dynamix
- 35 STRIKE FORCE HARRIER**
Digital Integration
- 36 BLUE MAX**
UbiSoft
- 37 AV-8B HARRIER ASSAULT**
Domark
- 38 BLUE ANGELS**
Accolade
- 39 SNOWSTRIKE**
Electronic Arts
- 40 SKYFOX 1+2**
Electronic Arts

RACING

- 1 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 2 FORMULA ONE GRAND PRIX**
MicroProse
- 3 SUPERCARS 2**
Gremlin
- 4 LOTUS TURBO CHALLENGE II**
Gremlin
- 5 STUNT CAR RACER**
MicroStyle
- 6 NO SECOND PRIZE**
Thalion
- 7 NITRO**
Psychosis
- 8 LOTUS III**
Gremlin
- 9 JAGUAR XJ220**
Core Design
- 10 HARLEY DAVIDSON**
Mindscape
- 11 VROOM**
Ubi Soft
- 12 CRAZY CARS 3**
Titus
- 13 INDIANAPOLIS 500**
Electronic Arts
- 14 NIGEL MANSELL**
Gremlin
- 15 SUPER MONACO GP**
US Gold
- 16 TEST DRIVE 2**
Accolade
- 17 TOYOTA RALLY**
Gremlin
- 18 COMBO RACER**
Gremlin
- 19 SUPER OFF ROAD RACER**
Virgin
- 20 SUPER CARS**
Gremlin
- 21 TEAM SUZUKI**
Gremlin
- 22 LOMBARD RAC RALLY**
Mandarin
- 23 SUPER HANG-ON**
Activision
- 24 JUPITER'S MASTERDRIVE**
Ubi Soft
- 25 RVF HONDA**
MicroStyle

26 INDY HEAT

The Sales Curve

27 PSYBORG

Ubisoft

28 4D SPORTS DRIVING

Mindscape

29 OUTRUN EUROPA

US Gold

30 HARD DRIVIN' II

Domark

31 ROAD RASH

Electronic Arts

**32 GRAND PRIX CIRCUIT**

Ubisoft

33 TURBO OUTRUN

US Gold

34 HARD DRIVIN'

Domark

35 BADLANDS

Domark

36 THE CYCLES

Ubisoft

37 CHASE HQ II

Ocean

38 POWERDROME

Ubisoft

39 OVERLANDER

Elite

40 TEST DRIVE

Accolade

41 RED ZONE

Psygnosis

42 CISCO HEAT

Mirrorsoft

43 RACE DRIVIN'

Domark

44 MOONSHINE RACERS

Millennium

45 FERRARI FORMULA 1

Virgin

46 THE ULTIMATE RIDE

Mindscape

47 HOTROD

Activision

48 GRAND PRIX MASTER

Codemasters

49 CHASE HQ

Ocean

50 HIGHWAY PATROL 2

Infogrames

51 DRIVIN' FORCE

Digital Magic

52 5TH GEAR

Hewson

53 TURBO CUP

Loriciel

54 CHAMPION DRIVER

Zeppelin

55 DAYS OF THUNDER

Mindscape

56 OUTRUN

US Gold

57 RALLY CROSS

Ubisoft

58 POWERDRIFT

Virgin

59 VECTOR CHAMPIONSHIP RUN

Zeppelin

60 PARIS-DAKAR '90

Coktel Vision

BEAT'EM-UP**1 IK+**

System 3

2 BODY BLOWS

Team 17

3 PANZA KICK BOXING

Futura

4 TORVAK THE WARRIOR

Core Design

5 BUDOKAN

Electronic Arts

6 STREETFIGHTER II

US Gold

7 ORIENTAL GAMES

Ubisoft

8 AFTER THE WAR

Dynamic

9 VIGILANTE

US Gold

10 WRATH OF THE DEMON

Readysoft

11 SHADOW WARRIORS

Ocean

12 FINAL FIGHT

US Gold

13 NINJA WARRIORS

Virgin

14 GOLDEN AXE

Virgin

15 SWORD OF THE SODAN

Activision

16 CHAMBERS OF SHAOLIN

Grandslam

17 METAL MASTERS

Infogrames

18 BLACK TIGER

US Gold

19 DARKMAN

Ocean

20 SKULL AND CROSSBONES

Domark

21 DOUBLE DRAGON III

Virgin

**22 WWF II**

Ocean

23 DYNASTY WARS

US Gold

24 PITFIGHTER

Domark

25 FULL CONTACT

Team 17

26 TMHT

Mirrorsoft

27 DINOWARS

Ubisoft

28 NIGHTBREED (ARCADE)

Ocean

29 ROGUE TROOPER

Krysalis

30 DOUBLE DRAGON II

Virgin

31 LAST NINJA 2

System 3

32 IVANHOE

Ocean

33 WILD STREETS

Titus

34 DR DOOMS REVENGE

Entertainment International

35 COUGAR FORCE

Tomahawk

36 TURTLES 2/ARCADE GAME

Mirrorsoft

37 ALTERED BEAST

Ubisoft

38 DOUBLE DRAGON

Virgin

39 FINAL BLOW

The Sales Curve

40 BANGKOK KNIGHTS

System 3

STRATEGY**1 POWERMONGER** + Data Disk

Electronic Arts

2 UTOPIA + Data Disk

Gremlin

3 PERFECT GENERAL

Impressions

4 MEGA LO MANIA

Mirrorsoft

5 POPULOUS II

Electronic Arts

6 CIVILISATION

MicroProse

7 CAESAR

Impressions

8 SABRE TEAM

Krisalis

9 GLOBAL EFFECT

Electronic Arts

10 DREADNOUGHTS

Turcan Research

11 GENGHIS KHAN

Infogrames

12 SIM CITY DELUXE

Infogrames

13 SIMCITY + Terrain Editor

Infogrames

14 SUPREMACY

Ubisoft

15 CELTIC LEGENDS

Ubi Soft

16 BANDIT KINGS

Ubisoft

17 BATTLE ISLE

Blue Byte

18 POPULOUS + Promised Lands

Electronic Arts

19 RAILROAD TYCOON

MicroProse

20 A-TRAIN

Maxis

21 RAGNAROK

Mirage

22 CAMPAIGN

Empire

23 REALMS

Virgin

24 CENTURION

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25 BREACH 2

Impressions

26 HARPOON + Data Disk

Mirrorsoft

27 MURDER

US Gold

28 LASER SQUAD

Krisalis

29 ROME AD92

Millennium

30 VIKINGS

Thalamus

31 BREACH

Impressions

32 PALADIN

Impressions

33 SIM EARTH

Ocean

34 DEUTEROS

Activision

35 HISTORYLINE 1914-1918

Blue Byte

36 SIMANT

Ocean

37 WARLORDS

Ubisoft

38 GETTYSBURG

Mirrorsoft

39 ARMADA

Mirrorsoft

40 BORODINO

Mirrorsoft

41 MONOPOLY

Ubisoft

42 RISK

Ubisoft

43 BATTLE CHESS II

Intercom

44 BATTLEMASTER

Ubisoft

45 MOONBASE

CRL

46 BATTLE CHESS

Electronic Arts

47 LORDS OF CHAOS

DMI

48 BRIGADE COMMANDER

Ubisoft

49 HILL STREET BLUES

Krisalis

50 AIR BUCKS

Impressions

51 GOLD OF THE AMERICAS

Starbyte

52 HALLS OF MONTEZUMA

US Gold

53 ARNHEM

CCS

54 GERM CRAZY

Electronic Arts

55 TOWER OF BABEL

Microprose

56 CHESS CHAMPION 2175

CDS

57 FLOOR 13

Virgin

58 FIGHTER COMMAND

Impressions

59 FORT APACHE

Impressions

60 LIFE AND DEATH

Mindscape

61 INTERCEPTOR

Electronic Arts

62 RED LIGHTNING

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63 CONFLICT EUROPE

Mirrorsoft

64 COHORT

Impressions

65 SEIGEMASTER

CCS

66 STORM ACROSS EUROPE

SSI

67 CONFLICT: MIDDLE EAST

Ubisoft

68 NAPOLEON I

Impressions

69 AFRIKA KORPS

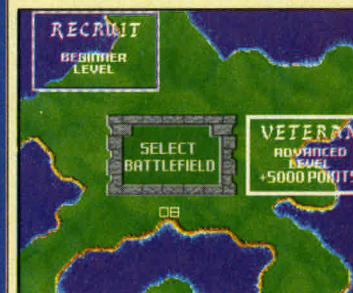
Impressions

70 BIG BUSINESS

Rainbow Arts

71 RAMPART

Domark

**72 CASTLES**

Electronic Arts

73 CRIME CITY

Impressions

- 74 'NAM**
Domark
- 75 TRADERS**
Ubisoft
- 76 NUCLEAR WAR**
US Gold
- 77 CHARGE OF LIGHT BRIGADE**
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- 78 CHAMPION OF THE RAJ**
Mirrorsoft
- 79 DRAGON FORCE**
Phalion
- 80 OVERRUN**
US Gold
- 81 WATERLOO**
Mirrorsoft
- 82 FIRETEAM 2200**
Ubisoft
- 83 AUSTERLITZ**
Mirrorsoft
- 84 NO GREATER GLORY**
Ubisoft
- 85 UMS 1+2**
MicroProse
- 86 ACTION STATIONS**
Lazer
- 87 BLITZKRIEG**
Mirrorsoft
- 88 MEDIEVAL WARRIORS**
Ubisoft
- 89 WHITE DEATH**
Ubisoft
- 90 FINAL CONFLICT**
Mirrorsoft
- 91 VENGEANCE OF EXCALIBUR**
Virgin
- 92 RINGS OF MEDUSA**
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- 93 SPIRIT OF EXCALIBUR**
Virgin
- 94 COHORT II**
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- 95 COVER GIRL STRIP POKER**
The Sales Curve
- 96 IMPERIUM**
Electronic Arts
- 97 MERCHANT COLONY**
Ubisoft
- 98 WARRIORS OF RELEYNE**
Ubisoft
- 99 RORKE'S DRIFT**
Impressions
- 100 SAMURAI/WAY OF WARRIOR**
Impressions

ARCADE STRATEGY

- 1 ELITE**
Rainbird
- 2 ARMOUR-GEDDON**
Psygnosis
- 3 DYNABLAST**
VBI
- 4 THE KILLING CLOUD**
Mirrorsoft
- 5 METAL MUTANT**
Silmarils
- 6 FLAMES OF FREEDOM**
MicroProse
- 7 STARGLIDER 2**
Rainbird
- 8 STORM MASTER**
Silmarils
- 9 SPECIAL FORCES**
MicroProse
- 10 NORTH AND SOUTH**
Infogrames
- 11 PIRATES**
US Gold
- 12 TRANSARCTICA**
Silmarils
- 13 INTERPHASE**
Mirrorsoft
- 14 DRAGON'S BREATH**
Palace

- 15 MIDWINTER**
MicroProse
- 16 IRON LORD**
Ubisoft
- 17 MILLENIUM 2.2**
Activision
- 18 DAMOCLES + Mission Disk**
Novagen
- 19 COVERT ACTION**
MicroProse
- 20 VOYAGE BEYOND**
Ubisoft
- 21 LORDS OF THE RISING SUN**
Cinemaware
- 22 ROBIN HOOD**
Millennium
- 23 ANCIENT ART/WAR IN SKIES**
MicroProse
- 24 NARCO POLICE**
Dynamix
- 25 STAR CONTROL**
Ubisoft
- 26 MOONFALL**
Hewson
- 27 TIME MACHINE**
Activision
- 28 MAGIC FLY**
Activision
- 29 CYTRON**
Psygnosis



- 30 STRIKE FLEET**
Electronic Arts
- 31 STARFLIGHT**
SSI
- 32 SPACE ROGUE**
Ubisoft
- 33 RULES OF ENGAGEMENT**
Impressions
- 34 MAGIC GARDENS**
Electronic Zoo
- 35 ECO PHANTOM**
Elec Zoo
- 36 VOLFIED**
Empire
- 37 AIR SUPPORT**
Psygnosis
- 38 SWORDS AND GALLEONS**
Silver
- 39 CARTHAGE**
Psygnosis
- 40 LOST PATROL**
Ocean
- 41 MURDERS IN SPACE**
Infogrames
- 42 FEDERATION OF FREE TRADERS**
Gremlin
- 43 DAY OF THE PHAROAH**
Rainbow arts
- 44 VOYAGER**
Ubisoft
- 45 ROTOR**
Ubisoft
- 46 ARCHIPELAGOS**
Logotrol
- 47 XIPHOS**
Elec
- 48 GALACTIC EMPIRE**
Tomahawk
- 49 PIRACY**
Electronic Zoo
- 50 DEFENDER OF THE CROWN**
Impressions

PLATFORM

- 1 SUPERFROG**
Team 17
- 2 ZOOL**
Gremlin
- 3 THE ADDAMS FAMILY**
Ocean
- 4 ASSASSIN**
Team 17



- 5 PREMIERE**
Core Design
- 6 GODS**
Renegade
- 7 RAINBOW ISLANDS**
Ocean
- 8 PARASOL STARS**
Ocean
- 9 FIRE & ICE**
Renegade
- 10 ROBOCOD**
Millennium
- 11 LEANDER**
Psygnosis
- 12 PUTTY**
System 3
- 13 RICK DANGEROUS 1+2**
MicroProse
- 14 TITUS THE FOX**
Titus
- 15 SLEEPWALKER**
Ocean
- 16 DELIVERANCE**
21st Century
- 17 FUZZBALL**
System 3
- 18 RODLAND**
The Sales Curve
- 19 JAMES POND**
Millennium
- 20 9-LIVES**
Arc
- 21 ELF**
Ocean
- 22 MYTH**
System 3
- 23 SWITCHBLADE 2**
Gremlin
- 24 ARABIAN NIGHTS**
Krisalis
- 25 BEAVERS**
Grandslam
- 26 JIM POWER**
Loricel
- 27 WOODY'S WORLD**
Global
- 28 TROLLS**
Flair
- 29 SWITCHBLADE**
Gremlin
- 30 MAGIC POCKETS**
Renegade
- 31 TOKI**
Ocean
- 32 ELVIRA THE ARCADE GAME**
Flair
- 33 THE BLUES BROTHERS**
Titus
- 34 CHUCK ROCK**
Core Design
- 35 P.P. HAMMER**
DMI
- 36 CREATURES**
Thalamus
- 37 LIONHEART**
Thalion
- 38 MCDONALD'S LAND**
Virgin
- 39 BC KID**
Ubi Soft
- 40 BUBBLE BOBBLE**
Firebird
- 41 HARLEQUIN**
Gremlin
- 42 FLOOD**
Electronic Arts
- 43 NEW ZEALAND STORY**
Ocean
- 44 VIKING CHILD**
Ubisoft
- 45 CAR-VUP**
Core Design
- 46 RISKY WOODS**
Electronic Arts
- 47 CHUCK ROCK II**
Core Design
- 48 JOE & MAC**
Elite
- 49 NIGHT SHIFT**
Lucasfilm
- 50 NEBULUS II**
Hewson
- 51 UGH!**
Blue Byte
- 52 MEGA TWINS**
US Gold
- 53 ROLLING RONNY**
Virgin
- 54 TEARAWAY THOMAS**
Soundware
- 55 BABY JO**
Loricel
- 56 LETHAL WEAPON**
Ocean
- 57 GHOULS'N'GHOSTS**
Elite
- 58 PREHISTORIK**
Titus
- 59 DOJO DAN**
Europress Software
- 60 HUDSON HAWK**
Ocean
- 61 NAVY SEALS**
Ocean
- 62 HOI**
Kompact
- 63 CAPTAIN PLANET**
Mindscape
- 64 EDD THE DUCK**
Zeppelin
- 65 KID GLOVES**
Ubisoft
- 66 LITTLE BEAU**
Digital Magic
- 67 IMPOSSAMOLE**
Gremlin
- 68 THE AMAZING SPIDERMAN**
Ubisoft
- 69 BATMAN - THE MOVIE**
Ocean
- 70 STRIDER**
US Gold
- 71 BUILDERLAND**
Loricel
- 72 AXEL'S MAGIC HAMMER**
Gremlin
- 73 MIGHTY BOMB JACK**
Elite
- 74 HAGAR**
Kingsoft
- 75 DOODLE BUG**
Core Design
- 76 CAPTAIN DYNAMO**
CodeMasters
- 77 FIRE AND BRIMSTONE**
Microprose
- 78 SUPER WONDERBOY**
Activision

- 79 ONSLAUGHT**
Hewson
- 80 CHRONICLES OF OMEGA**
Arc
- 81 CRYSTAL KINGDOM DIZZY**
CodeMasters
- 82 THE COOL CROC TWINS**
Empire
- 83 APPRENTICE**
Ubisoft
- 84 STRYX**
Ubisoft
- 85 FLIMBO'S QUEST**
System 3
- 86 TWIN WORLDS**
Ubisoft
- 87 SPELLBOUND**
Virgin
- 88 GHOSTS'N'GOBLINS**
Elite
- 89 TOP BANANA**
Hex
- 90 CRAZY SEASONS**
Ubisoft
- 91 SEVEN GATES OF JAMBALA**
Rathal
- 92 SLY SPY - SECRET AGENT**
Ocean
- 93 MANIC MINER**
Software Projects
- 94 TOYOTTES**
Ubisoft
- 95 FLIPPIT & MAGNOSE**
Mirrorsoft

PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 DYNA BLASTER**
Ubi Soft
- 4 PIPEMANIA**
US Gold
- 5 PUSH-OVER**
Ocean
- 6 HUMANS/JURASSIC LEVELS**
Mirage
- 7 BILL'S TOMATO GAME**
Psygnosis
- 8 GOBLIINS 2**
Coktel Vision



- 9 KLAX**
Domark
- 10 CHIPS CHALLENGE**
US Gold
- 11 TETRIS**
Infogrames
- 12 BRAT**
Mirrorsoft
- 13 WIZKID**
Ocean
- 14 MORPH**
Millennium
- 15 GOBLIINS**
Coktel Vision
- 16 TRODDERS**
The Sales Curve

- 17 SINK OR SWIM**
Zeppelin
- 18 TINY SKWEEKS**
Loricel
- 19 LOOPZ**
Audiogenic
- 20 SUPER TETRIS**
MicroProse
- 21 STEG**
CodeMasters
- 22 BLOCKOUT**
Ubisoft
- 23 LOCOMOTION**
Global
- 24 WELLTRIS**
Ubisoft
- 25 BUG BOMBER**
Ubisoft
- 26 ISHIDO**
Palace
- 27 PUZZNIC**
Ocean
- 28 NEVERMIND**
Psygnosis
- 29 E-MOTION**
US Gold
- 30 TRIVIAL PURSUIT**
Domark
- 31 CASTLE OF DR. BRAIN**
Sierra

- 32 STONE AGE**
Grandslam
- 33 ATOMINO**
Psygnosis
- 34 SUPAPLEX**
Digital Integration
- 35 LOGICAL**
Rainbow Arts
- 36 GEM'X**
Ubisoft
- 37 BRAIN BLASTERS**
Psygnosis
- 38 ATOMIX**
Ubisoft
- 39 REVELATIONS**
Krisalis
- 40 PICK'N'PILE**
Ubi Soft
- 41 QUADREL**
Krisalis
- 42 CATCH'EM**
DMI
- 43 PLOTTING**
Ocean
- 44 7 COLORS**
Infogrames
- 45 KWIK SNAK**
Ubisoft
- 46 SPINDIZZY WORLDS**
CodeMasters
- 47 JUMPING JACKSON**
Ubisoft
- 48 CLOWN'O'MANIA**
Ubisoft
- 49 SCRABBLE**
Melbourne House
- 50 MANIX**
Millenium
- 51 MANIC MARBLE**
Ubisoft
- 52 TILT**
Ubisoft
- 53 BOULDERDASH**
First Star
- 54 BOSTON BOMB CLUB**
Silmarils
- 55 THE POWER**
Demonware
- 56 RA**
Re-line
- 57 Pictionary**
Domark
- 58 ARCADE TRIVIA QUIZ**
Audio Genic
- 59 HOYLE'S BOOK OF GAMES**
Sierra

- 60 MIKE READ'S POP QUIZ**
Elite
- 61 STACK UP**
DMI
- 62 SPORTING TRIANGLES**
CDS
- 63 SWAP**
Palace
- 64 SARAKON**
Thalion
- 65 THE BALL GAME**
Ubisoft

ROLE PLAYING

- 1 DUNGEON MASTER**
Psygnosis
- 2 CHAOS STRIKES BACK**
Psygnosis
- 3 EYE OF THE BEHOLDER II**
US Gold
- 4 LEGEND**
Mindscape
- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
Thalion
- 7 BLACK CRYPT**
Electronic Arts
- 8 MIGHT AND MAGIC III**
US Gold
- 9 PALADIN II**
Impressions
- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 SHADOWWORLDS**
Krisalis

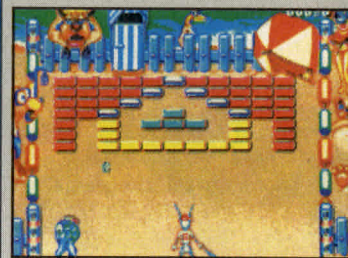


- 14 WORLDS OF LEGEND**
Mindscape
- 15 POOLS OF DARKNESS**
US Gold
- 16 DEATH KNIGHTS OF KRYNN**
US Gold
- 17 CHAMPIONS OF KRYNN**
US Gold
- 18 BARD'S TALE III**
Electronic Arts
- 19 BARD'S TALE II**
Electronic Arts
- 20 ABANDONED PLACES 2**
ICE
- 21 ULTIMA VI**
Mindscape
- 22 EXODUS**
Global
- 23 STARFLIGHT II**
US Gold
- 24 STARFLIGHT**
US Gold
- 25 SHADOWLANDS**
Domark
- 26 SECRET OF THE SILVER BLADES**
Infocom
- 27 HARD NOVA**
Electronic Arts
- 28 SHADOW SORCERER**
US Gold
- 29 ISHAR/LEGEND OF FORTRESS**
Daze

- 30 LEGENDS OF VALOUR**
US Gold
- 31 LORD OF THE RINGS**
Electronic Arts
- 32 SPACE 1889**
Empire
- 33 MEGATRAVELLER 1**
Empire
- 34 BUCK ROGERS**
US Gold
- 35 DRAGON WARS**
Ubisoft
- 36 AZURE BONDS**
US Gold
- 37 POOL OF RADIANCE**
US Gold
- 38 LEGEND OF FAERGHAIL**
Rainbow Arts
- 39 TREASURES/SAVAGE FRONT**
US Gold
- 40 GATEWAY/SAVAGE FRONT**
US Gold
- 41 DRAGON FLIGHT**
Ubisoft
- 42 DRAGONS OF FLAME**
US Gold
- 43 SWORDS OF TWILIGHT**
US Gold
- 44 HOUND OF SHADOW**
Electronic Arts
- 45 THIRD COURIER**
Accolade

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

There. Satisfied now? What do you mean, Vaxine is ten times better than Thunderjaws? Don't start all that again. Pleeese.

SWAP

Amiga 500+ with 1 meg upgrade - mint condition - and many top games such as Sensi 92/93, Monkey Island, Civilisation, Photon Paint, plus joystick and mouse. Will sell for £310. Ring Jamie Harris on 0638-578140 any time.

I have Kyrandia, Enchantia, Monkey Island I, Lure of Temptress, Goblins. Will swap for Leisure Suit Larry, Flashback, Waxworks, Indy Jones Adv., Crystal Kingdom Dizzy, D/Generation, Hook, Ween, Universal Monsters. Steve Hampson 0278-722118.

Wanted: Ashes of Empire, It Came From The Desert, A-Train, Strike Fleet, Chaos Engine, Battle Isle. Dave Jones 091-296-3175.

I will swap SFII, First Samurai & MegaloMania pack, Pinball Dreams, AY8B Harrier Assault for a Gameboy with a couple of games. Ross Malin 0263-514395.

Will swap/sell Wizkid, Lotus III, First Samurai, Aquatic Games (£14 each); Leander (£10), Cisco Heat and Die hard 2 (£8 each), for: Goblins, Goblins 2, Enchantia, Indy Jones Adv. Tel Iain Hayes 081-841-2527.

Amiga 500, 1 meg, all manuals, D Paint, Kindwords, six games, workstation/monitor stand; ex condition, £150 ono. Ken Jackson 0932-880232. I have Future Wars, Lethal Weapon, Magnetic Scrolls, ESWAT, Narc, Days of Thunder, Nightbreed. Would like; Monkey Island 1 or 2, Desert Strike, SFII, Zool, Darkseed, Walker. All must be boxed originals, will consider two for one. Robert Heselwood, 32 Baildon Chase, Whinmoor, Leeds LS14 2BA.

SNES (British) for sale. Eight games (all got at least 94% in reviews), converter and two control pads. Boxed with warranty, great condition. Worth £550, sell for £200. phone after 8pm. Paul Hodges 0708-454905.

Will swap or sell Superfrog (£15), Sabre Team (£10), McDonaldland (£7), D/Generation (£7), Alcatraz (£5), for Graham Gooch's, Exile or Chuck 2. C. Rayment 0892-541130.

Help! Deuterios for the Amiga desperately wanted, plus any saved games. Will pay anything within reason, write soon - contacts also wanted. Ian Bell, 3 Scarisbrick Place, Norris Green, Liverpool L11 7DJ.

Will sell: Cruise For a Corpse, Lure of the Temptress, Epic, John Madden's (£10 each); Hunter and Audiogenic Rugby at £5 each - or £40 for the lot. Will swap any of above for Pacific Islands, Lotus III, Kick Off 2 (1 meg) or Archers's Pool. Phone Steve on 0865-379770 after 6pm.

Wanted: Quickshot Supervision and games. Will buy, or swap for A500 software. Richard Jenkins, Watermede,

Waterside, London Colney, Herts AL2 1RB.

Swap new copy of Microprose GP for Beast III, Monkey Island 2, Superfrog or Heimdall. Phil Martin 0489-895892.

For sale: A500+ with many games including Monkey Island 2, Premiere and No Second Prize. Joystick, mouse, dust covers and other various accessories and a Philips colour monitor. £300 ono. Will sell separately. Paul Clarke 0203-715435.

Will swap Castles (boxed) for Championship Manager 93/94, Premier Manager or Flashback. Also swap Chuck Yeagers A.F.T. 2.0 plus tape, for King's Quest V, Curse of Enchantia or Body Blows. Kevin Fullerton, 89 Broadacres Hatfield Garden Village, Hatfield, Kent AL10 9LE.

Swap Body Blows or Special Forces for F15 Strike Eagle II or Combat Air Patrol. Call Mon-Fri 5-6pm, Stephen Hindy on 081-764-9233.

For sale: Amiga 600 with four games, workbench and D-Paint 3. All for only £230. Call after 7.30pm - David Wallis on 081-876-9302.

Sell Starflight, Lotus 2 at £6 each; SEUCK, Dragons of Flame £5 each, Space Crusade £8, TNT, Darkside, Final Fight and Shadow of the Beast at £4 each. Alex or Tom Whiteley 0225-722200. Please help!! I am desperately looking for Police Quest 2. Contact Peter Evans on 0222-520414.

I will swap my 48k Spectrum plus 75 ams for only one decent RPG. (What, on the Speccy, or Amiga, Pete?) Peter Bushell 0865-874425.

Swap my CDPD (Fred Fish 1-660), unused and unopened, for your CDTV title - any except Sim City, preferably a game. Murray Gordon 0254-823012.

Will swap Fire & Ice, Kick Off 2, Man Utd Europe, Jaguar XJ220, Beast III or Zool for; Flashback, Desert Strike, Body Blows, SFII, Arsenal FC (it's not out yet, you clown!). Amiga contacts also wanted worldwide. 100% reply. Francis Lavery, 16 Lakeview Park, Craigavon, Co. Oarmagh, N. Ireland.

Help! I'm so stuck with Escape From Colditz that I have served nearly two years inside (you're pretty crap then J., yeah...?). If anyone can help me with a map or a cheat or ANYTHING! J. Howe, 0850-621713.

For sale - altogether only. Zool, Monkey Island 2, Espana '92, Smash TV, WWF, North & South, Rainbow Islands, Alien Breed '92 and Pang - worth over £120, for sale at £50. Won't split (hey - nice guy). Andy Booth, 0772-611084.

Wanted: female pen pals aged between 12 and 16. 101% reply. Andrew Fletcher, 24 Park Close, Burgess Hill, West Sussex

RH15 8HL.

I have Apidya and Zool and I would like to swap them for any of the following: PGA Tour Golf, Bill's Tomato Game, Curse of Enchantia. Will consider other good games. Barry Panayi 360-7175 (erm, we suspect that's 081 if you're outside London) after 4pm.

I am looking for a contact to swap games with. I don't want to pay for games. I will reply to all letters so get writing to; James Fryer, 75 Sussex Gardens, Hucclecote, Gloucester GL3 3SP.

Flintstones to sell for £5 or swap for anything - preferably Myth. John McGurk, 97 Berwick Road, Greenolk, Renfrewshire PA16 0HL.

For Sale: Knights of the Sky, EOTB 2 + hintbook, Birds of Prey, Hunter, Corporation, Powermonger, Lost Patrol, Prince of Persia, Desert Strike £5 -£20 or £80 the lot. J. Christian Flett, 031-225-5420.

Swap Populous 2, Zool, Cisco Heat and Supercars II for Air Bucks, Premier Manager, Deja Vu 1 & 2 and Larry 2. One for one. Michael Ward, 5 Ash Tree Close, West Kingsdown, Nr Sevenoaks, Kent TK15 6JA.

I have Desert Strike, Beast III, Jaguar XJ220, B17, Knights of the Sky, Sabre Team, John Madden '92, Monkey Island 1 - all originals. I want: Robocop 3, Walker, Monkey Island 2, Indy IV (adv.), Flashback or Superfrog. Richard Murray, 94 Corrib Road, Terenure, Dublin 6W.

Swap/sell: Beast II, Total Recall, Xenon 2 and Photon Paint £5-7 or all four for Project-X or Alien Breed '92 or Sleepwalker. Jonathan Briggs, 0773-607281.

WANTED! Little Computer People, Highway Patrol 2, Empire Strikes Back (wire framed). I will pay £5 each maximum - must be boxed with instructions. Lee Walker, 28 Greenway View, Gresford, Wrexham, Clwyd LL12 8HR.

Swap: Abandoned Places 2, Zool, Populous 2, Monkey Island 2, Defender of the Crown, Lost Patrol for; B17, Goblins 2, Body Blows, Lost Vikings or Chaos Engine. Gavin Jones, Glan-yr-afon, Rhymney Bridge, Rhymney, Gwent NP2 5QG. (Nice address)

I have Beast III, Heimdall, Monkey Island, Lure of the Temptress. I want Wizardry 6 & 7, and Might & Magic 3. Alternatively, will pay £15 for each game (nice one Liz - not like that tight so-and-so up there offering a pathetic fiver...). Elizabeth Obiorah, 081-318-3309.

Would like Palace Barbarian or any other good game: swap for; Player Manager, TV Sports Football, Full Metal Planete, Dennis Wheatley's Here With The Clues, California Games, Jimmy White's Snooker

and Armageddon Man. Alex Cane, 0628-476883.

Atari Lynx 2 with three games, mains adaptor £80, or p/x Amiga second drive. Will swap Populous 2 for Dune. Philip Mew, 0922-492321.

Sexy Amiga 500+, 1 meg, two power packs, two joysticks, two mice, all manuals, cables and other accessories. Still boxed with warranty, plenty of software for only £240. Phone 021-551-7394 and ask for Nick.

I would like to swap Hard Drivin', D-Paint III and Bart vs Mutants for Championship Manager '93 or A-Train. Dan Corbridge, 5 Broom Road, Calverton. Notts NG14 6HD.

Wanted! Clue books for Ultima series 1-6. Reasonable prices paid. Contact Bill on 0254-395794 after 4pm.

I would like to swap Robocop 3 for Pinball Fantasies. If anyone is interested please write quickly! Will pay for P&P. Sandra Grose, 24 Priory Road, Dudley, West Midlands DY1 4ET.

Amiga contax wanted. Must be fast, reliable and get new stuff all the time. Send list or disks to John Bayliss, 19 Greenodd Ave, West Derby, Liverpool L12 0HE.

To swap: Road Rash, Desert Strike, Lure of Temptress, Streetfighter II. I want Curse of Enchantia, Kyrandia, Dark Seed, Monkey Island and Lionheart. Daniel Worthy, 0934-852124.

God I'm bored. A lovely sunny Thursday afternoon and here I am typing in these things. It's not as if anyone bothers to make then interesting: "I want" this, "I would like" that, "I will swap" the other. Ho hum, on we go.

Wanted: Amiga contacts, will reply to most letters sent (what about the others then?). James Wilson, 16 Willow Avenue, Catterick, North Yorks DL9 7OP.

Amiga games for sale! Most in mint condition - all genres catered for. Please write for printed lists. Also, will swap my Graham Taylor's for your Dreadnoughts. Game must be in mint condition and contain all relevant documentation. Stuart N. Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ.

I have Lure of The Temptress, F1GP and Graham Taylor's Soccer Challenge. Swap for Premier Manager (will everyone please note that the word "Premier" does not have a third "E" at the end, you duffers!!), John Madden and Desert Strike. Ian Kennedy, 021-772-6602.

I want to swap one or more of these games: Alien Breed '92, Terminator 2, Nightbreed, Bart vs Mutants, Indiana Jones Action, Bonanza Bros, for Kyrandia, Monkey Island 2 or Curse of Enchantia. Nick Compton, 37 St. Michael's Road, Warwick CV34 5RS.

SHOP

Will swap any three from Harlequin, Robocod, Heroquest and Putty for your Dynablasters. Nick (it looks like...) Bavers, 0449-721621.

Swap Bubble Bobble, Captain Planet, Harlequin, Lemmings + data disk, Nigel Mansell's, Ninja Rabbits, Space Harrier 2, for Kyrandia, Space Ace II, Dragon's Lair II or III. Will swap more than one for one. Gregor Smith, 0786-833585.

Swap Batman, Scooby Doo, Kick Off 2, F19 Stealth Fighter, WWF and 3D Construction Kit, for: Bill's Tomato Game, Body Blows, Lemmings 2, Flashback, Fire & Ice or Superfrog. Colin Fowle (probably), Balcairn, Old Meldrum, Inverurie, Aberdeenshire AB51 0EU.

Swap D-Paint IV, F19 Stealth Fighter and Technosound Turbo sound sampler, for B & W 24 pin printer. S.M. Spencer, 26 Meadowfield, Sleaford, Lincs NG34 7AZ. Now look - if you're going to do joined up writing, at least please make it legible. Take Simon Dowe for example. At least, I think that's his name, but he would insist on not only doing tiny cursive writing, but using a fountain pen too! I can't read it mate, and neither can the encryption department of the FBI, I suspect. You wouldn't believe the amount of stuff that gets chucked in the bin, so come on - tidy yourselves up. Jeeeee-sus.

I would like to swap The Simpsons, Paperboy 2, Captain Planet, Terminator 2, MIG 29, Monty Python's Flying Circus, First Samurai and Shinobi, for Body Blows, AMOS and Zool. Gordon McVean, 065184-2228.

Check this out! Amiga 500+, 1 meg, external drive, expensive joystick, many games and mags, three disk boxes, mouse and mat. First offer over £300 accepted. Jon Parrish, 0263-788110.

I am willing to buy, sell or swap Amiga games. Send me your price lists or two 18p stamps for my list. Originals only - titles include Powermonger, F15 2, Moonbase etc, and cost from £1.50. Mark Smith, 6 Bernard Crescent, Ipswich, Suffolk, IP3 9LJ.

I have Lure of The Temptress, F19, Kick Off 2, Final Whistle, Jimmy White's, Man Utd Europe, Chaos Engine, England, Turrican, Pro Tennis 2 - all boxed. I would like Superfrog, Alien 3 or Goal! Would consider two or three for one. Leigh Duckwith, 0723-376318:

Wanted: Amiga contacts, 100 % reply guaranteed. Send lists to Danny King, 93 Frinton Road, East Ham, London E6 3HE. Hello everyone. I would like to swap games; I have Sensible Soccer, Caesar, Back to the Future III, 4D Boxing, Pro Tennis 2, Alcatraz and more. Send lists, will reply. Also pen pals wanted to talk about Amiga/football/anything. Stuart Harris, 2 Balchin House, Bishop Street,

Portsmouth, Hants PO1 3DG.

Swap or sell: Pro Tennis Tour, The Games Summer Edition, Robin Hood, Battle Chess, Prince of Persia, Speedball, Powerdrome, Nigel Mansell, Toyota Rally, WWF 1 & 2, F15 2, Chaos Engine, Sleepwalker, Bart Simpson, Epic, Midwinter, Lemmings + data disks, Lemmings 2, AB '92, Putty, F1GP, Stunt Car Racer, Turtles and others. Flashback wanted. Tel Dave Bond on 0308-25561.

Wanted; Millenium 2.2, Supremacy or Might and Magic 2. Will swap for likes of Might and Magic 3, Amberstar, Bard's Tale 2 and many more. P Bartlett, 57 Hemlingford Road, Walmley, Sutton Coldfield, West Midlands B76 8JD.

A600 with 2 meg upgrade, nine months old. All manuals and packaging, includes Flashback, Historyline, Chaos Engine, Waxworks, SFII and more. £350, no offers. J Wood, 130 Boyd Court, Downshire Way, Bracknell, Berkshire RG12 1PZ.

I will swap Monkey Island, Indy Jones IV (adventure), Future Wars and Indy & Last Crusade adventure. Would like Leisure Suit Larry games or Mad Dog Williams. Call Scott on 061-973-6176.

Amiga contacts wanted, fast reply guaranteed. Alan, 67 Frinton Road, Broxtowe, Nottingham NG8 6GQ.

Amiga games for sale. Zool, Assassin, John Madden, Beast III £12, Populous £10, F-19 £7, Awesome, Motorhead £5. Write to Rob Purcell, 24 Wyatt Road, Kempston, Bedford MK42 7EW.

A500 for sale - boxed - all manuals, disks and games, with 2 Mb RAM, £230 ono. Also for sale, 52Mb hard drive, £200 ono. Joe Fahy, 0279-777480.

I would like to sell Joe & Mac Caveman Ninja, full original, for £20. Also sell Atari Lynx with California Games and Paperboy for £80. Mark Atkin, 381 Thornaby Road, Thornaby, Stockton-on-Tees, Cleveland TS17 8QN.

I have over 1000 PD titles for sale. Send me a disk and a first class stamp and I will send you a list. Marcus Butcher, 22 Keyberry Road, Newton Abbot, Devon, TQ12 1BX.

I will sell SFII, Desert Strike, Zool and No Second Prize, all boxed with instructions, for £15 each, and Sensible Soccer, Midnight Resistance and Crazy Cars 3 for £10 each. Andrew Collinson, 7 Hodge Lea lane, Hodge Lea, Milton Keynes, Bucks MK12 6JA.

Swap! Lemmings 1 & 2, Sensible Soccer 92/93, Tip Off, WWF2, Graham Taylor's, Espana '92 and I.B. cricket for: Monkey Island 2, Kyrandia, Lure of The Temptress or any other good adventure games. May even consider two for one swap. Paul Durrant, 0386-45044.

Battle Chess, Wrath of the Demon,

Another World, Lure of The Temptress, Heimdall, Rainbow Islands, Beast I, Nightmare, Zool, Fantastic Worlds, B17, SFII for Project-X, Harlequin, Monkey Island 1 or 2, Epic, or anything decent. May swap two for one. Kevin Creswick, 15 Denham Avenue, Allesley Park, Coventry, West Midlands CV5 9HX.

Swap my Curse of Enchantia for Lure of The Temptress. Also swap my Wonderland for Kyrandia or Monkey Island 1. Both games boxed and as new. Would also consider Dark Seed. (Well why didn't you say that earlier and save me keep repeating myself?). Has anybody got Visionary by Aegis - can you fathom it out? If so please write because I'm desperate. Donna Worsencroft, 135 Watson Road, Blackpool, Lancashire FY4 3EW.

Amiga A600 plus joystick and games, six months old £215 ono. Matthew Berriman, 0252-871269.

To swap: Campaign; I want Genghis Khan or Elf, originals only. Steve Blake, 145 Salamanca Park, Aldershot, Hants. Rolf Harris fans!!! I have a large collection of Rolf memorabilia; tapes, Rolf's Cartoon Time videos, Two Little Boys signed 12" mixes and some armbands like those kids used to wear in the advert for the swimming baths. Write now for further details of this Antipodean extravaganza. Send blank cheques and banknotes to Neil Jackson, 1 Osborne Place, Todmorden, Lancashire. Genuine Rolf fans only please. Re-advertised due to time wasters.

Swap or sell Superfrog, Reach for the Skies, Project-X, Wing Commander, Nigel Mansell's, Assassin, Goblins 2, Son of Chuck, Trolls and Sleepwalker, for Bill's Tomato Game, Kyrandia, Apidya. D Dowson, 13 Burchester Avenue, Barton, Oxford OX3 9ND.

For sale: A500 1 meg, great condition, boxed with control centre, two mice, two joysticks and over forty games. Worth over £800 (allegedly), will sell for £350 ono. Risheer Patel, 081-300-3597.

I would like to swap SFII (with manual but not boxed), for your Final Fight and Marble Madness. Darren Hermes, 33 Normandy Way, St. Budeaux, Plymouth, Devon PL5 1SN.

Amiga contacts wanted interested in games, PD utilities and demos. 100% reply. P Rance, 10 Pine Close, Canvey Island, Essex SS8 9JL.

Swap: Cool World, Vroom, Eagles Nest, SFII, Special Forces, Killerball, for: Match of the Day, Championship Manager, A-Train, Air Bucks, Monkey Island 2. Also, has anyone got a 1.3 workbench disk for sale? Gordon Smith, 0555-663872.

Wanted: buy, borrow or info on MGT lead from Amiga to lifetime drive. Frank

Stone, 0283-213086.

I would like to put this message into the Swap Shop if it is possible. (it certainly is - away you go...) Hello! (Hello) I will swap or sell: Magic Pockets, Striker, Titus the Fox, Robocop, Battle Squadron, Silkworm and/or Pinball Dreams. (Tell us now, what are the games you particularly want?) The games I particularly want are; Metal Mutant, Utopia, Zool 2 (what, you mean in October, when it's released?) and/or Zack McKracken. I will consider any others you think I might like. Selling prices are £3-9. My name is Crystal Kershaw and I'm ten years old. (Tell us Crystal, what computer do you own?) I have an Amiga 600 so I can only accept games for this type. Contact me at Scatterbeck (isn't that where Wurzzle Gummidge used to live), Lazonby, Penrith, Cumbria CA10 1BY. Bye! (Ta ra then love) PS. Any tips for Pushover or Putty? I know it's quite a long message, and I wouldn't be surprised if you don't put it in, but if for some reason it turns out you don't have quite so many Swap Shop letters, I would be extremely grateful if you did. Thank you very much, yours hopefully, Crystal Kershaw. (Bless Her!) Amiga 500 for sale, 1 meg RAM, mouse, joystick, 17 games, ten mags and about 40 demos. Boxed, as new, TV modulator and all leads - in excellent condition. A bargain at £255. Lee Garland, 0604-870625

S.I.X. have over 100 actively swapping contacts - join us. For details send a large S.A.E. to S.I.X., PO Box 600, London W12 8ZX.

Amiga software for sale/swap. Back to the Future II, Days of Thunder, Deluxe Strip Poker £2 each; Corporation, Heroes Pack £5 each, Dragon's Lair II £15, Leander £10, Mystical £8, Robocop 2 £3, Space Ace £15, Team Yankee £7, Virtual Reality 1 £8. David Allport, 32 Low Ash Avenue, Wrose, Shipley, West Yorks BD18 1JJ.

Swap/sell Utopia, Pinball Dreams, Nuclear War, Space Ace, Gods, SWIV, Dungeon Master, Altered Beast, Amnios or Desert Strike, for Castles, Castles data disk or Rampart. Edward Rymer, 0482-8909408.

I have Microprose F1GP, and will swap for Elite or Team Yankee. Jason Barge, 0933-271509.

Wanted: any of the Kings Quest or Larry series. Must be in mint condition and a reasonable price. Lewis Barlow, 534 Lucknow Road, Short Heath, Willenhall, West Midlands.

Would like to swap Chaos Engine for No Second Prize, Walker, Dune 2, Amberstar or any decent games. Contact Neil Burrows on 051-420-2696 after 5pm.

SWAP SHOP

I will swap Hong Kong Phooey, Back to the Future II, Circus Attraction, Grand Prix Circuit, 4th and Inches, Fast Brakes, Blue Angels for Bubble Bobble or Sensible Soccer please. Andrew Burton, 97 Wickham Chase, West Wickham, Kent BR4 0BQ.

Laser Squad (Amiga) - have you got a decent working copy of it? If so - I want it! (push-eee) Will pay budget price for it, i.e., £14. Ben Roberts, 0223-355201.

Wanted - Amiga contacts! Will write to all received. Also can anyone help me in Enchantia; I can't get past the electric eels. Help! (I think you have to prod them with a er, prodder, that can be found in a hole past Mr Fishy, maybe, I think. Probably) Lisa-Marie Cox, 30 Islwyn Street, Cwmfelinfach, Gwent, South Wales NP1 7HA.

A500, 1 meg, hardly used with new mouse and all manuals, still boxed - £190. Panasonic KXP 1124 24 pin b/w dot matrix printer, Amiga compatible, £150. Game Gear with four great games and AC adaptor, £120. Hundreds of Amiga mags, very cheap. Andrew Sutherland, 0384-75505.

I need help with Goblins and Goblins 2! If someone knows how to complete it all, please write to me as soon as possible. (You should live in Britain so's you can get your hands on one of the luvverly tips books, shuntcha?). Karl Mifsud, "Carina", Schembri Street, Hamrun HMR 02, Malta, Somewhere South of Spain (we think).

Swap/sell - Rainbow Islands, Zak McKracken, Powermonger, F15 Strike Eagle II, Corporation, Laser Squad, Boxing Manager and Starglider 2. Want Amberstar, Lemmings 2, PGA Tour Golf. Christopher Lancaster, 081-989-0375. **Amiga 500 for sale.** 1mb, over £900 worth of games, three joysticks and a mouse. Excellent condition, £650. Phone Martin after 6pm, 0702-521935. Amiga contacts wanted, send lists and disks - 100% reply. Also CDTV for sale, please contact James Fryer, 75 Sussex Gardens, Hucclecote, Gloucester GL3 3SP.

Amiga 500, 1 meg memory, two joysticks, mouse and mat, loads of games and 50 disks including AMOS, Hi Soft Basic, Music Players, D-Point II and loads of PD games. £200 the lot, or £280 with SNES and Street Fighter II. Richard Toolaram, 0604-414624.

Swap Street Fighter II, Bart Vs Mutants, Beast II, Nightbreed, Kick Off 2, Back to the Future 2, NZ Story, WWF and Sega Smash Hits, for Charge of the Light Brigade, Star Control, Wing Commander, John Madden. Mark Hook, 18 Code Road, Tilgate, Crawley, West Sussex. Has anyone got a cheat for Magic Pockets, Civilisation, Xenon II, Midwinter 2, DragonNinja. I need a lot of help!! Mark Higginson, Sherwood Sugnall, Eccleshall, Staffs ST21 6NF, 0785-851560.

I will swap or sell: Pro Boxing, Steg the Slug, Magicland Dizzy, Gremlins 2, Frankenstein, James Pond, Daley Thomson's Olympic Challenge, Altered Beast, NZ Story or The Untouchables, for: Chase HQ, D-Point IV, Putty, 3D Construction Kit, Sooty and Sweep. Will consider others. I will also swap or sell Spectrum games. Matthew Fletcher, 38 Landgate Road, Handsworth, Birmingham B21 8JH.

I have Monkey Island, Wing Commander, Alien Breed '92, Beast III, Striker and Pinball Dreams, and would like Lionheart, Darkseed, Amberstar, Project-X or any other good A1200 compatible games. No copies please, I'm not interested. (Top chap) Simon Brencher, 0372-476821.

Sell A500 1.3.2 wb, A1200 mouse, boxed as new with 6 original games and loads of PD stuff. £185 ono, or will p/x for A500+ or A1200. Also interested in getting hold of Action Replay 3 + docs, and a cheap modem + docs. Mark Walker, 23 Pedley Avenue, Westfield, Sheffield S19 5EZ.

Jimmy White's Snooker, Kick Off, Batman the Movie, Airbus A320, NZ Story, 4D Driving, Indy 500, Falcon mission 2, Lotus 2, Team Suzuki. Thunderhawk, Ferrari F1, F/A 18 Interceptor for: Lure of The Temptress, Darkseed, Curse of Enchantia, KGB, Legend of Kyrandia, Cruise for a Corpse, PGA Tour Golf, Premier Manager, Pinball Fantasies - up to FIVE for ONE. Allan Brown, 071-793-1185.

I will swap or sell Striker, Premiere, Chaos Engine, Desert Strike, Man Utd, Beasts II & III, Fireforce, Birds of Prey and Outrun Europa for anything good. Telephone Simon Smith on 081-680-8443.

I have Zool and in exchange would like Assassin, Reach for the Skies or Eye of the Beholder. Also swap Putty for Premier Manager. Gary Turley, 48 Belfast Road, newry, Co. Down, Northern Ireland BT34 1QX.

I will swap Beast II, Eye of the Beholder, The Olympiad Collection, Pro Boxing Simulator, Final Fight for; TV Sports Basketball, Tip Off, John Madden, Robocop 3 or any other good basketball game for the Amiga. T Langston, 0483-37027.

I would like to sell the following Amiga games: Curse of Enchantia £17, Chaos Engine £15, Eye of The Beholder £17, Thunderhawk £12, Epic £12, Alien Breed '92 £6, or swap agreed combinations of these for one of the following SNES games: Super Star Wars, Streetfighter II, Mario Kart or Super Probotector. Richard Applin, 0789-750433.

Amiga 600HD, 20 meg hard disk, manuals, leads, two joysticks and one hundred games - £400 in box. External drive and music sampler £45. 30 disks with 150 PD games £20. Wayne, 0923-227513.

For sale: Goblins 2 £20, Ween £20, Creatures £15, or buy all three for £50

and get Sleepwalker free. Lynx mkl and mains adaptor £40. Gauntlet 3, Hard Drivin', Batman Returns, Rygar, Viking Child, California Games - £20 each or buy Lynx & mains adaptor & six games for £120. (Nicely put). Simon Clay, 0603-402819.

A1200 for sale. External drive and speakers, approx £200 worth of games - £600 ono, excellent condition, only five months old, still boxed. Unfortunate reason for selling - need the money urgently. Alan Lewis, 4 Troed-Y-Rhiw, Trallwn, Swansea SA9 9SA.

Amiga 500 1mb. £100's worth of games, joystick, mouse, modulator, worth over £500, selling for £300. Quick sale wanted, if interested phone 07832-303155 - Sean Thorneycroft.

Desperately want Monkey Island 2. Will swap for any three from Dragon's Lair II, Monkey Island 1, Another World, Super Hang On, R-Type 1, 4D Boxing, Robot Monsters, Beast I, Operation Wolf, Last Ninja 2, Rocket Ranger, Sword of Sodan. Paul Martin, 34 Berth-Glyd, Abergele Clwyd, North Wales LL22 7HR.

For sale: CDTV including stereo monitor, keyboard, drive, mouse, games (still under warranty) £395. Tel N.P. Wilmore, 0737-352112.

Will swap Combat Classics, Flight of The Intruder, F16 Combat Pilot - boxed, as new with manuals. All these are yours if you have a copy of Shuttle, boxed with manual, in return. A bargain or what?! Tony Patrickson, Flat 3, 182 Lisburn Road, Belfast BT9 6AL.

I'll sell or swap - Robocod, Zool, Final Fight, M1 Tank Platoon, Power Up compilation, A-10 Tank Killer and Assassin. Daniel Saper, Cedar Lodge, Woodpecker Way, Mayford, Woking, Surrey GU22 0SG.

I'm looking for three CDTV titles - Hutchinson's Encyclopedia, Defender of The Crown, Fantastic Voyage. Will give you five Amiga games: Heart of China, Lure of The Temptress, Zool, Heimdall, Super Space Invaders, all very good condition. Phone Neil on 081-505-0689.

To swap: Cool Croc Twins, Putty, Addams Family, Another World, Parasol Stars, Smash TV, Soccer Stars, Tearaway Thomas, Beast II, Mighty Bombjack, Robocop, Pro Boxing, Captian Planet, James Pond 2. Wanted: Alien Breed '92, Chaos Engine, Gods, Speedball 2, Sensible Soccer, Striker, Pinball Fantasies, Darkseed, Superfrog, Jim Power, Xenon 2 and A-Train. Kenny Mackins, 12 Low Cross Court, Knottingly, West Yorkshire WF11 9AP.

Wanted! Amiga contacts in Britain.

Contact Alan at 67 Frinton Road, Broxtowe, Nottingham NG8 6GQ.

I have Monkey Island 1 & 2, Heimdall, Eye of The Beholder 2, Premiere, Elvira arcade game. I want Ishar, Lure of The Temptress, Kyrandia, Robin Hood or A-Train. Matthew Horsefield, 0254-249014.

Help! I have just bought A-Train to find it only works with a hard drive (read the box, too!) but cannot afford a new one. Also Premier Manager and Secret of Silver Blades to swap for any platform. Deane Mallinson, 100 Towngate, Midgley, Halifax, West Yorkshire HX2 6UE.

I'll sell California Games, The Hollywood Collection, The Final Collection, The Linekar Collection, Mega Sports, Out Run Europa, Shadow of the Beast III, Bart Vs Mutants, Rugby World Cup, or swap your Body Blows, Premier Manager, Lotus III or any good Amiga games. Robin Shearing, 0892-655556.

L. Allen from Great Yarmouth. We will be happy to place your ad in the mag. Simply contact ads dept on 0625 878888 and they'll quote you a price.

I will swap Jaguar XJ220 for Captian Planet. Barry Jones, 0600-890861.

For sale: Chaos Engine, Wing Commander £15 each (or swap for Flashback), Wizkid, Another World £10 each, Planet of Robot Monsters £5. Also want Flashback. Simon Mellor, 0260-276053.

Atari 520STFM, 20 games, 38 other progs, plus mags and cover disks. reasonable offers to Paul Brattasani on 031-449-5484.

To swap: Sleepwalker, F1GP, Birds of Prey, Battle of Britain, Supercars 2, Rainbow Islands, Line of Fire, Back to the Future II. Wanted: Zool, Walker, Sword of Honour, Another World, Alien Breed '92, Gunship 2000, Son of Chuck, The Chaos Engine, Superfrog. Gavin Ashton, 0252-870367.

Amiga games for sale. John Maddens £12, Road Rash £12, Turrican 2 £5, Rolling Ronny £4, Batman £4, Hard Drivin' £3. Simon Morgan, 081-657-6327.

Sell: Citizen 120D, manual and cables £60. Zydec megaboard £25. A520 modulator and cables £15. 512k upgrade £15. AX502 2mb external RAM unit £60. Phone Steve Gray after 6pm, 0322-556189.

Amiga 500 1mb, Commodore monitor, £200 worth of software, Maverick joystick, light Phaser gun, dust covers, disk box, demo disks and mags. John Whitworth, 061-653-7514.

For sale: SNES, four months old, as new - boxed with Mario game. US/Jap games adaptor, two joypads and carry case. P. Newbold, 0708-447846.

For sale: Zool, Graham Taylor's, Pinball Dreams, Soccer Mania and Striker. All boxed originals - £8 each or £30 the lot. R. Jenkins, 0792-232152.

Amiga 500 for sale, boxed, includes half meg upgrade with seven brilliant games - incl Nick Faldo's & Pinball Fantasies. Mouse, three joysticks - everything in mint condition, sell for £320 or swap for CDTV with games. Graham Smith, 0234-350369.

A600 for sale - perfect condition, only three months old, so nine months warranty left. Mouse, joystick, D-Point III, Workbench 2.0, sample hardware/software, music creation package and about 1000 music samples.

☐ Address

NEXT MONTH...

A woman in a patterned nightgown is shaving a man's head with a safety razor. The man is lying in bed, propped up on pillows, looking up at her. The scene is set in a bedroom with a wooden headboard and a small framed picture on the wall.

You can't beat a close shave!

© Sky Movies

It's been a funny old month. What with one thing and another, we've hardly had time to catch our collective breath, let alone go out and spend the illicit payments we found in the Editor's desk. Which is probably a good thing come to think of it, seeing how Fiona's had tonsillitis, Steve seems to be suffering some particularly virulent form of Rhodesian Red-necked Flu, and Roger generally looks like death warmed up! Deadlines eh? They're a real pain. But we battle on! Oh yes, dedicated are we to the task of bringing you a sparkling ensemble - nay, a veritable visual and editorial feast of all that's new on the Amiga. Sleepless nights and tension fraught days cannot diminish our bouyant spirits, as we shamle around the office, defiantly sporting big grins. And so to next month, when, worryingly, we have to do it all again.

OPEN INTERNATIONAL GOLF from Ocean should be turning up, and we'll be looking at **A320 AIRBUS USA**. **BLASTAR** might be ready by then too, as will the long and eagerly awaited **SOCCER KID**, Team 17's **OVERDRIVE**, plus **ALIEN 3** (the finished version), **LAMBOURGHINI**, and possibly **ZOOL 2**. Add to this our usual fine blend of features and GTGA's and it's looking like another bumper issue! Of course, this is a Best Case scenario and it might turn out that absolutely none of these come in. But we'll think of something else if they don't...

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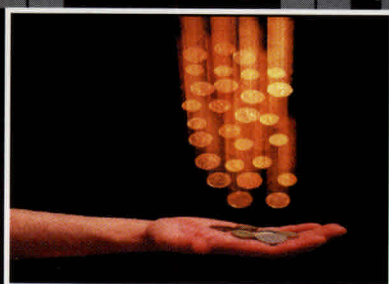
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