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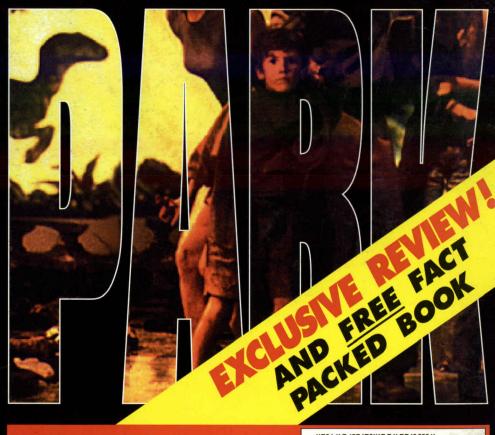
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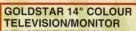
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CONT

News

Lots of things happening this month, none of which immediately spring to mind, but you'll find out if you have a guick read, no doubt.

58 Reader Offers

Roll up, roll up etc. Apples and pears, you'll not find 'em cheaper anywhere guv. Look at me, would I lie luv? And so on and so forth.

Sudaet Games

See that Ebeneezer Scrooge, budget buyers? That's you that is. Bet you'd sell your granny for a coverdisk, wuntcha?

eader Reviews

See that David Icke, readers? That's you that

is - you're all barking mad, but at least you

can write. Unlike that Swap Shop lot.

Public Domain

Andy Maddock surfaces from the dullness of the classroom once again, and surrounds himself with cheap thrills galore.

SBoggit's Domain

We never liked him anyway, the smelly old troll, or dwarf, or whatever he was. We're really glad he's gone – sniff.

Talkback

See that Jim Rose Circus? That's Nick Meno, sorry, enough's enough. Besides, he saves us writing two pages a month...

Back Issues

This is the place to look if, say, you lost an issue, or if there was a GTGA for a game that you're stuck on, and you need it. Yes.

Super Leagues

Six (or is it eight?) pages of Amiga immortality and horrendous old pump. Mike Read's Pop Quiz? Oh please...

Swap Shop

Hardware, software, bettaware and beachwear. And some other stuff too, such as games and that.

A years supply of crisps! – p51

Blimey eh? Those Quavers. Tasty or what? If only we all had an everlasting supply, to eat and eat and eat, forever. Or perhaps just ten years worth, or a year even. Yeah, that'd do – a years supply of cheesy Quavers. Plus a game. Several games of One Step Beyond, in fact, if you include the runners-up prizes, which we are doing here. Oh, and wouldn't it be great, if, on top of all that, we had, like, a really smart Global Hypercolour T-Shirt, and maybe another game too? Morph, say. (Page 77.)





COVERDIS

Well well - what do we have here? Two disks, with a demo on each. That adds up to two absolutely huge and valuable demos in our book, as indeed it will in yours, once you've checked them out. Theatre of Death is a light-hearted look at war, with superb miniature graphics and a fast-scrolling landscape, and Graham Gooch's 2nd Innings can be summed up in one word. Simply brilliant. OK, two words.



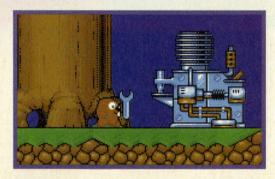




John takes his jallopy down to Cambridge to get the real inside info on the whole Cannon Fodder story, right from the start. Are they worried by Theatre of Death? Are they mad as a kettle? Find out on page 14. Also, we're 50! We forgot about our fourth birthday, so we've had a "bit of a do" for the fiftieth issue. With the emphasis lying heavily on the "bit".

PLAYER'S GUI

o sooner is it out than we've cracked it. GGWCC2I (work it out for yourselves) gets the full Jim "Headingley" Eagers treatment (page 78), as indeed do Grandslam's Beavers (page 86), Ishar 2 (page 84), and the gargantuan, all consuming, one and only - Goal! which starts on page 80, if you're interested, as we're jolly sure you must be. Unless you're sad.



The charts are compiled by Gallup in association with ELSPA, and, for some bizarre reason - Penguin biscuits. It's difficult to say very much more about them without going into details, which we do on the chart page anyway, so let's talk about you. How are you? What's the weather like? Do you like spinach?



Blade of Destiny There once was an old man in a mythical land	39
Blastar	28
who shot some aliens from inside his spaceship	
Brutal Sports Football because they played really dirty at sports.	32
Burning Rubber	42
He got in his Golf and shot off across Europe	
Caesar Deluxe	27
to build a few Empires down in Italy.	30
Diggers	36
Once finished, he packed his building tools	
Disposable Hero	25
and rocketed back to space to take on the aliens	
Dogfight	45
in his Sopwith Camel. The aliens apologised,	
European Championship. and promised him a proper game of footy soon,	48
F17 Challenge	50
but the old man was worried about his car by no	W,
Gearworks	30
as it had developed a problem in the gearbox.	
Graham Gooch	26
"That's not cricket", he thought. "It's brand new,	
Jurassic Park	20
but behaving like a dinosaur already."	
Morph A1200	52
Annoyed, he CHANGED his car, gave up playing	
Premier Manager 2	40
football, and turned his attention to management.	

BLUEPRINI	J
Dreamweb	.60
Jack The Ripper conquer even the deadliest sides, and scooped th	.64 e
Magic Boy transfer market with the signing of Ryan Giggs.	.62
NASCAR The young starlet had a penchant for fast cars,	.66
Rally injured, but the team all, er, rallied round him.	.72
Second Samurai cut through the opposition defences. Erm, he got	.68
Wiz 'n' Liz	.68

WonderDog
Oh come on. What do you want - blood?

VEVS-

The First Word

t's getting a bit cramped in here. John seems to have no hang-ups whatsoever about bunging his stuff on my desk at this early stage of his career, and what with another new face in the shape of Karen Levy joining the team, there's hardly room to swing a mouse. I can save my typing finger (it's the index on my left hand) this month, because I think the mag speaks for itself. Oh, and you overseas readers on the brink of despair can stop wringing your hands now please - you'll be getting both disks again from this month, all for the same price that us Brits pay, so put those poison pens down! I'm off to the European Computer Trade Show now, so I'll be sure and have a drink or two for y'all.

Paul

Imagitec R-Evolution

In their continuing drive for the best quality software around, US Gold have signed a deal with top developers Imagitec, which covers a number of the games they have currently in production.

Imagitec have earned themselves applause most recently for the excellent Humans, the follow-up to one of the games in their US Gold lineup. Evolution: Lost in Time was originally destined to be called Humans In Space, because it is here that the adventure unfolds. The Humans (seven of them) have been kidnapped, and they need to overcome the alien force who took them in order to return home to safety.

Space Junk was originally destined for release by Mirage, and has already been covered in these pages, but it's close to completion now, and the revolutionary IMAGINE system, whereby actors in detailed masks are digitised into the game should

ensure that it's a stormer.

Raiden is a coin-op conversion, and is boasted by Imagitec to be equal to its ten pee-gobbling counterpart. It's a massive shoot 'em-up with a traditional storyline – you need to defend the earth against hostile alien forces before they take us all over. These three, along with the promised awesome adventure, Freelancer, should ensure that Imagitec really have struck gold. (Sorry).

Stunning graphics and

awesome sound are the

prous boasts of Freelancer.





Rewind

o longer do you have to pay an exorbitant fee to BSkyB to watch old BBC material. BBC Enterprises and Video Collection International have agreed terms for the computer game rights to dozens of BBC owned names.

The next step for both parties is to find enough publishers to snap up what must be an Aladdin's Cave of cartoon and dramatic archives. According to the VCI, several big names are already in the bidding, and amongst the front runners for conversion are, erm, Pot Black, Blakes 7, Match of the Day and Fireman Sam. Great.

Oot for the lads

n-Line Entertainment's Cover Girl
Strip Poker (CDTV) has been given
the dubious honour of being the first
product to receive an 18 certificate under the
new partnership of ELSPA with the Video
Standards Council. As part of the agreement, the
box must be clearly labelled as for sale only to those of 18 and
over, since it contains 15 minutes of full motion video, which to be
honest leaves very little indeed (er, in fact, nothing at all) to the
imagination. Cover Girl Strip Poker will be available when you're
reading this, and if you're old enough and frustrated enough, will
cost £34.99.

Ocean voyage

Raiden could be a

brilliant mixture of Desert Strike control and Project-X fire

probably will!

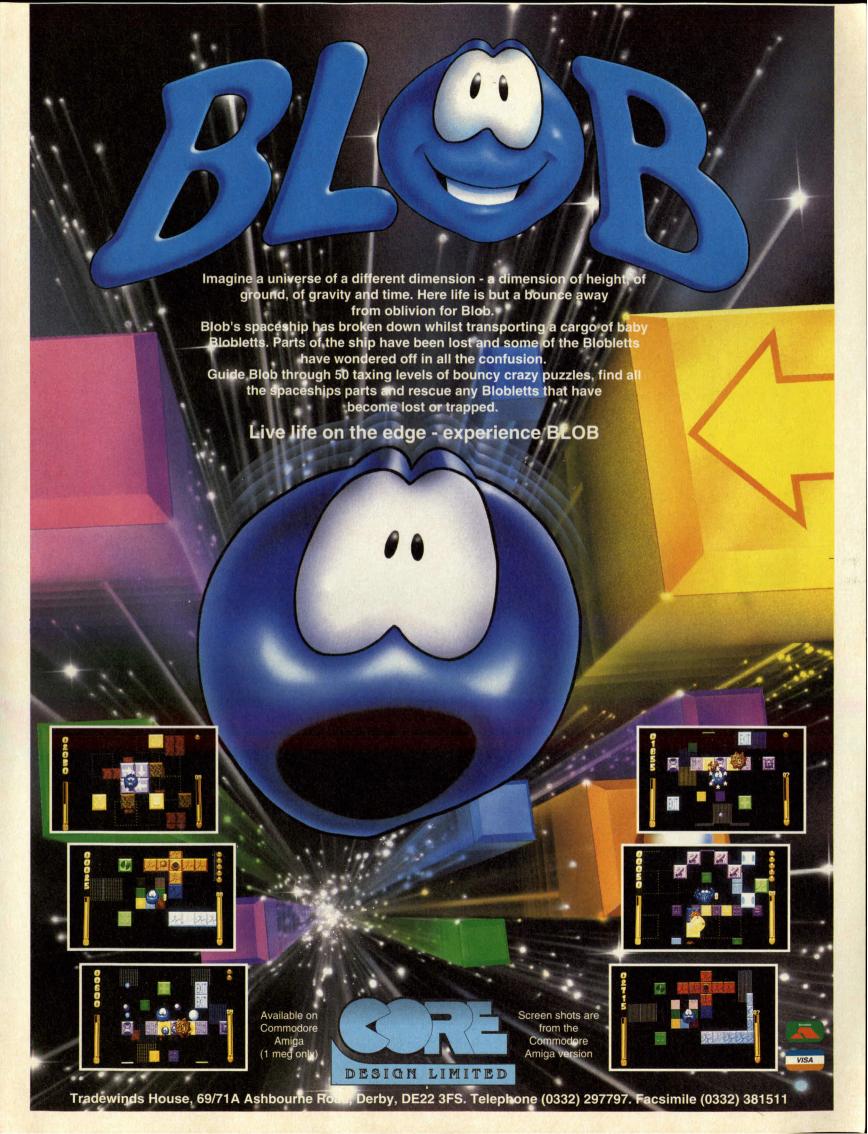
cean have never been a company to release just a few games a year, but just recently their software has left the Manchester office at a more sedate pace, packed with quality and playability. There are a few cards that they've been keeping close to their chest though.

Mr. Nutz is a platform game with the obligatory cute character – namely Mr. Nutz – who needs to do what game characters do in order to save whatever it is that game characters save. But it isn't just a token release. PR Executive Stephen Hey explained that Ocean aim to launch Mr. Nutz into the kid of stardom enjoyed by Sonic, Mario and the privileged few, and that to do so, the game needs to be of an exceedingly high quality, which – he promises – it is.

Dennis (as in, The Menace) should be around shortly before that. A license of the American film version, it follows the plot closely, and again, is set for big things.

closely, and again, is set for big things.

A surprising release perhaps is Super League Manager – a (surprise surprise) football management sim, and one, so say Ocean, that should see off the stiff competition of Premier Manager and Championship Manager. More information next month.





Hold the side column

ello, it's Paul here again, fresh back from the European Computer Trade Show on a Tuesday morning, revelling in the fact that it's deadline time, and not feeling in the slightest bit tired, because of course we didn't get the last train home from Euston. And of course I had a really good night's sleep after arriving home past midnight (after more than one tussle with a hairy wino) with a foot full of blisters and a heavier bag than Santa Claus on Crimbo Eve.

Yes, that's right – I'm in a foul mood, and God help anyone who crosses me. There isn't time or room to tell you all the news (you'll have to wait until next month now, providing I don't forget it all), but I'll talk semi-lucidly about one or two things until this box is full.

Gremlin have a new platformer on the way. It's called Kit Vicious, and despite the fact that every single platform game gets compared to Sonic, it

gets compared to Sonic, it must be said that it does bear one or thirty nine similarities. Which is no bad thing really, because Sonic is top, and so too should Kit Vicious be, with alarming speed, moving platforms and glaring colours.

Frontier is smart. But then we always knew it would be. Gametek have

bought the Amiga rights, and the game was running on an A1200 throughout the show, and looked, frankly, stunning. It's due for release in November, and unless we get blagged royal style, we should be able to review it next month.

There was some loose talk about the possibility of Star Trek: The Next Generation appearing on the Amiga, and of course, Mortal Kombat is nearing completion, and should be previewable next month, or – oops, out of space, bye.



Microcosm-ic

Psygnosis have never been a company to mess about when it comes to taking advantage of new technology, and they are at the forefront once again with their said-to-be enormous CD32 game – Microcosm. Although the game is far from complete at this moment in time, it looks to be the type of product for which the CD32 was made.

The game doesn't lend itself to any particular category, but seems to be a cross



Tootle around the human gibs singing, there's Klingons on the Duodenum, Captain.

between science fiction and industrial espionage, revolving around the fight for control of one man's mind. Various missions operate within the game, and with over 500 megs worth of data, high frame movement and a CD quality soundtrack, you want to seriously think about saving that cash.



They've gone mad

t least, that's the way it seems, because Daze Marketing are offering games for sale at less than three quid a chuck! The software on offer has been available previously either at a full price point or as standard budget fayre. Now it isn't our place



to accuse the boys of being a bit daft, so we'll lay down the facts as they are. Storm Master, Metal Mutant, Crystals of Arborea, Boston Bomb Club, Superski 2 and Starblade are available direct from Daze at £2.99 apiece for as long as stocks last. Those interested can contact Daze at: 2 Canfield Place, London NW6 3BT, or phone them on 071 328 2762.





BREEDING BRILLIANT!

ALIEN BREED 2... coming soon from



TEL: 0924 201846



Like clockwork

treeffighter 2 and Body Blows are under threat as the definitive Amiga beat 'emups. Instinct Design - the Mirage inhouse team - are currently developing what seems destined to be nothing short of a revolution in game design.

Rise of The Robots contains sprites which are painstakingly modelled from original hand-drawn blueprints, then put together piece by piece to ensure that movement is stunningly fluid.

The story goes that a high-tech corporation has had a hideous malfunction in security,

Terminator 3

Ocean, but this is the real thing.

Probe are beavering away on

the arcade version of the game

(the one with that big gun on the front where you had to kill the T-1000's that cropped up from

computer version will closely adhere to the original, and on top

Amiga Action next month.

and that the robot patrol are out of hand. A cyborg - controlled by the player - is sent in to fight its way to the control room, and must wade through layers of rampant machines before law and order is returned.

Available only for the A1200 and CD32, Rise of The Robots should be blowing our minds around Christmas time.

s well as developing the Amiga version of Mortal Kombat

for Virgin, Probe Software are also working on the

conversion of Terminator 2. Yes yes, we know Terminator 2

has been out for years, in the shape of a dodgy beat 'em-up from

Rise of The Robots: if you think SF2 and Body Blows are bobbins, then you're mad. But you might like this

Golf bogey

pen International Golf previewed in July and looking good – will not see the light of day on the Amiga. Development of the game was almost complete when Ocean decided to scrap the project, due, they say, to problems in gameplay. The game seemed likely to be the most detailed golf sim to hit the Amiga, and this it seems is part of the problem.

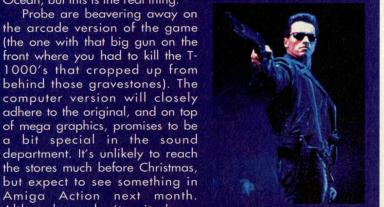
Far too much speed needed sacrificing due to the huge graphical

content, and rather than proceed with a sub-standard product, Ocean have decided to concentrate on their second golfer, Ryder Cup Golf. It will be out in October and should be in

Tornado tunes

emember that really good looking flight sim that was previewed in Amiga Action about 18 months ago and then Seemed to disappear into that pit of oblivion? Tornado was the name, and worry not, sim fans, it's still going strong: the PC version is in the shops already, and the Amiga version should follow soon.

So impressed are Digital Integration with their long-awaited monster, that, in true BBC Drama Department fashion, they're releasing the soundtrack! "Music from and inspired by the Tornado flight experience" is how they put it, which in reality could amount to just about any tune they fancy putting on. Anyway, if engine sounds and frantic electric guitars riffs are your thing, then check out your local Virgin (phwoar) soon. CD is priced at £10.99, cassette £8.99.



Although we don't quite know There are no game screenshots yet, so here's Arnie. Firing a gun.



"Oh squidgy – I do so love your Berlie Basset eyes and Zippy-esque mouth." "Thanks James."

what just yet.

Major might be boring, but at he doesn't wear an orange

Pond-arama

part from busying himself with preparations for his imminent third appearance, James Pond has been far from slack. We think it's highly unlikely that he did actually spend a fortnight in Majorca with the trunk-thighed Prinny Di as the picture suggests, or indeed act as advisor to Boris Yeltsin and John Major, as several other similarly ridiculous pictures also suggest.

What he undoubtedly has done though, is undergo yet another transformation - this time to accommodate him on Commodore's new baby, the as-yet untested CD32. As with the A1200 version, there are new levels and different tunes, plus touched up and additional graphics. A fully animated cartoon introduces the game, showing the fishy young chap receiving orders from the F15H supremo, and if that whets your appetite for japery, then a forthcoming full length cartoon - which Millennium hope will receive national airtime on TV - should be right up your street.

JP3, incidentally, should be ready for review next month.



THEATRE OF DEATH

his was previewed last month, and John, who was responsible for taking a first look, was more than impressed to say the least. That inspired us then, to hound Psygnosis until they caved in and agreed to supply us with a coverdisk demo.

Well, thankfully we got our way, and here it is, a whole disk

packed to the brim with nothing but action.

To load the demo, you need to do nothing more than put the disk in the drive and turn on the power. The demo will autoboot. This works on all machines, but if you experience any problems with it, this will be due to either a duff disk, or the fact that you have a second drive connected. If you have, disconnect it immediately or your computer will explode! (Not really, but it had you worried for a second there!)

There are far too many controls to possibly list here, so you will just have to find out many of them for yourselves. Just to help you out, here are a few of the more important ones. There are four available weapons in the demo. The following descriptions are applicable when you have direct control of a man and press the right mouse button.

Machine Gun - Hold down the right mouse button and strafe by moving mouse cursor.

Landmines - Click the right mouse button once and a landmine

is dropped. These are invisible to men on automatic mode and are lethal on contact.

Grenades - Move cursor to desired location on the screen, click right mouse button once and a grenade will be fired to land on

> You have failed to complete this mission and need to pull your finger out. Or so it would seem.



 Attack isn't always the best policy. A few moments in hiding might save your life.

the block indicated by the cursor.

Flamethrower - The flamethrower can be fired in eight directions. Position the cursor at the desired direction and a best fit will be produced.

You can also make good use of the vehicles that are lying around. You can get in a helicopter by walking onto a heli pad, and, if there are any available you will take off automatically. If a helicopter meets an obstruction it will fly over it. Another way to get into a helicopter is simply to walk over it when it is on the ground.

MISSION FAILED

YOU HAVE FAILED TO COMPLETE THIS MISSION COME ON. PULL YOUR FINGER OUT.



Just when you thought it was safe to enter the woods, a chopper deploys some big nasty blokes with guns.

DUFF DISKS

Having problems with one of your coverdisks? Please don't write to us, write to Duff Disks (Amiga Action), Pro Soft, 5 River Gardens Business Centre, Spur Road, Middlesex, TW14 OSN. Unfortunately, if you send your disks to the Amiga Action offices, they will serve no other purpose than to prop up the wonky leg on Roger's desk.

GRAHAM GOOCH'S 2ND INNINGS



▲ There's plenty of aggressive stuff from the West Indies as they attempt to winkle out the last English batsmen.

had to give it a full disk. Reviewed elsewhere in this issue, and scoring a massively healthy 90 per cent, not to mention being awarded an Amiga Action Accolade.

Our cover disk version is a fully working copy

his demo really was so good that we just

Our cover disk version is a fully working copy of the game, with the following notable exceptions: there is no music, you can only play the saved game provided on the disk, and although you can edit the fielding positions for the team taking part in the saved game, these changes cannot be saved to disk.

Apart from these, all other features are functional, so for example, you can create your own teams and use them with the full version of the game.

The supplied save game on the disk is a famous match from 1963, in the second test between England and the West Indies. Colin

Cowdrey broke his wrist on the final day and retired. However, the match was so close that with one over to go, England had two wickets in hand (including the injured Cowdrey) and required eight runs to win.

With three balls to go, six runs were still needed. Shackleton attempted a single and was run out. Just two balls of the match remained, six runs were needed to win and Cowdrey had to come in to bat with his arm in plaster! Fortunately, Allen was facing the bowling and managed to somehow get his bat in the way of two fiery deliveries from Wes Hal, the great West Indian fast bowler. Match drawn - but what an exciting match it had been. Allegedly.

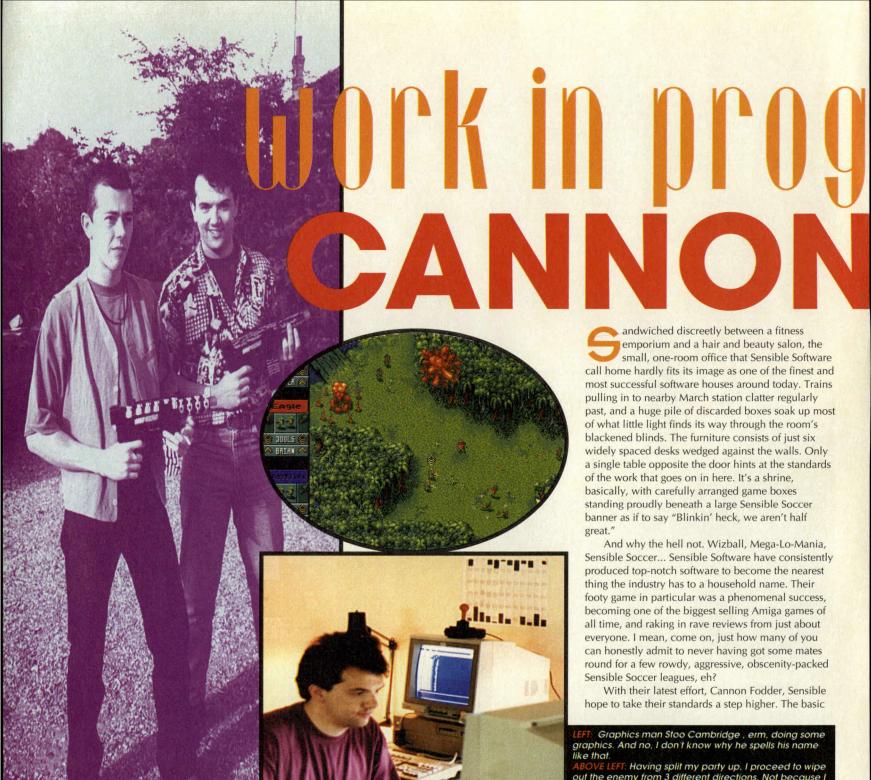
At the moment, this is the only match you can take part in, but watch out, as in future issues of Amiga Action, we will be including more historically famous matches, that you can use in conjunction with your cover disk. Now there's a treat!

To load the demo, all you need to do is put in the disk and turn on the power, the demo will autoboot and you can begin to put leather on willow straight away.

A Take advantage of anything bowled loosely – only eight runs needed to win the match!.

It's all very well getting quick runs but it's staying power that we're after, lads.

3.Thorpe		ž lie	1 dermot
Balls	Edura	Sixtes	Runs
4	3	. 0	19



andwiched discreetly between a fitness emporium and a hair and beauty salon, the small, one-room office that Sensible Software call home hardly fits its image as one of the finest and most successful software houses around today. Trains pulling in to nearby March station clatter regularly past, and a huge pile of discarded boxes soak up most of what little light finds its way through the room's blackened blinds. The furniture consists of just six widely spaced desks wedged against the walls. Only a single table opposite the door hints at the standards of the work that goes on in here. It's a shrine, basically, with carefully arranged game boxes standing proudly beneath a large Sensible Soccer banner as if to say "Blinkin' heck, we aren't half

And why the hell not. Wizball, Mega-Lo-Mania, Sensible Soccer... Sensible Software have consistently produced top-notch software to become the nearest thing the industry has to a household name. Their footy game in particular was a phenomenal success, becoming one of the biggest selling Amiga games of all time, and raking in rave reviews from just about everyone. I mean, come on, just how many of you can honestly admit to never having got some mates round for a few rowdy, aggressive, obscenity-packed Sensible Soccer leagues, eh?

With their latest effort, Cannon Fodder, Sensible hope to take their standards a step higher. The basic

LEFT: Graphics man Stoo Cambridge , erm, doing some graphics. And no, I don't know why he spells his name

T: Having split my party up. I proceed to wipe out the enemy from 3 different directions. Not because I have to, or anything. It's just more fun that way The Terminator and Robocop, alias Stoo and Jools, complete with 'lethal' plastic guns.

Having already produced what is commonly accepted as the king of the footy games, Sensible Software are now turning their hand to a game with more than a few guns and an awful lot of (nonmindless) death in it. Groovy.

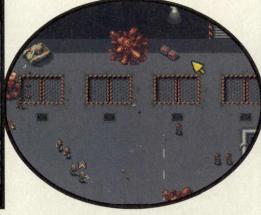
BY: JOHN ARCHER

red Fodbler

ABOVE: From left to right: Chris Yates, Chris Chapman, Jon Hare, Stoo Cambridge and chief programmer Jools.
BELOW: The further you progress through the game the more frantic the action gets.
BELOW LEFT: "We don't usually let tanks in here, but we'll make an exception for you."
BELOW FAR LEFT Each landscape is shown with

a colourful parallax scrolling extravaganza.





idea of the game is to guide four soldiers round a series of maps completing set missions on the way. The finished game will involve 24 different missions and over 74 maps of various terrains, including jungle, ice, desert, countryside (which borrows more than a little from that bible-for-all-things-rural, Emmerdale Farm), and one set inside the enemy base.

Missions include saving hostages, destroying enemy HQ's, or that old Rambo-tastic favourite, wiping out all hostile forces. As you progress you'll be able to use an ever-increasing number of weapons (but so will the enemy!) and an array of vehicles: including helicopters, tanks, jeeps and skidoos.

Jon Hare, who co-founded Sensible Software with college friend and programmer Chris Yates about eight years ago, said the initial idea for Cannon Fodder was unusually vague. "We just knew we wanted to do something kind of strategy-based, but from our experience with Mega-Lo-Mania we felt that maybe a bit more action might be helpful this time. We had a basic idea that we wanted to have a game where you could send groups on missions, but that was all, really. We never storyboard games. We just write out the basic design and functions, like 'if you click here this will do this' and so on."

Jon believes this freer approach was crucial to producing a successful game. "The basic plan is that

we'll set an aim, a particular target for part of the programming, work out roughly what we want to do, let the programmers get on with it and then constructively criticise what comes out, gradually getting rid of the naff ideas and keeping any good stuff. We change it again and again and again until we get

what we want". Graphics designer Stoo Cambridge added: "The reason we make good games is that if we put something in that turns out crap, we're not afraid to chuck it out. We're always actually playing the game - we don't just do it then leave it. Far too many games come out which have just been developed then published, without being played."

The six man Sensible team decided early on to stick with the view used in Mega-Lo-Mania and Sensible Soccer ("I suppose this overhead sort of viewpoint is becoming a bit of a trademark for us," said Jon), and began working on getting the map scrolling and the men moving around it. "Then we all started to put our own individual bits of design into it as we went along until it slowly evolved into what you see now," said Stoo.

Many ideas came and went. "The game now is not as deep as it was originally," said Jon. "For

18

instance, we took out an idea we had of leaders giving commands, and of particular soldiers having particular

RIGHT: And there was me thinking the Cold War was over! BELOW: This is like the jungle scene intro except it introduces a desert so it's different. abilities. They were all good ideas, but the game was starting to feel a bit like a war game. It wasn't instant enough. Now the soldiers are all equal initially, and are pretty thick as well, so if you tell them to commit suicide they will. They have no intelligence at all! We think that's better because that way you've got more control over the game."

But Sensible have still managed to include a

But Sensible have still managed to include a sizeable strategy element on top of the attack plans and you'll need to survive on the game maps themselves. For instance, initially you have 15 men for the four maps of the first mission - if all of them get killed the game is over. If you get through, the number of soldiers you have left from that 15 are carried over and added to the fifteen for the next mission – with me? At the end of every mission you'll have to consider if you've done well enough to warrant moving on, or if you really ought to do the



WORK IN progress CANNON FODDER

300L5



mission again and try and save a few more soldiers this time.

The best part of the strategy, springs from the way all 300 plus soldiers are at your disposal (if you'll excuse the phrase!) and have their own names (they're just like real people!). A soldier who survives a mission will go on to the next one, taking with him an experience bonus—gleaned from the

last battle. He (or she - Sensible have included a number of female troops) will then have improved abilities, such as being able to fire faster and over a greater range. So with care (ie. not sending them in to particularly perilous situations) you should be able to build up a sort of Arnold Schwarzenegger Commando kind of geezer who can really do some damage when the chips look severely down.

Jon is especially happy with the way the personalisation of the soldiers has worked out. When a soldier dies, his name pops up in a roll-call and his heroic bucket-kicking is celebrated with a gravestone on a nearby hill. "The graves show that people have died, and their names mean they're not just faceless sacrifices," said Jon. "We've never really done violent games and I'm only happy with this one because it makes you think 'Yes, people really die'. We're not glamourising anything, I don't think."

Now if you have a look at this month's coverdisks, you'll find a demo of a Psygnosis game called Theatre of Death which on the surface seems to bear an uncanny resemblance to Cannon Fodder. But Jon wasn't too troubled by this unexpected competition. "In our experience, every time we're

RIGHT. Erm, this is one of the programmers cunningly disguised as a duck.

OST IN SERVICE

STOO

JOOLS

alsguised as a duck.

ABOVE:Hey, this enemy seems to have some cryogenic
capsules or something. Perhaps they're making
Universal Soldiers.

ABOVE TOP: Oh dear. These 3 dear departed souls appear to be members of the Sensible team. Shame.

ABOVE LEFT: Here are the graves of the dead, the overall score and the individual kill scores of your men.

just about to bring a game out we always find something else is coming out that's a bit similar. But at the end of the day it makes no difference. Our games have still all been successful."

If Cannon Fodder does continue Sensible's astonishing run of success - and I think it should - then we might be able to look forward to some even more ground-breaking stuff from them. "I've begun to think seriously about some kind of audience participation computer projects", enthused Jon. "I think that socially, computers could do with a bit of

a change. I see no reason why we can't use simple computer techniques to let audiences join in one game or a number of games at a live event, and I think people would really like it."

And Jon would like to see computer programming accepted as an art form, with people placing less emphasis on the technology side and more on the creative aspects. "This industry lacks

vision. Most people think progress is just a new piece of hardware, but it isn't – it's a new approach. A good game is better than the machine. The concentration on the technology underplays what we achieve. You strive to learn everything about a machine

so you can make the best game possible, then some bugger brings out a new machine and the focus is on 'look at this machine, look what this can do' instead of on the achievement of the game."

"The other problem with this is we end up doing endless conversions. Even now we've got to do another conversion of Sensible Soccer for the Mega CD, and while we're having to work on that we can't start working on something new. Few other people in a creative situation have to produce a piece of work more than once, whereas we have to reproduce it as many as 10 times! I wish there was just one format, because then we could make more new games instead of endlessly rehashing old ones".

"This industry lacks vision. Most people think progress is just a new piece of hardware, but... it's a new approach."



CHECK OUT THE LATEST

This rally sim's so lifelike you can almost smell the high-octane fumes.

"We have lift off!" Just what you don't want to hear from your computer co-driver

He's screaming pace notes above the shriek of the engine... you're pushing it to the edge in the final thrilling stages of the Network Q RAC Rally.

You're strapped into one of the five rally-bred supercars, speeding in the exact tracks of the '93 Rally leaders. Each car handles differently. Each tests your driving skills flat out.

You're picking up vital seconds when you hang a bend late, clip a bank and flip into a roll – damage your car and you dent your chances.

It's the sequel to the top-selling RAC Rally game. But the sound's even more deafening, the digitised video graphics even more *in your face* for an atmosphere that's totally turbo-charged.

Flying around the world's toughest rally course is one thing. Staying on earth is another.

WARNING: CRASH HELMETS NOT PROVIDED.









NETWORK Q & RALLY

Europress Software, Europa House, Adlington Park, Macclesfield SK10 4NP. Tel: 0625 859333 Fax: 0625 879962

CHARTS

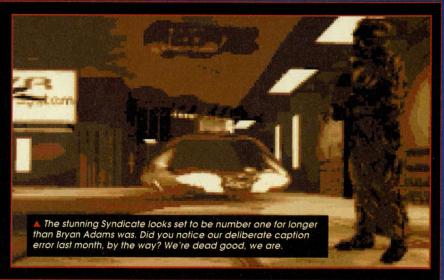


	JMBER					
NUMBER	PREVIOUS NI	GAME	PUBLISHER	PRICE	GAMETYPE	WE RATED IT
1	1	SYNDICATE	ELECTRONIC ARTS	£34.99	STRATEGY	93%
2	3	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM	91%
3	4	CHAMPIONSHIP MANAGER '93	DOMARK	£25.99	SPORTS SIM	78%
4	7	DUNE 2	VIRGIN	£30.99	STRATEGY	88%
5	5	WORLD CLASS CRICKET	AUDIOGENIC	£29.99	SPORTS SIM	59%
6	2	GOAL!	VIRGIN	£30.99	SPORTS SIM	88%
7	8	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
8	6	FLASHBACK	US GOLD	£30.99	PLATFORM	92%
9	10	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	SPORTS SIM	90%
10	9	DESERT STRIKE	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
11	13	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
12		BODY BLOWS	TEAM 17	£26.99	BEAT'EM UP	84%
13	19	BLADE OF DESTINY	US GOLD	£39.99	RPG	77%
14	12	SPACE LEGENDS	EMPIRE	£29.99	COMPILATION	84%
15		REACH FOR THE SKIES	VIRGIN	£30.99	FLIGHT SIM	93%
16	18	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
17	15	THE CHAOS ENGINE	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM-UP	92%
18		STREETFIGHTER 2	US GOLD	£27.99	BEAT'EM UP	90%
19	0	ISHAR 2 - MESSENGERS OF DOOM	SILMARILS	£29.99	RPG	79%
20	16	A-TRAIN	OCEAN	£29.99	STRATEGY	84%

 $\star = RE-ENTRY$

O = NEW ENTRY

short on staying power, dropping down the chart much faster than its nearest rivals. Microprose's Formula One continues to climb after its surprise remergence in the chart last month and everybody else just shuffles around a place or two really. The biggest climber is Blade of Destiny, which we've at last managed to review (page 39). But where are the new entries? With only Ishar 2 pumping new blood into the chart, you have to wonder what's happened to all the other games released recently...



Oh, sleigh bells ringing and a what not singing - Christmas time is here again! Well not quite maybe, but the software companies are getting ready, and so are we, with a bonanza of games for your delight.

INSIDE...

DIGGERS

It's bucket and spade time! Scoop the poop and collect the booty in our inaugural CD32 review.



BRUTAL SPORTS FOOTBALL

More blood than a donor clinic, and more tattoos than Vinny Jones. O





JURASSIC PARK

Well, there's this bloke, and he likes ple, so he asks them... p20



Core's multi-tasking, scrolling spinning hardcore, er, blast, arrives at last with all guns

SUPER LEAGUES

We've thought long and hard, fought, tussled and spat. In the end we got fed up and did whatever John said, because he sulks.

HOW WE RATE THE GAMES ...

THE LOW-DOWN

PUBLICHER: Audiogenic CONTACT: 081 424 2244 TEAM: In House

SCOR	ING
GRAPHICS	90%
GOUND	85%
PLAYABILITY	92%
DIFFICULTY	Thoky

a few months ago, so I didn't both with it much. What a mistake! Th

give a brief idea of what he thinks of the game.

Our overall impression of the game, incorporating all

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

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

Scored in a similar way to **Graphics**

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.

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

Find out our overall Impression of the game here, and whether It's worth buying or not.

Another member of the Amiga Action team will

the lactors above. Anythina over 80% is worth a look.

LOOKY HERE! THERE'S MORE BESIDES

Goochie's 2nd innings, Burning Rubber, Blade of Destiny, Dogfight, European Champs and more!



The game that seems to have been well over 65 million years in the making is here at last – but has the wait been worth it? Read on...

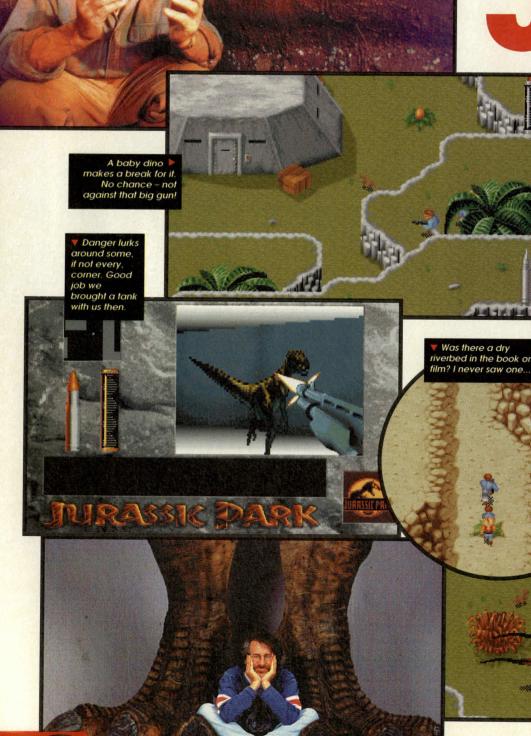
JURA

ell, it's certainly a mixed month for Ocean.
On the one hand there's the decidedly average Burning Rubber (reviewed elsewhere in this issue), while on the other there's this. An enormous and impressive computer game version of Stephen Spielberg's latest box-office smashtastic masterpiece

Of course Ocean have always been associated with producing games based on films, but frankly quite a few of these have been pretty poor efforts, only succeeding on the strength of their license. Jurassic Park however, is looking set to become the most successful movie of all time, and so Ocean may have realised that their future reputation could well depend on the sort of job they make of the computer version. It's bound to sell by the lorryload on the strength of the film's name alone. So all the stops have been pulled out to try and produce something that really lives up to the hype – the programmers reckon that between them they've put a total of about 16 years into developing the project. And in all fairness, it shows.

Perhaps the most startling thing about the game is its size. Roughly speaking, it is broken into two distinct sections: an open-air, isometric perspective part (slightly reminiscent of The Chaos

> "No kids – don't touch the funny chickens, they might bite. Your head off, that is."





SSIC PARK

Engine), and an indoor 3-D section seen directly through the eyes of one of the characters (slightly reminiscent of Legends of Valour).

The outdoor levels take place over eight different maps, each of which is really quite huge. Every map corresponds to different dinosaur paddocks containing all the creatures seen in the movie plus a few more – for instance, the game includes a Pterodactyl dome only found in Michael Crichton's novel and not in the film.

Big words

In these levels you take charge of palaeontologist Dr Alan Grant, leading him through a series of different tasks which he has to complete (the Motion Sensor computers found on each level will generally tell you what particular mission you must accomplish next). On the Triceratops level, Grant must search the paddock for fruit as he has to heal a sick Triceratops that happens to be blocking the only exit. Whilst on the Tyrannosaurus Rex level he must suss out how to evade the bellowing dinosaur king as it chases him relentlessly along the paddock's narrow paths. As he goes about trying to solve these bigger problems, he continually stumbles across little sub-plots or lesser problems which have to be dealt with first.

The scrolling in these large sections is good, and

Stegosaurus takes exception to being shot in the head, surprisingly.

some of the problems are quite fiendishly designed Bravado is fine, but don't go in the dino pen (they are all original, so unarmed, you idjit reading the book or watching the film won't give you an advantage!). But unfortunately the enormity of the playing area actually spoils the action. Trekking round whole maps is very time consuming and there isn't always enough going on to keep you interested. The desire to crack the mission and get a sight of your next batch of prehistoric adversaries is admittedly a strong one, but the lack of decent stuff to shoot en route makes some of Jurassic Parks' maps feel just a little too big for their own good. Also the background graphics tend to be rather bland - and a bit more variation in the way different levels look wouldn't have gone amiss either.

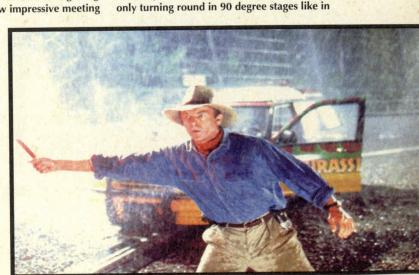
Most of the effort seems to have gone into producing the actual dinosaur graphics. These are sometimes frighteningly excellent. The T-Rex is especially good (just like in the film, really!), being both enormous and well-animated. It's worth getting eaten a few times just to see how impressive meeting

a grisly death between two sets of sizeable jurassic incisors can be. Nice, squelchy, chewy bonemunching noises mixed with a truly deafening T-Rex roar make getting eaten even more fun.

The 3D indoor parts crop up at various stages of the game, and generally require you to explore a complex of rooms and buildings until you find a necessary object, switch or exit. Life is made considerably harder by the fact that all the game's 11 separate complexes are overrun by that most vicious of prehistoric beasties, the

Velociraptor. For those of you who haven't seen the film yet, these man-sized critters move at exceptional speeds and come fully equipped with razor-sharp teeth and a long slashing claw, making them nothing less than devastating killing machines.

The indoor sections of the game are definitely my favourite. The programmers have done a superb job in making the 3D environment move smoothly around you – no moving along a square at a time, or only turning round in 90 degree stages like in





he rumour mongers can stop spreading the word. Jurassic Park is a massive and challenging game that is actually just

about good enough to live up to the hype. It's a bit long-winded and average-looking in places, but basically this is one of the most impressive licenses yet to hit the Amiga. Ocean have done themselves proud with this: indeed they have set a new standard for film tie-ins that the rest should follow. I like it, in case you were wondering.

REVIEWED BY: John

89%

88%

TRICKY

SECOND OPINION

Oh dear – I'm afraid I've never actually seen the game, because John went to Ocean to see it. I liked the film though, if that's any help at all to you.

OPINION BY; Paul

Sam Neil charges

willy nilly across the park, but the sneaky valociwhatsit dashes stealthily behind.

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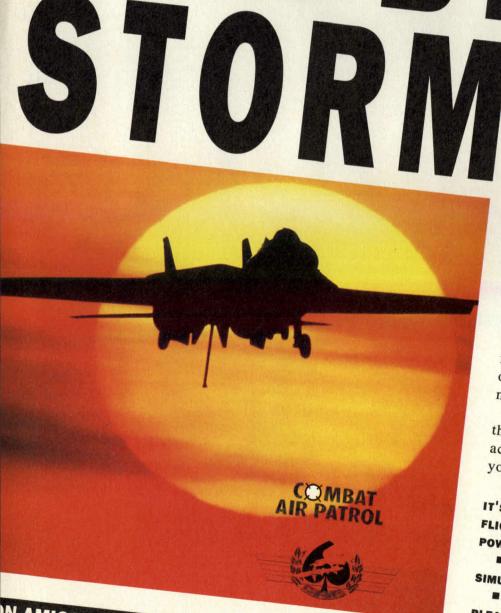
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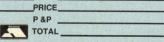
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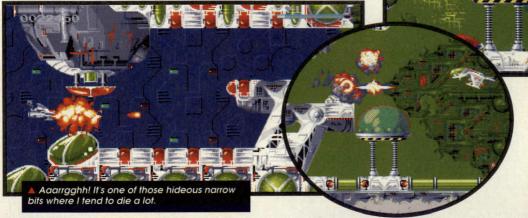


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SHOOT'EM UP

Enter the 24th Century with guns blazing and zero life expectancy.

DISPOSABLE Well it looks like I'm armed with the spacecombat equivalent of a peashooter again. Great.



t's a shame, for this release at least, that it has fallen in the month that I came across what I consider to be the best shoot 'em-up on the Amiga to date. Anything is going to have its work cut out for it to come even close to Blastar as far as I'm concerned, and unfortunately Disposable Hero is not really in the same league.

Set in the middle of the 24th century, mankind has, at last, taken to the stars, discovering strange, and sometimes dangerous new worlds. In the year 2459 the Free Worlds bond was formed to ensure co-operation between the major solar systems.

So, to cut a long story very short indeed, once formed this organisation has kicked off in big style with an unknown force.

A group of men have been selected to combat this and have become a special task force known as D-Hero, of which you are a member. You start your defence of the universe with three spaceships, a default set of weapons and a full energy bar. Your ship becomes severely damaged if it is involved in any sort of collision with an enemy, and naturally, if you sustain too much damage one of your ships will be destroyed.

Your ship can be upgraded by picking up blueprints. These are only technical plans for advanced weaponry, and when you pick one up it is transported to the factory where it will then be constructed. This takes a length of time and will not be immediately

available for you to use.

The game itself doesn't play all that badly at all, although it is a little on the slow side. The endless flying across the screen from left to right is a little too linear for my liking, a different perspective now and then would have been much appreciated just to break up the monotony.

Another minor gripe are the sound effects. They are nice enough, but there just aren't enough of them. A few more beefed up gun sounds would have enhanced the atmosphere no end.

Having said that, I quite like Disposable Hero, and will probably go back to it again. It's just that I feel there are much better examples around.



THE LOW-DOWN

PUBLISHER: Gremlin CONTACT: 0742 753423 TEAM: In House PRICE: £25.99

SCOR	ING
GRAPHICS	73%
SOUND	70%
PLAYABILITY	84%
DIFFICULTY	TRICKY

isposable Hero is best described as an alright game. Nothing outstanding, but also, nothing particularly bad either. The action is a little sluggish at times, and as I mentioned earlier, the sound effects could have been vastly improved. It does play reasonably well, and it keeps you at your computer for a fair length of time at each sitting. There are plenty of better shoot 'em-ups around, but that doesn't mean Disposable Hero isn't worth a look.

REVIEWED BY: Steve

SECOND OPINION

There are loads of options and good long levels, meaning that you should be considering the purchase of two shoot 'em-ups this month. However, if you're skint, then Blastar wins by a neck.

OPINION BY: Paul

OVERALL SCORE

80%

Goochies back bigger and better than before.





GRAHAM GOOCH'S **2ND INNINGS**



espite cricket being one of the hardest sports to simulate into a video game, Audiogenic did themselves proud with Graham Gooch's

World Class Cricket after literally years of work. Now with this latest add on disk they've ironed out the odd hitch here and there, as well as adding a few extra goodies. The most significant improvements to the game are the computer controlled batsmen who are a damn sight smarter than last time and certainly know where their off stump is! This time there are no obvious weaknesses to exploit and any wicket taken is a result of pure cunning and guile.

All the county teams are now available for selection with batting and bowling statistics so up to date, they've hardly happened yet. This is ideal for grudge matches against 'friends' who come from different parts of the country.

Famous moments in cricketing history can also be relived and played out by the computer, allowing you to join in and take over whenever you feel like

Yorkshire take the field to entertain the Lancashire batsmen. This shouldn't take too long, lads.

it. These matches include Botham's Ashes from 1981, Graham Gooch's 333 runs versus India in 1990 (the sixth highest test score ever) and Fred Trueman's 300th Test wicket against Australia in 1964 with ball by ball accuracy.

Statistics can now be viewed from any innings at any stage of the match which is bound to keep

the scorers and train spotters of this world happy for hours.

These improvements and extras may sound petty to outsiders who've never owned the game, but to anyone who plays regularly they are priceless variations giving it miles and miles more lastability.

Unfortunately the theme tune hasn't changed but at least you can switch that off. It's just a shame they couldn't use the BBC tune but that's already been used on the Botham

game a few years ago. The ringing echo of leather on willow seems to be crisper than before. More attention has been paid to the general gameplay, including playing onto your stumps (the ball hits the wickets after hitting the bat) which adds realism to an already convincing simulation. If you own this game - buy this disk today. If you don't own either - buy both.





THE LOW-DOWN

PUBLISHER: Audiogenic CONTACT: 081 424 2244 TEAM: In House PRICE: £17.99

S	C	0	R	1	N	G
GR	APHI	cs				90%
so	UND		400			85%
PL/	AYAB	LITY				92%
DIF	FICU	LTY			Tri	cky

he first version was easily the best cricket simulation I have ever seen on any format and wasn't given a good enough viewing when it appeared in these pages. Anyone absorbed by the original (which is just about everyone who owns it) will discover hours more play due to the greater challenge. A game of this nature tends to get played to death and flaws are eventually discovered. These new batsmen have obviously been practising in the nets.

REVIEWED BY: Jim

Old Chunky gave GGWCC a slating a few months ago, so I didn't bother with it much. What a mistake! This effectively renders all other efforts obsolete - buy it!

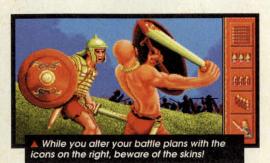
OPINION BY; Paul

STRATEGY

CAESAR DELUXE

Here's a real chance to find out what people are on about when they say "Rome wasn't built in a day."





few years back a physically unremarkable man in a toga did a pretty fair job of taking over the world. Before his life was prematurely ended at the hands of his supposed chum Brutus, Kenneth Williams ("Infamy! Infamy! They've all got it in for me!"), a.k.a. Julius Caesar, briefly managed to become ruler of a Roman Empire which covered most of Europe and North Africa. He also managed to bonk

Africa. He also managed to bonk Cleopatra, even though his other chum Mark Anthony had been keeping the bed warm while poor Julius was away.

But Caesar the computer game has nothing whatsoever to do with Julius Caesar (nice intro then – Ed). Instead the title refers to Caesar Augustus, a much earlier emperor who unfortunately I don't know anything about! But actually the game doesn't really seem to have much to do with this Caesar either. He just sits quietly in Rome or somewhere and waits for you to impress him.

Impressing such a powerful man is no easy task.

Basically, you must start a brand new city up from scratch, developing an irrigation system, roads, houses, industries, hospitals, schools, entertainments, armies and just about anything else needed to make a suitable environment for the development of a cultured and peaceful society. If you do it well enough, Caesar may deign to notice your prodigious talents and promote you to another more valuable province, where you will have to start all over again.

The game is played via a series of icons ranged along the bottom of the screen. These are a Town Planner's dream, allowing you to improve the city's infrastructure at the touch of

a button. Roads and pipelines can be laid by just dragging the mouse along the landscape, while houses, theatres and the like can be dumped at the touch of a button wherever takes your fancy – planning permission and protesting green

groups are a thing of the distant future.

It may not come as too much of a surprise when I tell you that Caesar Deluxe is a revamped version of Impressions' earlier game, the critically acclaimed Caesar. New additions include enhanced graphics and sound, an extra advisor to help you suss out your industrial progress, and a facility for removing mislaid pipes and roads without having to level out all the ground. Also, the behaviour of the Barbarians has apparently been substantially tweaked (youch!).

These changes don't really affect the gameplay very much, however, and some niggly points remain unaddressed. For example, the poor screen

scrolling can still cause you to
accidentally lay a massive stretch
of pipe or road whether you
wanted to or not. When you
start a new game the gameplay
is far too unforgiving, meaning
you often have to reload a saved
game and tediously repeat a bit of

bureaucracy to make sure you get it right next time.

That said, Caesar Deluxe is still a worthy alternative to Sim City, and battle-mongers will be pleased to note that if you own a copy of Impressions' Cohort war game, you can actually use it to have more control during fights with the brutal Barbarian hordes.



▼ It might not look much yet, but believe it or not this is the birth of a nation. Well, actually it looks more like the death of a village really...

THE LOW-DOWN

PUBLISHER: Impressions CONTACT: 071 351 2133 TEAM: D. Lester & S. Bradbury PRICE: \$29.99

SCOR	ING
GRAPHICS	72%
SOUND	70%
PLAYABILITY	75%
DIFFICULTY	TRICKY

he original Caesar scored many points over its competitors with the sheer depth of the strategy involved. Practically everything you might expect to encounter in the building of a new society was carefully included without making the game at all inaccessible. The Deluxe version comes over more as a marketing trick than a particularly improved game though, and as such is only worth considering if you haven't got the original. And I still prefer Sim City.

REVIEWED BY: John

SECOND OPINIO

Nice graphics and a great deal of thought required in what is a very enjoyable strategy game. Caesar Deluxe unfolds into a classy build'em-up, and is a surprise hit for me.

OPINION BY: Paul

TI / SCORE



The perspective in various stages in the game. For instance the end of level quardians are viewed

Kill loads of aliens in space and avoid getting killed yourself if possible.

ot so long ago, the words shoot 'em-up meant little more than white pixels at the bottom of a black screen, firing a straight line in an upward direction at rows of red and green pixels who were slowly advancing downwards towards the player.

The game Space Invaders may have been crude by today's standards, but this piece of genius programming had an enormous effect on the shape of modern computer gaming. I can't think of another single product that has had such a profound effect.

It is astounding then, when you look back, just how far we have come in such a short space of time. This type of game has endeared itself throughout the period, with classic names such as Zaxxon, Nemesis, R-Type, and the now legendary Project X leaping immediately to mind.

Blastar is billed as the next step forward in the

advancement of the shoot 'em-up genre, and despite being more than a little sceptical after my first look, I have to say that after careful consideration, I would tend to agree.

You must pilot Blastar, the mother of all space ships through five main stages, each containing two sub levels and an end of level guardian. Each level features a similar brand of multi directional scrolling shoot 'em-up action, but unlike most games of this type, the programmers have added a little extra variety by making each of the sub levels a separate mission with its own targets and goals. These missions include shooting and destroying organic defensive systems, blowing up lavic generators and obliterating alien asteroids.

Another nice feature is the ability to, if you are quick enough, avoid confrontation with the particularly fearsome end of level guardians. This is not easily achieved though. As soon as the level's

If and when you successfully progress through the game, you will be given the opportunity of docking at a place where you can buy extra hardware to add to your arsenal.

Alien Spotters

It is said that the game contains somewhere in the region of 400 different types of alien for you to work your way through. I cannot verify this because, I am glad to say, that I am not bland enough to even consider attempting to count them (perhaps a job for John there!). We'll just have to take Core's word for it on that one and I'm sure we have no reason to

When I first played Blastar, I have to confess to little cohesion in the game at all, and all I seemed to





into aliens, and occasionally, if I was very, very lucky, actually managing to shoot one or two.

Never let it be said that I am afraid to admit when I'm wrong, because in Blastar's case I most certainly was. I can now see that my initial dislike was due to that disease all gamesplayers suffer from, namely the I-can't-do-it-so-it-must-be-bobbins syndrome. In reality, Blastar is one of the most playable games I have come across in a long time. Once you get the hang of the control system you will find that everything starts to flow naturally, and in time becomes second nature. Soon, you will be able to carry out complex manoeuvres that you wouldn't have believed possible when you first picked up the joystick. A special mention must also go to the music, an area which is sadly neglected in almost every game that is released. Maybe I'm biased, but I think the type of music used in Blastar, namely dance music of the ever so slightly trancey variety, really lends itself to fast action games of this ilk. Nothing gets the adrenalin pumping as much as listening to a good, throbbing bassline

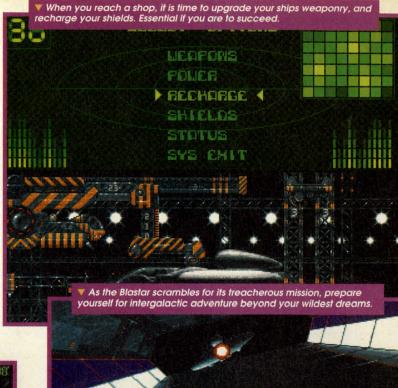
(well, almost nothing!), all the while obliterating hordes of vile

aliens. Nice one Core.

Shoot 'em-up fans really should lap this up. I was never a big fan of Project X to be honest, and in my opinion, Blastar totally wipes the floor with it, and any other

game of this type on the Amiga that you would care to mention. There are those who will refuse to acknowledge Blastar as a better game than the Team 17 effort, but, believe it or not, there are still some people who believe that the 500 is a better machine than the 1200, and what I think of those people really is unprintable!

▼ There are a multitude of different backgrounds in this game. Some with bubbles, some without!



THE LOW-DOWN

PUBLISHER: Core Design CONTACT: 0332 297 797 TEAM: In House PRICE: £25.99

S C O R I N G
GRAPHICS 84%
SOUND 92%
PLAYABILITY 86%
DIFFICULTY Spot on

f you have read the review, you will know what I think of Blastar. If you are the type of person who likes to just skip straight to the comment, I'll summarise it just for you. Blastar is by far the best shoot 'em-up on the Amiga in my opinion. I like everything about it, from the missions aspect of the sub levels, to the fast and frantic, yet controllable action, and even the music, which is right up my street. This is almost faultless, and certainly lays Project X to rest as far as I'm concerned.

SECOND OPINION

The question of whether it beats PX is still one for debate in my opinion, although it is certainly an equal. Now pardon me while I dodge Steve's flailing fists.

OPINION BY: Paul

OVERALL SCORE

86%

P U Z Z L E

GEAR WORKS

Gosh, this puzzler really gets the old COG-nitive functions working in overdrive.

ight hold on one minute. Before you read any further, just have a look round the page at the screenshots... OK? Now, as you were staring at the far from storming graphics, did you start to wonder if we usually reliable people at Action had boobed and accidentally slipped a PD page into the full-price section, or what? Well, please be assured that we haven't messed up this time and yes, these really are images from a seriously new wad-reducing puzzle game.

The rather bizarre objective of Gear Works is to convert 12 of the world's most famous monuments into clocks. To achieve this, you have to join together a series of cogs inside each building which emanate from the power generator on the

ground floor. Each level is played a screen at a time, and to move on you have to join the two red cogs placed at opposite ends of the play area. This is achieved by placing cogs on the numerous pins dotted around. You have three sizes of cogs, which interlock together in different ways and automatically appear one at a time. This means you have to make do with which ever piece you get.

Anyway, gameplay explanation over, take a look at the screenshots again and try to imagine what they might, nay, should have been like. Think how much bigger the main game screen could be. Consider how little effort it might have taken to make the control panel along the bottom look less like a Speccy rip-off. Be

amazed that nobody realised the between-level bonus fruit machine looked like something from 'Learn How to Programme your Commodore 64'. Most of all, think of games as far back as Defender of the Crown and then wonder how 'Gear Works' excruciatingly dismal renditions of famous landmarks can dare to be so bad.

Of course there are some puzzle games with a decidedly bland presentation which still manage to play well. Klax, Tetris (the Infogrames version) and

Did you know that in Las Vegas amusement arcades are insured against not making a daily profit?

Pipemania, for instance, could never exactly be described as having avoided a beating from the

ugly stick. But they still played like a dream, and that is what really counts in the final analysis. Gear Works, however, just does not have enough variety or strategy to keep you engrossed or tempt you back for more. The programmers have attempted to put a bit more variation into the game by including a couple of creatures that rust cogs and break off pegs,

but these really just feel like tackilyprogrammed add-ons. And you're
hardly likely to be tempted to
play on just to wait for the
end-of-level reward scenes
when they're as pathetic
as these ones. This isn't
really that highly
recommended, I'm
afraid to say.

The leaning tower of Pisa, as drawn on a very early architectural sketch one presumes.

79

This is your reward for turning the old Pisa tower into a clock.
Aren't you glad you bothered?





THE LOW-DOWN

PUBLISHER: The Software Business CONTACT: 0480 496497
TEAM: Hollyware Entertainments
PRICE: £19.99

SCOR	ING
GRAPHICS	45%
SOUND	42%
PLAYABILITY	58%
DIFFICULTY	AVERAGE

his game would be OK as a PD game, or just possibly a budget release, but to charge full whack for it is just ridiculous. If you're mad on puzzle games and you feel like emptying your pockets that much, why not get a CD32 with Diggers instead? Gear Works just doesn't have anywhere near enough variety or features to keep you coming back for more, even after you've had a game or two, whilst the poor level of presentation is really inexcusable.

REVIEWED BY: John

SECOND OPINION

As a budget game it might be a good buy for complete puzzle fanatics, but as it stands, Gear Works – though some ideas are good – lacks the makings of a

OVERALL SCORE

54%

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FA PHEMIEH LEAGUE FOOTBALL" FALCON 3" FLASHBACK (ANOTHER WORLD 2) FOOTBALL BOSS" FOOTBALL MANAGER 3" GEAR WORKS" GLOBAL GLADIATORS	24,95	21.99 TBA 24.95
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GOAL.	*19.95	19.95
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HARPOON VERSION 2 WITH BATTLE SET 2	NA	22.95
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GLOBAL GLADATORS GOAL GOOCHES WORLD CLASS CRICKET 1 MEG . GOOCHES WORLD CLASS CRICKET 1 MEG . GUNSHIP 2000 HARPOON VERSION 2 WITH BATTLE SET 2 HARPOON BATTLE SET 3 HARPOON BATTLE SET 4 HARPOON BOTTOR (NOT PLUS) HEROQUEST 2* HISTORYLINE 1914-1918 HOT HATCHES' HOT HATCHES' HUCKLE HOUND* INDIANA JONES FATE OF ATLANTIS ARCADE INFERNATIONAL SPORTS CHALLENGE. ISHAR 2 JAMES POND 2 A1200 VERSION	17.95 19.95 NA .TBA .NA	19.95
HISTORYLINE 1914-1918	TBA	24.95 17.95
HUCKLE HOUND*	N/A	TBA
INDIANA JONES FATE OF ATLANTIS ADV	.NA	24.95
INTERNATIONAL SPORTS CHALLENGE	.17.95 19.95	19.95
JAMES POND 2 A1200 VERSION	19.95 N/A	19.95
JAMES POND 2 A1200 VERSION JOE MAC CAVEMAN NINJA JOHN MADDENS AMERICAN FOOTBALL	NA	17.95
JURASSIC PARK THE NEXT BIG BIG TITLE TO BE REL	N/A EASED.	17.95
PLACE YOUR ORDER EARLY, BE ONE OF THE FIRST TO GE	AI/A	WE17.99
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KAWASSAKI TEAM GREEN*	.17.95	17.95
KICK OFF 3 (ANCO)	.TBA	TBA
KNIGHTS OF THE SKY	19.95	19.95
KRUSTY'S SUPER FUNHOUSE'	NA	19.95
LEGEND OF KYRANDIA	N/A	24.95
LEGEND OF VALOUR	.25.55	25,55
LETHAL WEAPON	17.95	17.95
LEMMINGS DOUBLE PACK SPECIAL	21.95	21.95
KAMASSAN TEAM GREEN' KAWASSAN TEAM GREEN' KICK OFF 3 GOAL' DINO'S KICK OFF 3 GANCO) KING MAKER' KNIGHTS OF THE SKY KNIGHTS OF THE SKY KNIGHTS OF THE SKY KRUSTY'S SUPER FUNHOUSE' LEGEND OF KYRANDIA LEGEND OF VALOUR LETHAL KCESS' LEGEND OF VALOUR LETHAL KCESS' LEMMINGS DOUBLE PACK SPECIAL LEMMINGS OF THE TRIBES 1 MEG LOST TREASURES OF INFOCOM TEXT ONLY LOST VIKINGS LOTUS 3 THE ULTIMATE CHALLENGE	N/A	21.50
LOTUS 3 THE ULTIMATE CHALLENGE	N/A	19.95
DURY CEDIALIC	-	1110

MAGIC BOY*		
	N/A	TBA
MAGIC BOY* MEAN ARENAS. MICROMACHINES* MICROPROSE GRAND PRIX(SPECIAL PRICE MICROPROSE GOLF MONKEY USE AND 2.1 MEG	TRA	TRA
MCDOMACUINECT	NI/A	3.98
MICHUMACHINES"	N/A 1	3.98
MICHOPHOSE GRAND PRIX (SPECIAL PRICE) 15.99 1	5.99
MICROPROSE GOLF	16.991	6.98
MONKEY ISLAND 2 1 MEG	NA2	3.96
MOTHET TODAY E I MEG	**** **********************************	0.00
MONOPOLT	N/A	8.95
MORPH	1	7.98
MORTAL KOMBAT*	N/A	20 00
MADOLEONICS*	27 OF 6	27 06
HICK EN DOC CHAND COLE	27.952 *24.952	7.98
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NIGEL MANSELLS A500 OR A1200 VERSION.	19.951	9 9
NIPPON SAFES INC	TBA1	0 0
ONE CTED DESCONDS	TBA	4.00
UNE OTEP DETUND	/ DA	4.95
OVERDRIVE*	N/A	TBA
OVERKII L* AGA ONI Y	N/A 1	7.0
PRA TOUR ROLE + DATA DISK	N/A 1	0 0
OVERDRYCH ORD OVER OF THE OVER OVER OF THE OVER OF THE OVER OF THE OVER OF THE OVER OVER OF THE OVER OVER OVER OVER O	NA	0.00
PGA TOUR DATA DISK		2.90
PATRISION*	N/A2	22.95
PINRALL DREAMS	N/A 1	6.95
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CLEEDWALVED 1000 VEDCION	TARREST TO THE PARTY OF THE PAR	
		20 61
OLEEP WALKEN 1200 VENDION	NA2	20.55
SLEEPWALKER ST IS STE 1 MEG ONLY		7.96 24.96 24.96 19.96 26.96 24.96 20.56
SLEEPWALKER ST IS STE 1 MEG ONLY	N/A	20.58 20.58 17.98
SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID		20.55 20.55 17.95 24.95
SLEEPWALKER ST IS STE 1 MEG ONLY	N/A 2 20.55 2 TBA 1 N/A 2	20.56 20.56 17.96 24.96
SHADOWWORLDS 1 MEG SIM EARTH SIM ANT 1 MEG SIM CTYPOPULOUS SIM CTY DELUXE SIM LIFE A500 OP A1200 VERSION SLEEPWALKER 1220 VERSION SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID SPACE ADVENTURE SPACE CRUSADE VOTAGE BEYOND EXP	N/A 2 20.55 2 TBA 1 N/A 2 9.95	20.56 20.56 7.96 24.96 .9.96
SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID	TBA 1 N/A 2 9.95	20.56 20.56 17.96 4.96 9.96
SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID. SPACE ADVENTURE. SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE HULK'.	7BA 1 N/A 2 9.95 17.95 1	7.96 4.96 9.96 17.96
SLEEPWALKER ST IS STE 1 MEG ONLY SOCOER KID. SPACE ADVENTURE. SPACE CRUSADE VOYAGE BEYOND EXP. SPACE CRUSADE VOYAGE STAND ALONE SPACE HULK". SPACE HULK".	7BA 1 N/A 2 9.95 17.95 1	7.96 4.96 9.96 17.96
SLEPWALKER STIS STE 1 MEG ONLY SOCCEN KIP SPACE ADVENTURE SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE HUSADE VOYAGE STAND ALONE SPACE HUJE SPACE HUJE SPORTIS MASTERS (COMP). STREET EIGHTER 2 I MEG	7BA 1 N/A 2 9.95 17.95 1	7.96 4.96 9.96 17.96
SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID. SPACE ADVENTURE. SPACE CRUSADE VOYAGE BEYOND EXP. SPACE CRUSADE VOYAGE STAND ALONE SPACE HULK* SPORTS MASTERS (COMP) STRIKE I FIGHTER 2 1 MEG	7BA 1 N/A 2 9.95 17.95 1	7.96 4.96 9.96 17.96
SLEEFWALKER STI'S STE'I MEG ONLY	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SLEEPWALKER STIS STE 1 MEG ONLY	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SLEEPWALKER STI'S STE'I MEG ONLY SOCCE NID. SPACE ADVENTURE. SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE HULK'. SPORTS MASTERS (COMP) STRIKE FLEET STRIKE FLEET SUNC ROGSWORDS SUPER CAULDRON'	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SLEPWALKER STIS STE 1 MEG ONLY SOCCEN KIND SPACE ADVENTURE SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE HUSADE VOYAGE STAND ALONE SPACE HULC' SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER GAULDRON' SUPER GAULDRON' SUPERFOG.	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SLEEPWALKER ST IS STE 1 MEG ONLY SOCCER KID. SPACE ADVENTURE. SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE CRUSADE VOYAGE STAND ALONE SPACE HULK*. SPACE HULK*. SPORTS MASTERS (COMP) STRIEET FIGHTER 2 1 MEG STRIKE FLEET SUN CROSSWORDS SUPER GAULDRON* SUPERFROG SUPERFROG SUPERFROG SUPERFROG SUPERFROG	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SLEPWALICER STIS STE'L MEG ONLY SOCCEN (IN) SPACE ADVENTURE SPACE CRUSADE VOYAGE BEYOND EXP SPACE CRUSADE VOYAGE STAND ALONE SPACE HUSADE VOYAGE STAND ALONE SPACE HUSADE SPAC	TBA 1 N/A 2 9.95 1 17.95 1 TBA N/A 2 17.95 1	7.96 4.96 9.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA 1 N/A 2 9.95 1 17.95 1 TBA 1 17.95 1 13.95 1 13.95 1 17.95 1 N/A 1	17.98 4.98 17.98 17.98 17.98 17.98 17.98 17.98 17.98
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	17.96 4.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 9.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 9.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA 195 1 TBA 194 1 TBA 195 1	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA 195 1 TBA 194 1 TBA 195 1	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROM SUPER SPORT CHALLENGE* SUPER SPORT CHALLENGE*	TBA 195 1 TBA 194 1 TBA 195 1 TBA 19	7.96 7.96 17
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTS MASTERS (COMP). STREET FIGHTER 2 1 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROG. SUPER SPORT CHALLENGE'. SUPER FROG. SUPER HERO'. SVNDICATE DATA DISC'. TV SPORTS BOXING. THE HUMANS 2''. THEATRE OF DEATH'. TIMES CROSSWORDS. TROULS ASO OR A1200 VERSION.	TBA 195 1 TBA 194 1 TBA 195 1 TBA 19	20.5.0 24.9 24.9 26.9.9 20.9 20.9 20.9 20.9 20.9 20.9 20.9
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SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROG. SUPER SPORT CHALLENGE". SUPER SPORT CHALLENGE". SUPER HERO'. SVNDICATE SYNDICATE DATA DISC'. TY SPORTS BOXING. THE HUMANS 2'. THEATRE OF DEATH'. TIMES CROSSWORDS. TROLLS ASSO OR A1200 VERSION. URIDIUM 2'.	7.795 17.95	20.5.6 24.9.9 20.9 20
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROG. SUPER SPORT CHALLENGE". SUPER SPORT CHALLENGE". SUPER HERO'. SVNDICATE SYNDICATE DATA DISC'. TY SPORTS BOXING. THE HUMANS 2'. THEATRE OF DEATH'. TIMES CROSSWORDS. TROLLS ASSO OR A1200 VERSION. URIDIUM 2'.	7.795 17.95	20.5.6 24.9.9 20.9 20
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROG. SUPER SPORT CHALLENGE". SUPER SPORT CHALLENGE". SUPER HERO'. SVNDICATE SYNDICATE DATA DISC'. TY SPORTS BOXING. THE HUMANS 2'. THEATRE OF DEATH'. TIMES CROSSWORDS. TROLLS ASSO OR A1200 VERSION. URIDIUM 2'.	7.795 17.95	20.5.6 24.9.9 20.9 20
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC'. SPORTIS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON'. SUPER FROG. SUPER SPORT CHALLENGE". SUPER SPORT CHALLENGE". SUPER HERO'. SVNDICATE SYNDICATE DATA DISC'. TY SPORTS BOXING. THE HUMANS 2'. THEATRE OF DEATH'. TIMES CROSSWORDS. TROLLS ASSO OR A1200 VERSION. URIDIUM 2'.	2000	20.5.6 24.9.9 20.9 20
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROM SUPER HERO' SYNDIGATE DATA DISC' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TRODDLERS. TROULLS ASSO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAR IN THE GULF.	7.796 17.96	17.96 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROM SUPER HERO' SYNDIGATE DATA DISC' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TRODDLERS. TROULLS ASSO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAR IN THE GULF.	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROM SUPER HERO' SYNDIGATE DATA DISC' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TRODDLERS. TROULLS ASSO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAR IN THE GULF.	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
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SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROM SUPER HERO' SYNDIGATE DATA DISC' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TRODDLERS. TROULLS ASSO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAR IN THE GULF.	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROM SUPER HERO' SYNDIGATE DATA DISC' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TRODDLERS. TROULLS ASSO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAR IN THE GULF.	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER FROG. SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROG. SUPER SPORT SUPER SUP	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROG. SUPER SPORT CHALLENGE' SUPER TETRIS. SUPER HERO' SUPER HERO' THE HUMANS 2' THEATRE OF DEATH' THE HUMANS 2' THEATRE OF DEATH' TIMES CROSSWORDS. TORNADO' TORNADO' TORNADO' TORNADO' TORNADO' TORNADO' WILLS ASOO OR A1200 VERSION. URIDIUM 2' UTOPIA 2' UTOPIA 2' WALKER WAXWORKS WALES VERSION CONQUEST WALKER WAXWORKS WALES VERSION CONQUEST WALKER WAYWORKS WORLDS OF LEGEND (LEGEND 2) WERLDS OF LEGEND 2) WERLDS OF LEGEND 2) WER EUROPEAN RAMPAGE.	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.50 17.96
SPACE CRUSADE VOYAGE STAND ALONE. SPACE HULC' SPORTS MASTERS (COMP). STREET FIGHTER 21 MEG. STRIKE FLEET SUN CROSSWORDS. SUPER CAULDRON' SUPER FROG. SUPER SPORT CHALLENGE' SUPER SPORT CHALLENGE' SUPER FROG. SUPER SPORT SUPER SUP	5000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	17.96 17.96

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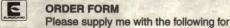
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BRUTAL SPORTS FOOT



y 2034 American Football was officially classed as being boring and audiences were staying away in droves. They much preferred to go out and watch a drive-by shooting or gang-land murder than to nipping down to the local superbowl to see a bunch of sissies in body armour run round grunting a lot.

Then in stepped the aptly named Dan Syco. In a flash of pure inspiration he envisaged a way to bring the fans back to sport and introduce a much needed form of population control. All you had to do to

solve all society's problems, he said, was make a sport totally based round death and violence (Ah, somebody with a bit of sense at last !).

And so the most downright gut-wrenching sport the world has ever seen was established and imaginatively called Brutal Sports Football. And, of course, it pulled in enormous crowds.

The, erm, 'rules' suited public taste perfectly. You could win a Brutal Football game by outscoring the opposition (yawn) OR by slaughtering six out of their seven players (great). Each game lasted for

Beating the Opposition



GRENADES: Make your attack go with a bang.



SHIELD: Protects player from



CAULDRON: Lets you chuck tireballs at the opposition.



REPEL: Shields a player so he can bounce the opposition into touch.



Player 2's offensive Inne waits for the player in the corner to

take out the defense with a few wellplaced grenades.

sword: Gives you a cutting edge attacking opponents.



tortoise: Slow down your players, surprisingly.



JOYSTICK REVERSE: Reverses moves on opponent's ioystick.



ICE CUBE: Freezes opposition for a



RABBIT: speeds up your players.



sprouts legs and follows your player for a time



POTION: Renders player invisible for set amount of time.



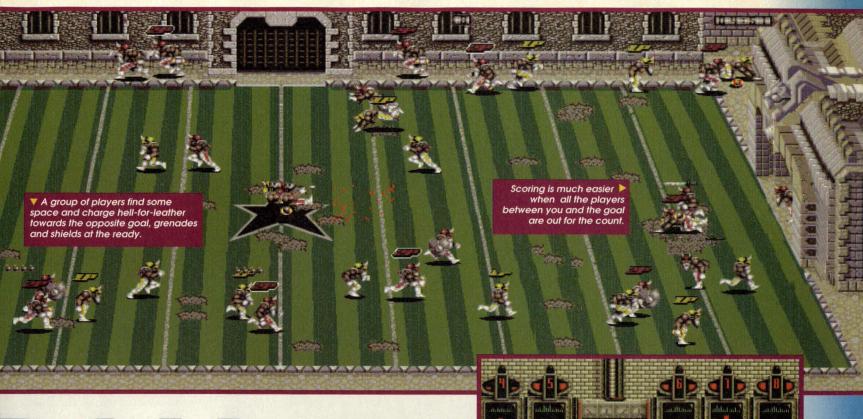
FIST: Increases punching power



down opposition with a bolt from



JOYSTICK SWAP: Swaps joystick controls between



BAL

seven minutes and the rules stated that from the moment the game began, the rules no longer applied (ream). Finally, if a game ended in a draw the ball was dispensed with altogether and injury time was played. But here injury time didn't refer to the amount of time lost during normal time when injuries to players are treated. Oh no. Here it referred to the time you had to actually inflict injuries onto the other players. Each team fought to

Does this look like the front row of a

Megadeth concert or what

the death, with the first person to kill six opponents winning. Now if that isn't a much better way of sorting out the men from the boys than just throwing a little ball about, I don't know what is!

The computer version of Brutal Sports takes up the jokingly over-thetop violence of its storyline with gusto. Single games are called 'unfriendlies', and the now-essential game stats would rather show the number of punches thrown and head-kicks delivered, than weedy stuff like the number of shots on goal and the amount of ball posession. And then of course, there's that amusing play on the idea of injury time.

The game remains admirably OTT during the actual matches. As well as being able to just punch people or polish off an already-flattened opponent with a few sickening head-stomps, a variety of weapons randomly pop up on the pitch and can be

The Brutal Sports version of the NHS. You can treat your players with first aid, rejuvenate them with the 100% successful electric shock treatment or, erm, sew their heads back on

picked up and used with horrendous results.

These weapons and so called 'tackling techniques' can also be used on your own players. Naturally you don't want to do this too often (unless ripping the other team to pieces isn't psychopathic enough for you), it certainly adds to the general carnage on display. So, if some aggressive manoeuvre misses its intended target the chances are that you'll still be able to inflict some lifethreatening wound on one of your own unsuspecting team-mates.

When a player dies during a game, his head falls off. Yes, just in case the sight of countless spurts of blood and cries of agony from the unfortunate player had failed to convince you that his days were indeed numbered, you also get a chance to play footy with his bonce. In fact, loose heads can be pretty darn useful as weapons if hurled or drop-kicked at some nearby opponent.

Other slightly less violent features also crop up from time to time; including lightning strikes, ice cubes, magic potions, running balls, and my personal favourite, the joy pad swap which temporarily gives you control of the other team. See that stupendous info panel again for more details.

> But who cares about shandydrinking features like this. Violence is what it's all about and Brutal Sports

Ay up, It's Vinnie Jones! He must have had a pre-season

Just a small example of the mindless slaughter to be enjoyed during the aptly named injury time.



contains enough of it to require an instruction manual filled with a whole glossary of terms to help you irritate your envious mates. To 'ace' someone is to remove their head in one attempt, a 'belly vent' is a sword-slash across the midriff, to 'kebab' someone is to skewer them as they come down from a catch, to 'mince' someone is to turn him into burger meat by extreme use of a sword, and 'ratatouille' describes the state of a player after a mincing. The list is endless.

As I'm sure you must have guessed by now, the violence in Brutal Sports is strongly laced with humour. The game never takes itself too seriously, so playing it is nothing but fun (honest, worried mums). Getting a few mates round for some twoplayer frenzies provides about as much of a doss as you could ever expect from your trusty Amiga.

Brutal battering

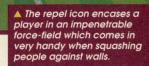
At first I found the match-play a bit too clumsy and constricted - the players just seemed too big for the pitch. Thankfully I soon wised up to the fact that the less space the players have to run around in, the more chance there is of some good hard physical contact. And it has to be said, that dreaming up new ways to savage an opponent really does have even more appeal than just running round with a ball tucked under your arm.

But Brutal Sports has its flaws. The most immediate of these is the apparent slackness of the game's presentation. The graphics seem a bit dull throughout, and this is certainly true of the stats and menu screens. Perhaps a few more sound effects wouldn't have gone amiss either (although what effects have been included are admittedly good) and there has definitely been a lack of effort involved in the one-player option. Although it is nice to be able to play against other types of teams (Lizards, Wild Goats and Rhinos), each with their own special moves and skills, the leagues are just too small to get you as involved as you might get in say, Speedball 2.

Further comparisons with Speedball 2 highlight a few more places where Brutal Sports could have done better. For instance, each player in Speedball 2 had his own name and face; in Brutal Sports each player looks exactly the same. This really does make the game less involving. Also, after a Speedball 2 match there was a huge number of team-improving options available; in Brutal Sports there are essentially only three and this greatly lessens the strategic possibilities.

It would be unfair to end on such a negative note. In spite of some limitations, this is still a fine, erm, sports simulation which deserves a place in the collection of anyone who likes games to be a bit on thing of the past. And that's most of you, probably.





Monty Python's white rabbit (see the Holy Grail) and a couple of lizards line up for a slice of Viking toast.

LOW-DOWN

PUBLISHER: Millenium CONTACT: 0223 844894 TEAM: In House PRICE: £25.99

SCOR	ING
GRAPHICS	88%
SOUND	84%
PLAYABILITY	89%
DIFFICULTY	AVERAGE

mix of violence and humour is always a winning combination in my book, and Brutal Sports piles on both in spades. The two-player game is superb, and a good deal of thought has evidently gone into making the whole game as humourously tasteless as possible. If the same effort had gone into the rest of the game design, Brutal Sports could have been a classic. As it is, it's just very good.

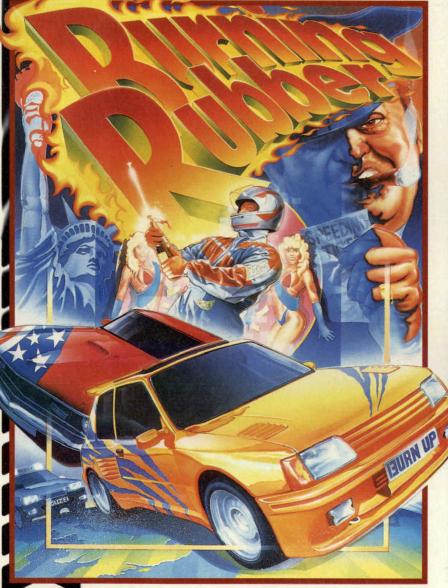
REVIEWED BY: John

Brutal Sports Football is certainly not a game for people of a nervous disposition. There's so many options for you to tinker with! As for injury time, I just love it!

OPINION BY: Andy

VERALL SCORE

BURN BABY BBURN BRING BURN BABY











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Enter the mines of Zarg and try to become the Ace of Spades!



D G G E RS

t's here at long last! Our first full look at a new game for Commodore's latest foray into the world of interactive CD. Surely we can expect a veritable feast of eye-popping graphics and ear-busting sonics? Beyond a shadow of a doubt we will instantly become the envy of all our chums as they sit, mouths hanging open wide, as sheer arcade brilliance explodes across the screen? In short, this will be something to blast everyone's socks off and make the whole world cry "Lordy, this CD32 sure is really smart!"

So, trembling with excitement, the gorgeous gold CD thingy is slipped into the rather plasticy Amiga console thingy (look, we deal in games, not hardware, alright?) and we wait with bated breath. And then, after a few moments of staring at an, erm, 'enigmatic' black screen, something really rather dull happens. Yes, instead of the high-definition, 256,000 coloured graphical extravaganza we expected, we get a distinctly tacky looking driving-through-a-tunnel sequence that wouldn't look out of place on your trusty old Commodore 64. Still, the music's OK in a cheesy

kind of way, so let's not give up all hope yet.

Well now let's move into the intro sequence where things begin to look up slightly. As the music bobs merrily along, a series of colourful and effective landscapes whisk by, showing us the approach to the mining control centre on the barren hostile planet of Zarg and a particularly good piccy of the various tribes of miners you'll meet on your subterranean adventures.

Once you're properly into the game, it quickly

becomes apparent that you're going to have to read the in-game book if you're going to have the foggiest idea of what's going on. This is a bit of a pain, to be honest, but at least a few illustrations and jokes have been included to make it as good a read as

■ Using a tunneller speeds up digging no end. And this time my team's hit a particularly lucrative seam.

possible. It also hints at stuff like dinosaurs, lost civilizations and nifty ways to trap and kill your opponents. This starts to set the mouth watering as

the game continues. But still, we're hardly seeing

A dedicated team of hardy Grablins gather

outside the Zarg control centre ready to embark

Take your gems to the Zarg

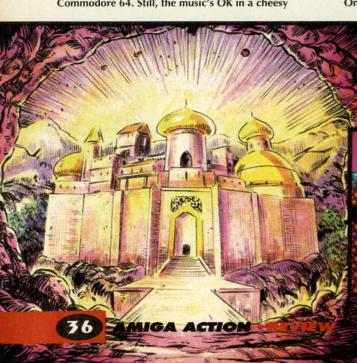
bank and swap them for a few

on their tunnel-tastic adventures.

well-earned zoas

any awe-inspiring new-technology kind of stuff yet. Finally we can move into the actual game. And frankly the first glimpse of the main playing area was possibly the most underwhelming experience I've had since seeing Alien3. The view is a standard sideon view of a little bit of the planet surface and an awful lot of the planet's soil. Practically the only first impression you get is one of brownness, sheer,

> screen-filling, certainly-not-256,000 colour brownness. Then, with a heavy heart, you start trying to get your five miners to do what you tell them to - and generally fail dismally. The whole operation system just seems completely unintelligible, rows of icons pop up all over the place and you don't even have the slightest idea of what to do with them, even after reading the in-game book. All you





know at this stage is the basic point of the game, which is that you must get your miners to excavate countless tunnels and shafts in a search for buried gems and treasures. These incidentally can be traded in at the bank to bolster your chosen race's flagging fortunes. Each miner can be used separately and can be instructed by a series of icons to perform a number of different activities - including digging in eight directions.

So, this game is utter rubbish, then? Nope, it most certainly isn't. Forget it if you were expecting to be blown away by the abilities of some new hardware, persevere with the controls for a while, and hey presto, you suddenly find yourself more hooked than hooked itself.

Manic miners

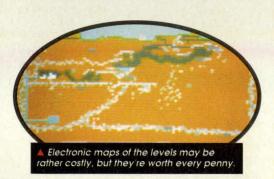
It's difficult to say exactly what makes this game so addictive. Normally nobody would be expected to describe the sight of five little man digging tunnels as compulsive, but, well, it just is, OK? No doubt a big part of the game's appeal comes from the way you play each mining section against a computer-controlled opponent. To win a level you either have to collect a specified amount of treasure or else wipe out all the enemy miners. This latter option can be achieved in a number of ways, including punching them into submission, trapping them in a flash flood, running them over with a tunneller or even blowing them up with dynamite and there's more.

The game's strategy side grows deeper when you start spending some of your hard-earned cash on buying a few mining-related commodities. Bridges, lifts, corkscrews, tunnellers, trains, dynamite, inflatable dinghies... you name it, and the Zarg shopping centre's got it. Admittedly it takes a while to suss out how to use some of these, but the game is more than addictive enough to make sure you keep trying until all becomes, as they say, clear. In fact, finding out for yourself exactly how the equipment works soon becomes part of the fun.

All this activity is accompanied by a truly

mesmerising, Blade Runner-esque soundtrack which cleverly eschews a conventional tune in favour of a few haunting chords and industrial sound effects so that it never becomes tedious. If you're still looking for a reason why this is a CD specific game, the soundtrack will just about do it for you.

The game is perfectly paced, never becoming too frenetic and only becoming a bit dull if you get down to just one miner. It is also beautifully structured so that you are not just restricted to a purely linear progression through the game's levels. There is an overall game objective (collect enough money to buy something your race has always wanted) as well as the objectives for each level. And... well, lets just say I love it, shall we?





THE LOW-DOWN

PUBLISHER: Millenium CONTACT: 0223 844894 TEAM: Toby Simpson PRICE: See Paul's opinion!

SCOR	ING
GRAPHICS	84%
SOUND	90%
PLAYABILITY	94%
DIFFICULTY	SPOT ON

totally addictive and stunningly original masterpiece. Hardly the sort of game to show off what the new CD32 is capable of, but a truly marvellous game in its own right. The only big drawback is the lack of a decent instruction manual to help you along at the beginning, but with a little effort you'll find yourself totally absorbed in a puzzler to rival even the mighty Lemmings series. A game to grow old with.

REVIEWED BY: John

SECOND OPINION

It's dead good. OK – now that's out of the way, you might like to know that Diggers is free. Well, not free exactly, but it's bundled in with the CD32, and won't be released standalone for a bit.

OPINION BY; Paul

OVERALL SCORE

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ROLE PLAYING

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BLADEO

am a big RPG fan. Actually that's not quite true anymore. These days, this type of game is so run of the mill that it takes something pretty special to leap off the shelf and grab me. US Gold's last effort, Legends of Valour took a different approach to anything that had gone before, and although it didn't quite work it must be commended for at least having a go.

It has to be said that right from the off I was disappointed with Blade of Destiny. I was expecting to see another smooth scrolling 3D extravaganza, but unfortunately we are back to that old familiar flick screen job. Ah well, I suppose you can't have everything all of the time, can you?

Apart from that minor criticism though, Blade of Destiny is not at all bad. It is the first game in what would appear to be an ongoing series going under the title Realms of Arkania. This first adventure takes place in Thorwal, located in the far north west of Arkania, home of intrepid seafarers and rich in the treasures of countless robberies!

Unfortunately, all is not well in Thorwal. Vicious gangs of Orc warriors threaten the peace and tranquillity of the inhabitants. They have only one hope of salvation - The Blade of Destiny - the now legendary cyclops sword which vanished with its owner in the Orclands many years ago. There are two questions that have to be answered. Does the legendary weapon actually exist? And can this mighty

artefact stop the wild hordes? You and your intrepid party must find the answers to these secrets, and in the process save the good people of Thorwal.

If you've ever played an RPG before then there will be nothing to surprise you in this - all of the usual sword and sorcery refinements have been included. If you have never encountered a game of this type before, then a most pleasurable experience awaits you. All you can possibly say about Blade of Destiny is that it is a good, solid RPG. Nothing more, nothing less...



PUBLISHER: US Gold CONTACT: 021 625 3366 TEAM: Attic PRICE: £39.99

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GRA	PHI	es				73%
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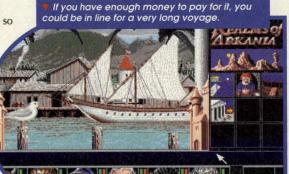
have mixed feelings about this one. On the one hand I can see that it is an excellent RPG, rich in storyline and high on interest for the player, however, having seen what machines such as the PC are capable of in this field, I find myself wanting just that little bit more. Still, if the Amiga is not capable of such amazing feats, as we are constantly informed it is not by various people, then Blade of Destiny is a more than acceptable substitute.

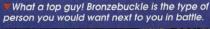
REVIEWED BY: Steve

SECOND OPINION

A beautifully presented game with an involving storyline, sadly let down by its distinct lack of original ideas. And it is all but impossible to play without a hard drive. Shame really.

OPINION BY: John







REVIEW • AMIGA ACTION

SPORTS SIM

With the mighty reds still atop the league, it's time to stride down the tunnel and sample the lush green turf once again.

Milly the club

secretary doesn't take

kindly to randy young



PREMIER MAI

pretty much the same, since there is only so much a programmer can do with a set of team statistics and a basic game engine at his disposal. Domark's Championship Manager and its more modern brother stand proudly at the top of the pile in most peoples eyes, including as they do so many of the realistic features of what (probably) occur in the daily running of a footy club.

To me though, Premier
Manager is the number one as far
as management games are
concerned. True, it doesn't have a
lot of action in the playing sequences,
but the way it's presented, and the
moderate but fair level of difficulty
mean that it stands above all others.

Imagine my delight then, when –
despite the fact that PM is still riding
high in the charts – I learned of a sequel wending its
ball-dribbling way to the office.

hands to yourself!
play
score

Premier Manager 2 has been programmed once again by Realms of Fantasy, and takes the bones of the orignal and builds on them in every way. Well I say 'build' – the fact is that PM2 incorporates only a two player option, as opposed to the original four. The reason for this is a bit unclear, but the chances are you'll be playing it alone more often than not, so it's really no big deal...

A good squad of players is all important, and the selection is an aspect which has been left largely untouched. Players can still be bought and transferred via the transfer market, although to be honest the prices are a touch on the high side (would you pay in excess of £300,000 for a midfielder from a third division club?).

A third substitute is now available in the shape of a goalkeeper, and whereas previously a choice of the standard formations were offered, there are now sixteen shapes that your team can take, including the defensively ridiculous 2-3-5! Styles of tackling, passing, marking and shooting can also be dictated, and changed at will during a match.

Life still begins in the lower reaches of the part

time leagues, but with a bit a financial wrangling you can soon be enjoying palatial surroundings with the brand new ground improvements option, whereby your stadium actually builds up in front of your greedy little eyes.

An important thing to remember in Premier Manager 2 is the power of the people. No, I'm not on about 70's hero Citizen "Wolfy" Smith, but the supporters and directors, whose confidence in you will be reported through your witch-like secretary after every match.

Provided you can tie your players to reasonable contracts before the season begins (yes – another new feature there for budding agents), you can compete in the league and up to six domestic and foreign cup competitions. Those who like some action will be pleased to know that the

play screen has been vastly improved, with a scoreboard-like readout showing a limited number of plays as they take place.

An important point to note is that the finances have been tightened up, with bank loans now far more realistic, so check on the state of your wad before borrowing countless millions!



THE LOW-DOWN

PUBLISHER: Gremlin CONTACT: 0742 753423 TEAM: Realms of Fantasy PRICE: £25.99

SCOR	ING
GRAPHICS	82%
SOUND	70%
PLAYABILITY	90%
DIFFICULTY	TRICKY

standard comment for a sequel such as this would be that owners of the original need not apply. Well I am an owner of the original, and I will certainly be hovering around the post room when the boxed copy of Premier Manager 2 is due. It takes the whole football management scenario one stage further, and although more complex than its predecessor, loses none of the addictive appeal which made it the success it was. Another big time winner from Gremlin, especially considering the foreign data disks that are on their way.

REVIEWED BY; Paul

SECOND OPINION

I'm afraid I have to agree with Paul in every department. It's certainly one of the better footy management sims.

OVERALL SCORE

87%







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R A C I N G

Look at that, eh. Typical policeman, hiding behind a sign. I mean it just doesn't give speeding psychopaths a chance, does it?

Put the pedal to the metal, the heel to the steel and speed off into the sunset.





BURNING BURNING RUBBER

acing games are funny things. From the dawn of the home computer explosion, people have continued to swarm out in droves to pick up the latest fast-driving, hard-cornering, turbocharged driving sim, often irrespective of whether it's actually any good or not. Belting round a formula one track, hurtling at breakneck speed down narrow twisting roads, making dare-devil leaps over seemingly impossible distances – the format hardly seems to matter. As long as a game puts you in control of something with wheels and the basic object is to go as fast as possible then it seems almost guaranteed to pull in the punters.

Still, although there have been few really great racing games (Formula One Grand Prix and Crazy Cars III stand head and shoulders above the rest), there haven't been too many real dogs either. But with its primitive graphics and tedious gameplay, Ocean's Burning Rubber very nearly lets the side down, but not quite.

The race takes place Outrun-style through a series of different countries and cities in Europe and America. A guy called Fast Fred has taken up his father's chain of car-part shops and has organised a series of underground races around various different parts of the world.

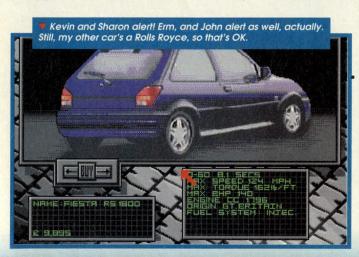
Before you start you choose your favourite car from a choice of twelve, six American and six European. It has to be said here that the American cars win hands down in terms of sheer size and impressiveness; in Europe
we have to look distinctly
average in a Fiesta or Golf,
while in America we can pose to
our hearts content in a Firebird or
Trans Am. This must go to prove Europeans
are more secure in their masculinity, or something.
But none of this really matters anyway, because
practically all the cars look pretty awful thanks to
some of the cheesiest digitising I've ever seen. The
cars in Test Drive looked better than these, and how

many years ago was that?

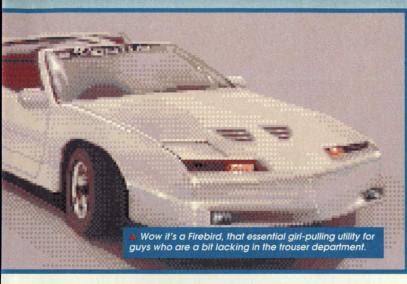
Furthermore, once you've finally got to the driving section (after being treated to some well-dodgy music supposedly evoking the atmosphere of

the zone you're entering), it turns out that your car ends up looking like a bland and poorly animated tonka toy no matter how big and flash it looked (or tried to look) on the selection screen.

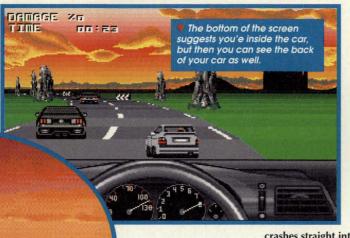
The track graphics also leave a bit to be desired. They're not dreadful, but there isn't anything any better than the run-of-the-mill stuff we're used to in this genre. And the same goes for the sound – the











hideously annoying, and any incentive to try again is killed off by the fact that the game gives you no idea of how near you got to the end of the stage. Surely it wouldn't have been difficult to show distance travelled by drawing a line along the roadmap or something.

More annoyance is provided by the police cars, which every so often decide to try and pull you over. Avoiding these does at least add a bit of much-needed excitement to the game. If a police car zooms past and then

crashes straight into you, which sometimes happens, you can't do the slightest thing about it. This may mean a loss in forward momentum and it becomes all but impossible to get past the police car. So, before you know it you've got 100% damage again and the game is over. And, more likely than not, you've got a few clumps of hair in your hands too...

noises and tuneless heavy metal soundtrack remain firmly in place.

usual whining engine

Worst of all, the averageness on show sadly continues in the gameplay too. Your car gradually gets more and more battered as you smash into other and roadside obstacles. When you're

cars and roadside obstacles. When you're finally reduced to a twisted pile of useless junk, you realise you have to concentrate more on being careful rather than being fast. This system would be OK if the game wasn't so blinking hard. Each stage is extremely long but the damage to your car mounts up at an alarming rate, and a few all-too-brief attempts soon make it obvious that the only way to get anywhere at all is to take it slowly. Now is it just me, or is this not a spectacularly bad idea for a computer game? Where are the thrills and spills? If I wanted to drive carefully I could jump in my very own sky-blue B-reg Fiesta (yes, it is as bad as it sounds) and drive round to my granny's!

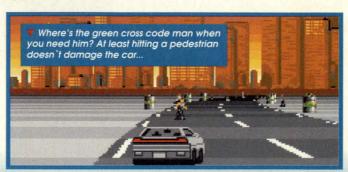
Maybe Burning Rubber wants to be more of a driving simulation than a straight racing game, but if

this is the case it still fails to hit the mark. Even if you're willing to put up with the slow-driving tedium, there are plenty of other frustrating elements which are almost certain to wear your patience down very quickly. The worst of these is the lack of restarts. As I've said, the stages are all very long, but if your damage gauge reaches 100% you have to restart the level right from the beginning, regardless of how far you'd got. This soon becomes

Spoilers

In fact, almost everything about this game is at least slightly annoying. The route selection map you have to trawl through before you start racing is far too complicated and tricky to control. The shop where you buy extra stuff for your car (no spoilers, sadly!) is both tediously designed and pointless as hardly anything you buy has much affect on the way the car performs. And finally, although you're supposedly racing other people, you seldom see any of them. They might as well not be there at all.

The only thing in Burning Rubber's favour is its size. There really is a huge amount of road to cover, and the locations are just varied enough to keep you interested. I accept there might be a few driving nutcases out there who might find a stiff and longterm challenge in Burning Rubber. But I'm not one of them.



THE LOW-DOWN

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

SCOR	ING
GRAPHICS	57%
SOUND	60%
PLAYABILITY	56%
DIFFICULTY	Very Hard

massive and reasonably varied racing game sadly let down by some very cheesy music, bog-standard graphics and an almost criminal lack of attention to the way the whole thing plays. It's so consistently annoying and tedious that it's difficult to believe the programmers playtested it at all. We really should be able to expect a bit more nowadays – after all, this is not exactly a new genre, is it? For die-hard racers only.

REVIEWED BY: John

SECOND OPINION

Well I quite liked it to begin with, what with the hot hatch theme and all, but those right-angle turns are ridiculous, and the flaws outweigh the other good points.

OPINION BY: Paul

OVERALL SCORE

58%





50 TO BE WON



10 TO BE WON



SKILL CHALLENGE

COMPLETE IN INK, USING BLOCK CAPITALS

1. Fill in the missing word

SEGAGEAR

.....

WIN WIN 2. What is the first level of WIN WIN Sonic the Hedgehog?

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FLIGHT

Fire up the Fokker, crank up the Camel and glue on those groovy goggles!



DOCE EC

icroProse are very keen for reviewers to get this point across, so to make sure I don't forget it, I'll do it now, right at the beginning. Dogfight is not strictly speaking, a flight sim. It is in fact a dogfighting sim, and, as far as I'm aware, one of the first of it's kind.

The main appeal of this game, and undoubtedly it's main selling point, is the ability to pit planes from different eras against one another. You can choose from 12 different aircraft, from the Sopwith

Camel of yesteryear to the British made Tornado of today. Whilst you can either match them in a fair fight, ie F16 Fighting Falcon versus a Mig 23 Flogger, or go completely stupid and set up a confrontation between a Fokker triplane and a Sea Harrier. This may seem like a pointless exercise, because until you have

experienced it first hand, you would assume that the Harrier would come out on top every time. However, experienced pilots will soon find themselves taking out two or three of the more powerful fighters with ease.

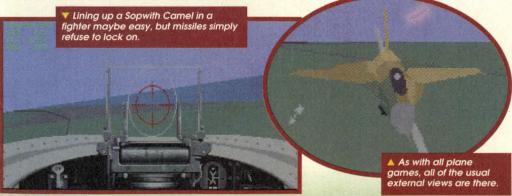
Of course, Dogfight is not as shallow as would first appear. If it were MicroProse would certainly have had a bit of a problem on their hands. To combat this, a strategy element has been incorporated to enhance the game's longevity. This basically entails following a mission through from its conception to completion, with you playing the

Select Combat Zone The missions in Dogfight take ace all over the world, in all the famous battle arenas.

major role, having a hand in everything. This feature will undoubtedly provide more long term interest, but, to be honest, you

will not really be bothered with it at first, and all you will want to do is loose off a few rounds at the

For the plain and simple reason that Dogfight has attempted to do something original, MicroProse must be commended. It is not the finest simulation ever seen, but then again, it isn't supposed to be. If you go in expecting an advanced flight sim you are guaranteed to be disappointed. Take it at face value and you might just find you are more than impressed with what lies within.



THE LOW-DOWN

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

SCOR	ING
GRAPHICS	79%
GOUND	73%
PLAYABILITY	82%
DIFFICULTY	AVERAGE

ogfight attempts something original and should be commended for it. This does not come off quite as spectacularly as was hoped, but is still a more than enjoyable game. The What If? option is at first pretty enjoyable, but after a while your interest wanes and you want something more. Fortunately, through the mission option, this has been catered for, and both arcade and simulation fans should find something to satisfy themselves with.

REVIEWED BY: Steve

As a non-flighty type, I found this effort easily accessible and a really refreshing change. It is a game more for the learner perhaps, though even experts will find it challenging fun.

OPINION BY: Paul



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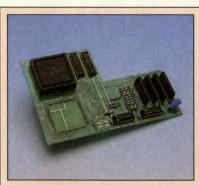
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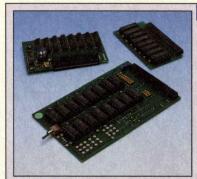




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SPORTS SIM

EURO

like Sensible Soccer. In fact it may very well be my favourite game of all time. It's one of the very few games that I play out of office hours, and until recently it undoubtedly rested at the top of my personal charts.

But then a game called Goal came along, and although I don't rate Kick Off 2 at all, Goal was really good, and I liked it. A lot. So much so in fact, that it now challenges S.S. (sorry, but I refuse to call it "Sensi" anymore) as my all time thigh-slapping lip-smacking number one.

The thing is – where do we go from here?
(Hopefully onto another magazine you bland sack – Karen). I mean, does anybody out there really believe that games such as these can be usurped by new products? Sensible Soccer 2 is in development, it's true, and I'm sure that it will take the excellence one step further with it's managerial aspects, but can anyone else seriously expect to conquer this most famous of gaming niches?

From Present the is European Champions plays just as well in overhead mode as it does using the side-on view.

Oh dear, I am sorry. Got carried away with myself there for a moment and started to sound rather dull (So what's new — Karen). Whether anyone will out-Sensi Sensi (aargh!) or out-score Goal will always be a matter for debate, but a matter of fact is that Ocean come very close with European Champions.

From the ashes of FA Premier League rises the firey phoenix that is Euro Champs.

Yes that's right – European Champions, the one time FA Premier League Football, that was rumoured to have lost the licence because sour-faced Graham Kelly and his mates didn't think it was much cop. Well anyone who holds strong their faith in Graham Taylor to lead the national squad to glory must be pretty clueless, as proven to some extent by the fact that Euro Champs is really pretty smart.

It's the options which strike you first. There are absolutely reams of them, and it is touches like this which make a game stand out from the crowd. Firstly, you have a choice of teams from the entire Premier League (or to call it by its correct name, the FA Carling Premiership), Italian Series A, and the top flight of the Spanish, German and French leagues. Whatever the hell they're called.

This amounts to around a hundred first class international teams, which when you consider that each team member was correct as of just a few weeks ago, and that every strip is detailed to the smallest bit of trim, is a hell of a lot of work in itself.

Absolute corker!

Now you know when you're playing a football game, and you score a goal, and then another, and another, and another – and sometimes you get to wishing "if only I could score an absolute corker?" Well in Euro Champs you can, often, and quite easily too. It's all thanks to some innovative game design by programmers Audiogenic, you see...

When a player under your control is in possession of the ball, depending on which of the options you chose to use at the outset, there are a number of ways to play. The simple way to begin is by use of the Ping Pass. We all know the pitch

In the old onion bag



▲ The young Derby County striker bursts through the defence and... it's a GOOAALL!!



▲ Ripley finds himself in a bit of space and lets fly with an absolute beauty.



▲ Use the instant replay function to relive those great moments again and again and again...



Wilkinson is supposed to have headed this at the goal, but I must say I'm not convinced.



▲ Dean Saunders, eh? Didn't he used to play for Derby County?

PEAN CHAMPIONS



scanner is useless, and if anyone out there uses it, then you're a very sad person indeed. What happens when you're in this mode, is that whenever a player is available for a pass, a short "Ping" will sound, and a circle will appear above his head. If you think he's well placed, then a simple tap on the button will send the ball direct to his feet, provided you're quick. Now who needs a scanner?

For those - ah - I haven't mentioned the perspective yet, have I? Well as you'd probably

is offered, and can be toggled during a match at the touch of a key. I thought pitch side perspectives were obsolete, to be perfectly honest, but in the case of Euro Champs - especially with the range of stunning passes and shots available - it works extremely well. Sorry about that - we'll carry on, shall we? For those who are more adventurous in their

gathered from the screenshots, a choice of pitch side or overhead

Man Utd look on in dismay as the all-

football, and perhaps wish to emulate the freeflowing joy provided by the craftsmen of Manchester Un-(oh please... - K), the Point To Pass mode is brilliant. When in control of the ball, this option allows you - by holding down the button - to manipulate a pointer around the pitch, indicating to where you want to kick the ball. Longer and far

> more realistic passes than any other footy game are possible via this method, as too are spectacular wickedly driven

> For the more ambitious still, a quick tap of the button when the ball is in flight will see that the receiving player uses it as quickly as possible, and to the

best of his ability. Quite often this results in superb lofted chips or deft headers - enough to put a grin on the face of even the staunchest SS/KO fan.

If you feel the whole thing is too much for you, enlist the help of someone else, and co-operate to beat a computer opponent. This is a nice option, but to be honest takes too much getting used to to be instantly appealing. Failing teamwork, a huge selection of tactical options should provide the Halifax Towns among you with at least some chance

For all it's innovative game design, Euro Champs (and yes, it does resemble Audiogenic's previous pig bladder effort, Emlyn Hughes, in more ways than one) does have a downside, albeit a slight one.

It certainly isn't as quick as the "big two", and in certain cases, due to the plethora (nice word that) of options, it does seem to play on autopilot for seconds at a time.

Having said that, I wouldn't like to see anything dropped from the game. It appears to try too hard at times, but despite the fact that it doesn't quite warrant a 90% score, it adds a surprisng breath of fresh air to its corner of the market, and is a worthy winner of an Accolade for its sheer disrespect for those who went before it.



HE LOW-DOWN

PUBLISHER: Ocean CONTACT: 061 832 6633 TEAM: Audiogenic PRICE: £25.99

S	C	0	R	1	N	G
GR	APHI	cs				75%
so	UND					79%
PLZ	YAB	LITY				90%
DIF	FICU	LTY			SPO	ON

m very surprised to be reporting that what we have here is a top class soccer sim, very much in the same league as Sensible Soccer and Goal. In combining aged methods with new and effective game design, Audiogenic have provided Ocean with a stonker that will be around for yonks. Some will be put off by its dated look and seemingly complex play unfortunately - but give it half an hour or so, and you'll soon be lost in its depths.

REVIEWED BY: Paul

Not quite Sensi, but better than Goal -European Champions will never stand accused of being overly fast, but more than compensates with its excellent frills. A must for any football fan!

OPINION BY: Andy



ACTION REVIEW R A C I N G

Jump into the hot seat, with the game that's less expensive than a Silverstone hotdog.



F17 CHALLENGE

like racing games, I really do. But generally I'm an impatient person, and that can be a problem. You see, while I have absolutely no objection to waiting a couple of minutes for something to load into the Amiga, one thing that does get on my nerves is that in the majority of cases, I'm expected to sit around for an additional few moments between each and every race while the next track or winning sequence (not applicable in my case very often, admittedly) load up too.

Usually, I get cheesed off about three races into a competition or season, and end up making a cup of tea (I've given up coffee – indigestion and all that, you know) and watching Grandstand, which is a pain in itself, because I don't like horse racing much, and that's all they seem to show these days.

Small hardware

But I'm woffling now, I know, when basically what I'm trying to tell you is that F17 Challenge has no disk swaps at all once loaded. And that's good.

It's versatile too, and takes advantage of small hardware plusses such as modern chips and external drives, to give you a better overall picture and additional animations.

There are four cars to choose from, each with different strengths depending on the course, weather

Overtaking on the straight isn't too big a problem, but the bends are a different matter—fit those grass tyres and wear a stout helmet.

conditions, etc., and the game is presented in a number of ways.

You can choose to compete in a full championship season, whereby you will obviously hare around 16 interntional tracks, the race being competed over five, eight, 10 or 15 laps, or simply opt to take it one track at a time. To be honest, I always thought Austria and Hungary were grand prix venues too, but since they're not included I suppose we'll just have to make do!

Modes of difficulty can be altered, and there is an arcade game too: you race on each of the 16 tracks, but need to finish in the top six in order to progress through the game, with the difficulty level rising on

every circuit.

Speed of your car seems a bit sluggish at the beginning of the race, because acceleration is more realistic than in most games of this type, but once you've taken the first bend, the track zips by at a more than acceptable pace. Overtaking tends to be quite easy on all but the most difficult of levels, as the pattern of the other cars is quite easy to work out, but the races are long, and the chances are you'll have back markers to contend with too, making F17 Challenge exactly what it says – a challenge.

THE LOW-DOWN

PUBLISHER: Team 17 CONTACT: 0924 291867 TEAM: Holodream PRICE: \$12.99

S	C	0	R	1	N	G
GR	APHI	cs				80%
SO	UND					84%
PL/	AYAB	LITY				80%
DIF	FICU	LTY		<i>,</i>	WER	AGE

othing in F17 Challenge hasn't been offered to race fans before on numerous occasions, and had this been a full price game, that might have been a big point to make. As it is, Team 17 have put together a good, playable racer that matches nearly every other effort in its class, but doesn't stand head and shoulders above them. The difference is that this costs less than half their price, and is therefore more than worth a look.

REVIEWED BY: Paul

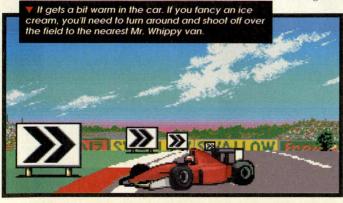
SECOND OPINION

It's all a bit too simplistic for my tastes. Some will say the low price is a plus point, but a low price is not a good enough excuse to release a substandard product.

OPINION BY: Steve

OVERALL SCORE

81%



Venture One Step Beyond to scoop a years supply of crunchy Quavering corn crisps! (And some games)

Jurly Colin and his capers scored a commendable 84% in Amiga Action in September. Our unlikely canine friend was sucked through his computer into a forbidding land of cheesiness (and platforms), and had to negotiate his way through hundreds (well, lots and lots) of levels in order to return to his bedroom. This was a bit surprising in itself, since most dogs tend to live in kennels, or at least have a blanket on the kitchen floor.

Just when you thought the Amiga was a cheese-free zone once more, we've joined forces with Ocean Software and Walkers Smiths (with a little help from Microtime Media) to bring you what may very well be the smelliest prize ever given.

A years supply of cheese flavoured Quavers are up for grabs to one lucky person who sends in the completed entry form. Actually, unless you happen to be an out-and-out alutton, then there is much more than a years supply, because we are giving away a whopping great cheesy feast of 365 bags of Quavers.

Get set with the Oxy-10, 'cos your spots will be popping up before you eat even a fraction of the prize. The only problem is, crisps don't last forever, so unless you have a large family or several friends (or eat very quickly indeed), then you may find a few hundred bags of semi-rotted spud chips in the pantry!

By way of a bit of a bonus, we also have some copies of One Step Beyond to give away - one for the winner, with all those lovely crisps, and four more for, er, four runners up.

To win this allegedly fabulous prize, simply answer the questions, fill in the form below, and send it in to us before October 29th. Oh no - hang on a sec, we've something else due on that day. Lets say... November 1st, yeah? Nice one.

Question 1

If Paul had a piece of cheese for every time he said "We're a bit behind on schedule", how many would he have?

a/ None - he's too calm to worry about it.

b/ A few.

c/ Absolutely bloomin hundreds - enough to feed a cheese-starved platoon of mice.

Question 2

Colin isn't a very dynamic name really, but it isn't half as bad as...

a/John

b/ Andy

c/ Tarquin



THE REALLY WIERD COMPO

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200 SPECIFI

The number of levels has been greatly increased for this enhanced version. There are now 36 instead of 24

hard, and should be used when you need to break something.

If you find yourself stuck somewhere, it is a good idea to change into the cloud character.

hen this was originally reviewed in issue 46 of Amiga Action, Paul stingily awarded it a meagre 75%, and was suitably chastised by myself in the Second Opinion box.

That was only four months ago, and to be honest, my opinion of the actual game itself hasn't really changed at all. It is still a puzzle game underneath, but it attempts to take the genre a little bit further, and that's OK in my book.

Allow me to refresh your memories on the storyline. The main character is Morris Rolph, or Morph for short (naturally). On a visit to his Uncle's house, who is incidentally a mad scientist going

under the name of Professor Krankenpot, Morris accidentally has his atoms dispersed. This, to cut a long story short, allows him to take on many

Morris must use his new found abilities to progress through a series of stages in which he must solve puzzles before he can move on. In certain areas he will only be able to continue if he assumes a specific molecular pattern. For instance to bash through a wall, he must turn into a black heavy looking thing.

By this point, you may be thinking aren't these A1200 reviews supposed to point out the differences between the enhanced version and the bog standard

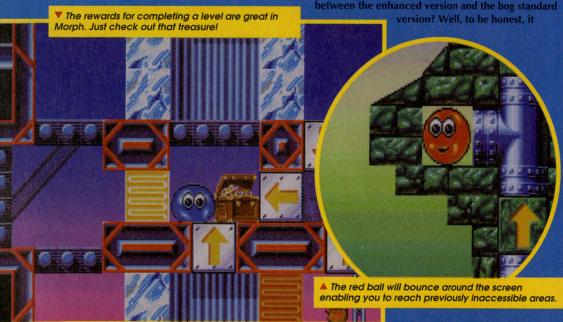
would have been nigh on impossible to do a whole page on simply that subject - there just aren't enough enhancements.

0

Danger !

The graphics have apparently been slightly improved, although to the untrained eye the difference is miniscule. Also the game runs slightly faster, but that is of course merely due to the higher technical specifications of the machine in question. This therefore cannot really be classed as an enhancement. The main change is a significant increase in the number of levels. In the original there were 24 and now in the enhanced version there are 36, and you can't ask for more than that.

Morph is still a very good game in my opinion and my disappointment in the 1200 version doesn't alter that fact. It just seems a shame that the machine has not been used to its full capabilities once again. This machine was billed as a revolution in gaming technology - why then, do programmers continue to ignore this fact time after time?



PUBLISHER: Millennium CONTACT: 0223 844894 TEAM: Peter Johnson PRICE: £25.99 The graphics have been slightly enhanced, but there is nothing earth shatteringly new to be honest. The game now runs significantly faster, but that could have something to do with the more powerful 1200. The number of levels has been greatly increased from 24 to 36, making the game last a lot longer. I can't help feeling that this is yet another wasted Amiga 1200 approximative states a charge cellbrich.

AMIGA 1200 PACKS



SOFTWARE PACK



ZOOL is the software pack of the year. It includes: Zool, Transwrite, Pinball Dreams and Striker -Value £127.92.

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Title of the year - 97% Amiga Comp - Nov '92 Word Processor and Spell Checker PINBALL DREAMS - Pinball Simulation - 94% AUI - Sept '92 \$25.99 STRIKER - Soccer Simulation - 94% CU Amiga - June '92 \$25.99

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ere is another chance for you to put the literary talents of Paul to shame with another batch of your increasingly popular Reader Reviews. We've got a good mix this month, so let's keep it that way!

WING COMMANDER Mindscape

Reader Reviewer: Michael J. Husbands, Solihull.

I can only offer my deepest condolences to anyone else who purchased this pathetic effort. What a dire game! It may have pretty intro screens and worthwhile music, but the in-game graphics are appalling! The various stages are dull and infinitely repetitive, and, to top it all, the disk swapping is wrist achingly frequent.

Graphics: 51% **Sound: 79%** Overall: 53%

Summary: Don't make the same mistake I did - avoid at all costs!



THE LEGEND OF KYRANDIA Virgin

Reader Reviewer: Matthew Claridge, Berkshire.

From the minute the adventure started I was hooked! Although hard, Kyrandia offers a lot including very detailed sprites and a very high quality of gameplay. Kyrandia also boasts an amazing musical score. All of these contribute to making Kyrandia one of the best adventure games to be released on the Amiga to date.

Graphics: 94% **Sound:** 93% Overall: 95%

Summary: Although rather hard, an amazing game. Buy it!!



Reader Reviewer: Chris Walker, Nottinghamshire.

In my opinion this is the best strategy game on the Amiga. You have to control one civilisation and discover new lands, building up towns as you move. The aim of the game is to kill all the other civilisations so you are in charge of the world. The only thing I can fault is the long introduction which becomes very repetitive.

Graphics: 89% Sound: 88% Overall: 90%

Summary: Lots of options and things you can do.



GUNSHIP 2000

MicroProse

Reader Reviewer: Jessica Wilson, Stockport.

Normally this type of game isn't my cup of tea. I usually go for the more cute and cuddly platformers like Superfrog, but Gunship 2000 has broken the mould as far as I'm concerned. Masses of excitement and a ton of atmosphere add up to one of the most enjoyable games around.

Graphics: 89% Sound: 85% Overall: 90%

Summary: A top game, even if it is a flight sim!



GOAL!

Virgin

Reader Reviewer: Dave Reed, Portsmouth.

A vast improvement on the very dated Kick Off 2, Goal! just about knocks Sensible Soccer into touch too. Loads of options and fast, intuitive controls mean that Goal! actually plays like real football. Great sound, great graphics, decent set-pieces, masses of statistics and a huge variety of goals make it the most addictive game of the year.

Graphics: 91% **Sound: 86%** Overall: 96%

Summary: Damn good - buy it!



PREMIER MANAGER

Reader Reviewer: Paul McGarrigle, London.

What a brilliant managerial game. If there's one better than it, prove it. The gameplay is out of this world, the graphics are great and so is the sound. It's so realistic that you'll soon be going around thinking you are really managing the teams in real life, not just the game.

Graphics: 90% **Sound:** 93% Overall: 93%

Summary: The ultimate!.

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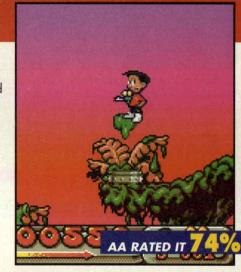
GLOBAL GLADIATORS

Reader Reviewer: Chris Walker, Nottinghamshire.

I just had to write in and tell people not to buy this game. It should have a health warning. After playing this game for 15 minutes, I had a headache and sore eyes. This wasn't caused by looking at very bright lights and listening to some hard core rave, it was caused by the crap scrolling system on Global Gladiators. Stay clear of this game.

Graphics: 75% **Sound: 76%** Overall: 59%

Summary: Whatever you do, don't buy this.



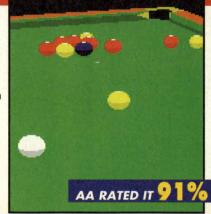
ARCHER MACLEAN'S POOL

Reader Reviewer: Kyle Pickup, Warwickshire.

"Cue ball, corner pocket." (You're not meant to pot the white son - Ed.) Archer Maclean's Pool is an excellent pool sim. Good graphics, good scrolling 3D graphics mixed with fun gameplay and a variety of options, with easy to learn controls thrown in as well.

Graphics: 89% Sound: 85% Overall: 91%

Summary: Jimmy White's, eat my shorts!!



Sadly, many of you are going to be disappointed. We only have room to use eight reviews but receive dozens each month. Don't get disheartened, the eight we use are chosen at random so you have as much chance as anyone else. Write to Reader Reviews, Amiga Action, Europa House. Adlington Park, Macclesfield, SK10 4NP.



Put those tenners away – you're not going to need them here! Andy Maddock takes another look into the weird and wonderful world of PD.

HELL: An excellent

game... a good example for others to follow! If this wasn't PD It'd be giving

the days...sunday afternoons in the pub...trying to crack the high score

that some gimp had set before

SLOW

ROAD TO HELL: An excellent race game for one or two players. You can even race with a split screen.

SLOW

and it's supposed to be like that! I can do without that! Buy it if you had it on your old C64, but I'm telling you now that the novelty will wear off after a short time.

Now we have a golden oldie – Space

or the sound because the only

response I'll get is that everybody will complain that it's a conversion from the C64

golden oldie – Space Invasion. You always used to find this game in a dark corner of an arcade. It was the one you had to lean over to play. You bought a packet of peanuts and then you

spread them all out on the top, all you could hear for the next hour was blam... ting... blam... blam... ting.

This game has been re-created again! Only this time it has been enlarged to about twice its original size. It's still a classic whatever the size.

I suggest you don't buy this if you already have one of these games but if you don't, well there you go! Dig that hand in your pocket right now!

Next, The Great Escape Of Billy Burglar. You take control of Billy Burglar and must escape from prison. To do this you must run about trying to dodge a searchlight. You have 90 seconds to dodge

it, and if and when you do then you move on to the next section. That's

irst up this month is Road To Hell by Philip Harle. This is very similar to SuperCars whereby you race against a series of opponents such as the Killer! When you win races you get a certain amount of money, and can save this up to buy items such as smoke screens, missiles and turbo charges.

You can enter a number of different competitions, from the bronze competition, against hopeless opponents, to the gold competition where you race against the very best roadsters.

I found this game excellent to play. The graphics are good, as is the heavy soundtrack that really urges you on to cross the finish line and win the race.

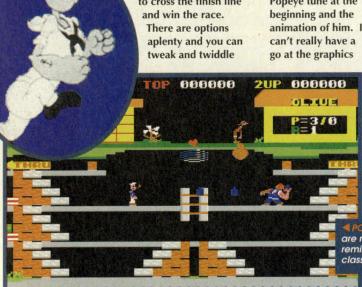
There are options

until the game is setup to your liking. Overall the game is just fantastic. The sound effects are good, excellent even. Everything you ever wanted in a game of this type is here. You'd better get saving for this game... hang on, that's the exact point, you don't have to, it's only PD.

Spinach

Game number 2 this month is The Real Popeye. This is the old C64 version converted to the Amiga. Sadly the game would only attract former C64 owners, who would probably buy it for old times sake.

The only thing that actually made me play the game was the original Popeye tune at the beginning and the animation of him. I can't really have a go at the graphics



A POPEYE: Well I suppose the graphics are not really stunning, It does however remind you of those old C64 classics...erm! If there ever were any!



٥

PROGRAMMING, SOUND 8 GRAPHICS A. RANDALL ADDITIONAL GRAPHICS S.RACHAEL & J.SAVAGE awful. Just take a look at the intro screen, that'll give you an idea... oh dear!

A fantastic

OFFICE

simulation to give you the chance to take over Frank Williams' hot seat.

about it really.

The graphics are quite good, the sound is OK too, but it lacks something. Maybe it's the fact that there's not enough variety in the levels. Or then again, maybe it's just me. This will probably attract a very limited amount of gamers.

Another golden oldie now. It's Pacman! (again? - Ed) I'm afraid to say that there are just too many of these games lying around and while some are quite good with new ideas and the way

they approach the game from a different angle, this one isn't any different from the arcade. It's a bit rough around the edges and I say, look for the original game or one of the new ingenious designs. You'll be much better off!

Beanballs galore

Strikeball is written in that ever popular programming language, AMOS. You've probably guessed that this game has a lot to do with baseball. It's a two player game and to be honest is quite limited. There are no options whatsoever, (Yep, that's limited! - Ed) and all you can actually change is the number of innings you'd like to play.

The graphics are a little bland, but the sampled "Outs!" are groovy! The game doesn't even look finished. All it keeps saying is "Wait for Strikeball 2". Most people who lay their hands on this won't want it after seeing this sad mockery.

They never should've released this until it was fully completed. It would have been good if a little more thought went into the making of the game, but as it is, it contains far too many mistakes.

The ever popular "Diamond in those odd games of baseball...why not

run around it everyone else seems to!

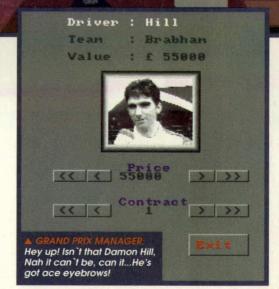
Finally this month we have Grand Prix Manager from good old 17 bit! If

you fancy taking over from Frank Williams then this is the game to play.

The graphics on this may be dull, but the depth and detail is top notch! The only real problem is that it can become a little slow... but how long do real GP's last - two hours?

Well this game is a must for your collection, it's a fantastic game to end the PD with this month.

That's it I suppose... I may even be back next time. It all really depends on my contract that the boss has given me! Hopefully he'll let me! (But then again... - Ed).





17 Bit Software, 2/8 Market Street, Wakefield West Yorkshire WF1 1DH Tel: 0924 366982 Or you could try...

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GREMLINS COME OUT OF THE CLOSET PREMIER MANAGER £16.99

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!



LOTUS III

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ligh 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

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

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// Dremier 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

II 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!



ot content with the gargantuan selection offered thus far? Plunder the realms of the Blueprints, and coo with delight at the goodness within. Drool over Dreamweb, revel in Rally, and as for Wonderdog – well...

DREAMWEB

Empire invade your innermost thoughts, permeating the dreams of the innocent and wreaking bloody death on all mankind! AAAAARRRGH!!!

p60





JACK THE RIPPER

No prizes for guessing that this isn't what you might call a cute and cuddly game. It's an innovative detect 'em-up with gore galore.

p64



The excitement reaches fever pitch and the crowd

roar in approval. That's when a car hits a spectator, so God knows how they'll feel if this lives up to the hype.

p72



№ × 0

00007210

WONDERDOG

All dogs go to heaven, they say. Well this dog thinks he's God! The wet-nosed wonder capers through platformia with his Chums.

p70

GUEST STARRING..

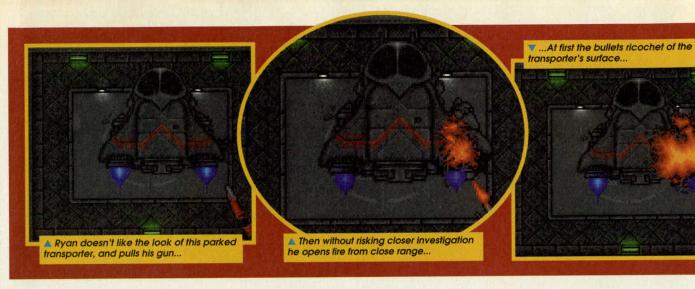
Wiz 'n' Liz Second Samurai NASCAR Er, and that's it.

Contacts

Core Design: 0332 297797 Europress: 0625 859333 Mirage: 0260 299909

Empire: 081 343 7337 Gametek: 0753 553 445 Psygnosis: 051 709 5755 ER





DREAMV

Empire cordially invite you to enter the nightmare realms of a bleak futuristic subconscious...

id you know that the human body goes through numerous different stages of sleep? And that one of the deepest of these stages is Rapid Eye Movement (REM) sleep, so called because even though your eyes are closed your pupils are still moving around like crazy? It is during REM sleep that you have your dreams, and generally humans need five of these REM sleeps every night if they want to stay fit and healthy.

Did you know that if you don't get that many REM sleeps in one night your body will try to catch up the next night? And that if you are constantly denied your REM sleep over a long period of time you will start to hallucinate and may eventually die?

Did you know that the length of each REM sleep differs from person to person and this is

why some people need less sleep than others? And that whether you have a nightmare or a nice dream depends on how many of the seven controlling powers at the core of the endless dwelling of thought known as the dreamweb are dominated by evil? Erm, actually I didn't know that last one either. But Dreamweb programmers Neil Dodwell and Dave Dew say it's true, and who am I to argue?

The deal in Dreamweb is that after centuries of fighting, all of the seven controllers are evil, so everyone has nightmares all the time. Just imagine going to sleep every night and always dreaming about causing a hideous traffic jam while driving a Ford Capri completely naked with an enormous spider poised to lower itself into your lap (Freudian interpretations not wanted). Major downer. Obviously this sorry state of affairs is just not good enough, so the keepers of the web – sort of consumer watch-dogs for

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LOUIS'S LOBEY

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L

him with a kind of electric phaser thing

Ryan steps innocently into Louis's lobby, not expecting any trouble. But before you can say 'oh my goodness...'







sending lethal molten metal lumps spiralling wildly in all directions.



and this transporter's days of ferrying bad guys around are officially over.

the subconscious - have decided to invade the mind of a poor unsuspecting fella called Ryan and get him to wipe out the seven human hosts of the evil controllers so there can be at least a chance that some of them will be replaced by good ones.

You guide poor Ryan round a dark cyberpunky city (based heavily on Bladerunner) using an intuitive point and click mechanism, finding out who you've got to waste, and how.

Dreamweb will boast 200 atmospheric dingy rooms spread over 30 different locations with over 80 people to, ahem, 'interact' with. This interaction includes a complex conversation system which you will have to master to find out

There will also be hundreds of objects

some of the game's clues. lying around, all graphically represented and

fully usable throughout. '...on his travels Ryan often stumbles across lashings of bad language and sex"

1989 when they decided that the name Dreamweb sounded dead powerful and film-like and concocted a story around it. They decided to make a game editor for the project which would let them create locations and fill them with objects, people, descriptions and conversation. This turned out to be no easy

Neil and Dave,

otherwise known as

Creative Reality,

began working on

the game back in

anticipate what we would need when the game hadn't even been started," they said.

But perseverance payed off, particularly with the development of an animation system which has helped them produce some extremely impressive choreographed action sequences for crucial points of the game.

These sequences are spectacularly violent, and on his travels Ryan often stumble across lashings of bad language and sex, confirming Dreamweb's position as an adult game. But Dave and Neil make no apologies for this. "In our game there are no princesses to rescue, no cute Nintendo-friendly graphics, no dinosaurs, no arcade action and no Lemmings," they said. And they weren't lying.





Dreamweb HOUSE: Empire Oct '93 RELEASE: **Creative Reality** PRICE: **£TBA** Dreamweb's programmers have evidently gone all out to produce a game which oozes atmosphere, and the dark, claustrophobic graphics and seminal futuristic storyline do

this more than adequately. The object manipulation system is exceptionally comprehensive while still being simple to use, and the climatic animation sequences are very effective in a slow-motion-action-bit-in-Die-Hard-2 kind of way. My main reservation at present concerns the apparent linearity of the plot. but plenty of other great adventures have survived this restriction and hopefully

NSPECTED BY: John

4

MAGIC

With their latest cute-fest, Empire try to pull something considerably more wand-erful than a rabbit out of the hat (sorry!).

"stomach-churning

sweetness"

hankfully the latest game by Arcade Masters (who were good enough to bring you the award winning Pipe Mania) has absolutely nothing at all to do with Paul Daniels' childhood. Instead of a short guy with a bad wig and a vapid

assistant-cum-wife, the Magic Boy in question here is actually

Hewlett, a young, naive and hopelessly accidentprone apprentice wizard, who's so

totally pathetic at all things magical that one day he inadvertantly releases hordes of monsters from his master's cages. Naturally, it's not really the done thing to leave such

recapture them all before his master returns. And so, surprise, surprise, we are catapulted into a world of colourful creatures, banana-shaped bonuses, chirpy music and stomach-

churning sweetness. Yup, the ever popular cutesy platform format is back again - but

publishers Empire promise us that their contribution will have more character and features than anything that's gone before.

dangerous creatures wandering round willy-

nilly, so Hewlett must zip round and try to

Set over 64 levels split into eight different worlds, Magic Boy seems to be practically an encyclopedia of all things cute and colourful. Lightning bolts, jetpacks, shields, superstar capsules, hidden levels, dissolving platforms,

Magic Boy balances precariously on a ledge, figures out how to cross a load of lethal water and makes plans for catching some pesky monsters, all the while still managing to

lethal lakes, springs, traps, slippery surfaces - they're all

in there, and then some more! To avoid the

linearity of games like

Rainbow Islands and Global Gladiators, the programmers have made it possible to access four levels at any time, and they've even promised to include a password system allowing you to enter the game at eight different points. There is going to be a twoplayer option too, and apparently the monsters will be nowhere near as daft as they look. They will be able to cast their own magic spells and can employ all manner of cunning strategies to avoid being bundled unceremoniously into a sack and returned to a life of captivity.

Spot the bit of the screen which isn't cute or colourful. CLUE: There isn't one.

Arcade Masters claim the characters in Magic Boy will have cartoon quality animation, and say they are trying everything possible to make their game into something "that makes other games look Black and White by comparison". If they pull this off it will be no mean feat - there are few other genres where the standard to follow is already quite so high, and although Magic Boy looks a promising project, there is still a fair way to go. Look out for a review next month...



Magic Boy

Empire

RELEASE:

October

Arcade Masters

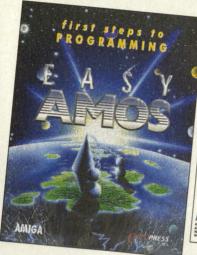
PRICE: £25.99

Magic Boy certainly looks the part. The hero is plenty cute enough, and the backdrops and features provide lots of variety. The difficulty curve also seems well judged. For me

though, there are a couple of niggles. One is Magic Boy's movement – at present it seems too restricted by backgrounds and screen borders to allow the feeling of freedom so important to such games. The other is the option to choose your next level. Call me perverse (You pervert – Ed) but in platform games, I actually like getting stuck on just one level and hating it so much I simply have to work it out. But that probably just proves what a troubled childhood I had!

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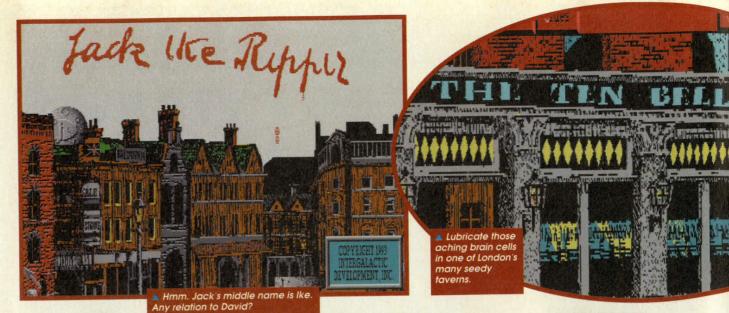
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udding sleuths could well be in for a bit of a treat when Jack the Ripper from Mirage hits the shelves. It is being developed in America by Intergalactic Development Incorporated, or IDI for short.

This name may well be familiar to the more strategic minded amongst you. Another name which may be familiar to vou is Ezra Sidran. Can't place it? Never heard of it? OK then, I'll tell you. Ezra Sidran and IDI are the guys who brought you the immensely successful Universal Military Simulator (UMS) and UMS II, which were originally published in this country by Microprose if my memory serves me well.

Not content with the success of these products, Ezra has not been resting on his proverbial laurels, for the last four years he has been beavering away on his latest epic, Jack the Ripper, and now, at last, it is nearing completion.

Let me take you by the hand, and lead you through the streets of dead bodies...

Being a Sidran The graphics build up a production you would expect Jack taut atmosphere. the Ripper to be a fairly heavyweight game, and I can assure you, you will not be disappointed. This is a heavyweight murder mystery game that simulates the events that took place in the Whitechapel and Spitalfields boroughs of Olde London Town in 1888.

Like all of his games, Jack the Ripper will

be heaped with accurate information based

on many years of

research. Every known fact, person, object and detail that has been uncovered since these heinous crimes took place has been included in the game.

As well as all the facts and details, the graphics are of equal importance, serving the purpose of building a taut atmosphere that

One of the Ripper's first victims. Thankfully A section of the map of London's e game picture has been considerably toned East End. You'll be spending a lot of

▼ The newspapers in Jack the Ripper are copies of the actual papers of the day.



This is Inspector Beck. And a fine fellow he is too, I'll warrant. London, England August 21, 1888 Price One Penn

MURDER MOST FOUL! BODY FOUND IN BUCK'S ROW!

The body of one of the unfortunates that reside and attempt to ske out a living in Whitechapel was discovered early this morning. The corpse of Mary Polly! Bichols was discovered in Buck's Row at 3:40 AM, August 31. No murder was ever more ferociously and brutally done. The knife, which must have been a large and sharp one, was jabbed into the deceased at the lower part of the abdomen and then drawn upwards not once but twice.

TWO GREAT FIRES AT LONDON DOCKS!

Two great fires broke out last night on the London Dooks. The first fire started about 8:30 PM at Spirit Quay, South Dook and continued to burn until it was extinguished about 11:30 PM. The second fire started about a bit later at Messrs. Gibbs & Co's engineering works in Shadwell Dry Dook, destroying a ship's rigging and spars, and then spread to Gowland's Coal Wharf. The fires were visible throughout the evening of August 30-31 and attracted a large crowd.

ERIPPER

will hopefully immerse the player in the period. To achieve this, IDI commissioned highly skilled pen and ink artists to draw reconstructions of the now infamous locations, and to create realistic portraits of the unfortunate residents who lived there at the time. Whenever possible, the artists have been supplied with actual photographs, maps, blueprints and contemporary descriptions from which to work.

Obviously, not everything in the game is fact. Think about it, if it were, how could you possibly win? The Whitechapel Murders were never solved, or if they were we were never informed of the conclusion. So, if the game was realistic right down to the last detail, the player would sit there, follow up a few leads, ask a few questions, and end up no further on than when he or she started.

To combat this somewhat major problem, a number of important clues have been planted in the game so that a conclusion can now be reached.

A nice feature is that there is more than one way that a person can find out who has been committing the crimes, depending which clues you pick up on. This means that every time you load up the game you may well discover a very different solution to the Whitechapel Murders.

Jack the Ripper is claimed to be full of hard evidence and solid clues, with no contrived puzzles or riddles. To solve the crimes you'll need all of your logic and skills of detection to pick up on vital clues when searching the

different locations, interrogating suspects and reading up on the latest reports in the daily newspaper, so if you don't possess any of the aforementioned skills, you're basically stuck.

The game has been programmed to make use of an easy to use Graphical User Interface, or GUI for short, which comprises of movable windows, scroll bars, drop down menus and a point and click mouse controlled cursor.

Strictly speaking Jack the Ripper is not really a graphic adventure, at least not like one I have come across in a long time. There are locations to explore, and people to meet and greet, but there is something that sets Jack the Ripper apart from the rest, and that is the extremely high level of factual detail that has been woven into the game.

Fans of Poirot and Sherlock Holmes will lap this up I'm sure

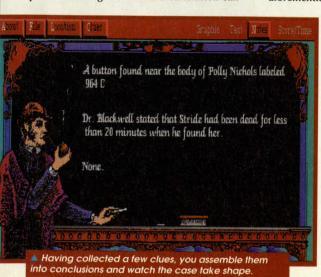
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Buck's Row August N, 1986 176 AN

The scene of a hideous murder - and funnily enough, this is where the game starts.

when it is released. Action fans may find the puzzle solving a bit slow moving and tedious, but then, the same could be said for any game that doesn't feature a badly depicted little spaceship, or huge bloke with a big sword.

I personally am looking forward to seeing the finished version of Jack the Ripper, if only to get a break from all those mind numbing arcade games.



PROJECT: Jack the Ripper HOUSE: Mirage RELEASE: Nov '93 TEAM: Intergalactic Development Inc. PRICE: TBA COMMENTS: The sheer wealth of factual detail in Jack the Ripper Is enough to make even the most arrest strategy fan droot this would be registers it the grantent strategy fan droot

This would be pointless if the gameplay wasn't up to scratch, but fortunately it doesn't look as though this is going to be the case. The system for collecting evidence works very well, and there are an impressive number of characters for you to bump into. I am not willing to commit myself to saying this is going to be an excellent product, but I have to admit, I will be very surprised if it doesn't live up to my expectations. This really does look as though Ezra Sidran and IDI have got

emselves a winner once again. INSPECTED BY:

Steve

BILL ELLIOT'S NASCAR CHALLE

Jump in a speeding car with a man you've never even heard of...

hances are when you hear the name Bill Elliot's NASCAR Challenge, you will experience a nagging thought that the name is not entirely new to you. Don't worry, you're not losing it just yet, this has in fact been around for what seems like an age on other formats, namely the Macintosh for one. In fact, this game actually won an award for the best sports simulation of 1991, so that gives you some idea of just how old this game actually is.

Well now, at last Gametek have gotten (gotten? - Ed) around to converting it to the Amiga, and hopefully it will retain all of the appeal of the other versions.

In this country of course, the big motor racing events are the Formula One Grand Prix, but in America races such as Indycar and NASCAR are just as popular, if not more so, which is perhaps the reason that this product has taken so long to appear on the European dominated Amiga market.

The game gives you the option, as, let's be honest, most race games do, to either practise a single track, race a single track, or take part in a full championship season. All of the tracks have been included -Michigan, Darlington, Sears Point, and of course, the most famous of all Daytona, allowing you to emulate the men and women who risk

their lives, week in, week out, merely for the enjoyment of a thrill seeking crowd who are just out too see someone crash spectacularly, and hopefully be cut out of the wreckage seconds before the tank goes up.

The action is fast and furious, and control is via one of three different methods, namely keys, joystick or mouse. On the version we

have seen I found mouse control to be my favourite, but to be honest there is very little to choose between any of

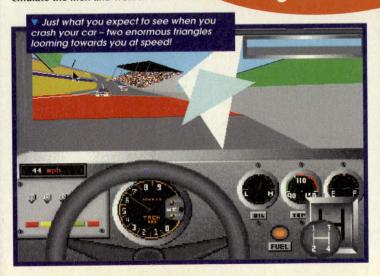
You're almost upon him. Get a bit close and you might even be able to have a chuckle at one of those hilarious car stickers

There is a bit of a glut of race games emerging at the moment. In this issue alone, beside NASCAR, there is Rally, F17 Challenge and Micro Machines, so it is to be hoped that Bill Elliot's effort will not be lost among them.

If it is, then there will only be one thing to blame, and that will be the fact that Gametek haven't got things quite right. If they do, they have potentially one of the best Amiga race games ever on their hands.

John looks a lot like that bloke out of Minder! Not really that relevant, but interesting, nonetheless!

"...potentially one of the best Amiga race games'



PROJECT Bill Elliott's NASCAR Challenge

HOUSE: Gametek

Nov '93 RELEASE:

In house

PRICE: **£TBA**

COMMENTS

Racing games come and go, very rarely making a serious impact on the Amiga games market. The only notable exceptions that spring to mind are MicroProse's Formula
One Grand Prix and Electronic Arts' Indianapolis 500. Comparisons are bound to

be drawn between NASCAR and Indy 500, as it is very similar graphically to that ng warhorse, and hopefully these comparisons will be favourable. From what we have seen so far there is no reason to expect anything but good things from Bill Elliot's NASCAR Challenge, and if all goes well, this could quite easily prove to be the king of the racing simulations

INSPECTED BY: the run up to the festive season.

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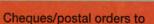
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MOR

Whether it's oriental action, or soft fluffy bunnies, Psygnosis have something for you.

hen you think of large, impressive software houses only a few names spring to mind. Electronic Arts, US Gold and of course Psygnosis. Over the last few years, the Liverpool based outfit has grown in stature into what must be one of the top software houses in the country, and in the process, built themselves a healthy reputation of only releasing top quality products.

As software producers around the world step up a gear in preparation for the hectic run up to Christmas, Psygnosis, determined not to due to appear in the near future.

titled sequel to the award winning First Samurai.

This is basically more of the same, being a hack and slash beat 'em-up, but with improved graphics and sound, more features including simultaneous two player action, three massive and different worlds, terrifying end of level bosses and many different ways to complete the game.

Plenty of surprises and hidden bonuses have been incorporated into the levels to spice up the gameplay, and of course to improve the

life of the game itself. Also available is a very handy system of save games and continues, enabling you to progress further through the game without having to constantly play and replay each and every level.

Second Samurai is billed as the sequel to end all sequels. I'm sure that won't turn out to be the case, but if Second Samurai comes anywhere close to emulating the success of the its prequel, it can only be a good thing.





RCERY

Wiz 'n' Liz

Also up and coming from Psygnosis are Wiz 'n' Liz in The Frantic Wabbit Wescue, a cutesy platformer very much in the mould of a console game and featuring two wizards, namely Wiz and Liz. The player must rescue their pet wabbits who have been inadvertently transported to other lands while Wiz 'n' Liz were experimenting with a potent mix of magic fruit. There is no time to waste though, for the longer the wabbits are in these other lands they are ever closer to perishing, and that would never do!

The finished game will feature colourful graphics through 56 levels and nine different worlds, over 20 soundtracks and a wide variety

of sound effects, more than 100 magic spells, for which you must collect the ingredients if you are to cast them, and a split screen option for the fast and "furryous" two player mode.

Wiz 'n' Liz has obviously been developed with the console market in mind, but that doesn't mean that this brand of nonviolent action-packed gameplay won't appeal to Amiga gamers, especially of the younger variety. This is generally an all out, fast action platform extravaganza, with nice graphics and sound and an endearing storyline.

Psygnosis are going all out to prove that computer games can still be fun, without graphic depictions of people's heads

being torn off or their throats being slashed, and hopefully Wiz 'n' Liz will provide a welcome breath of fresh air. At least with this game people can relax, safe in the knowledge that their guts won't be wrenched by the next horrifying still picture.

These are just two of the products that Psygnosis have lined up for the coming months, and in the very near future we will be taking a look at one of their others – Globduel, on which hopes are pinned for a massive number one seller. Whether this is just hype or the game is actually as good as Psygnosis are billing it, is unclear at the moment, but hopefully we will have a full preview at the same time next month.

₩atch where you're sticking that scythe mate, you could take someone's eye out with that!

SELLECE WIZ-00014950 ★3

T7-00093450





PROJECT: Second Samurai & Wiz 'n' Liz

HOUSE: Psygnosis

RELEASE: TBA

TEAM: In House

COMMENTS: As we enter the period where the games market is at its most active, companies have almost got new games coming out of their ears. Some will sell phenomenally well, some will sink without a trace. To be honest, I don't think Psygnosis have got a lot to worry about in this area. Their name on the packaging alone is enough to

some will sink without a trace. To be nonest, I don't think rsygnosis have got a lot to worry about in this area. Their name on the packaging alone is enough to convince people that what they will get for their 26 quid is a quality product. This may not always be the case (ie Air support), but there have not been enough bad experiences to put people off. For this reason, you can expect to see a Psygnosis product riding high, around the top of the Christmas chart.

WONDERDOG

Roll up, roll up, and meet the latest cold nosed canine hero.

Now don't let me catch anyone saying that this is Chuck Rock II with a dog as the main character.

veryone loves a good platform game now don't they? Well, to be honest no. I used to like them, not as much as most I'll admit, but I didn't dislike them. Now, I've seen so many of them that it is difficult to distinguish one from another.

It was with great pleasure then, that I picked up Wonderdog and began to preview it. As with all of these games there is a storyline to it, so I suppose I'd better begin there. General von Ruffbone and his army of vicious dog troopers are sweeping through the galaxy, achieving total domination as they go. As they approach the tranquil planet K9, a young pup is hastily injected with the top secret Wonder serum and launched into space in a strange bone-shaped capsule.

So, Wonder Dog is born, and, after crashing to Earth years later, he must mature and develop his fighting skill he does this by completing seven perilous levels, gaining the required combat skills and defeating adversaries in order to return and save his planet from total annihilation.

The action begins at a place called Bunny Meadow where Wonder Dog will learn his basic skills. You must collect as many of the bonuses and power-ups as possible in order to increase the score and gain extra lives. During his travels, Wonder Dog will find various items that he can pick up, including Wings for

energy, Bones (collect 100 for an extra life), and Whirlwinds for short term invincibility.

The finished game will feature an eight way scrolling platform area, multi-layer parallax, over 60 bonus rooms and two hidden levels. There will also be seven worlds split into numerous zones, almost 400 different aliens and eventually, it will run at around 50 frames a second.

This may well sound very impressive, and probably is, but I can't get past the feeling that it is going to be just another platform game. If it arrives and I'm wrong, and the game completely shatters the platform mould, then, well, I'll deny I ever said otherwise I suppose, and have very stern words with anyone who says I did!



**Now I wonder (ha ha) if anyone's got a can of Chum. It's no fun being a dog with a wet nose, especially when you're lost."

**A C CCCC7305

"...over 60 bonus
rooms and two
hidden levels."

PROJECT: Wonderdog

HOUSE: Core Design

RELEASE: Oct '93

TEAM: In house

PRICE: £25.99

COMMENTS:

Oh, I'm so excited. It's another platform game. What a joy. For those who are a little unsure, I'm not really being 100% serious now. I have nothing personal against Wonder Dog.

but if there's one thing I hate, it is seeing something that I have seen before time and time again. Hopefully, Wonder Dog will not be as bad as I personally think it is going to be. Even if It Is, it is unlikely that people will dislike it, as it appears to be a highly polished product, that plays reasonably well. A good point to note is that it strongly resembles Chuck Rock 2, which in itself was a damn good game, so perhaps I'm just a bit of a Johnny

INSPECTED BY: Steve



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	ne, based on US Civil War. Control army
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	Difficult adventure guest
	Similar to Balloonacy, good fun
	Shoot-em-up
	Control spaceship, picking up keys
	ood for the kids. Blackboard maths, etc.
	More fun for the kids
CONTRACTOR OF THE PROPERTY OF	Great Boulderdash game
	Brilliant shoot-'em-up
+G061 Pick up a puzzle (1 meg/2 dis	sks)Fit the pieces. Good for the kids
	ol cue with mouse, and it's all pot luck!
G063Pacman	The classic game still here
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	Space adventure
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	Classic snake game. Eat the food
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ou could be quite easily forgiven for thinking that because this is a Europress Software production, its chances of getting a fair going over are going to be somewhat reduced to say the least. Well, I am glad to inform you that you would be wrong, so there! Unfortunately, there is absolutely no way I can prove this to you. You are just going to have to believe me, and even if you don't, there is very little anyone can do about it.

This is not actually Europress's first foray into the world of rally driving simulations. Around five years ago, Europress Software, who at that time were masquerading under the name of Mandarin, created Lombard RAC Rally, my own, and many others favourite

NETWORK O

▼ All of the 40 stages from the Network Q RAC Rally have been accurately reproduced for this game

game of that type, even to this day. This game was proudly proclaimed to be the first ever rollercoaster-type driving game, and featured all of the stages from some big rally event or other, the name of which sadly escapes me at the moment.

Now, the team are back to bring you what is essentially the sequel. Although the game is in its very early stages of development on the Amiga, we were informed that a working PC version was available to be viewed, and we thought that as always, our faithful readers deserved the first look. So, on a sunny Tuesday morning, it was with a stout heart that I set off on the long and arduous trek across the forbidding car park.

When I finally fought my way through to the entrance the sight that awaited me was enough to make even the most laid back Amiga user drool with anticipation. I can say, in all honestly, that Rally on the PC is one of the most stunning looking games I have ever seen. The screenshots, which are pretty amazing in themselves, really don't do the product justice. The way the game moves and



"One of the most

I have ever seen."

developers have been able to draw on the

around the country

filming the various special stages

along the route (bet that was a

Are these not just the best quality

graphics you have ever seen in a race game? Shame it's a PC shot really

all aspects of rallying.

works rally teams to ensure

that the cars featured in

Richard Vanner travelled

the game are as

date as possible.

Project manager

accurate and up to

RAC's unrivalled knowledge and experience of

Extensive research was carried out with

strain, eh Richard?), and the footage has resulted in different road textures like gravel, tarmac and mud, being accurately reproduced on screen, together with roadside features like trees, logs,

actual rally roadsigns, marshals and of stunning looking games course, spectators. Players will apparently be able to select from the latest,

most technologically advanced rally cars in the world, each with its own distinctive performance and handling characteristics. As you race against the clock, a computer co-driver will scream out pace notes and directions to you, making sure you are always well informed as to what is going on. It is said, and I can't

> see it myself, that you can actually roll the car, and of course, any damage sustained in the race will affect the cars performance.

actually confirm this as I didn't

So far, it would seem that I think that Rally is the best game ever, but that is not quite so. I must stress the fact that I have only seen the PC version up and running, and to be honest, it looks as though converting Rally to the Amiga in the form it is now, will be nigh on impossible. Hopefully, what will happen is

down by Europress supremo Richard Vanner

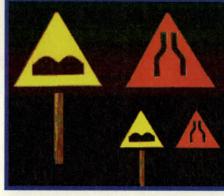


Thanks to Rally, you can drive some of the most technologically advanced cars around.



that some of the graphical quality and speed will be sacrificed in order to maintain the high standard of gameplay. If this is the case then Europress Software are on to a winner. If not, then sadly Amiga owners will be once again missing out. As always though, the only way to tell what is going to happen is to wait and see.

All of the road signs you see in Rally are ones you would actually see were you taking part.



PROJECT: Rally

Europress Software

RELEASE:

Nov '93

In House

PRICE: £29.99

There is no doubt that PC owners are in for a treat when COMMENTS Rally is released in November. Whether Amiga owners will have as much reason to look forward to that is a different

matter. Maybe I'm just sceptical because I haven't actually seen a working Amiga version, but I will be absolutely astounded if they manage to achieve the same high level of quality of graphics, sound, and most of all, gameplay. Europress Software deserve a great big pat on the back for the amount of work they have put into the research and development of this product, let's hope they don't go ruining it by releasing a sub

NSPECTED BY:

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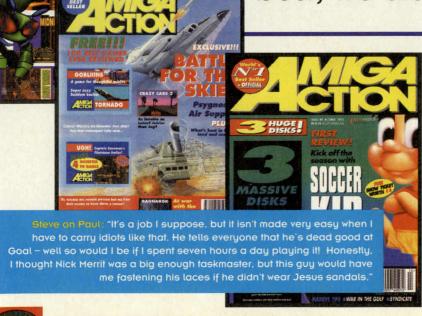
n the days of old, when Steve McNally was in short trousers, John Archer hadn't yet begun to look like Ray Daley out of Minder, and Roger still had one or two marbles remaining, a little mag by the name of Amiga Action crept humbly onto the market. It wasn't too long before this unassuming pamphlet became a veritable bible for all who placed importance on definitive reviews and breaking news. Allegedly.

Anyway, this mag grew and grew, until suddenly, one day, it was the world's best selling

Amiga games magazine! We would have liked to have had a bit of a celebration the other month to commemorate four years of excellence: unfortunately nobody realised that we were four years old until after the mag went on sale. We determined there and then to make up for this abhorrence by putting on a lavish bash for our 50th issue. Trouble was, we kinda forgot about that until late on too - but, corporate bigwigs that we are, a handout was begged, a marquee erected and caterers employed to lay on a banquet. Top industry figures began arriving as early as dawn to secure a good place on our sumptuous lawns, and after a few injuries through jostling, a reverent calm settled and the festivities began. Several live bands - including U2 and the mega Bad Boys Inc. - played set after set of rip-roaring tunes, and funny men Bobby Ball and Kenny Lynch provided rib-tickling tales aplenty for the increasingly merry crowd...

Having missed out on our fourth birthday a couple of months ago, we decided to have a bit of a bash to celebrate our golden jubilee. Unfortunately, we left things a little bit late – but we did our best, we did our best...

BY: PAUL ROUNDELL





OUt.

Paul on John: "He looks like Minder. Well no, not Minder – not the proper one – but that new bloke, Ray. Actually he's a really good bloke to have around. Who else would go out to the sandwich van in all weathers, and take your word for it that a bacon and cheese roll really is only 15 pence? They probably do cost that at the Winchester Club."

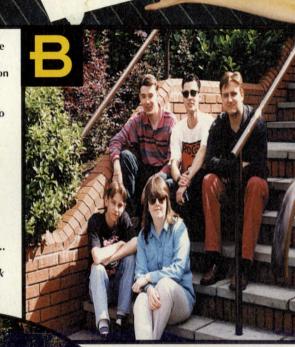
Erm, actually it wasn't that big a party at all, but it's quality that counts, not quantity, and we had a whale of a time with our chocolate bun and medium sized slice of Asda pork and egg pie. Being a harmonious crowd, we were all quick to offer our colleagues the choicest morsels, of course, and the rumours that I chased Sue twice around the car park because she took the egg from the middle are completely unfounded.

Satisfied with our gargantuan feast, it was time to relax in the balmy afternoon sunshine and pose for a few photographs for the various national newspapers who, er, might have attended the bash, had they not been too busy doing something more interesting. Sue insisted on being at the front, explaining that she needed the practise for her forthcoming wedding, while Steve – in true Stevelike fashion, steadfastly refused to sit in anything other than his silhouette suit. Which is probably just as well.

The sun was sliding quickly towards the horizon as the party took a sinister turn. John (he really does look like that bloke out of Minder, doesn't he?) found a stash of intoxicating beverages – a throwback to his student days – underneath the spare wheel of his Fiesta, and as the curtains in the management block began to twitch in curiosity, we donned our expensive party hats and toasted... well, actually we toasted just about everything from Amiga Action to Beryl Reid.

Drinks drunk and belches belched, we remembered the reason for this momentous celebration, and moved on to another part of our Greek sunken garden (a bit like the Blue Peter Italian one, but littered with kebab wrappers instead of pizza boxes) to wallow in nostalgia and history. What about that old coloured logo Eh? – oh dear oh dear. Before too long the pages started mingling together, and it was all we could do at one point to stop Roger toppling into the pond

I can't understand it. I mean, I only had a couple, and didn't even finish those. It must have been that pie, or maybe the chocolate bun – no, honest, it was... (It has to be said that Paul looks a lot better here than he did at the conclusion of the Black & White industry party at the ECTS.)





John on Gleve. "A job working on a games magazine was like a dream come true — especially one the size of this (teacher's pet — Steve). Mostly I really enjoy myself, despite his biting criticism and sarcasm, but sometimes it all gets too much and I have to ask Paul to tell him off. He doesn't."

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REALLY Morph games and Global

illennium wanted to give away some prizes in conjunction with the release of Morph on the A1200. There are 50% more levels you know, but this is neither the time nor the place to go into that.

Keith – he works for Millennium he does – said to us that he wanted to give away some copies of the game. Of course, we were only too happy to accommodate him, but we wanted something more. Well, he hummed and hawed, and he hawed and he hummed, then suddenly a look of delight spread over his face, and with a cry of "I'm delighted!", he promptly offered us some T-shirts too.

But not just any old T-shirts – no sir. These are those funny coloured ones that mould themselves to your sweaty torso and become even more strangely coloured as you jump around. And stuff.

Global Hypercolour, they're called, and they don't come cheap. Luckily, this isn't a consideration for five lucky readers, who, on answering just ONE simple question below, could find themselves in possession of such a treasured item, PLUS a copy of the game – either the A1200 specific version or the good old standard job.

So, for those hipsters who fancy, er, playing a really good game, and then, ah, going out in a dead smart shirt, this is the competition for you. Oh yes it is. Somewhere below you'll find a question. You can answer it if you want, and send in the form to us in the vague hope that from the hundreds of entries we receive, yours will be drawn. It probably won't, but give it a go...

Hypercolour T-shirts to give away!

Complete this age-old popular children's song from the options below. Red and yellow and pink and green, orange and purple and ——?

A/ Blue

B/ Custard

C/ A small man in flannelette trousers with a waxed moustache.

THE REALLY WEIRD COMPO

Please tick:

Answer A

Answer B

Answer C

Name: Address:

Send your entries by the 29th October to "Really Weird",
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

CH₃S RAHA

GIVING THE GA

Will you survive the wrath of the new improved batsmen and county teams? Will the opposition hit you for six? Will you get bored before teatime? Not with Jim's invaluable players guide you won't, mate.

Tough cookies

The most noticeable improvement in this game is the batsman's ability to judge whether a ball is going to hit his wickets or not. In the original version any ball leaving the bat away from off stump confused him and he'd often end up edging the ball to the slip fielders and get caught behind. The new version has now an improved backward defensive stroke which virtually never fails in middling the ball and dropping safely in front of him. It also has learned to leave any ball which is missing the stumps, although this however contributes to the batsman's new, if less obvious weakness. Select a spinner from your team and bowl from around the wicket to a right handed batsman, or over the wicket to a left hander, as this will increase the angle of the delivery. Choose an offbreak which spins the ball towards the bat, and pitch the ball at a medium length just missing the stumps. Just before the bowler releases the ball apply a small amount of spin which should skim the bat on the way through for a catch to the wicketkeeper or

slip fielders. The batsman will have already committed himself to leaving the ball and doesn't have time to adjust his shot. This method requires a little patience on the top order batsmen but gains momentum and effectiveness against the tailenders. Inswingers or off breaks can be effective outside the off stump from over the wicket as well, and the occasional ball with no swing or spin applied can fool a batsman into edging the ball behind. Such variations are even more useful in a two player game which can surprise your opponent.

Butter fingers

When setting fields against the computer two slip fielders are essentail. If you bowl conventional outswingers, a first and second slip are required. If you bowl inswingers or strong offbreaks, a legslip is useful for taking catches off the inside edge of the bat as well as stopping annoying byes if the ball is missed. The outfield consists of mainly defensive positions including a long on and long.off to save the drives, a man at cover point to save the cut and the rest roughly in a circle around the square to mop up the nudges and pushes. The only true attacking outfielder is one positioned next the slips who can swiftly gather the ball which trickles behind the wickets for a potential run out.



BEATING THE BAT

▼ 1: If you make the batsman believe the ball is wide enough to not play a shot, he won't. A touch of off spin at the last minute will make the ball brush past the bat for a simple catch behind!

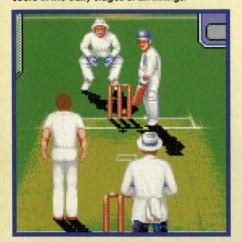


▼ 2: Howzat! The improved batsman never anticipated such canny bowling. This technique works best using a spinner but swingers can also perform this bowling marvel



ME AWAY

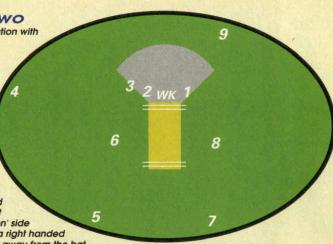
The backward defensive stroke is the safest and most effective way of accumulating a big score in the early stages of an innings.



It's more fun with two

Any video game is given infinite variation with a two player mode and this is no exception. Test matches require patience, strategy, skill and an awful lot of rainy afternoons. Always select a team with at least two good specialist spinners, a swinger and a fast bowler so you have a varied attack in case your friend works out your tactics. The same applies for limited overs matches where economical bowling is crucial. Short outswingers are difficult to score from safely and force the opponent to play the risky cut shot which gives the slips many chances. Outswingers (from swing bowlers) and legbrakes (from spin bowlers) make it difficult for runs to be scored on the 'on' side (the right hand side of the screen for a right handed batsman) because the ball is moving away from the bat.

This means you can cram the off side of the field (the left of the screen) with most of your fielders which can save runs and make batting a tricky business.



Cream sleeves

Another more 'cheaty' bowling technique is to pitch the ball as short as possible using a spinner with no spin applied. With a bit of luck the batsman will get bored with waiting for the ball and do something stupid like play on to his stumps. This method cannot be applied when using fast bowlers however as this will result in asking the crowd for the ball back after it's been hit for six.

Pitching the ball up to the bat generally results in the computer scoring easy runs, although if the ball is just missing the stumps it can result in the occasional catch behind. This method works best using a fast bowler and varying the pace, particularly effective against amateur batsmen.

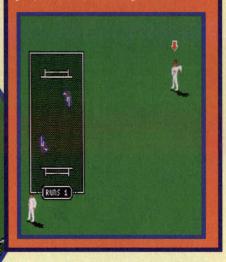


OFF SIL

Fancy scoring as many runs as you like against the computer off any ball? Well you can if you read on. After you have hit the ball and the fielder collects it, press the 'P' key on the keyboard which will pause the fielder. Unfortunately for the computer it does not pause the batsman running (just press the fire button to set them off) and press the 'Escape' key when you're too guilty to continue cheating.

INFINITE

RUNS



Down the line

When batting against the computer the same methods apply from the first version. Change the batting order and put two defensive batsmen as openers, as this will protect the best batters for when you've really got your eye in once the first few overs have been bowled. Playing the big shots early on can be disastrous because timing is essential. At least one single can be run off most forward defensives and two or three off a well timed backward defensive. When playing a drive, hitting the ball early and on the up is the best way to score a boundary and leaves less of a margin of error opposed to playing late. It a stroke is played too late (especially dangerous against well pitched up deliveries) it can result in virtually any form of dismissal, playing onto your stumps being a new way to get out. A full toss can be driven for four but the timing must be perfect. Half volleys and short balls are far safer to smash around. Cutting or hooking is generally a risky business unless the ball is extremely short, in which case a juicy six is on the cards.



ツZZ



GVING THE GA

Be it the Wimbledon wobbles or the Everton blues, despair no longer - we're here to put you back in control...

Whether you lend your voice to the Sensible Soccer or Kick Off 2 crowd, it's difficult to deny that Dino Dini has produced another masterpiece in the glorious form of Goal! Cynics might say that it's Kick Off 2 with knobs on, while fans insist it combines the virtues of the other two greats. We'll leave the arguments to rage on for now, and get on with doing what we do best - help you to get the most from your games!

Dribbling

The fundamental of any football game - or indeed the real thing! - good dribbling is of utmost importance if you are to achieve any success at all.

Close dribble

Push the joystick in the direction you wish to travel with the ball. Sounds easy - and it is, provided you follow a few simple guidelines. Don't travel too fast, for instance, or you'll find the ball runs away from you. Also, running fast means you are less in control, and it will prove difficult to slow down or stop.

Keep your speed down by centering the joystick mid run. A disadvantage of this tactic is that you are more vulnerable to tackles, but it will be particularly handy for getting into a precise position, such as when lining up a shot.

Trapping the ball is detailed below, and the trap turn is a tricky movement, whereby you change course while in possession of the ball and head off in a new direction. Slow down by centering the joystick, as outlined above, then just as you are about to stop, hold down the fire button, thus trapping the ball. Centre the joystick, then release the fire button and push the joystick in the direction you wish to travel. Beware of incoming tackles, as slowing down renders vou vulnerable.

Stop turn

Keeps the play flowing more quickly than the trap turn, but is tricky to implement. When chasing the ball, by centering the joystick at the precise moment of contact with it, it is possible to turn up to 180 degrees and head off. Careful judgement of speed and exact timing are required to carry it out.

Fast turn

The fast turn is an advanced technique, but once mastered can give you a vital few yards head start on opposition players, since it involves (surprise surprise) quick turns at high speeds. Much practise is needed to learn the

timing required to turn at precisely the right moment without slowing down. Turns of up to 45 degrees are possible, and it's worth the effort in practise when it pays off...

Stagger turn

Another tricky way of changing direction at high speed. Kick the ball ahead then alter your course slightly, enabling you to approach the ball from a different angle. A good idea for those not yet able to bring off the fast turn, and as long as you're aware of what's ahead on the pitch, reduces the chance of being tackled or losing control.

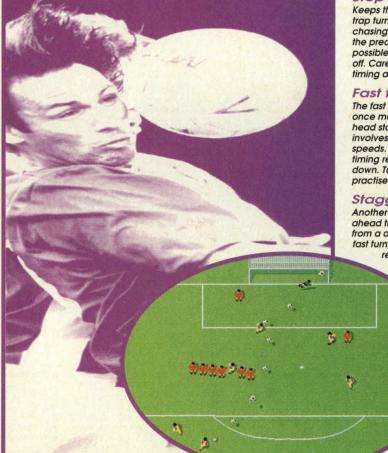
General Control

Not much point in being the world's best dribbler if you don't know what to do with the ball - just ask Franz Carr! Here's how to keep in control...

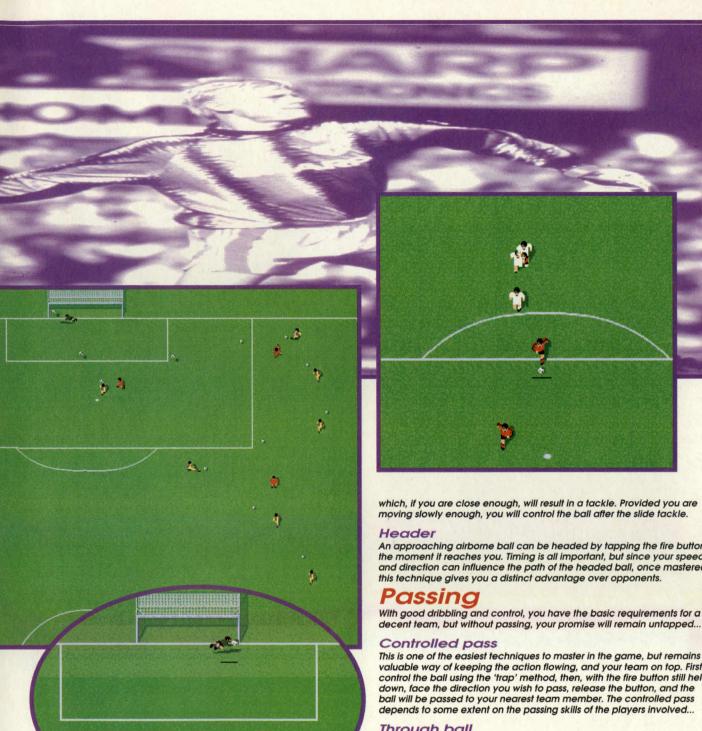
When receiving the ball, hold down the fire button. You will slow down in full control of the ball, and can pass in whichever direction you choose by pushing that way and releasing the joystick. Alternatively, you can begin dribbling by releasing the fire button and centering the joystick, before moving off.

Turn trap

Trapping the ball close to the line may result in either you or the ball crossing the line. The turn trap prevents this. When



ME AWAY



you have trapped the ball near the line, then as soon as you are in control, turn your player away from the line to keep possession. This is another move which takes a lot of practise.

Chest down

If you are facing the ball, and it arrives at chest height, you will automatically chest it down and bring it under control. If you are facing away, then the ball will rebound from you, so keep aware of the ball's whereabouts in order to gain control.

Use this technique when closing in on an opponent who is carrying the ball. A quick tap of the fire button will send your player into a slide,

which, if you are close enough, will result in a tackle. Provided you are moving slowly enough, you will control the ball after the slide tackle.

An approaching airborne ball can be headed by tapping the fire button the moment it reaches you. Timing is all important, but since your speed and direction can influence the path of the headed ball, once mastered, this technique gives you a distinct advantage over opponents.

decent team, but without passing, your promise will remain untapped...

This is one of the easiest techniques to master in the game, but remains a valuable way of keeping the action flowing, and your team on top. First, control the ball using the 'trap' method, then, with the fire button still held down, face the direction you wish to pass, release the button, and the ball will be passed to your nearest team member. The controlled pass depends to some extent on the passing skills of the players involved...

Through ball

Bringing your player to a stop, while the ball has run in front of him during a dribble, will allow the ball to run through to another player further up the field. Obviously, this is a tactic to use with midfield and defensive players, as a through ball from a forward will roll tamely into the arms of the keeper!

When in contact with the ball, and moving, reversing the direction of the joystick will chip the ball. After the ball has been chipped, moving the joystick will dictate the height or swerve imposed upon the ball, allowing you to pass the ball to a team member in an awkward position, such as when an opposing player stands between you.

Again, the chip pass needs much practise to perfect, but with enough implementation, you should even be able to use it to lob the keeper from just beyond the edge of the box!

The best way to make a quick break after some opposition pressure in your half, is to use the long ball. Basically, this entails little more than shooting the ball upfield to a team member, either along the ground or in the air, and using the aftertouch to swerve or bend the ball as required.



GVING THE GA

GOD/II



Good use of the long ball can swing the play in a matter of seconds, but it is important to place the ball well, as this technique makes you vulnerable to tackles.

Shooting

You can be as talented as you like, but it's goals that win games! Here's how to score a few...

Normal shot

Exactly what it says, this is a straight shot in any of the conventional joystick directions. While running, tap the joystick button (facing goalwards, of course) and quickly release it. Afterlouch can be applied to slightly adjust the course of the ball.

Super shot

One of the few aspects of Goal which requires little or no practise at all, the super shot almost assures a goal every time it's used. The super shot comes into operation when you are closer than nine yards to the goal and unleash a shot. The computer calculates the best angle of shot with which to beat the keeper, and directs the ball into that area, so when you're nearing the six yard box, simply press the button and hope – if your striker's shooting skill is anything above dire, the result will be favourable.

Overhead kick

A hell of a shot to master, but one which adds a new dimension to your play should you become proficient at it. While facing a head-high ball, tap the fire button and reverse the joystick. The player will leap into the arrand belt the ball in the opposite direction, over his own head. Practise at this can result in radical swings in the state of play, and even the odd surprise goal too. Takes timing though...

Tackling

But what about when the opposition do manage to break out of their own half? Well here's what to do...

Block tackle

The easiest to implement, but at the same time, not too difficult to avoid. Standing in your opponent's way as he charges towards you will, if he

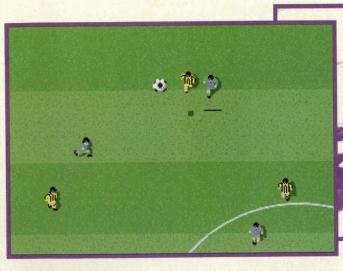
keeps his direction, result in your taking the ball from him, thus enabling you to run around that player and hare off in the opposite direction. You may look a bit foolish if he swivels his hips and leaves you standing though. Good safe bet for the occasions when you're too close to goal to risk a penalty.

Slide tackle

A tackle which, if successful, almost certainly takes the ball a good distance from your opponent, but one which is likely to result in the odd card too! Tap the fire button when the ball is travelling close to the ground, and your player will immediately initiate a slide in the direction he is facing, or running. Unsuspecting opponents may be 'de-balled'



ME AWAY



quite easily by this method, provided you time the tackle well and make contact with the ball before the player. If you don't, you might find it's time for an early bath!

Interception

Passes between opposing players can be intercepted – again, if timed correctly – by running onto the ball, if you have a player close enough, or by sliding into the ball if you don't. Sliding gives you more chance of actually reaching the ball, though controlling it when sliding is tricky unless your player is travelling slowly enough.

Aftertouch

Let's face it - in reality no-one can bend or swerve the ball to the extent an aftertouch option allows. But neither are real players restricted in their movements by rigidly fixed joystick controls, and in a game such as Goall, the aftertouch makes all the difference between a good and a great player. It can be applied at any time after the ball is kicked. For a more exaggerated bend, move the joystick left or right as soon as the ball leaves your player's foot. This type of aftertouch is useful when you are running full tilt towards goal, and may be unable to change direction before shooting.

Milder affertouch is a good idea when your player is directly facing the goal, and about to shoot. A slight bend to the one side is likely to beat the keeper and end up in the net. The ball can kicked higher by a slight backwards pull on the joystick (if the keeper is off his line, or an opponent is blocking pass), or kept on the ground by pushing forward slightly (easily controlled pass, but especially good in penalty situations).

Aftertouch is particularly useful for free kicks, whereby the direction, height and power of the ball can be controlled far more closely than simply using normal kicks.



×



AR 2

GIVING THE GA

It might not be Bali or the sun kissed beaches of Hawaii, but if you missed out on a holiday this year, get ready for a spot of island hopping with this epic adventure from Daze. And at least you won't get sunburnt!

IRVAN'S ISLAND

From the start go West and then North. It is best if you avoid the fight at this point. You will see a pump-handle, play with it for a while if you like. Recruit Kudsac, pick up his possessions and then kill him. Your next task is to visit the two inns to recruit four characters (choose one scholar – namely Eliandr, one magician – Zeloran, one archer – Fandhir and a warrior of your choice). Buy a sword, a bow and some arrows from the armourer and food from the shopkeeper to recover physical strength after fights.

Next go to the harbour (S-SW) and force a passage. You will be captured and handed over to the village chief who will tell you of your mission. Return to the starting point and then go S and then E. Kill the three thieves and find the dead woman, pick up the pendant and eat if necessary. Return to the village to recruit and buy helmels and shields. Go to the extreme East and into the forest, then go North to pick the

Go to the extreme East and into the forest, then go North to pick the black and white mushrooms, then the dandelions which are surrounded by stones in the extreme North. Fight the wasps and enter the forest clearing on the South side. Kill the orcs and the chief orc using arrows as much as possible, then pick up the necklace.

Return to the village and hand the necklace to the chief to recover the boat. Eat, sleep, buy arrows, arms and food. Go to the harbour and select the town landing-stage.

ZACH'S ISLAND

Go right through the town to the library at the extreme NE and pick up the fortress parchment. Kill as many enemies as posssible to gain money and experience. Buy arms, helmets and food. Recruit if necessary, eat and sleep to recover psychic strength and return to the harbour in the direction of the fortress.

AKEER'S ISLAND

Follow the wall on the right and try to keep moving East at all times. You will come across many skeletons to fight. There is a passage to the South. There you should pick up the treasure in the cul-de-sac at the South end and the skull in the cul-de-sac to the East. Leave the passage again and continue East and then South. In the large room take the extreme South East, then S, E, and corridor to the North to activate two handle – one on the right hand wall and one on the left hand wall.

Continue due North into the passage and follow the corridor into the large room. Activate the handle on the wall to the North and leave the passage again, take the extreme SE, follow the corridor and pick up a skull in the cul-de-sac. Re-enter the corridor with the handles and walk around the West wall. On the other side, enter the room, pick up treasure, skull and arms. Return to the landing stage and then to the town.

ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible because big fights are just around the corner. Buy two monk's habits and five fur coats from the clothes shop (not far from the harbour, in a road leading to a little square to the North). Go to the library and examine a parchment on potions. Go to the bank (West of the library), enter the street with the guards and kill all of the guards in one go (you can't make a return trip), using arrows and spells. Take the door opposite and pick up the 100,000 po. Deposit 10 000 in the bank (on the other side).

Go shopping: buy a magpie, a monkey, an eagle and a parrot from the

Go shopping: buy a magpie, a monkey, an eagle and a parrot from the pet shop (extreme SE of the town). Opposite is an armourer. Depending on your budget, buy arms, helmets and shields. Go down to the S, after the bend and buy five ropes from the shopkeeper. Move West, buy potions for the troublesome priest (Humbolg) and ent reviver (Jablou). Continue to the West and you will come to three crossroads, North, then West, then first East. Kill the giant guard, then if necessary, regain strength because there are more difficult fights to come.

Enter the Blue Velvet nightclub (only open at night, hence the phrase nightclub I presume) and you will get thrown in prison. Release the magpie through the bars and pick up the key. Open the cell and put on five monk's habits. In the fortress take the passage (open between

midnight and 4am). Pass the monk and enter the sacrifice. Recover the prison key from the monk's belt and leave the passage again. Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison and you will have to fight with the guards. Return to the harbour where you will need at least 10,000 po and an iron shield. Take the boat for the island where you started.

IRVAN'S ISLAND

Go extreme East. Follow the East coast and find a magician. Give him 10,000 po, then send out the eagle to pick up the mountain parchment. Return to the extreme West, along the coast, find the standing stones and continue to the West end. Pick up the relic at the foot of the standing stone and Golem will wake up. Kill him (most spells will have no effect). Turn round and fight Golem a second time.

Return to the harbour. In the direction of the mountains, take the landing stage to the South.

JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move East and pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains and find a rhinoceros. Kill it and take its horn.

Return to the landing stage. select mountains, landing stage to the NW. If necessary make a return trip to the town for repairs.

On leaving the harbour, travel East. Follow the coast then take the passage to the West where you will get involved in a fight with two giants. Pick up the living sword in a mountain hollow and leave the passage again. Continue Northwards and at the end you will find a priest in cul-de-sac. Prepare the Humbolg potion and give it to him, then pick up the tree island parchment.

Return to the harbour, select the tree island and if necessary make a return trip to the town for repairs.

THORM'S ISLAND

Put on the pendant recovered from the dead woman and take the crossroads to the left, then to the North and scond on the right. At the end find an ent. Prepare the Jablou potion and give it to him to drink, then pick up the pendant. Go down to the South again, then to the West and enter the village. Visit the huts: two open huts give various information. Return to the harbour and take the extreme East. Here you will have to fight some Ewoks. At the end pick up the relic and return towards the harbour. Take N, E, N, E and follow the road. At the end is a stone druid, place the horn on it and it will wake up. Next give it the iron shield and pick up the magic shield (protects against fire). Turn round. At the crossing, go North then East and first North. Fight with the monster and take first West. Negotiate the labyrinth, avoiding false tarils and aggressive eagles to arrive close to the dead woman at the end to the





ME AWAY --*

West. Collect the key to the Town Hall from around her neck and return to the harbour. Oh, by the way, you'd better hurry!

ZACH'S ISLAND

Go to the town hall (extreme NW). Enter the town hall and pick up the idol. Go to the temple (West of the bank) and give the idol back to the monk, now pick up the Air Elemental Pendant. Go on to the bank and draw out money. Buy arms and food, then eat and sleep... Keep 7100 po, then return to the harbour and go to the fortress.

AKEER'S ISLAND

Follow the left hand wall, always moving North as far as the passage. In the circular corridor take the invisible wall to the North. Follow the corridors and enter the flooded area. In the maze keep taking the corridors to the North until you leave the catacombs. Find three weighing scales. Put exactly 3550 po in the first two scales and return to the catacombs. The water should have disappeared. Take the second to the SE and at the end follow the small underground passage. In the large room activate the handle at the SE end. Take the treasure at the NW end and put on the Air Elemental Pendant. Continue to the NE end and take the first turning to the right. Here you will fight with some mummies (fire-cloud and lightning are effective). At the very end to the South, pick up a skull. Return to the North and take the access to the East. Stop in front of the wall and take the invisible wall to the South. Pick up the treasure and the skull and return to your initial position in front of the wall. Cross the invisible wall still moving East. If blocked take a sidestep to the South then continue East. Enter the prisons (you can find other treasures if you pass other invisible walls at the end of the maze). Follow the corridor to the East and kill the lion guard. At the Eastern end, click the prison key in the lock: all cells will open. Turn round. In the first cell to the right you find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so you must dismiss one of the characters (archer or warrior). In the second cell to the South, starting from the West, is a secret passage through an invisible wall. Follow the corridor and enter a vast room. Beware, this area is cursed

the curse lifting spell.

Go to the middle of the columns and pick up the living sword. From the centre make return trips to the North, then South, then West. At the end you will find either invisible walls with treasures, or a secret passage (click on the plate in the middle) with a handle to be activated. Lastly take the passage to the SE (beware of the hooks in the ceiling), pass the door, follow the corridor to the South. In front of the grille, release the monkey who will open the passage. Reach the landing stage and select the entrance to the fortress again.

and some characters will be inverted. To un-invert them you must cast

AKEER'S ISLAND

Return SE to the corridor with handle (see above). Go due North into the passgae and follow the corridors to the West. Beware of the destroying

wizard of chaos (prepare psychic protection). Kill the wizard and pick up the treasures and skull.

Return to the passage entrance and take the corridor to the SE.

Beware the dangerous magician. Kill the magician. To find the secret passage in one of the walls click on the

button under the eagle heads. Continue along the corridor to the North and place the six skulls on the six scales. Continue along the corridor, kill the guard and pick up the relic.

Return to the landing stage and re-enter the town.

ZACH'S ISLAND

Buy five evening tunics from the clothes shop. Put on the tunics and the ent pendant and enter the nightclub. Pick up the end of fortress parchment.

With 20 000 po, go to the cul-de-sac of the four towers (NE of the harbour) between one and two in the morning. Give 20 000 po to a dodgy looking character and pick up a relic.

Buy the ingredients for five anti-vertigo potions (Mildong). Eat, sleep... At the harbour select the mountains, NE landing stage.

JON'S ISLAND

Find a passage to the West. Follow the road and kill the dwarves. Enter the mountains to the North and pick up two Eidelweiss plants (one in a cul-de-sac to the West, the other in a cul-de-sac to the East). Return to the passage entrance.

Continue East and kill the vultures. Enter the mountains to the North and pick up one Eidelweiss plant. return to the passage entrance. Continue East then North. Take the passage to the East and pick up two Eidelweiss plants. Beware, this place is cursed. Cast a curse-lifting spell. To continue, have each character drink an anti-vertigo potion. Follow the road, pick up a relic and return to the harbour. Select the mountains from the NW landing stage.

JON'S ISLAND

Travel West along the coast and fight the guards. Get rid of one of the characters (dismiss or cast into the void). Enter the mountains to the East and kill the guards.

At the end, leave five relics on five pillars. This will revive the druid, recruit him (essential for his fire-protection).

Return to the landing stage and select end of fortress. Return trip to the town if you need to replenish supplies.

OLBAR'S ISLAND

Fight against the Fire Elemental: put the magic shield on one of your characters, activate the fire protection spell, approach the Elemental and strike

First crossroads turn right and travel round the block, then take the access open to the North. At the next crossroads go West (not essential), there is a maze where you will fight with orcs and pick up arms and treasures, to the North is a fight with a dragon. To kill the dragon use the same principles as for your fight with the Fire elemental, the protection spell must always be validated, otherwise you've had it. Use the healing spell as often as necessary. The dragon is so more-ish – you can have several goes at killing it.

veral goes at Killing II.
Continue North and pick up treasures in the crannies. At the next
crossroads go North. There is a secret passage in the North wall.
Continue. You will fight wizards and skeletons. You then come
across a maze with invisible walls. At the end, activate the

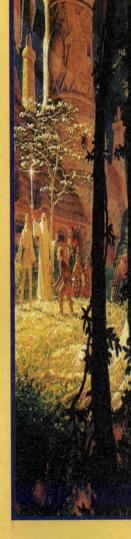
handle. Return to the crossroads and go down to the South. Beware, slalom into the room because there are spikes in the

waiis.
Reach Shandar's fortress. In the large room move along the edges as there are missiles in the ceiling. At the SE end, pick up the treasure At the NW end, activate the handle. At the NW end fight the knight and take access behind him.

In the next room take the access to the North. Follow the corridor and there is a mechanism to be activated in a samll room to the West. At the end, fight against the Gorgon, then go into the large room containing the fountain which raises life points. Take the passage to the South then to the East.

there is a mechanism in a small room to the West which needs to be activated, carry on and fight the lion guards. The grille is closed and the trap door needs to be activated to open it. At the next crossroads take the North passage and at the end there will be treasures and a mechanism. Return to the crossroads and go down to the South Follow the corridors to the end and find a small room with a magician. Listen to what he says (don't hit him!), then take the North access in the previous corridor. Put the parrot in front of the ear and the passage will open. In the next room slalom because you'll bash your head. In the next room move along the edges and prepare psychic shelter, fight against Shandar in the North access. Now simply kill Shandar and go back to the country.

And that about wraps it up. Respect to the guys (and the Hennerleys!) at Daze for that – if you have any problems, don't hesitate to... er, try again.



SHAR 2



GIVING THE GA

BEAVERS

Are you experiencing platform problems aplenty? Are you finding Beavers too difficult to complete without aid? If the answer is "yes", then read this definitive Goodyear guide.



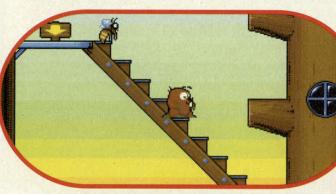
Throughout the first stage, and many others, you'll encounter these two troublesome obstacles. The first is the green fish that leaps up from the bottom of the screen, causing all kinds of mayhem. Try to keep ahead on the screen to dodge this attack. The second is the boxing glove that springs out from those grey tubes.

Avoid these by waiting a while next to the tube.

▼ Many levels will hold several secrets for you to uncover, such as these secret passages. They can be spotted by the slight change in colour in the graphics.



▲ Another monster who can cause untold damage if you're not careful, is the infamous Rock Monster. Suddenly appearing from the scenery, it can surprise even the most alert of beavers – very dangerous so watch out!



▲ Some levels contain several swarms of these here wasps, which are very quick and deadly. There are no real tactics to adopt to avoid these sort of onslaughts, so just keep moving along... ▼ The first guardian you will encounter during the game is the the big forest bear. He'll either try to throw rocks at you, jump on you, or simply pelt you with acorns.



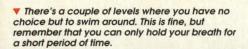
▼ The only way to harm this large predator is to spin when one of the acoms is about to hit you. This will knock back the offending seed and hit the bear, causing damage. You'll know when you've successfully done this because there will be several signs that appear around the bear.



▲ Once the beast has been thwarted by your unusual tactics you may proceed to the next level by walking past the exit sign up at the top right of the screen. ▼ If you don't wish to play the first set of levels then enter this code on the main title screen. If you have entered the code correctly the screen will flash in large vibrant colours.



ME AWAY -->



Treatment true

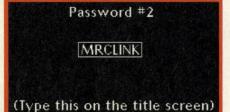
In the icy levels of the tundra you'll inevitably meet up with quite a few snowmen. Although this doesn't sound too threatening they are quite a formidable opponent, and their main offensive attack is to throw several snowballs, which soon daze our little hero.

Ine second guardian is a distant cousin of the first. Living on the polar caps, the polar bear attacks with large chunks of rock and with a large supply of snowballs. Treat this bear like the former one and spin against the snowballs.

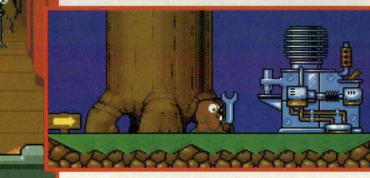
▼ Once again you have the option to skip almost all of the levels by entering this password on the main title screen.

Bears with large shades, and floating grey creatures can also stir up quite a storm. The bears with shades aren't so bad but unfortunately whenever they appear the floating creatures

whizz on, giving grief. So cautious steps on the later levels!



▼ If you're finding it hard to reach the higher plinths in any level, then maybe you should consider repairing the machine with a spanner. Once it has been fixed, you can leap onto the hot streams of air to get a free lift up to the higher platforms.



The last guardian is dead hard! Not to mention it's a marsupial!
The acorns are your only offensive weapon here, but keep an eye out for those bullets that the rabbit is firing, and the rocks that the bear is throwing.

If this is some sort of degenerate joke from pornographic magazines, then I for one support it. But all of this aside, it's your reward for the endless hours of Beaverinal



A big "Thank you" goes to Richard from Grandslam for helping us out with our enquiries.

SMALL THOS ---

Not content with merely doing PD, Andy Maddock steps up to help out any frustrated Amiga gamers in search of that elusive cheat mode.





ASSASSIN

o access some rather weird results to Team 17's rather good platform malarky, try entering...Psionic Systems, Assassin, Superfrog, Body Blows, The one and only, Project X and Alien Breed on the high score table!

LEMMINGS 2

ow you can save all the little greeny haired wonders with this cheat from Matthew Cridland. He says press LOAD then CANCEL to stop the music, then click on all four corners of the screen until you hear "Let's go" You can now start on any level with a full 60 Lemmings...Wa-hey



WALKER

ccording to Paul Hollingworth, and we all know what he's like don't we. At the start of the second level type 'Eat lead muddy funter' (with spaces) before moving. Now lots of extremely funny things should then occur.

WOODY'S WORLD

t's that man again – Mr Hollingworth. This time he's sent us some ace codes.

Steam Castle - AHJBEAEA Fishy Castle - MODNAAOG Lava Castle - OKDNFAPK Cog Castle - MKDNCAIK Conveyor belts - OIHMOAC



GODS

You can't be much of a God if you are having problems with a mere computer game. Still, we can't all be omnipotent and doubtless some of you mere mortals do need a helping hand.

On the password screen type in SORCERY. This will give you infinite energy to defeat the guardian who is such a pain at the end of level 4.

SLEEPWALKER

f you really are a bit of a closet insomniac and are struggling to get going in Ocean's Sleepwalker, then this little tip should certainly help you out here.

On the title screen, when Ralph is chasing Lee, press CAPS LOCK, and type in HOLY.ZARQUONS.SINGING.FISH

Make sure you have the full stops in between the words. If the cheat has worked then Ralph's and Lee's noses will have turned green. Now, when the sleep bar gets low press the L key to return it to full. Also, press RETURN to advance to the next level.



FLASHBACK

don't believe it!! He's back once again. You just can't keep this fella' away. It's that Good old Paul Hollingworth, what a guy! He has quite wonderfully sent us codes for Dephine's fantastic platformer! Here goes then.

Easy 1-Back 2- Loup 3- Cine 4- Good 5- Spiz 6- Bios 7- Hall Medium 1- Play 2- Toit 3- Zapp 4- Lynx 5- Scsi 6- Gary 7- Pont Hard 1- Clop 2- Cara 3- Cale 4- Font 5- Hash 6- Fibe 7- Tips.

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The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who game that features Eric Cantona at Leeds or Ruud Gullit still at wants to play a lilan? No known football game is more up-to-date than FT2 and that's a fact!



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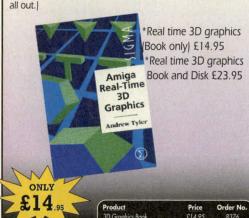


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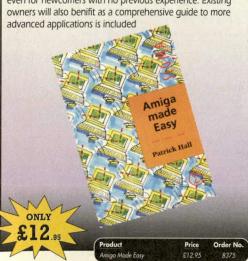
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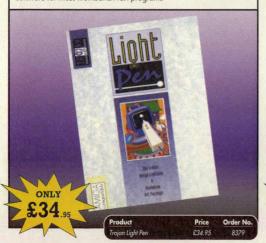
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SUPER SPACE INVADERS

Publisher: Hit Squad

Price: £9.99

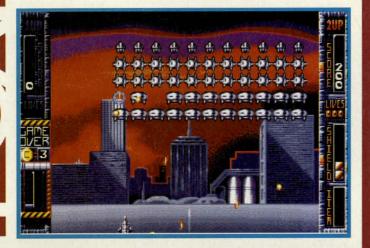
he box boldly claims: "In 1979 a strange phenomenon shook the world". A rather extravagant claim in the age of space travel, miracle cures and non-stick pans, but really not too far off the mark.

Super Space Invaders hails back to those halcyon days of ten pence pieces and men in vests changing five pound notes for six-year-old kids, but adds a touch of spice in the form of enhanced graphics, varied levels and bonus stages. Domark's effort incorporates 12 levels, with the added bonus for fans of the original of more than one colour. The sounds of the original are faithfully recreated, but unfortunately so is the tedium of the One Bullet At A Time syndrome.

Still, it's easy to play and addictive to a point – even if the sprites do tend to get lost in the background occasionally – and ten quid's worth of fun for anyone.

REVIEWED BY: John

SCORE 81%





HARD DRIVIN' II

Publisher: Hit Squad Price: £9.99

f there's one thing I could say about Hard Drivin' II, it would be that it's versatile. A serial link allows you to double the fun with a friend, and compete against each other on two screens, even if your friends own a PC or an ST! Of course, they also have to own the game, but it's a small price to pay for gaming heaven!

Or is it? HD II provides the budding Stirling not only with four tracks to race on, but also an editor to make up your own – which is actually quite good – but despite all this, the whole thing is a bit of a slug! No, I don't mean it leaves a silvery trail behind it on your path in the morning – it's a bit well slow

it on your path in the morning – it's a bit, well, slow.

The idea is a good one – the standard races pit you against computer controlled cars, or you can race against a mate with the aforementioned link. There are even various stunts set up to perform along the way. Trouble is though, despite the impressive 140 mph on the speedometer, it's difficult to believe you're travelling anywhere above thirty, and even an old lady in a Metro can match that.

REVIEWED BY:

Steve

SCORE 70%

THE WINNING POST

Publisher: Mental Image Price: £5.99 registration

rm, this isn't really a budget game to be honest. It's shareware.

But we were all quite taken with the version on our coverdisk last month, and decided to give it a place all of its own.

Well, it's a fruit machine game, and it's well documented that many people steer clear, preferring the real thing. Mental Image are very aware of this, but pressed ahead with it anyway, in an attempt to satisfy themselves (and the rest of us, I suspect) that a good graphical and playable representation is possible.

They've succeeded. The game revolves around the world of horse racing, and the reels are gorgeously shaded to give maximum effect. The sound, while not quite your Saturday-night-at-the-pub fayre, is good, and there is even a hidden bonus game for those who need the extra credits. At the end of it all you'll come out no richer, but given the game's nature, you wont be too much poorer if you buy it!



REVIEWED BY:
John



THOMAS THE TANK ENGINE II

Publisher: Alternative Software Price: £9.99

e honest – who's never dreamed of taking the, er, wheel of Thomas The Tank Engine and racing pell mell against one of several cartoon favourite locomotives (and a bus called Bertie too, apparently) across a number of Utopian Chigley landscapes full of grinning buffers, friendly landslides and smiling signals. OK, so that's 97% of you, but this is one for the kids...

It all starts when Thomas and Gordon (he's another one of those engines with a face) have a bit of a quarrel, and escalates into a one or two player split screen race, with you (ahem, or your kids) in charge of steering the engine – or bus – of your choice to a winning post several miles down the track.

Diesel fuel is in short supply, and it's essential to choose the right route through the points. Bonus stages are dotted around the tracks, and all in all, provided you're a pre-teen fan of the cartoon, this is a riot of colour, co-ordination and coal shovelling cuteness.



REVIEWED BY: Steve SCORE 84%



SHADOWLANDS

Publisher: Hit Squad Price: £7.99

s the forerunner to the excellent Krisalis adventure, Shadoworlds, Shadowlands takes us back into the dark ages where a dead prince controls the minds of his subjects in a quest to avenge his death. Sound heavy? Well it is quite – in fact this is just one of the recent titles that have been providing us with genuine top quality entertainment at a cut down price from Ocean's offspring.

A point and click icon system controls the four bemused warriors as they trudge in sheeplike fashion across endless generated (and very well detailed) terrain in an attempt to avenge their master and spare their own lives.

More than just an adventure, Shadowlands demands careful planning if you are to succeed, though luckily the isometric landscape and dozens of tasks ensures that only those with itchier pants than a ringmaster at a flea circus will become bored too soon. As good a budget game as you are likely to come across.

REVIEWED BY: Steve



G. P. CIRCUIT

Publisher: Hit Squad Price: £9.99

ook at this – the last game review of the mag and we still haven't had a bad score! This must be some kind of record, and I'm sorry to inform the evil ones among you that the situation won't change with this.

Grand Prix Circuit is much better suited to a budget price tag than one of over 20 pounds, but now that it's arrived in the new small box, it's more than worth the money.

Seven of the current Grand Prix tracks, plus Detroit – which may have been the US venue before Arizona (I couldn't be bothered to check, sorry) - are yours for the racing, either singly or part of the good ol' championship season. Cars are up for grabs too. There's a Williams, a McLaren or a Ferrari to smash up on your travels, and a number of competing drivers who obviously want you to do just that.

Qualifying for a race is essential, and the speed and response are more than acceptable, but after one major crash per race the pit lane beckons which does seem a little strict.

REVIEWED BY:
Paul

SCORE 80%



PREVIOUS NUMBER PROJECT X TEAM 17 SHOOT'EM-UP **ALIEN BREED: SPECIAL EDITION 92** TEAM 17 SHOOT'EM-UP F17 CHALLENGE TEAM 17 RACING FIRST DIVISION MANAGER **CODE MASTERS** SPORTS SIM TRIVIAL PURSUIT HIT SQUAD **PUZZLE & QUIZ** RBI 2 HIT SQUAD SPORTS SIM **WWF WRESTLEMANIA** HIT SQUAD SPORTS SIM DIZZY: PRINCE OF THE YOLKFOLK CODE MASTERS **PLATFORM POPULOUS & PROMISED LANDS** HIT SQUAD STRATEGY THE ADDAMS FAMILY HIT SQUAD **PLATFORM** 10 JAMES POND GBH **PLATFORM** KIXX PIRATES! STRATEGY 13 **LOTUS TURBO CHALLENGE 2 GBH** RACING **F16 COMBAT PILOT** FLIGHT SIM 14 **ACTION 16** 15 MIG-29 FULCRUM HIT SQUAD FLIGHT SIM **TENNIS CUP 2** KIXX SPORTS SIM

BUZZ

GBH

HIT SQUAD

HIT SQUAD

* = RE-ENTRY

19

20

= NEW ENTRY

HERO QUEST

TEST DRIVE 2

TERMINATOR 2

MANCHESTER UNITED EUROPE

here's a lot of movement in the budget chart again this month except at the top. Team 17 have kept a firm grasp on the number one and two spots, and have even had the nerve to pinch third as well! The Hit Squad again claim the highest number of games in the chart, but they must be wondering what they have to do to knock Team 17 off their lofty perch. Meanwhile Codemasters make clear their intentions for the coming months by bursting in with two of the month's highest new entries. And that's even before they've released their acelooking Micro Machines! (But that isn't a budget game John, you spoon! - Ed.)



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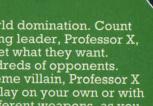












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Amiga Format Gold 91%

"Don't let this one pass you by... YO! JOE! is a complete stunner"

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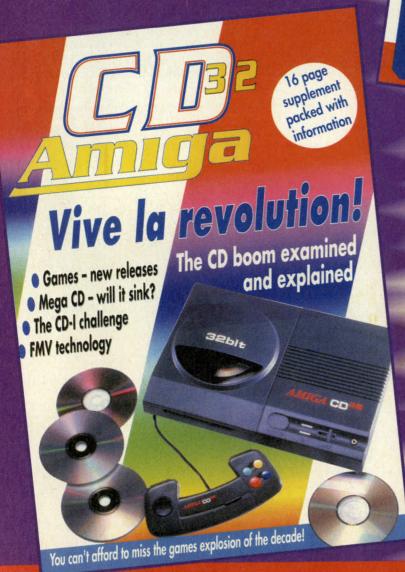
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TALKBACK

ell! At last some decent letters! Read on and decide for yourself if all the pain was worth it

CANDY OR CAN'T HE?

How mad it makes me feel to know that Zool will soon be appearing on the consoles, as listed in issue 42 of Amiga Actiion.

I think it really stinks because I thought Zool was the Amiga's very own character, just like Sonic for Sega and Mario for Nintendo, but I guess I was wrong. For instance what if Zool is better on the consoles than on the Amiga – I mean, it's quite all right to do a coin-op of Zool but this time Gremlin have gone too far, which just goes to prove they really are fools with Zool.

I'm quite sure a lot of people will agree.

Matthew Oakes, Tasmania.

PS. I've also noticed that you're the first Amiga magazine to show pictures of Zool 2 which is pretty good. Well done guys!

What? Zool the Amiga's own special character? Does it really matter what machine a collection of pixels on a computer monitor appears on? And if Zool is better on the consoles than it is on the Amiga (it isn't much – I've played it), so what? Besides, I hardly think

Gremlin are being fools with Zool as they're bound to sell bucketloads of the game on the Mega Drive. Which is more foolish – making money on one machine or making it on the other? I fail to see what all the worry is about.

ZOOL TOO

Can you please tell me why you are following the progress of Zool 2? Can't you see that it's a waste of time? If the first game is anything to go by it is going to be a very bad and easy game.

The interview with Gremlin's Nick Clarkson and Pete Cook really just pointed out that it's going to be Zool 1 with different levels, a super enemy (Mental Block), some big bonuses and a few new characters. People that say Zool is the figure for the Amiga are totally mad. It's a hyped-up platform game. I needed to get that off my chest so I could tell you about the valuable space you wasted which could have been used to review several games.

Peter Hume, Dalry Ayrshire.

OK, so Zool isn't your favourite game. To be honest, it isn't mine either (oh, all right, it sucks) but that doesn't change the fact that 180,000 people went out and spent £25 on it. And as for wasting space that could otherwise have been used to review games – how many times do we have to say that the number of games we review is outside our control. We don't make them, program them or send them into ourselves to review, you know! We do our best.

AMIGA MOANER

Since the release of the A1200 I have tried to sell my A500 but have had no luck yet. Eventually I will have to find enough money to buy an A1200 or better still a CD32. I paid £340 for my A500 and would have been better off buying a Mega Drive.

If Commodore would just make all future machines compatible with each other then there would be more Amiga owners but as it is, I know loads of A500 owners in my position who are buying Mega Drives and SNESs as they know they won't be 'ripped off' by them. I'm sure Commodore can make an add-on for the A500/600 so as to turn it into an A1200 or CD32. As

it is possible to turn the Amiga into a PC286 for about £200, Commodore should really get their act together and release an A500-A1200 transformer, otherwise there could be fewer Amiga owners than ever before.

Ayman Agabani, London.

Don't think console owners don't have to upgrade too, you know. Before the Mega Drive and the SNES came the Master System and the NES. Making future machines 'backward compatible' just isn't feasible – don't think this is just the case for us home computer people either – try getting some new software to run on the Macintosh Classic!

As far as making the A500 into an A1200 – I know of no kits to do this job. The A1200 is a complete redesign from the A500, and there are various engineering reasons why this would be a practically impossible thing to do, as well as being uneconomic for Commodore. After all they want you to buy their new machine, not add bits on to an old system.

STAR LETTER

Alien Nation

Dear Nicky,

Goodbye,

I have only recently landed on your planet – however, from reading your mag I have come to understand your culture and I am very upset by the representation of aliens by the software industry. Computer games suggest that aliens are one of three types. The first is worthless scum deserving only to be slaughtered mercilessly in as grotesque a way as possible. Second comes the cute furry creatures with an IQ equal to the temperature of a freezer and finally there is a robot-type creature looking something like RoboCop. Why? In the old days you wouldn't have been so disrespectful to us aliens.

Another problem with your planet is the sad state of computer games. I mean, I'm not asking for miracles, just a decent tune!

A teenage punk from the Planet Sexy Love.

Amazing, you'd have thought a real alien would use something a bit funkier than a Bic Biro and A4 filing paper to write to me with. How about a sub-meson electro pad or a stratoflexive over-converter? Or even the phone? Ah well.

Actually, your letter brings up a serious point. After all, maybe the reason aliens only talk to illiterate farmers or wildly paranoid Americans is because they're afraid to talk to anyone else. I know I'd be wary of anyone who spent all their time glued to Project-X getting scores of ten zillion. Although using deodorant might make them more presentable.

As far as sad computer games music is concerned – fair point. Perhaps it's because writing computer music attracts the sort of people who in the old days would have been writing ditties for B&Q in-store jingles. The clever ones are hooked up to their synths

pumping out 12" records. PS. Call me 'Nicky' again and you're dead.

BOXING CLEVER

Why do software companies make their games' boxes so big? Is it in an effort to outdo their rivals? Why don't they spare a thought for us – we have to store the damn things! Bring back the good old days of 1984 when all games came in standard cassette boxes and you could store them in those racks you screwed to the wall.

Steve Grew, Birmingham.

I guess it's because floppy disks won't fit into cassette cases!

(Joke.) I suppose it's to do with in-store displaying reasons – a big box will stand out on the shelf better. Have you tried screwing a bigger rack to the wall?

TANSTAAFL

Don't be so mean! Give away a freebie and you might get some good letters. I mean you boast that you're 'The world's Number One best-seller' so surely you can afford one free game a month.

Anyway, on to my proper point. Those in the computer press are very keen to blame the decline in the home

computer market on piracy, meaning that consoles are becoming more popular. But surely part of the blame has to go to companies that just throw out the same old game in a different guise. Many of these games aren't anywhere nearly as good as the originals they are ripping off.

Niall O'Flagherty, Worcestershire.

As far as the freebie goes – good point. As a result from next month there'll be a free game to the person who writes in with the most entertaining blag as to why they should get a free game. And please, no routines based on sick grandparents – they can't be any sicker than mine. (PS. Anyone who meets that grandad in the Werther's Originals toffee ad, kick the smug git.) By the way, the really bad ones will get printed, with the

worst being humiliated mercilessly, so don't say I didn't warn you.

As far as your other point about bad games being the cause of piracy: who would want to pirate bad games? You'll have to do better than that!

SEEDY TV

My grandfather recently bought me a Commodore CDTV. I have been around all of the software shops and I have not seen one single game anywhere.

If Commodore are not bringing out anything else, my grandad has spent a lot of money on a system that I cannot fully use.

Aaron Johnson, Plymouth.

My commiserations. But if you'd been a regular reader of this column, you'd have heard me say not to touch the beggar. Are there any other CDTV suckers out there? Send your letters in and I'll put you in touch. Please mark your envelopes 'CD sucker' just to make it easier for us to shake our heads sadly in the office when the post arrives.

CD OR NOT CD?

I have been reading in many mags that CDs will be the format of the 1990s. So I am calling on you, the best mag in the world to give me some advice:

I have £400 to spend on a new CD machine. Should I choose CD32, 3DO or Nintendo's long-awaited Super CD? I want a machine with a fast processing chip, good on-screen colours and most important, good cheap software (£20-35).

PS. Mega CD is rubbish.

N. Woodford, No address.

Hummmmmmm..... It looks as if CDs will be the format of the 1990s – but who can say? The only CD anyone is using at the moment (that matters) is Mega CD – and that barely brings the Mega Drive up to the standard of the basic SNES. Even Mega CD sales have been a bit flat.

So, as for my advice: Don't buy anything yet. Several reasons: CD32 is produced by Commodore so avoid it until some other people start to buy it, 3DO isn't available yet (there's a rumour that recently

Note to our overseas readers

YOU WIN! You will now receive both coverdisks on every issue of Amiga Action. You can write and thank our Publisher, once we've dug him out from under the pile of letters you sent in. Whenever that will be.

the demo at a big show hooked up several Macintosh machines together behind the 3DO case) and as for Super CD – Nintendo won't release it until they're sure there's a market for it - ie when Sega starts to sell a few more.

We've just had a CD32 delivered – it's hard to tell how good it is at the moment, but its advantages will be: cheap software (£20-30), high tech (32 bit) and it will be able to fit into your Amiga with an expansion dongle. But as I said before, wait until someone else buys it first! Remember, there's no rush and there's absolutely no software.

EASY QUESTIONS

I have bought a few Amiga mags in my time and I can safely say that Amiga Action storms ahead of the competition. I have had my Amiga for three years now. The main reason I bought it was for the software – far better than any of this console rubbish. Could you answer a few queries for me?

1/ Has there ever been a publication with every Amiga title listed in it?

2/ How much memory would I

2/ How much memory would I need to get the best results from games software? I already have 1 Meg for my A500.

Gary Somers, Paisley.

Well, two short answers here:

1/ Amiga Action's Super Leagues
list just about every game ever.

2/ You already have all the
memory you need. A better
question might involve disk space –
if you're a heavy adventurer, try
getting a hard disk. Check out our
feature back in AA43 for some
advice on drives to buy.

NOT FUNNY

I'm not going to suck up to you and say that Amiga Action is the best and all that. But you are getting better. I keep buying The One, but when they sell poor coverdisks and review limited games I like to know I can at least buy a mag which has it all, except the humour.

Point: In September's issue, Boggit's Domain had a caption pointing to Hired Guns, instead Ambermoon was mentioned. Surely Hired Guns hasn't changed its name?

I've also noticed that there are a lot of companies being advertised in AA. Do these companies pay you or do they give you deals? Take Special Reserve for instance! If you do publish this, don't you dare give a remark like sad sad man (even though I'm 18).

Andrew Nelson, Devon.

Thanks you for those thoughtful comments Andrew. The words 'sad sad man' would definitely be the last to spring into my head, especially when there are so many better ones to choose from.

Anyway, as for the humour, well everyone knows the AA guys are far too busy to have time for gags, fun, a social life etc. Luckily I work for a different mag these days, so things are still sunny with me. (up yours – Ed)

Boggit – well, that's just an honest mistake. Our art person is well-known for the pleasure he gets out of setting those five pages each month. (up yours – Roger) As for Special Reserve, it is the

As for Special Reserve, it is the money donated by these kind companies that allows us to keep the cover price under £10. So I wouldn't complain about the advertising too much – it is the way of the business.

Send your letters to:

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Boggit's

f you have tears to shed, prepare to shed them now. It's been a long and happy road, but – sob! – the Boggit is off to pastures new... (hoary old goat!)

very few years we Boggits become restless. It's not something we can fight, it's an irresistible force which we all know and have come to accept. It's been many years since last the restless urge filled my mind, but I fear that time has come again. Come the dawn I must reluctantly pack up my few treasures, close up my beloved tree-house, and take the path which leads to the horizon. My friend Archimedes won't mind leaving because one forest is much like another to him, but I must confess that this time I will shed a tear at all I must leave behind.

Blade of Destiny.

For my final fling I picked Blade of Destiny from U.S. Gold to kick around the tree-house. This game comes on 8 floppies, which of course doesn't frighten me for I have a hard drive, but wait a moment, it says here that hard drive owners must also have 1.5Mb memory... rats!

Luckily loading from floppy isn't too bad, in fact it is pretty painless in the initial stages, so you won't get too upset having to revert to ancient technology.

Role playing fans are blessed with lively imaginations. They spend a large part of their lives in a daydream conjuring up strange worlds populated with fantastic characters, and this is extremely fortuitous because Blade of Destiny requires quite a lot of imagination on the part of the player. The graphics which are used for the towns and cities are basic to say the least – in fact they remind me of the Bard's Tale which is hardly state of the art. Knock on any one of the doors in the long rows of identical hovels and

you'll be interested to find out that one is a vast tower with guards, another is a tavern, whilst yet another is a mansion.

VUS. Gold continue to scour the world to bring us larger and larger RPGs and we should be grateful for that, but it would appear that Blade of Destiny contains nothing really new to whet the Boggit's appetite

Okay, I'll accept that RPG's are not supposed to excel in graphics, and their charm is to be found in other directions, but this German game is pushing its luck! Adorning the box is an impressive boast that this game has won the 'Best RPG of the Year' award, (you'll note that it doesn't mention which year). It also says that the award was given in Germany, which means it won't exactly be bursting with laughs either. In fact it is my understanding that this game is a few years old now - and it shows. There is nothing wrong with it – it's just old hat. You will be viewing the picture of a baldheaded innkeeper - the same graphic which is used to illustrate every inn - while at the same time the text will describe a completely different scene. The whole thing reminds me of the Might and Magic series, which was very good, but we've seen it, read the book and bought the T shirt.

Alternate Reality -The Dungeon.

Many thanks for your EOB II tips which have been of great use to me over recent months. In return I offer you the answers to the three riddles from Alternate Reality - The Dungeon which felled the great adventurer Fred Naisby (Issue 48).

I was most distressed to hear that you had not encountered this astounding series on which I earned my first set of adventuring wings, so to speak. And what's all this elder reader biz? I'm only eighteen and own a copy of the first A.R. epic - The City.

The answers to the three riddles are:- SHIPWRECK, BLOODSTONE & ORACLE.

Till our paths cross again my friend...

Mark Rooney, Oldham.

Well let's hope old Fred Naisby is happy now, I've certainly got a warm feeling of happiness knowing that someone out there was listening to me.

Indiana Jones and the Fate of Atlantis.

I can get into the temple in South America, but there seems to be nothing I can do. I have tried to get the etched spiral design off the wall, but it is gummed up with dirt. What should I do?

Richard Pett, Enfield.

Your curvy friend, (no I don't mean Ginger Smith from the chip shop!) can be used to distract the professor who keeps getting in your way. Once he has eyes for someone other than yourself you can nip outside and grab the oil lamp which is hanging up on the stall. Return to the temple, open the lamp, and



HORMAL





use the contents to loosen the design. It appears that kerosine is capable of loosening age-old dirt from most surfaces. I believe they sell gallons of it in France.

Rocket Ranger

I have been playing games for several years and I can say with all conviction that I am a diabolical games player. I even have trouble opening the game box. I need help and I've been told that you know everything. I bought Rocket Ranger a long time ago — God I was a teenager, know what I mean? Since then I have been trying to complete it, but the result is always the same: the Nazis reach the Whitehouse and the game ends. I ask you as a fellow... thingy, er... what exactly are you? Please help me.

P.S. Tell the editor that you need a raise. I had one of them and it does wonders for your voice.

Geoff Kirk, Exeter.

I think it's time you increased your medicine to two of the big, blue tablets each day. How well I remember being invited to the National Film Theatre in London to see an episode of the original Rocket Ranger. Mirrorsoft thought it would be a great idea to launch the game by inviting the great and the good to share a morning with an audience of children watching the old movie. It was a bad move. In my list of the ten most repulsive things in the universe, children come third. All children should be quietly beheaded when they are twelve - it would improve them no end.

There's no room to give the full solution so here are some hints:-

The Temple is usually in South America and is easy to find. Organise resistance so the partisans can ship it home to Fort Dix. The desert base is usually in Africa.

War Room.

Keep all your agents in low profile, if any are killed after your return from the zeppelin, restart the game. Spread your agents out and they'll detect bases more easily. If there is a high level of activity in a country keep your agent's head down. When he is ready to report, click on his country and remove him. Read the report, then return him to his country. If you only have one agent left, put him on high profile and instruct him to form a resistance group if either the country is free or it has a base in it.The Zeppelin. Position RR well below the zeppelin and fire a shot. Move upwards a tiny bit and fire again. Repeat this until you take out the men in the gondola. Aim to hit just below the gondola. Captured? If you get captured, tell Hitler to eat babies and you will escape to a nearby country. Fighting with Fritz.

Don't bother using parrying moves. Each time you fight the man becomes tougher, so don't visit the same base twice. To defeat the final guard, push the joystick up until his hands drop, then press fire.

Operation Stealth.

I have a problem with Operation Stealth. It is after I have met my contact in the park that I am stuck. After he gives me the card and the key I get arrested. If I leave the park I get arrested and if I stay I get arrested. It's just not fair.

Lewis Barlow, Willenhall

I really thought we had finished with this French Fancy, but I'm still receiving letters for it months after it should have been buried and forgotten about. The simple answer is that you are too slow. Once you have grabbed the keycard from the agent you must hustle your butt out of there. There is time to run to the bank and get inside before the fuzz slap the cuffs on you. Mind you, you aren't going to get far, because once you have used the card on the employee to get the safety box open the bad guys are going to re-appear and arrest you.

Your real problem is how to escape from the underground cave that you are taken to. If you 'operate' the ground you're going to find a piece of metal which will cut through your bonds. Once you



have cut through the ropes, you can again operate the ground and you'll dig up a handy pickaxe. Search the middle of the back wall until you find a small crack and that's the place to use the 'knockometer' to smash your way out. ▲ The sign on the park railings clearly shows that you mustn't allow your dog to foul the flowerbeds, but there doesn't appear to be any byelaw which bans large thugs.

Future Wars

I am aware that you have already helped two other people in their quest with Future Wars, but I too would be glad of your help. After hours of climbing trees, stealing clothes and killing wolves I have now found myself stuck in a monastery (dressed as a monk!). All I have in my possession is:- a pendant, key, lance, control device, magnetic card and some documents.

Could you please tell me if I have found everything possible, and how do I escape from the monastery as every time I attempt to leave I am called a spy and captured.

R. King, Berkhamsted.

No doubt you have already found that you must only walk in a clockwise direction around the central courtyard or else you will attract the unwelcome attention of the brother monks. You should also ignore the white circle of light in the middle of the courtyard as it is not a transporter beam that it would appear to be, but merely a trap to attract the foolish and innocent. The fact that you have the remote control and the magnetic card tells me that you succeeded in getting the Father Superior smashed on wine, so what you must do now is find the way out of the place.

Return to the Wine Cellar and use the remote control on the barrel at the top of the ladder. You'll easily figure out what to do to escape from the monastery, but what you will almost certainly miss, (because everyone else does!) is a special object which can be found in the room beyond the barrel. Make sure you don't leave leave without a cannister!

Legend of Kyrandia.

Here I am stuck in the middle (I think) of Legend of Kyrandia. I've found Zanthia's empty hut, now what? I've tried putting the yellow tulip and the topaz in her laundry water (I wondered why her underwear had turned yellow! - Bogg.) Was I right to do it? Then I used the water to fill an empty flask. What should I do with it? (For

God's sake don't drink it! - Bogg.) How do I get the last spell on my amulet? What should I do

with the red orchid? How do I use the third spell, (the blue gem) and what does it do?

Bjorn Christian, Oslo

▲ Old wizards turned to stone, talking trees, and a crazy jester who is out to destroy everyone who stands in his way. It's a tough life in Kyrandia. Correct me if I am wrong, (go on, I dare you!) but didn't the poor fools in the front office print the complete solution to this game only a few short months ago? Are we to assume

that you had your head in a herring barrel at the time and were too busy to spare the time to row across a couple of fjords and pick up a copy of Amiga Action? (Which as everyone knows is the only bit of action to be found in the Arctic Circle.) You're

lucky I'm in a good mood, or else I'd ... Well as I said, I'm in a good mood, so I'll let you off this time.

As you've realised you must place a crystal and a flower of the same colour in the tub to produce a potion. Using the right combinations you'll be able to make the red, yellow and blue potions quite easily. The next trick is to take these potions to a spot to the south of Zanthia's laboratory called the Crystals of Alchemy, for here you can combine the simple potions to make the really heavy stuff. Mixing Red and Yellow produces Orange, Yellow and Blue makes Green, and Blue and Red makes Purple.

No doubt you noticed a Chalice floating in mid air as you wandered through the woods. You can't miss it there are very few places where crockery floats around in the breeze. The blue gem in your pretty bracelet contains the power to release this flying cup into your hands, but don't get too excited because before you have time to fill it with spiced wine a thieving faun will steal it away. Try out your potions to find the solution to that problem. Save your game and try out all of your potions at important looking spots to find the next stage of your journey.

A final word on this game for Brandon Back who can't solve the birthstone problem - look in the bubbling spring for the Sunstone.

Wyrd or What?

The other day I was quietly reading 'Wyrd Sisters' by Terry Pratchett, (featuring the lovely Granny Weatherwax) when Amiga Action pooped through the letterbox, (don't you mean popped! -Bogg) bounced off the "Wipe Your Feet or Clear Off" mat and straight into my lap. Imagine my joy when, as always, I thumbed through to your pages to find that your reading it too! Amazing! And since someone is making a game out of the Xanth series, this got me thinking, "Will anyone do a game about Discworld?" Maybe a graphic adventure in the style of Loom, or a platform game with an in-between level of trying to get Granny Weatherwax airborne on her broomstick?) Hint, hint, to all you software houses out there.

Richard Burke, Nottingham.

Now it's really eerie that you should mention that because a strange thing happened yesterday morning. I was lying in bed just thinking that was it was time to be getting up - approx 2pm - when the brass doorbell clanged. Shuffling to the door I was just in time to see a large wooden chest mounted on little stumpy legs running off down the path. Lying on the doormat was a piece of paper. 'That's very strange', I thought to myself. 'That doorbell hasn't worked for months...'

Picking up the mysterious note, I discovered that my instincts had been correct. The news that greeted me was that a company called Teeny Weeny Games Ltd. has won the rights to create an adventure game based on the hilarious books of Terry Pratchett. I've never heard of Teeny Weeny Games before, (and believe me I would have remembered a naff name like that) but it appears they will be producing an Amiga version of the game around the middle of next year.

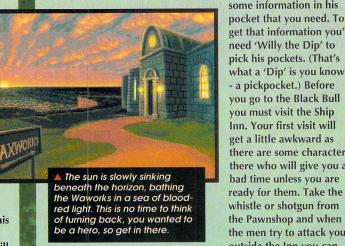
Waxworks.

Could you please help me with the Jack the Ripper section of the Horrorsoft game - Waxworks. I have obtained both of the pocket watches from the Pawnbrokers and have then gone to the Black Bull pub to find 'Willy the Dip', but the only person in the pub tells me to leave him alone.

Alan Reed, Weston Super Mare.

That's strange, people in pubs tell me to leave them alone as well.

Well actually they tell me to leave their drinks alone, but it's pretty much the same thing. I think the unsociable type you are trying to chat up is not 'Willy the Dip' at all. but someone who has



some information in his get that information you'll there are some characters there who will give you a the men try to attack you outside the Inn you can

scare them off. The noise will be loud enough to attract the police, but hopefully not loud enough to wake the dead. (We've had quite enough of that nastiness thank you very much!) Run and hide on the pier until the police arrest the men and make it safe for you to return to the Ship Inn.

Hint Books.

I bought Eye of the Beholder and Eye of the Beholder II a couple of months ago and I am stuck in both of them. In the back of the instruction books there are advertisments for the the Clue Books. I have looked everywhere for these and can't find them and now I don't know where else to look. Do you know where these books can be acquired? If you can tell me I promise to buy the next 100 editions of Amiga Action.

I. Letchford, Gosport.

You are but one of many bewildered souls who have written to me with this question, so this time I have the complete answer for all of you. Both of the Eye of Beholder hintbooks can be bought through mail-order directly from the following address:-

U.S. Gold Ltd., Units 2 & 3, Holford Way, Holford, Birmingham B6 7AX. The prices are £7.99 and £9.99 respectively. You can also phone and make a credit card purchase on 021-6253388. You should also ring this number for all of the other hint books for games sold through U.S. Gold, including the Lucasfilm games such as Monkey Island.

If you are having trouble obtaining hint books for some of the Mindscape epics (e.g. Maniac Mansion, Knightmare, Captive, Legend and Zak McKracken) you should ring 0444-246333.

And now the moment has finally come. No time for tears, no words of sorrow. We've supped deep from the goblet of fun and now we must part. The quill dips into the ink, then moves across the scroll for the last time. Outside in the Great Wood the first rays of the morning sun are already beginning to lighten the sky, and it's time I was away. There are mountains to climb and new horizons to explore. Somewhere out there I know there are giants who need a punch in the nose and treasures that require stealing, and I want to see them all before my knees give out. Perhaps one day you'll catch a glimpse of me on some far hilltop, or find my footprints in the sand. One thing you can be sure, wherever the fireballs fly and the dragons roar, I won't be far away.

Till we meet again. The Boggit.

The Boggit has been with Amiga Action right from the start, and Andy Mitchell's wit and wisdom have made it a prominent feature of the mag. We wish him all the best for the future, but as for those remaining - look out for new developments soon in the world's best selling Amiga games magazine.

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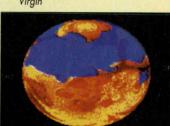
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- Rainbird **70 SUSPENDED**
- 71 TIMES OF LORE
- 72 COLONEL'S BEQUEST Sierra
- 73 WEEN Loriciel
- 74 GOLDRUSH!
- **75 FASCINATION** Digital Integration
 76 STARCROSS
- Ubisoft
- 77 HOLLYWOOD HI-JINX Inforom
- **78 TRINITY** Ubisoft
- 79 A MIND FOREVER VOYAGING Infocom
- **80 BLACK CAULDRON** Infocom
- 81 NIGHT ORC Rainbird
- 82 SEA STALKER
- Infocom 83 CUT-THROATS
- Ubisoft 84 KEEF THE THIEF
- Electronic Arts LANCELOT
- Ubisoft 86 WITNESS Infocom

- **87** THE FAMOUS FIVE
- Electronic Zoo
 QUEST FOR THE TIME BIRD CDS
- 89 ISLAND OF LOST HOPE
- 90 DEMON'S TOMB Ubisoft

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- T CHAOS ENGINE
- Renegade
 2 PROJECT-X
- Team 17
 3 ALIEN BREED '92 Team 17
- **BLOOD MONEY**
- Psygnosis
 DESERT STRIKE
- Electronic Arts

 6 ALIEN BREED
- 7 WALKER
- Psygnosis SILKWORM
- The Sales Curve
 TURRICAN 2
- Rainbow Arts
 TURRICAN
- Rainbow Arts
- MicroStyle XENON II MEGABLAST
- Renegade THE KILLING GAME SHOW
- Psygnosis X-OUT Rainbow Arts
- Z-OUT Rainbow Arts
- APIDYA Blue Byte
- Activision
- MIDNIGHT RESISTANCE
- FIREFORCE
- ALCATRAZ
- Infogrames PANG
- Ocean DISPOSABLE HERO
- Gremlin VENUS Gremlin
- EPIC Ocean
- R-TYPE Activision
- BATTLE SQUADRON
- Ubisoft AMNIOS
- Psygnosis WOLFCHILD
- Core Design
 30 SPACE GUN Ocean
- LETHAL XCESS
- Grandslam RUBICON
- 21st Century
 33 WING COMMANDER
- Mindscape ANARCHY
- **OPERATION THUNDERBOLT** Ocean

- **36 MEAN ARENAS**
- Ice WINGS OF DEATH
- Thalion
 38 WARZONE
- Core Design
 39 ESCAPE FROM THE ROBOT
- Ubisoft **40** MONSTERS
- Ubisoft STELLAR 7
- Ubisoft 42 ORK Ilhisoft



- 43 VIDEO KID
- Gremlin
- PEGASUS
- Gremlin
 45 HOSTILE BREED
- Palace BONANZA BROS
- US Gold 47 FIREHAWK
- Codemasters
 FANTASTIC VOYAGE
- Ubisoft STRIDER II
- US Gold 50 ATOMIC ROBO-KID
- Activision
 THE EXECUTIONER
- Audiogenic
 52 ARMALYTE
- **OPERATION WOLF**
- Ocean
 54 SHADOW DANCER
- US Gold SUPER SPACE INVADERS
- Domark
 56 LINE OF FIRE US Gold
- XENON
- Renegade MONTY PYTHON
- Virgin
 59 TERMINATOR 2 Ubisoft
- **60 SUPER SKWEEK** Loriciel
- BATTLESTORM
- Ubisoft ROBOCOP 2
- Ocean 63 AGONY
- Psygnosis 64 STARUSH Ubisoft
- 65 MERCS
- US Gold
- Ubisoft **67 CAVITAS**
- Ubisoft ALIEN STORM
- US Gold WARLOCK THE AVENGER
- Millennium
 70 CARDIAXX Electronic Zoo

- 71 WESTPHASER
- Loricie
- 72 FIRE AND FORGET
- Titus
- 73 STARRAY
- Logotron
- Mirrorsoft
 75 GHOST BATTLE
- Thalion 76 FRENETIC
- Audiogenic
 77 THE SPY WHO LOVED ME Domark
- TOTAL RECALL
- Ocean
 UNDER PRESSURE
- Electronic Zoo
 BACK TO THE FUTURE 3
- Mirrorsoft MENACE
- Ubisoft
 SAINT DRAGON
- Domark DALEK ATTACK
- Alternative 84 THUNDERJAWS
- Domark ZONE WARRIOR
- Electronic Arts
 86 U.N. SQUADRON US Gold VAXINE
- Activision

 88 DAN DARE II
- Virgin
 GAUNTLET 3
- US Gold 90 STARGLIDER
- Rainbird DRAGONSTRIKE
- Ubisoft

 92 DEFENDER II
- Arc 93 ESWAT Ubisoft
- ROBOCOP Ocean
- MYSTICAL Infogrames
 DRAGON FIGHTER
- Ubisoft **97 ELIMINATOR**
- Ubisoft P-47
- US Gold 99 DAN DARE III
- Virgin 100 CRIME WAVE US Gold

PORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1
- Renegade 2 GOAL
- Virgin
 3 SPEEDBALL 2
- Renegade
 4 PRO TENNIS TOUR 2
- Ubi Soft 5 BRUTAL SPORTS FOOTBALL
- Millennium

 5 JOHN MADDEN
- Electronic Arts
 PGA TOUR GOLF + Data Disk Electronic Arts
 PREMIER MANAGER 2
 - Gremlin GRAHAM GOOCH CRICKET Audiogenic

- **10 PREMIER MANAGER**
- Gremlin
 MICROPROSE GOLF
- MicroProse
 12 WORLD CLASS RUGBY
- Audiogenic
 13 SENSIBLE SOCCER
- Renegade

 14 BULLY'S SPORTING DARTS
- 15 AMERICAN GLADIATORS
- 16 EUROPEAN CHAMPIONS Ocean
- PLAYER MANAGER
- Anco
- Renegade
 19 JIMMY WHITE'S SNOOKER
- 20 ARCHER MACLEAN'S POOL
- Virgin
 WORLD CLASS LEADERBOARD US Gold
- 22 LINKS US Gold
- 23 THE MANAGER US Golo
- 24 GAMES: SUMMER EDITION US Gold



- CHAMP MANAGER '93 Domark
- 26 NICK FALDO'S CHAMP GOLF Grandslam
- CHAMPIONSHIP MANAGER
- 28 TENNIS CUP Loriciel
- TV SPORTS FOOTBALL Mindscape
 30 CALIFORNIA GAMES
- US Gold
- PRO TENNIS TOUR
- 32 JAHANGIR KHAN SQUASH Krisalis
- GRAHAM TAYLOR'S
- Krisalis
 34 RBI 2 BASEBALL
- Mindscape
 35 KICK OFF 2
- 36 DISC
- 37 THE AQUATIC GAMES Millennium
- 38 TV SPORTS BASKETBALL Mindscape
 39 SUPER SPORT CHALLENGE
- Daze
- 40 STRIKER
- Rage 41 TENNIS CUP 2
- Loriciel
 42 LIVERPOOL Grandslam
- 43 WINTER SUPERSPORTS '92
- 44 J BARNES EURO FOOTBALL Krisalis

 STANY GOLF
- Ubisoft

 46 EURO SOCCER

- 47 MAN UNITED EUROPE
- Krislais
 48 TV SPORTS BASEBALL
- Mindscape
 49 FIENDISH FREDDY Tynesoft
- 50 INTERNATIONAL SPORTS
- 51 MASTER BLAZER Rainbow Arts
- 52 TIP OFF
- Anco
 53 EUROPEAN FOOTBALL CHAMP
- Krysalis
 WAYNE GRETZKY HOCKEY 2 Bethesda
- 55 MICROPROSE SOCCER
- MicroProse
 56 INTERNATIONAL SOCCER
- MicroProse 57 SUPERSKI 2 Microids
- 58 THE CARL LEWIS CHALLENGE
- Psygnosis
 CALIFORNIA GAMES II US Gold
- 60 MEGA SPORTS
- GRAND MONSTER SLAM Rainbow Arts
- 62 WORLD GAMES US Gold
- PROJECTYLE
- Electronic Arts
 64 PURPLE SATURN DAY Infograms
 65 ADVANTAGE TENNIS
- Ubisoft
- 66 WWF WRESTLEMANIA Ocean
- 67 STORMBALL
- Millennium
- US Gold 69 FACE OFF ICE HOCKEY
- Krisalis BILLIARDS II
- Infograms
 REBEL RACER Ubisoft
- I PLAY 3D SOCCER
- 73 WORLD CHAMP SOCCER
- STEVE DAVIS SNOOKER
- Telecom Soft FOOTBALL MANAGER 2
- Addictive
 JACK NICKLAUS GOLF
- 77 FOOTBALLER OF THE YEAR 2 Gremlin
- 78 3D TENNIS Ubisoft
- 79 WILD WHEELS
- 80 RUGBY/THE WORLD CUP
- Infogrames
 SUPER LEAGUE MANAGER Ubisoft
- **82** EUROPEAN SUPERLEAGUE
- TOURNAMENT GOLF
- **84** MANCHESTER UNITED Krisalis
- CIRCUS GAMES
- Ubisoft 86 ADIDAS SOCCER
- Ocean 87 SLIDERS
- Palace INTER. RUGBY CHALLENGE
- Domark SUPERSOCCER

- **90 PASSING SHOT** Uhisoft
- 91 GRAND NATIONAL Ubisoft
- 92 MEAN 18

- Accolade 93 THE GAMES ESPANIA '92
- **94** ADIDAS TENNIS
- Ocean
- 95 ITALIA '90
- US Gold
- Rainbow Arts

 OT CYBERBALL
- 98 FIGHTING SOCCER
- Ubisoft STREET HOCKEY
- Telecomsoft Telecomsoft

FLIGHT SIMULATION

- I REACH FOR THE SKIES
- 2 FLIGHT OF THE INTRUDER Mirrorsoft
- 3 GUNSHIP 2000
- MicroProse
 4 FALCON & MISSION Disks 1 & 2
- 5 COMBAT AIR PATROL Psygnosis



- **6B17 FLYING FORTRESS**
- MicroProse 7 DOGFIGHT MicroProse
- 8 THUNDERHAWK
- Core Design
 9 F-19 STEALTH FIGHTER MicroProse
- OTHEIR FINEST HOUR + Data Disk Lucasfilm
- F-16 COMBAT PILOT
- Digital Integration
 A320 AIRBUS USA
- 13 BATTLEHAWKS 1942 Lucasfilm
- FIGHTER BOMBER Activision
- 15 A320 AIRBUS Thalian
- A-10 TANK KILLER V1.5
- 17 GUNSHIP MicroProse
- BIRDS OF PREY Electronic Arts
- SHUTTLE
- Virgin
 20 PROFLIGHT Hi Soft
- INTERCEPTOR Ubisoft
- 22 FLIGHT SIMULATOR 2 23 KNIGHTS OF THE SKY
- MicroProse 24 MIG-29M SUPER FULCRUM

- 25 F-29 RETALIATOR Ocean
- 26 F-15 STRIKE EAGLE II
- MicroProse
 27 A-10 TANK KILLER
- 28 MIG-29 FULCRUM Domark
- 29 TOWER FRA Ihisoft
- 30 WINGS Cinemaware
- 31 SKYCHASE Microprose
- 32 F-15 STRIKE EAGLE MicroProse
- 33 ATF II
- Digital Integration
 34 FIGHTER DUEL PRO
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- 37 STRIKE FORCE HARRIER
- Digital Integration
 38 BLUE MAX Uhisoft
- 39 AV-8B HARRIER ASSAULT Domark
- 40 BLUE ANGELS Accolade

RACING

- I LOTUS ESPRIT TURBO CHALL
- 2 FORMULA ONE GRAND PRIX MicroProse
- 3 SUPERCARS 2
- **4 LOTUS TURBO CHALLENGE II**
- S MICRO MACHINES CodeMasters
- STUNT CAR RACER MicroStyle
 7 NO SECOND PRIZE
- **8** NITRO
- Psygnosis Psygnosis Gremlin
- 10 F17 CHALLENGE Team 1
- 11 JAGUAR XJ220 Core Design
 12 HARLEY DAVIDSON
- Mindscape 13 VROOM
- Ubi Soft 14 CRAZY CARS 3
- 18 INDIANAPOLIS 500 Electronic Arts

 16 NIGEL MANSELL
- Gremlin
 17 SUPER MONACO GP
- US Gold TEST DRIVE 2
- Accolade TOYOTA RALLY Gremlin
- 20 COMBO RACER Gremlin
- 21 SUPER OFF ROAD RACER 22 SUPER CARS
- Gremlin 23 TEAM SUZUKI
- Gremlin LOMBARD RAC RALLY
- Mandarin 25 SUPER HANG-ON Activision

- **26 JUPITER'S MASTERDRIVE**
- 27 RVF HONDA MicroStyle
 28 INDY HEAT
- The Sales Curve
- 29 PSYBORG Loriciel
- 30 4D SPORTS DRIVING
- Mindscape
 31 OUTRUN EUROPA US Gold
- 32 HARD DRIVIN' II Domark
- 33 POAD PASH Electronic Arts



- 34 GRAND PRIX CIRCUIT
- 35 TURBO OUTRUN US Gold
- 36 HARD DRIVIN' Domark
- 37 RADLANDS Domark
- 38 THE CYCLES Ubisoft
- 39 CHASE HQ II Ocean
- 40 POWERDROME Ubisoft
- 41 OVERLANDER
- **42 TEST DRIVE** Accolade
- 43 RED ZONE Psygnosis
 44 CISCO HEAT
- Mirrorsoft 45 RACE DRIVIN'
- Domark **46 MOONSHINE RACERS**
- Millennium 47 FERRARI FORMULA 1
- 48 THE ULTIMATE RIDE
- Mindscape
- 49 HOTROD
- **50 GRAND PRIX MASTER** Codemasters
- **B1** CHASE HO
- **52 HIGHWAY PATROL 2**
- Infograms
 53 DRIVIN' FORCE
- Digital Magic Hewson
- SE TURRO CUP Loriciel
- **56 CHAMPION DRIVER** Zeppelin
- DAYS OF THUNDER Mindscape
- 58 OUTRUN US Gold
- RALLY CROSS Ubisoft
- 60 POWERDRIFT Virgin

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- 1 IK+
- 2 BODY BLOWS
- 3 PANZA KICK BOXING
- A TORVAK THE WARRIOR
- Core Design Electronic Arts
- **6 STREETFIGHTER II** US Gold
- **7 ORIENTAL GAMES** Uhisoft
- AFTER THE WAR Dynamic
- O VIGILANTE US Gold
- 10 WRATH OF THE DEMON Readysoft
- SHADOW WARRIORS Ocean
- 12 FINAL FIGHT US Gold
- **13 NINJA WARRIORS**
- 14 GÖLDEN AXE
- 15 SWORD OF THE SODAN
- 16 CHAMBERS OF SHAOLIN Grandslam
- 17 METAL MASTERS
- BLACK TIGER US Gold
- 10 DARKMAN
- SKULL AND CROSSBONES
- 21 DOUBLE DRAGON III
- 22 WWF II Ocean



- 23 DYNASTY WARS US Gold
- 24 PITFIGHTER
- Domark 25 FULL CONTACT
- Team 17 26 TMHT Mirrorsoft
- DINOWARS
- Ubisoft NIGHTBREED (ARCADE)
- **ROGUE TROOPER**
- DOUBLE DRAGON II
- Virgin
 LAST NINJA 2
- System 3
 32 IVANHOE
- WILD STREETS
- 34 DR DOOMS REVENGE Entertainment International
- COUGAR FORCE Tomahawk
- 36 TURTLES 2/ARCADE GAME Mirrorsoft

- 37 ALTERED BEAST
- 38 DOUBLE DRAGON
- 39 FINAL BLOW The Sales Curve
- **40 BANGKOK KNIGHTS** System 3

STRATEGY

- POWERMONGER + Data Disk
- Electronic Arts
 UTOPIA + Data Disk Gremlin
- 3 PERFECT GENERAL
- **Impressions** MEGA LO MANIA Mirrorsoft
- POPULOUS II
- Flectronic Arts CIVILISATION MicroProse
- 7 DUNE II
- 8 CAESAR
- Impressions SARRE TEAM Krisalis
- O GLOBAL EFFECT
- **DREADNOUGHTS** Turcan Research
- 12 CASTLES 2 Internlay
- 13 GENGHIS KHAN
- 14 SIM CITY DELUXE Infogrames
- 15 SIMCITY+Terrain Editor Intogrames
- 6 CAESAR DELUXE Impressions
- 17 SUPREMACY
- 18 CELTIC LEGENDS
- **19 BANDIT KINGS** Ubisoft 20 BATTLE ISLE + Data Disk
- Rlue Byte 21 POPULOUS +Promised Lands
- Electronic Arts 22 RAILROAD TYCOON MicroProse
- 23 A-TRAIN Maxis
- **24** RAGNAROK
- 25 CAMPAIGN + Data Disk
- Empire 26 REALMS
- 27 THE PATRICIAN
- Daze 28 CENTURION
- 29 BREACH 2
- **Impressions** 30 HARPOON + Data Disk Mirrorsoft
- 31 MURDER 115 Gold
- 32 LASER SQUAD Krisalis
- 33 ROME AD92 Millennium
- VIKINGS Thalamus 35 BREACH
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- PALADIN
- SIM EARTH Ocean

- 38 DEUTEROS
- Activision
 39 HISTORYLINE 1914-1918
- Blue Byte
- 40 SIMANT Ocean
- **41 WARLORDS** Uhisoft 42 1869
- Flair 43 GETTYSBURG
- 44 ARMADA
- Mirrorsoft 45 BORODINO
- Mirrorsoft 46 MONOPOLY
- Uhisoft 47 RISK
- Ubisoft 48 BATTLE CHESS II Intercom
- BATTLEMASTER Ubisoft
- 50 MOONBASE
- **BATTLE CHESS** Electronic Arts
- **52** LORDS OF CHAOS
- 53 BRIGADE COMMANDER Ilhisoft
- 54 HILL STREET BLUES Krisalis 55 AIR BUCKS
- **GOLD OF THE AMERICAS**
- Starbyte 57 HALLS OF MONTEZUMA
- US Gold 58 ARNHEM
- **59 GERM CRAZY** Electronic Zoo
- TOWER OF BABEL
- Microprose 61 CHESS CHAMPION 2175
- **62 FLOOR 13**
- **63** FIGHTER COMMAND
- **Impressions** 64 FORT APACHE
- Impressions LIFE AND DEATH
- Mindscape

 66 INTERCEPTOR
- Electronic Arts RED LIGHTNING
- CONFLICT EUROPE
- Mirrorsoft COHORT
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- **71 STORM ACROSS EUROPE**



- 72 CONFLICT: MIDDLE EAST Uhisoft
- 73 NAPOLEON I Impressions

- 74 AFRIKA KORPS
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 75 BIG BUSINESS
- Rainbow Arts 76 RAMPART
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 78 CRIME CITY
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 79 'NAM
- Domark 80 TRADERS

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- Ubisoft 81 NUCLEAR WAR
- **82 CHARGE OF LIGHT BRIGADE**
- Impressions
 83 CHAMPION OF THE RAJ Mirrorsoft
- 84 DRAGON FORCE Phalion
- 85 OVERRUN US Gold
- 86 WATERLOO Mirrorsoft
- 87 FIRETEAM 2200
- Ubisoft 88 AUSTERLITZ
- Mirrorsoft 89 NO GREATER GLORY Ubisoft
- 90 UMS 1+2 MicroProse
- 91 ACTION STATIONS
- Lazer 92 BLITZKRIEG
- Mirrorsoft
 93 MEDIEVAL WARRIORS Uhisoft
- 94 WHITE DEATH
- 95 FINAL CONFLICT Mirrorsoft
- 96 VENGEANCE OF EXCALIBUR
- 97 RINGS OF MEDUSA Rainbow Arts
- 98 SPIRIT OF EXCALIBUR
- 99 COHORT II Impressions
- 100 COVER GIRL STRIP POKER The Sales Curve

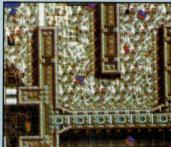
- 1 ELITE
- Rainbird
 2 SYNDICATE
- Electronic Arts

 3 ARMOUR-GEDDON
- Psygnosis
 4 DYNABLASTER VBI
- 5 THE KILLING CLOUD Mirrorsoft
- 6 METAL MUTANT Silmarils
- 7 FLAMES OF FREEDOM MicroProse
- 8 HIRED GUNS
- Psygnosis

 STARGLIDER 2 Rainbird
 10 STORM MASTER
- Silmarils
 11 SPECIAL FORCES
- MicroProse 12 NORTH AND SOUTH
- Infogrames
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- Empire 14 PIRATES US Gold

- 15 TRANSARCTICA Silmarils
- 16 INTERPHASE
- Mirrorsoft
- 17 DRAGON'S BREATH
- Palace
 18 MIDWINTER
- MicroProse
 19 IRON LORD
- Ubisoft 20 MILLENIUM 2.2
- Activision DAMOCLES + Mission Disk
- Novagen
 22 COVERT ACTION
- MicroProse
 23 VOYAGE REYOND Ubisoft
- **24 LORDS OF THE RISING SUN**
- Cinemaware
 25 ROBIN HOOD
- Millennium
 26 ANCIENT ART/WAR IN SKIES MicroProse
- 27 NARCO POLICE
- Dynamix STAR CONTROL Ubisoft
- 29 TEAM YANKEE

Empire



- 30 MOONFALL
- Hewson
 31 TIME MACHINE Activision
- 32 MAGIC FLY
- Activision **33 PACIFIC ISLANDS**
- **Empire** 34 CYTRON
- Psygnosis
 35 STRIKE FLEET
- Electronic Arts
- **36 STARFLIGHT**
- SPACE ROGUE
- Uhisoft 38 RULES OF ENGAGEMENT
- Impressions
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- Electronic Zoo
 40 ECO PHANTOM Elec Zoo
- VOLFIED Empire
- **42** AIR SUPPORT
- Psygnosis
 43 SWORDS AND GALLEONS
- 44 D-DAY US Gold
- 45 CARTHAGE
- Psygnosis

 46 LOST PATROL
- Ocean
 47 MURDERS IN SPACE
- Infogrames
- FEDERATION OF FREE TRADERS Gremlin
- DAY OF THE PHAROAH
- Rainbow arts
 VOYAGER Ubisoft

- **FLASHBACK**
- US Gold 2 SOCCER KID
- Krisalis
 3 SUPERFROG
- Team 17 4 ZOOL
- Gremlin 5 THE ADDAMS FAMILY
- Team 17



- 7 DDEMIEDE
- Core Design
- GODS
- Renegade
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- Ocean
- 10 PARASOL STARS
- Ocean FIRE & ICE
- Renegade 12 ROBOCOD
- Millennium LEANDER
- Psygnosis
- RICK DANGEROUS 1+2
- MicroProse
 16 TITUS THE FOX
- Titus 17 OSCAR
- Flair
- 18 SLEEPWALKER
- 19 DELIVERANCE
- 21st Century 20 FUZZBALL
- System 3
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- The Sales Curve
 22 JAMES POND Millennium
- 23 9-LIVES
- 24 ELF
- Ocean 25 MYTH
- System 3
 26 SWITCHBLADE 2
- **27 ARABIAN NIGHTS**
- Krisalis
- BEAVERS Grandslam
- JIM POWER Loricie
- WOODY'S WORLD Global
- **GLOBAL GLADIATORS**
- Virgin TROLLS Flair
- SWITCHBLADE Gremlin MAGIC POCKETS
- Renegade 35 TOKI

- 36 ELVIRA THE ARCADE GAME
- **37** THE BLUES BROTHERS
- Titus 38 CHUCK ROCK
- Core Design
 39 P.P. HAMMER
- **40 CREATURES**
- Thalamus
 41 DEEP CORE
- **42** LIONHEART
- Thalion 43 MCDONALD'S LAND
- Virgin 44 BC KID
- Ubi Soft 45 BUBBLE BOBBLE
- Firebird 46 HARLEQUIN
- Gremlin AT FLOOD
- Electronic Arts
 48 NEW ZEALAND STORY
- Ocean VIKING CHILD Ubisoft
- 50 CAR-VUP
- Core Design
 51 RISKY WOODS
- Electronic Arts
 52 CHUCK ROCK II
- Core Design Hudson Soft 54 JOE & MAC
- Elite 55 NIGHT SHIFT
- Lucasfilm 56 NEBULUS II
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- Blue Byte
 58 MEGA TWINS US Gold **ROLLING RONNY**
- Virgin 60 TEARAWAY THOMAS
- Soundware BABY JO
- Loriciel **62 LETHAL WEAPON**
- Ocean **GHOULS'N'GHOSTS**
- Elite 64 PREHISTORIK
- 65 NICKY 2
- Daze 66 DOJO DAN
- Europress Software
 67 HUDSON HAWK Ocean
 68 NAVY SEALS
- Ocean

69 HOL

- Kompart **70 CAPTAIN PLANET**
- Mindscape
 71 EDD THE DUCK
- Zeppelin
 72 SUPER CAULDRON Titus 73 KID GLOVES
- Ubisoft 74 LITTLE BEAU
- Digital Magic
 75 IMPOSSAMOLE Gremlin
- 76 THE AMAZING SPIDERMAN Ubisoft 77 BATMAN - THE MOVIE
- Ocean 78 STRIDER US Gold

- 79 BUILDERLAND
- 80 AXEL'S MAGIC HAMMER
- MIGHTY BOMBJACK
- 82 HAGAR
- Kingsoft
 83 DOODLE BUG
- Core Design
 84 CAPTAIN DYNAMO
- CodeMasters

 85 FIRE AND BRIMSTONE
- Microprose

 86 SUPER WONDERBOY
- Activision 87 ONSLAUGHT

- **88 CHRONICLES OF OMEGA**
- 89 CRYSTAL KINGDOM DIZZY CodeMasters
 90 THE COOL CROC TWINS
- Empire 91 APPRENTICE
- Ubisoft
- Ubisoft
- 93 FLIMBO'S QUEST
- System 3
 94 TWIN WORLDS
- 95 SPELLBOUND

- 1 LEMMINGS 2
- Psygnosis

 2 OH NO! MORE LEMMINGS
- Psygnosis

 3 LOST VIKINGS
- Interplay

 4 PIPEMANIA
- 5 PUSH-OVER
- **6 HUMANS/JURASSIC LEVELS**
- 7 BILL'S TOMATO GAME
- Psygnosis

 8 GOBLIINS 2 Coktel Vision



- KLAX Domark
- **10 CHIPS CHALLENGE** US Gold
- TETRIS
- Infogrames
- BRAT Mirrorsof
- WIZKID
- Ocean 14 BLOB
- MORPH
- Millennium
- GOBLIIINS Coktel Vision

- 17 TRODDLERS The Sales Curve
- SINK OR SWIM
- Inricial
- 20 LOOPZ
- SUPER TETRIS MicroProse
- 22 STEG
- CodeMasters BLOCKOUT Uhisoft
- LOCOMOTION Global
- WELLTRIS
- **BUG BOMBER** Uhisoft
- ISHIDO
- PUZZNIC
- NEVERMIND
- Psyygnosis E-MOTION US Gold
- TRIVIAL PURSUIT Domark
- 32 CASTLE OF DR. BRAIN
- STONE AGE Grandslam
- ATOMINO Psyanosis
- SUPAPLEX
- Digital Integration Rainbow Arts
- GEM'X Ubisoft
- **BRAIN BLASTERS**
- **Psygnosis** 39 ATOMIX
- REVELATIONS
- PICK'N'PILE
- QUADREL
- 43 CATCHIEM
- **PLOTTING**
- Ocean 7 COLORS
- Infogrames
 46 KWIK SNAK 1 lhisoft
- SPINDIZZY WORLDS
- **JUMPING JACKSON** Ubisoft
- CLOWN'O'MANIA Ubisoft
- 50 SCRABBLE Melbourne House
- MANIX
- MANIC MARBLE Uhisoft
- SCRABBLE US Gold
- TILT
- BOULDERDASH
- **BOSTON BOMB CLUB**
- THE POWER Demonware
- **59 PICTIONARY** Domark

- 60 ARCADE TRIVIA QUIZ
- 61 HOYLE'S BOOK OF GAMES
- 62 MIKE READ'S POP QUIZ
- 63 STACK UP DAM
- 64 SPORTING TRIANGLES
- 65 SWAP Palace

ROLE PLAYING

- 1 DUNGEON MASTER
- Psygnosis

 2 CHAOS STRIKES BACK
- Psygnosis

 SEYE 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
- I EYE OF THE BEHOLDER
- US Gold 12 MIGHT AND MAGIC II US Gold
- 13 SHADOWORLDS 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 BLADE OF DESTINY** US Gold
- 19 BARD'S TALE III
- Electronic Arts
 20 BARD'S TALE II Electronic Arts
- 21 ABANDONED PLACES 2
- Daze
- 23 ULTIMA VI
- Mindscape 24 EXODUS Global
- 25 STARFLIGHT II US Gold
- **26 WHALE'S VOYAGE** Flair **27 STARFLIGHT**
- US Gold 28 SHADOWLANDS
- **29 SECRET OF THE SILVER BLADES** Infocom

- **30 HARD NOVA** Electronic Arts
- SHADOW SORCERER
- US Gold
- ISHAR/LEGEND OF FORTRESS
- 33 LEGENDS OF VALOUR US Gold
- LORD OF THE RINGS
- Electronic Arts
 35 SPACE 1889
- Empire
 36 MEGATRAVELLER 1
- BUCK POGERS
- **DRAGON WARS** Ubisoft
- **AZURE BONDS**
- US Gold **40 POOL OF RADIANCE**
- US Gold LEGEND OF FAERGHAIL
- Rainbow Arts TREASURES/SAVAGE FRONT US Gold
- **GATEWAY/SAVAGE FRONT** US Gold
- DRAGON FLIGHT Ubisoft
- **45 DRAGONS OF FLAME**

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- KRYPTON EGG Rainbird **BUNNY BRICKS**



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- Krisalis TO TITAN

If you still can't decide on whether to plump for Starush or Baal, we can't do anything more to help you out really.

to be tasted, others to be swallowed, the shape of and some few to be chewed and digested!



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To swap: Indiana Jones and the Last Crusade and Pushover for A320 Air-Bus. Write to James Webb, 18 Meallard, Balivanich Benbecula, Western Isles, Scotland, PA88 5NF

I have Wing Commander, Road Rash and Desert Strike. Would like to swap for Chaos Engine, Assassin, Harlequin, Zool, Pinball Fantasies or Monkey Island II. Would like an answer fairly quickly! Write to Sandra Grose, 100 Lindridge Road, Sutton Coldfield, West Midlands, B75 6HT

Amiga A500 - 1 meg, Phillips CM 8833 monitor, Workstation, Action Replay Mk II, 2Y-FI stereo speaker system, Cumana second drive and 70+ original titles and magazines and coverdisks. Offers welcome. Phone Paul Lawn on 0953-455133

A1200 contacts wanted: Any age, British (call the xenophobia police). Send lists to: Andrew Fletcher, 24 Park Close, Burgess Hill, West Sussex, BH15 8HL

For sale, Atari Lynx with 12 games, Kit Case, PSV and all manuals. Excellent condition, worth £450 - will sell for £200 ONO or swap for Amiga 500+. Also swap Mega Drive with games for Amiga 500+ or 600. Phone Harmal Singh on 021-5547920 after 4pm.

Wanted: Amiga contacts worldwide. Fast 101% reply. Send all lists, letters and disks to Alan Parr, 43 Dene Drive, Winsford, Cheshire, CW7 1BL

Amiga contacts wanted. (Short and sweet. I like it). Write to W Clark, 46 Cecil Street, Liverpool, L15 1HR

29 Spectrum (crikey) games for sale, all boxed with instructions. £1 each or £20 for the lot. Phone Mr Bird on 0384-372561 I have heard there is a way to play as the Masters on Street Fighter 2 (hmm, I think not. But hey, what do I know?). Does anyone know how? I have tried the one with te 2nd disk drive but it didn't work. PS I would like to sell or swap some speccy (another one! This bad taste revival is going too far) games and I have some sprites for SEUCK for £1. Write to Matthew Fletcher, 38 Londgate Rd, Handsworth, Birmingham, BD1 8JH I would like to swap: Chaos Engine, Body Blows, Sensible Soccer 1.1, WWF European Rampage, Toki for any decent games. Phone Chris Hopkinson on 0788-567172 after 4pm Wrestlemania, Archer Maclean's Pool, Black Crypt, Home Alone. Swap for decent Flight sims or Dune 1 or II, Syndicate, Celtic Legends, War in the Gulf, Campaign, Dark Seed, Waxworks - all offers considered. Phone Simon Monkman on 0287-624177

Sell/Swap Grand Monster Slam, Data Storm, Powerplay, Tower of Babel, kid Gloves, Seconds Out Boxing, Harlequin, Battlebound (£5 each) for F1 Grand Prix, Willy Beamish, Creatures, Monkey Island 1 or II or send game list to Kerry Skinner at 11 Marcus Crescent, Blackburn, Aberdeen, Scotland. I want Sabre Team, Dune II or Syndicate.
Will swap for Wild Wheels, Untouchables,
Double Dragon 3, Hollywood Poker Pro &
Wizball. That's 5 originals (he's not wrong)
for 1. Also swap SEUCK for North& South.
Write to James Brown (yow!) at 20
Ladymead Lane, Langford, Nr Bristol, Avon,
8518 754

I will swap Elite, Storm Master, Graham Taylors, Championship Manager and Int. Rugby Challenge. Any two for Reach for the Skies, Ragnarok, Railroad Tycoon, Walker or Air Bucks. Write to Leighton Armstrong at 12 Hey Street, Brighouse, W. Yorks, HD6

Amiga contacts wanted worldwide. Please send lists to Bill Starbakken, 3410-31 St. SW, Calgary, AB Canada, T3E 2P2 UK SNES for sale - only 2 months old. 7 games, inc. SFII, Mario Kart, Tiny Toons, and Another World. 2 Competition Pro Joypads, carrycase and loads of mags. Excellent condition. £300. Phone Scott Newman on 0227-261385

Wanted: Indy Jones IV, any of the Eye of the Beholders, Zool, Heimdall, Pushover or One Step Beyond. I'd prefer the adventures though, cos although I like puzzlers I'm crap at them (cue violins). Oh yes, and Waxworks (anything else?). And (jees) can you get a windows package for the Amiga 500? Has anyone got one? Or how about a scanner? Oh, and I've got Monkey Island 1&2, Curse of Enchantia and Lemmings 2 and am willing to swap. Alternatively pay up to £2 a disk. (There is more, but I'm totally fed up with typing it. But, hey, Sarah, what do you mean "I've a cat's hope in hell of having anything printed in Swap Shop"? And, of course, you do realise that your slurpy-slurpy letter to "dearest darling Nicholas" has duly been read by everyone in the office and laughed at. But we still love you, and please don't commit suicide). (Anyway) write to Sarah Balfour, Craigy, Fulmer Road, Gerrard's Cross, Bucks, SL9

I would like to swap Goblins 2 and Another World for Megalomania. Phone Kieran Newton on 0843-46010

For sale: Atari Lynx 2, carry case, 4 top class games, 2 power packs. Hardly used and only a few months old. Sell for £110 or will swap for Super Nintendo with Super Marioland. Phone Michael Sellwood on 0324-23769.

Swap: D-Generation for Populous 2, Kyrandia for Darkseed or Waxworks, KGB for Desert Strike, Ishira 2 or any other good RPG. Kick Off 2 for anything. Phone Scott Bennett on 0342-835204.

Wanted: Wordworth 2 (AGA or non AGA), Professional Calc or Advantage. Any reasonable price paid. Phone Mark Warner on 0275-836732.

I want Monkey Island 1 & 2, Indy Fate
Atlantis, Darkseed and Cruise for a Corpse.

Will swap for Goal and other games. Also Amiga contacts are wanted. 100% reply. Send your list/disks to Leon Wonnacott, 50 Baggeholme Rd, Lincoln, LN2 5BQ Amiga contacts wanted. I have about 300 games (blimey! Are you rich, or something?). 100% reply, must be aged between 12 and 14. I will swap games for games (nice one). Also I have Total Recall and Captain Planet, and I would like to swap both for any 2 Larry games, apart from Part 1. Write to Kieren Parsons, 42 Hockley Rd, Wilnecote, Tamworth, Staffs, B77 5EE. I have Bill's Tomato Game and would like to swap it for either Body Blows, Nigel Mansell's or Sim City Deluxe. Phone Thomas

Sheasby on 0367-710446.

SNES Contacts wanted. 100% reply. Write to Allan, 67 Frinton Road, Broxtowe, Nottingham, NG8 6GQ.

Swap: Lure of Temptress, Pinball Fantasies, Heimdall, Vikings, Prem Manager, G Taylor's, Knights of the Sky, Abandoned Places, Legend with hint-book, Celtic Legends - all boxed. Want Perfect General, Civilisation, Caesar, Great Naval Battles, Dreadnoughts. Boxed only please. Phone Barry Sheridan on 0268-691716. list for mine. My games include Populous, Body Blows, Premier Manager, Team Yankee. Write to Andy, 81 Osborne Crescent, Tweedmouth, Berwick, TD15 2HX. A500+ for sale - includes external dsk drive, 12 boxed games, 2 boxes full of utilities and PD software, 40 capacity disk box, 10 capacity diskbox, mouse, joystick, mousecover, dustcover, mouseholder, mousemat, diskbags (That must be one dustfree Amiga set-up), computer mags, manuals, leads etc. Amiga boxed. £275 for all. Phone Raymond Chan on 0246-221891. A500+ (1 meg) V good condition, still boxed including 13 games: The Addams Family, Speedball 2, Lemmings, Project X and so on. Will sell for £176, £199 with white TV (?). Phone Alex Hewlett on 0865-61194. For sale: A 1500 with monitor, 40MB Hard disk, 2 floppy drives and 24 PIN printer. Spreadsheet, Database, WP software package, programming utilities and many games incl. Phone Richard Wignall (don't I remember you from somewhere?...) on 0277-650480.

Contacts wanted to swap games, send lists, disks etc. Write to M. Stevens, Flat 1, 553 Anlaby Rd, Hull, HU3 6HD.

Thanks for your support of our new payment scheme – it seems to be working really well. Keep the adverts coming, and when we get a bit of space, we'll bump it back up to four pages for you. Lovely...

Contacts wanted. Also, boxed games for sale: Formula 1 GP £10, F-15 II £7, Space Crusade £10, Special Forces £8, Megatraveller 1 £5, Superfrog £10. Write to W. Usher (I hope your house isn't falling), 37 Cassiobridge Rd, Watford, Herts, WD1 7QL. Will swap Body Blows, Prince of Persia, Captain Dynamo, Raving Mad Pack which includes Mega Twins, Robocod and Rodland. Also to swap: Birds of Prey, The Bitmap Bros Vol 1 (Speedball 2, Cadaver, Xenon), and Nigel Mansell's. Want Superfrog, Zool, Goblins 1 or 2, Project X, Legend of Kyrandia, Campaign, Ancient Art of War in the Skies, or owt decent. Phone Andrew on 0978-756894

Adventure enthusiats: I will swap Midwinter for Monkey Island 1 or 2, Indy 4 Fate
Atlantis, Loom or another good Lucas Arts game. Curse of Enchantia also considered.
Contact Colin Moore, 18 Firth Rd, Barassie, Troon, Ayrshire. KA10 6TF. Phone 0292-315934

Amiga 500 for sale, half meg upgrade, 2 joysticks, mouse, and mat-lockable disk-box plus boxed and including Dpaints II and II, Monkey Island all for £225 ONO. Phone Luke on 0256 397857 after 4pm.

I will swap originals for originals. Send your

Sell or swap Street Fighter II, Sabre Team or Curse of Enchantia, for KGB, Silent Service II or D/Generation. All boxed with instructions. Phone Neil Clough on 091-2523429.

Wanted: Star Wars figures and machines. Complete units needed for feature in MegaDrive magazine. Hurry and meet the deadline. Will pay! Phone Steve at Mega Action Magazine (as I type this in, I can actually see Steve on the other side of the room. Wow, what a weird world, eh?) on 0625-878888 ext. 256.

Swap Premier Manager, Body Blows, Pacific Islands or Street Fighter 2 for A-Train or Championship Manager 93. Separate deals considered. Amiga contacts wanted also. Send lists to Lee Hughes, 5 Brierly Close, Bootle, Merseyside, L30 7QH. Telephone: 051-5262768.

Swap/sell Street Fighter 2, Zool and Lemmings 2 for £10 each or £22 altogether, and Road Rash for £8. Fantasy Land Dizzy £2, James Pond £3, or all the above for £35. Or swap any one of above for Body Blows, Jaguar XJ220, Assassin or Chuck Rock 2. Ring Joss on 0874-622688.

A600 contacts wanted. 100% reply. Send lists and disks. Also Deluxe Paint III with



animation, unopened, £15. Write to Roy Staines, 85 Marlow Rd, Stokenchurch, Bucks, HP14 3QS.

Amiga 500, 1 meg, 2 joysticks, 2 mice, 2 mousemats, dust cover, Cruiser joystick, Foot pedals, over £250 software, as new, all boxed with manuals. £350 ONO. Call Trev on 0420-475415

Swap or sell CDTV titles, swap Wrath of the Demon, Lemmings, and Battlechess for any other good CD titles (except Triv Pursuit and Hutton Encyclopedia) or sell Lemmings £20, Wrath of Demon £25, Battlechess £29. call Graham on 0234-350369.

A 1500 for sale, WB 2.04, 1 Meg memory, 2 floppy drives, 12 month old. Perfect boxed condition with manuals, joystick and mouse. £275 ONO. Telephone Howard Wild on 0706-50140.

A500 1Meg upgrade. Over £600 of games, scanner, external drive, 7 (why?) joysticks, mouse, MIDI, loads of mags, plus other software. All boxed with instructions and manuals. Worth over £1000, sell for £400 ONO. Phone Ross Farrell of 34 Oundle Rd in Woodston on Peterborough 342644 (where's your area code you plonker!). Will swap or sell for Amiga 500 - Wrath of the Demo, Space Quest, Sporting Triangles, Sensible Soccer, Back to the Future 2, Wizball, Rock n Roll, Asterix, Las Vegas, Lemmings, Onslaught & Rick Dangerous for any adventure games like Zak MacKraken, Monkey 2 etc. Phone Milan (a name, not the Spanish city, phone bill panickers) on 081-9523436.

A500 for sale. 1 meg memory, Zipstick joystick, Starfighter 3 joypad, 17 boxed games incl. Body Blows, Silly Putty, Assassin, STreetfighter 2. Worth £500. Selling for the low price of £330 ONO. Phone James on 0629-733104

I'll swap Predator 2, Omnicron, Conspiracy and Back to the Future for Monkey 2. Now is that a good deal or is that a good deal (that's a good deal, I guess). Phone Stephen Geraghty on 0254-681664.

Will Swap Desert Strike, A-Train, Gunship 2000, KGB, Ancient Art of War in the Skies, B17 Flying Fortress, F15 Strike Eagle, Silent Service II, Vroom, Sensible Soccer and v1.1 (complete) and Wing Commander for any of the following - Champ Manager 93-94, Body Blows, Goal, Historyline, Superfrog, Crazy Car 3. Pick one of mine I'll pick one of yours. Write to LC MAson, C/O Supply Admin, RAF North Luffenham, Oakham, Leicestershire.

CD-ROM drive with £100 of games, all leads, mags, and most coverdisks from 1989-1993. £170 ONO. Phone Greg Tomlinson on 0235-530786 up to 8pm. I will sell my Amiga 600 for 2p (huh? I wonder if I'm allowed to answer these ads before they get printed?). Now that's got your attention (oh, ha ha) I will swap my Striker, Int. Rugby Challenge, Parasol Stars,

F1GP, Gods, Knightmare or Robin Hood and many others for your Goal, Liverpool, Syndicate, Soccer Kid or any other decent games. Phone Joseph Cooke (smart-arse), on 0563-23778.

Contacts/Pen pals wanted (100% guaranteed reply) to discuss anything to do with the Amiga and anything else. Male or female. Write to Chris Wells at 60 Ironlatch Avenue, St-Leonards on-Sea, East Sussex, TN 38 9 IN

Wanted: Brian Clough's Football Fortunes, willing to pay up to £7.50. Game must be in good condition and original. Write to Steven Randles, 6 Bodwyn Park, Gresford, Wrexham, Clwyd, LL12 8NP.

Amiga contacts wanted: guaranteed reply.
Games, demos, utilities or PD. If it's worth
playing it's worth having (indeed). Anything
goes. Stephen Anderson, 34/35 Annadale
Crescent, Belfast, N Ireland, BT7 3DN.
I would like to swap my Streetfighter 2 and
Turrican 2 (in perfect condition) for Project X
and Alien Breed '92. I have loads of games
like Monkey Island 2 and Chaos Engine to
swap and sell. Phone Navan (? please print
unusual names clearly - I have trouble
reading at the best of times) Allen on 0717299002.

For sale: Amiga 500 with 1 meg, mouse, joystick, manuals, and Domark Action Replay. It also comes with over 25 top games including Streetfighter 2, Zool, Body Blows, Lemmings. V good condition. A bargain at only £300. Phone Barry Case on 0702-230469.

I am selling Monkey Island II, Streetfighter 2 and Terminator 2 for £60 - beat that! (well, practically about everyone else on the page has done just that, actually) or The Godfather, F-15 Strike Eagle II and StreetFighter 2 for £50 (what a bargain). All boxed with instructions (in good condition). Phone Neil on 0232-760333.

Wow, Amiga 500+, extra Roctec slimline drive, Citizen 120D printer, sound enhancer, dozens of top games (originals), 100 blank disks worth well over £1000, only £300.

SNES + Streetfighter 2, £85. Amiga 500 plus games, needs new internal drive, only £50. Needs cash to subscribe to Europress mags (main man! But you still can't have this ad printed in bold). Phone Andrew Seymour on 061-7478532.

Printer for Amiga 500. Must be in good working order, with instructions for child visually impaired. Must be easy to use. Phone Mrs Ashton (whom we would still like you to help if you can, even if she wouldn't tell us her age!) on 0422-206006.

Wanted - any Amiga games which work on A1200. Send lists and prices to Mr P Browne, S Tynedale, Dale Park, Hull, HU7

Sell: Sensible Soccer 1.1, WWF 2, Humans, £15 each. Amberstar £20, Graham Taylor's, Indy Last Crusade Adv £10 each, Populous, Dizzy: Yolkfolk £7 each or sell the lot for £100 and get Indy - Fate Atlantis Adv free. Or swap for SNES with either SF2, Mario Kart or WWF Royal Rumble. Write to Mike Ison, 49 Tanfield Rd, East Didsbury, Manchester, M20 OGF

Amiga contacts wanted everywhere. 100% reply. Send lists/disks to Julia Mullen, Clune Rock, Clune Brae, Port Glasgow, Scotland, PA14 5PA.

I have The Chaos Engine and Zool. In exchange would like EOB, Assassin, PGA Tour Golf + Data disks, Gunship 2000, Reach for the Skies. Also Lineker's Hot Shot for Alien Breed '92 or Prince of Persia. Also wanted, EOB II clue book for reasonable price. Phone Gary Turley on 0693-66428. For sale: Legends of Valour £30, Goblins 2 £20. Creatures - £15 with free Sleepwalker game. Also Lynx Mk1 and Mains Adaptor - £40. 5 Lynx games for £15 each - or Lynx and adaptor with games for £90. Phone Simon on 0603-402819.

Wanted: Amiga games going cheap! (erm, why don't you just ring a few numbers on this very page, then). Phone David Sharp on 0203-490020.

Wanted. Issues 2,3 or 4 of Anime UK mag.

ı

Send to:

Will pay reasonable price for them. Must be in good condition otherwise wil pay less. Phone 081-9527195 and ask for G.Man.

I need the now deleted game Rock Star Ate My Hamster (each to his own, I suppose). I am willing to pay for it or do a swap. Phone Eddie on 0642-481267.

Cricket mad 16 yr old seeks a cricket game of the Graham Gooch variety (what, old, tubby and stubbly but still rather good, you mean? ha ha ha ha ha...). Will swap Fighter Bomber, TV Sports Football, Robocop 3, a pair of crappy £5 games, Italia 90, F1GP or a combination of the above. Also wanted is Frontier. Would swap for most of above and cash. For sale: A500 with extras, boxed. £175. Monitor £150 with cables, boxed. Both for £300. Also, computer mags + coverdisks for £1 (I have lists). Write to Marcus Pope, 16 Lancaster Rd, Rothwell, Wettering, Northants, NN14 6DW.

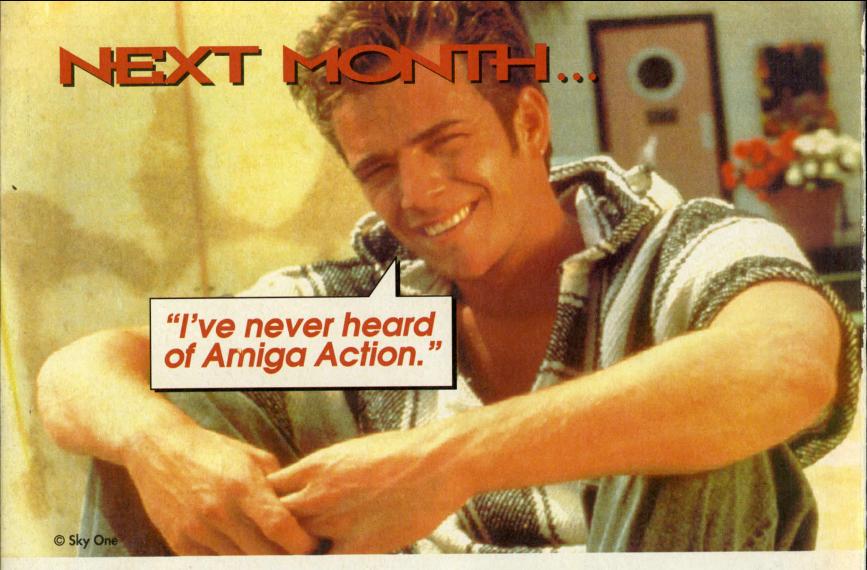
Help! I can't find Deuteros! Will pay top prices for it. Also, saved games for the same game wanted (I think that's commonly called cheating). I am close to suicide (it's only a computer game, you know). Write to lan Bell, 3 Scarisbrick Place, Norris Green, Liverpool, L11 7DJ.

(inc. addres words (or pe the next ter and so on a and postal of	s or tel. no. art of) will of a (or part of nd so on. M orders payal	O words or less). The next ten cost you a quid,) another quid, ake cheques ble to lease. Cheers.
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Amiga Action, Europa House, Adlington Park,

Macclesfield SK10 4NP



es, that's right! Luke Perry is just one of a host of stars from the popular teen drama who don't have a clue that Amiga Action exists. But that doesn't stop their gushing tributes. Shannen Doherty – flighty Brenda in the sun-baked super soap – freely admits that if she ever read Amiga Action, she'd probably like it loads.

West Beverly High School Newspaper Editor Gabriella Carteris – alias Andrea Zuccherman – lives with her granny in the show. In real life she is a thirty seven yearold mother of five, and doesn't have much time to read. "I'd like to read more", she says, "and despite the fact I don't know an Amiga from my elbow, Amiga Action is the type of mag I would buy."

Brian Austin Green, who plays that DJ lad whose mate topped himself, joined forces with chubby nepotist Tori Spelling in delivering perhaps the finest tribute of all. "We're very busy people – we're stars, man.
Pay us enough dough and we'll say
whatever you want."

And so to the task in hand. Well, we scored a whopping zero per cent in our predictions last month, but, undaunted, our necks go on the line once more.

come next month. And then there's

MORTAL KOMBAT, which, er, didn't really
happen this month, what with one thing and
another. MICRO MACHINES, APOCALYPSE,
(ahem) F1 17A (ahem ahem) and RISE
OF THE ROBOTS might be here in some
shape or form, but further than that, we
can't really say...



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Calls cost 36p per min (Cheap) 48p per min (other times) and are likely to last seven minutes. Max possible cost £3.60. Please be sure that you have permission to make this call. Where 'Instant Win' is indicated there is NO TIF-BREAKER and prizes are won INSTANTLY. Other competitions close 30.11.93 and involve multiple choice questions with the breaker. Nintendo/Sega/Amiga/Street Fighter 2/Jurassic Park, are all registred trademarks of their respective companies. We are not related to or endorsed by them. For rules & winner's names, please send s.a.e. to:
IMS Ltd, P.O.Box 28, Northampton NN1 5DS.





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