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## AMIGA ACTION

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### SPECIAL THANKS TO:

All the "Special People" who took us just a little too literally with that pub game from last month, Father Christmas (Father Stingmas more like) for not being able to find his way to Macc (we don't like him anyway the fat red-nosed loser), the National Lottery for not being an anti-climax in any way, Fiona for being at death's door and our great mate Jeffrey Dahmer for stepping through it, criminals everywhere, people with rubbish names like Jenny Penny, Johnny Johnson and that kind of thing, 1994 for being long gone, 1995 for being here, and last but certainly not least - deadlines, for coming every other week at this time of year. Ooh, we're having fun.



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Movies, Games & Videos;  
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Phrase of the month: Close personal ties

## News p12

What's all this - Super Streetfighter 2 for the Amiga? And Elite 3? Suddenly the world of the Amiga comes to life in a quite startling way. Other stuff too

## Subscribe p84

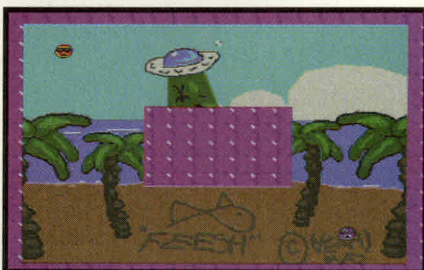
A recent survey by an American company shows that subscribers to Amiga Action are less likely to be troubled by heart disease and stress related illnesses. True!

## Superleagues p90

Right, now we're not messing about here. The life of the Superleagues as you know them is limited. If we can find a bit of time next month, then - well...

## Public Domain p58

It is a domain of publicity. A member of the public who has a domain. A dominant public running amok. A lot of do that is public in the main. It's the PD, and it's here every month, as you know...



## Top stuff cheap! p68

The AA reader offer machine kicks into overdrive to bring you the best in wall decoration and video entertainment



## Talk Back p87

Please, everyone, take note of what we're saying this month, and let the madness come to an end. Oh, you ludicrous bunch!

## Swap Shop p96

For sale: Amiga 1200 2 meg with 40Mb hard drive, mouse, j/sticks and 25 games including Syndicate, Pinball Dreams and Monkey Island, for £350. And so on...

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## JUNGLE STRIKE P32

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**SENSIBLE WORLD OF SOCCER**  
What, you need information...?



**SHADOW FIGHTER**  
No fuss, no flurry, just a rather excellent beat'em-up is all



**THE LION KING**  
Another Disney adventure from Virgin. Excellent? Yes



**BLOODNET**  
It's a Gametek point and clicker, and it's all rather good



**SHAQ FU**  
It's that big bloke off of basketball, doing Kung Fu

## Features

### Caught in the Net pt 3 p62

In the last of his personal quests to get a computer date, Chicken tells you how to use the Internet to your advantage. In between downloading porn, no doubt

### At the End of the Day... p50

In a thinly veiled excuse for a bit of a skive, Paul Roundell ventures with Gremlin into the rugby haven of Wigan... to talk football. We ask Wigan Athletic manager Graham Barrow to cast his eye over Premier Manager 3 and give a professional verdict

### Reader Survey... Fill it in now p65

## Game Guides

### Ishar 3 pt2 p76

If you are still playing this role, as it were, then you probably need a bit of help, and that's why we're here. To give you a bit of help. Not a lot, obviously

### Robinson's Requiem pt2 p78

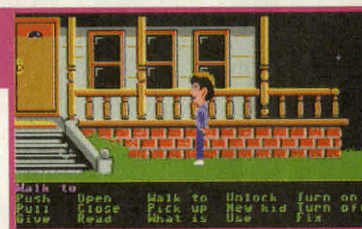
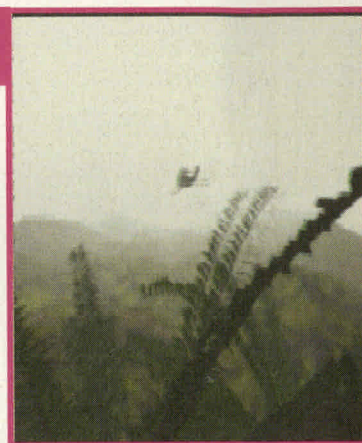
And the same goes for this most complex (and indeed, to our knowledge only) of survival simulations. Read on, and may you live long and prosper

### Son of Boggit p82

Lord only knows what half baked story he's spinning this month, but rest assured - "He's here to serve"

## Budget Games p56

Desert Strike arrives at a cheap price to fulfil the bloodlust that its Jungly counterpart cannot satisfy, and Kixx XL make a similar attempt to please woeful adventurers with their Classic Compilation. Dune II is here also, as indeed is some other stuff



## Coverdisks p6

### SHADOWFIGHTER

Imagine Streetfighter 2 on the Amiga. No no no, wipe that grimace off your face - imagine it if it was good. Well that's what we've got here - a one or two player demo of a blood-splattering punch festival

#### Shadow Fighter



### £10 OFF MORTAL KOMBAT II FOR EVERYONE,

PLUS THE CHANCE TO WIN £1000, AN A1200, A CD32 AND MORE!

Sounds weird we know, but all is explained overleaf. Basically, this very free and ultra special disk is your passport to a whopping great brownie off Mortal Kombat II, and that's not even rude! It's £10 - yes £10 - off this eagerly awaited gore-feast for anyone who takes the disk along to their nearest Future Zone store. And not only that, but one lucky person will walk away (figuratively speaking) with £1000! Turn the page and find out how - NOW!

### PREMIER MANAGER 3

It's the most comprehensive football management game around, and you can find the demo ONLY on Amiga Action. Play - unrestricted! - for 10 weeks of the season and then try to tell us that it isn't superb



Hello, it's Paul here, and before we go any further I'd like to get something straight for our, shall we say, cerebrally challenged readers out there. The bit last month where it stated that I would cover the winnings of anyone who amassed more than £100 on the Fruit Mania game – that was a joke. Yes, I know it sounds believable, me paying out thousands of pounds from my own wages to anyone who writes in saying they've won, and even more believable is that I didn't want any proof at all, inviting any old Tom, Dick or Head to make a claim. But hey, that's us for you, a bunch of jokers whose pranks are so unbelievably ambiguous and complex that they threaten the fabric of time itself. Yeah right. So there you go – a joke, okay? Thank you, now on with the mag.

We've got the best demos you could hope to get your hands on this month: the unheralded and excellent beat'em-up Shadow Fighter – everything Streetfighter 2 on the Amiga should have been – and the game that needs no introduction whatsoever, the great Premier Manager 3. Both massive, totally exclusive, and just sitting there waiting for you to load them up right now. So do it!

## Cover Disks

# Premier Manager 3

**Gremlin**  
(All Amigas)

**P**remier Manager 3 can be started by somewhat unsurprisingly slapping disk two in the drive and waiting for the loading to finish. Then smile happily as you realise that this demo generously allows you to play 10 weeks of a season using every single option that's available in the full game! And that's not all. Whereas in the full game you begin life in the Conference League, our demo gives you the opportunity to play as any team you like from either the Conference or the four English leagues. It also allows to you take part in either a one or two-player game. So, having picked yourself up off the floor at the prospect of this, it's time to start playing for real.

Now to detail every option of this demo would be to take up half of the magazine (and that's just not on), so below, you'll see a diagram briefly explaining the main features.

Each of these opens up a whole new avenue of options, ranging from picking your team and fine tuning your tactics, to employing backroom members of staff (you can have an assistant manager now

you know!), and a great deal more.

Now you should have a decent idea of how to go about building a winning side. Remember that each menu offers loads more options, and explore them all before entering into a match. Please also note that you can't save a game in this demo. Okay? Bye.



1. Game options
2. Team selection – The main part of the game, from where you pick your players, decide how each one is going to play, what formation they'll take, who's injured, etc etc
3. Telephone – Ring your players and staff, sort out their contracts and wages etc
4. Fax Machine – Bit bland this
5. Sponsorship – Click on the bottom sponsor board for a top-up on matchday income support
6. Ground Improvements – Spend the money you make by improving your ground (not too important in a ten week game!)
7. Club Business – Staff are employed from here, and players can be insured too
8. Club Finances
9. Transfer Market – Works through a series of offers and counter offers
10. Manager History
11. Play Match – We're away! See your team perform in shoddy fashion and lose horrendously to poor opposition. You can speed up the on-field action by clicking on the arrows to the left hand side of the match screen
12. The Cups
13. League Tables – Shows form, goals scored, fixtures and other stats
14. Save Game (Unfortunately it's not available in this demo)





## TRANSFER MARKET

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TACKLING	FAIR ***	AGE	18
PASSING	V. GOOD **	PLAYED	1
SHOOTING	FAIR ***	SCORED	0
HEADING	GOOD ***	CONCEDED	0
CONTROL	GOOD *****	D. POINTS	0
FOOT	RIGHT	STATUS	OK

NK	SK	PLAYER	FROM CLUB	DIVISION
3	PS	PEIXE	SPORTING CLUB	EUROPEAN
3	PS	MILLIGAN	NORMICH CITY	PREMIER
3	TK	ATKINS	BLACKBURN ROVERS	PREMIER
3	PS	MCCLAIR	MANCHESTER UTD	PREMIER
3	PS	PHILLIPS	WOTT'N FOREST	PREMIER
2	PS	DARLOUR	ARSENAL	PREMIER
1	TK	PHILAN	MANCHESTER CITY	PREMIER
3	PS	FISHER	BOLTON WANDERERS	FIRST
3	PS	HARD	SHEFFIELD UTD	FIRST
3	TK	PARIS	NOTTS COUNTY	FIRST
3	PS	GRAY	SUNDERLAND	FIRST
3	TK	EDWARDS	H. B. A.	FIRST

# Shadow Fighter

**Gremlin  
(All Amigas)**

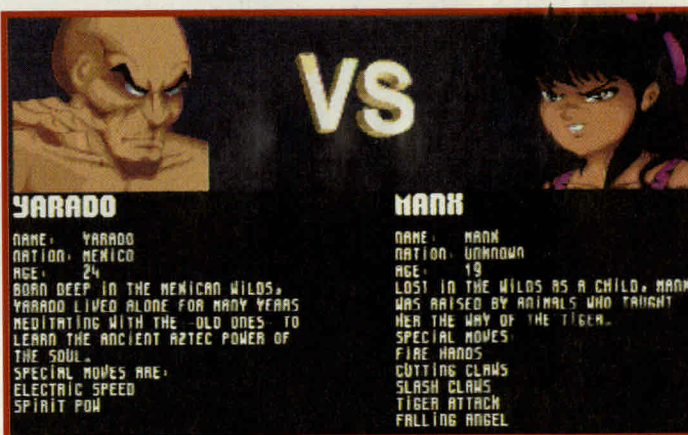
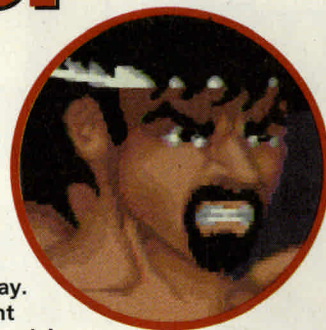
To play Shadow Fighter, slip disk one gently into your drive and wait for a few seconds as the game begins to load. When the Shadow Fighter logo appears, press fire and you're away. The full game features 16 different characters, each with their own special moves, strengths and weaknesses, but this demo allows you to choose either the gruesome, skinhead musclemán, Yarado, or the nimble, superstrong Manx, and the location will be, for no reason we can fathom, Pakistan.

Options and the Training Battle aren't available in the demo, so you simply need to decide:

- a) if you have a friend, and
  - b) whether or not you want to let them play this demo with you.
- If the answer to both is Yes, then choose the Vs Battle and you're away. If not, choose to Fight, and select one of the characters. And again, you're away.

As always the idea is to beat your opponent in a best of three bouts scrap. The orange bar at the top signifies how much energy you have remaining, and when one of these loses all its colour that player is defeated and bout two begins.

We aren't going to tell you the moves – you'll have to find those out for yourselves, but the specials are in there with just the right combination. So now you're all set to play one of the best beat'em-ups on the Amiga. Just what the hell are you waiting for?



## Duff Disks

Occasionally the disks don't work. Sometimes they explode and raze your house to the ground, but you won't bother about that because the chances are you'll be dead. General failures though are a different matter. Please return the faulty disk (after checking it countless times) to our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks. Thank you. And sorry.



# GET £10 OFF M AT FUTURE ZONE THREE **AND MA**



**PLUS** runners up prizes of an **A1200, a CD32, and cash!**

**W**hen is a disk not a disk? When it's a token, too! Or perhaps we should have asked when is a disk more than a disk, because that is what you've got right here in the gorgeous shape of your ever-loving disk three. Here's how it works...

Put disk three in the drive and it loads up briefly before asking you to type in your serial number. The serial number is unique to you – it's the one printed on the label of the disk, so be sure to make a note of it.

Having done this the program continues to load and the next thing you'll see is the "Quiz" bit – ooh, it's tricky is this. Type in the answers to the questions, and if they're correct you move along to the next stage. Following this? Good. If you get the questions wrong you can try again...

The next stage is the biggy. You've answered the questions and now it's time for the computer to check your serial number. If your number is one of the five LUCKY ONES then you've won either:

**£1000 (Yee-hah!)**

**An A1200 (Yip-yip!)**

**A CD32 (Toot!)**

**Or one of the two £100 runners-up prizes (Chippety-chap!)**

If you are a winner then you need to send your disk back to us BY RECORDED DELIVERY to:

**Disk Winners, Amiga Action, IDG Media, Media House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.**

But wait – isn't everyone a winner? Yes they are!

Those who don't win one of the main prizes on offer need only take their disk along to their nearest Future Zone shop to receive a tenner – that's £10! – off the excellent Mortal Kombat II (Amiga version).

That's an offer that nobody in their right mind can possibly refuse. So go on, check that disk right now!

## **Now remember...**

The winners must send their disks to us by recorded delivery. We'll return the disks, so you still get £10 off Mortal Kombat II. In the case of something going horrendously wrong like the same number being printed on every disk or something, then the winners will be on a 'first come first served' basis. But don't worry too much about this because we probably won't mess up. Oh no, because we never do, us.



**PORTAL KOMBAT II**  
**E WITH DISK**  
**YBE WIN £1000!**





# AKIRA

# AKIRA

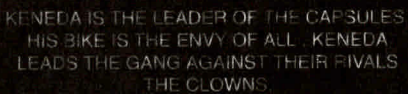
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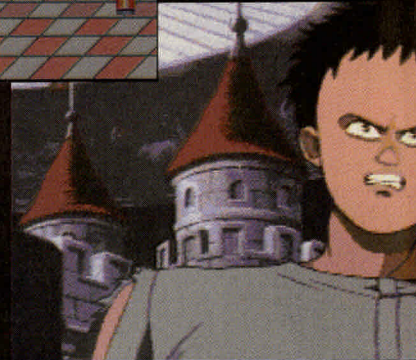
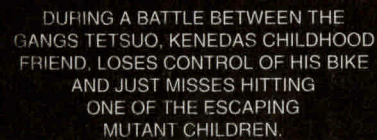
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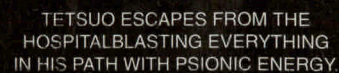
# ALPHA



30 YEARS AFTER WORLD WAR 3, KYOKO A MUTANT CHILD TELLS OF THE  
APPROACHING CATAclySM.



TETSUO IS TAKEN BY THE  
AUTHORITIES AND  
EXPERIMENTED UPON. BY THE  
TEAM THAT LED THE AKIRA  
PROJECT. A MATCHING PATTERN  
IS FOUND BETWEEN TETSUO  
AND AKIRA AND AS THE  
EXPERIMENT CONTINUES  
TETSUO MUTATES AND IS  
NOW OUT OF ANYONE'S  
CONTROL.



A screenshot from the video game 'The Simpsons: Hit &amp; Run'. The scene is set at night on a dark road. Two motorcycles are visible: an orange one on the left and a purple one on the right. A large, dark, textured object, possibly a giant ape, is in the foreground. The background shows a dark sky with some stars and a distant cityscape.

TETSUO MUTATES INTO A  
HIDEOUS BLUBBERY MASS.  
TETSUO IS TOTALLY OUT OF  
CONTROL. THE MUTANT  
CHILDREN BEG AKIRA TO  
RETURN AND SAVE THE WORLD  
FROM WHAT TETSUO HAS  
BECOME. KENEDA MUST  
BATTLE TETSUO IN THEIR FINAL  
CONFRONTATION.



AKIRA AKIRA AKIRA AKIRA AKIRA



**CONTAINS  
COLLECTORS  
EDITION  
T-SHIRT**



AKIRA



SUPER STREETFIGHTER 2... IMMATURE SOFTWARE CO....

## First word

Chicken here. Paul can't be bothered doing this bit which isn't the right attitude is it readers? He's actually still snowed under by the response to our Fruit Mania gag last month (look it was a joke just let it go will you! Some people believe everything they read). This month we'd like to wish everybody a Happy New Year and now that 1995 is well and truly underway can we direct you to the stupid amount of good games we've got in AA this month? Sensible World of Soccer, Mortal Kombat II, Lion King, Shadow Fighter and many more are all tucked away in what we believe is one of the best issues we've ever done. Just take a look at the number of high-scoring games within. You'd better hope you got more than £30 for Christmas or you're in real trouble. However, if you ask Paul nicely for some extra money, he's usually good for that... Have a good read. Seeya!



## Fight for the Right...

**T**hey're all at it. First Mortal Kombat II wasn't coming out, then it was, and now Super Street Fighter II is making the same journey to the Amiga. Hopes are high here in our plush, extravagant offices that it'll be a lot better than Street Fighter II.

US Gold are taking no chances this time around and are having it produced in-house by a team headed by former Ocean and Sega boy, Ken Lockley.

Considering the many doom mongers constantly going on and on about the 'dying' Amiga, we think

we've got one of the best review line-ups this month that we've ever had. US Gold said sometime last year that they were calling it a day for the machine and yet the past couple of months has seen the arrival of Powerdrive and the promise of World Cup Golf. Clearly there's life in the old dog yet!

Back to Super SFII - all the new characters are there with all the moves, and if you're fed up with Mortal Kombat II already then pop down to your shops sometime around April and you should be able to sort yourself out with a copy.



## Asking for Trouble

**T**ime Warner Interactive and Mirage have gone and got themselves into trouble over the television advertising campaign used to promote their recent beat'em-up, Rise of the Robots.

The 60 second launch commercial has been banned from our screens during all religious and children's programmes by the Broadcast Advertising Clearance Centre. The controversial ad apparently features the Military Droid from the game taunting viewers with the line, "Are you religious?"

It also features a Mary Whitehouse like character complaining about computer games and waffling on about how things were better in her day while black and white images are being flashed on screen. This is then interrupted as a robot smashes on to the scene and a caption along the lines of, "You can't dance with broken legs", flashes up.

No cause for complaint there then! Rumours have it that the restriction coincides with complaints about the single page adverts that have recently appeared in Viz.

Time Warner's Jeff Tawney is on record as saying, "If some people find it offensive, that's tough. Our customers love it!" Hmmm!



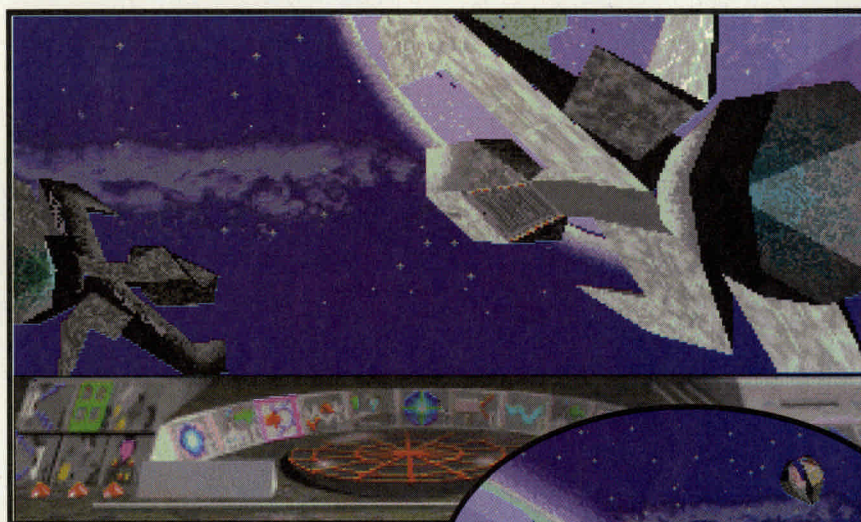
...IT'S AN ALL-OUT WORM FEST... BRABEN'S MASTERPIECE

# Close Encounters of the First Kind

**D**avid Braben is a man who knows a good idea when he sees one. Everyone remembers *Elite* back in the '80s, the game that made him and Ian Bell very rich indeed. It took years to get a sequel out of Braben but when it finally appeared, *Frontier* stormed to the top of the charts, a position it occupied for months. Indeed it can still be found in the upper echelons to this day.

Anyway, enough of the reminiscing, a sequel to the sequel is well under way. *Frontier: First Encounters* has a total of eight people (not including the artists) that Braben has employed working on it and features a vast array of impressive new features.

For original Elitists, the dreaded Thargoids are back. One hundred years after the war that saw them banished from the galaxy you are charged with re-establishing contact and deciding what happens from there. Will there be lasting peace or will the old wounds be opened up, starting another bloody conflict with the age old enemy? It's completely up to you to decide where the future lies.



The graphics and sound have been beefed up greatly to make *Frontier 2* a completely different experience.

Watch out for further information as we get it, and it will be well worthwhile keeping an eye out. We also hope to be having a chat with the man himself in the very near future.



## We've got Worms...

...Said Team 17's Alan Bunker. Well we'd been suspicious for years. It was something about the way he constantly scratched himself like a dog. Little did we know that he actually meant a smart little game called *Worms*!

The most obvious way to describe it would be 'Lemmings-ish and Cannon Fodder-ish!', but that's not strictly fair. So allow us to elaborate.

The game can be played by lots and lots of people or against the intelligent computer. You control a platoon of Worms and set out to destroy other enemy platoons. Each player has four wrigglers that they can name and they all have weapons such as hand grenades and rocket launchers with which to wipe each other out.

We can't say much more than that at this stage, but we were playing it for hours when it arrived in the office and it's really, really good.

*Worms!* isn't scheduled for a release until April but all the basics of graphics and gameplay are there, and it's just being polished up. Watch out for a full Blue Print in the next two months.

While we're on the subject of Team 17, work is apparently going well and it's full steam ahead on ATR. Several other overhead racing games have since appeared but the Wakefield lads are confident that theirs will be the pick of the bunch.



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## AMIGA ACTION JAN '95



THEME PARK...AMIGA SHOW...SERBIAN FUN

## Mindscape's Theme

**T**heme Park has done phenomenally well on the A1200 and A500 but strangely, the rights to produce the CD32 version have been taken over by Mindscape rather than Bullfrog and Electronic Arts.

The A1200 version on a CD is what's expected so no doubt there'll be all the usual intros and fancy graphics on there somewhere and it'll be available any time now.

While we're on the subject of Bullfrog, they've started work on the PC version of Syndicate 2. At this stage there's nothing on the possibility of an Amiga version, but with the success they've had with Theme Park, a decision can probably be expected in the near future.



## Top of the World

**A**t the time of going to press, the World of Amiga show is less than a fortnight away. To you, sitting on the bus or in your front rooms, it was actually a couple of weeks ago. Well we were there, and if you bothered to come down to Wembley you would have met us (but only if we failed in our plan to slope off to the pub and then do our Christmas shopping). But if you didn't make it (and you don't know what you missed), then you'll be able to read all about it and find out everything you need to know about Commodore in the very next issue.

## Sticky Wicket

**B**oring, hairy-nosed cricket fans like Paul will be delighted to know that after a long absence, their favourite sport is returning to the Amiga courtesy of Grandslam. The preliminarily entitled 'It's Cricket' combines gameplay similar to that of Audiogenic's Graham Gooch with a strategic element that should please the die-hards. Digitised pictures of all the international players will feature prominently and help add an air of authenticity. Not too much more information is available at present, but the code's mainly there, and the game should be in the shops in the very early new year.



## Take the Test

**O**h! At least Driving Tests are nice relaxing experiences! We like the way the examiner puts the testee (pardon our French) completely at ease. If you're terrified of your oncoming test or even just fancy a bit of a refresher course, then Leisure Interest Software's Driving Test could be just the thing for you.

The package contains six games that will test your driving knowledge to the full and before you know where you are you'll know your Highway Code inside out, probably.

If you want further details, and we've got a feeling this will be quite a popular little package, then you can ring 01142 780370 and get everything you need.



## Yugos There?

We get people reading Amiga Action from all over the world but we recently got some pictures from Dusan in Serbia where, as everybody knows, there's a bit of problem in the shape of a civil war. So hello to all our readers over there and indeed all around the world. Happy Easter (because it will be Easter by the time you read this!)



# Charts



CHARTS COMPILED BY

**GALLUP**

## Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	<b>ON THE BALL: WORLD CUP EDITION</b>	ASCON SPORTS	£29.99	SPORTS SIM
2	3	<b>TACTICAL MANAGER</b>	KOMPART	£29.99	SPORTS SIM
3	8	<b>PREMIER MANAGER 2</b>	GREMLIN	£29.99	SPORTS SIM
4	5	<b>INTERNATIONAL SENSIBLE SOCCER</b>	RENEGADE	£19.99	SPORTS SIM
5	2	<b>FRONTIER: ELITE 2</b>	GAMETEK	£25.99	STRATEGY
6	6	<b>PREMIER MANAGER 3</b>	GREMLIN	£29.99	SPORTS SIM
7	8	<b>WORLD CUP YEAR '94</b>	EMPIRE	£29.99	SPORTS SIM
8	4	<b>CANNON FODDER</b>	VIRGIN	£29.99	SHOOT 'EM UP
9	13	<b>THE SETTLERS</b>	BLUE BYTE	£25.99	STRATEGY
10	15	<b>BRUTAL FOOTBALL '94</b>	MILLENNIUM	£29.99	SPORTS SIM
11	★	<b>CHAMPIONSHIP MANAGER '93</b>	DOMARK	£29.99	SPORTS SIM
12	9	<b>BENEATH A STEEL SKY</b>	VIRGIN	£34.99	ADVENTURE
13	10	<b>JURASSIC PARK</b>	OCEAN	£25.99	ARCADE STRAT
14	11	<b>SKIDMARKS</b>	ACID SOFTWARE	£29.99	RACING
15	19	<b>EUROPEAN CHAMPIONS</b>	OCEAN	£25.99	SPORTS SIM
16	12	<b>K240</b>	GREMLIN	£25.99	STRATEGY
17	6	<b>GRAHAM GOOCH'S CRICKET</b>	AUDIOGENIC	£29.99	SPORTS SIM
18	★	<b>DETROIT</b>	IMPRESSIONS	£34.99	STRATEGY
19	16	<b>CIVILIZATION</b>	MICROPROSE	£34.99	STRATEGY
20	14	<b>ZOOL 2</b>	GREMLIN	£25.99	PLATFORM

## A1200

1	2	<b>ALIEN BREED: TOWER ASSAULT</b>	TEAM 17	£29.99	SHOOT 'EM-UP
2	3	<b>BANSHEE</b>	CORE DESIGN	£25.99	SHOOT 'EM-UP
3	8	<b>ON THE BALL: WORLD CUP EDITION</b>	ASCON SPORTS	£29.99	SPORTS SIM
4	1	<b>CIVILIZATION</b>	MICROPROSE	£34.99	STRATEGY
5	6	<b>KICK OFF 3</b>	ANCO	£29.99	SPORTS SIM
6	★	<b>ALIEN BREED 2</b>	TEAM 17	£25.99	SHOOT 'EM-UP
7	★	<b>BRUTAL FOOTBALL</b>	MILLENNIUM	£29.99	SPORTS SIM
8	10	<b>HEIMDALL 2</b>	CORE DESIGN	£29.99	ADVENTURE
9	5	<b>DETROIT</b>	IMPRESSIONS	£29.99	STRATEGY
10	★	<b>RYDER CUP GOLF</b>	OCEAN	£29.99	SPORTS SIM

★ = RE-ENTRY    ★ = NEW ENTRY



# Action reviews ▶

**1995 eh? Another year. Our resolution is to get dru... ahem, to bring you the best Amiga games each and every month...**



Every game in Amiga Action is given the mark we feel it deserves.

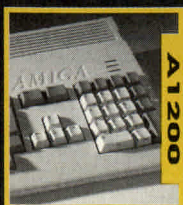
Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon

in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for

is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

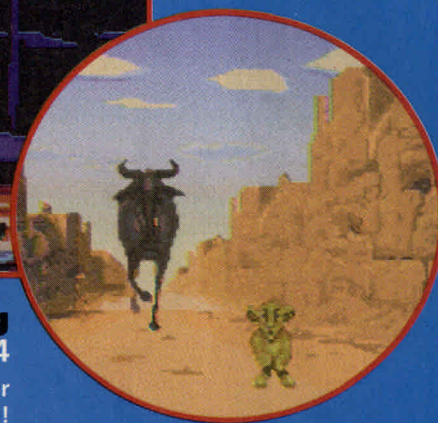
We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it

doesn't we'll save ourselves the trouble and not bother. Make sense?



## **Mortal Kombat II** p46

It doesn't need an introduction so it isn't getting one here



## **The Lion King** p24

From the makers of Aladdin comes another super Disney conversion. What a month!



## **Sensible World of Soccer** p20

Yet another long-awaited Amiga title helps to get the first issue of the New Year off to a flyer. Is it as good as the hype or is it even better? Do the words "bucketload" and "sell by the" mean anything to you?



## **Bloodnet** p44

A new point-and-click adventure is what the Amiga has been crying out for. Join Gametek and ourselves as we find one

## And there's more...

**Shadow Fighter** p18

**Reunion** p29

**Cannon Fodder 2** p30

**Jungle Strike** p32

**Roadkill** p38

**Valhalla - Before the War** p40

**Overlord** p42

**Tower Assault CD32** p49

**Bump 'n' Burn CD32** p48

**Beneath a Steel Sky CD32** p48

**Fields of Glory CD32** p49





# Shadow Fighter

**Have Gremlin unearthed a beat'em-up to rival Mortal Kombat 2? Steve McNally puts on his pointy thinking cap and ponders the question**

At the time of writing I can't make my mind up as to which of the two games I prefer. Mortal Kombat II is obviously the better looking and by far the more technically advanced, but there is something about Shadow Fighter's simplicity and originality that draws you in just as much as Acclaim's latest effort.

When I say 'simple', I don't mean that the game isn't complex, because it is. But, in comparison with MKII and its fingerbreaking death and special move combinations, Shadow Fighter is the much less complicated game to play.

### Ricabre

For example, although there are special moves in Shadow Fighter, accessing them is similar for many of the characters and generally involves moving the joystick in a semi-circle and pressing fire, or pulling down, holding for a couple of seconds then pushing up. This avoids the constant frantic leafing through the manual desperately searching for a list of almost impossible joystick combinations.

I must say that there are a lot of subtle similarities between this and the console versions of Streetfighter 2 (used



**W**hen I heard that Gremlin were planning a beat'em-up to be released in time for Christmas, I thought to myself, "What's the point? Mortal Kombat II will be out by then and everyone'll buy that surely." To be honest, I haven't changed my opinion on that, but if you're going to go head to head with a game as good as MKII then Shadow Fighter is by far the best bet.

Ooh that's fair Puppaz mate. I'll use my fists against your blowtorch shall I?

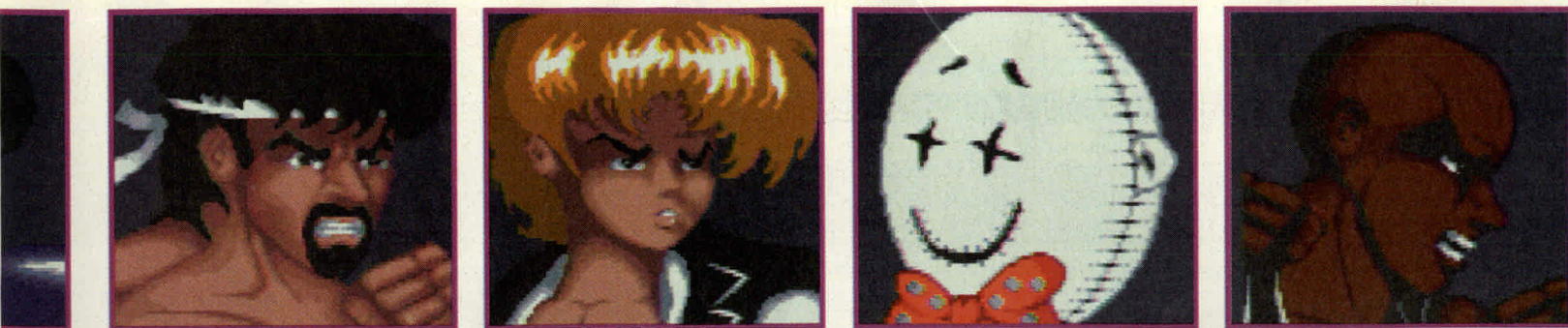


If I were you I'd start thinking about getting out of the way, unless you fancy getting warm

A wide selection of venues are available for you to beat someone to a pulp in







# hter

as an example purely because the Amiga version was bobbins and I wouldn't like to mislead you into thinking this was in any way as bad).

One of the characters bears a remarkable resemblance, in terms of both looks and moves, to a certain bald gentleman of Indian origin who featured heavily in that game. Also, one of the female characters performs a jump-up-and-kick-off-the-wall move identical to the one that Chun Li carries out so well. There are others but I think you get the picture.

Anyone who's played the console versions of Streetfighter 2 will realise that this is not a bad thing. For me no one has actually managed to recreate the atmosphere and excitement of that game on an Amiga until now, and anyone who manages it deserves a big pat on the back.

There is the usual Eastern mythology storyline full of strange dreams, struggles with conscience and quests to become the ultimate fighter in the chosen martial art. I won't go into details here because you'll find out all about it via the manual when you buy the game, and if you've no interest in purchasing the game then you'll probably have no interest in hearing the story anyway. Suffice to say that it is totally irrelevant, as is always the case

in games of this type, and is there merely to set the scene. A job which it does more than adequately.

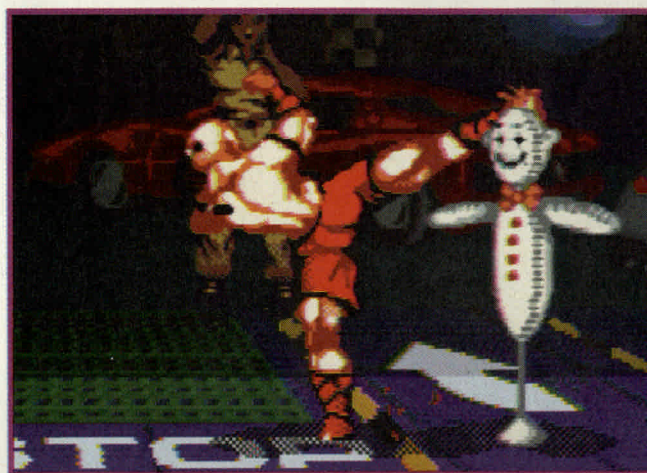
There are 16 fighting characters in the game plus the "macabre training mannequin, Puppaz", who will provide you with invaluable combat experience, and of course, the mysterious Shadow Fighter (who I've yet to see because I'm not very good at beat'em-ups to be honest).

From these 16 fighters there are six you can control in one-player mode and 12 if you've got a friend who also fancies a game.

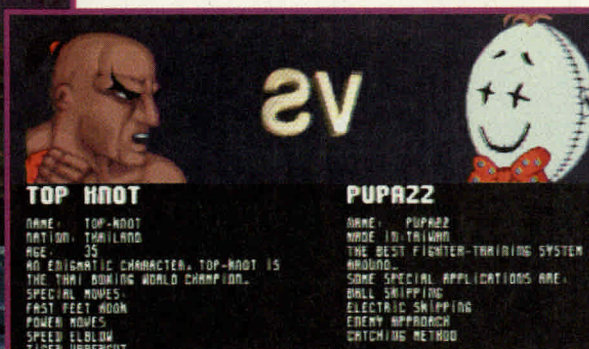
## Puppaz

As always, the character you choose will come down entirely to personal preference. From my own experience I found the fighters are fairly even in terms of abilities, although Yurgen did seem to suit my own 'blunder forward without a great deal of idea about what my intentions are, or even whether I'll get out of it alive' style. Or lack of it, as the case may be.

You know, I was hoping that during the course of this review I'd have made up my mind about whether I prefer Shadow Fighter or Mortal Kombat II, but I haven't. There are definitely more pluses than minuses for both games, but when you compare the two I still feel they come out just about even. In a month I'll probably feel differently (I certainly did about Elfmania), but for now I'm just as happy to play either. **A**



Take that you cloth bast. And that, and that. And that as well. Ha!



## THE LOW-DOWN

**PUBLISHER** Gremlin  
**CONTACT** 0742 753423  
**HD INSTALLABLE** No  
**PRICE** £25.99

<b>GRAPHICS</b>	86%
<b>SOUND</b>	83%
<b>PLAYABILITY</b>	90%
<b>DIFFICULTY</b>	Tricky

What can I say? I'm going to have to sit on the fence in the 'which is the better Amiga beat'em-up' debate because I really can't make up my mind. Shadow Fighter is the easier game to play and if you can't be bothered learning MKII's combinations this is probably the better bet. The Amiga is going from strength to strength at the moment with some of the best games ever seen on the format making an appearance. Let's hope that the would-be buyers of Commodore can get their act together and give the software companies the support they deserve.

REVIEWED BY STEVE

## SECOND OPINION

Another quality beat'em-up. How many more can the Amiga cope with before bursting? Mortal Kombat II will probably sell more because of the name but for Gremlin's first effort in this market it's absolutely astonishing. A fine game.

OPINION BY CHICKEN

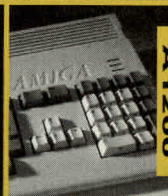
## OVERALL SCORE

90%



# ACTION REVIEW

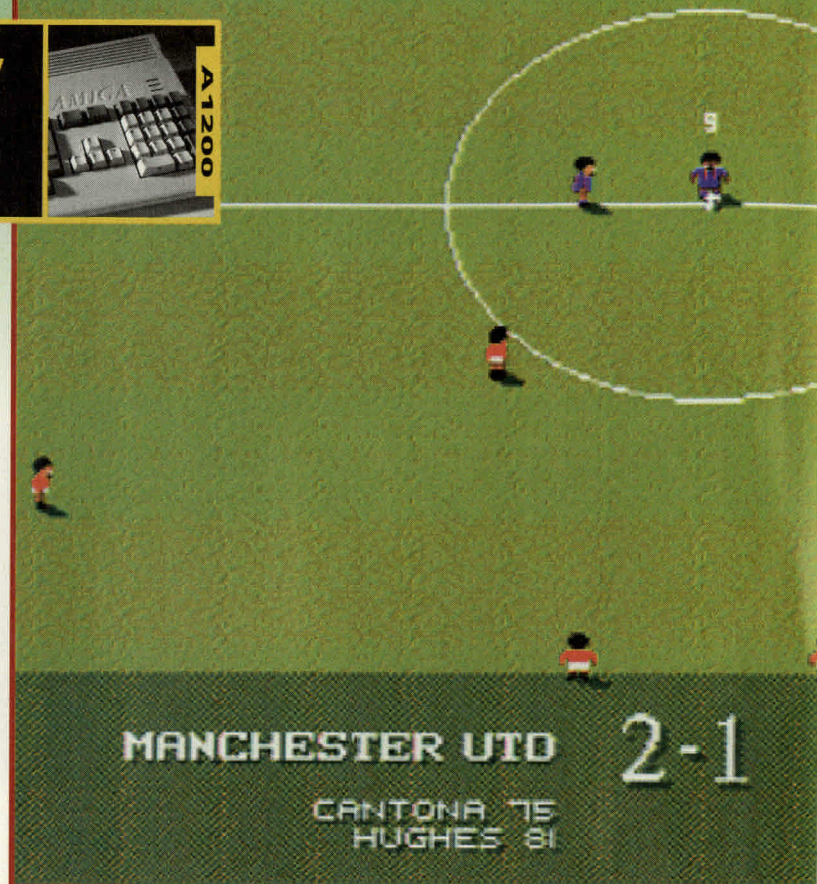
## SPORTS SIM



So here we are in the frozen wastes of the Fort Lauderdale Monster Dome for the first round of the Americo-Welsh Cup! It's Fort Lauderdale versus Bangor City and boyo (geddit) are the crowd in for a feast of football

A dour goalless draw between the giants of Scunthorpe and the plucky Argentinian minnows. But hey – check out the stats

MATCH STATS			
RIVER PLATE		SCUNTHORPE UTD	
0	GOALS	0	
49%	POSSESSION	51%	
13	GOAL ATTEMPTS	7	
9	ON TARGET	5	
0	CORNERS WON	1	
3	FOULS CONCEDED	0	
2	BOOKINGS	0	
0	SENDINGS OFF	0	



# Sensible Wo

LDU Quito kick themselves as Lu Kuang storm into the lead with an impressive free kick. I'm running short of ideas now...



Get the coffee on Mae and do us a few crustless sandwiches – we're expecting important visitors, and by heavens your job might just depend on it

**M**aidstone, Kent, present date – Commodore HQ is buzzing with news of the imminent arrival of another in the long line of "interested parties", a giant in the electronics world looking for a foothold in the home computer market. In the boardroom, suits have been ironed, floors polished and phrases like, "A great deal of advanced technology just ready to be integrated into what will become the machine of the future", practiced.

cuts out. Three impeccably dressed oriental gentlemen converge at the rear of the car, where the driver is already busy with his unloading. Mr. Comm and Mr. O'Dore hover at the entrance, shifting nervously from foot to foot, noticing the lines on the palms of their hands seemingly for the first time, and inspecting them in minutae as if the secrets of the Bahamian Success Beast were held somewhere therein.

The visiting party stride towards the entrance, and after brief pleasantries and re-introductions, Messrs. To, Shi and Ba are ushered into the boardroom, leaving Ruben Goldstar – the Jewish chauffeur (partner of Matt Sui) – with head receptionist, Mae B. Tomorrow.

"Mr. Comm, I'll be Frank with you", – Mr. Shi was, it seemed, going to lead the negotiations, and he paused only to sip black coffee. "My corporation is interested in acquiring your



Customised cup competitions are quite clever. You can have as many teams going through to the next round as you like (as long as it isn't more than the previous round, obviously), and the computer works it all out for you. Well I was impressed...



A grey Mercedes pulls almost arrogantly into a reserved parking space and all four doors open simultaneously as the purring engine





Yes! Yes!  
Yes! Yes!

Ah, a  
glamour tie



INDIAN PREMIER DIVISION								
	PL	H	D	L	F	A	PTE	
BORDER SECURITY	0	0	0	0	0	0	0	
CALCUTTA SPORTIG	0	0	0	0	0	0	0	
EAST BENGAL	0	0	0	0	0	0	0	
MAHINDRA	0	0	0	0	0	0	0	
HILLS PHAGHARRA	0	0	0	0	0	0	0	
MOHUN CALCUTTA	0	0	0	0	0	0	0	

For the first time, the goalkeepers have actually been improved. You will now find them acting more sensibly – like, they don't stand rooted on the line anymore as you bludgeon one past them from 50 yards

# World of Soccer

company as you know, and we wouldn't be here again unless we thought a deal was possible."

"Of course..."

"But. We have some very important questions which need answering if we are to carry on. Questions about the longevity of the machines you manufacture."

Mr O'Dore wrested his attention from the window from where he could see Ruben Goldstar polishing the Mercedes' bonnet and Ms. Tomorrow, standing to his side nursing two steaming mugs, and swallowed quietly.

## Don't you think that

"Questions...", repeated Mr. Comm, trancelike, horrified that the word he'd come to fear should emerge so early in the proceedings.

"Yes – quite simply, we'd like to know where the Amiga is going."

"I see, um, well, since the launch of the A500 in 1987, the hardware support has—"

"I'm sorry", – it was Mr. Ba. "Perhaps my friend hasn't made himself clear. What we want to talk about is the software... the games."

Mr. O'Dore saw from the corner of his eye, Mr. Ba reach inside the package he'd carried in, and take from it a dozen or so games, most of which he recognised. He glanced idly towards the window but the chauffeur and receptionist had disappeared from in front of the car.



"The games?"

"Yes", continued Mr. Shi, chagrined at the interruption, "The games. We understand the Amiga has always enjoyed a massive games following, so as part of our research we've been looking into how these products have developed over the last couple of years. We'd like you to verify what we've found."

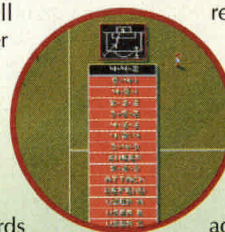
"Which is?", ventured Mr. Comm, nervously.

"Not very much at all", coughed Mr. Ba, not looking up as he sorted the games into two separate piles.

"What we have found is that, by and large, an Amiga game you might buy today will not, technologically or graphically, differ from one you bought two years ago", explained Mr. Shi. "What we are suggesting is that that the developers have lost interest, that the market is in a lull, and since it is the games which sell these machines we are obviously concerned. May I?" He motioned towards the Amiga and monitor setup at the end of the polished table.

"Please", prompted Mr. Comm, hoping that his voice didn't betray what he was feeling.

The parties all shifted down a couple of seats and Mr. Shi and Mr. Ba busied themselves loading a game – a platform affair of 1991 vintage. The Commodore honchos watched silently as Mr. Ba guided a heroic penguin past a couple of obstacles



before rebooting the Amiga with another game – the sequel – and guiding a replica penguin through replica landscapes. Further games followed; vintage, sequel, vintage, sequel, and the Brits could only exchange helpless looks as yet another buyout seemed destined to crumble. Even Mr. O'Dore's comment that the car was, "definitely a different colour this time", failed to make an impression.

Disks from the vintage pile lay discarded on the table and were joined by two more as Sensible Soccer was removed from the drive. Mr. Shi loaded the last of the sequels, a game which he claimed to have enjoyed very much during research, but which again, he claimed, showed how the developers appeared to be short of ideas.

"I accept it is difficult to make a game of this nature interesting at the best of times", conceded the oriental tycoon, "but this product has remained exactly as it always was, with the addition of some new teams. It plays exactly the same as its predecessor and I simply can't see the justification for it."

Mr O'Dore's heart, which for the past few minutes had been a stone in the pit of his stomach, now leapt into his mouth as he spied a crack in their argument. Once again he averted his gaze from the car outside, the windows of which had taken on a layer of condensation – the chauffeur no doubt enjoying his hot coffee – and



# ► Sensible World of Soccer

EUROPEAN CHAMPIONS CUP FIRST ROUND									
GROUP A		PL	W	D	L	F	A	PTS	
1st	BARCELONA	0	0	0	0	0	0	0	
	GRATZ	0	0	0	0	0	0	0	
	IFK GÖTEBORG	0	0	0	0	0	0	0	
	MANCHESTER UTD	0	0	0	0	0	0	0	
GROUP B		PL	W	D	L	F	A	PTS	
1st	BAYERN MUNICH	0	0	0	0	0	0	0	
	DINAMO KIEV	0	0	0	0	0	0	0	
	NICE	0	0	0	0	0	0	0	
	SPARTAK MOSCOW	0	0	0	0	0	0	0	
GROUP C		PL	W	D	L	F	A	PTS	
1st	ANDERLECHT	0	0	0	0	0	0	0	
	SENICA	0	0	0	0	0	0	0	
	RAYOVSKO BRNO	0	0	0	0	0	0	0	
	STEUBA BUCHAREST	0	0	0	0	0	0	0	
GROUP D		PL	W	D	L	F	A	PTS	
1st	AEK ATHENS	0	0	0	0	0	0	0	
	AC	0	0	0	0	0	0	0	
	LAZIO	0	0	0	0	0	0	0	
	TROLD INNSBRUCK	0	0	0	0	0	0	0	

Yes, okay, I know what happens next... move along please.

with his own accurate statistics which determine how well he performs in an optimum situation, is ample justification for a sequel."

"Mr. Comm, if you—"

"I'm sorry, I don't mean to be rude, but I'm trying to make a point. Look, I'll get us all some fresh coffee."

He pressed the intercom button on his desk. "Mae..." — no response, she must have nipped to the loo. Turning back to the assemblage he was surprised how the wind had picked up outside — the gentlemen's Mercedes was rocking to and fro quite violently.

"Go on Mr. Comm, please", Mr. Ba seemed genuinely interested, and relinquished his seat as the computer boss took over the controls.

"Okay, so if we go directly into a match sequence, then yes, everything does look the same and play the same, the only slight difference being the crowd around the perimeter—"



"But even that adds something to the game", broke in Mr. O'Dore.

"But the game is no longer about 'just going into a match'. You see, the changes have taken place behind that, if you will. For instance, what's this? It's a Season scenario, where you can choose just about any team from anywhere in the world — and I mean anywhere gentlemen, we've got the Algerian third division in here, get me? — and guide them through one full domestic campaign. Not just the league, but the cups as well, and that's not all. Each team is correct to within a few weeks of release, and each player in the team has his individual strengths and weaknesses."

## Footballers want to be

Mr O'Dore continued, "The tactics in this sequel are far more advanced too. There are lots more formations, but beyond even that you can determine exactly — exactly — where you want each player to be in a certain situation, and there's feedback from the computer. It might give a thumbs down to a certain formation or player placing, indicating that your team won't perform at its peak."

"Injuries are there too", enthused Mr. Comm, "although they are more relevant in the—"

"Career mode!", Mr. O'Dore was almost beside himself with excitement now, eager to tell their prospective buyers of the game's piece de resistance.

confronted the consortium.

"Fifteen hundred."

"I'm sorry?", Mr. Shi paused the game.

"There are fifteen hundred new teams in the game actually."

"Quite—"

"And they all play differently."

"I'm sure they do Mr. O'Dore, but my point is—"

Mr. O'Dore exchanged a look with Mr. Comm, who understanding immediately what was happening, joined in.

"My point is that the teams are only the beginning, though as far as I can see, the inclusion of around 20,000 new players, each

## The Many Wonders of Sensible World of Soccer

After messing for a while, you'll want to play the game properly. This means choosing a career, so let's do it...



But who to play as? Acacia Ridge are renowned for their silky skills, but Taringa Rovers are the team for me



Oh dear, I seem to have inherited a somewhat spineless team. I think I need to bolster the midfield. Transfer time!



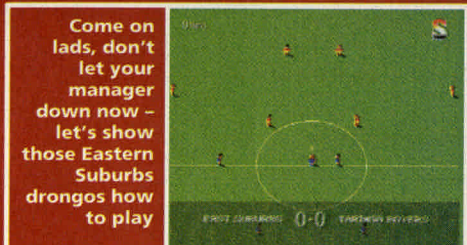
Ah yes, Peter Vlcek makes all the difference. He'll slot into midfield and complement good old Gerg Swaddling



I think a cautious start to the season is the safest bet, so let's try a nice, simple 4-4-2. No point going into it half-baked



...so let's have a look at those positions in detail and sort out our running off the ball. Up there a bit mate please...





"Now this, gentlemen, is what Sensible World of Soccer is really all about, and it's a huge thing to attempt."

Mr. Shi and Mr. Ba leaned forward, eager now to hear what else the game could offer. Mr. Comm obliged.

"You choose a team, any team from the 1500 on offer, and you... well, you live out a career. You have a set amount of money at the beginning you see – the amount will depend on your club; if it's AC Milan you might have a few million, whereas with, ha-ha, Grampus 8, the amount will be less."

Mr. Shi's brow furrowed, "So the game is easier if you choose a large club then?"

"Oh no, not at all – quite the opposite in fact. Life at a massive Italian club is very stressful for the manager, despite the huge rewards. He has massive overheads to deal with and everyone expects success. A couple of bad results and the crowds might drop, income will be less and the board will be unhappy. And of course he has to strengthen his squad with the world's best players, which is very expensive. If the chairman is unhappy for any reason he could be out of a job."

## Getting themselves

"Whereas, say, in the Indian leagues", continued Mr. O'Dore, "expectations are less. You won't have as much money, but the overheads are greatly reduced and suitable new players can be brought in at next to nothing. If the team's doing well, your performance might be noticed, and the chance of a better job could come along."

"But it would take a couple of consistent seasons?", ventured Mr. Ba.

"Yes! That's right. It might take ten seasons or so before you find yourself with any kind of club of note, and by the same token, the manager who started off in the Serie A big time might find himself in charge of a part time Greek outfit. Or he might not get another job at all."

"And what about playing the game?", Mr. Ba's interest was obvious.

"Once you've organised your team, scoured the transfer market, taken care of injuries and the like, you play the game as normal and hope your tactics work. Or you don't play at all. If you like you can treat it as a pure management simulation, and either watch the game unfold – you can jump in and make alterations at any time – or simply bring up the result. That's the real beauty of it, it's a kind of two-in-one, and if you choose a career then the game never ends. The pinnacle would be an invitation to take charge of the national team, watching players weekly and picking a squad from there."

"But as with the original", cut in Mr. Comm, "you can play as a national team straight off if you like, but again, that's a tricky job."

Mr. Shi and Mr. Ba had taken on board all this information in wide-eyed (metaphorically speaking) amazement, and were frantically whispering to each other in animated fashion.

"Gentlemen, you talk about this as if it's the best game on earth."

Mr. Comm was first to respond,

"Most of what you showed us earlier on was true: a certain lethargy has crept into development of late and our machine appears to be a bigger victim than most. What we have in Sensible World of Soccer – although yes, superficially it is the same product – is a massive leap forward in entertainment at this level, a monumental effort to supersede what was already superb. I've glossed over the main points of the game here for you and not even mentioned the innumerable finer details, and you can see for yourselves the amount of time that has gone into not just the programming or the collection of data, but the conceptualisation."

## Sorted? Charlie heads!

"Any sequel to Sensible Soccer would have sold by the bucketload, but someone has actually taken the time not just to make however many multiples of 30 pounds, but to keep their game well and truly on the map."

"Gentlemen, this game shows beyond a shadow of a doubt that the Amiga is very much a force in video game entertainment, and proves, I hope, that with this level of commitment, the machine will live on and on." He paused, out of breath, and for a second the only sound in the boardroom was one of twisted metal as the wheels of the Mercedes collapsed outside.

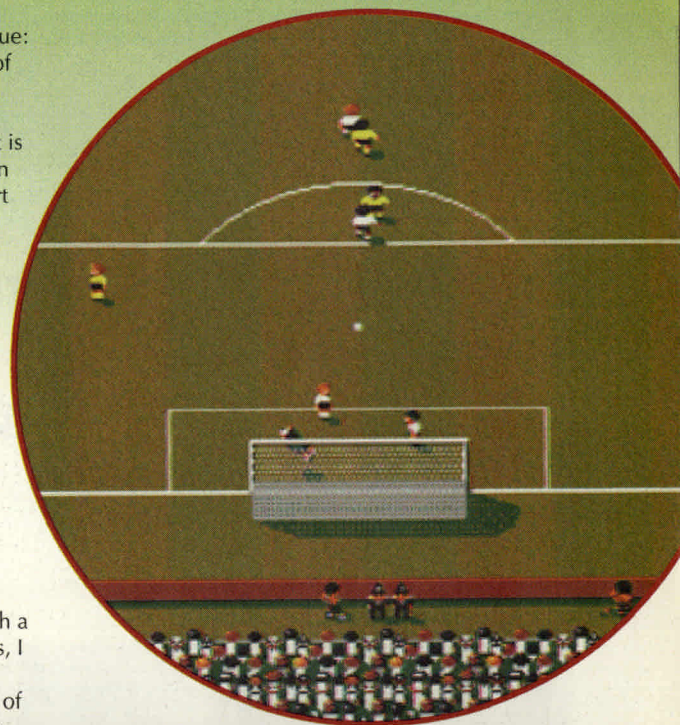
"Could I make a phonecall please?", asked

Mr. Shi, and Mr. O'Dore nudged his colleague urgently, both of them eyeing the chequebook that Mr. To (who until this time had been nothing but one third of a rather weak attempt at word-related humour), was fingering.

"Um... ffs... ah... yes! Yes of course, please help yourself", stammered Mr. Comm and Mr. O'Dore in shambolic unison, scarcely able to contain their glee as their undoubted saviour carefully tapped out a number. The painful wait was over, and the irony was that a game had saved their skins. Tomorrow the Amiga would be born again, and no matter that the manufacturer's name that would appear on the box symbolised yet another shift in power from the West to the East. They were alive! They had hope!

Both men caught their breath as a connection was made and Mr. Shi began to speak those special words they longed so very much to hear.

"Hello, Sensible Software? I'd like to buy your company..." **A**



## THE LOW-DOWN

**PUBLISHER** Renegade  
**CONTACT** 071 4819214  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	83%
<b>SOUND</b>	86%
<b>PLAYABILITY</b>	97%
<b>DIFFICULTY</b>	Tricky

I will give thanks unto thee, for I am fearfully and wonderfully made [Psalm 39, V13]. And that's what Sensible World of Soccer says to the programmers.

REVIEWED BY PAUL

## SECOND OPINION

If four pages and 95% isn't enough and you still want a second opinion, well I give up.

REVIEWED BY CHICKEN

## DIFFERENCES

The A600 version doesn't have that spinny Sensible logo in the top right corner, and the end of season round-up takes longer on the non-AGA machine. Work is currently underway on a CD32 version. Also.

OVERALL SCORE

95%



# ACTION REVIEW

## PLATFORM



I will show you the worrrld,  
shining, shimmering,  
splennnnndid – oh hang on.  
Er, in the cirrrcle of  
liiiife!... etc

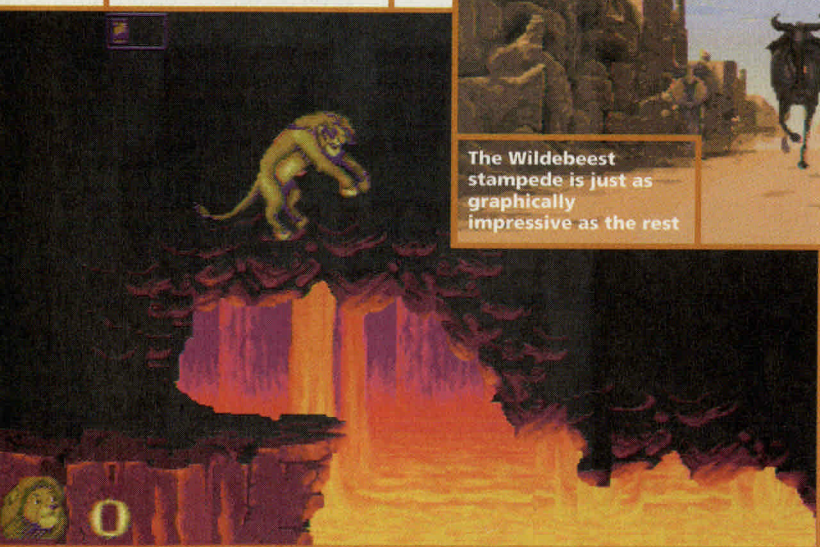


Go on  
my  
son,  
have a  
bit of  
a roar  
at that  
wall.  
Teach  
it a  
lesson



# The Lion K

Ooh that must have hurt.  
You're in the middle of a  
leap and you take a bit of  
a crack from some now  
unseen object



The Wildebeest  
stampede is just as  
graphically  
impressive as the rest

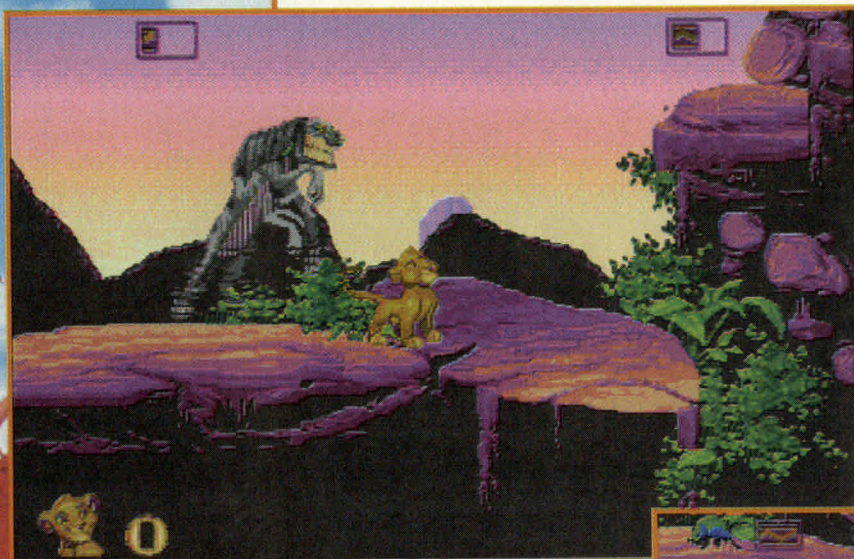
**W**henver any games company develops a product based around a Disney film, I look forward to it with something approaching manic glee. For my money you can't beat the animators at the famous old studio for their ability to bring to life believable characters from scraps of doodle-ridden paper. And just recently you'd struggle to match the programmers at Virgin for their ability in translating these into computer games.

Whoever's in charge of Disney at the moment, you can rest assured that someone at the Walt Disney Corporation has no doubt sat through and carefully vetted Virgin's latest effort before giving it the go ahead.

So there was little or no doubt in my mind as I waited for the Lion King to load that what lay ahead of me was going to be a highly pleasurable experience. I knew that there were 10 levels and that the







Here we see a reasonably young Simba standing proudly surveying his future domain



Simba has the agility of a cat. Hardly surprising really though I suppose, seeing as he is one



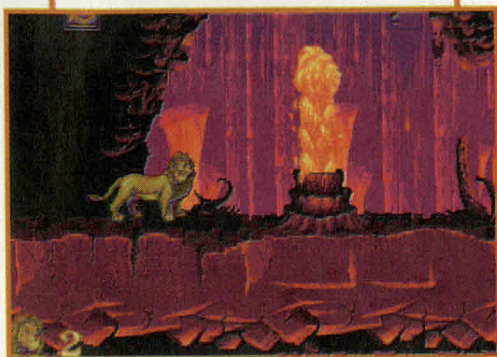
The graphics are definitely the most appealing feature. Thankfully the gameplay stands up too

# ing

game followed the plot of the film very closely, but that was about it, and seeing as I haven't got round to seeing the (apparently excellent) film yet, that knowledge was of even less use.

The only other fact I was aware of was that the man behind Aladdin, Dave Semmens, was also responsible for what must be one of the most rapid conversions from the consoles ever. In just the same way as Aladdin appeared out of nowhere,

Not as cute fully grown is he? Still, he's a lot more powerful



the Lion King has done the same and possibly in even less time. If anyone else was responsible you'd be more than justified in thinking that quality may have been sacrificed in an effort to get it out quickly, but this man is quickly building himself a healthy reputation for quality conversions in double quick time, and The Lion King is no exception.

When you think that Aladdin has only just hit the shops it is unrealistic to expect another platformer to come along and better it before the middle of '95. But it's happened, and if things run smoothly, it should be in the shops by the time you read this.

## I Just Can't Wait...

As I'm sure you know by now, Simba is the star of the show. He is the innocent, young lion cub who, by birthright, is destined to inherit the title of King of the lions and therefore, King of the whole jungle. The game follows the path of his adventures and misadventures as he grows up from childhood to adulthood.

As you progress through the 10 levels you will begin to notice that as Simba gains experience of life and grows physically, he becomes faster and more agile, and develops fighting skills that will see him through all the trials and tribulations that he will face as Lion King. Therefore the early levels are just Simba messing around with all his chums in the jungle. This serves as an introduction to the fundamentals of the game and will prove invaluable when it all starts to get serious around level three.

Just so you know, each level is based around a popular scene from the film, giving a tremendous

An evil-looking hyena looks menacingly down on a fearless, young Simba



feeling of familiarity (or so I'm told). Alongside level one is obviously level two. This is based around the song 'I Just Can't Wait to be King', and is again fairly simple and brightly coloured, without a great deal of a challenge.

Level three is where it all gets a bit serious as Simba visits the Elephant's Graveyard, a place he has been forbidden to go by his Uncle Scar.

Then it's on to level four – the Wildebeest Stampede – which is quite a different direction to take the game.

Up until this point it's been platforms all the way, but the wildebeest stampede is best described as being like those 'behind the character' levels from the later Sonic games, but from a reverse perspective. You control a young Simba as he gets caught up in a terrifying



# ► The Lion King



**Watch yourself. You don't want to relax your grip now mate**

stampede. You're running straight at the screen as fast as your legs will carry you but the full grown wildebeest have much longer legs and are therefore faster.

This means that Simba must dodge left and right avoiding the marauding wildebeest as well as watching out for natural obstacles such as rocks that are lying on the floor of the canyon.

From this point on you'll begin to notice that Simba is not quite as young as he was anymore. He's not just getting bigger, he's also developing his predatory skills. His roar gets far more aggressive and starts to terrify the other jungle creatures, and he can also now slash with his razor sharp claws as well as wrestle with the larger enemies such as the hyenas.



**Small things amuse small minds so they say. Simba takes great delight in one of the joys of nature**

**That new clawing feature certainly comes in handy**



This would make things far easier if the level difficulty remained the same, but of course it doesn't, and as it happens, the acquisition of these new powers does little or nothing to make your life easier. I suppose the best way to look at it is that without them, things would be much more difficult, so just be grateful for what you've got.

Actually, thinking about it, the whole game's tricky anyway. I played Aladdin a lot and never got anywhere near the end and apparently that was too easy. So maybe I'm not the best person to judge, but as far as I'm concerned, The Lion King is a lot more difficult than Aladdin. This could be down to the fact that there are a lot more puzzle solving aspects to this, so much so that describing it as a platform game doesn't really do it justice.

## ... To Be King

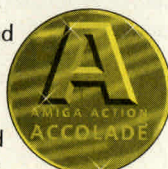
It's really frustrating when people talk of the demise of the Amiga. All you have to do is look at the quality of software that is currently being produced. This month alone has seen Sensible World of Soccer, Mortal Kombat II, Shadow Fighter, Valhalla Before the War, Bloodnet, and now The Lion King, and you have to wonder where it all started to go wrong.

The Amiga has proved recently that it can compete with all the other formats in terms of top quality games, and if you're looking for somewhere to lay the blame then I would say the best place to start is at the door of the software houses who insist on releasing endless platform games or RPGs that have little or no difference to efforts that have gone before them.

People who have remained loyal to the Amiga are getting their just rewards at the moment and are spoilt for choice in terms of what to buy. Lion King would definitely top my shopping list with some pretty close run things for second and third.

I sincerely hope that when the Christmas games dry up we don't go back to the situation we had six months ago, because I doubt whether Amiga owning gamers have much patience left, and that could well prove to be the straw that broke the Amiga's back.

For the time being though, and I know it's an horrendous cliché, but you've never had it so good. **A**



© Disney

## THE LOW-DOWN

**PUBLISHER** Virgin  
**CONTACT** 0181 9602255  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	95%
<b>SOUND</b>	92%
<b>PLAYABILITY</b>	93%
<b>DIFFICULTY</b>	Tricky

As cute characters go, the young Simba is miles ahead of the likes of Charlie J Cool. As for gameplay, The Lion King noses ahead of Aladdin, and in terms of general all round excellence, Virgin's latest effort is the outright winner. This is the best Amiga platformer I've ever played without a doubt. Yes, even better than Aladdin. The graphics and animation have to be seen to be believed and any self-respecting Amiga owner has to seriously consider buying this along with any other number of top-notch releases from the last couple of months. The Amiga goes from strength to strength.

**REVIEWED BY STEVE**

## SECOND OPINION

Outdated? The Amiga? Pah! When games like this arrive on our desks it only serves to show just how much life there is left in the machine. Thank heavens for ultra-talented programmers who fearlessly snigger in the face of "limitations".

**OPINION BY PAUL**

## OVERALL SCORE

**93%**



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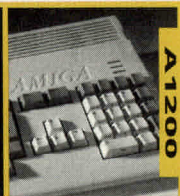
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# ACTION REVIEW STRATEGY



# Reunion

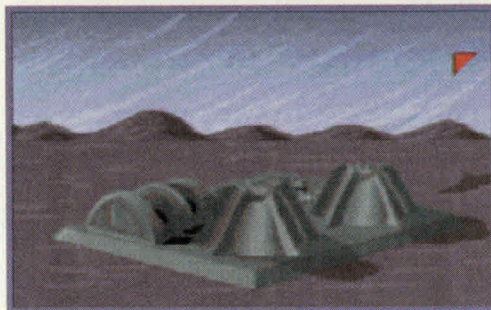
**Those... were... the... days my friend, we thought they'd ne-ver end, la-la-la-laa, la-la-la-la-laaaaah! Etc etc ad nauseum**

**Y**ou know, this game reminds me of Impressions' Detroit, which is odd in itself because the two are virtually nothing alike, which I suppose rather begs the question as to why a futuristic "space game" should be likened to a motor empire simulation? Well it shouldn't. Er.

It's just that, like Detroit, Reunion isn't the kind of game I would usually pick up and play for pleasure. I'd only play it if forced to do so by nature of having to review it, as is the case here. I mean let's face it, playing a six disk game with a middle name of Swap and which lives on Hard Drive Avenue, Tricky-to-get-intoville isn't the kind of scenario that most people would enter into without taking a bottle of anti-coma potion with them. Which is a shame, because with numerous games of this type – as indeed with this one – once you've waded through the thousand page manual and spent three hours trying to put what you've read into practice, you tend to discover that there *is* actually a way to derive enjoyment from a product like this.

## Crashland

You are an inhabitant of New Earth, so-called because the founders of the planet were earthlings whose ship was forced to crashland on this strange place which became their, and your, home. Unfortunately, but not perhaps surprisingly, after a few centuries, law and order has almost completely broken down and the punitive



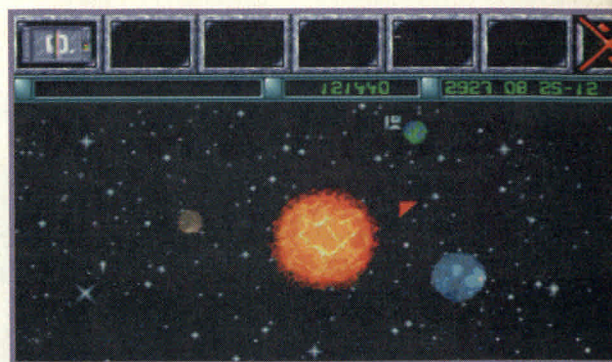
**An installation. Of sorts. That looks a bit like that lion thing in Egypt**

measures available to the law-abiding citizens are about as effective as sending young offenders on trips around the world to "broaden their minds". So you – tough and moody leader that you are – decide that the time is right to make your way home. To Proper Earth.

Unfortunately, this much talked about planet of the past is billions of miles away, and the fact that no-one has even attempted such a trip before suggests that it isn't as easy as jumping on a bus and saying, "Six please", which in itself would be none too effective because you can't go to bugger all places for less than a quid these days. But that's beside the point.

You can't return home on your own and you need to employ the help of a number of people with enough specialist knowledge to make a contribution to your proposed journey, and you need to organise them into research and development teams as you see fit. The screen is sensibly presented and is easy to use, but the bad news is that the manual goes the opposite way of most of its counterparts and offers only the vaguest of clues as to what you should do.

Reunion isn't the kind of game that will give you instant gratification, but you will be rewarded long term (provided you have enough patience and at the very least an external drive), with a complex and reasonably involving adventure. **A**



**These are the planets surrounding the sun, which you must explore and exploit in order to find what you need in your quest**



**The building section looks not entirely unlike Dune 2, and the scrolling is amazingly quick**

## THE LOW-DOWN

**PUBLISHER** Grandslam

**CONTACT** 081 680 7044

**HD INSTALLABLE** Yes (Recommended)

**PRICE** £34.99

<b>GRAPHICS</b>	80%
<b>SOUND</b>	69%
<b>PLAYABILITY</b>	79%
<b>DIFFICULTY</b>	Very Hard

I suppose I can't complain too much about the excessive disk swapping, because until the basic model Amiga comes complete with a hard drive – which it really should – a single drive machine will be the pet of most users. Grandslam have reinvented themselves to some extent over the last couple of years and once again have come up with the goods, albeit in a 'Won't Appeal To Everybody' kind of way. Slow to begin with, and if truth be known, plodding most of the way through, Reunion is a variation on a theme that should find a niche and satisfy a good few people.

**REVIEWED BY PAUL**

## SECOND OPINION

It's never easy to give a second opinion on a game that takes so long to get into, but on the evidence I've seen so far, Reunion seems to be not too dissimilar to Dune 2 [not that much evidence then – Paul], and in that case it can't be too bad.

**REVIEWED BY CHICKEN**

## OVERALL SCORE

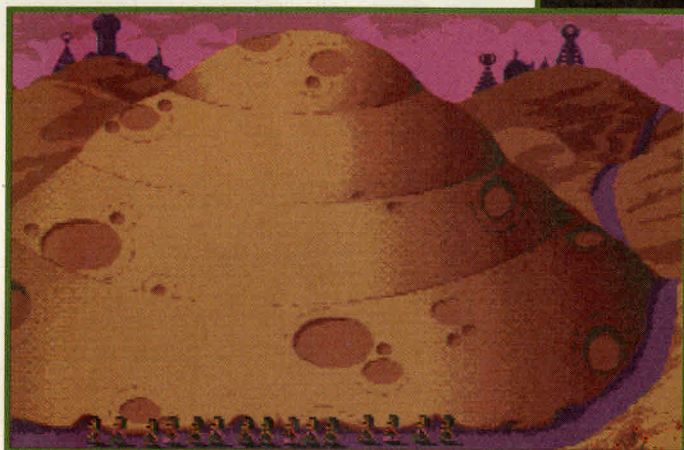
**83%**





# ACTION REVIEW

## SHOOT'EM-UP

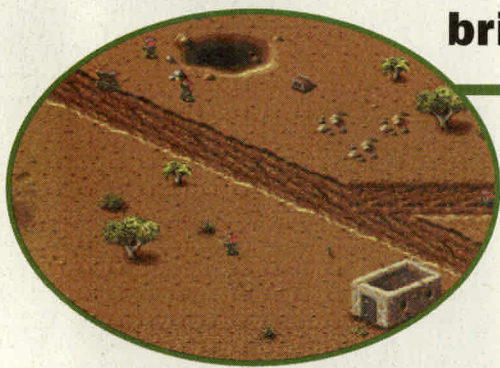


The willing recruits queue up to be slaughtered in battle



# Cannon Fo

**We can't possibly wait any longer to get our hands on Cannon Fodder 2. It'll be brilliant! Or will it?**



Tucker, Ducker, Lucker and Bingo explore the mothership



**C**annon Fodder, you should remember, was the smash hit game of twelve months ago, and quite deservedly, not to mention comprehensively, won the race to be the biggest selling game of last year's festive period. Despite a somewhat questionable subject matter, the game proved to be a massive hit with both young and old alike as they delighted in the mission completing mayhem that was set out before them by Sensible Software and Virgin.

Many things I'm sure will be the same this time around. For instance, Cannon Fodder 2 will sell unbelievably well once again, more than likely winning the battle to be Christmas Number One, and players who have finished or tired of the first game will undoubtedly delight in the gameplay. However, I'm not so sure that all the awards and praise that will be lavished upon this sequel are as thoroughly deserved as the plaudits Sensible received last year.

The game features 24 new missions in different scenarios. These are essentially the same as with the original version but have been tweaked ever so slightly to include new challenges. But, the main difference has to be the



On board the mothership and, my God, it actually looks a bit different

difficulty level. If you thought that Cannon Fodder was hard I wouldn't even bother considering this. The difficulty knob has been turned up to maximum and is guaranteed to have even the most patient of gamers screaming at the screen in frustration.

I know it could be argued that Cannon Fodder 2 is aimed at people who have finished the first game, and that in itself is fair enough, but if that point isn't made clear, there are going to be a lot of disappointed faces around soon.





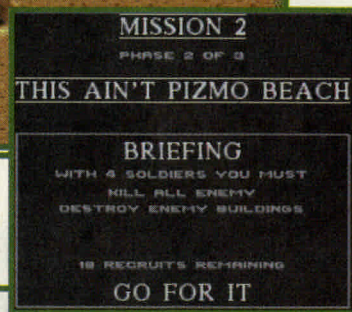
One of the major differences is that a lot of the game is set in outer space. Definitely worth another thirty quid that. Oh yes

Look, let's be honest. It's the same isn't it. Why try and hide the fact?



Yes, it's true! Thanks to Gary's close personal ties with Sensible, you too can "be" a wan- I mean, Gary

Ooh it's certainly all changed for the sequel hasn't it



# dder 2



The game this time is set on what appears to be an alien planet. All this means is that the enemies you're going to be shooting look ever so slightly strange and the scenery is a bit different. The first four missions take place on the planet surface and are generally what you would have expected in the first game but a lot more difficult. When you complete the last section of Mission Four you're taken aboard a flying saucer and have to rejoin the battle on board the mothership.

I can't quite put my finger on why I don't like the sequel as much as the original, because the only noticeable differences are in the setting and of course the difficulty. Perhaps that's where the problem

lies. In a sequel I would expect new ideas and features, but Cannon Fodder 2 provides none of these. If this had been billed as a Cannon Fodder special edition then I would have had no complaints, but this is it, the official sequel with nothing new on the horizon, and quite frankly it looks rushed.

There was a time when Sensible products didn't come out very often. You were lucky if there was one a year, but you always knew that they were going to be straight out of the top drawer. Now it seems that demand has led to them upping the production of games. At one stage a few weeks ago they were working on not

only Cannon Fodder 2, but also Sensible Golf and Sensible World of Soccer. It seems a shame that much of the attention that Cannon Fodder 2 so desperately needed seems to have been transferred to the newer products, thus making this nothing more than a formula sequel that is totally devoid of anything new.

You may think it's all bad, but it's not. There can be no denying that the original Cannon Fodder is one of the best and most innovative Amiga games of all time, and the sequel only marginally loses out purely due to the lack of originality and excessive difficulty level.

If you're a bit of a demon with the original Cannon Fodder then you are in for a good time again. If however you're a bit like me and struggled to get into double figures in the mission stakes then you should be a lot more wary. **A**

The first level sees you charging around the desert killing people



## THE LOW-DOWN

**PUBLISHER** Virgin  
**CONTACT** 081 960 2255  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	85%
<b>SOUND</b>	92%
<b>PLAYABILITY</b>	76%
<b>DIFFICULTY</b>	Ludicrously Hard

**C**annon Fodder 2 has all the excitement, ideas and enjoyment of the original, but not much else unfortunately. The game has virtually no original features and is very difficult to play, therefore the mark has suffered accordingly. However, despite the bad points, this is still a much better than average Amiga game. I must stress though that careful thought is required before you decide whether or not this game is for you, especially if you have a life outside computers. If you do, chances are your gameplaying abilities are not going to be up to it. Just like mine weren't.

**REVIEWED BY STEVE**

## SECOND OPINION

**T**he "Fodder" is back and getting medieval on your (arse -Ed). It's good but your enjoyment won't be the same as it would if you had close personal ties with Sensible, like I do. I bet you're all dead jealous of me. Did I tell you I've got a real gun? I have you know. I'm the best.

**OPINION BY GARY**

## OVERALL SCORE

80%



# ACTION REVIEW

## SHOOT 'EM - UP



# Jungle Str

**Desert Strike! Now there was a fine game. The Mega Drive version was good enough but the Amiga version bettered it. Now we've got its Jungle cousin**

**S**equels are very much in fashion at the moment. If it's not Mortal Kombat, Street Fighter, Premier Manager, Alien Breed or countless others then it's this. Desert Strike was possibly the best Amiga game of last year, the programmers achieving a minor miracle when they converted it. The superb playability and enhanced presentation of the conversion were more than we Amiga owners ever dreamt of, and it is on the back of this success that the clamour for Jungle Strike has been built.

The mission objective is this bunker. Find it

To keep up to date on what weapons you're packing, see this section



The mission objectives are listed here and have to be followed to the letter

This is the box where high-score fanatics will be concentrating

The number of passengers carried affects several functions

Run out of fuel and you'll crash to the ground





# ike

During all the preliminaries, Ocean picked up the rights to publish Jungle Strike ahead of Electronic Arts who had released the original. The politics behind this are irrelevant but Ocean have their hands on a right little money-spinner here, because Jungle Strike is every bit as good as its record-selling predecessor.

There is a much more complex plot this time, as after all, Desert Strike basically took the Gulf War and Operation Desert Storm as its inspiration. Here, South American drug lords are in operation and now they have nuclear missiles (that'll help them get through customs unnoticed!) Fearing for their political lives, the President's men send you, a crack Comanche pilot, and a co-pilot of your choosing, to almost certain death to take up the challenge of wiping them from the face of the Earth before they can point one of those pointy radioactive things at Washington... or something like that.

The first thing you notice when you start playing is that there's no jungle in the immediate vicinity. That's because you start off in the capital of the USA with a mission to defend the President's cavalcade. Before you get to this you're treated to a nice little intro sequence that explains the plot a little better than I have.

Like Desert Strike it all comes on three disks which thankfully don't have to be swapped too



The mission map is a good place to refresh your memory on a task

At the start of the mission you are given a run-down of what is expected from you by the AWAC pilots

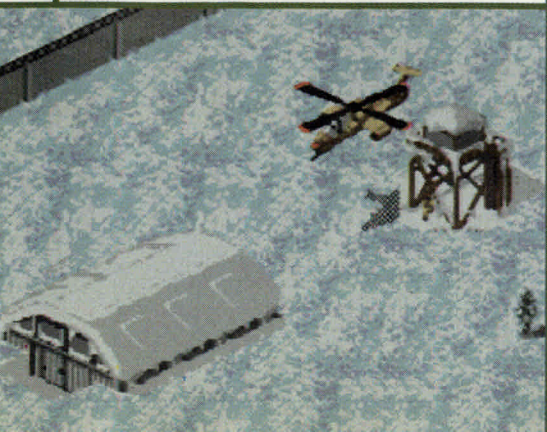


often, and also like DS, a system of passcodes

allows access to the later levels. The only problem being that you have to complete a level first to be given any codes, so for us beginners it's off to level one for the first few goes.

Controlling the Comanche is very similar to last time, if ever so slightly more responsive. The slightest touch on the joystick will send the craft spinning in the required direction. It's very easy to get used to and even if this is your first Strike game you'll be hooked before long.

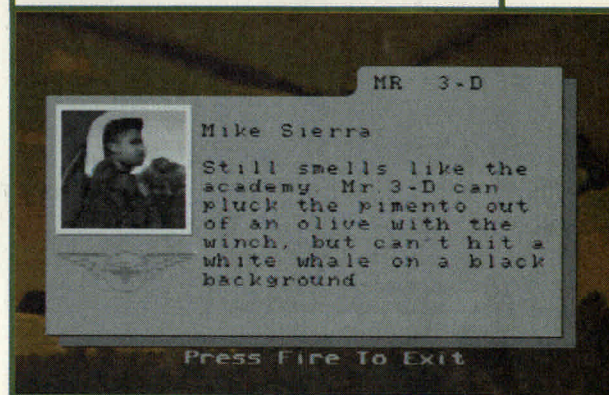
Looks a bit icy out there. The Russian weapons expert is hiding in there waiting for you to pick him up so he can defect to your side



A well aimed missile is a deadly weapon. Unfortunately this is a very badly aimed missile. Unlucky



Selecting a co-pilot for a forthcoming campaign is a particularly important task that should be considered carefully



The only way to get any success at all is to manage the helicopter armaments carefully. Blasting at everything willy-nilly will only result in empty rocket pods when it comes to crunch time. It's not particularly clever to be caught facing a barrage of anti-aircraft weaponry with a chain gun. Nothing removes the threat quicker than a couple of Hellfire missiles aimed at your head!

## Lion

The graphics are a major factor in making this game stand out from a lot of the others. I'm not knocking Zeewolf because I liked that a lot too, but the full screen detail of Jungle Strike wins it for me. If anything the graphics are better than Desert Strike, with the helicopter being a little bigger and better animated.

Buildings too are more detailed, especially in the early levels, and it was really satisfying to see them crumble before the might of my weaponry when I got bored. Or maybe that's just my limited attention span!

Certain enemy craft leave supplies behind when destroyed and these can be collected by hovering over them while your winchman lowers the hook to pick them up.

This is a slow process and leaves the helicopter open to a sneak attack so extreme care has to be taken or an unexpected life will be lost. The speed and accuracy of the winch depends





We interrupt this broadcast for a Special Report...

# Jungle Strike

largely on who you selected at the beginning of the game. As things progress and certain POWs are released by your good self, better crew members become available and should be snapped up immediately.

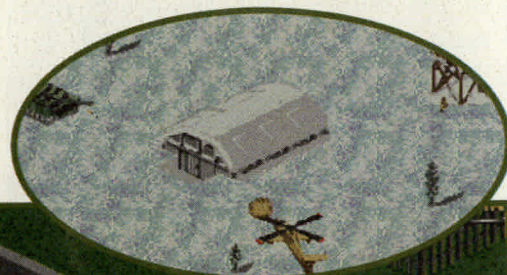
As I mentioned earlier, supplies such as weapons and armour are in extremely limited supply, but occasionally you'll be lucky enough to find some lying around on the ground just begging to be collected.

Tapping the F10 key at any time during a game will bring up a handy map showing all the buildings, supplies and enemy vehicles in the immediate vicinity. Regular reference must be made to this helpful chart if you are to avoid flying

On your travels you come across a watch tower which has to be blown completely away



Well, that's the President's house about to be surrounded by gun-toting maniacs (and we're not talking about his own troops)



You have to escort the President's chopper to a safe landing



Your next target. These can be deadly ground-based weapons so take them out quickly

Besides the map function, the only other requirement the keyboard serves is to switch between missiles and cannons. Obviously the former is more effective, but it's easy to waste them on non-vital targets when the chain gun would have been just as effective.

## Baboon

The intro sequence plays a large part in setting the scene, and is one of those efforts which revolves around news reports and the like.

I don't know about you, but I'm one of those people who likes a good intro sequence – I see them as a vital part of any good game. Okay, so you usually only watch them once at the most, but it's always nice to know that the programmers have put in that little bit of extra effort just to please the gamer.

Jungle Strike is going to carry on the success of Desert Strike without a shadow of a doubt. It's not difficult to imagine the guys at Ocean already beginning to beaver away on Urban Strike which is the latest incarnation on the Mega Drive. If they keep producing stuff of this quality they'll have more new friends than a National Lottery winner.

If the first game was your cup of tea last year then this is the biscuit you've been longing to dip into your brew. As helicopter games go this is the best to date, and the best thing about it is that it's addictive and fun to play too. Ocean's bank managers will be happy. **A**



## THE LOW-DOWN

**PUBLISHER** Ocean  
**CONTACT** 061 832 6633  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	90%
<b>SOUND</b>	87%
<b>PLAYABILITY</b>	87%
<b>DIFFICULTY</b>	Tricky

**S**uperb. I love Jungle Strike. My voracious helicopter shoot'em-up appetite was abated for a short while with the arrival of Zeewolf, but I think this is definitely better. It's much easier to pick up and play, and, while not as difficult and complex, I think it will stand the test of time better. EA won't be too happy at losing the rights to release it, but their loss is most definitely Ocean's gain. This will end up being a serious contender for the top spot for a long time to come. It's good to see a quality game of this type finally make an Amiga appearance. Nice one.

**REVIEWED BY CHICKEN**

## SECOND OPINION

**I** never really got to play Desert Strike that much, so I can't really say how they compare, but if it was anywhere near as good as this then I certainly missed out. It seems to play a little slowly at first but once you've got to grips with it you'll have a whale of a time.

**REVIEWED BY STEVE**

**OVERALL SCORE**  
**90%**



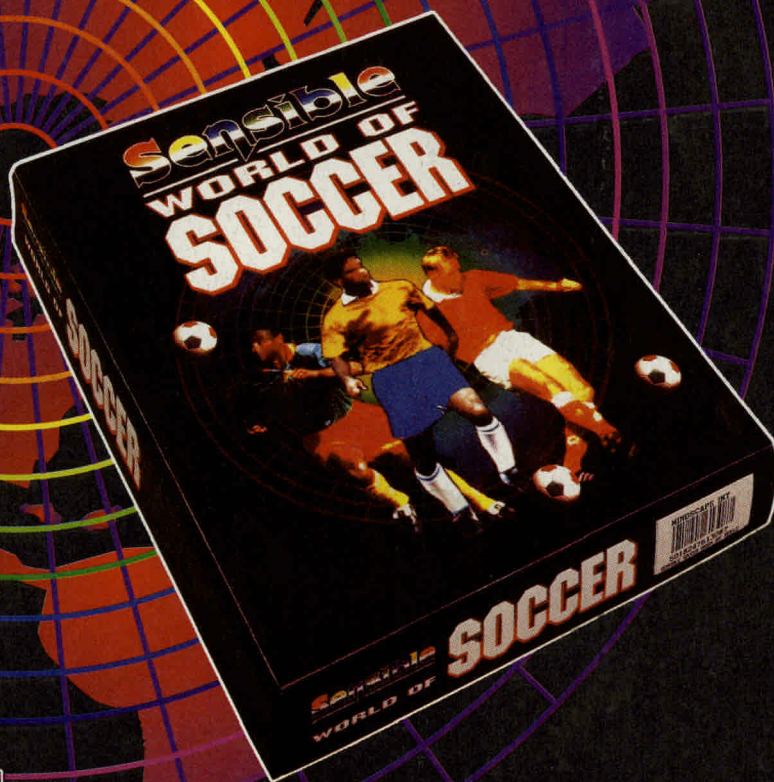
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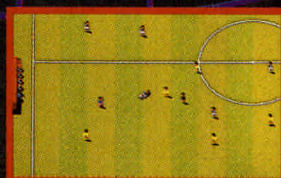
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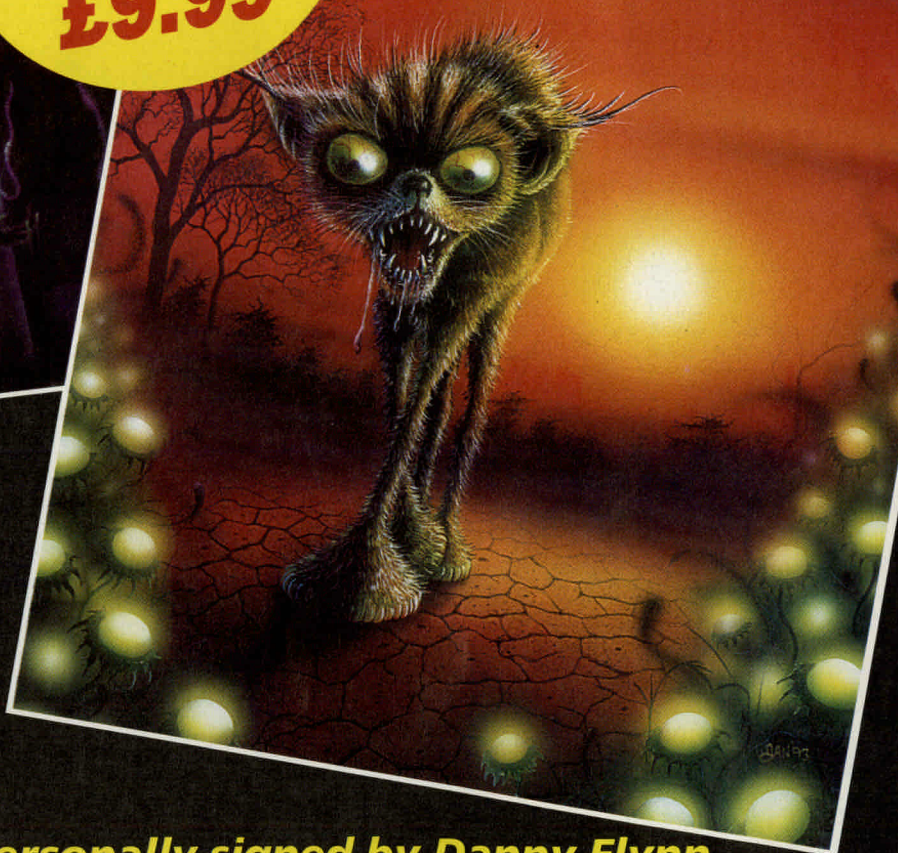
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# ESP Sports Management

## TACTICAL SIMULATIONS

REALISTIC COUNTY CRICKET GAME



# Cricket

*Masters*

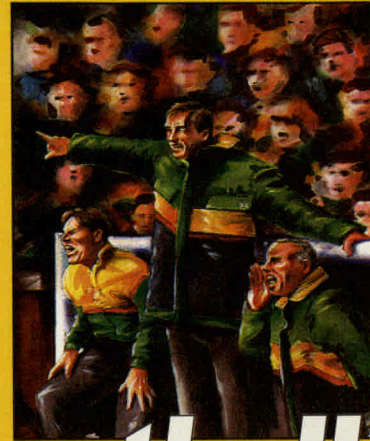


THEY THINK IT'S ALL OVER. IT IS NOW.  
FOOTBALL MASTERS 5, THE BEST OF THE REST 3

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ESP



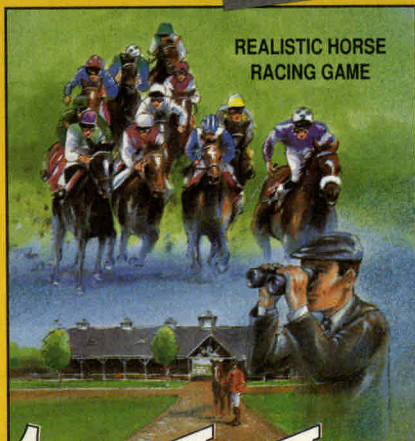
# Football

*Masters*



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## ACTION REVIEW

## RACING

CD32

# Roadkill

**What's that you're saying?  
Another superb game for the  
CD32 courtesy of those great  
geezers at Acid Software? Are  
they good to us or what?**



Oh no! A spin-out on the speed bumps. Watch that concrete wall...

**A**cid Software raised quite a few eyebrows last year with the release of the excellent (and humourously entitled) overhead racer, Skidmarks. Now, aiming to better that initial track success and following hot on the heels of their last CD32 stunner – Guardian, Acid are about to launch the excellent Roadkill.

We're taking a look at the CD version, which at the time of going to press was all we could get our hands on, but A1200 owners should also take an interest as the game will be available on their machine too.

As the name suggests, Roadkill is a little more than your average screw around the track at breakneck speed. It's set in the future (naturally) and you're a hot young driver who wants to be the best there is (surprise). Unfortunately, the other drivers have been taking lessons from a certain Mr. Schumacher who has been running a successful driving school in Australia (allegedly!), and they aren't just content with taking the chequered flag – they'd like to see you well and truly dead too!

Having said that, you're no angel yourself, and wiping out the opposition is part of your gameplan as well! How does ramming people into spiked walls sound? Maybe a missile up the



exhaust would do the trick, or failing that, a mine left on the road could improve a careful driver's chances of maiming a fellow racer. It's all in Roadkill and you get paid by the death, as long as it isn't yours.

Getting down to basics, you can race as one of eight different characters in different coloured cars. Then it's straight off to the pre-race screen where vital information on the track and the available weaponry is provided.

Next, the race track appears, and it's time to go scooting off trying to damage the other drivers – each kill providing a large amount of steadily accumulating cash.

On certain tracks a jackpot is awarded, say after four kills, and obviously this provides a huge quantity of money, which is an indication of your ultimate power.





Six different cars can be picked for the race. Which one will you choose to smash into the walls and write-off?



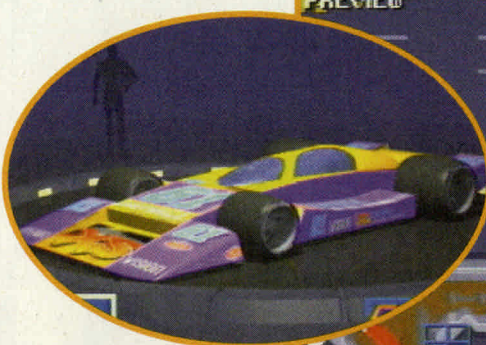
Another Roadkill for you. That's another couple of million in the old bank account. Oh and a dead bloke too. But don't worry about that!

Control is either via a standard CD32 controller or a joystick. However, if you select joystick, the instructions reliably inform you that you require the keyboard for extra controls!

To aid in the slaying of opponents, numerous pick-ups can be collected. These include armour, first aid, missiles and rockets – the latter two causing varying degrees of damage if you score a direct hit. These are in limited supply and should be used wisely. There's very little point in just firing off every second because you'll soon run out of ammo and you'll be kicking yourself when you're right up the tailpipe of the leader on the final bend and you wasted your last rocket two laps ago.

There are four different levels on which to race. The first, Turbo Death Challenge, is

The arrows on the track give an indication of where to go



PREVIEW

Screeching around the track at hundreds of miles an hour can be great fun

followed by the Maximum Overkill Grand Prix, the Badlands Mega Smash and the Roadkill Eliminator. Trust me when I say that it's going to take a pretty good driver to get through that lot.

Graphically the game couldn't really be any better. Scrolling is smooth, the in-between race sections are good and the control system is easy to pick up. No problems here at all.

It seems safe to say that Acid Software haven't produced anything average yet, let alone bad. With each release it is apparent that the programmers are putting a lot of time and effort into making their final products as polished as possible. Guardian set new standards for the CD32 and Roadkill will give beleaguered owners of this machine something new to show off.

Other software houses with similar products in the pipeline will have to watch out, because it looks like Acid have got themselves another good 'un. **A**



## THE LOW-DOWN

**PUBLISHER** Acid Software  
**CONTACT** 0302 890000  
**HD INSTALLABLE** N/A  
**PRICE** £29.99

<b>GRAPHICS</b>	87%
<b>SOUND</b>	87%
<b>PLAYABILITY</b>	90%
<b>DIFFICULTY</b>	Tricky

I'm not really sure I want to live much further into the future because every sport that exists there seems to involve people getting killed. All those spiked walls and rockets sound a bit too painful for my liking, but that hasn't stopped me from playing Roadkill to death. I'm not the world's biggest fan of overhead race games but I could get to like them if we get a few more that are up to this standard. In my opinion it's better than Poverdrive, but strictly speaking it isn't the same sort of game. Well worth a look for both CD32 and A1200 owners alike. Nice one lads (again).

REVIEWED BY CHICKEN

## SECOND OPINION

Another very impressive game from Acid, with an intro sequence that goes some way towards utilising the CD32 properly. Ultra playable and great fun, but... well, I've played through about eight tracks and still can't spend the money I've won on weapons and stuff.

OPINION BY PAUL

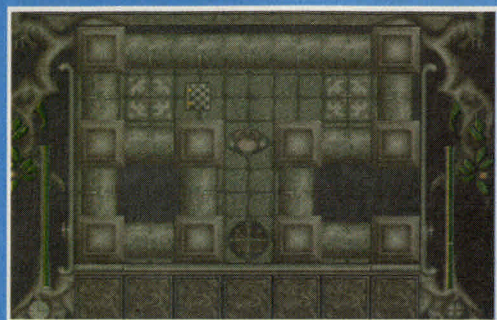
OVERALL SCORE

91%



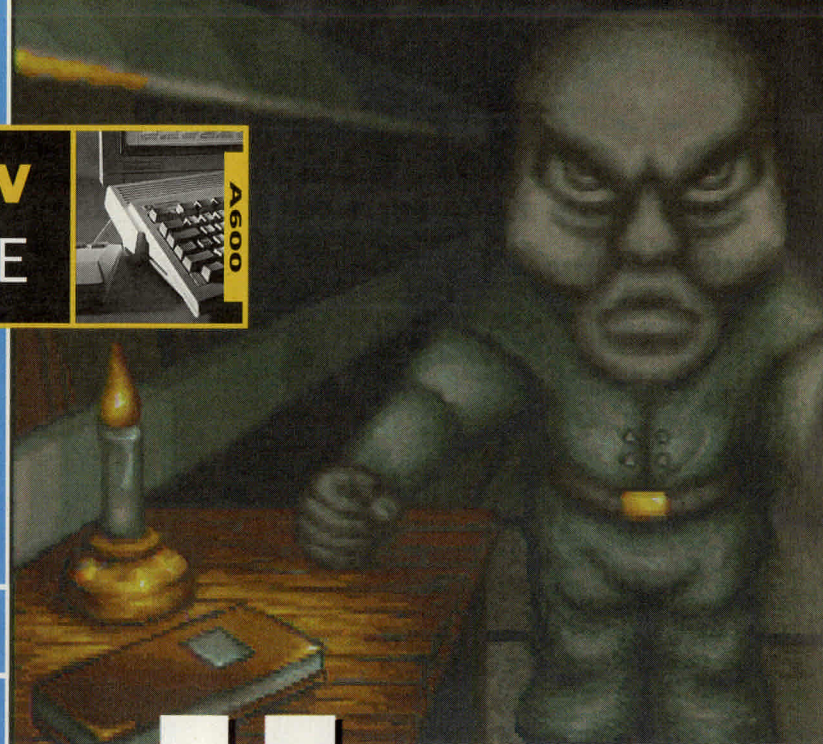
# ACTION REVIEW

## ADVENTURE



You may be surprised to see very little difference...

Although the intro sequence is vastly improved upon



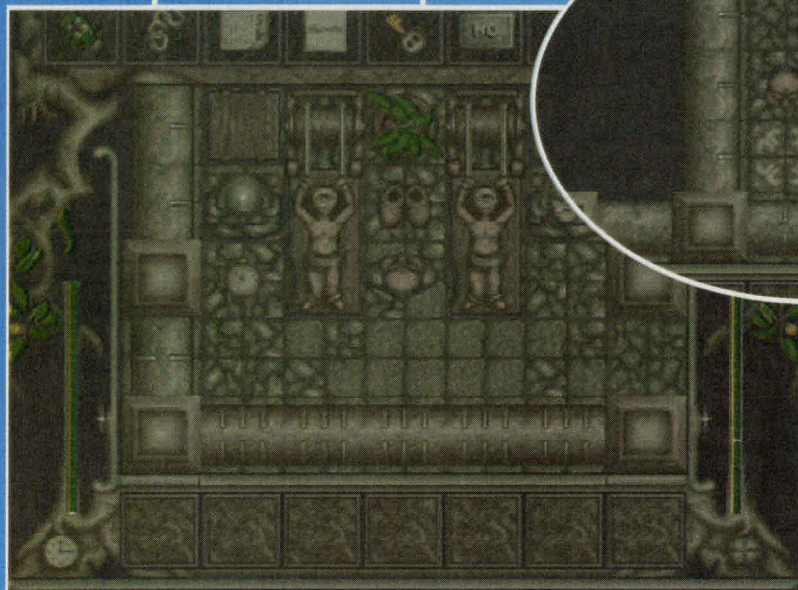
# Valhalla - Before the War

**At last, the wait is over. Vulcan are back with more speech-filled adventuring antics, and this time there's a twist**

**V**alhalla and the Lord of Infinity has to be my favourite game of the year so far, although admittedly I haven't yet played Sensible World of Soccer. I know that some people didn't like it, and of course they are all entitled to their opinion, but I honestly believe that those people who dismissed it out of hand did so without really giving the game a chance.

The fact that this was a ground breaking game in an area that had seen no real injection of originality in a long time, was completely ignored, and Lord of Infinity was duly slated by people who I'm sure played it only until the first time they got stuck.

The gratuitous torture scene in Valhalla Before the War will be lucky to make it past the censors



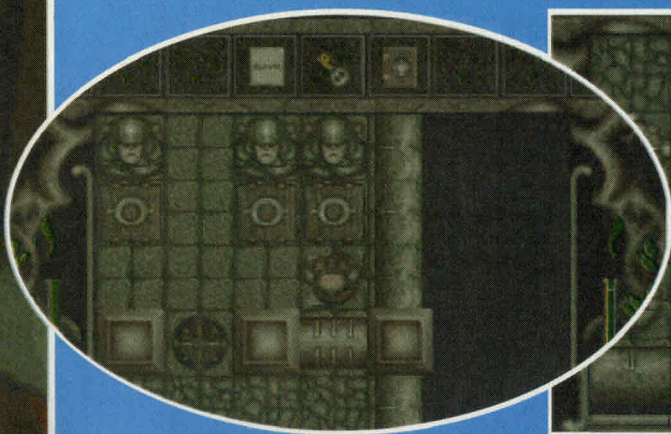
As with the first game, conversations are constructed using phrases you collect





SEE OUR  
AMAZING READER  
OFFER ON PAGE 69

If you want  
to be able to  
cross the  
green stuff  
regularly  
you'll need a  
stamina  
potion



That game came out only about four months ago, so to be fair we couldn't really have expected a sequel this side of the new year. Some would

say that even if programming a sequel was possible it would be too soon, because anyone who bought the original and liked it would still be playing it. I don't think this is the case though. The number of phonecalls we've received from people who've completed the game and are gagging for a sequel is astounding. Therefore I feel that Vulcan's timing is spot on in releasing a special edition, rather than a sequel at this time.

Remember in the first game how you played the good-natured Prince of Valhalla as he strove to regain the crown stolen by the evil Lord of Infinity? Well, in this prequel, set before the events of last time, you actually control your nemesis of the future, the misunderstood Lord of Infinity. If you're expecting the game to contain more leaps forward in terms of invention and new ideas then unfortunately you are going to be more than a little disappointed.

The game plays in an almost identical fashion to the first with any differences being virtually irrelevant. For instance, the intro sequence is far superior to the last one, and the addition of controls to enable you to turn off any non-essential speech should stop the whingers who constantly harp on about the Prince getting on their nerves. Apart from this, it's pretty much as you were, with four more levels of infuriating puzzle solving for those who think they can handle it.

Personally I find the puzzles in Before the War to be superior if anything, because if there was a fault that you could justifiably level at the original, then it was that some of the puzzles relied just a little on trial and error on the part of the player. This has been changed now and all the problems I've come across have been solved by applying a little thought and logic to the situation.

Don't get the wrong idea, I'm not saying that the game is easy, because it's certainly not that. It's just that if you are to finish the game, at no time will you have to rely on luck or have

to think, "Hang on, why's that happened?" It's all set out clearly for you and with a lot of thought you'll be able to carry every puzzle through to its logical conclusion.

Let me give you an example. On the first level there is a room containing four soldiers all sat at tables. At the top of the room is a door which you can only go through if the men agree to either let you through or don't notice you sneaking past. If you speak to them you'll find out that they want a drink, so off you go to fill up four tankards with ale convinced that in gratitude they'll allow you through. But oh no! Now they want something to eat don't they. Fortunately, some kind soul has left some chicken legs lying around, so when you've managed to gather four of them together you toddle off to feed the guards. Surely now they'll let you pass. What more can they want? Oh I see, the ungrateful sods want another drink do they? Right. That's it. It's time to show them.

### Amazing!

Perhaps you can use that nasty looking stuff on the floor through there to poison them, if only you can find some way of picking it up without losing energy. What about that protection spell lurking in your rucksack? That might do it. Yes! Right, now quickly to the barrel of ale before the spell wears off, and in it goes. Now to fill the tankards again, (this time with poisoned ale), take them to the soldiers and gain access to whatever's behind the door when they collapse.

As you can see, the puzzles are far more involved now, and although they are greater in complexity, I don't think they make the game harder, they just give it a far more polished and

professional feel. What it comes down to is that anyone who liked Valhalla and the Lord of Infinity simply has to own this.

Vulcan have taken a definite gamble by producing a game so similar to their first spectacular effort. However, if you remember that this is only a special edition and not strictly speaking a sequel, you definitely won't be disappointed. Roll on Valhalla 2. **A**



## THE LOW-DOWN

**PUBLISHER** Vulcan Software  
**CONTACT** 0705 670269  
**HD INSTALLABLE** Yes  
**PRICE** £34.99 or see P.69

<b>GRAPHICS</b>	80%
<b>SOUND</b>	93%
<b>PLAYABILITY</b>	95%
<b>DIFFICULTY</b>	Tricky

Most of you have probably glanced at the screenshots and gone straight for the comment. Normally I think you could get away with this tactic, but in this case you would certainly benefit from reading the full review. Yes it looks and plays like its predecessor, but that doesn't matter one bit. This is such a good concept that it can stand another version, and is therefore an essential purchase for both fans of the original and newcomers alike. It's just to be hoped that the forthcoming Valhalla 2 is significantly different both in terms of storyline and technological advances.

**REVIEWED BY STEVE**

### SECOND OPINION

Regular readers of AA will know my feelings on this game fairly well, and they haven't changed a bit. It's great, and will keep Valhalla enthusiasts going for a couple more months. Perhaps a touch expensive at £35 for what is essentially more of the same though...

**OPINION BY PAUL**

### OVERALL SCORE

**94%**

A crystal is required  
to clear the altar  
from your path





# ACTION REVIEW

## FLIGHT SIM



The cockpit and graphics might not be up to much, but at least the gameplay is there for someone who enjoys a good flight sim



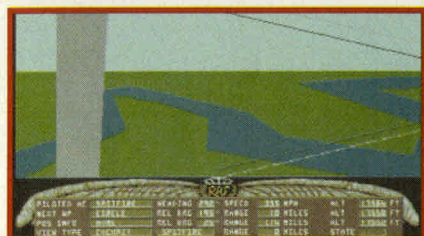
# Overlord

**It's back to World War II courtesy of those flight simulation experts Rowan Software. Chocks away...**

In a normal issue of Amiga Action a game like Overlord would get a couple of pages devoted to it, no sweat. But, as it arrived two days before we went to press, space was even more limited, especially with it being this time of year. So here it is in a somewhat abbreviated form.

Flight sim lovers have been a bit neglected over the past few months with fewer releases than usual. So, for that special brand of gamers who devote their lives to such games, Rowan Software, purveyors of quality flight sims, have attempted to right this particular wrong with their follow-up to Reach for the Skies.

They've got a head start over Ocean's eagerly awaited TFX which has been delayed into 1995, and their subject matter is also rather different. None of this ultra hi-tech aeroplane of the future business for Rowan, they're more interested in the bygone days of propeller power and pilots called Ginger and Snowy. Overlord takes you back to the fighting forties and pitches you deep into World War II.



A quick glance out of the side shows the landscape

It has to be said at this stage that it's not the most spectacular game in the world to look at. It's excellent to play but lacking a bit in the graphics department. If you've already seen the impressive PC version then it's fair to say you could be in for a bit of a shock.

However, gameplay is where it counts and Overlord doesn't lack in that department. A new feature which is a substantial improvement over other sims is the new combat lock view.

This is a special dogfight system which works by following a target around like you would if you were looking at it in reality. This means that when a bogey flies from your view, instead of losing him and scrolling around for ages trying to relocate him, the combat lock view will trace his every move making things just a little bit more realistic.

### Tally-ho!

The usual array of external views are available too, but as usual there's no time to use them in the heat of battle. In fact, there are a large number of keys to get used to, perhaps too many for most people, but if you have flight sim experience then a lot of it will be natural anyway.

Overlord is a very impressive flight sim that on first impressions looks a bit bleak. But, once you're up in the air and buzzing merrily about, all that changes and you realise you are playing a good game with a nice learning curve and ample challenge.

Overlord is the sort of game that will be loved by people who are deadly serious about their flight sims. **A**

## THE LOW-DOWN

**PUBLISHER** Virgin  
**CONTACT** 081 9602255  
**HD INSTALLABLE** Yes  
**PRICE** £34.99

<b>GRAPHICS</b>	73%
<b>SOUND</b>	80%
<b>PLAYABILITY</b>	85%
<b>DIFFICULTY</b>	Variable

When I first saw this I thought, "Oh no!", and I wasn't the only person in the office either. Getting into it a bit showed it to be a far better game than it looked. I'm still waiting to see Rowan's own Dawn Patrol as well as the long-awaited TFX before I make my mind up, but as it stands, Overlord is a good flight sim as long as you haven't played the PC version. If you like a bit of a fly around then spending your pennies on this will definitely not be a waste of time. It's not really beginner level stuff but well, you can't have everything these days can you?

**REVIEWED BY** CHICKEN

## SECOND OPINION

Another aeroplane game which offers every conceivable bit and piece you could want in a flight sim – apart from ease of use. But then I should imagine it is quite tricky to fly a plane, so that's okay. But then it's tricky to save the world too, and you can do that in some games.

**OPINION BY** Obtuse Man

## OVERALL SCORE

# 84%



# UFO

## ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

*"This is the best game  
I've ever seen" 97%*

### COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

AVAILABLE  
FOR  
A1200, A500,  
CD32 AND  
IBM PC

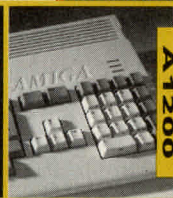
S T R A T E G Y

MICROPROSE

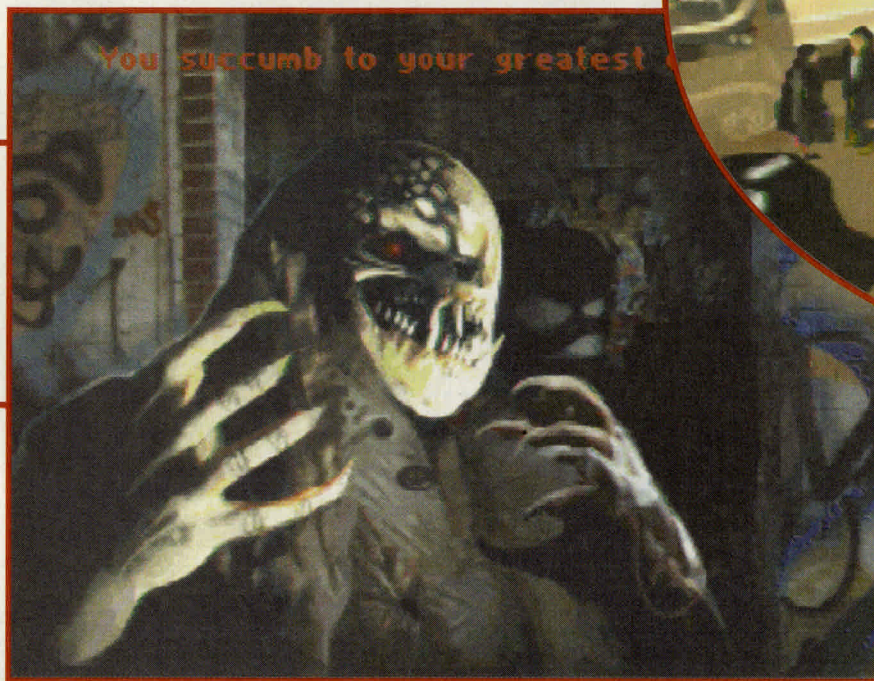


# ACTION REVIEW

## ADVENTURE



Here's a picture of our Editor as you've never seen him before. Could do with giving those teeth a brush Paul mate!



**Special guest reviewer Neil Jones tries his hand at Bloodnet, a vampire filled point 'n' click adventure from Gametek**

# Blo

Bloodnet is actually more like William Gibson meets Bram Stoker trying to be a 'Gothic Cyberpunk' adventure, whatever the hell that means. If this is a success then I think the market is just about ready for my very own 'Elizabethan roller-skating' platformer!

Set in Manhattan some 100 years in the future, new technologies have allowed human consciousness to interface directly with information stored in Cyberspace and given us the ability to bugger about with it a bit. Normally mundane tasks can be done intuitively, freeing up time for more important pastimes, such as dodging creatures of the night and keeping your blood inside your own body.

### Manhattan Transfer

You see, one of the biggest problems of living in Manhattan 2094, apart from the chance of mashing your brain in Cyberspace, is the threat of vampire attack. These creatures have become a real threat to modern life causing mass paranoia and promoting a plague of urban violence. Since the streets are already full of outrageous and grotesque creatures, the vampires can wander around virtually undetected chomping on victims willy nilly.

In a nut-shell, you play Ransom Stark, a one time low-paid computer spod, who has fallen prey to a vicious vampire. The only thing that has prevented you from entering the realm of the undead so far is a small neural implant designed to keep your perceptions firmly fixed in reality. Put simply, you must discover the means to purge your blood-lust before it expires, or die!

Bloodnet is what we refer to in the computer games industry as very big (as 12 disks would imply!). You control Stark's progress around the sprawling city, travelling between locations, collecting information, interacting with strange,

**P**oint and click adventures eh? You either love 'em, or you hate 'em. Me, I absolutely bloody love 'em, and having already seen the PC version of Gametek's new P & C adventure, Bloodnet, I loaded the 12 disks (yes, 12!) of the Amiga version with a minor amount of excitement.

Anyone familiar with William Gibson's hellish vision of the future will instantly recognise the Cyberpunk influences in this new Christmas offering. You know the sort of thing – computers run everything and all humans are either worthless vegetables or anarchic neo-luddite types. Actually, that's quite an accurate description of the Amiga Action team now I come to think about it. [Steady! – AA team]

This cybernetic hospital is a good place to pick up clues from people who don't want to kill you





Not your average church.  
The graphics really are a bit  
special aren't they?



You can talk to  
anybody you find  
milling around

Buying goods  
from this dodgy  
dealer is useful



# odnet

bizarrely named items to solve puzzles, and pulling together a rag tag renegade army with which to kill vampires, enemies and totally innocent members of the public.

At first all this can seem a little daunting, especially if you're of the 'quick, let's ram the disks into the machine and completely ignore the manual' school of thought. There is so much information available for you to access and so many individuals to talk to that it will take some thought and persistence if you are to fully appreciate this game.

## Peters and Lee

Undoubtedly this is one of the game's finest traits, since depth and longevity are increased dramatically and give a certain addictive quality. Death by over-exposure to monitor/TV radiation does however become a real possibility.

With literally tens of variables, you can modify, tweak and personalise any game you embark upon. Want to adjust the personality of your characters? No problem. You and each of your party has a set of statistics such as physical attributes, hacking ability and combat powers. Each of these can be enhanced to create

new possibilities making each new game relatively unique.

There are plenty of weapons, electronic gizmos and bits of equipment to collect or steal (try out the smart drugs which can be synthesised using a pharmaceutical kit). These items will be essential for progress throughout the game and can, at times, be fairly amusing – hallucinogen-laced edible flower blossoms?

Graphically this is pretty much identical to the PC version – imaginative, colourful and detailed, though for obvious reasons the animations aren't quite as fast. The sounds are similarly impressive, combining atmospheric little ditties with more up-tempo, light hearted tunes for the death and mutilation scenes.

Bloodnet carries an 18 certificate, so expect violence, the odd gory bit and a touch of earthy language. But, all-in-all, it's a great game which is thoroughly absorbing, entertaining and playable. An A600 version is also due out very soon. **A**



There's a strong  
Cyberpunk  
connection with  
Bloodnet that runs  
through all the  
graphics

## THE LOW-DOWN

**PUBLISHER** Gametek  
**CONTACT** 0753 553445  
**HD INSTALLABLE** Yes  
**PRICE** £29.99

<b>GRAPHICS</b>	91%
<b>SOUND</b>	88%
<b>PLAYABILITY</b>	90%
<b>DIFFICULTY</b>	Tricky

**B**loodnet represents a top quality point and click adventure that should have fans of the genre wriggling with excitement. With loads of complex puzzles, plenty of action and an enthralling plot, this is one of those rare games that is actually worth playing. Well worth checking out.

REVIEWED BY NEIL

## SECOND OPINION

**J**ust what the doctor ordered. The Amiga's crying out for games like this. Bloodnet is far better than I expected it to be. Great atmosphere is generated throughout and 12 disks eh? That's got to be some kind of a record for an Amiga title to date.

REVIEWED BY CHICKEN

## OVERALL SCORE

90%



## ACTION REVIEW

### BEAT 'EM - UP



**T**he original Mortal Kombat said a lot about the state of beat'em-ups on the Amiga. Everything prior to it had been a bit poor in comparison with what was available on the SNES and Mega Drive, and there wasn't really an excuse for it.

One of the old boys proves his worth with another Fatality

"A decent fighting game can't be done!", they cried. Team 17's Body Blows pointed things in the right direction, but it wasn't until Virgin and Probe released the first Mortal Kombat that people realised that with a bit of care it could be done.

Then all went quiet. The rumours began to circulate that the sequel would never appear on the Amiga. Then, out of nowhere appeared Acclaim, promising a release within a month. And they've only gone and done it.

# Mortal Ko

**It's finally here. Less than a year after Mortal Kombat II appeared in the arcades you can have an Amiga version in your own home. Good eh?**



Rayden fancies his chances but he'll have to do better with this special move

Probe were once again enlisted and the thought did cross my mind that MKII would just be a rush job using the old code. However, I hold my hands up and admit that I was totally wrong. This finished product is absolutely superb, far surpassing the original and is easily better than anything else the Amiga has brawling-wise.

They say a picture paints a thousand words, and if that's the case I want paying for about fifteen thousand of 'em. Just take a look at these Amiga screenshots and you'll get an idea of the work that has been put into the game.

### Tear her arms off

There are 12 characters to choose from this time around. All the old favourites are here plus the new guys from the arcade machine. It doesn't take Einstein to work out that that's a hell of a lot of moves to remember before you can hope to master the game.

The Mortal Kombat name is now synonymous with blood and guts, and there's more than a fair dollop of gore in this version. The ELSA ratings on the back of the box suggest that it is only suitable for people over the age of 15, so you have been warned.



SEE OUR  
AMAZING READER  
OFFER ON PAGE 8



Kung Lao gives  
Reptile a  
bit of a  
leathering

# mortal combat II

The death moves are as gruesome as ever. How do you feel about having both your arms ripped off by new character Jax and watching in horror as the blood spurts out of the wounds while the word 'FATALITY' rubs in just how poor that last showing was?

A nice touch is the addition of both Friendship moves and Babalities. Fatalities may be what everyone wants to see in the game, but how about pulling off a special move that either turns your enemy into a baby or even your best mate?

Everything is possible in Mortal Kombat II, but you have to find the combinations of the major moves before you can pull them off.

## Where's my spine gone?

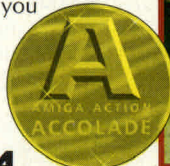
The basic moves are thankfully provided in the manual, but as for the specials, it's a case of working them out for yourself or waiting until we get around to printing them.

Another difference between the two MK versions is that this time it is considerably tougher than before if you're fighting against the computer opponents. It certainly won't be a case of finishing the game without a Continue, even if you select Very Easy mode.

Without a good knowledge of a character's moves as outlined in the instructions, your chances of winning even a bout are next to nothing, so the manual is essential reading.

The characters are varied enough to keep hardened players at it for ages, and anyone who knows the original will be able to get into it almost immediately.

Both graphically and sonically, Mortal Kombat II is absolutely superb. Even on the lower spec machines the game is stunning, which is a terrific achievement. I suggest that you buy this at once. It's definitely essential Amiga gaming.



## THE LOW-DOWN

**PUBLISHER** Acclaim  
**CONTACT** 071 3445000  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	93%
<b>SOUND</b>	91%
<b>PLAYABILITY</b>	91%
<b>DIFFICULTY</b>	Variable

The best Amiga beat'em-up by far. If you haven't got it already get down to Future Zone and get your tenner off. I can't believe you can get a game as good as this for under £20 these days. It's fast, difficult and tremendous fun to play. If there has to be a gripe it's that there is a lot of disk swapping and you can't install it to a hard drive. I like a good beat'em-up but I prefer a brilliant one, and I prefer this. Probe should be made to do NBA Jam immediately and sent to their bedrooms until it's finished. They shouldn't be allowed out to play either. Or eat their tea.

REVIEWED BY CHICKEN

## SECOND OPINION

Mortal Kombat was the ultimate Amiga beat'em-up. Until now that is. In one month two games have surpassed it in almost every department. I like Shadow Fighter and Mortal Kombat II equally, but if you're looking for something to show off with, it has to be this.

OPINION BY STEVE

## DIFFERENCES

Mortal Kombat runs like a dream be it on the A1200, A600 or anything else. It's a fraction slower on the 600 but what do you want? Blood? Well you can certainly have plenty of that here.

## OVERALL SCORE

93%



# ACTION REVIEW REVISITED

## Bump 'n' Burn

The hot news for, er, "Race Fans", is that Grandslam's definitive Mario Kart'em-up has been given the Murray Walker style commentorial overhaul and now comes complete with full speech at the beginning of the game and during races.



This hardly improves the gameplay of course, but then that department was pretty much okay anyway. With the "zany" commentator giving an overview of the pre-race situation – introducing the characters basically – the Wacky Races atmosphere is further heightened and the whole thing is just a bit more fun.

Even the CD32 controller can't seem to detract from the gameplay. In fact, like most games of this kind, control is actually slightly easier using your thumb. It's good to see any extra usage of the CD32, and the commentary on this version should be enough to please the console owners.

The original version of Bump 'n' Burn was slightly overmarked in my opinion, and the updated score reflects this, but both versions are well worth having. **A**



C D 3 2

ORIGINAL SCORE

92%

UPDATED SCORE

90%

PUBLISHER Grandslam PRICE £29.99 REVIEWED BY Paul

## Beneath a Steel Sky



It's taken a while, but Revolution Software have finally transferred the heroic Robert Foster on to the CD32, where he will, unless I'm very much mistaken, once again delight anyone who is sensible enough to buy this ultimate of adventures.

The story is a long one but all you really need to know is that you are lost in a particularly industrial and dingy city of the future.

You are being mercilessly hunted down by the city's secret police force and it would definitely be an unwise move to hand yourself over to the authorities without a struggle.

It is essential that you find your way out of the city and there is a mysterious plot with a bit of a twist thrown in at the end for good measure.

Steel Sky was a hit with me originally not only because of the depth and logicity of the gameplay (which isn't to say linearity), but

because of the atmosphere the programmers somehow managed to squeeze in.

The difference with this CD version is that full speech is now available as an option. You can choose speech and text, speech only, or, if you prefer, just the orthodox text method of finding out what is going on. And I can't decide whether it's good or bad to be honest. Some of the voices are excellent, but others are... well, not as good, and these take away a certain something that the disk version created. But maybe that's just me. I'm very big on atmosphere, you'd never catch me going to the moon for instance.

Either way, Beneath a Steel Sky remains one of the very best adventures on the Amiga, and once again it's good to see the implementation of something new. It would probably have been much better received if it had been out before the excellent Simon the Sorcerer CD32. **A**

C D 3 2

ORIGINAL SCORE

92%

UPDATED SCORE

90%

PUBLISHER Virgin PRICE £34.99 REVIEWED BY Paul



# Alien Breed II Tower Assault

previously-released-on-CD32 Alien Breed II double pack.

Alien Breed II is the follow-up to Alien Breed, where the peace has been shattered and all the new aliens need to be brutally slaughtered in quite gruesome fashion.

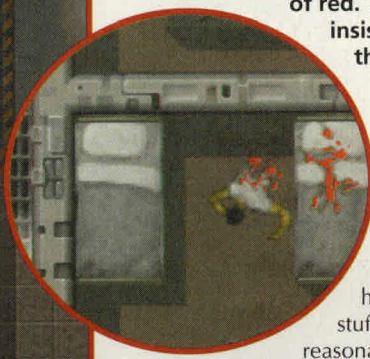
Tower Assault is an ABII/AB'92 hybrid and comes complete on this format with a

stunning introduction, the kind of which you honestly don't expect to see on an Amiga, and it sets the mood perfectly ("Aye-aye lads, watch out for them alien buggers!") It's the best of the AB bunch, and with this and #2 bundled together you'd be a fool to miss out. Unless of course you own them already, in which case you'd be a fool to still be reading. Fabulous intro sequen<sup>4</sup>



**N**ow I don't mind spending the odd bob or two on, well, virtually anything really, and it doesn't have to be just a bob or two either. I spend money like it's going out of fashion, and never mind that all the statements I receive from the building society are notable for their extravagant use of red. There is one thing I insist on however, and that is that I get something worth the money, and that's why I like Team 17.

Perhaps it's that Yorkshire blood coursing through their veins, but whatever the reason, they have a happy habit of bunging stuff out at more than reasonable prices, as indeed they have done once more with the all-new Tower Assault and all-old-but-never-



**PUBLISHER** Team 17 **PRICE** £29.99 **REVIEWED BY** PAUL

C	D	3	2
ORIGINAL SCORE			
n/a			
UPDATED SCORE			
92%			

# Fields of Glory

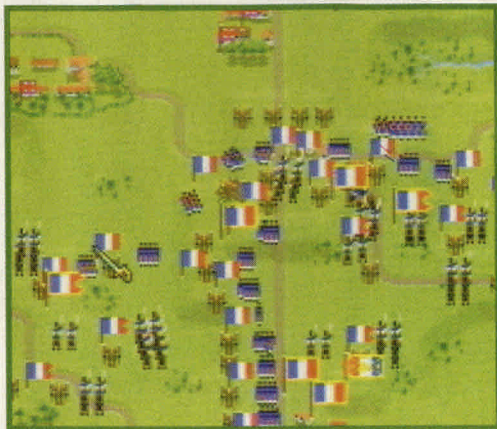
**M**icroProse have finally got around to releasing one of the best wargames ever on to every Amiga format. The CD incarnation gives owners of this machine access to something a little different to the regular diet of racers and platform games and personally I think it will do very well.

If you're into wargames it's quite possible to feel left out as good quality stuff is a bit thin on the ground, but Fields of Glory goes some way to offset this. Set in the 1800s around the famous battles of Napoleon, each scrap is beautifully depicted by little men decapitating each other with cannon balls and sabres.

Even though the manual isn't too hefty, there is quite a bit to learn. But fortunately, the different difficulty levels and comprehensive training you are given before you start the battles for real, more than eradicate any minor problems.

It isn't exactly speed load city, but the data is transferred from the CD as rapidly as you can expect under the circumstances. MicroProse have done a fine job in getting this on to the Amiga and it comes highly recommended if you want the best wargame in town.

Oh, and as a postscript, one of our regular readers would like us to point out that the terrain has a definite effect on the movement of your troops. If it's hilly, they'll struggle a bit and so on. Fascinating, absolutely fascinating. <sup>4</sup>



STAFF OFFICER'S REPORT		BATTLE OF WATERLOO	
FRIENDLY CASUALTIES		ENEMY CASUALTIES	
COWLEY	0	0	0
INFANTRY	0	150	225
ARTILLERY	0	0	0
OBSECTIVES	2300	0	-3100
OVERALL SCORE		-575	

C	D	3	2
ORIGINAL SCORE			
87%			
UPDATED SCORE			
87%			

**PUBLISHER** MicroProse **PRICE** £29.99 **REVIEWED BY** Chicken



# At the End



Nothing eats up great chunks of a gamesplayer's time quite like a football management sim, and there are no football management sims quite like the Premier Manager series, currently in its third incarnation. But, at the end of the day, as they say, just how different is this most comprehensive of "software toys" from the real thing? We went to Wigan Athletic to find out

WRITTEN BY PAUL ROUNDELL





# of the Day

**W**ith the possible exception of Graham Kelly's personality coach, you'd be hard pressed to find anyone in English football with a trickier job than Wigan Athletic manager Graham Barrow. He joined the club in September after a run of six successive defeats from the start of the season had left them propping up the Third Division without a single point, and with the threat of non-league football looming. At the time of writing, The Latics' form is improving after a couple of wins, but they are still looking for elevation from the foot of the table (late correction – a 4-1 win against Darlington takes them up three places). So, if it's the realities of football you want, then former Chester manager and ex-Chester and Wigan player, Graham Barrow (he's been around has our Graham), is your man.

Reality #1 is that it isn't 100% glamour. A league minnow (Wigan won a place in the old Fourth Division as recently as 1977, the last club to do so under the old election rules), The Latics play very much second fiddle to the town's ultra-successful rugby league team, and first time visitors to Springfield Park are by no means sure of receiving accurate directions from a largely footy apathetic population.

The manager's den is a small office behind the surprisingly well-stocked club shop (Wigan Athletic knickers anyone? – form a queue behind Fiona), where, after a brief and somewhat misplaced spell of chastisement from Gremlin PR Manager and Wigan season ticket holder Steve McKeivitt, regarding the lack of feedback after his trial in 1979, we are invited to sit down and demonstrate these small plastic disks which convince tens of thousands of people they could do a better job than men like Graham. (Note: it isn't just football outsiders who fall under the Premier Manager spell; Club Assistant Secretary, Gordon Allan, recounts with some delight how he and ex-Wigan defender Alan Johnson took Bristol Rovers to the brink of European honours!)

The first action in PM3 is the pre-season, where you can choose to try your lads out against virtually any team you like in a friendly – how about Stafford Rangers away at Sarnfordia, Halifax treading the turf of the Nou Camp or

Macclesfield entertaining one of the Milan duo? Hmm... so how would Wigan go about bringing in a big name?

## Over the moon

According to Graham, "It's all about contacts – about who you know in the business if you want a big game. When I was at Chester at the start of this season we could have had Newcastle down, because I know the first team coach there, and the roles are reversed for the smaller games, with non-league clubs approaching us. That kind of thing can give you a kick start to the season, but you have to be careful not to overdo it – you aren't doing the players any favours if they come into the season on the back of two or three heavy defeats."

Steve McKeivitt is happy to demonstrate his product, stopped only briefly by a quick, "It reminds me too much of my job this", from



[Above] Some hats in the club shop. And caps.  
[Middle] Some scarves in the club shop too.  
[Left] A picture of a bloke on a Wigan match programme. In the club shop.

Action Feature



# At the End of the Day

Graham as he learns about the employment of extra staff in the game. But does it? Do Wigan have all manner of coaches or is that side of the business the sole responsibility of the Boss?

"Well now we've got Roy Tunks (ex-Wigan and Preston keeper, football fans!) as a goalkeeper coach, and even though we're a little club we've used an athletics coach for fitness training. We feel we can handle the football, but even for a club of this status it shows which way the game's going, and it makes a difference when you see someone doing it properly like that. There's a lot more thought goes into it now, very much like that really", he added, motioning towards the TV.

## Sick as a parrot

Another point there then, and what about the day-to-day running of the team? Even with the inclusion of an assistant manager in PM3, handling of the players is very much the manager's responsibility, even though at, say, Everton, rumour has it that the players didn't see the now departed Mike Walker from one week to the next.

"It's how you want to manage really. I like to be out there on the training pitch or I don't feel as though I've done a day's work."

But despite the hands-on approach, Graham feels it is essential for a manager to distance himself from the players to some extent: "That's what I miss probably most of all about not being a player anymore. You can mix up to a point, but you still have to be able to give them a bollocking when they need it. Some managers distance themselves completely, but I haven't found it a problem."

Team selection is where you might expect game and reality to part company for a while.

After all, you wouldn't really expect any grief from a faceless name on a monitor screen if he happens to miss out on Hartlepool United's FA Cup Final appearance, though individual morale does drop.

"We've got a situation at the moment where we've had three wins on the trot without a couple of players who everybody would have considered automatic choices. The press this morning were pushing Neil Rimmer at me (one of the absentees), which annoyed me a bit, but I'd rather have that problem than think, 'who the hell am I going to pick this week to get it right?' You just look for these players to respond in the right way, which they have done because the

reserves got their first win yesterday." Morale then – once again the game's got it right!

Meanwhile the game is underway. Steve McKevitt's Southport are 2-0 down at home to Shelbourne by half-time, and it's time for a look at the stats to see who isn't pulling their weight. Most of the team aren't as it turns out.

Graham interjected at this point: "See, that's relevant to what we talk about, inasmuch as if you get eight or nine players performing on the day, we tend to think it's been a good display. I mean, all eleven have got to put in the effort, but you can usually get away with two players performing below par. I generally think that if the performance is there percentage wise, then the result will be there."

What about the jump in class between each division? You can after all take a largely unchanged non-league side into Europe after a few seasons of PM – perhaps a few more in PM3.



**"I generally think that if the performance is there percentage wise, then the result will be there"** GRAHAM BARROW

"It's not as big as it was, but there is definitely a gap. It's a confidence thing as well. Southend recently went through a couple of divisions pretty rapidly with virtually the same team, and Wycombe are doing a similar thing now." And what about directorial and crowd confidence, another addition to PM3?

"A manager is only as good as his players. There's no magic wand, and it's no good going into a club with a crap team and thinking that you can turn water into wine. There's a lot of hard work to be done and you get judged."

Real anorak PM3 players – the ones who sit through each game at ultra-slow level, kick every ball and feel every missed chance – might like to look out for what Graham calls the Old Football Association Thing – percentage football. "They say if you get 28 throw-ins, maybe 11 or 12 corners – 12 corners means six or seven efforts on goal – that should give you a chance." Be warned though, according to Graham that kind of football will only take you so far.

The match has restarted and Shelbourne have netted a couple more, possibly due to Steve's slipshod management technique of making no changes whatsoever. But when is the right time to make a change, to take someone off or swap someone round?

"Tactically I would probably change something after about 20 minutes. I've said to the players that if I think someone has gone out with the wrong attitude I'll drag them off after 10, which I did once at Chester last year, but that's an extreme circumstance. Tactically though, about 20 minutes – give it a good run and see how it's going."

Transfer fees in the game are pretty much in keeping with reality, but Graham doesn't believe that either reflect the true class of players. "It's got out of hand now – it's mainly through Sky and that, because the money's available. I don't mind if the money stays in the game, but it's when someone pays fantastic money for an average player at a foreign club when the money goes out of the country."

"Big clubs should spend more in the lower leagues. It's time that they used clubs like us – we maybe take one of their promising young players who isn't in the first team for, say, twelve months, with them assisting with his wages – give him some experience. They do this in other countries already."

This doesn't happen in the game, although all the previous PM efforts have featured a youth team coach, who can discover players who improve dramatically over the course of five or six seasons. It's unusual that your youth team boss will unearth more than a couple of players a season, no matter how much you pay him, and as far as Graham is concerned, two eventual first-teamers is a good return from an intake of a dozen or so apprentices.

Graham sums up, "At the moment I think we're losing players because they get messed around so much at youth level by some of the bigger clubs."

The match ends. Southport have rallied and prevented Shelbourne from adding to their four, but it's apparent that a few changes need making before the start of the season. Like picking a new club for instance. But what does a real manager do after a match, and how does he prepare for the next one?

"If it's a Saturday match, I just get on with what I consider to be normal training on

Monday and Tuesday. We work on possession, passing, shooting and crossing – things that go into a normal game – and tend to work on what's going to happen in the match on Thursday and Friday."

"I've been tempted to sit the team down with a video of the game, but I don't. I've had a look at videos myself and then gone on to the training pitch and showed the players, but I think dwelling on mistakes can be demoralising, and it's false too, because you aren't looking at the whole picture."

As far as the game goes, it is possible to take a team like, say, Stafford Rangers to the top of the Premiership and beyond – it has to be, because it's a game after all. But what's a realistic aim for a lower league manager with one group of players?

"I think the playoffs are within the reach of everyone. You know, you can come seventh and still get promoted, and it's good for the game and good for the fans, even though at the end of it all you still might not make it."

And in closing: "You shouldn't go into any game thinking you can't win. You should always believe you can get a result, but if people would accept that there have to be both winners and losers, football would be a better game for it."

So there you go, a manager speaks, and seems impressed by what is in effect a simulation of his life. Decide for yourselves whether or not the game reflects reality, and bear in mind also an interesting quote from Graham: "In football, management comes very much second behind playing."

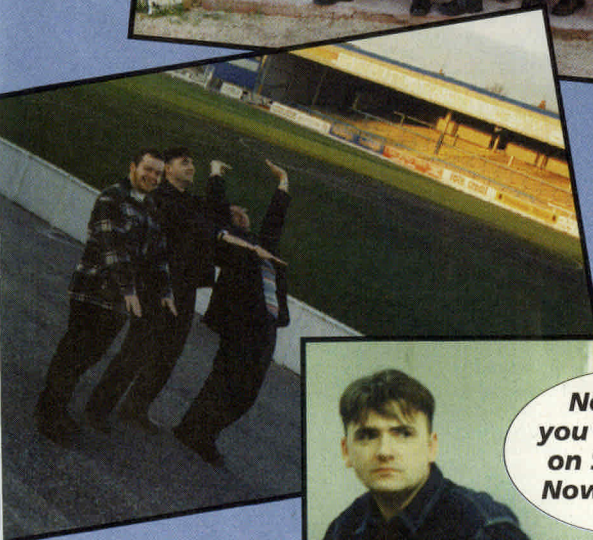
Premier Player Manager, Gremlin...? **A**







'A manager is only as good as his players. There's no magic wand... it's no good thinking that you can turn water into wine' GRAHAM BARROW



[Above] The dynamic, er, trio of Steve, Chicken and Paul go bananas Mexican style at a packed Springfield Park. [Top] A poor performance brings cries of disgust from the bootroom boys. [Right] Steve McKevitt stifles a bitter sob as once again his hopes are cruelly dashed

Action feature







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## Desert Strike

**Publisher** Hit Squad  
**Price** £14.99

Appearing at an apt time – re-released just a couple of weeks before the earlier reviewed *Jungle Strike* reaches the shops – *Desert Strike* is the unofficial licence of the good old Gulf War. When it first arrived it provided all of us frustrated would-be heroes who'd have loved to fly out to Kuwait to give the Iraqis what for, the chance to double Saddam's pain, but what with our back playing us up and one thing and another we couldn't make it.

The commander of some sort of helicopter, you're faced with dozens of missions ranging from the destruction of enemy radar sites to, er, the destruction of a lot of other things. Yes, it's a bit of a destruction-fest is *Desert Strike*. Apart from the bit where you rescue people, which I guess by the same token must be construed as a bit of a rescue-fest. Anyway...



**Reviewed by**  
Paul

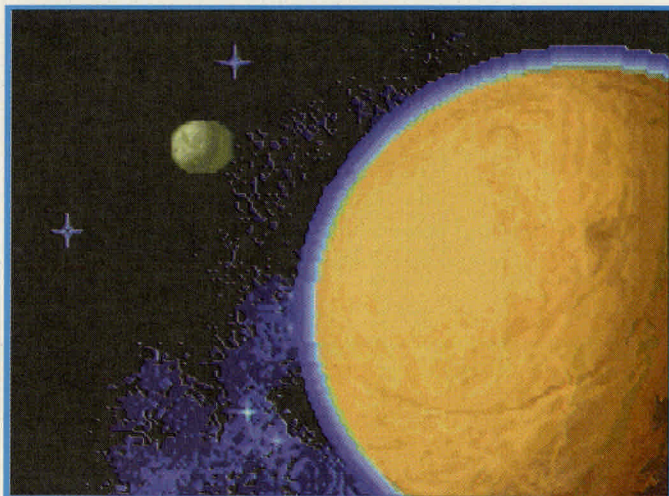
**SCORE** 91%

## Dune II

**Publisher** Hit Squad  
**Price** £14.99

*Dune II* is an excellent strategy game for two reasons. First, against the tradition of the strategy offering, it's reasonably easy to get into and things begin to happen almost straight away. Second, this is one of the nicest looking and most absorbing games of this kind that you are likely to come across.

Unlike its prequel, which was an out-and-out-adventure game, *Dune II* is all about the collection of spice, with you taking charge (the Spicemaster, if you like), of one of three, er, spice collecting teams in an attempt to win control of a planet. You can achieve this aim by providing the emperor with enough capital with which to pay off his debts. The team you choose reflects which path – hostile or peaceful – you will take through the game, and as time progresses you'll build all manner of things – refineries, wind traps, barracks and factories – to aid your quest.



**Reviewed by**  
Paul

**SCORE** 86%



## Kixx XL Classics

**Publisher** Kixx Collection  
**Price** £29.99

If you're an adventure fan with time on your hands over Christmas and you've been in some sort of adventure hibernation for the last few years, then here's something to squander some cash on – a fabulous five game festival featuring all of your favourite LucasArts adventures; *Monkey Island*, *Indy and the Last Crusade*, *Loom*, *Zak McKracken and the Alien Mindbenders* and *Maniac Mansion*.

None of these games are any less than very good (well OK, *Maniac Mansion's* alright), and in *Monkey Island* and *Indy Jones* you have two of the very best. If you want to keep yourself busy over Christmas you could do a lot worse.

It's slightly disappointing that *Indiana Jones and the Fate of Atlantis* doesn't make an appearance to bring the compilation right up to date, but a mere thirty quid for this? A snip guv'nor.

**Reviewed by**  
Paul

**SCORE** 92%



# Beau Jolly Compilation

**Publisher** Beau Jolly  
**Price** £34.99

If we had a Superleague for compilations (and thank God we don't), then this would surely rest at the top, looking down on the rest with a smug grin and thinking, in its own special compilation-like way, "You peasants just can't hold a candle to me – I'm the best." And indeed it is.

Any box which contains two of the best Amiga games of all time, plus one other superb game, plus, er, Terminator 2 The Arcade Game, deserves looking at. And that is, is it not, precisely what we are doing...

**Cannon Fodder** needs no introduction whatsoever, especially since there's a review of the ridiculously hard



TERMINATOR 2

sequel earlier on in this issue. It's a fine example of Sensible Software at their very best – tiny sprites, superb playability, loads of action and loads of humour. And to be honest it's much better than

the second effort, mainly because the difficulty, whilst high later on, isn't so ridiculous as to be off-putting. **The Chaos Engine** is arguably The Bitmap's finest effort to date (apart from "Impy Mish" eh Chicken?), and sees you as a brave and fearless Navvie/Preacher/Thug/any number of other people blasting and barging your way through a number of differing worlds to find and destroy a world-threatening machine – and, if memory serves me, the person who built it. In one-player mode a computer controlled fighter travels with you for help, and in two-player mode there are er, two players. Like Cannon Fodder it's easy and fun to play, and looks great.

**The Settlers** is a different kettle of fish, and could be described



THE SETTLERS

(by someone who doesn't win prizes for their skill in describing things) as Sim Wattle and Daub. It is a mythical past and the idea is to create a healthy and prospering empire from the simple castle that is yours at the outset. Your hard working constructors will endeavour to build whatever you command – within your budget – in order to put your dream in motion, but that's just the beginning.

As well as hundreds of decisions regarding building sites, water, food supplies, transport etc, you need to be constantly on your guard against attacks from other communities. Warriors are therefore needed for protection... and so it goes on. It may not be the easiest game to get into, but The Settlers is absolutely immense and is reason alone to take this box to the counter.

Which brings us to **T2 – The Arcade Game**. Well, look at it this way... there are three games in this compilation which will keep you occupied for literally months. And there's T2.

It would be wrong to call it an all-out bad game, but box filler in this instance might be slightly more accurate.

It's a mouse controlled blaster, a faithful conversion from the coin-op and a good depiction of the film. But it gets boring long before the end of the first level due to the awful samey gameplay. It is perhaps best looked upon as a bonus that the shop assistant accidentally dropped into this excellent three-game compilation.



CANNON FODDER



THE CHAOS ENGINE

**Reviewed by**  
Paul

**SCORE 93%**

Budget Releases



# PD

Paul and Steve are this month's chosen



## ZomBart

Assassins disk 206

As a recent convert (and now ardent fan) of Springfield's first family, I was somewhat optimistically looking forward to a top Bart'em-up in this SEUCK special, but it wasn't to be. The music's there, faithfully sampled, and on the presentation side, Bart looks vaguely like Bart. But then the game begins and it's all a bit disappointing to be honest.

You would be hard pressed to find a more colourful game than this on the PD scene, but the gameplay, such as it is, is sadly lacking. Bart walks along a predefined path as objects and characters block his way. You need to shoot them, but the fact that you have so little say as to where Bart goes completely buggers the

whole affair as far as high levels of enjoyment go.

Still, it is The Simpsons (copyright-infringingly so, in fact) and it does look as though quite a bit of work has gone into it. It's just a pity that it isn't called ZomHomer because that would have made it infinitely more interesting as far as I'm concerned.

Anyway, if you're one of those people who still isn't satisfied after their Sunday night double bill, you might be able to extract the merest slice of enjoyment from Zombart. Most others won't.

## RoketZ

The Farm (Online PD)

Thrust meets... something with guns in it in what must be one of the nicest looking PD games around, brought to you by those happy-go-lucky Scouse songsters/part time programmers, The Farm. It's a multi-directional shoot'em-up with a brilliantly intuitive control method spanning six worlds, and which appears to work only in two-player mode. The idea is to thrust your way around a number of rock-like mazes, picking up energy and assorted power-ups whilst avoiding crashing into anything for fear of the game being over. Obviously.

The sounds are great and although the whole thing is a touch on the empty side, RoketZ is easy to pick up, fun to play, and... cheap! So buy it!



## Blimey

Team 4 1/2 (Online PD)

We were lucky enough to get a letter from the famed C-Monster at Team 4 1/2 informing us that we could if we wished get hold of a copy of the censored version of Blimey, complete with, "the swearing and one background removed".

But of course we didn't bother because we like a bit of a swear here at Amiga Action. In fact in our eyes, the more offensive the word, the better looking, tougher and sexually magnetic the person responsible. But enough of this thinly masked crusade against saddos and on with the game.

Somewhat surprisingly it's actually quite good. Again it's brightly coloured two-player fodder, the idea being to knock your opponent – cunningly disguised as an innocent looking ball of sorts – into walls by means of hammering into him or her reasonably hard.

Your opponent is all the while trying to do the same to you, but if you like, you can avoid crashing into each other by operating the "fly through" mode where the collision detection is turned off. This might be considered by some as cheating,





# two, as into the PDsphere they rocket...



SPITFIRE ASSAULT: The caption writer didn't see the game and has no idea what to say here...

but hey, who cares? The backgrounds are quite bright and interesting, and it's reasonable fun for up to four players. And remember - you can order the non-swearing version if you like!

## Gamma Zone Assassins Disk 212

Gamma Zone is what, were it a full price game, we'd call arcade strategy. However, if it was full price there would be a lot more names for it that would spring to mind, none of which are printable.

You control a pathetic little sprite that lurches around a poorly drawn background collecting keys and opening doors. There may well be more to it than that, but to be honest, after playing it for five minutes I couldn't have cared less about what was going to happen on the later levels.

There are two other quite decent games on this compilation so I suppose it's worth a look, but as far as Gamma Zone goes, I wouldn't even bother loading it up.



4 GET IT: One of the better efforts of the month, but what's with that name?

## Spitfire Assault Assassins Disk 207

This is another very poor example of a PD game. You have to aim a crosshair and fire rockets at planes that are zig-zagging across the screen.

That's it. There's no point looking for a deeper meaning in there because there

isn't one, and if you go looking for it you're going to come away disappointed. If it's your misfortune to get a copy of this horrendous effort you'd be well advised to format the disk immediately

## 4 Get It Assassins Disk 214

This game isn't half bad and is one of those ten-a-penny puzzle games that seem to be so popular with PD programmers. It's another "move the symbols on the screen around until they touch another matching symbol at which point they disappear" game. Clear the screen of all symbols and you can move on to the next level. And that's about it really.

## Contacts

Assassins: 32 Ripley Avenue, North Shields, Tyne & Wear, NE29 7SA

Online PD: 1 The Cloisters, Halsall Lane, Formby, Liverpool. Tel: 01704 834335

17 Bit: 1st Floor Offices, 2-8 Market Street, Wakefield, West Yorks, WF1 1DH

F1 Licenceware: 31 Wellington Road, Exeter, Devon, EX2 9DU

## Psycho Squares Assassins Disk 208

At last, light at the end of a particularly dingy PD tunnel, although I must admit that when I first loaded this up it was looking even bleaker. It took me a couple of goes to get the hang of what was going on in this "score more points than the other player" board game, but once I did, I was enjoying myself.

There's no point in me trying to explain how the game works, because even though the general principle is quite simple to grasp, it is very complicated to put into words. So, all I can say is that if you're desperate to get your hands on a new, cheap game that will provide you with some sort of enjoyment for a couple of hours, then this is the best I've come across this month.





The Reader Reviews were conspicuous by their absence last month due to the large number of Christmas releases we had to squash into the mag. This month however you can air your views as normal



## VALHALLA AND THE LORD OF INFINITY

**Vulcan Software**

**Reader Reviewer** Angie Henson, London

What a brilliant game this is. Once I started playing this I could not put it down. This is an adventure game with a difference – this game talks back! I think the little prince is so cute, especially when he says, "I'm scared". Valhalla has very detailed graphics and it can also surprise you when you fall through a hole in the floor (creepy).

**Graphics** 85%

**Sound** 90%

**Overall** 90%

**Summary** The best adventure game yet. The talk of the town.

AA RATED IT 92%

## Sectoid AUTOPSY

The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clues as to how this species can reproduce. They are most probably a genetically engineered species.



## FIELDS OF GLORY

**MicroProse**

**Reader reviewer** David O'Connor, Ireland

Fields of Glory by MicroProse is brilliant on the A500 and it should be even better on the A1200. One of the best wargames available and certainly a game for Napoleonic enthusiasts. It's simple to play but hugely challenging and it recreates the famous battles featured superbly. Highly recommended.

**Graphics** 92%

**Sound** 80%

**Overall** 90%

### Summary

The whole 1815 Belgium campaign is right here at your fingertips. The only thing that is missing with this game is a telescope, a funny hat and a gammy arm. Simply superb.

FRIENDLY		ENEMY	
CASUALTIES	POINTS	CASUALTIES	POINTS
CARROLL	0	0	0
INFANTRY	0	150	225
ARTILLERY	0	0	0
OBJECTIVES	2300	0	-3100
OVERALL SCORE		-575	

AA RATED IT 87%

## THEME PARK

**Bullfrog**

**Reader reviewer** Anon, Somewhere

One of the best games ever. This is the best proof ever that putting loads of effort into a game will produce results. Theme Park will truly take you on a rollercoaster ride through the tricky field of amusement park management. Not for everyone maybe, but all strategy fans should buy it now. Start saving up now!

**Graphics** 92%

**Sound** 82%

**Overall** 94%

**Summary** A true Chessington of games.



AA RATED IT 92%



## UFO

**MicroProse**

**Reader Reviewer** Rene Milhilelson, Denmark

In UFO you have control of the Earth. It looks to be a simple job. No way! Every day the whole year shoot down new UFOs. Amazing job to great Amiga owners. There is only one thing wrong with the game. When you first start playing, you can't stop playing again. You can use the year on it!

**Graphics** 89%  
**Sound** 86%  
**Overall** 97%

**Summary** Simply game of the year. Better than the best.



AA RATED IT 92%

## BENEATH A STEEL SKY

**Virgin**

**Reader Reviewer** Adam Jawisch, London

An excellent game brought to us from those marvellous people at Virgin. Although a bit on the slow side, the graphics and sound are really realistic and the animation sequence at the beginning is really cool. The music and the storyline are extremely detailed too, along with the comic that comes with the game. Lots of disks though.

**Graphics** 92% **Sound** 90% **Overall** 92%

**Summary** A game not to be missed, definitely if you like adventure games.

## FIFA SOCCER

**Electronic Arts**

**Reader reviewer** Joe Dwyer, Nottingham

When you consider the abundance of excellent football games on the shelves which sell for the same price as FIFA, this isn't really the pick of the bunch. However, I am more than willing to admit that this game has had a very rough ride from more than one Amiga magazine [very good of you Joe - AA]. As long as you don't take it too seriously it is pretty obvious that it has been designed to be fun and that's just what it is. So, all you football purists who are constantly on the lookout for the closest computer approximation to the real thing, you should really be looking elsewhere. If you've got the money and you're not too bothered about realism, give it a look.

**Graphics** 81%  
**Sound** 77%  
**Overall** 72%

**Summary** Not the best, but certainly not the worst.



AA RATED IT 79%

## ALIEN BREED - TOWER ASSAULT

**Team 17**

**Reader Reviewer** Sally Weatherall, Grangemouth

Team 17 have really excelled themselves this time. Alien Breed has never stopped selling but this latest version is the cream of the crop so far. It's probably the most difficult to get anywhere in because of the new mission format. If you like the Aliens films and you liked the computer game Gauntlet then you'll love the winning that this provides.

**Graphics** 91% **Sound** 88% **Overall** 92%

**Summary** Superb, gory graphics and moody sound add up to a great arcade game.



AA RATED IT 90%

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





**Part 3** It's about that time again. Let's have another delve into the modem world, but this time we're going to have a look at the Internet and what it can do for you...

WRITTEN BY PAUL McNALLY

# Caught i

```
-> 1 paulmcnally Me
MAIL> 1
-----
From: paulmcnally
Subject: Me
Date: Fri, 18 Nov 94 14:21:51 GMT
-----
I'm even clevererer 'cos I can reply to messages too.
Luv Daz
----- Original Message -----
>From: paulmcnally@mail.on-line.co.uk Fri Nov 18 13:37:24 1994
Received: from relay1.pipex.net (relay1.pipex.net [158.43.128.41]) by cix.compulT
Received: from 193.130.168.1 by relay1.pipex.net with SMTP (PP)
id <g.27685-00@relay1.pipex.net>; Fri, 18 Nov 1994 13:39:54 +0000
Received: by mail.on-line.co.uk (5.65/SMI-4.1/On-line) id AA00653;
Fri, 18 Nov 94 14:21:51 GMT
Date: Fri, 18 Nov 94 14:21:51 GMT
Message-Id: <9411181421.AA00653@mail.on-line.co.uk>
From: paulmcnally@mail.on-line.co.uk (Chicken)
Subject: Me
---return for more, s to stop---
[1]=Menu UT100 RxTxCD|8N1|Echo:N|V.42 |LogTo: Nothing|On Line
```



Above: People can upload their own artwork for other people to download and enjoy. Of course you run the risk of it being rubbish in which case you're wasting your already sky-high phone bill on downloading time. That's the gamble you take





```
WELCOME TO THE NASA/IPAC EXTRAGALACTIC DATABASE (NED)

*****
*****
# ATTENTION!!!!!!
# Due to construction activity at IPAC for the remainder of the year,
# there may be unplanned power shortages which will interrupt NED
# availability for short periods of time. Please keep this in mind
# when using NED for long sessions or if you depend on continuous
# access to NED. Planned power outages will be posted here as early
# as possible.
#
# Planned outages:
#
# M. Schmitz - 21 Nov 1994
#
*****
*****
If you have problems, questions or suggestions, e-mail: ned@ipac.caltech.edu
or contact by phone G. Helou, B. Madore or M. Schmitz at (818) 397-9594
*****

Please enter 'X' if you have a workstation or X-terminal,
'T' if you have a vt100 compatible terminal,
'Q' if you want to quit:

I=Menu UT100 RXTX BN1 Echo:N U.42 LogTo: Nothing On Line
```

Above: Oo-er. We're into NASA's Extragalactic Database. There might be some good stuff if we have a bit of a poke around on here so let's see what's happening

Left: For those who like this sort of stuff the Internet carries many areas for bird watchers to indulge themselves in. It's not to everybody's tastes but that applies to most of the network

Below: You can access all areas via menus like these. By moving the highlighted option a selection can be made

# n the Net

**R**ight, we've got three pages. That's hopelessly inadequate for anything other than the most basic of explanations, but as always at this time of year, there's a bit of a crush to get everything in the mag that needs to be there, so I'll stop waffling.

## What is the Internet?

If you've been keeping up you'll know that I've only mentioned the Internet in passing. The reason for this is because the subject matter is enormous. Everybody is writing books on it at the moment - go into a computer shop and chances are there are literally shelves of titles concerning the Internet and its uses.

I reckon there are in excess of thirty different books available, but for a brief yet concise rundown, stick with this feature for the time being.

If you've never heard of the Internet or one of its many aliases - the saddest being Information Superhighway and Cyberspace - then you must have been born inside the last six months, which means you must be pretty bright to have read this far already! But just in case

you've missed out...

Imagine a huge network of computers spanning the globe. Each machine is linked to all the others and can be accessed from any point on the net in the world. This means in effect that if you log on to an Internet point in say Manchester, within seconds you can be directly connected to another machine in Canada, Australia, India, the USA or anywhere else you'd care to dream of. More importantly, it's all for the price of the initial call, and probably a local one if you're not daft.

## Now why would I want to do that?

The variety of uses the Internet can be put to are vast, and listing them all would take more space than this magazine has. Here's a very basic example. You (or your kids if you're that way inclined), have a college project to do for, say, geography, and you need some background information on recent world

NASA/IPAC EXTRAGALACTIC DATABASE  
Version 1.5; DB updated: Oct. 19, 94  
Batch form last updated: Feb. 24, 93

OBJECTS	DATA	LITERATURE	SESSION	MISCELLANEOUS
By Name	Photometry	References	Environment	News & Info
Near Name	Catalogs	Abstracts	History	Calculator
Near Posn		Notes	Mail Results	Batch Job
IAU Format		Theses		
By Refcode		Author Name	New Feature Caution	
Skypilot				
HELP (^h)	COMMENTS(^N)		LOGOUT (^X)	

weather patterns and global warming. Log on to your local access point and search around for a couple of minutes to find a couple of weather centre computers. Then access them and download (transfer to your machine) the latest satellite pictures from a couple of hours ago.

If that sounds a bit bland, how about accessing a machine in Dallas, downloading some really handy utilities and games before going on to an on-line chatline and making some new mates from all around the world?



# Caught in the Net

AFS (R) 3.3 Login

## WARNING

The programs and data held on this system are the property of the University of Manchester, lawfully available to authorised users for authorised University purposes only. Access to any data or program must be authorised by the University of Manchester.

It is a criminal offence to secure access to any program or data on, or make any unauthorised modification to the contents of, this computer system. Offenders are liable to criminal prosecution.

If you are not an authorised user, DISCONNECT IMMEDIATELY.

NOTE: The mail system changed on Saturday 6 August.

For the details, please read the news items 'mail' and 'address'. To do this, use the commands 'news mail' and 'news address'.

[F]=Menu UT100[RxTx]CD[8M1]Echo:N[U.42]LogTo: Nothing[On Line]

The Internet is a culture and its users make it what it is. Remember, every time you are on-line there are potentially millions of other people using the system at the same time. All you have to know is where to find them, and that's where the fun starts.

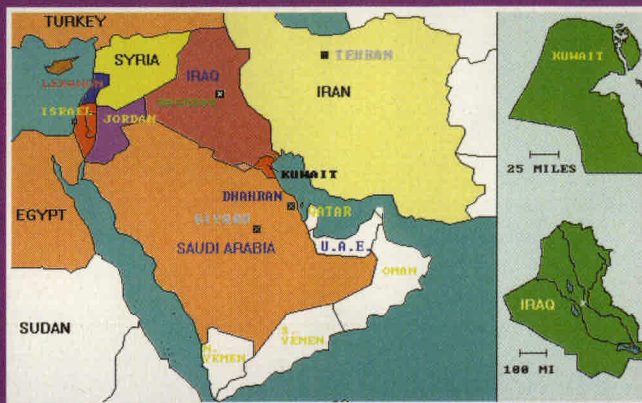
## So what's available?

The Internet is basically divided into sections, so let's take a look at some of the major ones.

**Telnet:** Telnetting on to another system is like directly using the machine, as if you were typing in. These machines can be anywhere in the world and range from Music fanzines to NASA military systems packed with information (it's unlikely you'll ever find anything classified so don't get excited – although if you've been watching the news recently you'll know about the recent BT/spy scandal that recently happened on the Net).

**IRC:** Internet Relay Chat is the system of channels that people connect to to well, erm, chat to each other. It's brilliant and great for meeting people from different countries instantly. You type something in, they see it on screen and type back. It's virtually instant too.

**FTP:** Is all to do with transferring files and is a bit



bland to form a significant part of this feature. Suffice to say you can access many systems around the world and pillage them of files completely free of charge.

**Gopher:** If you're wondering how you're supposed to find one tiny item you want amongst these thousands of worldwide locations then the Gopher is for you. You tell it what you want and it goes for it (gopher – geddit?), thus enabling you to track things down easily.

**Usenet:** This is the strangest area of the Internet and arguably the busiest. Usenet is like a huge Bulletin Board with thousands of different topics covering everything from foot fetishes to Channel 4's comedy, Frasier.

If it all sounds a bit mad, it is, it can also get quite adult at times, depending

where you are. This is a good place to carry out your research, but it can take an age wading through stuff.

**WWW:** The World Wide Web can't be accessed from everywhere, so make sure you ask a potential provider whether they offer this service as it is the fastest growing and most exciting area of the net, featuring full colour graphics and huge areas of information to browse through.

## It can't be free can it?

Nope it isn't, and depending on how much money you have it can be quite expensive. You generally get access to just about everywhere one way or another, some provide software, others don't.

The best way to find out whether a company meets your needs is to give them a call. A lot of the major providers are listed in the box below.

We'll probably be looking at the fascinating subject of computer communications again in the very near future as it continues to take off. For now though you can content yourself by writing to me at the usual address or via email on paulmcnally@mail.on-line.co.uk.

See ya there. **A**

## Useful numbers

Send Christmassy e-mail to me at the following Internet address: paulmcnally@mail.on-line.co.uk (make sure you get all the spaces and punctuation correct or it will probably end up somewhere off the coast of Bangladesh!)

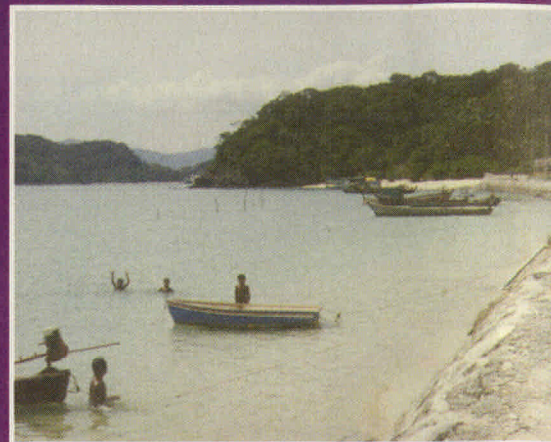
Call On-Line Entertainment (voice) on 081-558 6114.

On-Line Entertainment BBS - 081 539 6763 (be sure to have your modem set up to use this one).  
More useful numbers in the next issue.



New York City. Starting at the southern tip of Manhattan Island, this aerial view extends northward into Mid-Manhattan with glimpses of the Empire State Building, and the World Trade Center.

(c) MPC Enterprises Inc, Glendale NY, 11385



Above Left: If you manage to access somewhere you shouldn't have you'll usually be warned off

Above Right: Wonderful places you can visit on holiday can be downloaded so you can see what it looks like before you arrive  
Left: Research is easy on the Internet. This is a map of the warzone from the Gulf War

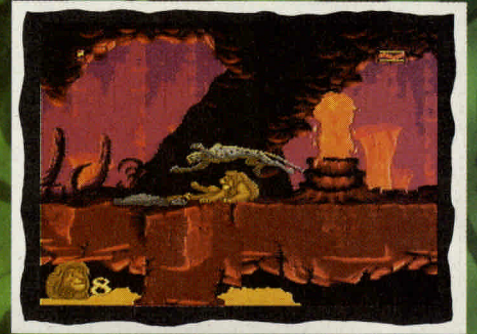


# Disney's THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to

maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation

with Pumbaa the warthog and Timon the meerkat, and his education begins.



Disney  
SOFTWARE

Amiga

Virgin



# Disney's THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.



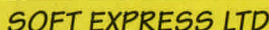
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Screen shots may be from a different version

Disney  
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Deepcare	£14.99	Man United Premier		UFO	£19.99
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Dimmy's Enchanted		Master Axe	£19.99	Vital Light	£19.99
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Fuzzball	£9.99	Nigel Mansell	£14.99		
Genesis	£19.99	Pinball Fantasies	£19.99		

\*\*\*\*\*

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/

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[illegible]

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NAME	
ADDRESS	
POSTCODE	TEL

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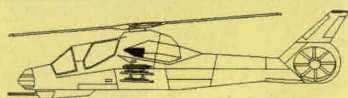
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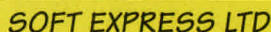
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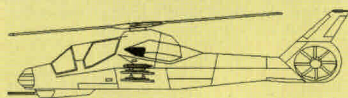
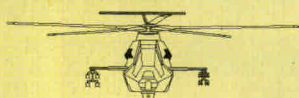


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C231.....Audio Animation Studio	Create Cartoons
C236.....Word Power	Solve crosswords & anagrams
C238.....Font Farm	Variations of fonts available
C241.....Winemaker	Database for wine enthusiasts
C253.....Assassins	Graphic utilities compilation. Enhance your Amiga
C256.....Print studio	Multi purpose printer utility
C258.....Garden designer	Create your own garden excellent graphics
C261.....X Beat	Drum sampling & Drum machine

## MISCELLANEOUS UTILITIES

M151.....Imploder V4.0	Compacting program
M179.....Calorie BaSe	Work out your own calorie intake
M192.....J R Comm	A simplified modem package
M204.....Race Rator (N)	For horse racing information

M210.....Pools Pools Version 2	Work out your winnings
M211.....Training Log	Keeping fit
M217.....Mastie Niblick	Golf score recorder
M233.....Engineers Kit	Check your Amiga System
M243.....D-Solve	Crossword-complete with two crosswords
M244.....Lockpick V2.0	Uncover copy facilities
M245.....Relo Kick V1.4	Latest D Grader for A1200
M251.....Procad Electroid	Circuit design drawing program
M252.....Dividends Winner	Work out winning lines
M255.....Odds on	Demo version for gambling
M257.....Power Copiers (N)	Eight of the best PD copiers around
M259.....A Z Spell	Spellchecker for word processing
M262.....Essential Virus Killers	Kills all the latest viruses
M263.....Soccer League	Database for statistics on soccer teams

## DEMOS + RAVE

D058.....Enterprise leaving dock	Famous animation
D075.....Girls of sport	Pretty shots of talented girls
D148.....The Run (1 meg)	T. Richter's car-chase animation. Good
D166.....Star Trek Animations	Anims. of USS Enterprise
D177.....Star Trek Animations	Agatron no.17 More like above. Good
D280.....Jesus on 'E's' (2 disks) (N)	Excellent rave music
D282.....How to skin a cat	Amusing demo
D287.....Calendar Girls	Slideshow
D312.....Rave Vision	Rave music & Graphics
D313.....Techno Warrior	More of the same
D099.....Jesus Loves Acid (N)	Brilliant!
U061.....House Samples	808 State Samples etc.
M152.....Rave Length	3 Rave Songs

## MUSIC

M084.....Pink Floyd	The Wall remix
M102.....No Limits (2 Disks)	Quality music compilation
M104.....Cybernex	Excellent music compilation
M151.....Motiv-8	More catchy tunes
U244.....Sound Tracker Samples (4 Disks)	100's of sounds for sampling
U249.....Sound Effects	Different samples for music making
U062.....House Samples	Drums & Synthesizers etc.

## ADVENTURE GAMES

Ad005.....All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007.....American Star Trek (2 disks) (N)	Jim Barbers graphic adventure
Ad014.....Adventure Solutions (2 disks)	Loads of hints of commercial games
Ad019.....Dungeon Delver (2 disks)	Difficult adventure quest
Ad065.....Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad219.....Space Rescue	Guide Spaceship through Terrain
Ad222.....Neighbours Adventure	(2 disks) Bring Paul Robinson to court
Ad223.....Wizard Wars	Graphics Adventure
Ad244.....Legend Of Lothian	Version 1.02. Adventure
Ad245.....Iron Clads (2 disks)	Graphic adventure
Ad250.....Atlantis	Excellent Adventure Games
Ad326.....Wibble World Giddy	Really good platform game
Ad336.....Fortress	Excellent demo game

## ARCADE GAMES

A010.....Breakout	Classic bat & ball game
A011.....Blizzard	Horizontal shoot-em-up. High quality
A021.....Demolition Mission (1 meg)	Similar to Balloonacy, good fun
A053.....Mayhem	Brilliant shoot-em-up
A157.....Quadrux	Difficult puzzle game
A171.....Top Secret	Quality platform game
A175.....Whizz Wall	NEW Wizard shooting game
A176.....White Knight	NEW Excellent shoot'em up game
A180.....Tank Attack (N)	World War 2 Simulation
A207.....Flagcatcher	Find the flags. Very addictive
A209.....Games Galore Ten (N)	14 excellent games
A214.....Parachute Joust	Try & catch a parachute
A215.....Battlements	Hunchback game
A221.....Revenge of the Mutant Camel	Shooting game

A225.....Addams Family Quiz	Quiz on cult TV programme
A226.....Dual	2 player shooting game
A243.....Tetren	Excellent Tetris clone
A247.....Quiz Master	Quiz which includes Editor
A252.....Bombjack	Rescue the dying planet
A255.....Amos Games	5 Games including Glassback
A257.....Relayer	Shareware game. Brand New!
A300.....Blob	Shoot 'em up
A301.....Sector 1	Excellent game
A306.....The Funhouse	3 games including Enigma
A308.....Gush	Very similar to pipeline
A310.....Zalycon (2 disks)	Space shoot'em up
A324.....Psycho Santa	Waggle your joystick with this festive disk
A327.....Tetris Pro	Tetris game with exceptional variants
A328.....Calculus Combat	V. Good missile command type game
A333.....Ice Runner	Pickaxe your way to the fruit
A334.....Crazy Sue 2	Popular platform game
A338.....Project Buzz Bar	Excellent asteroid type game
A340.....Depth Charge	Submarine game
A341.....Earth Invader	The best space invader game
A350.....Spitfire Assault	Bombing game

## SIMULATIONS

Sim071.....Return to Earth (1 meg)	Space adventure
Sim102.....Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109.....Wheel of Fortune	TV Quiz, computerized
Sim124.....Napoleonic Warfare	High-quality simulation
Sim143.....Card Shop	Well presented card games
Sim217.....Act of War	Excellent strategy game
Sim218.....Roulette	Casino Classic
Sim220.....Sub Attack (N)	Also landmine + bomber
Sim224.....Strategic Games	3 excellent games
Sim302.....Micro Market	Stock exchange game

## SPORT

Sp084.....Wet Beaver	Simple Tennis game
Sp170.....Amos Cricket	Owzat!
Sp197.....All Rounder (N)	Cricket simulation game
Sp208.....Grand Prix Simulator	Excellent
Sp256.....Slamball	Management game of US football. Type Sport
Sp299.....Top Of The League	Addictive football management game
Sp303.....Strike Ball	Amos written baseball type game
Sp307.....18th Hole (2 disks)	Excellent golfing game
Sp325.....Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337.....Super League Manager 2	Updated soccer management game
Sp352.....Scottish Football Manager	Recommended
Sp372.....Road to Hell	1-2 player racing game
Sp373.....Wrestling (2 disks)	Good joystick control game

## A1200 ONLY

U235.....Sleepless Nights	Compilation of A1200 utilities
D285.....Fairlight	29 meg of graphics on one disk
D286.....No point of sale	Stunning French demo
D288.....Revelations	Photo realistic slideshow
D289.....State Of Art	Famous quality demo
D290.....Raving Mad Me	High quality music video
D291.....Lethal Exit	Stunning demo
D294.....AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc	More rave music
D300.....Technotrack II	Excellent Vector film demo
D301.....Retina	A1200 slideshow
D305.....Utopia	AGA slide show
D310.....Nigel Mansell	Excellent patience card game
G321.....AGA Klondike (3 disks)	Tetris clone
G322.....Giger Tetris	Brilliant chess game
G323.....U Chess	Brilliant breakout game
G339.....AGA Megaball	Excellent street fighting game
G372.....Mad Fighter	Platform game
G373.....Kellog Land	

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It's obvious what's happening here. There's no more football games coming out and everybody's concentrating on beat'em-ups. In this issue alone we've got the excellent *Shadow Fighter* and *Mortal Kombat 2*, and we'll (probably) have *Master Axe* in before long too. Now Ocean have joined in the melée and decided for definite that they are doing *Shaq-Fu* for the Amiga, even though some of their recent planned launches have fallen by the wayside.



# Shaq - Fu



In case you're wondering why this game is called *Shaq-Fu* instead of *Kung-Fu*, it's all because an enormous basketball player called Shaquille O'Neal who plays for Orlando Magic, has become a cult hero in the USA. Whereas you couldn't be blamed for expecting Shaq to star in a basketball game, in this case you couldn't be more wrong....

This latest martial arts extravaganza will give the player an opportunity to battle it out as one of 12 different fighters including the big man himself. These screenshots are from one of the console versions because the Amiga ones weren't quite ready for deadline. Never mind eh?



*Shaq-Fu* is due for release sometime in the next couple of months priced at £25.99, and we are reliably informed by Ocean that a CD32 version will follow shortly afterwards for an extra couple of quid. We'll have a full review just as soon as the programmers have finished beaver away on it.



## Project Shaq-Fu

Publisher Ocean

Team The Dome

Release Early '95

Inspected by Chicken



A screenshot of the Nottingham Forest game menu. The title "NOTTINGHAM FOREST" is at the top in large, stylized letters. Below it, "THE CITY GROUND" and "YEAR FOUNDED 1865" are on the left, and "THE REDS" is on the right. A banner in the center says "TWICE EUROPEAN CUP WINNERS IN THE 1980'S". The menu is divided into two columns. The left column has "SQUAD ASSIGNMENTS" at the top, followed by "TEAM SELECTION", "PLAYER INJURIES", "TEAM TRAINING", "INDIVIDUAL TRAINING", and "PLAYER ROUND-UP". Below these is "CLUB ORGANISATION", followed by "TEAM SCOUTING", "PLAYER SCOUTING", "GROUND DETAILS", "PITCH DETAILS", and "MANAGER PROFILE". The right column has "FINANCIAL DETAILS" at the top, followed by "CLUB FINANCES", "SPONSORSHIPS", "DIRECTORS", "BANK MANAGER", and "FUND-RAISING". Below these is "LEAGUE INFORMATION", followed by "LEAGUE TABLES", "LEAGUE RESULTS", "CLUB FIXTURES", "CUP DRAWS", and "TRANSFER MARKET". At the bottom center is a "MATCH" button. The bottom of the screen shows "7TH AUGUST 1994", "OPPONENTS - EVERTON", and "PREMIER LEAGUE". The background is a dark, textured image of a football pitch.

[illegible]

**You know the format of a football management game by now so there's no way I'm going through it all again. You just manage your team and take 'em to the top. Let's see how The Game (and we stress that at this stage this is only a working title!) attempts to differ from the gaggle of games that are already established. A "write a controversial biography to make money" option would be nice. Or maybe even a "let goals in" instruction to your goalie. Or how about "draw the face of your players using a simplistic art program?" (see below).**

PRE MATCH BRIEFING									
EVERTON					NOTTINGHAM FOREST				
TEAM TALK		CHARLIE GEORGE			PETER NUTTIN		TEAM TALK		
HARRISON BURGESS		EUGENIO			HARRISON BURGESS		HARRISON BURGESS		
HARRISON BOOST		ROMARIO			HARRISON BOOST		HARRISON BOOST		
STAY CALM		RIVELLIN			STAY CALM		STAY CALM		
SOME AGITATION		KEVIN KEEGAN			SOME AGITATION		SOME AGITATION		
TIGHTEN UP		BRIAN CLOUGH			TIGHTEN UP		TIGHTEN UP		
RELLOCKING		DIEGO MARADONA			RELLOCKING		RELLOCKING		
MATCH TACTICS		SUICIDES			MATCH TACTICS		MATCH TACTICS		
PLAY OFF-ENSE		KENNY WILSON			PLAY OFF-ENSE		PLAY OFF-ENSE		
HIT-TO-TO		PELE			HIT-TO-TO		HIT-TO-TO		
WELL-OUT ATTACK		MARIO STACCHINI			WELL-OUT ATTACK		WELL-OUT ATTACK		
SOLID DEFENCE		HEINZ			SOLID DEFENCE		SOLID DEFENCE		
POSSESSION		GEORGE BEST			POSSESSION		POSSESSION		
PLAY DIRTY		PAULIE MORGAN			PLAY DIRTY		PLAY DIRTY		
SLANT SWILLS					SLANT SWILLS				

# LEAGUE MATCH HIGHLIGHTS

**ATTENDANCE** - 47,703  
**PREMIER LEAGUE MATCH**

**EVENT** 0 0  
7TH AUGUST 1994  
THE CITY GROUND

**NOTTINGHAM FOREST**  
**REFEREE** GEORGE COUNTNEY  
**WEATHER** - RAINING

**C. GEORGE** SHOTS ON TARGET 0  
**EUSEBIO** SHOTS OFF TARGET 0  
**ROMARIO** CORNERS 2  
**ATVILINGO** FOULS COMMITTED 0  
**K. WEEGAN** CAUGHT OFFSIDE 0  
**B. CLADON** THROWN-INS 3  
**O. ROBERTSON** PENALTIES 0  
**SACRATES** HIT WOODWORK 0  
**N. DAVILASH** BOOED 0  
**VELI** SENT OFF 0  
**N. STOLTMAN** UNUSED SUBS 0



**MINUTES**  
FIRST HALF

**2 SHOTS ON TARGET**  
**1 SHOTS OFF TARGET**  
**0 CORNERS**  
**0 FOULS COMMITTED**  
**0 CAUGHT OFFSIDE**  
**1 THROWN-INS**  
**0 PENALTIES**  
**0 HIT WOODWORK**  
**0 BOOED**  
**0 SENT OFF**  
**0 UNUSED SUBS**

**P. SMILTON**  
**S. CHETTEL**  
**S. STONE**  
**B. BLACK**  
**A. HANNAH**  
**L. BARKHAM**  
**S. ROBERTSON**  
**3 LEFT**  
**N. CROSSLEY**  
**0 SENT OFF**  
**0 B. SKY**



**DEFEND**  
**NORMAL**  
**ATTACK**  
**FORMATION** 5-3-2





**DEFEND**  
**NORMAL**  
**ATTACK**  
**FORMATION** 4-3-3

IT'S CHARGED DOWN BY EUSEBIO AND FALLS LOOSE.  
CARL TYLER BETS IN A CLOSE-RANGE SHOT.  
THE KEEPER PARKIES THE BALL DOWN INTO THE AREA.

Yes, that's right face fans. Taking your trusty mouse to one side you can personalise your entire team by drawing their faces. Pointless? Totally! Will anybody bother?...erm probably! Yes, that's one of the new features that Trident have incorporated into The Game.

[illegible]

## Project The Game

**Team** Trident Software

Inspected by

## Chicken



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DISKS FROM JUST

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### GAMES

**18th Hole**  
(CAT 225 - 2 DISKS - NOT 1200). This is a very good looking overhead golf game. Good multi player fun.

**3D Games Series**  
(CAT 849 - 1 DISK). Includes a brilliant 3D adventure game, which is absolutely huge.

**Advanced Hero Quest**  
(CAT 1920 - 1 DISK). Let the computer be the game master, and provide the challenge. You need the board game to play.

**Black Dawn**  
(CAT 559 - 1 DISK). This is a totally excellent RPG adventure game that adventure fans shouldn't be without.

**Black Dawn 2**  
(CAT 730 - 1 DISK). The amazing Shareware follow up to the above smash adventure.

**Deluxe Galaga**  
(CAT 1974 - 1 DISK). A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

**Dithell In Space**  
(CAT 1103 - 1 DISK). Brill two player shareware cutie platform game that is well worth the money for sure!

**Golden Oldies**  
(CAT 1308 - 1 DISK). A wonderful collection of arcade classics from the early days. A good nostalgia trip.

### GAMES

**Grand Prix 93**  
(CAT 2692 - 1 DISK). A surprisingly deep and highly involved management game.

**Gush**  
(CAT 1209 - 1 DISK). This is probably the best version of Pigmama you can get. Very playable and very addictive.

**High Octane**  
(CAT 680 - 1 DISK). This is a corking overhead car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

**Klawz the Cat**  
(CAT 1735 - 1 DISK). This is a lovely cute platform game, with classic game play.

**Knights**  
(CAT 1098 - 1 DISK). A very, very good playable two player overhead adventure game.

**Mad Fighters**  
(CAT 351 - 1 DISK - 1200 ONLY). A bone-cracking good fighting game for all beat em up fans.

**Overlander**  
(CAT 2157 - 1 DISK). An up-dated version of the old classic Moon Patrol game. Fab.

**Pop Quiz**  
(CAT 2250 - 1 DISK). Test your knowledge of pop history with this pop-tastic quiz.

**Red Dwarf Quiz**  
(CAT 687 - 1 DISK). Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very tough indeed.

### GAMES

**Road to Hell**  
(CAT 565 - 1 DISK). Yet more overhead racing in yet another great game. This time you can customise your car as well.

**Roketiz**  
(CAT 1987 - 1 DISK - 1200 ONLY). This is a fantastic new two player shareware blaster that really uses your 1200's abilities well. It's commercial quality stuff.

**Santa and Rudolf**  
(CAT 897 - 1 DISK). Christmas just wouldn't be the same without a lovely cute festive game for you to play would it?

**Starbase 13**  
(CAT 1213 - 2 DISKS). This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

**Task Force**  
(CAT 2122 - 1 DISK). Just happens to be a stonkingly good Space Crusade type strategy combat game. Play it Now!

**Tetren**  
(CAT 66 - 1 DISK). Tetren is a very good Tetris clone. It features a good selection of new oddities, and two-player option.

**Total War**  
(CAT 1043 - 1 DISK). A brilliant version of the board game Risk. Six players computer or human compete, and battle.

**Wacko Jr in Wonderland**  
(CAT 587 - 1 DISK). A delightfully cute platform game which should easily please any kids, even a few adults too!

### ASSASSINS

**Assassins 190**  
(CAT 779 - 1 DISK). Includes the excellent Gravity Force 2 game which is a must for two player combat action.

**Assassins 192**  
(CAT 2285 - 1 DISK). Includes the fiendish Peg It puzzle game, and the funny Les Dennis Hangman game.

**Assassins 196**  
(CAT 2350 - 1 DISK). Includes a real 3D driving game that literally comes out of the screen. 3D specs are required.

**Assassins 198**  
(CAT 1617 - 1 DISK). Includes one of the best football management games currently available on the PD scene.

**Assassins 199**  
(CAT 1653 - 1 DISK). Includes the whacky Popcorn game, and the arcade perfect version of Defender.

**Assassins 201**  
(CAT 346 - 1 DISK). Includes the excellent 3D shooter Hydrozone which is fast, furious and very playable.

**Assassins 205**  
(CAT 671 - 1 DISK). Includes the all time classic platformer Looty. It's simple, but by crickey it's good fun.

**Assassins 206**  
(CAT 112 - 1 DISK). Includes a Tetrax Simpson game, and one of the weirdest Tetris clones ever. But it's good.

### MUSIC/DEMO

**Fairlight 242**  
(CAT 2781 - 1 DISK). Contains a very long video sequence set to the usual techno type music.

**9 Fingers**  
(CAT 383 - 2 DISKS). An audio visual feast brought to you from Spaceballs. It's pop-video lactic and no mistake.

**Aluminium**  
(CAT 2419 - 1 DISK). A nice new demo with a nice little ray traced animation.

**Armageddon**  
(CAT 182 - 1 DISK). A hot demo with good design and a good original bit of music.

**Arte**  
(CAT 562 - 1 DISK). A graphical extravaganza of a demo with funky-tronic music.

**Attraction**  
(CAT 1243 - 1 DISK). A great music disk with some lovely thoughtful music.

**Basso Continuo**  
(CAT 1059 - 1 DISK). Ten excellent funky tunes are on here for your listening pleasure.

**Doop Re-mix**  
(CAT 337 - 1 DISK). A good re-mix of that chart topping tune.

**Gastric Ulcer**  
(CAT 2724 - 1 DISK). A good collection of some very hard rave tunes. Not for the faint hearted listener.

### MUSIC/DEMO

**Gospel Karaoke**  
(CAT 10 - 1 DISK). It sounds unbelievable, but it is true. Karaoke Amiga!

**Jesus On Cheese**  
(CAT 1251 - 1 DISK). A flashy fast paced rave demo which will have you seeing things.

**Kaos Theory**  
(CAT 1114 - 1 DISK). It's rave-omatic Amiga time with some seriously hard tunes.

**Piece of Mind**  
(CAT 980 - 1 DISK). A great 3D extravaganza demo with some very classy music.

**Scoopex 2 Unlimited**  
(CAT 2241 - 2 DISKS). Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

**Sequential**  
(CAT 547 - 1 DISK). A roller coaster of a demo.

**For Your Mind**  
(CAT 2462 - 1 DISK). Fast video, fast music, a really moving experience for sure.

**State of the Art**  
(CAT 19 - 1 DISK). An all time classic demo. Brilliant visuals and a cracking dance tune.

**Star Trek Rave**  
(CAT 2390 - 1 DISK). Is nothing sacred? Apparently not. A silly story with pictures which provides a good laugh.

**Techno Tracks 2**  
(CAT 1864 - 1 DISK). Awesome music and some great visuals make this a must!!

ALL THE DISKS LISTED ON THIS PAGE ARE COMPATIBLE WITH ALL AMIGA COMPUTERS UNLESS OTHERWISE STATED

### USEFUL

**600 Business Letters**  
(CAT 291 - 1 DISK). Lots of letters for lots of things.

**Account Master**  
(CAT 1817 - 1 DISK). A good little accounts program to help keep your books.

**Amibase Pro 2**  
(CAT 293 - 1 DISK). Probably the best database program you can get. Very useful indeed.

**Astro 22**  
(CAT 2120 - 1 DISK). An excellent program to help with your astrological predictions.

**Astronomy**  
(CAT 2847 - 1 DISK). Produces very detailed planetary information for astronomers.

**Classic Utilities**  
(CAT 1863 - 1 DISK). A true collection of classics that you really should have.

**Create Adventures**  
(CAT 1027 - 1 DISK). A very nice authoring program.

**Crossword Creator**  
(CAT 2161 - 1 DISK). Takes the strain out for you.

**Crunchers disk**  
(CAT 1227 - 1 DISK). If disk space is getting tight then this disk is definitely for you.

**D-Copy 3.1**  
(CAT 2582 - 1 DISK). The best disk copier you can get.

**Dynamic Skies**  
(CAT 1512 - 1 DISK). An amazing night sky viewer which is feature packed.

### USEFUL

**Easycalc**  
(CAT 1042 - 1 DISK). Simply the best spreadsheet.

**Edword Pro 4**  
(CAT 2071 - 1 DISK). A brilliant text editor which has a very good feel about it.

**Forecaster**  
(CAT 607 - 1 DISK - NOT 500). If you're a betting man/woman, this disk could be up your street.

**Grinder**  
(CAT 1249 - 1 DISK). A versatile screen converter.

**Home Budget**  
(CAT 1410 - 1 DISK). This is a very effective little money manager/planner program.

**Inscript**  
(CAT 2693 - 1 DISK). Home video titling is rarely this easy or effective.

**Mandelmania**  
(CAT 820 - 1 DISK - NOT 500). A very fast fractal generator with fast zoom in and out.

**Mandelplot**  
(CAT 90 - 1 DISK). An excellent shareware fractal generator. Tons of fractal types.

**Magnum**  
(CAT 2666 - 1 DISK). A good disk magazine creator.

**PC Task 2**  
(CAT 1281 - 1 DISK). A working demo of this very good PC emulator program.

**Planetarium**  
(CAT 1887 - 1 DISK). A simple program to display the position of the planets.

### USEFUL

**Pools Tools 2**  
(CAT 442 - 1 DISK). A great rich quick program? Could be couldn't it?

**PP Mini Crunch**  
(CAT 838 - 1 DISK - NOT 500). A user friendly interface for the excellent Powerpacker. Very nice.

**S-I-R-D-S**  
(CAT 2214 - 1 DISK). Create your very own stereogram pictures and baffle your friends.

**Start of the Art**  
(CAT 2317 - 2 DISKS). These disks are packed chocker with various graphics programs.

**Text Engine 4**  
(CAT 1464 - 1 DISK). The best word processor there is. Very well suited to the Amiga.

**The Money Program**  
(CAT 1811 - 1 DISK). An excellent home money monitor program. Very useful.

**Utility Disk Maker**  
(CAT 2371 - 1 DISK). Proves very helpful for creating your own disks, serious or not.

**Virus Checker**  
(CAT 770 - 1 DISK). Always the latest version of this essential virus detector/killer.

**Words**  
(CAT 1106 - 1 DISK). A handy program to help you solve crosswords and puzzles.

**X Beat Pro**  
(CAT 415 - 1 DISK). A very friendly music sequencer program. Very good for learners.

### ANIMATION

**Animation Studio**  
(CAT 2406 - 1 DISK). A fantastic program to get you started in animation. Features the onion skin layering technique.

**Boat**  
(CAT 933 - 1 DISK). A very nice animation of a typical English garden scene, with a boat.

**Bond's Last Stand**  
(CAT 835 - 1 DISK). Bond cops it at last, and not before time too.

**Beach**  
(CAT 1566 - 1 DISK). A great single screen picture postcard type animation.

**Human Cannonball**  
(CAT 1599 - 1 DISK). An amusing story of how not to be a human cannonball.

**Linus**  
(CAT 1018 - 1 DISK). A very original anim with a very good cartoon atmosphere.

**Raging Hormone**  
(CAT 2780 - 1 DISK). Poor old hormone tries to pull a bird. He should know better.

**Raging Hormone 2**  
(CAT 2473 - 1 DISK). That thick hormone just doesn't know when to stop. Very funny.

**Raging Hormone 3**  
(CAT 2130 - 1 DISK). Hormone passes on what he has learnt to his son. What a shame.

**Savings**  
(CAT 112 - 1 DISK). The post office savings advert quite a novel end. Funny.

### MISCELLANY

**AMOS Libraries**  
(CAT 344 - 1 DISK). Some essential add-on command libraries for Amos/Amos Pro.

**Communicate**  
(CAT 279 - 1 DISK). Learn how to communicate with sign language and many more.

**Octamed Tutor**  
(CAT 2456 - 1 DISK). An excellent guide to getting the most from Octamed or MED.

**Spectrum Emulator**  
(CAT 1446 - 1 DISK). Turn your Amiga into a 48k ZX Spectrum. A fast-ish Amiga is recommended though.

**Specy Classics**  
(CAT 498 - 1 DISK). A collection of classic old Spectrum games for use with the above emulator program.

**Specy Classics 2**  
(CAT 1499 - 1 DISK). More great games for emulator.

**Specy Classics 3**  
(CAT 2993 - 1 DISK). And yet more carkers.

**The Dark Room**  
(CAT 2160 - 1 DISK). This is a very nicely presented information disk for would be David Baileys. A beginners guide.

**Titanic Cheats**  
(CAT 1031 - 1 DISK). Absolutely chock a block full of hints, tips and cheats.

**VIC 20 Emulator**  
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**Love**  
(CAT 898 - 2 DISKS). What a lovely demo this one is. Nicey nice and pretty cool.

**Maximum Overdrive**  
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**Megaball AGA**  
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	TDK	Precision	Unranked
	Low	High	Low
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# Pizza Tycoon

MicroProse, the simulation kings, tackle a bizarre subject matter which sees you setting up and maintaining a world dominating pizza restaurant empire. Following hot on the heels of the likes of Sim City 2000 and Detroit, Pizza Tycoon is up against some pretty stiff competition, but given the programmers' impeccable reputation, it should do exceptionally well no matter what.

One of the best features is the ability to play either as a nice friendly businessman, or as a ruthless tycoon, complete with big bag of dirty tricks. This may mean abandoning your own morals and heading down a path of corruption, double dealing and back stabbing, but if you can't stomach it you may well find yourself struggling.



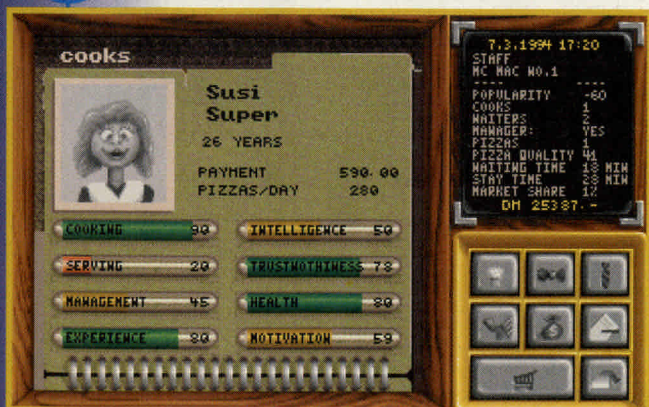
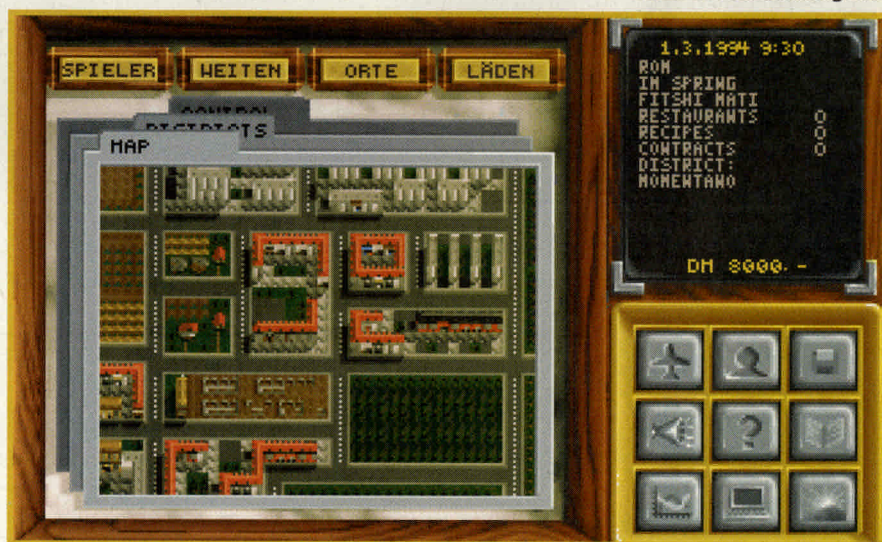
It's not all cooking. Pizza Tycoon expects you to be fully involved in everything from purchasing furnishings to advertising and recruiting staff, as well as designing new and appealing pizzas to entice the customers into your establishment. The game looks to be the most in-depth business simulation since Detroit, and while that might not be everyone's ideal game, it should do very well.

		supplies Gemüse			
	DUAL	SUP	NEE	USE	DAYS
TOMATOES	26	22	1	22	
OLIVES	24	22			
PAPRIKA	22	22			
ASPARAGUS	22	22			
COURGETTE	18	11			
CARROTS	21	11			
CUCUMBER	16	11			
RADISH	20	11			
PEAS	19	11			
BROCCOLI	19	11			
POTATOES	20	10			
PEPPERONI	21	10			
SPINACH	20	10			
SALAD	19	10			
PORREE	19	10			
ONIONS	19	10			
GARLIC	19	10			
CORN	19	10			
CAULI FLOWER	19	10			
MUSHROOMS	19	10			
CHAMPELLE	19	10			
BOLETUS	19	10			

Because Pizza Tycoon is programmed by one of the most respected German development teams around, Software 2000, you can guarantee that attention to detail and available options will be second to none. I'm not saying that Germans are bland, but they do like their strategy and know what makes a good game of this ilk.

We've had Railroad Tycoon, we may well have Transport Tycoon thrust upon us, but right now we're getting Pizza Tycoon. It may sound strange, sort of like a Detroit for the fast food business, but hopefully it will manage to reach the dizzying heights Impressions managed with their excellent car building sim.

The game is described as a combined business and God game which sees you opening a Pizza restaurant in the city of your choice and attempting to take it from its grand opening to world domination of the fast food market, just like McDonald's. With limited resources you must develop the recipes and locations that will help you to succeed.



## Project Pizza Tycoon

Publisher Microprose

Team Software 2000

Release Early '95

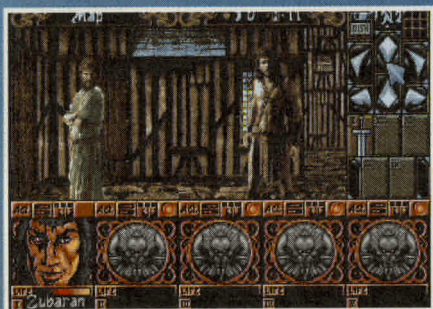
Inspected by Steve



# Ishar 3

# Giving The Game

Here we are again with part two of our solution to Ishar 3. If you've followed it this far then you'll have no problems picking up where we left off. If you missed it then we advise you to order your back issue this very minute. Yes now!



## RICH TOWN To Free a Princess

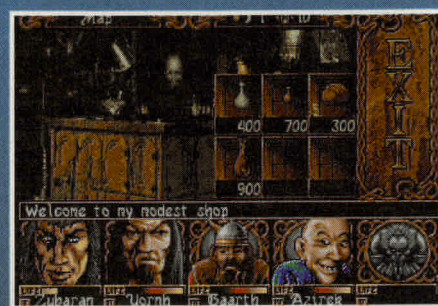
If you followed us up to this point last month you should be in the Rich Town again. Go to a new poor district at the northwestern corner of the map. There you will have to fight with lizard-men (ain't it always the way!).

Find the Time Gate and make sure you enter the gate before noon. Beware!

Before approaching the fortress you are advised to be well armed, well protected and in possession of regeneration potions (especially psychic ones). Be warned!

Your mission in the fortress is to set the princess free and bring her back. In the fortress, watch out for the first corridor. Wait for the fireball to pass, quickly turn right, then take the first right. Now enter the underground cavern.

At the fork, turn left. You will have to fight with skeletons all over this area. Pick up a key



in the second nook to the left. Continue on your way. Take the third turning to the left to activate the lever in the dead-end. You can wander through the whole tavern to pick up money, bread, weapons etc. Return to the cavern and climb the stairs to return to the fortress. Let the fireball pass, then quickly turn right and then left as soon as possible.

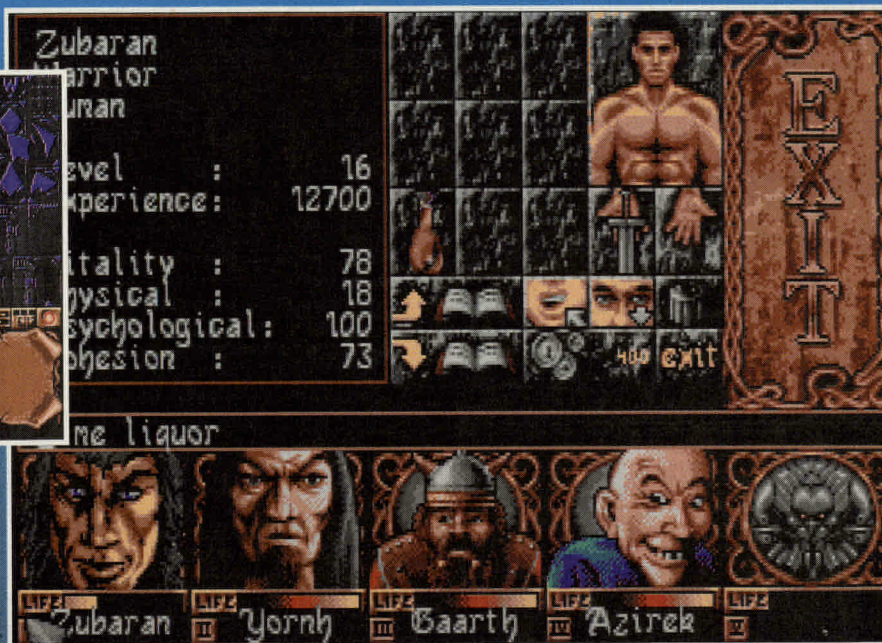
Now continue along the corridor, turn left twice to meet one of the most formidable characters in the game: the witch Delamorkitu. To escape from a fight with Delamorkitu completely unscathed it is essential to use spells (paralysis or at least the sleep spell), as the witch's blows are very heavy (use the the first-aid spell during the fight).

Behind the witch, activate the lever in the niche to the left (to the right, pick up bread). Resume your journey to the north and in a wide corridor keep following the passage to the north. In the vast room, avoid the blinding fireballs (they are impossible to destroy). Cross the room from south to north. Enter the underground cavern.

## CAVERN Chocolate Orange

**B**e careful! This area is under a spell and one of your team characters can become inverted. You must kill the spiders in the cavern (use throwing weapons). There is a maze to the south infested with spiders, where you can find treasures, bread, a key, etc. Otherwise, move north, cross the room eastwards, arrive opposite a corridor and stop.





A huge stone ball is rolling to and fro in the corridor. If you are crushed by the stone, the whole team is killed immediately. The way to avoid such a crushing fate is as follows: let the ball pass to the right, then move in behind it to the right and take refuge in the first niche to the right. Repeat the operation twice. In the third niche activate the lever in the wall, let the stone ball pass to the left and regain the corridor by again hiding in the niches to the right.

At the end of the room take the passage to the left (east). Now follow the corridor. You will come to a large room where you should be ready to quickly avoid the blinding balls.

At the end of the room to the north find a clock. By clicking twice on the pendulum you can make the hand move forward a notch. Position the hand at two o'clock, leave the dead-end again and move round to the north. At the end of the corridor you will be in an area full of lethal gas. Your life points will gradually fall as a result.

Follow two extremely long corridors. At the end of the corridor to the north you will find a clock. Position the big hand at nine o'clock. Follow the corridor to the east, then take the first exit to the right. At the crossroads turn to the east. Discover another clock. Set the hand to eight o'clock. Return to the east, then take the corridor to the north. At the end, turn right, then left. Follow the corridors.



In the very long corridor which goes west, take the passage which leads to the north. There is another clock on the right. Set the hands to six o'clock then click once on or around the pendulum. Opposite, move to the west. At the crossing, turn to the right, then wait for a while in front of the door to the north (it will open at seven o'clock).

Leave the gaseous zone and enter the large room filled with fireballs. Cross the room in one bound just after the first fireball has passed to avoid being burnt alive.

You must be able to pass without being touched, so make sure you've got your timing just right.

At the very next crossing continue northwards. Fight with the Warriors of Chaos (be

careful though because paralysis is totally ineffective, and therefore useless). At the end, make your way down into the underground cavern.

Remember – you are searching for a little princess, imprisoned, defenceless and weeping all alone, and this is where she is being held. You will emerge in a large lava-filled cavern from which studs project rather worryingly.

You will find that the little Princess Thina has been imprisoned in a cage attached to the ceiling, which descends each time a stud marked with a circle is trodden on. You have to make the cage descend three times, and three times only, because anymore than that and the cage and princess will fall into the lava.

Well that's it for now. Why not watch out for part three of our superb guide, which will most probably appear in the next issue, although you can never be sure with us.



# Robinsons Requiem

## Giving The Game

**PART 2** After an enforced month's lay-off due to lack of space in the mag, Robinson's Requiem is back with a vengeance. Part two sees our hero battling the heat, the cold, other Robinsons and a particularly ferocious tiger

### PART 4 The Tiger Hunt

**Y**ou've still got to deal with the tiger, but at least now you have bows and arrows. Crawl past it and once on the other side, position yourself at a safe distance and shoot two arrows. Watch out! At the first arrow, the tiger will start to attack so you must get the second shot in quickly and accurately or you'll be cat-o-meat for sure. Recover the skin and meat from the carcass of the tiger. Always remember, animal furs and skins can be used to make clothes.

Flushed with your victory over the tiger you should now be getting a feel for how you're going to make it off this planet. Head back towards the wreck of the vessel. Directly north, take a road towards the left. Climb the mountain and cross the bridge. Here you may choose to pick some leaves from a 'Majuarina' plant right on the edge of a cliff.

A little further on, there is another tiger which must also be killed with two arrows, but you should have got the hang of this by now. Recover the skin and meat and use the skins, thread and needle to make some clothes:

Clothes = Skin + Wire and Needle



### PART 5 Hot and Cold

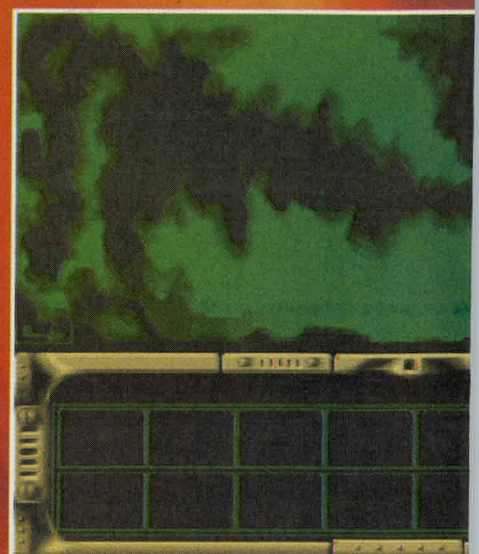
**E**nter the cave to the north and put on the maximum amount of clothes, with the skins taking priority. This is the coldest place in the game. Cross this cave from the south to the north. In the main cave you will encounter some pteranodons. From this main cave, go towards the east and you will meet another Robinson. Kill him and recover the computer, a razor and a video game (this cannot be used on this planet). Return to the main cave. Then go to the north in order to leave the cave and enter a canyon.



### PART 6 Apache Canyon

**O**ut of the frying pan and into the fire. Apache Canyon is hot. Fine if you're on a beach holiday, but a threat to your well being when you're trying to stay alive against the odds. Take off the clothes and put on the leaf hat as soon as possible because that sun is blistering. Check your water levels - you don't want to end up dead from dehydration.

The desert area is inhabited by Mygale spiders, which have a poisonous bite. You can give yourself an injection of serum before crossing this region.







Try to kill them or avoid them. If you are bitten, immediately apply the aspiro venom to the wound, or an injection of serum. (The aspiro venom will pump out the poison).

Your aim is to cross the desert towards the west and enter the plain at the south west where

dead end towards the south you can treat yourself to some Schamhalho meatballs.

Once in the desert area, take the road which rises up to the plateau towards the east. On this plateau, in a village, there are natives who you must fight. It's worth the effort because the natives have spears which will prove to be highly lethal projectiles and which can be used several times. To the north of the village there is a potato field. Take the large gourd hanging in one of the huts and fill it up at one of the watering places.

Now continue directly south west from the village, along a precarious ledge. You will encounter a pteranodon right at the end. Watch out! He can easily pluck out one of your eyes!

Here, recover the computer on the sacrificed Robinson. Return to the desert area. To the east there is a passage which leads to a cave. Enter this cave.

## PART 7 There's a Chill in the Air

Don't take the first cross roads. Instead continue straight along the road. Cross through two caves inhabited by small tyrannosauruses. At the end of these two caves, take the road to the south. Here

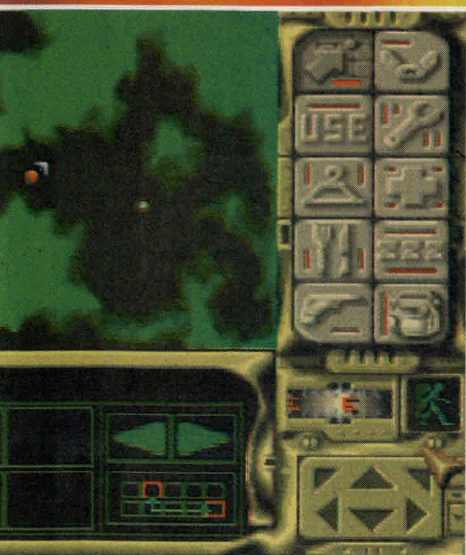
you arrive at a maze. In the maze of galleries there are various dead ends. In one of them, you can recover a computer close to a body. In the other dead end there is an area with a small pond. Take the tortoise and, after eating it, use its shell to make a helmet.

A useful tip – collect salt from the walls. It is extremely useful in time of intense heat. Return to the main cave. Take the road which leads to the south west and to the desert.

## PART 8 Water Carry On

The desert is hot and it's absolutely essential to have lots of water (two full gourds), to wear the hat and to absorb some salt. If you don't take these precautions you're not going to make it across. Follow the road and at the intersection continue towards the west. At the second intersection, go west. This will lead in the end to a desert area which is watched over in the north by a large Triceratops. Do not approach it for the time being.

As you can see there's no more room so we'll carry on next month.



# Robinsons Requiem



# Giving The Game

## Small Tips

More outstanding tips as usual. This month we dish out help for Tactical Manager, Putty Squad, Sim City 2000, Benefactor, James Pond 3 and Charlie J Cool

### Tactical Manager

The inexplicably popular Tactical Manager continues to be in vogue as far as sending us tips goes. Paul Bushnell is the name we've picked out of the pile to credit this to and he's after a copy of Premier Manager 3 for his efforts. Unfortunately, around a dozen people sent this exact cheat in and it wouldn't really be fair now would it. Besides, we've lost our copy anyway.

Type WEDIT on the menu screen and this will allow you to join any club you wish. It will also allow you to edit all the player stats.



### Putty Squad

Codes anyone?

CAPRI  
BURGER  
GAIA  
ORGAN  
PREY  
DREAMER  
CHRIS  
BAZGIBB  
ARABIA

JET  
MELON  
RHUBARB  
GONDOLA  
ARIES  
CHERRY  
FODDER  
NICKEL  
SENNA

### Sim City 2000

Right, now this is complicated, but we've gone to a lot of trouble to get you this, so you can damn well give it a go.

Go to new scene then click on the hard option. Go to newspaper then click off it. Pause the game and go to budget, bond, repay bond. You'll be asked if you want to repay a bond (on medium and easy levels you won't be asked), so click on yes. Go to issue bond and click on OK. Now type in FUNDS five times, and some text will appear, and once again, say yes. Go to budget, go to repay bond and click OK. Go to issue bond and a funny character will appear in the percentage column, click on OK and - whooh! - you'll be awarded \$500,000 per year for ever. Hoooooooooooo. Ray.

## Smaller Tips

#### ADDAMS FAMILY

Various codes for starting points.  
&Y1YM - 3 hearts  
V1514 - Pugsley  
V919B - Fester

#### ALIEN BREED '92

Level codes.  
XXDFA  
RTHAA  
LAEEA  
UYTTA  
PPEAB

#### ALIEN BREED 2

More level codes.  
2 - 353828  
3 - 108383  
4 - 370101  
5 - 982822  
6 - 847464  
7 - 737373  
8 - 928112  
9 - 267364  
10 - 193831  
11 - 090921  
12 - 309383  
13 - 101221  
14 - 103992  
15 - 998112  
16 - 125332  
17 - 091233

#### BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.  
1 - ROTTEN CHEAT  
2 - LOUSY CHEAT  
3 - LOW DOWN CHEAT

#### BOBS BAD DAY

Selected level codes.  
10 - XCKCKZPE  
20 - VDPEFWNG  
30 - SEAGGUPH  
40 - QEAIIVNJ  
50 - NDPKKWPL  
70 - IDPONWPO  
80 - GFFQPUNQ  
90 - DEASQVPR  
95 - CFFTRUOS  
100 - BEAUSVNT

#### BUBBA 'N' STIX

Level codes  
2 - T1QKPF?CMG  
3 - PXMYGFW7D  
4 - 913XPD1LZ5  
5 - 12!FX75RJ

#### CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

#### CHAOS ENGINE

Level codes with infinite money.  
WORLD TWO - GVVCHSDMS7#N  
WORLD THREE - V35076X6S7WH  
WORLD FOUR - 6UCDXU25S7V2

#### CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

#### EPIC

Level codes.  
2 - CEPHEUS  
3 - APUS  
4 - MUSCA  
5 - PYXIS  
6 - CETUS  
7 - FORNAX  
8 - CAELUM  
9 - CORVUS

#### FLASHBACK

Level codes  
Easy:  
BACK  
LOUP  
CINE  
GOOD  
SPIZ  
BIOS

#### HALL

Normal:  
PLAY  
TOIT  
ZAPP  
LYNX  
SCSI  
GARY  
PONT  
Hard:  
CLOP  
CARA  
CALE  
FONT  
HASH  
FIBO  
TIPS

#### FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

#### HISTORYLINE 1914-18

Level codes.  
1 - PULSE  
2 - GOOSE  
3 - SPORT  
4 - BIMBO  
5 - TEMPO  
6 - BARON  
7 - BUMM  
8 - LEVEL  
9 - TOXIN  
10 - PRINC  
11 - CLEAN  
12 - XENDON  
13 - SIGNS  
14 - HOUSE  
15 - SIGMA  
16 - SEVEN  
17 - ZOMBI  
18 - MOVES  
19 - BLADE  
20 - ZORRO  
21 - STONE  
22 - MOSEL  
23 - ORDER  
24 - SODOM

#### HUMANS

Selected level codes.  
10 - MILESTONE  
15 - RED DWARF  
20 - SMART  
25 - JIMS TIES  
30 - MALCY MALC  
35 - MAD FREDDY  
40 - BANANA MOON  
45 - VISION  
50 - RANGERS  
55 - CONSOLIDATED  
60 - PROMISED LAND  
65 - (Oh dear, can't be arsed with that one...)  
66 - HELP ME  
70 - NIN  
75 - LORDS OF CHAOS  
76 - NOW ITS DONE  
77 - IM OUT OF HERE  
78 - HERES TO A  
79 - BETTER LIFE  
80 - BYE BYE BYE

#### HUMANS:

JURASSIC LEVELS  
More of the same.  
10 - 7 MILE WALK  
15 - ITS TOSH  
20 - ALAN B STARD  
25 - IDONTLIKEBRAWN  
30 - ALMANBURIE  
35 - BABBLE  
40 - NEED MORE  
45 - POUCH  
50 - GLUM  
55 - DRAKEER  
60 - HAVE A BREAK  
65 - I LOVE ME  
70 - PYTHON LEE  
75 - FATEANDFORTUNE  
80 - FOREVER

#### JIMMY WHITE'S

SNOOKER  
To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

#### KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.  
2 - WHOAMAMA  
3 - FLANDERS  
4 - BROCKMAN  
5 - SIDESHOW  
LETHAL WEAPON  
Mission codes.  
1 - KSIIF  
2 - ECVIIR  
3 - FLRSKB  
4 - EUOASF  
Key cheats. Press [ALT] and then...  
Y-I - No sprite collision  
Y-L - Extra lives  
Y-K - Extra ammo  
Y-Q - End sequence  
Y-(1 to 0) - Various

#### LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

#### LOST VIKINGS

Level codes.  
2 - STRT  
3 - TLPT  
4 - GRND  
5 - LLMO  
6 - FLOT  
7 - TRSS  
8 - PRHS  
9 - CVRN  
10 - BBLS  
11 - VLCN  
12 - QCKS  
13 - PHRO  
14 - CIRO  
15 - SPKS

#### LOTUS 3

Selected course codes  
Easy:  
UVQSNPBCM-60  
HSYWYSKGC-50  
Medium:  
NSSXXXXX-60  
OUNDEFACG-99  
Hard:  
MFFSRPYDU-60  
AFZYBQJCT-70  
SKGYXXXX-57  
WJMEGMEQH-60

#### MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.  
RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.  
KANO - Away x 2, fire. RIPS HEART OUT.  
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.  
SUB-ZERO - Towards, down, towards, fire. RIPS HEAD OFF.  
JOHNNY CAGE - Towards x 3, fire. PUNCHES HEAD OFF.  
SCORPION - Down x 2, fire. FLAME THROWER.  
LIU KANG - Down, away, towards, down. SCISSORS KICK.

Also for Mortal Kombat, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.



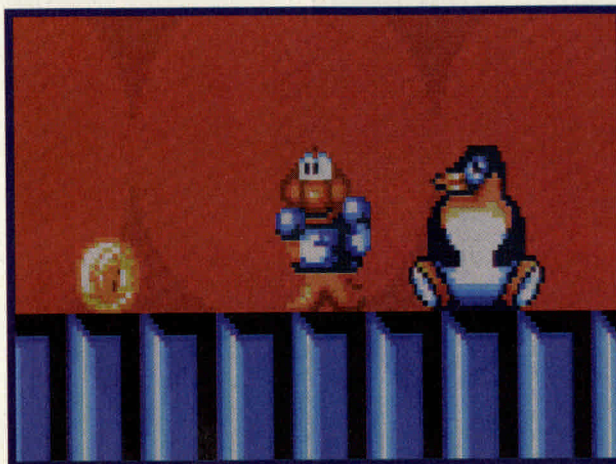


## Benefactor

Ivan 'Air' Roumiantsev from Moscow has been busying himself completing Psygnosis' Benefactor, and has kindly sent in all the level codes to enable you to complete the game. So, just like last month, here are a few randomly selected ones to keep you going.

10 - 3GQPVNLKQB  
18 - H (or M) MQP4PSRQR  
23 - MKQ5MSMQ34  
30 - MH3QSLGHQJ  
38 - QDNGQJNGRJ  
42 - 13QF5NMBQJ  
49 - M224LGJTQL  
52 - MNQN24SPGQ  
57 - M34T5PKPQL  
59 - 2NQKKT433R

## James Pond 3



Andrew Poole of Stoke On Trent has sent us a fabulous James Pond 3 cheat which, to be honest, we've probably used before. However, we've searched high and low through our extensive selection of back issues and we can't find it anywhere, so we've decided to print it again in all its code and cheat type glory.

Type in NIGHTMARE during the game and then simply pressing F10 will bring up a wonderful chest menu.

## Charlie J Cool

We realised that, with this being possibly the biggest Amiga game of all time, hundreds of thousands of you will be struggling by this time with the later levels. Therefore we thought it was essential to print some special cheats to aid you through this genius piece of programming.

Press P on the game screen and then type in one of the following:

CURRY AND RICE = Increase lives to twenty  
WAIT DA MAN = If you die, you won't lose a life  
BADBOY = Skip to next level  
DREAMZONE = Invincibility

Now press P again to unpause the game and activate your chosen cheatmode.

### NICKY BOOM

Level codes:  
2 - KRATTY  
3 - MIRTES  
4 - ARRAX  
5 - JANIR  
6 - TRINOS  
7 - SIXAN

### NICKY 2

What does it look like, strawberry jam?  
2 - DRAKO  
3 - ATIKH  
4 - FIRAM  
5 - LURNA  
6 - PALET  
7 - MIURA  
8 - SLORY

### PINBALL FANTASIES

Various ball-enhancing things.  
EARTHQUAKE  
VACUUM CLEANER  
EXTRA BALLS  
ANDREAS  
ULF  
MARKUS  
FAIRPLAY  
DIGITAL ILLUSIONS  
THE SILENTS  
FREDRIK  
OLOF  
BARRY  
CREW

### PREMIER MANAGER

Telephone number cheats.  
250967 - Sets all tackling to 99  
000123 - Sets all passing to 99  
20769 - Sets all shooting to 99  
781560 - Mega cheat! Sets all skills to 99, plus £20 million.  
753423 - Sets goalie skill to 99  
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

### PUSH OVER

Selected level codes.  
10 - 07680  
20 - 15362  
30 - 08718  
40 - 30734  
50 - 22046  
60 - 17470  
70 - 19071  
80 - 28927  
90 - 28671  
100 - 44543

### RAINBOW ISLANDS

Type in quickly on the title screen...  
BLRBSSBJ - Permanent fast shoes  
RJSBJSBR - Permanent double rainbows  
SSSLRRS - Permanent fast rainbows  
RRLBBSJ - Hidden food becomes money bags  
SRBJSLSB - 1,000,000 points bonus (Woooooo)

### ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

### RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

### THE SETTLERS

Level codes:  
2 - STATION  
3 - UNITY  
4 - WAVE  
5 - EXPORT  
6 - OPTION  
7 - RECORD  
8 - SCALE  
9 - SIGN  
10 - ACRON  
11 - CHOPPER  
12 - GATE

### 13 - ISLAND

14 - LEGION  
15 - PIECE  
16 - RIVAL  
17 - SAVAGE  
18 - XAVER  
19 - BLADE  
20 - BEACON  
21 - PASTURE  
22 - OMNUS  
23 - TRIBUTE  
24 - FOUNTAIN  
25 - CHUDE  
26 - TRAILER  
27 - CANYON  
28 - REPRESS  
29 - YOKI  
30 - PASSIVE

### SIM CITY

Hold down [SHIFT] and type FUND for an extra \$10,000. This can be repeated but too many times will cause an earthquake.

### SINK OR SWIM

Level codes, what else?  
2 - BISHOPMOVE  
3 - PATSY4KERMIT  
4 - HOWNOWPOWWOW  
5 - RINGWORLD  
6 - TROUGHTON  
7 - REDPLANET  
8 - MEGALITHIC  
9 - MYBREAKFAST  
10 - TINYBOPPERS  
11 - LOCKSALORDY  
12 - HALOWEENVII  
13 - NEWMODELARMY  
14 - TIMEPIECE  
15 - LARRYNIVEN  
16 - KILLERWHALE  
17 - BLUEHORIZON

### SLEEPWALKER

Type in DINGADINGDANGMYDA NGALONGLINGO, then in the main game press [RETURN] for a level skip and [TAB] to be given nine lives.

### STARDUST

Level codes.  
2 - CCSAQAAAAALOO  
3 - DDSAQAAANMMN  
4 - EDSAQQAQANKM

### SUPERFROG

Level codes (even though everyone on the planet must already have them as they have sent them in already)  
World One:  
234644  
447464  
747822  
World Two:  
392822  
446364  
984448  
477444  
World Three:  
343522  
882311  
992334  
091332  
World Four:  
467464  
818234  
182394  
298383  
World Five:  
452234  
984841  
383772  
093152  
World Six:  
387211  
981122  
017632  
398112

Alternatively, you can press [F10] whilst still playing for invincibility, or type IN and you will be transported to the end of the particular level you are on.

### TERMINATOR 2

To skip levels, pause the game, press [F1] to [F10], press fire, and then press [ESC].

### TITUS THE FOX

Level codes.  
2 - 2845  
3 - 3559  
4 - 1015  
5 - 1933  
6 - 0738  
7 - 2665  
8 - 5648  
9 - 1331  
10 - 1802  
11 - 0791  
12 - 1350  
13 - 2290  
14 - 5052  
15 - 2045  
16 - 2578

### TRODDLERS

Selected level codes.  
5 - CLEAROUT  
10 - CROSSED  
15 - FIVEROWS  
20 - HELPMEOU  
25 - UPANDDOWN  
30 - GOFORHEART  
35 - SLIPNSLIDE  
40 - FIRSTGUNS  
45 - RUNAROUND  
50 - HACKBACK  
55 - CLOSEUP  
60 - LOOSEM  
65 - ROCKBLAST  
70 - FIRSTFIRE  
75 - MOREFUN  
80 - RAINDROP  
85 - SOLOMAN  
90 - NODELAY  
95 - FALLOUT  
96 - COLOURUN  
97 - AUTOFIRE  
98 - SWEATHEART  
99 - HEAVYDUTY

### WALKER

At the beginning of the second level, type EAT LEAD MUDDY FUNSTER before moving.

### WIZ 'N' LIZ

Mix the vegetables for the following spell combinations.

Cherry+cherry = Bonus room  
Potato+cherry = Mine  
Land skipped  
Mushroom+cabbage = Bonus room  
Mango+lemon = 75 stars  
Carrot+carrot = Bonus room  
Lemon+strawberry = Bonus room  
Avocado+orange = 10,000 points  
Mushroom+onion = 50 seconds extra time

### WONDERDOG

Passwords (codes?)  
2 - LEMONADE  
3 - PHARMACY  
4 - ULTIMATE  
5 - DANIELLE  
6 - LUCOZADE

### WOODY'S WORLD

Level codes.  
Steam Castle - AHJBEEA  
Fishy Castle - MODNAAOG  
Lava Castle - OKDNFAPK  
Checker Castle - MPDMGAMF  
Cog Castle - MKDNCIAK  
Conveyor Belts - OIHMOACO

### ZOOL

For a level skip, key in GOLDFISH on the title screen, then in the game press F-keys 1-6.

### ZOOL 2

SESAME Start on level 1  
RONSON Start on level 2  
FUNKYTUT level 3  
HISSTERIA level 4  
VISION 20 lives  
OLDENEMY Stops the clock  
ALCENTO - Percentage boosted to 99



# SON of Boggit

He certainly knows his stuff!

**My quest may have begun but I don't see any reason why that should prevent me from my usual correspondence with the many readers of Amiga Action. Do you?**

Welcome my friends! And what a fine mood you find me in. It is the 31st day of my quest to find the Woonsocket Diamonds, and what a day it has been. Where shall I start? Well, how about the beginning, that's usually the best place.

You may remember that last time we spoke I was in a somewhat tearful frame of mind as I waved goodbye to my Treehouse home. The first few days on the road were hard as I had little idea of where I was heading and what I would be able to do when I reached my destination.

But, one thing I did discover almost immediately is that the whereabouts of Lord Albert Rankpants are a closely guarded secret, and that wherever his name is mentioned, humans and creatures alike mysteriously begin to sweat and shake with an uncontrollable sense of fear.

Not surprisingly then progress was a little slow at first, and my enquiries fell mostly on deaf ears. But today I think that the breakthrough has come. Whilst heading wearily towards a large cluster of hills where I had hoped to find some sort of settlement, I suddenly found myself falling.

I can't remember how long my downward plummet lasted, but I seemed to be in the air longer than it

takes to complete Monkey Island 2 without the aid of a hard drive.

Anyway, when my descent was finally halted, I found myself lying in an enormous pile of what could only be described as matted hair (with plenty of dandruff included) in a huge underground cavern.

This enormous cave was lit as far as the eye could see by what appeared to be torches

covered in a black sticky substance. I picked myself up, brushed the "hair" from my fashionable Boggit attire, and made my way gingerly to the floor of the cavern.

Upon looking around, the first things to catch my eye were some mysterious drawings on the walls of the cave.

I casually wandered over to take a peek at these sketches and couldn't believe what I saw.

Hundreds of Boggits had been lovingly recreated in an artist's impression of some sort of enthroning ceremony. And sitting there at the centre of the piece, with a crown on his head, looking every inch the perfect monarch, was The Boggit King.

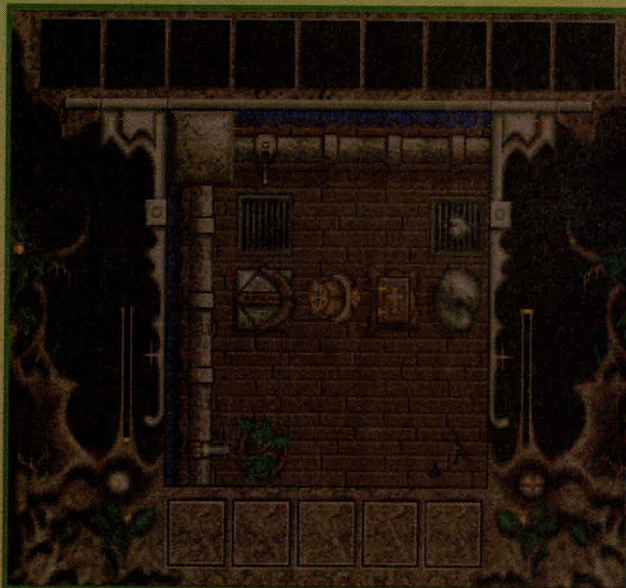
Perhaps this impressive creature was my father, in his life before he went to live in the Treehouse. Maybe I am the heir to the Boggit throne.

But whatever, here was irrefutable proof that I am not completely alone in the world. There are other Boggits out there, and they may be able to help me in my quest.

The excitement is far too much, and I think it's about time I got down to my general Boggiting duties before I get too carried away and forget all about you.

I am here to serve.

Valhalla and the Lord of Infinity is just one of the games I am able to help with





## Valhalla

**Q** I've been buying this mag for a bit now and loved the demo of Valhalla, so I bought it. I've been stuck now for two days on level three, so help please! I've got out of the room with the French drama, I've boiled the kettle and I've got the key, but that's it. The match goes out on the cannon and the toffee disappears. A tip would be appreciated.

*K. Mullenger, Hull*

**A** Well K., or may I call you Mullenger, the dilemma you are facing is as a direct result of you not being able to pick up the disappearing toffee. To apprehend this elusive piece of confectionery you will need to drop the bag of sand (which you should have picked up earlier) in front of the altar with the sweet on it. The bag will burst open, spreading sand all over the floor and you will be able to perform a soft-shoe shuffle to pick up the sweet. This golden sugary treat can then be given to one of the "toffee lovers" in order to be given a further item. The rest is up to you. Good luck!

## Curse of Enchantia

**Q** I have become irretrievably stuck on Curse of Enchantia. I am at the cliffs at the part with the falling rocks and I can't seem to progress any further. The pathway seems to be missing and I really don't know what to do. Perhaps you could see your way clear to giving me a hint or two so that I can continue with the game. I would be very grateful indeed if you could help me. I think you know what I mean!

*Sarah Cartwright, Greenock*

**A** Sarah, Sarah, Sarah, what on Earth do you mean? Do you want to see me end up in the same trouble as my father? Calm yourself down woman for goodness sake. I will answer your query, but only on the understanding that you keep your hormones well and truly in check.

To get past the rockfalls you need to use the chewing gum that you should have picked up from one of the caves in the cliffs. Go right wearing this chewing gum as a natty piece of headgear and you should be fortunate(?) enough to pick up a rock on your head. Throw the rock to form a pathway and you should now be able to walk to the right. Okay? Right, well I think I need a bit of a lie down after that last letter. Phew! Whatever next, Boggit groupies? Hmm, now there's an idea, why don't all you lovely ladies out there send me your unde-[that's enough for now you hairy freak, this isn't a lonely Boggit contact mag you know - Ed].

## Lure of the Temptress

**Q** I am getting fed up with Lure of the Temptress. Don't get me wrong, the game is absolutely brilliant and the graphics are great, but I am so frustrated with it that it's untrue. I am trying to get into the Town Hall on Middle Street but the guard who is there will not let me in. Is there a way in, or am I wasting my time? I can't seem to get any further into the game, so please can you help me?

*Peter Lord, Chichester*

**A** Be frustrated no longer Peter, a disguise is what is needed before you are free to enter the Town Hall. In Taidgh's house

Larry looks every inch the lounge lizard but I'm not too convinced about the shambling tramp

you should be able to find an oil burner below and to the left of the apparatus. Use the tinder box on this oil burner and there should be a reaction. When this has finished, use the flask on the tap. If you drink from the flask now you should find yourself disguised as Selena.

Now go to Middle Street, talk to the guard and you should be allowed into the Town Hall.

## Monkey Island

**Q** Please can you help? I'm stuck on The Secret of Monkey Island. I have completed the three trials, bought my boat and recruited the Sword Master and the ex-irate from Hook Island, but now I'm stuck! I cannot get Otis the prisoner out of jail. I have tried using a mug of grog but it melts before I get to the lock. Please can you help?

*Robert Savage, Burton on Trent*

**A** To free Otis from the prison you must first go to the bar and pick up three mugs. Fill one of the mugs with grog and head towards the prison, whilst all the time pouring the grog from mug to mug to prevent them from dissolving. When you reach the prison cell, use whichever mug has the grog in it on the lock. The lock should now dissolve and Otis will be free.

## Star Trek 25th Anniversary

**Q** Greetings Son of Boggit. Upon returning to Earth after 25 years of boldly going where no man has gone before, I purchased for myself and the crew of The Enterprise, an Amiga 1200 with hard drive attachment. A game by the name of Star Trek 25th Anniversary was discovered by Scotty in the engine room and Spock, Bones and myself have been valiantly fighting off the Klingon hordes ever since. At first we were able to progress quite magnificently thanks to the logical thinking of Spock, but alas we are now at an impasse.

We have discovered Brother Kandrey in the rockfall on Demon World, but we are unable to go through the door that is revealed. Please can you help us solve our dilemma? We are relying on you.

*James T. Kirk, Starship Enterprise, Surrey*

**A** James! How refreshing it is to receive a cry for help from a bona fide megastar. How are Spock and the rest of the crew? And since when have you lived in Surrey? Well never mind, I do not expect a great and worthy figure such as yourself to engage in idle chit-chat with someone as humble as myself.

In order to gain entrance to the room behind the door you must first use the tricorder and the medical bag on Brother Kandrey. The poor man has had an extremely traumatic experience, so treat him carefully. Talk to him and then use the Klingon hand with the pad to the side of the door. It should then open, revealing the Nauian control room.



## Simon the Sorcerer

**Q** Please can you help me with Simon the Sorcerer on the CD32? I am in the witch's house, but I am quite unable to defeat her in the wizard's duel. I have exchanged the potion for the Frogsbane, but it doesn't seem to work. Please help!

*Phil Ashton, Bradford*

**A** To defeat the witch you need to use the magic words. Try them all (apart from abracadabra) and you should eventually defeat her. When the witch is beaten she will turn into a dragon, and if you say 'abracadabra' at this point you will change into a mouse and you will be able to make your escape through the mouse hole.

## Leisure Suit Larry

**Q** In Leisure Suit Larry for the A500 I have been trying to get into the discotheque. Every time I try, the bouncer will not let me in. Please help me because it is doing my head in!

*Mike Ecclestone, Southampton*

**A** To get into the discotheque and strut your funky stuff you will need an ID card. This can be found in the bin inside the casino. Go back to the disco and the previously unfriendly bouncer will then let you past. If he doesn't let you in just tell him that he is a person of below average intelligence who can only find work as a bouncer because he is too stupid to get a proper job.

During the months of hospital convalescence which will undoubtedly follow, you will be able to console yourself with the thought that at least you don't look like a paid thug when you wear a dinner suit.

Well, that's that for now. I'm off to investigate this cave further to see what I can find. Who knows, maybe I will come across the Boggits depicted in the wall painting. I may even find some distant relatives who will be able to help me with my quest. This is all just too unbelievable and I can hardly contain the excitement that is building. Anyway, I've talked far too much for now. It's time for action! Until next time, farewell!

Send your queries (and tips if you like) to:  
Son of Boggit,  
The Rucksack  
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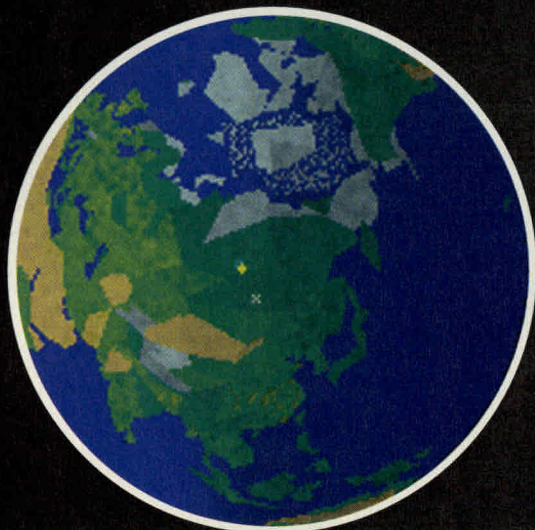
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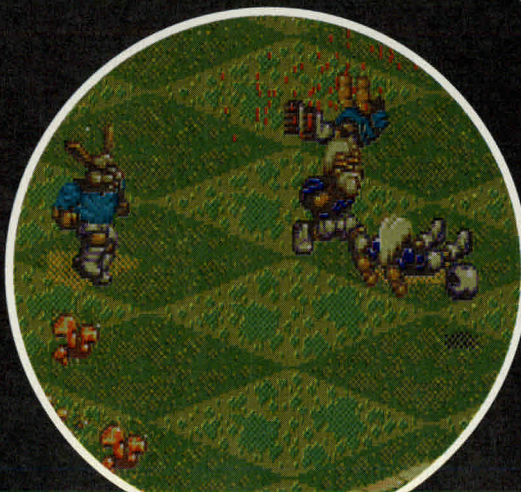
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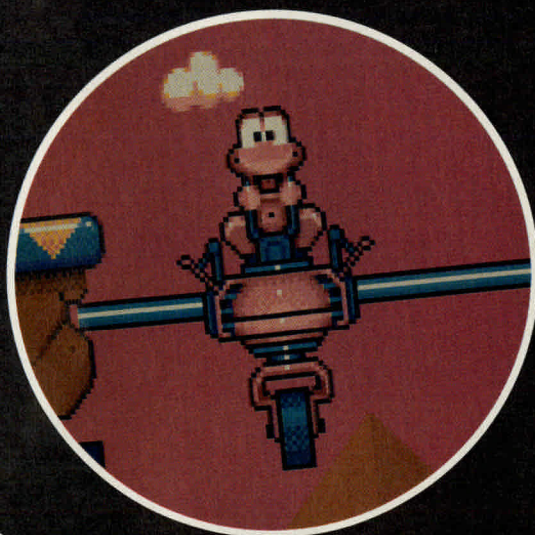
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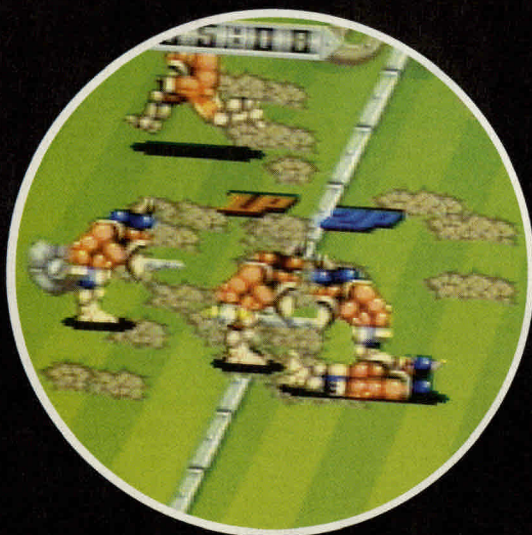
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# BACK ISSUES



**ISSUE 58 JUNE '94** CODE 8499.

Cover - Ambermoon

Coverdisk - Pugsy, Rugby League Coach

Features - Who's Danny Flynn (science-fiction artist), computer game piracy

Reviews - Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32

GTGAs - Labyrinth, Leisure Suit Larry 1, Small Tips



**ISSUE 59 JULY '94** CODE 8500.

Cover - Valhalla

Coverdisk - Gulp, Naughty Ones

Features - MysterX, Sensi Cup '94, May I Help, Sir?

Reviews - Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furries CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32

GTGAs - Beneath A Steel Sky, Naughty Ones, Innocent Until Caught



**ISSUE 60 AUGUST '94** CODE 8501.

Cover - World Cup Football Games

Coverdisk - Wembley International Soccer, D-Day, Goody Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.

Features - MysterX Part 5, ATR

Reviews - Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elfmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O., Wembley Soccer.

GTGAs - Son Of Boggit returns, Valhalla.



**ISSUE 61 SEPTEMBER '94** CODE 8502.

Cover - Pinkie

Coverdisk - Impossible Mission 2025, Mine Runner, Drelbs, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.

Features - Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).

Reviews - Battletoads, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.

GTGAs - U.F.O. pt1, Heimdall 2 pt2, K240, Out To Lunch, Son of Boggit.



**ISSUE 62 OCTOBER '94** CODE 8503.

Cover - Bloody great disk-fest.

Coverdisk - Putty Squad, Vital light, World Tour & 21 full PD games.

Features - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.

Reviews - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94.

GTGAs - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mum



**ISSUE 63 NOVEMBER '94** CODE 8504.

Cover - Dreamweb.

Coverdisk - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.

Features - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).

Reviews - Detroit, Dreamweb, Jetstrike CD32, Lital Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwiser, Their Finest Hour, Winter Gold

GTGAs - Monkey Island 2, Valhalla Pt3, Son of Boggit



**ISSUE 64 DECEMBER '94.** CODE 8505.

Cover - Skeleton Krew

Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case

Features - Caught in the Net (Internet), Legend: Work in Progress

Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more

GTGAs - Universe, Ishar 3, Robinson's Requiem



**ISSUE 65 XMAS '94.** CODE 8506.

Cover - 4 DISK EXTRAVAGANZA!

Coverdisk - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats

Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage

Reviews - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!

GTGAs - Universe Pt 2, Darkseed CD32

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# Talk Back

Take out the paper and the trash, or you don't get no spending cash, if you don't scrub that kitchen floor, you ain't gonna rock and roll no more (yackety-yack, don't talk back). Only do, please...

## It was a joke! Just a joke!

Read this bit from last month again and take a long hard look at your sense of humour

degree of success.  
\*As a special Christmas bonus, Paul Roundell has promised to cover the simulated winnings of any of our readers out of his own wages, but only if they manage to win more than a hundred pounds. All you need do is write in and tell him your biggest total. Don't worry about any kind of proof, we don't need it. He trusts you all!



Current total  
**£4788.60**

Oh yes, and Paul will be paying out the lot. The lot!

### It all started with...

Dear Paul,  
I have been buying Amiga Action for a while now and love it, but this month's issue (65), has got to be the best so far. I enjoyed all the disks but I loved Fruit Mania the best, and will definitely be sending for the full version.

I also noticed the special Christmas bonus bit in which you promised to cover the simulated winnings of any reader out of your wages, but only if they managed to win £100 or more. Well my first highest [? - Paul] win was £168.20 but my best highest [?? - Paul] win so far is £239.20, and I promise you this is the absolute truth. Not bad hey? I look forward to hearing from you.

Yours sincerely,  
Miss T.K. Scott

### and then...

Dear Mr. Paul Roundell,  
With reference to the offer you made in issue 65 - Fruit Mania, my highest total ever is £116.40. I

really enjoyed playing the game and hope to do even better when I can get the whole game.  
Yours gratefully [hmm...],  
Mr C.D. Evans, Yeovil

### We chuckled, but then...

Dear Mr. Roundell,  
I have just bought the Amiga Action four disk Christmas special with my pocket money, and spent a whole day playing Fruit Mania. I understand that Mr. Paul Roundell would pay me out of his own wages if the winning total was over £100.

I spent another full day playing it and managed to get the jackpot twice of £72, and I carried on and at the end my total winnings were £144 [Which is, in fact, the two jackpots to which you refer, no?]. I hope you will keep your promise and pay me the money as promised [!]. Make cheques payable to Master Anthony Wong. Thank you.  
Yours sincerely,  
Anthony Wong, Bath

### Been to Morecambe?

Dear Paul,  
I have just read the review of Mr. Blobby which was published by ourselves and feel that there are a couple of points that I should stress and, if you like, you may want to publish them in your next issue.

I feel very strongly that we should defend ourselves from negative criticism.

Millennium has never been guilty of "cashing in", especially when it comes to the market that we rely on for our existence. If we are guilty of anything it is of showing a different side of our capabilities in terms of spotting market opportunities.

Mr. Blobby is a very powerful and successful licence, due to manufacturers seeing a market for this product.

### And...

Dear Mr. Roundell,  
On issue 65 of Amiga Action I saw the disk with Fruit Mania on it. I thought, ah! - a chance for some money [As opposed to working for it, yeah?]. So for the past two or three days I've been working [yes] bloody hard to get over £100. I finally did it in the second round and got it up to £123.20.

I'm sure you'll agree that this is bloody marvellous, so please can you send me the dosh, I'm serious, this is no joke.  
Yours faithfully,  
Paul Lambden, Reading

### And what's more...

Dear Paul Roundell,  
I'm writing to you regarding the Fruit Mania game on the front of Amiga Action... £102... jackpot... hope to hear from you soon...  
Teresa Tongue, Birmingham

### We thought, can this be true...?

Dear Paul Roundell,  
... inform... biggest total... £205.40. If you require proof... photograph...  
D J Munro, Mauchline

### Can people possibly be this...

Dear Sir,  
Bought Amiga Action... Fruit Mania... £128.80... receiving a cheque... promised...  
Yours sincerely,  
Pauline Callaghan, Leeds

### Stupid...?

Dear Paul Roundell,  
Amiga Format [would you believe?...] your own wages... payment... don't worry about proof... my biggest total is a whopping £223.40...  
Yours Sencerely [E?],  
Brendan Coltart, Dumfries & Galloway

### But apparently so, because...

Dear Mr. Roundell,  
... 100% addicted to Fruit Mania... you promised to cover the simulated winnings... exceed £100... photo included...  
Jacob Cordran, Minehead

### Gallery of Shame

We'd just like to apologise to all of the above and A. Roberts, Craig Cochrane, Dermott Corbane, John Molloy, D.K. Randall, Dave McKenna, Robert Irstone, C. Hodgson, Duncan Keith, Caroline Johnstone, Sarah Tarran, Paul Ingham, Paul England, Darren Penney, Zoe Chambers, Michael Jacobson, Jonathan Carroll, Emma Cowking, L. McGarry, Nigel Chadwick, Anthony & Rebecca Jones, Shane Harrison, Keith Cameron, N. Burton, Shaun Dooley, Steven Hilton, Phil Mayne, Andrew Oliver, David Patterson, Anne Livesey, Alan Berry and Damian Ellison.  
SORRY, WE DIDN'T REALISE YOU'D TAKE IT SERIOUSLY, BUT YOU CAN - CAN! - ENTER THE £1000 COMPETITION THIS MONTH! I mean, my own money!

The criticisms about the game being compromised are very unfair. The engine has been marked by SNES magazines at the mid-90's when it was released by Gametek as Super Troll Islands. So there's the problem, I hear you say: Nintendo owners are all oblivious to the subtleties of the Amiga. That may be the case, but demographically they are of the same age as Blobby fans. The sheer

production timescale and licencing difficulties prevented us from debuting the game on the SNES, but we were aware of the younger players who own Amigas, PCs and CD-Roms. The price? Well what could be more up front than offering this mad game at a mad price? I have recently been quoted in the trade press as saying that this game has not been reviewed because we felt that the games



# Talk Back

press would be too cynical. I have been proved right (but then I always am).

This game was intended as a gift, the same way that M & S are selling Mr. Blobby socks and ties. I'm sure that the fashion press weren't too crazy about the prospect of this either, but the purists have to make compromises when the product doesn't fit in with their ideas of a good release.

This has been produced with Christmas in mind, and if it doesn't fit with your expectations of a Millennium game then I'm flattered to a degree, but it's hard maintaining a dignified top-of-the-range, best-in-show type attitude. Us artists are prone to fits of rebelliousness too you know! If we are to be criticised for developing a good commercial game with a pedigree that we thought had gameplay enough for the intended user, then OK, nail me to a cross. But our scruples should never be put through the mangle. Millennium is committed to re-investment and tighter, more polished releases (sob!). We only wanted to (sniff!) bring a little brightness into this (blub!) otherwise far too commercial Christmas. Cashing in? I'd speak to some of the other publishers if I were you... allegedly.

Yours sincerely,  
Keith Smith, PR Manager,  
Millennium Interactive

Perhaps your scruples shouldn't be put through the mangle, but look at it this way. The idea of a pair of socks is to keep the feet warm and dry, and they'll do this no matter what motif or character is emblazoned on the side.

A tie is used to make a statement, and a Mr Blobby tie will certainly do that ("I'm a nob" springs immediately to mind). The idea of a computer game is to provide entertainment (in proportion to expenditure if you like), and in our eyes Mr. Blobby the game doesn't.

And of course I could never nail you to a cross, but if you're in the market for that kind of thing, then how does- (leave it now! - Decency Ed)

## I also spot trains

Dear Paul,  
I read with great interest Paul McNally's review of Fields of Glory in issue 64. He obviously enjoyed playing the game, evident by the

rares in his review, but I feel there is one thing which he missed - namely the effect of terrain on troop movement...

*[Some time later]...*

I sincerely hope that MicroProse rewrite the game to incorporate more realistic movement rates because the game, although highly polished, certainly needs it. The Napoleonic Wars showed strategy at its finest, evident by Wellington at Salamanca and Napoleon at Austerlitz, so it's just a pity that this game can't exploit the fact. If it did, perhaps by MicroProse adding some more routines to the programming, they would be on to a winner.

Yours sincerely,  
Stuart N. Hardy, Sheffield

And what about that Bismarck eh? Top bloke, him.

## Too much too soon

Dear Mr. Paul,  
Firstly, I would not be at all surprised to see this letter not published, because I am knocking your magazine-  
Stuart P. Kemp, Leicester

Congratulations on your skills of perception.



This is a picture of Pinkie, and if anyone else sends us such an example of talentless dross we'll be round your house sharpish with some bloody big sticks.

Stop it. Now!

## Feast

I feel I must release my frustrations to someone.

I have read your column on many occasions and it never ceases to amaze me what lengths people will go to in order to sponge a free game. I never knew there were so many unfortunate people on the planet. If they cannot afford to purchase software, why buy a computer in the first place? I think you should rename Talkback

"Beggars' Banquet".

Fortunately you are too clued up to these people and I enjoy it when they are sent packing whilst on the scrounge.

Mark Williams, Plymouth

Then you should get a nice kick out of this...

## Queue for bread

Dear Amiga Action,  
You may like to know that I am from Russia, Moscow to be precise, and that I myself am a big follower of your magazine.

It isn't always easy to buy here unfortunately, but I have made a pretty good attempt for a couple of years now and have more than 20 of the issues.

Perhaps readers might like to know a hint I have regarding Amiga Action and how it can be used in the house.

My sister who is younger than me had a couple of months ago a problem with the drawers in her bedroom [she couldn't keep them on, boom-boom! - Comedy Ed] because they leaned forwards and the drawers opened all the time. So what I propsoeld [hello? - Paul] and did was to take out the drawers and put two and then three magazines under them and put the drawers back.

Now the drawers are perfect but I am deprived of six issues of the magazine. I am a handyman. Yours with coy [oh, hello? - Paul],  
Dzitel Crens, Moscow

You are indeed a handyman Dzitel, and a rather bizarre one at that. Congratulations on the letter (he said, patronising someone with a great deal more intelligence than himself), but I think perhaps your sense of humour needs honing if you are to compete with... um... ah... er. Fair enough.

## Complicated and adult

Dear Paul,  
Month after month your magazine has been pervaded by everyone under the sun giving their opinion on the subject of piracy-  
Michael Kelly, Shanklin, Isle of Wight

And isn't it typical that we should choose this month to stop

printing the same old "I used to do it but now I buy my games from the shop" load of old crusted slop...

## UB40 (Featuring PA- [leave it!])

Dear Amiga Action,  
What is this compacted cover disk business? Are you falling to the standards of the other Amiga mags or what? Perhaps you have been sponsored by one of the blank disk manufacturers?

I would rather have one uncompact cover disk or no disk at all than six compacted disks per issue. The method of compaction means that if each month there are five disks to be decrunched, Amiga Action will cost me £3.99 + £3.00 for disks - that's a total of £6.95, if I get the cheapest disks.

As I am unemployed the extra cost is a lot of money, so the five free disks were very welcome. I have an Acorn A4 portable 4 Meg with 60 Meg hard disk which runs the best form of disk compacting I have seen! [We don't care!].

Now that the gripes are over and done with can you help with a problem? Here is a list of my hardware: A500, ROMsharer 1.3/2.0 kickstart, A2000 (B2000 version) with monitor with 1 Meg and 40Mb HD, CD32 with 5X1, disk drive, keyboard and a Star LC200 printer. The problem with the-

Stephen Watson, no address

The problem is that you aren't using disks you already have. What? You don't have, at the very least, a dozen or so disks that you no longer use or need? I find that hard to believe, or we wouldn't have used the decompaction method in the first place. At the very worst it's two or three minutes messing about before you can play a demo. But the reason we're doing this is to get a lot on to the disks and give you better value for money, and it isn't a regular thing anyway.

Now I don't want to trivialise the position of someone who finds himself out of work, but if you really were Johnny Skint then a) you wouldn't buy AA in the first place unless you were mad and b) well, you'd be wanting to sell some of that equipment, wouldn't you.  
Acorn A4 portable 4 Meg 60 Meg hard drive indeed.

## Here's what to do...

Letters to: Talkback, Amiga Action, Media House, Macclesfield, SK10 4NP

Faxes to: 0625 878888

email to: paulroundell@mail.on-line.co.uk

Phone queries: We love you, but we're also rather busy, so give this a miss please. Please?



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Which computer(s), if any, do you own? .....



# Super Leagues

*Are there any programmers out there working on arcade adventures? We need about ten more games so we don't have to bother with this intro any more*

## Arcade Adventure

- 1 **FIRST SAMURAI**  
Mirrorsoft
- 2 **ROBOCOP 3**  
Ocean
- 3 **D/GENERATION**  
Mindscape
- 4 **SECOND SAMURAI**  
Psygnosis
- 5 **HUNTER**  
Activision
- 6 **ANOTHER WORLD**  
US Gold



- 7 **JURASSIC PARK**  
Ocean
- 8 **HEIMDALL**  
Core Design
- 9 **THE IMMORTAL**  
Electronic Arts
- 10 **GOLD OF THE AZTECS**  
US Gold
- 11 **CADAVER**  
Renegade
- 12 **MOONSTONE**  
Mindscape
- 13 **CORPORATION** + Mission Disk  
Core Design
- 14 **LITIL DIVIL**  
Gremlin
- 15 **SPACE CRUSADE**  
Gremlin
- 16 **HERO QUEST** + Data Disk  
Gremlin
- 17 **ASHES OF EMPIRE**  
Mirage
- 18 **CYBERCON III**  
US Gold
- 19 **SWORD OF HONOUR**  
DMI
- 20 **LORDS OF TIME**  
Software Business
- 21 **XENOMORPH**  
Ubisoft
- 22 **BARBARIAN II**  
Palace
- 23 **SHADOW OF THE BEAST III**  
Psygnosis
- 24 **ROCKET RANGER**  
Cinemaware
- 25 **CAME FROM THE DESERT** + Ant Head  
Cinemaware
- 26 **HORROR ZOMBIES/THE CRYPT**  
Millennium
- 27 **UNREAL**  
Ubisoft

- 28 **KULT**  
Ubisoft
- 29 **OBITUS**  
Psygnosis
- 30 **CRYSTALS OF ARBorea**  
Silmarils
- 31 **VOODOO NIGHTMARE**  
Activision
- 32 **LAST NINJA 3**  
System 3
- 33 **ABANDONED PLACES**  
Electronic Zoo
- 34 **ZOMBI**  
Ubisoft
- 35 **NINJA REMIX**  
System 3
- 36 **COLORADO**  
Ubisoft
- 37 **BLOODWYCH** + Data Disks  
Mirrorsoft
- 38 **COLDITZ**  
Digital Magic
- 39 **HEAD OVER HEELS**  
Ocean
- 40 **INDY/FATE OF ATLANTIS**  
Lucasfilm
- 41 **HARE RAISING HAVOC**  
Infogrames
- 42 **B.A.T.**  
Ubi Soft
- 43 **MERCENARY III**  
Novagen
- 44 **SHADOW OF THE BEAST II**  
Psygnosis
- 45 **DIZZY'S EXCELLENT ADV**  
CodeMasters
- 46 **THE SIMPSONS**  
Ocean
- 47 **DEATH TRAP**  
Anco
- 48 **DRAGON'S LAIR III**  
Readysoft
- 49 **TREASURE TRAP**  
CodeMasters
- 50 **SHADOW OF THE BEAST**  
Psygnosis
- 51 **INFESTATION**  
Unknown
- 52 **RESOLUTION 101**  
Millennium/UBL
- 53 **NEUROMANCER**  
Unknown
- 54 **RAN XEROX**  
Ubi Soft
- 55 **BATMAN - CAPED CRUSADER**  
Ocean
- 56 **WEIRD DREAMS**  
Rainbow Arts
- 57 **SPACE ACE II**  
Readysoft
- 58 **SIR FRED**  
Ubisoft
- 59 **HEROES OF THE LANCE**  
US Gold
- 60 **STORMLORD**  
Unknown
- 61 **THUNDERBIRDS**  
Teque/UBL
- 62 **GHOSTBUSTERS 2**  
Activision

- 63 **BOROBODUR**  
Thalamus
- 64 **BRIDES OF DRACULA**  
Gonzo Games
- 65 **NIGHTBREED (INTERACTIVE)**  
Ocean
- 66 **GUY SPY**  
Readysoft
- 67 **THE RETURN OF MEDUSA**  
Unknown
- 68 **OMNICRON CONSPIRACY**  
Unknown
- 69 **BLADE WARRIOR**  
Unknown
- 70 **CHAOS IN ANDROMEDA**  
Arc
- 71 **BADLANDS PETE**  
Arc
- 72 **UNIVERSAL MONSTERS**  
Ocean
- 73 **SPACE ACE**  
Readysoft
- 74 **DRAGONS LAIR 2**  
Readysoft
- 75 **SINGE'S CASTLE**  
Readysoft
- 76 **DRAGON'S LAIR**  
Readysoft
- 77 **BARBARIAN**  
Palace
- 78 **OBLITERATOR**  
Unknown
- 79 **CRIME DOES NOT PAY**  
Empire
- 80 **KRISTAL**  
Unknown
- 81 **GALDREGON'S DOMAIN**  
Unknown
- 82 **EYE OF HORUS**  
Millennium
- 83 **PYRAMAX**  
Unknown
- 84 **THEME PARK MYSTERY**  
Mirrorsoft
- 85 **BARBARIAN II**  
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- 86 **PAC LAND**  
Unknown
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Cinemaware
- 88 **HEART OF THE DRAGON**  
Dynamix
- 89 **MICKY MOUSE**  
US Gold
- 90 **BEASTLORD**  
Grandslam

## Adventure

- 1 **VALHALLA**  
Vulcan
- 2 **MONKEY ISLAND 2**  
US Gold
- 3 **INDY/FATE OF ATLANTIS**  
US Gold
- 4 **BENEATH A STEEL SKY**  
Virgin
- 5 **STAR TREK**  
Interplay
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- 8 **LEGEND OF KYRANDIA**  
Virgin
- 9 **LURE OF THE TEMPTRESS**  
Virgin
- 10 **SECRET OF MONKEY ISLAND**  
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- 11 **CURSE OF ENCHANTIA**  
Core Design
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- 13 **DARK SEED**  
Cyberdreams
- 14 **THE CLUE**  
Black Legend
- 15 **LABYRINTH OF TIME**  
Electronic Arts
- 16 **MADDOG WILLIAMS**  
Game Crafters
- 17 **INDY/LAST CRUSADE**  
Lucasfilm
- 18 **KGB**  
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US Gold
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Sierra
- 21 **OPERATION STEALTH**  
US Gold
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Sierra
- 23 **CRUISE FOR A CORPSE**  
US Gold
- 24 **WAXWORKS**  
Accolade
- 25 **COSMIC SPACEHEAD**  
Codemasters



- 26 **ELVIRA/MISTRESS OF DARK**  
Accolade
- 27 **ELVIRA II/JAWS OF CERBERUS**  
Accolade
- 28 **KING'S QUEST SERIES**  
Sierra
- 29 **HEART OF CHINA**  
Dynamix
- 30 **MANIAC MANSION**  
Eldersoft
- 31 **NIPPON SAFES INC**  
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- 32 **UNIVERSE**  
Core Design
- 33 **INNOCENT UNTIL CAUGHT**  
Psygnosis
- 34 **LOOM**  
US Gold
- 35 **WILLY BEAMISH**  
Sierra
- 36 **HITCHHIKERS GUIDE**  
Infocom
- 37 **CODENAME: ICEMAN**  
Sierra
- 38 **POLICE QUEST SERIES**  
Sierra
- 39 **FUTURE WARS**  
US Gold
- 40 **LEATHER GODDESSES**  
Infocom
- 41 **LEISURE SUIT LARRY 1, 2 & 3**  
Sierra
- 42 **SPACE QUEST IV**  
Sierra
- 43 **SPACE QUEST 1, 2 & 3**  
Sierra
- 44 **DUNE**  
Virgin
- 45 **TRIAL BY FIRE**  
Sierra



- 46 ZAK MCKRAKEN**  
Lucasfilm
- 47 ZORK TRILOGY**  
Infocom
- 48 SUSPICIOUS CARGO**  
Gremlin
- 49 WONDERLAND**  
Virgin
- 50 DEMONIAK**  
Silmarils
- 51 PLAN 9 FROM OUTER SPACE**  
Gremlin
- 52 MAUPITI ISLAND**  
Lankhor
- 53 PLANETFALL**  
Infocom
- 54 GUILD OF THIEVES**  
Rainbird
- 55 STATIONFALL**  
Infocom
- 56 B.A.T. II**  
Ubi Soft
- 57 INNOCENT UNTIL CAUGHT**  
Psygnosis
- 58 CONQUESTS OF CAMELOT**  
Sierra
- 59 LURKING HORROR**  
Unknown
- 60 ULTIMA SERIES**  
Origin Mindscape
- 61 MANHUNTER SERIES**  
Sierra
- 62 HOOK**  
Ocean
- 63 B.A.T.**  
Ubi Soft
- 64 DEJA-VU 1+2**  
Mirrorsoft
- 65 SHOGUN**  
Infocom
- 66 SPELLBREAKER**  
Infocom
- 67 WISHBRINGER**  
Infocom
- 68 CHRONOQUEST SERIES**  
Psygnosis
- 69 ENCHANTER**  
Infocom
- 70 SORCEROR**  
Infocom
- 71 BEYOND ZORK**  
Infocom
- 72 ZORK ZERO**  
Infocom
- 73 SUSPECT**  
Infocom
- 74 BUREAUCRACY**  
Rainbow Arts
- 75 DEADLINE**  
Infocom
- 76 TIME**  
Rainbird
- 77 INFIDEL**  
Infocom
- 78 CORRUPTION**  
Rainbird
- 79 FISH**  
Rainbird
- 80 JINXTER**  
Rainbird
- 81 THE PAWN**  
Rainbird
- 82 SUSPENDED**  
Infocom
- 83 TIMES OF LORE**  
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- 84 COLONEL'S BEQUEST**  
Sierra
- 85 WEEN**  
Loricel
- 86 GOLDRUSH!**  
Sierra

- 87 FASCINATION**  
Digital Integration
- 88 STARCROSS**  
Ubisoft
- 89 HOLLYWOOD HI-JINX**  
Infocom
- 90 TRINITY**  
Ubisoft

## Shoot 'em-up

- 1 CHAOS ENGINE**  
Renegade
- 2 DESERT STRIKE**  
Electronic Arts
- 3 SKELETON KREW**  
Core Design
- 4 TOWER ASSAULT**  
ATeam 17
- 5 GUARDIAN**  
Acid
- 6 ALIEN BREED 2**  
Team 17
- 7 BANSHEE**  
Core Design



- 8 PROJECT-X**  
Team 17
- 9 ALIEN BREED '92**  
Team 17
- 10 BLOOD MONEY**  
Psygnosis
- 11 ALIEN BREED**  
Team 17
- 12 TURRICAN 3**  
Renegade
- 13 SEEK AND DESTROY**  
Mindscape
- 14 WALKER**  
Psygnosis
- 15 SILKWORM**  
Virgin
- 16 SWIV**  
The Sales Curve
- 17 TURRICAN 2**  
Rainbow Arts
- 18 OVERKILL**  
Mindscape
- 19 ZEEWOLF**  
Binary Asylum
- 20 URIDIUM 2**  
Renegade
- 21 BLASTAR**  
Core
- 22 JET STRIKE**  
Alternative
- 23 SUPER STARDUST**  
Team 17
- 24 CYBERPUNKS**  
Core Design
- 25 SIMULCRA**  
MicroStyle
- 26 XENON II - MEGABLAST**  
Renegade
- 27 THE KILLING GAME SHOW**  
Psygnosis
- 28 X-OUT**  
Rainbow Arts
- 29 DISPOSABLE HERO**  
Gremlin
- 30 T2 ARCADE**  
Virgin
- 31 Z-OUT**  
Rainbow Arts
- 32 APIDYA**  
Blue Byte
- 33 R-TYPE II**  
Activision
- 34 MIDNIGHT RESISTANCE**  
Ocean
- 35 FIREFORCE**  
ICE
- 36 MICROCOSM**  
Psygnosis
- 37 ALCATRAZ**  
Infogrames
- 38 PANG**  
Ocean
- 39 VENUS**  
Gremlin
- 40 EPIC**  
Ocean
- 41 APOCALYPSE**  
Virgin
- 42 R-TYPE**  
Activision
- 43 BATTLE SQUADRON**  
Ubisoft
- 44 AMNIOS**  
Psygnosis
- 45 WOLFCHILD**  
Core Design
- 46 SPACE GUN**  
Ocean
- 47 LETHAL XCESS**  
Grandslam
- 48 VITAL LIGHT**  
Millennium
- 49 RUBICON**  
21st Century
- 50 WING COMMANDER**  
Mindscape
- 51 ANARCHY**  
Unknown
- 52 OPERATION THUNDERBOLT**  
Ocean
- 53 MEAN ARENAS**  
Ice
- 54 WINGS OF DEATH**  
Thalion
- 55 WARZONE**  
Core Design
- 56 ESCAPE FROM THE ROBOT**  
Unknown
- 57 MONSTERS**  
Ubisoft
- 58 STELLAR 7**  
Sierra
- 59 ORK**  
Psygnosis
- 60 STARDUST**  
Daze
- 61 VIDEO KID**  
Gremlin
- 62 FLY HARDER**  
Krysalis
- 63 PEGASUS**  
Gremlin
- 64 HOSTILE BREED**  
Palace
- 65 BONANZA BROS**  
US Gold
- 66 FIREHAWK**  
Codemasters
- 67 FANTASTIC VOYAGE**  
Ubisoft
- 68 STRIDER II**  
US Gold
- 69 ATOMIC ROBO-KID**  
Activision

- 70 THE EXECUTIONER**  
Audiogenic
- 71 ARMALYTE**  
Thalamus
- 72 OPERATION WOLF**  
Ocean
- 73 SHADOW DANCER**  
US Gold
- 74 SUPER SPACE INVADERS**  
Domark
- 75 LINE OF FIRE**  
US Gold
- 76 XENON**  
Renegade
- 77 MONTY PYTHON**  
Virgin
- 78 TERMINATOR 2**  
Ocean
- 79 SUPER SKWEEK**  
Loricel
- 80 BATTLESTORM**  
Ubisoft
- 81 ROBOCOP 2**  
Ocean
- 82 AGONY**  
Psygnosis
- 83 STARUSH**  
Ubisoft
- 84 MERCS**  
US Gold
- 85 BAAL**  
Unknown
- 86 CAVITAS**  
Unknown
- 87 ALIEN STORM**  
US Gold
- 88 WARLOCK THE AVENGER**  
Millennium
- 89 CARDIAXX**  
Electronic Zoo/Team 17
- 90 TOTAL CARNAGE**  
ICE
- 91 WESTPHASER**  
Loricel
- 92 FIRE AND FORGET**  
Titus
- 93 STARRAY**  
Logotron
- 94 PREDATOR II**  
Mirrorsoft
- 95 GHOST BATTLE**  
Thalion
- 96 FRENETIC**  
Audiogenic
- 97 THE SPY WHO LOVED ME**  
Domark
- 98 TOTAL RECALL**  
Ocean
- 99 UNDER PRESSURE**  
Electronic Zoo
- 100 BACK TO THE FUTURE 3**  
Mirrorsoft

## Sports Simulation

- 1 FOOTBALL GLORY**  
Kompert
- 2 SENSIBLE SOCCER**  
Renegade
- 3 GOAL**  
Virgin
- 4 SPEEDBALL 2**  
Renegade
- 5 PRO TENNIS TOUR 2**  
Ubi Soft
- 6 MAN UTD LEAGUE CHAMPS**  
Krysalis
- 7 PGA EUROTOUR**  
Ocean



# Super Leagues

- 8 PREMIER MANAGER 3**  
Gremlin
- 9 JOHN MADDEN**  
Electronic Arts
- 10 PGA TOUR GOLF + Data Disk**  
Electronic Arts
- 11 PREMIER MANAGER 2**  
Gremlin
- 12 GRAHAM GOOCH CRICKET**  
Audiogenic
- 13 PREMIER MANAGER**  
Gremlin
- 14 MICROPROSE GOLF**  
MicroProse
- 15 ON THE BALL**  
Daze
- 16 WORLD CLASS RUGBY**  
Audiogenic
- 17 BRUTAL SPORTS FOOTBALL**  
Millennium



- 18 WINTER OLYMPICS**  
U.S. Gold
- 19 EUROPEAN CHAMPIONS**  
Ocean
- 20 PLAYER MANAGER**  
Anco
- 21 WILD CUP SOCCER**  
Millennium
- 22 SPEEDBALL**  
Renegade
- 23 JIMMY WHITE'S SNOOKER**  
Virgin
- 24 ARCHER MACLEAN'S POOL**  
Virgin
- 25 WORLD CLASS LEADERBOARD**  
US Gold
- 26 SIERRA SOCCER**  
Sierra (obviously)
- 27 ARCADE POOL**  
Team 17
- 28 LINKS**  
US Gold
- 29 TEST MATCH CRICKET**  
Challenge
- 30 THE MANAGER**  
US Gold
- 31 GAMES: SUMMER EDITION**  
US Gold
- 32 CHAMP MANAGER '93**  
Domark
- 33 AMERICAN GLADIATORS**  
GameTek
- 34 NICK FALDO'S CHAMP GOLF**  
Grandslam
- 35 CHAMPIONSHIP MANAGER**  
Domark
- 36 KICK OFF 2**  
Anco
- 37 FIFA SOCCER**  
Electronic Arts
- 38 TENNIS CUP**  
Loricel
- 39 TV SPORTS FOOTBALL**  
Mindscape
- 40 CALIFORNIA GAMES**  
US Gold
- 41 WEMBLEY RUGBY LEAGUE**  
Audiogenic
- 42 STRIKER**  
Rage
- 43 PRO TENNIS TOUR**  
Ubi Soft
- 44 JAHANGIR KHAN SQUASH**  
Krisalis

- 45 GRAHAM TAYLOR'S**  
Krisalis
- 46 RBI 2 BASEBALL**  
Mindscape
- 47 DISC**  
Loricel
- 48 THE AQUATIC GAMES**  
Millennium
- 49 TV SPORTS BASKETBALL**  
Mindscape
- 50 SUPER SPORT CHALLENGE**  
Daze
- 51 RYDER CUP**  
Ocean
- 52 TENNIS CUP 2**  
Loricel
- 53 SOCCER STAR**  
B.U.B.
- 54 LIVERPOOL**  
Grandslam
- 55 WINTER SUPERSPORTS '92**  
Flair
- 56 J BARNES EURO FOOTBALL**  
Krisalis
- 57 ZANY GOLF**  
Ubisoft
- 58 EURO SOCCER**  
Flair
- 59 MAN UNITED - EUROPE**  
Krisalis
- 60 TV SPORTS BASEBALL**  
Mindscape
- 61 FIENDISH FREDDY**  
Tynesoft
- 62 INTERNATIONAL SPORTS**  
Empire
- 63 MASTER BLAZER**  
Rainbow Arts
- 64 TIP OFF**  
Anco
- 65 EUROPEAN FOOTBALL CHAMP**  
Krysalis
- 66 WAYNE GRETZKY HOCKEY 2**  
Bethesda
- 67 TACTICAL MANAGER**  
Kompakt
- 68 MICROPROSE SOCCER**  
MicroProse
- 69 INTERNATIONAL SOCCER**  
MicroProse
- 70 SUPERSKI 2**  
Microids
- 71 WORLD CUP USA '94**  
US Gold
- 72 THE CARL LEWIS CHALLENGE**  
Psygnosis
- 73 CALIFORNIA GAMES II**  
US Gold
- 74 MEGA SPORTS**  
Ubisoft
- 75 GRAND MONSTER SLAM**  
Rainbow Arts
- 76 WORLD GAMES**  
US Gold
- 77 PROJECTYLE**  
Electronic Arts
- 78 PURPLE SATURN DAY**  
Infogrames
- 79 ADVANTAGE TENNIS**  
Ubisoft
- 80 EMPIRE SOCCER**  
Empire
- 81 WWF WRESTLEMANIA**  
Ocean
- 82 STORMBALL**  
Millennium
- 83 ITALY 1990**  
US Gold
- 84 FACE OFF ICE HOCKEY**  
Krisalis
- 85 BILLIARDS II**  
Infogrames
- 86 REBEL RACER**  
Unknown
- 87 I PLAY 3D SOCCER**  
I-Play

- 88 WORLD CHAMP SOCCER**  
Unknown
- 89 STEVE DAVIS SNOOKER**  
CDS
- 90 FOOTBALL MANAGER 2**  
Addictive
- 91 JACK NICKLAUS GOLF**  
Gremlin
- 92 FOOTBALLER OF THE YEAR 2**  
Gremlin
- 93 3D TENNIS**  
Unknown
- 94 WILD WHEELS**  
Ocean
- 95 RUGBY/THE WORLD CUP**  
Infogrames
- 96 RUGBY LEAGUE COACH**  
Audiogenic
- 97 SUPER LEAGUE MANAGER**  
Unknown
- 98 EUROPEAN SUPERLEAGUE**  
Unknown
- 99 TOURNAMENT GOLF**  
Unknown
- 100 MANCHESTER UNITED**  
Krisalis

## Flight Simulation

- 1 REACH FOR THE SKIES**  
Virgin
- 2 FLIGHT OF THE INTRUDER**  
Mirrorsoft
- 3 GUNSHIP 2000**  
MicroProse



- 4 FALCON & MISSION** Disks 1 & 2  
Mirrorsoft
- 5 TORNADO**  
Digital Integration
- 6 F117A**  
MicroProse
- 7 COMBAT AIR PATROL**  
Psygnosis
- 8 B17 FLYING FORTRESS**  
MicroProse
- 9 DOGFIGHT**  
MicroProse
- 10 THUNDERHAWK**  
Core Design
- 11 F-19 STEALTH FIGHTER**  
MicroProse
- 12 THEIR FINEST HOUR + Data Disk**  
Lucasfilm
- 13 F-16 COMBAT PILOT**  
Digital Integration
- 14 A320 AIRBUS USA**  
Thalion
- 15 BATTLEHAWKS 1942**  
Lucasfilm
- 16 FIGHTER BOMBER**  
Activision
- 17 A320 AIRBUS**  
Thalion
- 18 A-10 TANK KILLER V1.5**  
Sierra
- 19 GUNSHIP**  
MicroProse
- 20 BIRDS OF PREY**  
Electronic Arts
- 21 EMBRYO**  
Kompakt
- 22 SHUTTLE**  
Virgin

- 23 PROFLIGHT**  
Hi Soft
- 24 INTERCEPTOR**  
Unknown
- 25 FLIGHT SIMULATOR 2**  
Sublogic
- 26 KNIGHTS OF THE SKY**  
MicroProse
- 27 MIG-29M SUPER FULCRUM**  
Domark
- 28 F-29 RETALIATOR**  
Ocean
- 29 F-15 STRIKE EAGLE II**  
MicroProse
- 30 A-10 TANK KILLER**  
Sierra
- 31 MIG-29 FULCRUM**  
Domark
- 32 TOWER FRA**  
Unknown
- 33 WINGS**  
Cinemaware
- 34 SKYCHASE**  
MicroProse
- 35 F-15 STRIKE EAGLE**  
MicroProse
- 36 ATF II**  
Digital Integration
- 37 FIGHTER DUEL PRO**  
Jaeger Software
- 38 CHUCK YEAGER**  
Electronic Arts
- 39 RED BARON**  
Dynamix
- 40 STRIKE FORCE HARRIER**  
Digital Integration

## Racing

- 1 SKIDMARKS**  
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**  
Gremlin
- 3 BUMP N BURN**  
Grandslam
- 4 FORMULA ONE GRAND PRIX**  
MicroProse
- 5 SUPERCARS 2**  
Gremlin
- 6 LOTUS TURBO CHALLENGE II**  
Gremlin
- 7 POWERDRIVE**  
US Gold
- 8 OVERDRIVE**  
Team 17
- 9 STUNT CAR RACER**  
MicroStyle
- 10 NO SECOND PRIZE**  
Thalion
- 11 NITRO**  
Psygnosis
- 12 LOTUS III**  
Gremlin
- 13 LAMBORGHINI**  
Titus
- 14 F17 CHALLENGE**  
Team 17
- 15 MICRO MACHINES**  
CodeMasters
- 16 JAGUAR XJ220**  
Core Design
- 17 TOP GEAR 2**  
Gremlin
- 18 HARLEY DAVIDSON**  
Mindscape
- 19 F1**  
Domark
- 20 VROOM**  
Unknown
- 21 BILL ELLIOT'S NASCAR**  
GameTek
- 22 CRAZY CARS 3**  
Titus



**23 INDIANAPOLIS 500**

Electronic Arts

**24 NIGEL MANSELL**

Gremlin

**25 SUPER MONACO GP**

US Gold

**26 TEST DRIVE 2**

Accolade

**27 TOYOTA RALLY**

Gremlin

**28 COMBO RACER**

Gremlin

**29 SUPER OFF ROAD RACER**

Virgin

**30 SUPER CARS**

Gremlin

**31 TEAM SUZUKI**

Gremlin

**32 LOMBARD RAC RALLY**

Mandarin

**33 SUPER HANG-ON**

Activision

**34 JUPITER'S MASTERDRIVE**

Ubi Soft

**35 RVF HONDA**

MicroStyle

**36 INDY HEAT**

The Sales Curve

**37 PSYBORG**

Loricel

**38 4D SPORTS DRIVING**

Mindscape

**39 OUTRUN EUROPA**

US Gold

**40 HARD DRIVIN' II**

Domark

**41 ROAD RASH**

Electronic Arts

**42 GRAND PRIX CIRCUIT**

Unknown

**43 TURBO OUTRUN**

US Gold

**44 HARD DRIVIN'**

Domark

**45 BADLANDS**

Domark

**46 PRIME MOVER**

Psygnosis

**47 THE CYCLES**

Ubisoft

**48 CHASE HQ II**

Ocean

**49 POWERDROME**

Ubisoft

**50 OVERLANDER**

Elite

**51 TEST DRIVE**

Accolade

**52 BURNING RUBBER**

Ocean

**53 RED ZONE**

Psygnosis

**54 CISCO HEAT**

Mirrorsoft

**55 RACE DRIVIN'**

Domark

**56 MOONSHINE RACERS**

Millennium

**57 FERRARI FORMULA 1**

Virgin

**58 THE ULTIMATE RIDE**

Mindscape

**59 HOTROD**

Activision

**60 GRAND PRIX MASTER**

Codemasters

**Beat 'em-up****1 RISE OF THE ROBOTS**

Mirage

**2 MORTAL KOMBAT**

Virgin

**3 ELFMANIA**

Renegade

**4 IK+**

System 3

**5 BODY BLOWS**

Team 17

**6 PANZA KICK BOXING**

Futura

**7 TORVAK THE WARRIOR**

Core Design

**8 BODY BLOWS GALACTIC**

Team 17

**9 BUDOKAN**

Electronic Arts

**10 STREETFIGHTER II**

US Gold

**11 ORIENTAL GAMES**

Unknown

**12 AFTER THE WAR**

Dynamic

**13 VIGILANTE**

US Gold

**14 WRATH OF THE DEMON**

Readysoft

**15 SHADOW WARRIORS**

Ocean

**16 FINAL FIGHT**

US Gold

**17 NINJA WARRIORS**

Virgin

**18 GOLDEN AXE**

Virgin

**19 SWORD OF THE SODAN**

Activision

**20 CHAMBERS OF SHAOLIN**

Grandslam

**21 METAL MASTERS**

Infogrames

**22 BLACK TIGER**

US Gold

**23 DARKMAN**

Ocean

**24 SKULL AND CROSSBONES**

Domark

**25 DOUBLE DRAGON III**

Virgin

**26 DYNASTY WARS**

US Gold

**27 PITFIGHTER**

Domark

**28 FULL CONTACT**

Team 17

**29 TMHT**

Mirrorsoft

**30 DINOWARS**

Unknown

**31 NIGHTBREED (ARCADE)**

Ocean

**32 ROGUE TROOPER**

Krysalis

**33 DOUBLE DRAGON II**

Virgin

**34 LAST NINJA 2**

System 3

**35 IVANHOE**

Ocean

**36 WILD STREETS**

Titus

**37 DR DOOMS REVENGE**

Entertainment International

**38 COUGAR FORCE**

Tomahawk

**39 BATTLETOADS**

Mindscape

**40 TURTLES 2/ARCADE GAME**

Mirrorsoft

**Strategy****1 SIMCITY 2000**

Maxis

**2 SETTLERS**

Kempston

**3 THEME PARK**

Electronic Arts

**4 UFO**

Microprose

**5 DETROIT**

Impressions

**6 POWERMONGER + Data Disk**

Electronic Arts

**7 UTOPIA + Data Disk**

Gremlin

**8 MEGA LO MANIA**

Mirrorsoft

**9 POPULOUS II**

Electronic Arts

**10 CIVILISATION**

Microprose

**11 DUNE II**

Virgin

**12 K240**

Gremlin

**13 PIRATES! GOLD**

Microprose

**14 CAESAR**

Impressions

**15 SABRE TEAM**

Krisalis

**16 D-DAY**

Impressions

**17 LORDS OF THE REALM**

Impressions

**18 GLOBAL EFFECT**

Electronic Arts

**19 DREADNOUGHTS**

Turcan Research

**20 FIELDS OF GLORY**

Microprose

**21 CAMPAIGN 2**

Empire

**22 GENGHIS KHAN**

Infogrames

**23 GENESIA**

Mindscape

**24 SIM CITY DELUXE**

Infogrames

**25 SIMCITY + Terrain Editor**

Infogrames

**26 A-TRAIN**

Maxis

**27 CAESAR DELUXE**

Impressions

**28 PERFECT GENERAL**

Impressions

**29 SUPREMACY**

Unknown

**30 CELTIC LEGENDS**

Ubi Soft

**31 GLOBAL DOMINATION**

Impressions

**32 BANDIT KINGS**

Unknown

**33 BATTLE ISLE + Data Disk**

Blue Byte

**34 POPULOUS + Promised Lands**

Electronic Arts

**35 RAILROAD TYCOON**

Microprose

**36 RAGNAROK**

Mirage

**37 AIRFORCE COMMANDER**

Impressions

**38 CAMPAIGN + Data Disk**

Empire

**39 REALMS**

Virgin

**40 THE PATRICIAN**

Daze

**41 CENTURION**

CCS

**42 BREACH 2**

Impressions

**43 HARPOON + Data Disk**

Mirrorsoft

**44 MURDER**

US Gold

**45 LASER SQUAD**

Krisalis

**46 ROME AD92**

Millennium

**47 VIKINGS**

Thalamus

**48 BREACH**

Impressions

**49 PALADIN**

Impressions

**50 SIM EARTH**

Ocean

**51 DEUTEROS**

Activision

**52 HISTORYLINE 1914-1918**

Blue Byte

**53 BLUE AND THE GRAY**

Impressions

**54 SIMANT**

Ocean

**55 WARLORDS**

Unknown

**56 1869**

Flair

**57 GETTYSBURG**

Mirrorsoft

**58 ARMADA**

Mirrorsoft

**59 BORODINO**

Mirrorsoft

**60 MONOPOLY**

Unknown

**61 WHEN TWO WORLDS WAR**

Impressions

**62 RISK**

Unknown

**63 BATTLE CHESS II**

Intercom

**64 BATTLEMASTER**

Unknown

**65 MOONBASE**

CRL

**66 BATTLE CHESS**

Electronic Arts

**67 LORDS OF CHAOS**

DMI

**68 BRIGADE COMMANDER**

Unknown

**69 HILL STREET BLUES**

Krisalis

**70 AIRFORCE COMMANDER**

Impressions

**71 STARLORD**

Microprose

**72 KINGMAKER**

US Gold

**73 AIR BUCKS**

Impressions



# Super Leagues

## 74 GOLD OF THE AMERICAS

Starbyte

## 75 HALLS OF MONTEZUMA

US Gold

## 76 ARNHEM

CCS

## 77 GERM CRAZY

Electronic Zoo

## 78 TOWER OF BABEL

MicroProse

## 79 CHESS CHAMPION 2175

CDS

## 80 FLOOR 13

Virgin

## 81 FIGHTER COMMAND

Impressions

## 82 FORT APACHE

Impressions

## 83 LIFE AND DEATH

Mindscape

## 84 INTERCEPTOR

Electronic Arts

## 85 RED LIGHTNING

SSI

## 86 CONFLICT EUROPE

Mirrorsoft

## 87 COHORT

Impressions

## 88 SEIGEMASTER

CCS

## 89 STORM ACROSS EUROPE

SSI

## 90 CONFLICT: MIDDLE EAST

US Gold

## 91 NAPOLEON I

Impressions

## 92 AFRIKA KORPS

Impressions

## 93 BIG BUSINESS

Rainbow Arts

## 94 BURNTIME

Kompart

## 95 MAELSTROM

Empire

## 96 CASTLES

Electronic Arts

## 97 CRIME CITY

Impressions

## 98 'NAM

Domark

## 99 TRADERS

Unknown

## 100 NUCLEAR WAR

US Gold

## Arcade Strategy

### 1 CANNON FODDER

Virgin

### 2 FRONTIER - ELITE 2

Gametek



### 3 LIBERATION

Mindscape

### 4 ELITE

Rainbird

### 5 SYNDICATE

Electronic Arts

### 6 SPACE HULK

Electronic Arts

### 7 ARMOUR-GEDDON

Psygnosis

## 8 DYNABLASTER

VBI

## 9 THE KILLING CLOUD

Mirrorsoft

## 10 HEIMDALL 2

Core Design

## 11 FLAMES OF FREEDOM

MicroProse

## 12 HIRED GUNS

Psygnosis

## 13 STARGLIDER 2

Rainbird

## 14 THEATRE OF DEATH

Psygnosis

## 15 STORM MASTER

Silmarils

## 16 SPECIAL FORCES

MicroProse

## 17 NORTH AND SOUTH

Infogrames

## 18 WAR IN THE GULF

Empire

## 19 PIRATES

US Gold

## 20 TRANSARCTICA

Silmarils

## 21 INTERPHASE

Mirrorsoft

## 22 DRAGON'S BREATH

Palace

## 23 MIDWINTER

MicroProse

## 24 IRON LORD

Ubisoft

## 25 MILLENIUM 2.2

Activision

## 26 DAMOCLES + Mission Disk

Novagen

## 27 COVERT ACTION

MicroProse

## 28 VOYAGE BEYOND

Unknown

## 29 LORDS OF THE RISING SUN

Cinemaware

## 30 ROBIN HOOD

Millennium

## 31 ANCIENT ART/WAR IN SKIES

MicroProse

## 32 NARCO POLICE

Dynamix

## 33 STAR CONTROL

Unknown

## 34 TEAM YANKEE

Empire

## 35 MOONFALL

Hewson

## 36 TIME MACHINE

Activision

## 37 MAGIC FLY

Activision

## 38 PACIFIC ISLANDS

Empire

## 39 CYTRON

Psygnosis

## 40 STRIKE FLEET

Electronic Arts

## 41 STARFLIGHT

SSI

## 42 SPACE ROGUE

Unknown

## 43 RULES OF ENGAGEMENT

Impressions

## 44 ARMOUR-GEDDON II

Psygnosis

## 45 MAGIC GARDENS

Electronic Zoo

## 46 ECO PHANTOM

Elec Zoo

## 47 VOLFIED

Empire

## 48 AIR SUPPORT

Psygnosis

## 49 SWORDS AND GALLEONS

Silver

## 50 D-DAY

US Gold

## Platform

### 1 ALADDIN

Virgin

### 2 JAMES POND 3

Millennium

### 3 RUFF 'N' TUMBLE

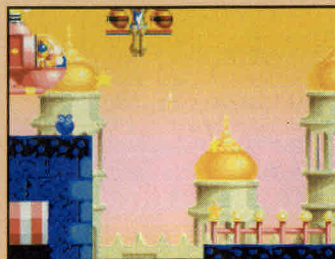
Renegade

### 4 FLASHBACK

US Gold

### 5 SOCCER KID

Krisalis



### 6 PUTTY SQUAD

System 3

### 7 BUBBLE N SQUEAK

Audiogenic

### 8 SUPERFROG

Team 17

### 9 NAUGHTY ONES

Kompart

### 10 OUT TO LUNCH

Mindscape

### 11 KID CHAOS

Ocean

### 12 ZOOL

Gremlin

### 13 THE ADDAMS FAMILY

Ocean

### 14 ASSASSIN '94

Team 17

### 15 ASSASSIN

Team 17

### 16 PREMIERE

Core Design

### 17 GODS

Renegade

### 18 FURY OF THE FURRIES

Mindscape

### 19 ZOOL 2

Gremlin

### 20 RAINBOW ISLANDS

Ocean

### 21 PRINCE OF PERSIA

Domark

### 22 BUBBA N STIX

Core Design

### 23 DONK

Supervision

### 24 PARASOL STARS

Ocean

### 25 FIRE & ICE

Renegade

### 26 ROBODOD

Millennium

### 27 ARABIAN NIGHTS

Krisalis

### 28 PUGGSY

Psygnosis

### 29 LEANDER

Psygnosis

### 30 PUTTY

System 3

### 31 COOL SPOT

Virgin

### 32 MARVINS MARVELOUS ADV

21st Century

### 33 BRIAN THE LION

Psygnosis

### 34 RICK DANGEROUS 1+2

Krisalis/MicroProse

### 35 QUICK THE THUNDER RABBIT

Titus

## 36 ALIEN 3

Virgin

## 37 TRAPS 'N' TREASURES

Krisalis

## 38 QWAK

Team 17

## 39 SLEEPWALKER

Ocean

## 40 CHUCK ROCK II

Core Design

## 41 DELIVERANCE

21st Century

## 42 IMPOSSIBLE MISSION 2025

MicroProse

## 43 FUZZBALL

System 3

## 44 RODLAND

The Sales Curve

## 45 JAMES POND

Millennium

## 46 9-LIVES

Arc

## 47 ALFRED CHICKEN

Mindscape

## 48 LETHAL WEAPON

Ocean

## 49 ELF

Ocean

## 50 MYTH

System 3

## 51 SWITCHBLADE 2

Gremlin

## 52 FANTASTIC DIZZY

Codemasters

## 53 SUPER METHANE BROTHERS

Apache

## 54 TEARAWAY THOMAS

Soundware

## 55 BEAVERS

Grandslam

## 56 JIM POWER

Loricel

## 57 WOODY'S WORLD

Global

## 58 'ALLO 'ALLO

Alternative

## 59 GLOBAL GLADIATORS

Virgin

## 60 TROLLS

Flair

## 61 MAGIC BOY

Empire

## 62 SWITCHBLADE

Gremlin

## 63 MAGIC POCKETS

Renegade

## 64 TOKI

Ocean



- 79 FLOOD**  
Electronic Arts
- 80 NEW ZEALAND STORY**  
Ocean
- 81 VIKING CHILD**  
Unknown
- 82 CAR-VUP**  
Core Design
- 83 RISKY WOODS**  
Electronic Arts
- 84 CHARLIE J COOL**  
Rasputin
- 85 YO JOE!**  
Hudson Soft
- 86 JOE & MAC**  
Elite
- 87 NIGHT SHIFT**  
Lucasfilm
- 88 DINO DETECTIVE AGENCY**  
Alternative
- 89 GLOBDULE**  
Psygnosis
- 90 NEBULUS II**  
Hewson
- 91 UGH!**  
Blue Byte
- 92 MEGA TWINS**  
US Gold
- 93 ROLLING RONNY**  
Virgin
- 94 BABY JO**  
Loricel
- 95 SUBURBAN COMMANDO**  
Alternative

## Puzzle and Quiz

- 1 LEMMINGS 2**  
Psygnosis
- 2 BENEFACTOR**  
Psygnosis
- 3 OH NO! MORE LEMMINGS**  
Psygnosis
- 4 LOST VIKINGS**  
Interplay
- 5 DIGGERS**  
Millennium
- 6 PIPEMANIA**  
US Gold
- 7 ONE STEP BEYOND**  
Ocean
- 8 PUSH-OVER**  
Ocean
- 9 HUMANS/JURASSIC LEVELS**  
Mirage
- 10 BILL'S TOMATO GAME**  
Psygnosis
- 11 KRUSTY'S FUNHOUSE**  
Virgin
- 12 KLAX**  
Domark
- 13 CHIPS CHALLENGE**  
US Gold
- 14 TETRIS**  
Infogrames
- 15 BRAT**  
Mirrorsoft
- 16 WIZKID**  
Ocean
- 17 BOB'S BAD DAY**  
Psygnosis
- 18 BLOB**  
Core
- 19 GOBLIINS 2**  
Coktel Vision
- 20 MORPH**  
Millennium
- 21 GOBLIINS**  
Coktel Vision
- 22 GOBLIINS 3**  
Sierra
- 23 TRODDLERS**  
The Sales Curve

- 24 SINK OR SWIM**  
Zeppelin
- 25 TINY SKWEEKS**  
Loricel
- 26 LOOPZ**  
Audiogenic
- 27 SUPER TETRIS**  
MicroProse
- 28 STEG**  
CodeMasters
- 29 SWITCH QUIZ**  
Switchsoft
- 30 BLOCKOUT**  
Unknown
- 31 LOCOMOTION**  
Global
- 32 WELLTRIS**  
Infogrames
- 33 BUG BOMBER**  
Unknown
- 34 ISHIDO**  
Palace
- 35 CLOCKWISER**  
Black Legend



- 36 PUZZNIC**  
Ocean
- 37 NEVERMIND**  
Psygnosis
- 38 E-MOTION**  
US Gold
- 39 TRIVIAL PURSUIT**  
Domark
- 40 MONOPOLY**  
Supervision
- 41 CASTLE OF DR. BRAIN**  
Sierra
- 42 STONE AGE**  
Grandslam
- 43 ATOMINO**  
Psygnosis
- 44 SUPAPLEX**  
Digital Integration
- 45 LOGICAL**  
Rainbow Arts
- 46 GEM'X**  
Unknown
- 47 BRAIN BLASTERS**  
Psygnosis
- 48 ATOMIX**  
Unknown
- 49 REVELATIONS**  
Krisalis
- 50 PICK'N'PILE**  
Ubi Soft
- 51 QUADREL**  
Krisalis
- 52 CATCH'EM**  
DMI
- 53 PLOTTING**  
Ocean
- 54 7 COLORS**  
Infogrames
- 55 KWIK SNAK**  
Unknown
- 56 SPINDIZZY WORLDS**  
CodeMasters
- 57 JUMPING JACKSON**  
Unknown
- 58 CLOWN'O'MANIA**  
Unknown
- 59 SCRABBLE**  
Melbourne House
- 60 MANIX**  
Millennium

- 61 MANIC MARBLE**  
Unknown
- 62 SCRABBLE**  
US Gold
- 63 TILT**  
Unknown
- 64 BOULDERDASH**  
First Star
- 65 BOSTON BOMB CLUB**  
Silmarils

## Role Playing

- 1 AMBERMOON**  
Thalion
- 2 DUNGEON MASTER**  
Psygnosis
- 3 CHAOS STRIKES BACK**  
Psygnosis
- 4 EYE OF THE BEHOLDER II**  
US Gold

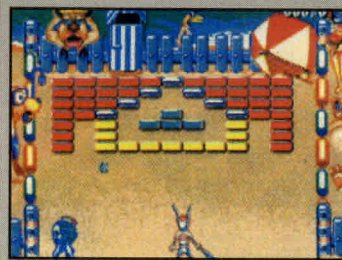


- 5 LEGEND**  
Mindscape
- 6 KNIGHTMARE**  
Mindscape
- 7 ISHAR 3**  
Daze
- 8 AMBERSTAR**  
Thalion
- 9 BLACK CRYPT**  
Electronic Arts
- 10 MIGHT AND MAGIC III**  
US Gold
- 11 PALADIN II**  
Impressions
- 12 BANE OF THE COSMIC FORGE**  
US Gold
- 13 EYE OF THE BEHOLDER**  
US Gold
- 14 MIGHT AND MAGIC II**  
US Gold
- 15 PERIHELION**  
Psygnosis
- 16 SHADOWWORLDS**  
Krisalis
- 17 WORLDS OF LEGEND**  
Mindscape
- 18 LEGACY OF SORASIL**  
Gremlin
- 19 POOLS OF DARKNESS**  
US Gold
- 20 DARKMERE**  
Core Design
- 21 DEATH KNIGHTS OF KRYNN**  
US Gold
- 22 CHAMPIONS OF KRYNN**  
US Gold
- 23 BLADE OF DESTINY**  
US Gold
- 24 BARD'S TALE III**  
Electronic Arts
- 25 BARD'S TALE II**  
Electronic Arts
- 26 ABANDONED PLACES 2**  
ICE
- 27 ROBINSONS REQUIEM**  
Daze
- 28 CRYSTAL DRAGON**  
Black Legend
- 29 ISHAR 2**  
Daze

- 30 ULTIMA VI**  
Mindscape
- 31 EXODUS**  
Global
- 32 STARFLIGHT II**  
US Gold
- 33 WHALE'S VOYAGE**  
Flair
- 34 STARFLIGHT**  
US Gold
- 35 SHADOWLANDS**  
Domark
- 36 SECRET OF THE SILVER BLADES**  
Infocom
- 37 HARD NOVA**  
Electronic Arts
- 38 SHADOW SORCERER**  
US Gold
- 39 ISHAR/LEGEND OF FORTRESS**  
Daze
- 40 LEGENDS OF VALOUR**  
US Gold
- 41 LORD OF THE RINGS**  
Electronic Arts
- 42 SPACE 1889**  
Empire
- 43 MEGATRAVELLER 1**  
Empire
- 44 BUCK ROGERS**  
US Gold
- 45 DRAGON WARS**  
Unknown

## Bat 'n' ball

- 1 PINBALL ILLUSIONS**  
21st Century
- 2 PINBALL FANTASIES**  
21st Century
- 3 PINBALL DREAMS**  
21st Century
- 4 ARKANOID 2/REV OF**  
Ocean
- 5 SHUFFLEPUCK CAFE**  
Ubisoft
- 6 ARKANOID**  
Ocean
- 7 KRYPTON EGG**  
Rainbird



- 8 BUNNY BRICKS**  
Silmarils
- 9 LORDS OF WAR**  
Rainbow Arts
- 10 BOTICS**  
Krisalis

Until next time then readers, we bid farewell to these, the most interesting of pages. Ooh, they're a rare treat alright



# SwapShop



## SWAP SHOP WORLD TOUR '94/95

Well, 1995 is fast approaching (perhaps it's already here by the time you're reading this!) and frankly I'm not very well. Remember those stomach problems from last month? Well it only turns out I was pregnant! And me a sexless bit of paper and all. I'd had my suspicions for a while, but the clincher came on December 25 when my waters finally broke and out popped a beautiful bouncing baby boy. With a beard. I loved him instantly, and he's ever so smart - not even a week old before he'd begun knocking up a finely crafted rocking chair, although he seems to have some sort of aversion to donkeys. He's a good talker though, even if most of the time he seems to be spouting religious gubbins in tongues. Oop - must go, three wise-looking blokes are at the door.

**PROCLAIMERS LOOKALIKE** sought for close personal ties with gun-toting maniac. Must own handgun. Avon area. Replies to box number 001. Discretion assured.

My Steel Sky, Temptress, Elite 2, AGA Dennis. Swap for Heimdall 2 (AGA), Monkey 2, Valhalla, Skidmarks, Cruise for a Corpse. 0606 593124

Sell or swap - Dennis, Oscar, Oh No More Lemmings, Silly Putty. Want Premier Manager (I or II), Cruise for a Corpse or any decent games. Phone Phil on 0663 746374 (A1200 Games)

A1500 Twin Drive, 42MB H/Drive, 40Mhz Accelerator card, 4mb RAM, 10845 Colour Monitor, Stereo Speakers, VGC, very fast worth over £1200. Sell for £800ono. Will supply over 50 original games free. Phone Rufus on 0256 470268

Swap: Alien Breed 2, Body Blows Galactic, Pitfighter, Apache, Leander, Doodlebug, Z-Out, Zool, WWF2, Outrun. Wanted: Graham Goch Cricket, Skidmarks, J.Park, Chuck Rock 2, Covergirl Strip Poker, Dynablast, Cool Spot, Nigel Mansell, Theme Park or anything good. Phone Chris on 0394 380713

Alien Breed 2 £10, Lemmings 2 £10, Jag XJ220 £7.50, Beast £8, Chaos Engine £10, Nick Faldo Golf £12. Martin Keegan 0782 658783

Wanted: Amiga owners to join my expanding user club. To swap hints, tips, games etc. tel 0269 851529

Various adventure games including Steel Sky, Simon Sorcerer etc. Ring for details. Boxed originals, various prices. M.Ay swap. Call 0706 842515

Amiga contacts wanted (100%) reply worldwide, send disks, lists and letters to Aram M. Iskenderian, PO Box 3627 Illweeya, 12902, Baghdad - Iraq

For sale A600, 2 meg, games, joystick, mouse, good condition. Worth £300 sell for £150. Phone Gareth after 6pm on 0384 571091 Irish/International PD Contacts wanted. Send disk if you'd like my Shareware catalogue disk. G Cahill, Gaylesbury, Dooradoyle, Limerick, Ireland

Amiga contacts wanted worldwide to swap demos. 100% reply. Contact Spyros, 14, Aristodoulou St, PS 246, Limassol, Cyprus Hey! I'm selling my PD disks to some lucky person. Over 1350 titles all squeezed onto hundreds of floppies. Includes Jesus on E's, 242, State of Art, Sensuality, Textengines, paint packages, Octameds, Animations. Write for info. S Grant, 2 Heywood Cotts, South Reston, Louth, Lincs, LU11 8JH  
Wanted Shadows of the Beast Two and Three.

Will buy or swap Street Fighter II and Soccer Stars for Amiga 600. Call Andrew 0352 710722

A500 Amiga 1 meg upgrade everything but monitor. One dozen disks £150ono P'boro, Cambs. Tel. 0733 324756

Sensible Soccer, Award Winners and Premier Manager for £60ono or Premier Manager 3 or Championship Manager Italia. Call Ben on 0423 887148

Selling Putty £5, Fire & Ice £5, Mercs £5 and Amiga Challenge £10. Swap Putty for Pinball Dreams. Call Steven on 021 357 5193

Wanted: Crystal Kingdom Dizzy. Will pay up to £5 or swap. Needed desperately. Please help! Call Duncan on 0706 534460

Wanted: RPG "Fate-Gate of Dawn" from Reline. Buy Bug Free copy or pay great price for original. Martin Blais, 111, 60 Street, Lac-a-la-Torture, Quebec, GOX 1L0, Canada Stunt Car Racer wanted. Willing to pay £10. Tel: 0234 851217 for Amiga 500

Swap/sell unopened Flashback, Jurassic Park, Chaos Engine plus others

Wanted: Goblins 3. Local contact required Amiga 500+. Call 0244 547429

Amiga 500+ games for sale. All in original boxes. Various prices from Beneath a Steel Sky £15 to Tag Team Wrestling for £1. Phone 0784 255915 for list and prices

Male contacts and penpals wanted in their 20s. Write to Steve, 84 Greenacre, Edwalton, Nottingham, NE12 4BE

Male, 14, wanting penpals any age to write about anything and everything. Andrew 22, Matthews Cl, Deal, Kent CT14 9SR

Amiga-owning penpals wanted. M/F age 11-13, send lists and letters to Jason Cranwell, 154 Yokermill Rd, Glasgow, G13 4HN

Help offered on loads of adventures and RPGs: For list write to Paul Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2

Cheats for over 1000 Amiga games on disk. Send £4 to R. Blewitt, 14 Ashley Dr, Benstead, Surrey, SM7 2AG

Wanted any Mega CD games. Prefer Action, and Shoot 'em-ups, plus NES games £5. Please phone after 5pm (swaps welcome). Call Stuart on 0304 841891

I am trying to start a AGA PD library. Send disks to Marcus Lord, 60 Bedford Ave, Shaw, Oldham, OL2 7DW

Curse of Enchantia, Sim City Deluxe, Dennis AGA, Frontier - Elite 2, Monkey 1, Sell £10-15 each or swap for your offers. Adam 0606 593124

Wanted: People who are using video backup system. I have lots of MODS/demos/games on one tape. 100% reply. Patrick Van Munster,

Kerkweg 14A, 7611 BA / AADORRP, Overijssel / Holland

Amiga Software: Zool, Epic, Striker, Skidmarks, and more! Also Amiga books, Amiga Assembler, Ultimate AMOS and more any offers considered. Paul Gumsley, 5 Lockton Rd, Whitby, N. Yorkshire, YO21 3NB Games for sale. Top titles include Lemmings 2, Campaign and Soccer Kid. All above £8 each. Swaps considered. Phone Vincent between 6pm and 7pm on 0204 700631

Wanted: Female penfriends between the ages of 15-20. Must enjoy sport. Tony Walsh, 192 Ben Davies Court, Guywood Lane, Romiley, Stockport, Cheshire, SK6 4QP

For sale: Amiga 1200, 80mb hard drive. Loads of games and software. All boxed as new £400ono. Tel 0476 591631

Desperately wanted: Impossible Mission 2025. Will swap for any of my games. i.e. Monkey Island 2, Valhalla etc. So if you have it, please send it. 100% reply. A500 only. Also wanted Castles 2. Please answer fast! David Nicholson, 14 Colenso Rd, Holbeck, Leeds, LS11 0DD

PD for sale 10p to 40p if disks are provided and 74p to 80p if we provide them. For a detailed catalogue dis send 75p or three first class stamps to Paul Barlow, 49 Sherwood Rd, Workshop, Notts, S80 1QN

Help! Has anyone got a solution for Chapter 3 of KGB. Please write to JA Hall, 30 Zealand Rd, Canterbury, Kent, CT15 4AF

Amiga 600, joystick, mouse plus games. £200 ono. Philips colour monitor £100. Call 0252 21018

Gunship 2000, Mortal Combat, Cannon Fodder, Simm City Deluxe. All boxed with manuals etc. £15 each. Richard 0403 268914, Sussex

Amiga A600, 20 MB HD, 2 meg RAM a choice of game(s) all for £250. Ring Tim on 0732 488826

Hints, cheats, maps, games for sale or swap. Ring 081 805 3627 or send your list/disk to Richard, 25 Wren Close, Edmonton, London, N9 8UJ

For sale Elfmania, European Champions, Alien Breed 2, Kick Off 3, Flashback and more. £10 each. Phone 0788 570157

I am in the process of setting up an Amiga PD library and desperately need software, any help appreciated. Send all titles (old and new) to 36 Glen Ave, Springboig, Glasgow, Scotland G32 0DW. If you provide a SAE I'll return your disks.

Wanted Amiga 600 boxed originals of Midwinter 2 - Flames of Freedom. Willing to

pay £20 or swap for Settlers. Jason Beresford, 25 Harris Ct, Alloa, Scotland, FK10 1DO

A500+ 3.5meg ROM Swapper, hard drive, 40 games, all accessories, all VGC. Ideal Xmas present. Worth £1000+. Only £400ono. Call Ken on 081 5614781

Female penpals wanted, male student, 20 seeks Groovy correspondence with funky females. Write to Chris, 122 Moscow Drive, Stonecroft, Liverpool, L13 7DL

A1200, 14 months. 85meg Hard Drive. Commodore monitor, second floppy drive, joysticks. £1000 worth. Boxed games £500. Brian Cook, 0784 482169

Don't write to Swap Shop to try and get women you sad sad lot. Go out to a pub or club! Coops! (the views expressed by the sender aren't necessarily those of Amiga Action who all got their girlfriends through Swap Shop! Honest...erm...)

Sell/swap American Gladiators £5. Colossus Chess £4. Scart lead £5. All boxed games. Wanted: SF2, Micro machines call 0789 295248

For sale. C64. many games, joystick, light phaser, tape deck, T2 cartridge and many mags £70ono. Phone Kev on 0724 847952

Amiga A1200 penpals wanted to swap cheats. Write to David McKigen, 152 Lunderson Dr, Craigbank, Glasgow, G53 6BS

Amiga 600, 2 MEG. As new boxed. Mice joysticks, 24 pin colour printer. External disk drive. 15 top boxed games/program, magazines. 200+. Blank disks. Buy £850, sell £450. 0902 333804

A1200 contacts wanted urgently. Male or female. Get scribbling to Andy, 38 Caradoc St, Cwmcam, Gwent, NP1 7EF

For sale GVP Impact Series 11. A500 Hard Drive, 52 meg £135ono with power pack and user guide. 0843 293833

Wanted car gmes including Test Drive 1 and 2. I will buy or swap. Phone Colin on 0151 4271450

A600 Amiga for sale in superb condition with over 80 games and other extras £280. Call Jamie 0992 652493

Amiga 500. One meg GVP, 42 Meg Hard Drive. Some software £250. Middls. 081 841 3068

A500+ boxed, extra disk drive, many boxed games, WP package, mouse, joysticks, powerpack, light phazer £250. 0277 226680

Wanted penpals male or female 14+. 100% reply. Mark Cooper, 16 Meadowcroft Close, Whiston, Rotherham

For sale: 2MB Trapdoor RAM upgrade for A1200. 20Mhz FPU fitted. Brand new, hardly used. Worth £140 will accept £100. Contact Paul Fawcett at 2, Coronation Gardens, Stainsdrop, Darlington, County Durham, DL2 3JZ

Sell Dune 2, Creatures, Fire & Ice, Jurassic Park, Another World, Corporation and Epic. Each for £5. tel 0843 846010

Grand Prix and Pushover £5 each P&P 50p or swap for strategy game. Telephone Gavin on 091 5366164

Help wanted! can't get Lotus Esprit Turbo Challenge to work on an A1200. Help most appreciated. Call Tommy on 031 665 6240

Amiga games for sale. Archer Macleans Pool, Championship Manager Italia and Premier Manager 2 £10 each or £25 for the lot. Call James on 0636 74919

A500 TV Mod, mouse, joystick, games inc. Cannon Fodder, MUPLC, Desert Strike.



# SwapShop

**Boxed, good condition. £200. 081 508 2549**

Amiga 500, boxed as new. Five games plus Workbench etc, all manuals, dustcover, upgrade, mouse, brilliant condition £110ono. Call 0736 51754

Penpals wanted for lots of gossip. Age 12 to 15. I like Take That and East 17. Steve Boody, 12 hayhill Rd, Ipswich, Suffolk

Wanted: For Amiga. Dragons Lair 1, 2 or 3 and Space Ace 1 or 2. If you have any contact Steve on 0225 432098

Amiga 500 for sale with 1MB upgrade. Many games and demos £200ono. Call James on 0535 212025

Aussie A500 owners would like to hear from anyone that is interested in games. Send list for speedy reply. C. Martins, PO Box E84, Queen Victoria Terrace, Canberra, ACT 2600, Australia

A1200 with sound sampler. excellent condition, boxed. Lots of games and other types of software, joystick, mouse. £400ono 0772 615209

Sega Master System. Inbuilt game with three other games for sale £50. Phone Simon 0384 635749

Swap Bart VS Spacemutants, Captain Planet, Lemmings, Sim City for Premier Manager 2, FIFA. International Soccer. Contact Kris on 0209 716265

On the Ball, Jurassic Park, Championship Manager Italia, Curse of Enchantia, Civilization, European Champions, £15 each. Phone Paul on 0161 6430755

A500 with 3MB (1 chip), 42MB, GVP harddisk, EXT. Floppy, fully boxed with manuals, with software. Enquiries £320ono. Yee 0181 923 4663

Swap: Walker, Steel Sky, B17, Reach for the Skies, When Two Worlds War for Genesia, Sim City 2000, Theme Park, Caesar Deluxe, Armour-Geddon 2, Ahes, OT, Empire, TFX, Skidmarks 1869, Patrician, Alien Breed 2. Also have Sleepwalker

Kic Off 2 for just £5, Ikari Warriors £3. RAC Lombard Rally for £5. Man Utd for just five quid. Buggy Boy £5. Also I am willing to buy On the Ball at any reasonable price. Call 0894 553 7218

Male aged 15 wants female penfriends. Write to Leon, 29 General Graham St, High Barnes, Sunderland, 100% reply, photos wanted if possible.

For sale: UK SNES with five games. Super SF2, Tournament Fighters, Super Starwars, Sim City, Lethal Enforcers, converter, all boxed for £200 or swap for A1200+£60 NES to you. Tel. Stuart on 071 738 8407 after 7pm.

Sell McDonaldland, Outrun and Nick Faldo Golf £5 each. Contact Robert Hamilton on 0904 780962

Eye of the Beholder 1 & 2. Mint condition, swap for good RPG adventures, strategy, any recentish games considered ok. Alan Draper, 23 Crouch Park, Pooles Lane, Hullbridge, Essex, SS5 6PX

17 year old male seeks female penpals and contacts. Send letters to Bob, 14 Ashley Drive, Banstead, Surrey, SM7 2AG

Wanted: Curse of the Azure Bonds, Secret of the Silver Blades with clue books if possible. Also Blade of Destiny and clue book for Pools of Radiance. Originals only. Phone after 8PM. 0282 770815

Wanted A1200 under £200. Preferably with mouse. Phone 0622 850001

For sale: A500+, CDTV add-on, plus second disk drive, loads of games and colour printer

(wil separete). Phone 051 5465643

Sell: Tennis Cup 2 and Populous for £3 or swap for any decent game for A600. Write to Avis Williams, 229 Noel Rd, West Acton, London, W3 0JL

Amiga 500+, 2MB ram, printer, joystick, mouse, manuals plus Home Accounts 2 and many games. £250ono. Phone 0322 381838 (Kent)

Penpals needed to help a desperate human being. 100% reply. George Valkanis, 9 Smirnis St, PO 39 300, Alexandra, Greece

For sale, one NES with three pads, one joystick, one Game Genie and 12 games for £100. Call Gary 081 952 9467

Help! I'm stuck on Lemmings, level 19, Tricky. I'm going mad. Can anyone tell me the solution. Cheats or diagrams. Call Nicola Marks on 081 868 3851

Swap Philips CDI with FMV cartridge for Amiga 1200 with Zappo CD-ROM drive. Must be a Zappo CD ROM drive. Contact Jim on Cambridge 0223 574587 (plus nine CDs for th CDI machine, plus one joystick) - (finished? - AA)

CD32 with £800 worth of software - Liberation, Nick Faldo's, Microcosm, many other top titles, mouse, mat + joystick. Offers around £600. Phone answerphone on 0924 444390

Amiga 1200, external drive, two joysticks and five games for £280. Call John on 071 231 9291

Calling adventure games players. Hints and tips given on any game. Mark Eldridge, 6 The Croft, East Hagbourne, OX11 9LS

Wanted: A1200 with at least 2MB. No games. Will swap for A600 and cash or just cash. Andy 0963 33836

Swap Premier Manager 2 for Championship Manager or Championship Manager '93. Call Alan on 0465 713324

Sell Monkey Island £7, Eye of the Beholder £7, Arabian Nights £5, Graham Gooch £10, Guy Spy £10, Wing Commander £7, Dune 2 £12, Cannon Fodder £12, On the Ball £15. Phone 0460 73847

Amiga CD32, over £150 of games, mouse, joystick, normal and Turbo Controllers, demo disks, all boxed. Games include Microcosm, Sensible Soccer, Pinball Fantasies. Good reason for selling. Buyer to pay postage. Phone 0674 672867. £300ono

A600 1meg, joysticks, mouse/mat and over 20 top games inc. Settlers, Cannon Fodder, Hired Guns, Skidmarks, Putty. Best offer accepted. Call Mick on 0480 812379

Wanted to buy. Monitor for Amiga 600 or will swap for new, unused Electric Typewriter. 0978 754144

Wanted urgently: Space Crusade 2. Will pay up to £10. Telephone after 18.00 and ask for Andy. Tel 0702 715296

A1200 contacts wanted. 100% reply. Write to Nick Willis, 11 Brambling Walk, Brierley Hill, West Mids

Wanted: On the Ball, Innocent Until Caught. Will pay £10 for boxed original or sap.

Phone Tim 0226 790732

C64 for sale, tape deck, 10 tapes, MK41 disk drive, 20 disks, cartridges, joysticks. Buy £250, sell £60. 0902 333804

Wanted: Pinball Fantasies. Swap for Zool 2 or D/Generation. No pirates. Phone Richard on 0705 615652 after 5pm weekdays, cheers!

Swap Body Blows Galactic or Trolls for Cool Spot, Final Fight or Pinball Dreams. Write to Sam Smith, 18 Yeates Close, Thame, Oxon,

OX9 3AR

Female penpal wanted. Talk about comy (oh-dear) games. Write to Mike Griffiths, 37 Andreas Ave, Brow-in-Furness, Cumbria, LA14 3JN. Bye!

A500+ for sale inc 200+ games, Action Replay MkIII, 1.3 Chip, Intruder1, Freewheel + more. Worth £700. Sell for £350ono

Swap Frontier, Desert Strike, Heimdall, Alien Breed Special, Robocop 3, Project X, Premiere, Swiv for Cannon Fodder, Dungen

Master and Chaos, Alien Breed 2, Dogfight, It came from the Desert and datadisk, Valhalla, Amberstar, Monkey Island 2, Cadaver. Originals only. Call Paul on 061

338 704a4

For sale: CD32, excellent condition, 10 CD games and five demo CDs. Games include Ultimate Body Blows, Gunship 2000, Sensible Soccer and the Chaos Engine A free mouse and mat wil be thrown in. This is all worth in excess of £550 and I'm selling it for a measly £270. Bargain of the century. Call 0689 824993

Wanted Amiga 1200, also starting PD library, send disks to John Davies, 66 Uts Ave, Wath upon Dearne, Rotherham, South Yorkshire, S63 6FJ

I am an out of work 15 year old Kart Racers

in need of a drive. No time wasters please.

Kirsty Reid, 11 Ninian Court, Lochside, Dumfries, DG2 9PS

Original games, PD etc for sale/swap. Send disk and SAE for list. Mark, Villa Nova, High St, Godshill, IOW, PO38 3HZ

Wanted: MicroProse Golf for 500. Call Mick on 081 850 9709

I will swap Chaos Engine, boxed with instructions for Theme Park. Write: 62 Acomb Cres, Gosforth, Newcastle-upon-Tyne. NE3 2BA

Amiga 600, 20 meg hard drive, five months old, games etc. 3325 ono phone George on 0296 681107

For sale, Curse of Enchantia, Spirit of Excalibur, Zonk (plus something else we couldn't read) £7.50 each. £5 each - Drakhan, Galdragon's Domain, Knights of Crystalion and more. Write to Joy Birley, Abergearint, Cricieth, Gwynedd, LL52 0HT

Prime Mover, Soccer Kid, Reach for the Skies and Lemmings 2 for sale or swap. Any offers considered. Call Martyn 0825 722958

Wanted: Settlers, original/boxed/ instructions. £12 max. Phone 0603 279672

Wanted: Any game to do with Kryn for Amiga 600. Write to Mark Fennells Bay, Myrtleville, Co. Cork, Ireland

**Keep your ad short and sweet and it's free, but start listing all your games and that kind of thing and you'll have to pay. A bit. It's a deterrent see? Saves us filling two pages with about 12 ridiculous length-o ads. Make cheques payable to Paul Rou- er, Europress Publications**


**Name**

**Address**

**Telephone**

**Age**

**Please tick which you wish to be printed:**

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**Send to:** Swap Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP



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### The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field. It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

**Managers:** 1 to 4 Human players, Performance statistics, Manager of the month/season. Pick any team in any division to start with. Automated features to make the game as easy or hard as you like.

**League & Cup:** Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables, 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)

**Games:** Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.

**Players:** Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hat shots.

**Team:** Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).

**Club:** Sponsorship, Ground improvements, View opponent, Finances.

**The Match:** Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

**Other:** Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.

**Editor:** Allows you to amend various items in saved games. Optional Extra.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



## THE PULSE Horse Racing Tipping System



If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advice contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well known bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended. If the general program guidelines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending on the length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

## WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

### PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

### GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

### FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

### STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports.
- Wagon Wheel.
- Manhattan Chart.



### VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

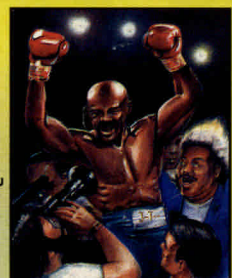
### ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

## BOXING MASTERS

A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities, ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-

- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.



## Formula 1 Challenge

VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



### SPORTS RELATED PROGRAMS AND PROGRAMMERS WANTED



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## MAIL ORDERS

All the programs featured in this advert are available by direct mail.

DESCRIPTION	A A	PRICE	TOTAL
PROFESSIONAL FOOTBALL MASTERS 94		24.95	
P.F.M. EDITOR		12.00	
THE PULSE - RACING SYSTEM		75.00	
BOXING MASTERS		24.95	
FORMULA 1 CHALLENGE V4		24.95	
WORLD CUP CRICKET MASTERS		24.95	

CREDIT CARD NUMBER & EXPIRY E. & O. E. GRAND TOTAL

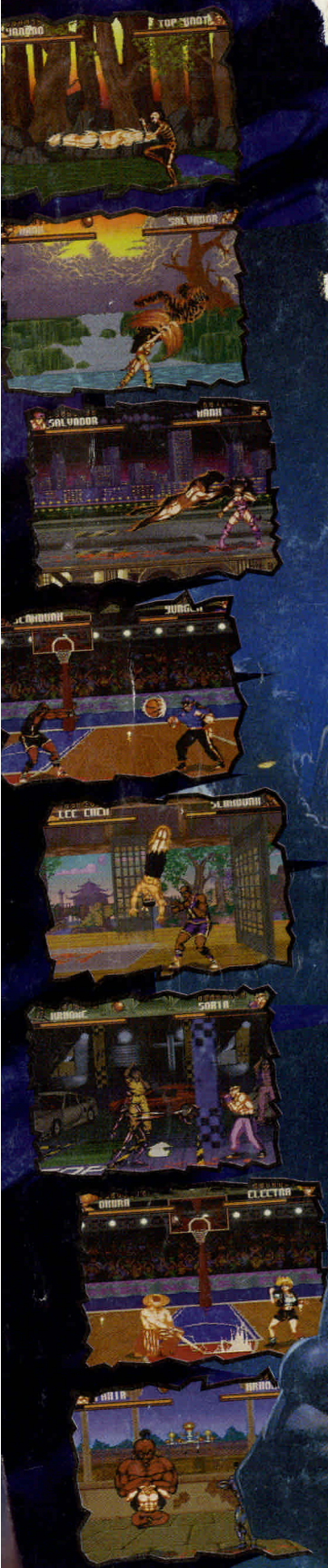
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# YOU'VE FOUGHT THE OTHERS.. ..NOW FIGHT ME!

## SHADOW FIGHTER








"SHADOW FIGHTER,  
POSSIBLY THE BEST  
BEAT 'EM UP EVER  
ON THE AMIGA"

THE ONE

"WHO NEEDS  
MORTAL KOMBAT II  
WHEN YOU'VE  
GOT THIS"

AMIGA ACTION

-  17 CHARACTERS TO FIGHT.
-  EXTRA 8 FIGHTERS AVAILABLE IN EARLY '95 WHICH MEANS...
-  ...MORE FIGHTERS THAN ANY OTHER AMIGA BEAT 'EM UP.
-  AT LEAST 25 DIFFERENT MOVES PER FIGHTER.
-  BLOOD OPTION DURING MATCH FOR ULTRA VIOLENCE.

 UNIQUE TRAINING MODE WITH SPECIALLY ARMED PUPPET-  
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AMIGA 500/600 OUT NOW,  
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