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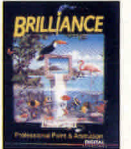
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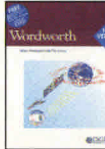
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**Cover Print:** Hubbards  
**Mag Printed By:** Duncan Web (Maidstone)

**Newstrade Distribution:**  
COMAG 0895 444055

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### SPECIAL THANKS TO:

Scotland, because hey! - where would we be without Hogmanay?, people whose birthdays come directly after Christmas without so much as letting you have a pay day in between, the M63 motorway rozzler who decreed that Paul's endorsement points should number nine (nine!), that same policeman's family who we certainly hope are fit and well, Citroen's - for the quality of their tyres, Helen for finally coming home and relieving us all of Chicken's tiresome countdown, that bloke who won £18 million and won't even bleeding have his picture in the paper, and the numbers 1, 13, 9, 28, 21 and 46 for being the least successful combination ever.

Two numbers in seven weeks for God's sake...



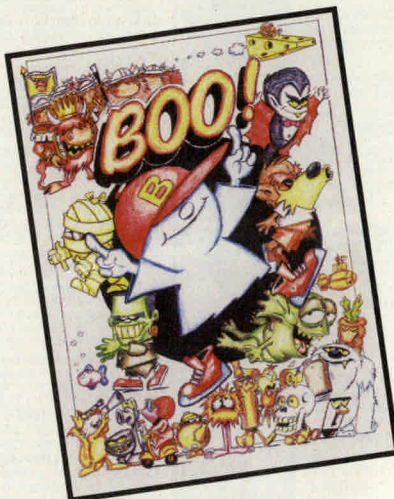
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Phrase of the month: What possible use have I got for this?

## News p9

We've got some, which is a start. Find out the latest on Commodore and also read all about what hot games you can expect to be playing over the next few months.



## Subscribe p84

If you don't subscribe right this very minute you could be putting yourself at risk. You could get run over on the way to the newsagents next month!

## Superleagues p90

Our list of the best games ever is updated each month and continues to provide you with all the information you could ever want, and us with a big headache!

## Public Domain p48

If you're short of a few quid after Christmas but are bored with playing with your socks and aftershave, then get yourself some PD to play with. It's cheap and environmentally friendly (usually).



## Sale! Sale! p65 & 83

Get yourself some new stuff courtesy of AA, Danny Flynn and Fantazia. Posters or trendy clothes, the choice is yours.

## Talk Back p87

Fancy abusing our Editor? Everybody else does, so let this be your platform. Remember children, it's not big to swear!

## 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...

## Reviews p23

### Full price

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**MASTER AXE**  
P54



## Features

### World of Amiga Show... p10

We had fun and so did you. Find out what happened and who was there. Did we snag any stars? Read on!

### Top 20 of Last Year... p16

Join the team as they look back over the pride of 1994. What made it into our list eventually.

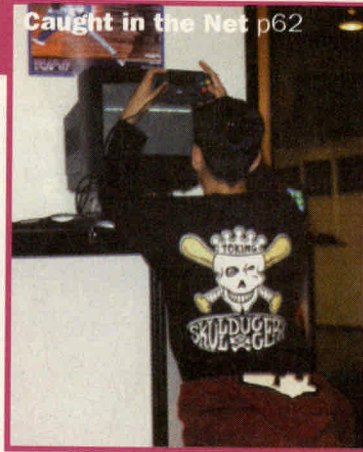
### Ain't Done Nuffink... p42

Pirates beware! We're on your trail, and we've got a big stick so behave yourself cos you will be caught.

### Reader Survey... p63

Fill it in now!

### Caught in the Net p62



## Game Guides

### Mortal Kombat II p66

This is the definitive guide to the massive beat'em-up. Fatalities, Babalities and Friendships. All the moves are there with the pictures to prove it.

### Robinson's Requiem pt3 p70

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

### Reunion p74

Fancy surviving in space? So did we, so here's a useful guide courtesy of Grandslam.



## Budget Games p46

Cricket seems a bit popular at the moment. Everybody's watching Sky Sports at 3am every day to see how Athens and his boys fare against the old enemy. Now you can have a go yourself with a budget cricket game from Audiogenic.



## Coverdisks p6

### ATR

Now's your chance to play Team 17's great new release all by yourself. With a combination of this and our EXCLUSIVE review we think your decision will be a simple one to make.

### BASE JUMPERS

Fancy throwing yourself off a building? No? Well try working here on deadline then! Base Jumpers gives you the chance to take part in this crazy past-time/sport. So get your parachute ready!

### SHOOT'EM-UP SPECIAL

Come with us readers, back through time to a place in all our memories when 10 pence was enough to secure 15 minutes of electronic entertainment down on Bournemouth pier, for it is a feast of nostalgia which we bring you – three classic blasters from bygone years. Squamble – fly over mountains, avoid the enemy cannons and fireballs and negotiate the hazardous maze for a successful mission and a nice cup of tea at home, secure in the knowledge of a job well done.

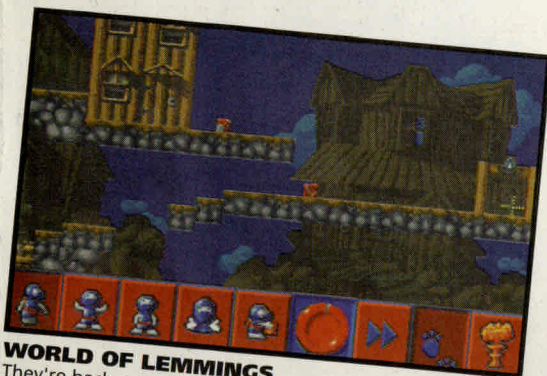
Gorf – thrill to the sound of the alien invaders as they prey upon your lone craft in the dead of night. See them off with deadly blasts from your laser cannon and save the human race.

Air Ace 2 – starch your scarf and take to the heavens: there are some bad eggs out there but you're the bean to sort the wheat from the chaff! Go to it readers...



### ALL TERRAIN RACING

Team 17 release their long awaited overhead race game.



### WORLD OF LEMMINGS

They're back, green hair and all, for more puzzle fun(!)



### Death Mask

The Amiga's answer to Doom. Is it a good one?



### Shaq Fu

Ocean's basketball beat'em-up sits our reviewers' desks.



### DRAGONSTONE

Core are at that RPG type thing one more time



You know, we don't know how we do it. On two disks cunningly sellotaped to the cover this month we've got five of the best demos we've ever had. Both disks are crammed to the very brink of overflowing with some of the most addictive demos you could wish to lay your hands on. So much so in fact that there is a danger that by the time you've finished playing them you won't have had time to read the magazine before the next issue's out, and you'll be locked in a vicious coverdisk playing circle until you die of excitement, which if these offerings are anything to go by, won't be very long at all...

Make sure you have two blank disks at the ready and prepare to sit down at your Amiga for a very long time.

## Cover Disks

### All Terrain Ra

Team 17  
(all Amigas)



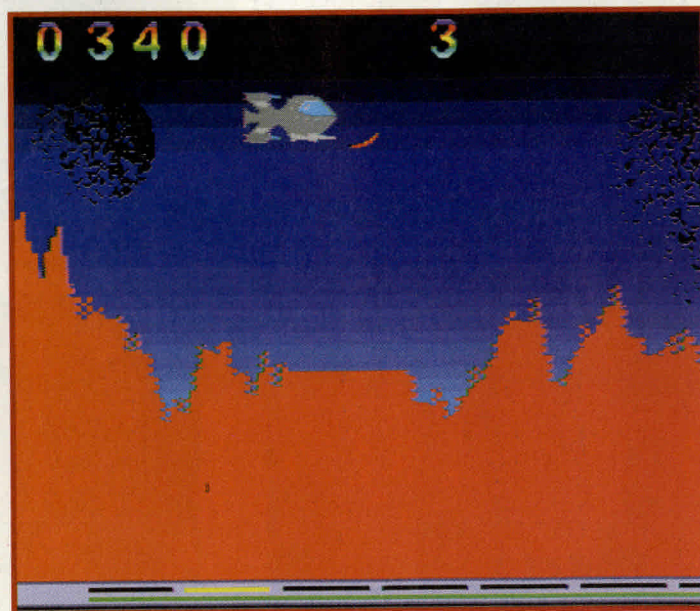
### Squamble

(all Amigas)

**D**on't let the comedy spelling put you off, this is just good old Scramble, plain and simple. And what a treat it is!

Controls are a bit different on this one, so listen carefully because it's a bit tricky. Instead of moving the joystick left and right to move your craft left and right you need to move up and down to move your craft, wait for it, up and down! We know, we know, it's a radical concept but it works well! Thankfully fire stills launches a salvo from your guns so it's not all completely knew stuff.

Load it by choosing the corresponding option from the menu screen again, following the booting of the machine with Disk Two in the internal drive.





# ing

This month's headlining exclusive demo comes from everyone's favourite developer, Team 17, in the form of their superb overhead(ish) racing sim, All Terrain Racing (or ATR as it's probably more famously known). This is one of those incredibly clever decompact the demo on to a pre-prepared blank disk things which allow us to stick even more stuff on there for you.

What you need to do is format a blank disk and have it to hand for when the program prompts you to insert it. Boot your Amiga (not literally) with Disk One in the drive and choose the number for ATR. A screen will appear with a load of text on, read it, do what it says, and within a few moments and a couple of disk swaps, Team 17's All Terrain Racing will be laid before your eyes.

Playing the game couldn't be simpler. Fire button accelerates, pulling back on the joystick brakes and left and right steers your car in the corresponding direction. Not all the options are available in the demo for obvious reasons, and if you're frantically pressing the fire button on a certain option and nothing's happening, let your eyes wander down to the bottom of the screen and I'll bet you'll see a little message telling you you're wasting your time.

The demo features one of the cars and one of the sets of tracks and should be more than enough to keep you busy for quite some time.



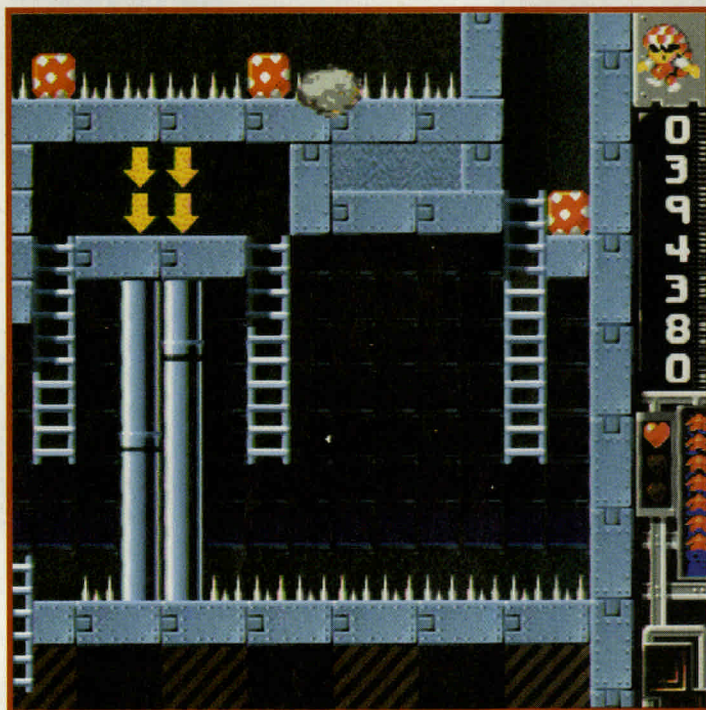
# Base Jumpers

**Grandslam  
(all Amigas)**

The idea of Base Jumpers, as we're sure you read in the review, is somewhat bizarrely, to run as fast as you can to the top of a building, avoiding all the traps and enemies that lie in wait on the way up. What reward awaits you at the top? A room full of money? A gorgeous girlfriend captured by a witch or some other equally nasty person? No, what awaits you is the opportunity to jump off. What a great idea!

Now if it was us we'd just stand at the bottom of the building for ten minutes and skip the bits in the middle, but some people actually enjoy doing this, and to our collective amazement we discovered that Base Jumping is actually a real sport.

To load the demo read the ATR loading instructions and substitute the word ATR with Base Jumpers and you should get the idea. To play the game, left and right movements of the joystick do the obvious and the fire button jumps. Oh, and don't forget to press the fire button to open your parachute when you near the end of your descent. Have fun.



# Air Ace 2

**(all Amigas)**

Professional people that we are, we actually got the name of this one horribly wrong on the disk label. So from now on, this will be known as Air Ace 2 also known as Air Attack.

This is a vertically scrolling shoot'em up which calls on you to 'shoot things up' while the screen scrolls. Vertically. As with every other demo this month, left and right moves left and right and fire fires.

Load it by booting with Disk Two and choosing the relevant option from the menu. Simple.



# Gorf

**(all Amigas)**

Disk Two is a nostalgia festival as AA goes early eighties crazy with three classic shoot'em-ups, the last of which is an arcade perfect conversion of the legendary Space Invaders follow-up, Gorf. The only disappointment is that the ropery speech that drew the crowds flocking to the machine is missing. Still, it's only a minor flaw in what is an unbelievably addictive game.

Playing instructions and the like are available throughout the game itself, but we're sure you won't need them. This is a timeless classic which cannot be faulted as far as playability is concerned.



# Duff Disks

Ever so occasionally a handful of disks don't work, and we're sorry if that's the case. You can however return the offender to: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks, or alternatively ring our brand new:

**DISK HELPLINE - 0274 736990**

where a friendly and helpful voice is always waiting (well from 9 - 12.30 and 1.30 - 5 anyway).



➤ UK mainland 2nd class recorded free for peace of mind ➤ EEC - £3 per item  
 ➤ Non EEC - £4.50 per item ➤ Prices include VAT and are subject to change without  
 notice. Please note some titles may not be released at the time of press. All items subject to availability.  
 We send parcels by recorded delivery for your peace of mind. E&OE



## First word

I've never made a New Year's resolution before, but this year I've decided to be pleasant and sincere, so here goes. I hope you all had a merry Christmas and a happy New Year, and that 1995 brings you everything you could possibly wish for. Do you know what I want? I want to stay right where I am and gorge upon the feast that will undoubtedly be the Amiga release schedule for the coming months. At least it should be when the fabled buyout goes through, which it really, really, really should do soon. For now though, sit back, relax and... well, just read the mag eh? Ta-da then.

PAUL



## Ghostly Goings-On

It's unusual to see sim-kings MicroProse releasing a platformer, but hey, who are we to argue with their pedigree of quality games? Boo is the story of a young ghost (although what a young ghost is actually called is a little uncertain). Anyway, back to the plot. He lives with a famous but ageing stage magician - Stupendo the Fabtastic - who, to cut a very long story short, gets his wand stolen by the evil King Bully the Moo-tant cow (you get the gist by now). You, playing as Boo have to retrieve the wand.

Anyway, the version we've had in the office is very nice. It's one of the most colourful games we've seen in a long time, and you can probably get some indication of that from the screenshot we've got for you.

There'll be five levels by the time it's all finished, (The Hall, Kitchen, Bathroom, Freezer and Garden), and these are being increased in size even as you read this. Each level has about 10 different enemies to come up against and they're all weird and wonderful too.

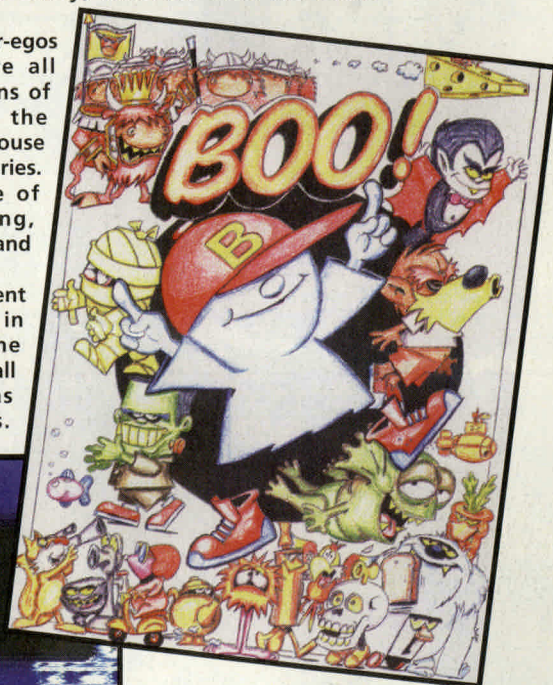
Most of the levels have to be completed using a combination of skill, timing and a variety of objects that can be manipulated to aid you in your quest. Each object will have specific uses and can help you to uncover secret rooms and bonus items such as extra health and lives.

As the search for the missing wand is a difficult task for such a young ghost, there are statues of famous movie monsters situated around the mansion, Bratula and Fran-Kid-Stein are just two of them. Boo has the ability to jump into their statues and use their distinctive characteristics and powers.

Bratula is able to fly and has bolts of hypnotic energy to freeze and freak his enemies away, whereas Fran-Kid-Stein electrocutes all he touches.

The central character, his alter-egos and the various enemies, are all brought to life by the animations of Keith Scoble, originator of the successfully animated Danger Mouse and Jamie and his Magic Torch series. Boo will contain a full range of animations including walking, jumping, sliding, edge-teetering and lazy snoozing.

There have been a lot of decent platform games for the Amiga in the last 12 months and Boo the Ghost will be going up against all these. It looks at this stage as though it'll have no problems.



## FRUIT MANIA 2

One of the most popular demos we've ever had on a coverdisk has to be John Paul Hamilton's Fruit Mania which appeared on our Christmas Special. I don't think we've ever had such a great response from our readers! Anyway, John is about to start work on the sequel and he wants your fruit machine ideas so that he can incorporate them. So if you fancy being a co-designer on this superb bar game simulator, just jot down your ideas and pop 'em in the post to the following address:

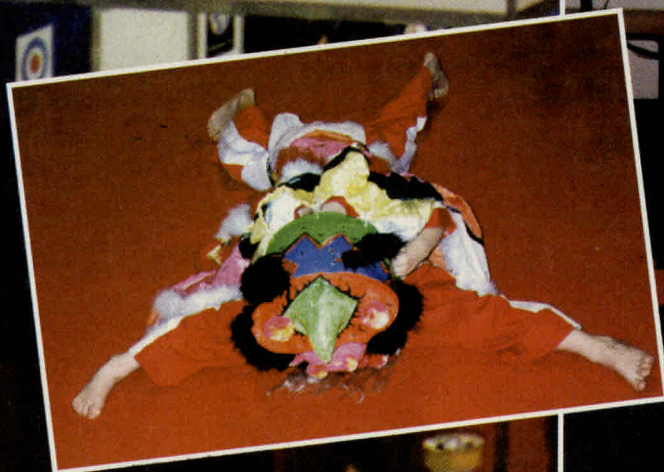
258 Stirling Way, Fornaby-On-Tees, Cleveland,  
TS17 9NQ.



# Alive and Kicking!

...That was the firm message coming from the World of Amiga '94 Show at Wembley, where hundreds of you appeared to have the time of your lives. As indeed did we...

WRITTEN BY PAUL McNALLY







GEORGE IRVINS  
FUN FAIR

**“Bloody brilliant”, were the first words uttered from the mouth of Kieron Sumner of Commodore when we asked him about the recent World of Amiga Show at Wembley.**

Amiga Action were there and so were a lot of you. To be honest we went down to the capital not really knowing what to expect. How many people were going to turn up? What were the stands going to be like? These and many other questions were all asked in the run-up to December's main event.

The answers could only be obtained by booking one of the best stands Wembley could offer and staying at the Hilton for the weekend (all on expenses of course... not that we overspent boss... I mean £300 worth of bar receipts were totally necessary.)

And so to Friday – the first day of show. The doors were flung wide open to the punters and, while the hall wasn't overcrowded, lots of money

could be seen exchanging hands for bargain priced goods. Believe it or not, one company were selling 700Mb hard drives for £200! So if you weren't there you missed out.

Commodore's massive stand and stage was the centrepiece around which the whole thing was constructed and they had in excess of 20 machines with all the latest games spread around in an impressive display. There was also a large arcade at the far end of the hall where you could try out the real thing for about 50p a go! Bargain!

However, there wasn't that much in the way of new products, especially games. As Kieron Sumner told us, “The major interest was in the high-end products”. Companies like Almathera (whose Photogenics was doing brisk business), were regularly packing out the

Amiga theatre for their daily presentations. Everybody seemed to be showing video grabbers and all manner of weird and wonderful things.



Action Feature



# Alive and Kicking

Commodore apart, the best place to pay a visit and play the latest games was the Amiga Action stand, and you turned up in your droves.

At regular intervals throughout the three days the crowds were entertained by The Amazing Haze, an illusionist with a slightly "unusual" act and Master Neil Axe, star of the forthcoming Millennium fighting game (see elsewhere in this issue for more stuff about Neil and the show), who supplied a constantly changing martial arts show with other members of his team that had the people flocking around.

We asked Keith Smith of Millennium how he thought the promotion had gone and whether he thought it had been a success:

"It was very difficult to gauge a response from the audiences during the show, the proof of the pudding will be in the sales figures when the game is released." Despite Keith's fence-sitting tactics we thought it was one of the most successful aspects of the whole affair and it certainly heightened awareness of the game.

## Show and Tell

The busiest day was probably Sunday, and by the time we all rolled out of bed there was already a substantial queue around the hall. With this kind of backing from the home users it's hard to believe there is a doubt over the Amiga's future.

Keith Smith told us, "It's good to see that there's still such a good support base for the Amiga", and with a bit of luck it will have opened a few eyes and confirmed that the market for our machine is a long way from being dead.

So, even with all the problems that this inaugural World of Amiga Show had, it was good to see the

response and hear such positive tones emerging from just about everybody.

When we quizzed Kieron Sumner as to whether there would be a follow-up event next year, he told us that a lot of the exhibitors have already rebooked for the next one and many have also requested stands twice as large as they had this time. This includes companies from all over the world.

World of Amiga '95 is already in the planning stages, "We'd like to put it on a little bit earlier next year, maybe at the beginning of November, because a lot of companies were too busy to attend because of the Christmas rush", said an obviously chuffed Kieron.

So with that in mind, and plenty of planning time ahead, we can probably look forward to something spectacular, whoever owns the Amiga name by then. And no, nobody did come any closer to learning how Commodore UK are doing in their bid, despite the fact that a lot of people were expecting an announcement.

Ah well, maybe they'll be a little more forthcoming in the future and we'll get to know a bit more around the time of World of Amiga '95.

Finally, thanks to everybody who took the time to come to our stand for a chat. We hoped you all enjoyed it and congratulations to the bloke who thumped Paul at Sensi World of Soccer. He still hasn't recovered. **A**

*Left: Oh dear, it's all gone horribly wrong in the Master Axe display. Is there a doctor in the house?*

*Below: There we all are, milling around in our specially printed Amiga Action T-shirts*

*Right: The IGA stand is mercilessly ransacked by some ramraiders*

*Bottom Right: Some kids play a game*



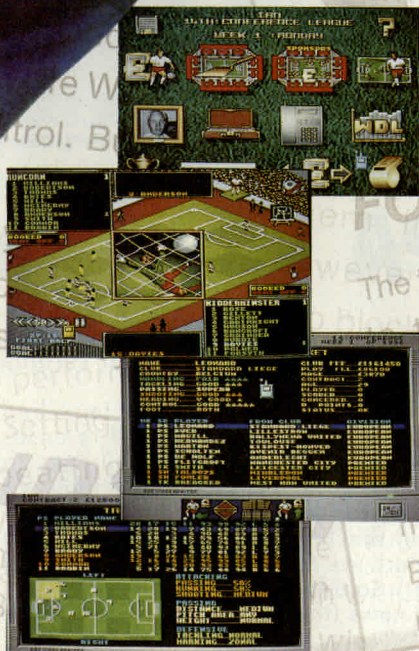
*Left: Paul Roundell wouldn't recommend the gyroscope to anyone who values their eyes. I mean, just look at the state of him*





# PREMIER 3 MANAGER

This game  
is not a matter  
of life & death...  
...it's much  
more important  
than that...



Premier Manager 3 is the definitive football management game, and the climax to the most successful management simulation series in football history.

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- Three modes of in-match animation to help in game decision making. • New 'Player Loan' facility. • Assistant manager appointment. • Direct instructions to squad members.
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Tel: (0114) 275 3423.





CHAOTIC SCENES... RUMOUR, RUMOUR, GOSSIP ETC

## More Chaos from Renegade



The Chaos Engine was extremely successful for The Bitmap Brothers a couple of years ago, and up until now there have only been rumours of a sequel. Now these rumours are being turned into reality, but as yet the game is at a pretty early stage in development. However, we've badgered Renegade into giving us some screenshots and rather than do a nine page spectacular with about three game shots (Hi Andy!), here they are in all their glory. Looks good doesn't it, and the good news is that you only have to wait until Easter to get your little fists on it.

This news will no doubt have all Amiga gamers' teeth chattering at the prospect of blowing away yet more grisly enemies created by those oh so wonderful Bitmap Brothers.

Er, Chicken wrote this, not me - Paul

## Stardust Tip

About three years ago, Team 17 asked us to print this information. We forgot, so here it is now. Amiga gamers who own an Archos Overdrive HD and are experiencing problems running Super Stardust need fret no longer. If you want to resolve the problem, please send the registration card which comes along with the game along with an explanatory note to Kenny Grant at the Team 17 address. A new version will then be issued as soon as possible. We thank you.



## Rumour Monger

Newshounds that we are, we've actually got a bit of a Commodore news story for you this month.

We were having a little bit of a poke around on the Internet and we came across a press release (although we've not received anything official and Mr. Pleasance of Commodore UK was in America when we tried to call him), saying that CUK's bid for the company had been accepted and that they now had to complete the business as quickly as possible.

That was basically the gist of it all and it comes hot on the heels of the success at the recent World of Amiga Show, which looks like being a more regular event with a follow-up to come later in the year.

So good news by the look of it, but like we said, it's just a rumour until we hear something officially. We just thought we'd pass it on regardless.

More next month when we'll hopefully know just what it means for us all. Watch this space as usual.

## ELSPA Gossip

Just a couple of snippets of news arrived in from ELSPA who are usually a good source of serious news items. Let's get through them then.

Remember the ELSPA ratings that were launched back in February of last year. Well, 80% of releases since then have been rated as suitable for all ages to play, 14% of new games have been rated as suitable for over 11 year olds, 5% for over 15s, while only 1% of games were rated in the 18+ grade (and one of them was Death Mask which we're surprised anyone played long enough to rate!). So there you go stats-fans!

Meanwhile, other news (that sounds all good doesn't it?) is that leisure software apparently "aids learning", according to Professor Stephen Heppell, head of the Ultralab at Anglia Polytechnic's learning technology research centre. (Ooh dear, we wouldn't like to keep writing that address!)

He says parents need to get more involved to ensure that their children obtain the most from computer and video games. Professor Heppell believes that computer and video games can have an important effect on the socialisation of children, belying the image of a generation of loners playing games.

Well, it's definitely an interesting point, and we're sure some people won't agree with it. If you want to read more on the subject, a release on The Parent's Guide to Computer and Video Games is available from Firefly communications on 0171 381 4505.



# 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**



# *The Amiga Top 20*

**The entire industry holds it  
present our annual guide to  
Amiga games. So important  
or break even the mighties  
those included, let the goo  
missed out it's back down t**



# *Official Action of 1994*

's breath as once more we  
o the cream of the year's  
is this list that it can make  
t of software houses. For  
d times roll, for those who  
he job centre we're afraid.





# ► The Official Amiga Action

## 20 BANSHEE

Core Design

Widely tipped by many for the accolade of shoot'em-up of the year, this 1942-esque blaster looked a shoe-in for the title until a couple of months ago when the same Derby based software house snatched the glory from its grasp with the excellent Skeleton Krew. Still undoubtedly a superb product that lives only slightly in the shadow of its younger brother, and a game which deserves a place in any Amiga games collection.

## 19 JUNGLE STRIKE

Ocean

Ocean sneaked in unexpectedly with a conversion of the highly successful EA Mega Drive game very late in the day. This was one of the big surprises of the year because up until about five months ago no-one even knew that it was coming out. Ocean tied up a whole range of Mega Drive games and have never looked back since. A perfect conversion of one of the best games of all time.

## 18 ARCADE POOL CD32

Team 17

Another good year for everyone's favourite software house with a number of quality releases, including their budget priced pool simulator. We've never been big fans of Archer Maclean's effort so obviously

when we say we far prefer this, it doesn't really mean a lot. But when a die hard fan of Archer's (Paul) stands on his chair and announces to the office that he's decided he prefers this you have to sit up and take notice. If only because it proves he's mad.

## 17 SKELETON KREW

Core Design

Core made another bid for world domination of the shoot'em-up market, and you have to say that they have been largely successful in what they have achieved. A cyberpunk (hate that term) storyline coupled with some of the most unbelievably hard gameplay we've ever come across make this an essential addition to the Top 20 of 1994 and probably just as essential for a lot of people's Christmas lists.

## 16 HEIMDALL 2

Core Design

Not content with their efforts in the shoot'em-up field, Core were busying themselves crafting one of the finest RPG's of recent times as well. To be honest, RPGs aren't our favourite cup of tea, what with them taking fifteen years to play and us having so little spare time on our hands, but we were all agreed that Heimdall 2 had that extra special something that defines a classic. The graphics are excellent and it plays as well as it looks, if not better. Enough said.

## 15 RISE OF THE ROBOTS A1200

Time Warner

We were expecting to be able to include this in last year's Top 20 but obviously it didn't make it. Quite ridiculously it only just made it in time for consideration for this year's list and the question is: was it worth the wait? The answer is a resounding yes. If you're looking for a game to impress your mates with and one that plays well too, you should be out at the shops now trying to get your hands on a copy at any cost. (Nb. Only if you can afford to buy it though. After that Fruit Mania thing we'll probably have hundreds of you phoning up blaming us for you getting done for shoplifting).

## 14 DREAMWEB

Empire

Any children (who are unaccompanied by an adult) reading now should skip immediately to the Football Glory review at number 13 because this is an adults-only adventure game featuring numerous graphic scenes of murder and debauchery not suitable for the eyes of anyone under the age of 18. Quite why is beyond us because it's pretty tame stuff, but people will complain about anything if you ask us. It may not be particularly racey but it is a quality adventure that is a sort of adult Valhalla.

## 13 FOOTBALL GLORY

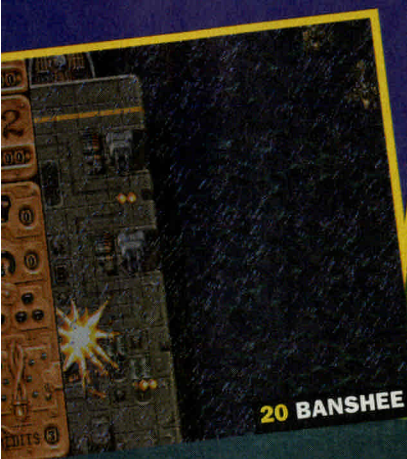
Black Legend

What with the World Cup and all we've lost count of the number of football games we've reviewed this year. They've ranged from the superb (Sensible World of Soccer) to the downright disgraceful (Zeppelin's International Soccer), and Football Glory is nestling neatly somewhere around the very good/excellent mark. Doesn't quite have the impact of the Sensible games for us but it comes pretty damn close and we know some people who actually prefer it.

## 12 SIMON THE SORCERER CD32

Adventure Soft

Chris Barrie provides the voice of Simon and turns an already funny game into a side-splitting affair which makes full use of his array of vocal talents. We have heard of people complaining that the speech gets on their nerves after a while. We have one question for them. Well two actually. 1 - Why on earth did you buy a full speech adventure in the first place if you didn't want it to speak to you? 2 - Why are you such a pathetic whinger/loser? This is the kind of game that the CD32 needs if it is to survive and we certainly applaud the efforts of all concerned.



20 BANSHEE



16 HEIMDALL 2

19 JUNGLE STRIKE

17 SKELETON KREW

18 ARCADE POOL



14 DREAMWEB



15 RISE OF THE ROBOTS



# tion Top 20 of 1994

## 11 TOWER ASSAULT CD32

Team 17

We recall saying in last year's 'Official Amiga Action 1993 Top 20' that Steve wasn't too keen on the Alien Breed series. However, even he thinks that Tower Assault is different.

For us this is the CD32 highlight of the year, and the A1200 version isn't half bad either. It's in much the same vein as the previous efforts but much more atmospheric in terms of storyline and gameplay.

The CD version appears here because of the superb intro sequence (dodgy accents aside) which it just wasn't possible to put on the otherwise identical disk version. Superb in every respect. Steve still doesn't like the first two though. And he is unanimous in that.

## 10 AMBERMOON

Thalion

Ambermoon is, and we quote, "a huge, sprawling RPG that is straight out of the top drawer, the like of which has never been seen before and will probably never be seen again." Well, it's certainly not a game you can pick up in ten minutes, that's for sure. Ambermoon requires a serious time commitment on the part of the player and unless you've got about seven hours of leisure time available each day, you probably won't be interested. A game for those who like to spend a lot of time on their computer, ie have no life whatsoever.

## 9 ALADDIN

Virgin

We all thought Virgin had packed their bags and left the Amiga marital home with nothing but a Dear John letter, when all of a sudden they turn up on the doorstep, heavily pregnant and insisting it's ours. The fruits of this mutual love turned out to be a young platform game named Aladdin which grew up to be one of the best platform games the Amiga has ever seen.

## 8 THEME PARK

Electronic Arts

One of the most eagerly awaited games of the year hit the Amiga like a Cyclone with a Revolutionary concept that almost turned out to be The Big One for it's well-renowned programmers, Bullfrog. There were plenty of Funhouses around in areas where people had bought this game, so much so in fact that it could turn into a Grand National institution. (For the less quick witted among you, the words highlighted in bold are fairground rides! - Patronising Ed).

## 7 WEMBLEY INTERNATIONAL SOCCER

Audiogenic

If there was an award for the Official 1994 Most Played Game in the Amiga Action Office, Wembley International Soccer would win hands down. The

other football games are all well and good but they're not really football are they. If it's realism you want, this is the game for you - nothing comes even close to matching it. As far as Steve and Neil are concerned you can stick your Sensible Soccer up your... well you get the point.

## 6 UFO - Enemy Unknown

MicroProse

We brought you the review before anybody else and it has to be said, the response we had from the readership was one of the best ever. We were bombarded with phone calls and letters demanding to know when the game was released and it seemed like everyone was clamouring to get their hands on what turned out to be one of the best games of the year. We're sure no-one was disappointed by the unofficial sequel to Laser Squad and undoubtedly there are still literally thousands of you out there battling through it as we speak (or write, in this case).

## 5 MORTAL KOMBAT II

Acclaim

The original Mortal Kombat rolled in at number 12 in last year's Official Top 20, so the sequel has put in a much improved performance to make it into that all important Official Top Five. When the Official Amiga Action staff were quizzed about where to place the game, Official opinion was somewhat divided. Some people thought

that it was an average beat'em-up with not much going for it, while others thought it should go in about number five. Then we realised that Paul was just upset because he couldn't do it (play the game that is, although we've all heard the rumours...), so we discarded his Unofficial opinion and here it is, at number five. And that's Official.

As bloody as the first one, the main differences lay in the addition of new characters and new moves, incorporating the infamous death moves. Certainly not a game that any responsible parent would feel comfortable with Little Billy playing but good fun if you don't take it too seriously. (By the way, if you're a would-be psychopath teetering on the brink of going mad in a shopping precinct with a sawn off shotgun, I wouldn't play this game if I were you.

## 4 THE LION KING

Virgin

Following on from their efforts with Aladdin, Virgin managed, in a ridiculously short time, to surpass the high standards they had set themselves just a month or two earlier. The Lion King is harder than Aladdin, will last longer than Aladdin, looks better than Aladdin and plays better than Aladdin. But apart from those few small points there's not much in it. Actually that's not fair because it does sound like The Lion King tramples the earlier game into





# The Official Amiga Action Top 20 of 1994

the ground but it most certainly doesn't. Although it does win out in most departments it's not by very much. The Amiga has always been good ground for platformers, and in general they have been good quality. That is unless you compare them to these two, in which case they all pale into insignificance. A quick glance at the platform Superleague (The Lion King at number one and Aladdin at number two) should convince you that, if you are a platform fan, then you simply have to buy both of these.

## 3 SIM CITY 2000

Maxis

When you think that when we evaluated this game we had to take into account the fact that this game is actually available to a very small minority of Amiga owners because of the high hardware spec required (an A1200 with four meg memory and a hard drive), you begin to realise that the achievement of getting to number three in our list is monumental. And then when you think that the game puts you in the role of a town planner, not the most exciting of professions I'm sure you'll agree, it is almost impossible to understand its appeal. Unless you've played it. Have a go and you'll be drawn in almost as soon as you've got to grips with the game's fundamentals. The best thing with it is that once

you've got going it's the sort of game that you can play when you've got a spare ten minutes. You don't have to free up time to play it because you can sit down and play for as much or as little time as you like.

A truly great game that absolutely no-one can fail to be impressed with. A towering achievement and a historic moment in the Amiga's history.

## 2 VALHALLA AND THE LORD OF INFINITY & VALHALLA BEFORE THE WAR

Vulcan Software

What can you say about the Valhalla games? Never has a concept split the Amiga community so much as the debut project from highly promising developers Vulcan Software. Scenes were akin to a debate on Europe at the Tory Party Conference as the views of Amiga gamers became more and more polarised the longer they played it. "It's rubbish!", cried the negative crowd. "It's superb!", yelled the more intelligent, well educated, generally all-round better people. "He's the most annoying computer character of all time!", cried the whingers. "It's a ground breaking, well executed idea!", shouted the better people whose lives don't revolve around computer games and actually have other interests.

Whichever school of thought you belong to you have to admit that Valhalla has certainly got them talking (unintended weak pun). There seems to be no way to tell whether you're going to like it or not other than to play it for yourself, so it depends whether you're willing to risk thirty five quid on something you're not too sure about. You could always take advantage of our superb reader offer though - located somewhere else within the mag. It will save you a massive 10 pounds on the RRP if you order it directly through us (plug plug) and means that you aren't going to be taking as big a risk. While you're at it why not order some superb posters as well. They're the perfect way to decorate your (enough! - Paul).

## 1 SENSIBLE WORLD OF SOCCER

Renegade

It had to happen I suppose. For the second year running the Sensible boys have scooped the most coveted accolade in the Amiga world, that of The Official Number One Game of the Year. The game remains exactly the same as far as we can tell but the sheer wealth of additional features outside the actual 90 minutes make it worth at least twice the asking price. The most comprehensive player database probably in the world has been crammed into the game with correct player details from just

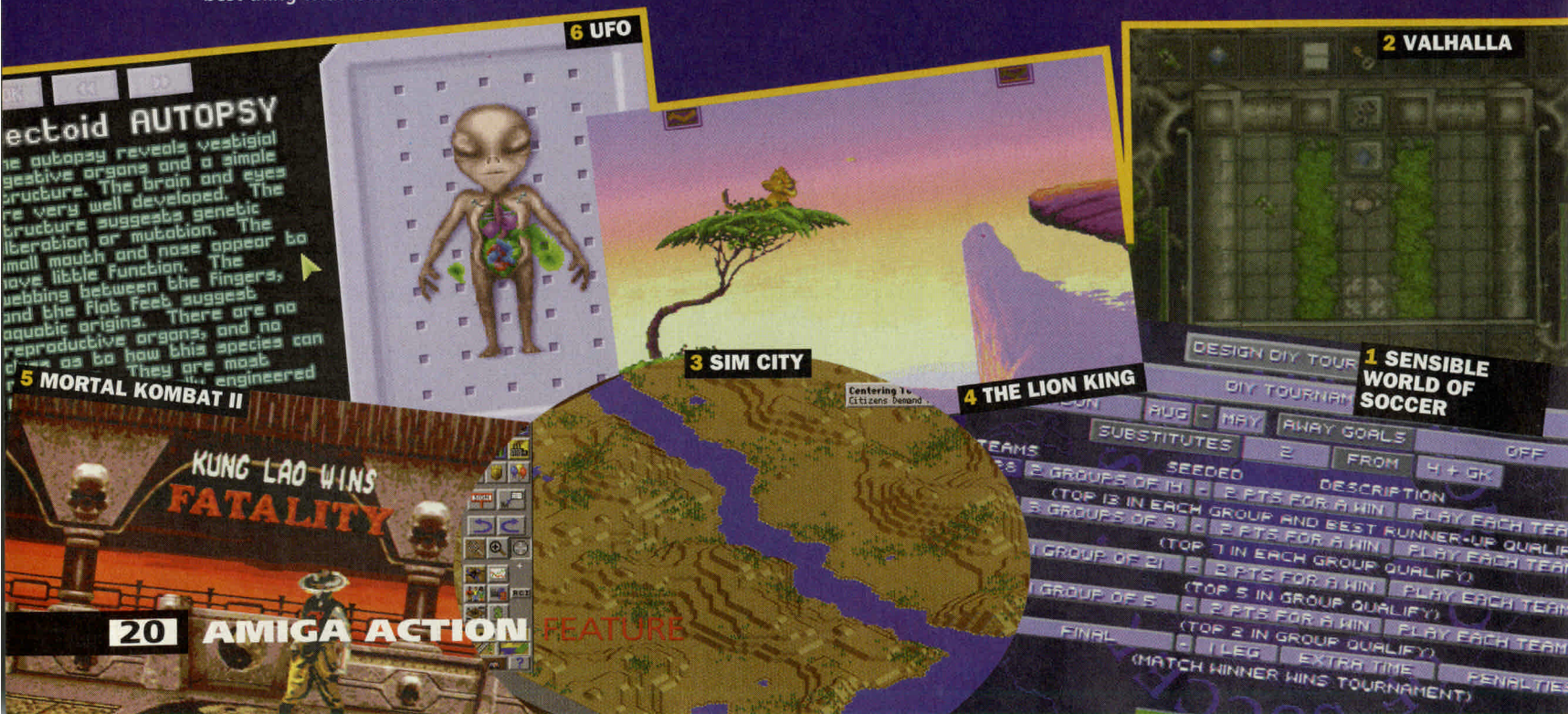
about every team from every country in the world, right down to the Botswanan third division. Add to that one of the best management simulations ever, incorporating full transfer markets and club accounts, and you have what we feel is one of the best games ever, not just on the Amiga, but on any format. You don't need us to tell you this because you've probably already bought it, but if you haven't yet, you simply have to buy it no matter what. Our closing statement last year was, "Cannon Fodder is a piece of programming genius and is undoubtedly the number one game of 1993." Now for this year, simply substitute the words Cannon Fodder with Sensible World of Soccer and the year 1993 with 1994, add a few gushing adjectives like superb, amazing and fantastic, and you've just about summed it up.

## 'Games that Didn't Make It'

Yes we know, Cannon Fodder 2 isn't there. It isn't a mistake, we know exactly why it's missing and so will anyone who read last month's review.

There are no doubt plenty of other games we've omitted that you feel were worthy of inclusion too, but there's nothing we can do about that.

These are the honest conclusions of the AA team, arrived at after much agonising and soul searching. It's just our opinion, nothing more, nothing less. Take it or leave it.





# DRAGONSTONE



**C**ut a path through Agon's demonic hordes and explore vast, forgotten lands as you play the hero in this fantasy role-playing adventure, set in a top-down, multi-directional perspective across seven extensive levels.  
A mystery with a twist in the dragon's tail..

Available on: Amiga (compatible with 500, 600 and 1200),  
Amiga CD32, PC and PC CD ROM



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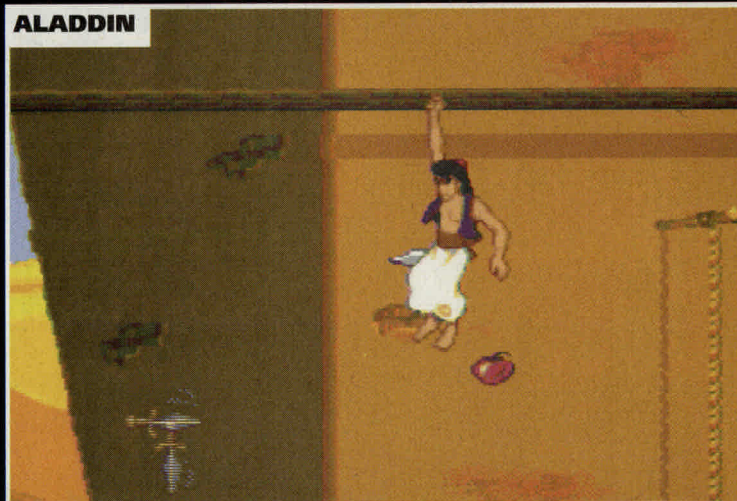
# Charts



CHARTS COMPILED BY  
**GALLUP**

## Full Price

| NUMBER | PREVIOUS NO. | GAME                              | PUBLISHER    | PRICE  | GAME TYPE       |
|--------|--------------|-----------------------------------|--------------|--------|-----------------|
| 1      | 1            | <b>SENSIBLE WORLD OF SOCCER</b>   | RENEGADE     | £29.99 | SPORTS SIM      |
| 2      | 3            | <b>MORTAL KOMBAT 2</b>            | ACCLAIM      | £29.99 | BEAT'EM-UP      |
| 3      | ⊛            | <b>CANNON FODDER 2</b>            | VIRGIN       | £29.99 | ARCADE STRATEGY |
| 4      | 10           | <b>ALADDIN</b>                    | VIRGIN       | £29.99 | PLATFORM        |
| 5      | 2            | <b>BEAU JOLLY COMPILATION</b>     | VIRGIN       | £34.99 | ER, COMPILATION |
| 6      | 4            | <b>FOOTBALL GLORY</b>             | BLACK LEGEND | £25.99 | SPORTS SIM      |
| 7      | 8            | <b>ALIEN BREED: TOWER ASSAULT</b> | TEAM 17      | £26.99 | SHOOT'EM-UP     |
| 8      | ⊛            | <b>PREMIER MANAGER 3</b>          | GREMLIN      | £25.99 | SPORTS SIM      |
| 9      | ⊛            | <b>SKIDMARKS</b>                  | ACID         | £25.99 | RACING          |
| 10     | 5            | <b>JUNGLE STRIKE</b>              | OCEAN        | £27.99 | SHOOT'EM-UP     |



|    |   |                                      |             |        |                 |
|----|---|--------------------------------------|-------------|--------|-----------------|
| 11 | 3 | <b>FIELDS OF GLORY</b>               | MICROPROSE  | £39.99 | STRATEGY        |
| 12 | ⊛ | <b>KICK OFF 3</b>                    | ANCO        | £29.99 | SPORTS SIM      |
| 13 | 1 | <b>RUFF 'N' TUMBLE</b>               | RENEGADE    | £29.99 | PLATFORM        |
| 14 | ⊛ | <b>ON THE BALL</b>                   | ASCON       | £34.99 | SPORTS SIM      |
| 15 | ⊛ | <b>SOCCER KID</b>                    | KRISALIS    | £24.99 | PLATFORM        |
| 16 | ⊛ | <b>CHAMPIONSHIP MANAGER</b>          | DOMARK      | £29.99 | SPORTS SIM      |
| 17 | ⊛ | <b>FRONTIER: ELITE 2</b>             | GAMETEK     | £29.99 | ARCADE STRATEGY |
| 18 | ⊛ | <b>INTERNATIONAL SENSIBLE SOCCER</b> | RENEGADE    | £29.99 | SPORTS SIM      |
| 19 | ★ | <b>CIVILIZATION</b>                  | MICROPROSE  | £29.99 | STRATEGY        |
| 20 | ★ | <b>MICRO MACHINES</b>                | CODEMASTERS | £24.99 | RACING          |

★ = RE-ENTRY    ⊛ = NEW ENTRY



# Action reviews ▶

The rush into 1995 is already bringing some top stuff our way. Check out the titles coming your way any time... now



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?



## ATR p24

Team 17's attempt to take the Micro Machines crown. Can it succeed?



## Shaq Fu p28

Top US basketball player stars in his very own beat'em-up. Obviously!



## All New World Of Lemmings p32

Another massive title for the beginning of '95. More of the same for those little Lems as they set foot on new ground in the most eagerly awaited sequel since, er... the last sequel.

## Dragonstone p36

Does the world need yet another RPG? Apparently so.



## And the rest...

**Kick Off 3 - European Challenge** p31

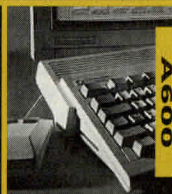
**Death Mask** p38

**Base Jumpers** p40



# ACTION REVIEW

## RACING



# ATR

It's all go at Team 17. Super Stardust and Tower Assault are now set to be joined by the latest overhead racer to hit the streets. Paul McNally climbs behind the wheel



The shop is a fairly good place to buy car spares. As long as you have the cash

**SHOP**

**ENGINE**  
SPEED  
STAGE: 0

**COST**  
\$400

**FUNDS**  
\$1,000





**SUPER**

ATR handles brilliantly and the control is amongst the best to date







Snow and cones. There can't be a better combination for a nightmare really



The Buggies slug it out across the water of the Canyon section. Get out as quickly as possible

**W**e first took a look at ATR (All Terrain Racing) several months ago in our exclusive work in progress feature. Now, not only do we bring an exclusive coverdisk for you to play, we've got the exclusive review as well!

Several overhead perspective racing games are available at the moment, none better than Acid's Roadkill, and those guys have Super Skidmarks in the offing as well. Team 17 decided some months back that they fancied getting in on the act and so employed some of their favourite programmers to put ideas together for what eventually turned out to be ATR.

The overhead race game died a bit of a death after the superb Supercars II from Gremlin, but in recent months the genre has come alive once more and the Amiga market can't seem to get enough of the things at the moment.

Chances are you'll have played our coverdisk by now, but unfortunately due to deadlines and stuff beyond our control, several changes have been made to the playability since the demo was programmed. But look on the bright side, the actual finished version of the game will be even better. So if you liked the coverdisk then you're in for a real treat.

The first thing to establish is that the whole affair is set, like Roadkill, in the future. There are no Mini Coupes to race here. Cars are strictly ahead of their time.

Choice of vehicle takes place at the start of each section and this should be based on the type of track to be raced on. For instance, the Formula Sports car should be run on tracks that are mostly road while specialist vehicles such as the Buggy should be reserved for the more demanding terrain.

After selection there are several more formalities which have to be completed before you can get into a race. To start off with we'll talk about the one-player mode.

Before each race begins, a garage screen pops up prompting the players to buy add-ons for their cars. Anything useful can be added or upgraded. A new engine, gears or better tyres will all be necessary before very long if you are to progress much past the first couple of stages.

Initially, these spares are of the lowest possible standard and cost next to nothing. But, as you upgrade, the prices will begin to soar and it's then that only prize money from consistently high finishes will be able to fund the goods.

It should be a fairly simple task to get through the first couple of stages, but after this the



And they're off. You're in third and need to stay there

It looks easy at this stage. It's all track. But not for long



computer controlled cars begin to get considerably better. If you don't upgrade constantly there is little chance of keeping up with the rest of the pack and you'll soon be knocked out of the competition.

## Dipstick

Some of the tracks on the snowy and canyon levels get fiendishly difficult and will take quite a bit of playing before you have a realistic chance. The key is to memorise the tracks and then you'll find yourself playing the game instinctively.

In fact it is with this point that I have my only gripe with the game. Sometimes it is a little tricky

It's a tight turn but you've made it. You have to improve on that fifth placing though





# ATR

► to tell which way you're supposed to go, especially in the heat of a race, and it's frustrating when you find yourself turning left instead of going straight on because the road isn't as clearly marked as you'd like.

However, it's all part of the learning curve, and with enough play it ceases to become a problem. Unfortunately I'm not known for my patience and ended up getting a little frustrated.

Everybody knows that a racing game is a lot more fun when you've got some of your friends there to compete with, and ATR in theory allows six of you to match up. The multi-player options come in the form of Battle Mode and League Mode. Each is worthy of a quick explanation.

## Steering Column

Battle Mode sees two of you fighting it out around a circuit of your choice trying to reach a set number of points first. Instead of splitting the screen like Skidmarks, ATR employs a catch-up system where if one player lags too far behind and disappears from the screen, they are catapulted

Ooh, it's a close one as the cars race across a small ice-free patch. Staying on the track will increase speed



Cones will slow you down, but only a little. They still need to be negotiated if you're to have a chance



back into contention. The penalty for this is a point added to the other racer's score.

Points can also be accumulated by finishing a lap first (two points) or collecting the stars on the track (one point).

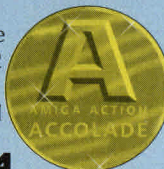
This system works very well indeed and provides a lot of tense competition. The League facility allows players to race against each other over a set number of laps, but the points scoring system is still in place and turns into a For and Against statistic like in the footy league tables, with this determining positions if the points are equal between racers.

Presentation-wise ATR is very slick. The cars – when undamaged – pelt around like nobody's business, but they slow down considerably if they take a few knocks. The cornering has been tweaked so as to make the cars skid around the bends as opposed to it seeming like they're on rails, and the whole effect works really well.

The animation on the vehicles is very nicely done and the engine revs sound realistic enough to create an atmosphere.

This has had more than its share of play recently in the office and deservedly so. Team 17 are on for their third success in as many months and proving all the time that the market is still there if the quality of the product is good enough.

It's unfortunate that a specific A1200 version won't be seeing the light of day, but that is mainly due to disappointing sales of the AGA version of Super Stardust. However, there will be a CD32 version to follow, and it'll be available next month. **A**



The snow tracks are a bit hard to follow

Oil can cause a disaster if you're travelling too slowly across it

## THE LOW-DOWN

**PUBLISHER** Team 17

**CONTACT** 0942 385903

**HD INSTALLABLE** No

**PRICE** £25.99

|                    |        |
|--------------------|--------|
| <b>GRAPHICS</b>    | 87%    |
| <b>SOUND</b>       | 84%    |
| <b>PLAYABILITY</b> | 88%    |
| <b>DIFFICULTY</b>  | Tricky |

This is right up there with Roadkill for me. It just misses out on that 90% for being a bit tricky to follow sometimes, but nevertheless ATR is a very good, very playable game that works nicely on the Amiga. Constant tweaking over the development period has helped enhance it no-end and the final product is one not to be missed. It's just a shame the parallax version for the A1200 has been shelved, but this version runs fine on everything you've got (unless you've got a PC of course and then you'll struggle). Anyway, be sure to check out ATR because it's in a shop near you now.

**REVIEWED BY CHICKEN**

## SECOND OPINION

All Terrain Racing has been on the way for quite some time now and thankfully it's been well worth the wait. I liked Overdrive and this is even better. If you can't wait for Skidmarks 2 then this will tide you over more than adequately.

**OPINION BY STEVE**

## OVERALL SCORE

**88%**





# Software Expressions

Established 1990



Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!

All disks are compatible for  
**A500/A500+/A600/A1200, except (N)**  
which indicates not compatible for 1200

## BUSINESS SOFTWARE

|      |                        |  |
|------|------------------------|--|
| B001 | A-Genie (1 meg)        | Trace your ancestors                           |
| B052 | Business Card Maker    | Simple, but useful                             |
| B098 | Database Master        | Comprehensive AMOS database                    |
| B134 | Ami Cash               | Best accounts package around                   |
| B136 | Amibase Prof           | Excellent database                             |
| B137 | 600 Business Letters   | Pre-written script for business correspondence |
| B140 | Text Engine            | Excellent word processor                       |
| B152 | PC Task                | Emulates IBM + PC programs                     |
| B153 | File-a-fax             | As it sounds                                   |
| B154 | QED                    | Beginners word processor                       |
| B165 | A-graph                | Creates bar graphs                             |
| B175 | Text plus VERSION 4    | Excellent word processor                       |
| B178 | (2 Discs) Analytic ALC | (2 Discs) Best spreadsheet available           |
| B232 | Cheque Book Account    | Keep tabs on your expenditure                  |
| B237 | Stock Analyst          | Analyses the share market                      |
| B240 | Little Office          | Word Processor, Database & Spreadsheet         |
| B242 | Budgets 1.34           | Accounts Manager                               |

## EDUCATIONAL

(N.B. This includes some games)

|       |                              |   |
|-------|------------------------------|---|
| E033  | Education 1                  | Learn German                              |
| E162  | The Bible (4 disks) (N)      | The King James Version                    |
| E164  | World Databank               | Creates maps of the world                 |
| E180  | GCSE Maths                   | Syllabus taught disk                      |
| E185  | Astronomy                    | Calculates positions of planets           |
| E194  | Total concepts               | Learn about dinosaurs                     |
| E212  | Back Talk                    | Advise on Commonback Complaints           |
| E239  | Dunks DTP                    | Desktop Publishing for Kids               |
| E234  | Colour The Alphabet          | Educational spelling game                 |
| E271  | The Highway Code             | All you need to know                      |
| E272  | Junior Maths                 | Education for Kids                        |
| E023  | Electronic Train Set (1 meg) | Construct own train set                   |
| E043  | Learn and Play 1             | Good for the kids. Blackboard maths, etc. |
| E044  | Learn & Play 2               | More fun for the kids                     |
| E079  | Treasure Hunt                | Great Kids game                           |
| E086  | Wrathful One                 | Good general knowledge quiz               |
| EG162 | Storyland 2 (N)              | Create a childrens adventure              |
| E335  | Wot'sname (N)                | Children's spelling quiz                  |
| E280  | Speak & Spell                | Learning for the Kids (under 7)           |

## CREATIVE

|      |                           |   |
|------|---------------------------|---|
| C112 | Slide Show Creator        | Create your own slideshow                         |
| C130 | Label Designer            | Various label printers                            |
| C142 | Super Fonts               | Lots of Super Fonts                               |
| C147 | MOBED                     | Moveable object editor                            |
| C160 | Deluxe Paint Tutor        | Enhance your knowledge of this                    |
| C190 | Shadow demo maker         | Create your own demo                              |
| C199 | Clip Art                  | For New Year, Easter & Birthdays                  |
| C206 | ABC Adventure Creator (N) | Create your own adventure games                   |
| C230 | Illinois Labels           | Label Printer                                     |
| 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

|      |               |                                  |
|------|---------------|----------------------------------|
| U151 | 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 | Lockpic 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     |
| 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 discs) 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                    | Similar to Pacman                     |
| A171 | Top Secret                 | Difficult puzzle 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                    |
| 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 | Bombjacky                   | 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                    |
| A309 | Smurf Hunt                  | Find the Smurf                              |
| 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           |
| 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            | Shoot 'em up 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                  |
| Sim355 | Automobiles             | Overhead racing game                 |

## SPORT

|       |                               |   |
|-------|-------------------------------|---|
| Sp170 | Amos Cricket                  | 'Owzat!   |
| Sp208 | Grand Prix Simulator          | Excellent   |
| Sp256 | Soccer                        | 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   |

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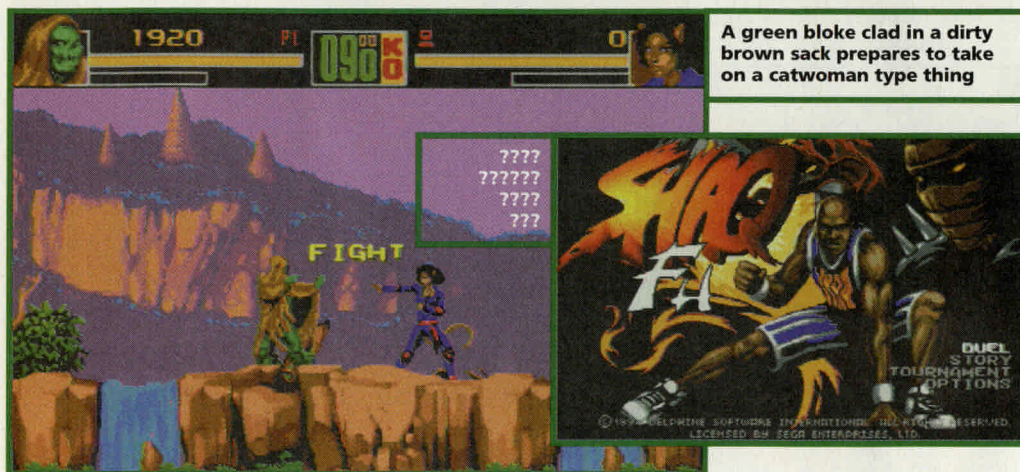
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# ACTION REVIEW

## BEAT'EM-UP



A green bloke clad in a dirty brown sack prepares to take on a catwoman type thing



If there was a prize awarded for the most contrived game of the year, that particular accolade for 1994 must certainly go to Shaq-Fu. Basically what we have is a beat'em-up featuring Shaquille O'Neal (a huge basketball star on the American sporting circuit, who for some reason seems to be quite well known over here too).

# Shaq-Fu

**Shaq-Fu is the latest beat'em-up offering to grace the shelves, but how does it compare to the rest?**

Apparently Shaq (as he likes to be known), has done a bit of the old martial arts stuff in the past and this seems to have presented the marketing men with an opportunity that they couldn't let slip through their fingers.

This would be all well and good if the game was any cop, but... ooh dear. Oh dear, oh dear, oh dear.

There is a plot of sorts which involves the inevitable baddy (Sett Ra) returning to gain his revenge on the planet from which he was banished several millennia ago. Unsurprisingly he has gathered together a team of ugly and formidable fighters who are to help in his mission of retribution.

Apparently, "... only the Chosen One can stop Sett Ra now. One who possesses strength, spirituality, courage, agility, intelligence and unsurpassed skill in the martial arts."

Yes, you've guessed it, that means Shaq, a man whose talents are only surpassed by his ego.

There are three main gameplay options to choose from: Duel where one or two players can battle it out over a three-round scrap; Tournament where between three and eight players compete in a knockout (top pun) scenario; and Story where you have to guide a feeble Shaq sprite around a map screen, taking him from fight to fight.

Now it would be very easy to be cynical at this point, what with the ridiculous concept behind the game and all, but if I was to go down

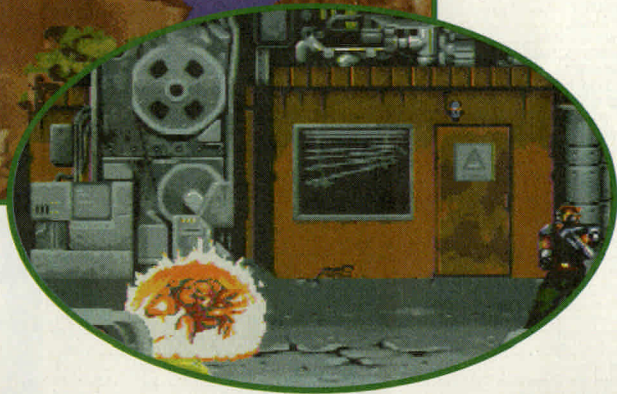


The red guy looks like a refugee from the lobster family featured on BBC2's Weird Night





The map screen shows you the location of the enemies you must fight when you are playing in Story mode



It's downtown Tokyo and I'm checkin' out the local sights on the day of my all star charity game when...

Shaq mate, watch out for the funny upside-down woman and her special impossibly high leap attack



Oh yes, and when I'm busy sight-seeing in downtown Tokyo I always wear my basketball kit. In fact I'm never out of it me

that line of argument this review would just degenerate into a string of pointless whinges about things that don't really matter to the average gamer.

What is of consequence to your average punter in the street however, is gameplay and value for money, but unfortunately Shaq-Fu comes nowhere near to satisfying either criteria.

There are some lively tunes thrown in for the action scenes, but the sound seems to come and go with little or no regard for what is actually happening in the fight.

One moment you will hear a satisfying thud and yelp as you land a blow to your opponent's ribs, and the next you'll throw the bad guy heavily to the ground to the sound of pure silence. As you may have guessed, atmosphere is not the game's major selling point.

The sprites, whilst quite appealing in some respects (Shaq himself, in full basketball kit, is quite well drawn), are pathetically small.

For a game of this type to be successful, it is surely essential that the player can see exactly where his punches and kicks land so that he can tell whether or not his plan of attack is working successfully.

Yes but I'm a lot better looking than you are. So there



Unfortunately, with Shaq-Fu, this isn't the case, and more often than not I found myself repeating moves and shifting my gaze from the action to the damage-ometer to see if the blows I thought I was landing were actually hitting home.

Another gripe is the amazing slowness with which the characters approach each other. Shaq is quite capable of performing front and back somersaults to get nearer to or retreat from his enemies, but try pushing the joystick to the right or left and he will shuffle pathetically in that direction about as quickly as a geriatric snail with nowhere to go.

## Shakatak

Of course you don't have to play as Shaq, you can choose to be any of the other eleven fighters featured in the game, but that rather defeats the object doesn't it?

Some of the more interesting features where some real effort and imagination have been put to use include a "Taunt" move whereby you can goad your opponent into an ill-judged assault, and a "Fury Bar" which appears below the damage-ometer and pulses when a character is enraged.

Shaq-Fu was programmed by The Dome who were responsible for the not bad Bob's Bad Day, the excellent PGA European Tour and the downright woeful Last Action Hero. This latest effort definitely joins the Arnie licence in the downright woeful category and is a beat'em-up that you should steer well clear of, even if you are a big Shaq fan. **A**

## THE LOW-DOWN

**PUBLISHER** Ocean  
**CONTACT** 061 832 6633  
**HD INSTALLABLE** No  
**PRICE** £25.99

|                    |             |
|--------------------|-------------|
| <b>GRAPHICS</b>    | <b>78%</b>  |
| <b>SOUND</b>       | <b>73%</b>  |
| <b>PLAYABILITY</b> | <b>29%</b>  |
| <b>DIFFICULTY</b>  | <b>Easy</b> |

Shaq-Fu is by far the worst of the latest crop of beat'em-ups, and comes guaranteed to ruin anybody's new year. The sprites are totally inadequate considering the nature of the game and there is little or no in-game atmosphere to speak of. It actually appeared on the shelves just in time for Christmas with virtually no pre-release hype, and that is usually a very bad sign indeed. If any kindly relative or friend bought you this over the festive period, thank them profusely with a large smile, but make sure you ask for the receipt. You'd be better off with Mr. Blobby.

REVIEWED BY NEIL

## SECOND OPINION

Quite why anyone would release this is beyond me, especially at the moment what with all the other quality beat 'em-ups around. And just who's expected to buy it is just as unimaginable. Ocean have really let themselves down here after releasing some good games.

OPINION BY STEVE

**OVERALL SCORE**  
**33%**



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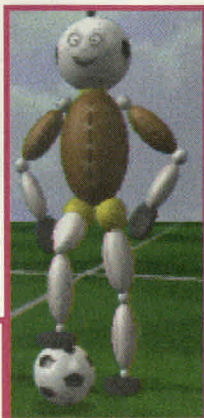


## A screenshot from the video game 'Soccer' showing a goal being scored. The scene is viewed from an isometric perspective. A player in a red jersey is in the process of kicking the ball into the goal. A goalkeeper in a black and white striped jersey is diving to the right. Several other players in red and yellow jerseys are positioned around the penalty area. The goal is on the right side of the frame. The score is displayed at the bottom: 0 for the red team and 1 for the black and white team.

## Select Squad

| Nottingham |    |     |    | 4-4-2 |     |     |     |
|------------|----|-----|----|-------|-----|-----|-----|
| N. Kewley  | 1  | KPR | SL | QHT   |     |     | *** |
| C. Little  | 2  | DEF | SL | QHT   |     |     | *** |
| B. Pierce  | 3  | DEF | SL | QHT   | FLR |     | *** |
| Stoned     | 4  | DEF | SL | QHT   | FLR |     | *** |
| Cooper     | 5  | DEF | SL | QHT   | FLR |     | *** |
| E. Knottle | 6  | DEF | SL | QHT   | FLR |     | *** |
| A. Blackie | 7  | DEF | SL | QHT   | FLR | PRS | *** |
| J. K. Gell | 8  | DEF | SL | QHT   | FLR | PRS | *** |
| W. Rowe    | 9  | DEF | SL | QHT   | FLR | PRS | *** |
| Colmore    | 10 | FUD | SL | QHT   | FLR | PRS | *** |
| Little     | 11 | DEF | SL | QHT   | FLR | PRS | *** |
| Hal and    | 12 | DEF | SL | QHT   | FLR | PRS | *** |
| Moans      | 13 | DEF | SL | QHT   | FLR | PRS | *** |
| E. Tiller  | 14 | DEF | SL | QHT   | FLR | PRS | *** |

**Oh look,  
it's Alan  
Shearer**

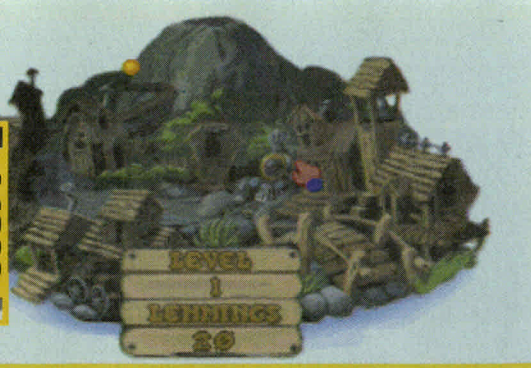
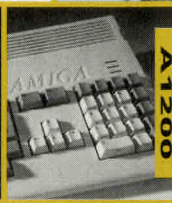


# 58%



## ACTION REVIEW

## P U Z Z L E



# All New World

The Lemmings certainly defy logic and so does Andy Sharp, so who better to take a look at their latest incarnation?

**S**o what is this All New World Of Lemmings? Does it look at all like the Lemmings' previous excursions? Well yes it does to be honest!

If this was to be marked for its overall cuteness it would be a hands down winner. After all, Lemmings are sickeningly cute things are they

**The Lems take a swim in the Olympic pool**

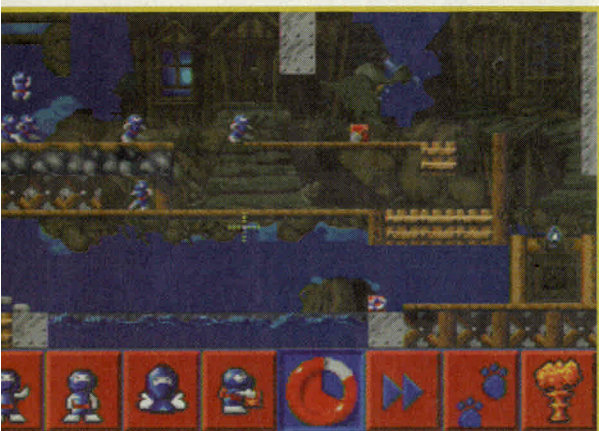
not? But, even if you are prepared to ignore the cutie appeal factor completely, this is without doubt the most

Use the bricks to the best of your ability

comprehensive and playable instalment in the Lemmings series yet.

According to Psygnosis, the larger Lemmings are apparently no bigger than before – they've just been brought closer to the front of the screen. Hmm, interesting stuff.

Anyway, brushing this nonsense aside, these Lemmings are an improvement on the tiny sprites we've seen in the past, and they're cuter than they've ever been before. This in turn means that the little Lems now have smoother animation, and what a difference it makes. An improvement indeed.





# of Lemmings



I won't go into the long and overblown story as to how the Lems reached this point in their lives which is portrayed in the game, but after building their ship and leaving their old surroundings behind, it's down to you to choose exactly which level you wish to tackle head on, via a swift leap from the main option screen – the ship's deck.

## A Whole New World

The more streamlined controls mean that the Lemmings now have only five functions. The system of having a limited number of jumpers, diggers, blockers and the rest for each specific level has been scrapped. Now each Lem is capable of using each and every one of these skills.

The latter two commands of the icon bar relate to the items which can be picked up by a passing Lemming for use throughout the levels. Only then are these skills limited to a certain number.

The first of the two commands on the other hand will allow you to use the item you've collected and the other will drop it. And that's about the lot in the All New World.

**The Classic level incorporates a green look. Watch for some bizarre obstacles**

**The ship's deck with all hands present. Where you go is up to you**

Whereas Lemmings 1 and 2 both incorporated twelve tribes of the little blighters, we now have only three. Initially seen aboard their ship, the Egyptians, Shadows and Classics can't wait to be taken to their respective islands for the adventure to begin.

As you may have already guessed, there's a rather good reason for the inclusion of only three tribes this time. Apparently, the guys and gals at Psygnosis will be releasing not one, not two, but three updates which will bring the remaining tribes into this All New World. These will include Future, Sports and Highland Lemmings, with each of these tribes having a grand total of 30 levels to complete. Seems like a bit of a rip-off to me but there you go.

## The Circle of Life

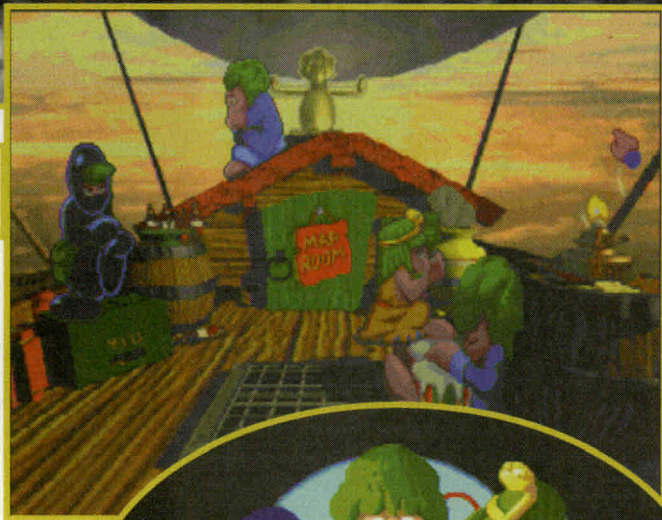
Along the way, there will be plenty of creatures for you and your Lems to become familiar with. Some are friendly and some as you'd expect are pretty nasty blighters.

The Potato Beast strangely resembles a potato and is as bad as they come. At the mere sight of an unsuspecting Lem it will attack and leave a trail of destruction in its wake.

Secondly, the Lemme Fatale (geddit) will appear as every Lemmings' ideal beauty. Her

beauty hides an evil beyond reason. She will lure a Lem into her trap and as he follows her it will all become too much and he'll commit suicide. The lovesick prat.

The most spectacular death a Lemming can be unfortunate enough to experience is executed by Psycho Buzzard. A winged killer who will simply attack any living thing and rip its victims heads off in a frenzy of blood curdling terror. He must be avoided at all costs.







As is the norm, the further you go the trickier it gets

Your friendly apprentice at some stages is none other than the common mole. If he begins digging he will leave an underground passage. To ensure he digs in the correct place, try building bricks in his path. The reason? Moles don't tend to dig through brick do they? They will go in the opposite direction. It works like kryptonite on Superman.

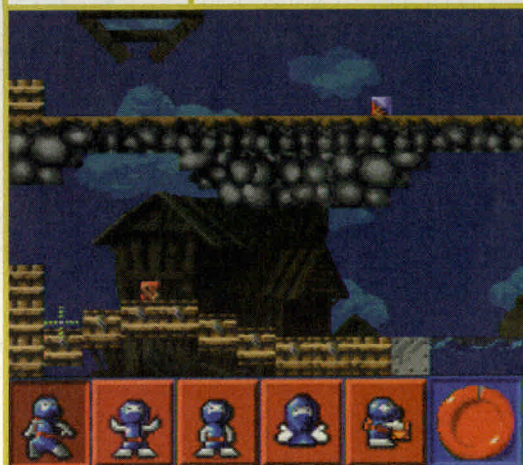
As the command tools have been trimmed to a sensible size you can now easily click on the required icon without fumbling about over the tiny graphical representations of old. For

The start of a particularly difficult level. Good luck people. It's a toughie for a while

this reason alone, the All New World is far and away the greatest and most comprehensive Lemmings episode to date.

The question remains however – how much longer will people keep forking out their readies for these tiny geezers? This first instalment isn't too bad though and there's some pretty testing stuff for these three tribes to plough through. **A**

The exit in all its glory. Notice the lack of Lemmings in its proximity



## THE LOW-DOWN

**PUBLISHER** Psygnosis  
**CONTACT** 051 709 5755  
**HD INSTALLABLE** Yes  
**PRICE** £29.99

|                    |        |
|--------------------|--------|
| <b>GRAPHICS</b>    | 85%    |
| <b>SOUND</b>       | 87%    |
| <b>PLAYABILITY</b> | 93%    |
| <b>DIFFICULTY</b>  | Tricky |

In all honesty, what more can possibly be said about Lemmings that hasn't been said before? The main differences here are that the sprites are larger and the command tools are easier to use. If there's anything else I've missed will somebody please point it out to me!

REVIEWED BY ANDY

## SECOND OPINION

Hmm... I must admit I'm surprised. I didn't think that yet another Lemmings game would be able to do anything for me apart from maybe stimulate my disappointment nodes, but you know, this is almost as good as ever, and it's nice to see a couple of small twists.

REVIEWED BY PAUL

## OVERALL SCORE

87%



# Exclusive Valhalla: Before the War Offer

Valhalla and the Lord of Infinity was, in our opinion, the Amiga games event of the year. Therefore we've pulled out all the stops to provide Amiga Action readers with the amazing opportunity to get their hands on Valhalla Before the War, the next game in the series, months before it appears in the shops and at a massive discount.

**£10  
off RRP**

If you've played Valhalla and the Lord of Infinity, no doubt you've already started filling out the coupon. But, if you missed out first time around, then you can ensure that you don't make the same mistake twice by taking advantage of this superb offer.

If for some reason you remain unconvinced, then we advise you to check out our exclusive review of Before the War on page 36. Take a quick glance at the score in the bottom corner, maybe even take time out to read the review, and we're sure that at some point you'll come back here and start filling out the details.

You'll be saving a tenner – a tenner! – on the price it will cost in the shops when it finally arrives there. Can you afford to miss out? You're a loser if you do...

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# ACTION REVIEW

## ARCADE ADVENTURE



Amiga 600

I've died again. This happens all too often for my liking



Examining this scroll transports you to another place



Hacking and slashing is pretty much the order of the day throughout

# Dragonstone

**Steve McNally takes a look at Core Design's latest, and perhaps last, Amiga offering, and has a bit of a whinge too**

Perhaps it's the chilly weather. What with all these nasty heating bill taxes we seem to have acquired these days, people are afraid to warm the house up, and the combination of cold and rapidly thinning blood is hurrying them along to a premature end.

I know that some people subscribe to the theory that it's all down to this "worried about Commodore's future" business, but I don't hold with it myself. I prefer my hypothermia line.

Anyway, we'll soon know who's right because, and don't tell anyone I told you this because it's not official yet, but we have it on good authority that before the end of January, good news will be filtering out of Commodore's headquarters and into the homes of worried Amiga owners everywhere. But that's another story. Anyway, on with the minute's silence.

There, that was poignant wasn't it. Actually, thinking about it, there is a slim chance that it just might not have come across properly in print, but who cares? I enjoyed it.

On to the game [At last - Ed]. The first thing you'll notice is how pathetic the instruction manual is. Twelve small pages full of text, and plenty of gaps in between paragraphs as well. Hang on, what's this? Nine of those pages

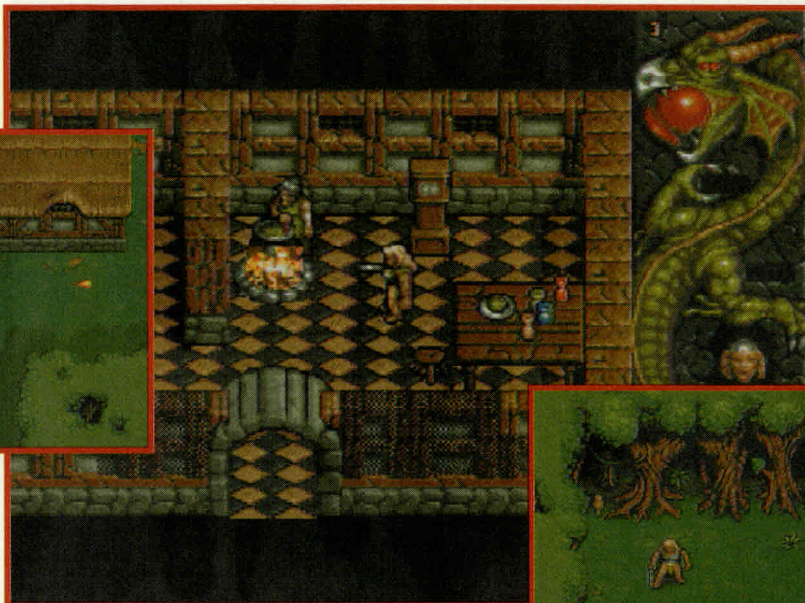
I think perhaps at this moment that we should have a moment's silence, for with this game, Dragonstone, comes the passing of one of the greatest Amiga software houses of all time, Core Design. This has come at an already unhappy time when it seems that more and more of our dearest and closest friends are passing on from this world to whatever afterlife awaits them, be it PC or console development.

Talking to characters can prove useful



Remember that scroll I mentioned above? Here it is in action!





Venturing inside can provide you with information and protection from the elements

The game begins here and a world of adventure awaits



The wizard bars your path across the bridge and demands a toll. The best thing to do is to pay him



# one

are in foreign. Three pages? Surely three pages of instructions for a game is ridiculous. Oh no, I beg your pardon it's me, I've got it wrong. One of the three pages is full of credits to the programmers bringing the grand total down to just two pages.

In fact, if you take away all the foreign language pages, credits, loading instructions and virus protection warnings, the instructions on how to play this arcade adventure amount to one full page and about four lines. Oh, and there are two screenshots included in there as well. No storyline, no in-depth descriptions on how things work, just very little information in general and a flimsy little booklet that serves little or no purpose.

Presentation is a key factor in forming an opinion and to be honest, Dragonstone didn't get off to the best of starts.

And when I started playing the thing it didn't get much better.

To be fair, this was probably down to my own personal misconceptions about what the game was going to be like. I was hoping for and expecting a deep and thought-provoking RPG packed with cunning logic puzzles. Unfortunately what loaded up was an action packed arcade adventure with puzzles that are solved, in the main, by using the sword (or lightning-type psychic bolts) that your hero has been provided with.

Once I'd got over that disappointment and started to enjoy myself, I came across another problem, although admittedly once again it was a personal thing. I don't know about you but I always find it difficult to get the direction right in games that scroll eight ways. I recall it was the same with The Chaos Engine. For the most part this is OK, but when you need to get a quick slash in with your sword it can be really frustrating.

## Elephant Stone

I can well appreciate that the game isn't half bad if you like that kind of thing, but that could be said about any game I suppose. I'm not too keen personally but I make no bones about preferring games that make you think to games that raise your pulse rate. This is by no means a classic but I'm sure the target audience won't mind. The action is quite frantic for the most part but the puzzles are too few and far between, and my initial hopes for a Zelda style game were cruelly dashed far too early for my liking. With Krisalis' Legends on the way very soon I think I'll wait for that and I'll give this a miss if you don't mind. **A**

## THE LOW-DOWN

**PUBLISHER** Core Design

**CONTACT** 0832 297797

**HD INSTALLABLE** No

**PRICE** £29.99

|                    |                 |
|--------------------|-----------------|
| <b>GRAPHICS</b>    | <b>87%</b>      |
| <b>SOUND</b>       | <b>80%</b>      |
| <b>PLAYABILITY</b> | <b>79%</b>      |
| <b>DIFFICULTY</b>  | <b>Variable</b> |

I won't go any further than to say Dragonstone is alright, and that's a shame because there is potential for it to be a whole lot better. I'd also like to say that I am in a minority in the office, but everyone seems to agree with me. It's not that it's particularly bad, it's just not particularly good. We were all expecting more from Core's supposedly final Amiga effort, but it has to be said, Dragonstone is a bit of a let-down from a company that over the years we have come to rely on for good quality games. With a little more thought in the game's structure this could have been a winner.

**REVIEWED BY STEVE**

## SECOND OPINION

I only really played Dragonstone for half an hour at the most, and my initial interest quickly disappeared when it became obvious how much hacking and slashing is required to get anywhere. A few more puzzles and a few less enemies wouldn't have gone amiss.

**OPINION BY NEIL**

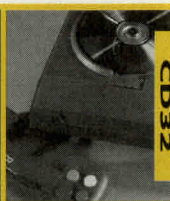
## OVERALL SCORE

**77%**



# ACTION REVIEW

## SHOOT'EM-UP



**A**t the recent World of Amiga Show, great interest centred around the Commodore stand where Death Mask was running on one of the display machines. The fact that this new effort from Alternative Software looks like Doom had the crowds flocking around, but whether they still had the same level of interest when they left the stand is a different matter.

Death Mask isn't Doom for the Amiga but it's obvious that the major influence for the game has been "borrowed" from the PC ground-breaker.

Wandering through a maze of tunnels and lots of different locations you get the chance to blast away the enemy creatures that appear before you. The game carries a recommendation that it is only played by over 18s, which is perhaps a bit harsh, but it has to be said that there is plenty of blood and gratuitous killing.

The plot sees you playing the part of a member of the elite military service, The Death Mask, and you are assigned to wipe out any traces of aliens and their agents. Thankfully the base you must infiltrate has recently been vacated by the terrified previous owners and they've gone and left all their juicy artillery behind for you to pick up.

This vast arsenal of powerful weapons can be unloaded against all manner of beings who will be

A nice little bug allows only half a man to be shown at times. This isn't a problem but it's this kind of thing that lowered the score to what it is



# Death

**Doom for the Amiga? Paul McNally takes a look at what should be the next best thing – Death Mask from Alternative**



The two player game allows you to sneak around

equally intent on terminating your mission and indeed your life.

As you move through the tunnels, different directions of travel will become available. You can actually rotate your character through 360 degrees which makes it more than a fast version of Dungeon Master.

This proves to be quite handy as you can be attacked from any angle at any time and if you don't keep spinning around, one of the sneaky little beggars will no doubt be emptying his weapon into your back.

The enemies vary in difficulty and some on the later levels take quite a bit of killing. Therefore it's necessary to employ some of the larger guns on

At least both characters don't look identical!

offer, as having a pop with your pea-shooter probably won't get you very far.

Well, now you've got the gist of what you're supposed to do, it's time to take a look at a few of the problems. The first and major one is the finicky control method. I tried it with my trusty Zipstik and had a lot of trouble getting my bloke to go where I wanted him to.



As you can see, Death Mask bears more than a passing resemblance to that PC game



There are plenty of weapons that can be picked up and each has a different effect

# Mask

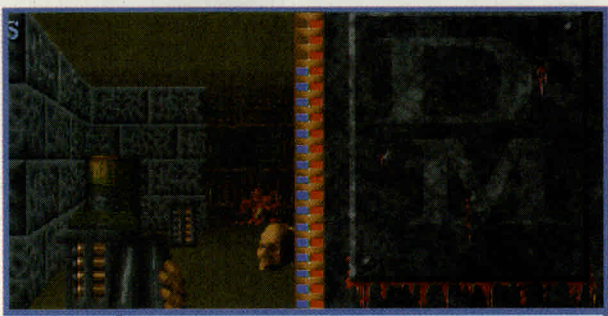
I found myself whizzing past entrances I was interested in and generally getting a bit disorientated as to which direction I was facing. This is something that doesn't happen when you play Doom.

I also don't like the way the enemies move towards you. They don't seem to be part of the scene, they are just sort of there. I can't explain any better than that, you'll have to see for yourselves, but maybe it's just me!

Obviously, as far as the concept goes, Death Mask isn't an entirely original project, but there really isn't too much like it on the Amiga and that makes it worth a look for novelty value alone.

The best aspect of Death Mask is the two-player option where two of you can go at it hell

The map's good isn't it? You can certainly tell what's going on here can't you? This really should have been better



Aha! I've found a supply of decent ammo so I can go and waste some bad guys. Watch out, here I come, ready or not

for leather and chase each other around. The screen is split in half vertically to achieve this, and some sense of excitement is possible during a tense pursuit.

To sum it up then, Death Mask is a nice try that falls somewhat short of the mark for me. It's an obvious attempt to recreate Doom with more limited hardware, and the results of this are there to see. There seems to be a tremendous interest in this game which should see it do well, but nobody here at Amiga Action seems to like it that much.

With improvement it could have been a lot more enjoyable, but there are far too many niggly little problems for it to stand out.

The Amiga may or may not be capable of a Doom equivalent, but Death Mask doesn't put me in a positive frame of mind. **A**

## THE LOW-DOWN

**PUBLISHER** Alternative  
**CONTACT** 0977 797777  
**HD INSTALLABLE** No  
**PRICE** £29.99

|                    |        |
|--------------------|--------|
| <b>GRAPHICS</b>    | 52%    |
| <b>SOUND</b>       | 68%    |
| <b>PLAYABILITY</b> | 59%    |
| <b>DIFFICULTY</b>  | Tricky |

**D**on't like it, but you'll have guessed that by now. I like Doom so perhaps I'm unfairly judging it, but to test this I set a couple of people who've never played Doom on to Death Mask for a while and they came away soon after. I rest my case. It was a brave try but it was always destined not to come off. With a bit of luck Team 17's Breed 3D will maybe get somewhere closer but as it stands there's nothing here to suggest that anybody is capable of doing a game of this nature on the Amiga. It's disappointing that this wasn't better as it was eagerly awaited by a lot of people.

**REVIEWED BY CHICKEN**

## SECOND OPINION

**A**nd I am one of those aforementioned people to whom the Doom experience was but a cursory glance. A game of this kind should be fast paced and frantic, even in one-player mode, but there are too many irritations to make it worthwhile bothering with.

**OPINION BY PAUL**

## DIFFERENCES

**T**he only real difference between the CD and disk version is the size of the disk, oh and it's on two floppies.

## OVERALL SCORE

**53%**



# ACTION REVIEW

## PLATFORM



# Bas

**It's the latest platformer from Grandslam and it's got nothing to do with baseball or woolly sweaters**

**Y**ou know, the last decent two-player game we had on the Amiga, apart from sports sims, was *Naughty Ones*. Not that Kompart's platform effort broke any kind of new ground at all – it just seemed to have a certain something in the "Cheap 'n' Easy Throwaway Fun" department that a lot of other efforts couldn't match. In some ways, *Grandslam's Base Jumpers* is reminiscent of that, right down to the ridiculous plot.

You don't want to know what the members of the East Beckinsdale Pigeon Fanciers Association like to get up to in their spare time do you? I certainly don't, but unfortunately it's my job to find out, so that's precisely what I did and – ho-ho! – what a hoot it was. Seriously.

Basically, all any of us need to know is that the four members of this feathered friend appreciation society like to run around madly and climb up things in a most unlikely and cartoon-like manner, thus giving us the chance to control their antics in the game.

### Underwear

And what form do these antics and this control take, you may well be wondering at this point, and not without good reason since this is the part of the review where one usually gets around to giving those details away. And this is no exception: the *Base Jumpers* like to climb anything that gets in their way, and do so in this case in loads of levels spread across a number of different graphical worlds.

But that's not all. Once they've climbed these undoubtedly wobbly and superhigh structures, the *Base Jumpers* – as the name suggests, though somewhat obscurely – like to leap from them with only a parachute and piece of *EzeeClean™* underwear to protect them. And that's the game in a nutshell.

Each building must be climbed before you leap off





# e Jumpers



For the game out of a nutshell, read on...

Not only is Base Jumpers a two-player game, it can on demand become a three or four-player affair by way of a spot of keyboard control. Er, and it obviously caters for the lone jumpers among us too.

Beginning at the bottom of whatever structure you are slated to tackle, the idea is to get to the top as quickly as possible with all your lives and energy intact.

Just the one screen wide, the play area scrolls upwards and is on average five or six screens higher/larger. In one-player mode it's a simple battle against the clock and whichever baddies happen to be on patrol. You can save your jumper's legs to some extent because ladders and trampolines are the way the fastest progress is made, but of course his rear end comes in useful for that good old jump-on-their-heads method of enemy disposal.

Other things to look out for are the bonus letters, which if you choose to go for them can comprise a large part of the game. These letters (or one letter at a time to be precise) appear every



The office staff seem to have deserted this building

time you see off a bad guy, and to collect them you simply have to jump up and touch them. Dozens of three-letter bonus words are built into the game, and on collection of these alphabetical symbols you are treated to anything from extra points

and extra lives to a trip into one of the bonus levels, of which there are a good few.

Once you've reached the top of a particular level, it's time to go down again – only a damn sight quicker than you came up. Four of you (the other three characters are computer controlled in a one-player game) are thrust from a precipice into thin air and you need to dodge flagpoles and overhangs – and avoid being barged into them by your eager adversaries – in an attempt to reach the ground first with your life intact.

## Lingerie

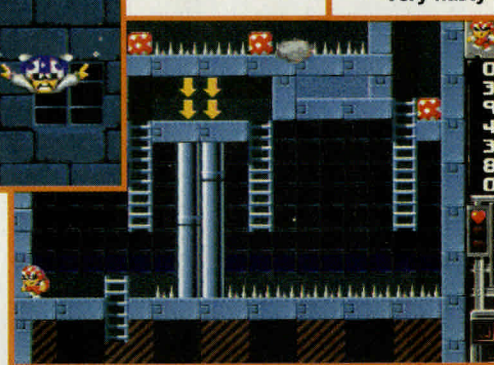
Quibble time. Right, well considering the name of the game, the actual jumping part makes up very little of the whole affair. It's reasonable fun for the first couple of times, but after that it becomes quite boring and it's difficult to believe that it wasn't put in as an afterthought. As for the levels themselves, most of them are fine but there are one or two niggles, such as the certain places where you're faced with an enemy and are forced to withstand some energy loss simply because there isn't enough room to launch a jump attack.

The bonus letters are a good idea and add a new dimension to the proceedings, but on the whole, as a one-player game, it doesn't make the mark. For two or more players though it begins to take on a different complexion. Two, three or four of you begin at the bottom as normal, and as soon as the action begins, all else is forgotten as a frantic scramble to reach the top ensues.

It isn't particularly quick and the sound is largely naff apart from the odd "ooph!" as someone falls by the wayside, but the added bonus of being able to off a colleague or friend is more than enough to keep the interest high. Base Jumpers probably won't bring too much into the life of Johnny Lonely, but for two or more people it's a good, fun excuse for simulated death. **A**

Top scared expressions

The spikes on this level look very nasty



## THE LOW-DOWN

**PUBLISHER** Grandslam  
**CONTACT** 081 680 7044

**HD INSTALLABLE** No

**PRICE** £19.99

|                    |        |
|--------------------|--------|
| <b>GRAPHICS</b>    | 80%    |
| <b>SOUND</b>       | 68%    |
| <b>PLAYABILITY</b> | 80%    |
| <b>DIFFICULTY</b>  | Tricky |

**G**raphically cute-but-average, and gameplay-wise nice-but-slightly-tedious, Base Jumpers is a game that comes into its own more in the multi-player mode, when the bonus letters and points are forgotten and all thoughts are of seeing off the competition. Even this has its downfall – four rampaging sprites on one screen can cause a considerable amount of confusion, but it doesn't matter too much because there's always another chance. To be brutally frank, it's undeniably tedious for one, but you'll have a fair bit of fun if you can scrape a couple of friends together.

**REVIEWED BY PAUL**

## SECOND OPINION

**S**trange game based on a strange hobby. It's fun to play for a while and the novelty value is quite high initially, but how long it'll last after this wears off is the question, and I think fairly quickly may be the answer. It's nice to see a new idea for a change though.

**OPINION BY CHICKEN**

## OVERALL SCORE

**70%**



# I ain't don

## The despicable lies o

Not everyone who buys Amiga Action does so with the purest of intentions; some are out to make a quick buck with their transparent classified ads. The ever intrepid Paul Roundell puts on a Beadle-like beard and indulges in a spot of 141-prefixed telephone japery.

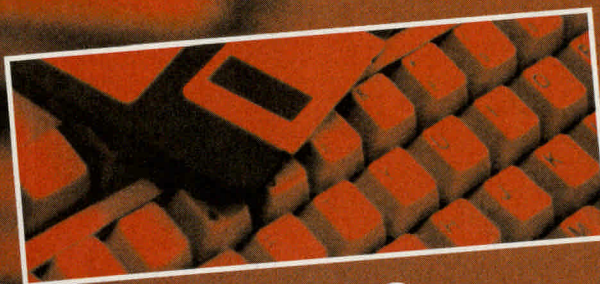
WRITTEN BY PAUL ROUNDELL





**F**or sale: loads of Amiga games including all the latest: Syndicate, Empire Football, Desert Strike, Pinball Fantasies, Premier Manager 2 and 100's of others, some boxed some copies.

That's a real example of one of our more dubious Swap Shop submissions, the ones which end up in the bin under a mountain of torn envelopes and cheap coffee cups every month, the ones which are penned by people either so confident, so stupid, or so naive that they on occasion include their telephone number on the coupon or on the lists which they invariably have to hand. So, telephone numbers and lists at the ready, I



# e nuffink!

## f the renegade few

set about finding out just what's available, for how much, and what kind of lies these people spout under pressure.

**Approach #1** – The Innocent Enquiry [Responding to a would-be Swap Shop ad from Sunderland with "Games that won't cost you much" available, and whose writer had "100's of the very latest games."] Late in the conversation with "Dave", who can supply me with Zool 2 and Pinball Fantasies at a fiver:

**Dave:** I haven't got Skeleton Krew – I've got Zool and Pinball; I've got like most stuff that's been out for a couple of months.

**AA:** Right, can I get those two off you then?

**Dave:** Yeah, what's your address and I'll send you a list.

**AA:** Can I not order them now like?

**Dave:** Well you'll have to send the money before I can send 'em out.

**AA:** Oh yeah, er, how much are they then?

**Dave:** It's a pound a disk.

**AA:** Oh right, so how much is that for Zool 2 and Pinball Fantasies then?

**Dave:** Er... it's a fiver.

**AA:** Oh right nice one, they're both in good condition and everything yeah?

**Dave:** Yeah.

**AA:** Do I pay for the postage as well or is that in with the price like?

**Dave:** It's in with the price.

**AA:** Oh right, that's pretty good that, 'cos the boxes are quite bulky, so that's alright. [Silence]

**AA** [Sensing an end to the conversation]: I had Zool 2 ages ago but I lost that codewheel thing, so er, ha-ha, make sure that's in yeah?

**Dave:** [Long pause] It's just the disks mate.

**AA:** Ay?

**Dave:** It's just the disks.

**AA:** So they're not in the box then?

**Dave:** No, it's just the disks.

**AA:** So, what... they're, like, copies then?

**Dave:** Yeah, you can send me your disks if you want and I'll send you the game back, or I'll just send it from here.

**AA:** Is it alright to do that?

**Dave:** What do you mean? Yeah.

**AA:** Is it not like... illegal. I mean, I don't suppose it matters, but—

**Dave:** No, it's not illegal. You're just not allowed to sell them like that in a shop, that's all.

**AA:** Oh right. I thought that was, wotsit, piracy or something.

**Dave:** No, no.

**AA:** So it's definitely okay to do it then?

**Dave:** Yeah, yeah.

**AA:** [Hang-up]

**Approach #2** – The Sneaky Official [This ad is soliciting "Amiga Contax" and promising an unlikely "101% reply". Furthermore, the writer boasts, "The biggest collection of Amiga games – thousands!", and is only too willing to, "...send massive lists on request." It's another David, from Oxford this time – he sounds about 20 – and I've already spoken to him once and received a list. We'll call him D. Greetings over, it's down to business.]

**AA:** You sent me a list a few days ago with all the Amiga games you've got for sale. Ah, I want to buy some off you.

**D:** Right, excellent, which list did you get?

**AA:** Ah, it's got Simon the Sorcerer at the top of the first sheet. Do you know which one I mean?

**D:** Yep, okay, hang on a sec. [Pause] Okay...

**AA:** Well have you got a pen or something,

'cos I'm after quite a few?

**D:** Oh excellent, yeah you're alright, go on.

**AA:** Er, right. Well, Simon the Sorcerer, Universe, King's Quest VI, Arcade Pool... [etc etc for about two minutes, then...] You've got all that, yeah?

**D:** Yep, goddit.

**AA:** And the prices are what it says on this list?

**D:** Yep.

**AA:** But they aren't in boxes obviously?

**D:** No, I just send them in those padded envelopes, it's just the disks.

**AA:** [Taking on an air of authority, as much as I am able] Well I must say I'm highly suspicious to be honest.

**D:** What?

**AA:** I said I'm highly suspicious of the racket you're running.

**D:** What do you mean?

**AA:** Well let me put it another way. I'm Clive Macken from the Software Piracy Federation, and it seems pretty obvious to me from what I've heard that you are pirating commercial software and selling it on to other people.

**D:** What?

**AA:** What? What? What? I'm saying that it's my job to find people like yourself who are pirating software and report it back to my employer, who then makes a full report to the police.

**D:** I don't pirate anything.

**AA:** So why do you send these lists out?

**D:** [Silence, then...] I'm selling all my games aren't I?

**AA:** You're selling all your games?

**D:** Yes.

**AA:** And what, every one you own just happens to be without its box?

**D:** Most of them, yeah.

**AA:** You said 'all of them' a minute ago. You said you send them out in envelopes.



**'If I need to get your address... I can, so tell me where you live you little pirate!' 'I don't think I should do that.'**

**D:** I do send them out in envelopes.

**AA:** But they aren't copied? They're genuine original games, but without the boxes? [The phone goes down, and I leave it a couple of minutes before ringing back. It's answered quite quickly.]

**D:** Hel-lo.

**AA:** Clive Macken again here David. You know I was wondering why you'd bother to sell something like Universe for only £4 when you must have paid at least £25 for it only a few weeks ago?

[Another pause]

**D:** I just am, I'm selling it, I'm just selling it.

**AA:** And what's the point in only asking two quid for Tactical Manager? You can't have had that for long.

[The phone goes down again, and I really should leave it now, but I ring back immediately for one last assault. Surprisingly the phone is answered on the second ring.]

**D:** Hel-lo.

**AA:** You're for it my son! I've got your card marked and you won't get away with it!

**Approach #3** – The Forthright Official [Another ad offering "Games at unbelievable prices" from "Jaymie Jay", who, it would seem, is "199" years old, and is another one guaranteeing a reply. He even invites us to send our own disks. I've rung a couple of weeks previously, got a list from Jaymie Jay – a lad of around 12 or 14 – and I'm ringing back to hopefully put the fear of God into him. His mum, I assume, answers, and calls him to the phone. He lives in London SE1, and to be honest I would never have tried it on with a grown up. Ooh, I'm the bravest!!]

**JJ:** Hello?

**AA:** Hello, I'm responding to an advertisement in a computer magazine from a – ah, Jaymie Jay. Am I speaking to the right person?

**JJ:** Yes.

**AA:** Oh good, would you mind telling me

your real name please.

**JJ:** [Sounding worried already] Pardon?

**AA:** Your real name. I'm assuming Jaymie Jay is an alias of sorts.

**JJ:** Er, Alex Morgan [We made that up, readers!]

**AA:** Okay Alex, [Remember, that's not his real name], my name's Clive Macken and I work on a part-time basis for the Software Piracy Federation. I just need to check into one or two things as a result of a list of yours that's come into our possession

[Silence]

**AA:** Hello? Are you still there?

**JJ:** Yes.

**AA:** Oh great – thought I'd cut you off then for a second, ha-ha. Right, what it is – well you're a pirate aren't you?

**JJ:** A pirate?

**AA:** A software pirate. You get hold of commercial software and duplicate it, and obviously you're distributing it through these magazines. Is that about right?

**JJ:** No, I'm not a pirate...

**AA:** But you do know what one is?

**JJ:** A pirate? Yes.

**AA:** And you aren't one you say?

**JJ:** A pirate? No.

**AA:** Hmm... I'm not convinced. I've got a list in front of me here from Jaymie Jay. Now that is you isn't it?

**JJ:** [Sounding as though he's about to fill his trousers at any second] It is yes, but I'm not one... a pirate.

**AA:** And on this list are, oh – I'd say about 80 or so games that you're selling, and the thing is I find it difficult to believe that you'd consider selling a lot of them at the prices you've got on here. I mean, you've got stuff on here that's only a month or so old and you're selling them for three or four pounds. You're doing that with quite a few.

**JJ:** I'm selling a lot of my games.

**AA:** Ah, so you're getting rid of your Amiga are you then?

**JJ:** Er, I don't know yet.

**AA:** Okay, well about these games Alex –

they're not copies you say?

**JJ:** A few might be, I don't know. ["Clive" chooses to ignore this and goes mercilessly for the kill.]

**AA:** You can see my problem though can't you? I have to look into these things because it really is a big problem nowadays, and what with getting this list I have to prove what's going on one way or the other. What's your address?

**JJ:** Sorry?

**AA:** You're in London aren't you. I have to be down there sometime next week, so the best thing to do is for me to come around and see for myself that you don't have hundreds of copied games. Would that be alright do you think?

**JJ:** I don't think you could do that. I'm at school.

**AA:** Oh that's okay, I'll come round in the evening. It'll only take two minutes if you're telling the truth. What's your address?

[Silence]

**AA:** Alex, you are a pirate aren't you?

[Silence]

**AA:** If I need to I can get your address from the telephone company, but I do need to come and see you, so TELL ME WHERE YOU LIVE YOU LITTLE PIRATE!

**JJ:** [It wouldn't be an exaggeration to say we could smell the trouser mess over the phone] I don't think I should do that –

**AA:** Right, well bloody-well put one of your parents on the phone then, now!

**JJ:** Why?

**AA:** Just put them on son.

**JJ:** Why?

**AA:** Get them. Now.

**JJ:** [Voice faint as he moves away from the phone] Mum, can you talk to this man?

[Pause] I don't know, he's just phoned up.

**MUM:** Hello. [At which point I put down the phone, unable to think of a way of scaring a parent who probably doesn't know an Amiga from a side of beef.]

**So what have we learned? Well we haven't learned how to tell the truth, that's for sure, but there are one or two interesting points to note. For instance, if you are ever accused of a misdoing, then lie! Your accuser will almost certainly be bamboozled by the complexity and sheer believability of your yarn, and it's odds on you'll get away scott free. On the Amiga front, it's very interesting to note that software piracy doesn't actually exist on a private basis, because, "It's only piracy if you're selling the games in the shops." So I guess there isn't a problem after all...**



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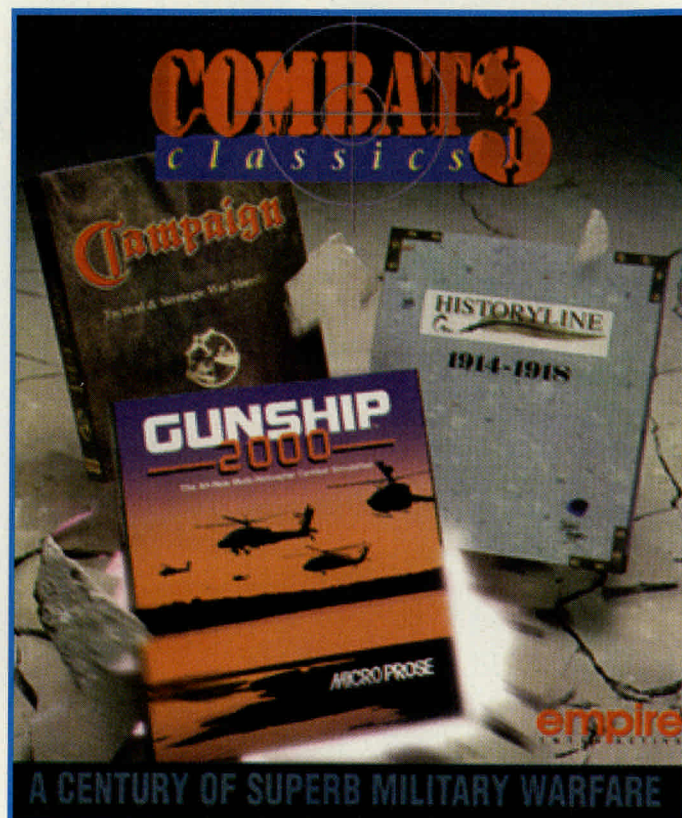
Empire are renowned as compilation specialists and their name is fast becoming synonymous with quality re-releases. Combat Classics 3 is no exception to this rule, containing three leading games in the warfare field.

Included is the excellent Gunship 2000, MicroProse's Apache helicopter simulation which is regarded by just about everyone, myself included, as the finest example of a helicopter simulation to date.

That comes along with the original Campaign tank simulation. I was never a big fan of this or the sequel, but I know plenty of people who were and therefore I still see this as a worthy addition.

The final game is the massively challenging strategy wargame Historyline 1914-1918, a game which is widely acknowledged as the leading game of its type and is based around the events of the First World War. This is heavy going to say the least, and will appeal more to the pure strategy enthusiasts than the other two.

This compilation spans every aspect and period of war, from WW1 to WW2, and from action to strategy. There should therefore be something that appeals to everyone. The only downside is the price, which is a little steep when you consider that there are going to be very few people to whom every game will appeal.



**Reviewed by**  
Steve

**SCORE** 85%

## Delphine Classic Collection

**Publisher** Kixx XL

**Price** £29.99

If you asked me to put together a compilation of some of the best games that allow you to think and flex the old grey matter, I probably would come up with something like the Delphine Classic Collection.

A couple of years ago Delphine ruled the roost as far as thinking games go, with classics such as Flashback, Cruise for a Corpse and Future Wars topping the charts for months at a time. What's more, they're all included here, along with the excellent Another World, and one of my all-time favourite adventures, Operation Stealth. None of these games need any introduction to anyone who has owned an Amiga for



any length of time, but for the inexperienced, Flashback and Another World are two of the best platformers of all time, and the other three are excellent graphic adventures, which in their day set the standard for their field.

Chances are any new Amiga users won't have played any of these before and if that's the case then you'll never find a better value for money compilation than this.

If you have played a couple of these games in the past you'll have to make up your mind whether or not you're prepared to shell out over thirty quid for the lot.

Personally speaking, I would definitely recommend this excellent compilation to just about everyone who hasn't played these games before.

**Reviewed by**  
Steve

**SCORE** 93%



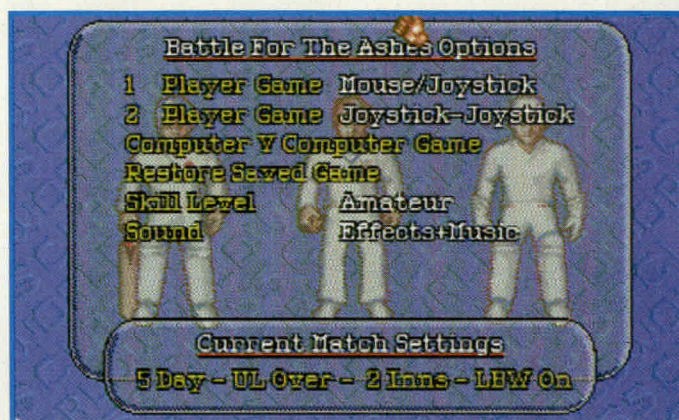
# Battle for the Ashes

**Publisher** Audiogenic  
**Price** £9.99

Cricket's a bit dull really if truth be told! Unless of course you're actually playing that is. And if you've played Graham Gooch World Class Cricket then you should be well aware of the enjoyment that can be gleaned from a few strokes of the digitised willow. Well, sure enough, it's back again! Renamed and out on budget.

Although I'm not a big fan of this sport as a spectator it does have its moments, and I can't spend my time whinging on about every aspect as I must confess to actually sitting and watching an hour or two from time to time.

The Ashes have been fought over since 1883 between the mighty Aussies and the currently pretty woeful English, so it

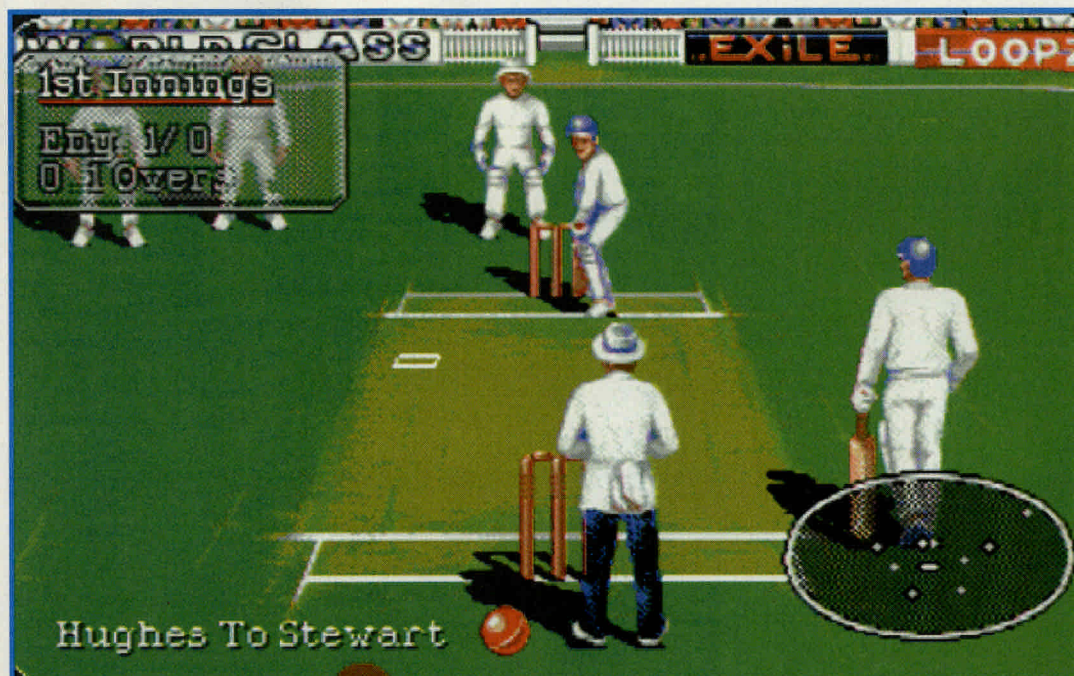


will come as no surprise to find that they're the only teams available. Cricket must be one of the most difficult sports to convert and this is as good as it gets. The graphics are absolutely superb and it really has got the lot, including the occasional fall of rain.

Choose one of three skill levels, place your fielders and away you go. Hours of cricketing fun either as a one-player or two-player challenge.

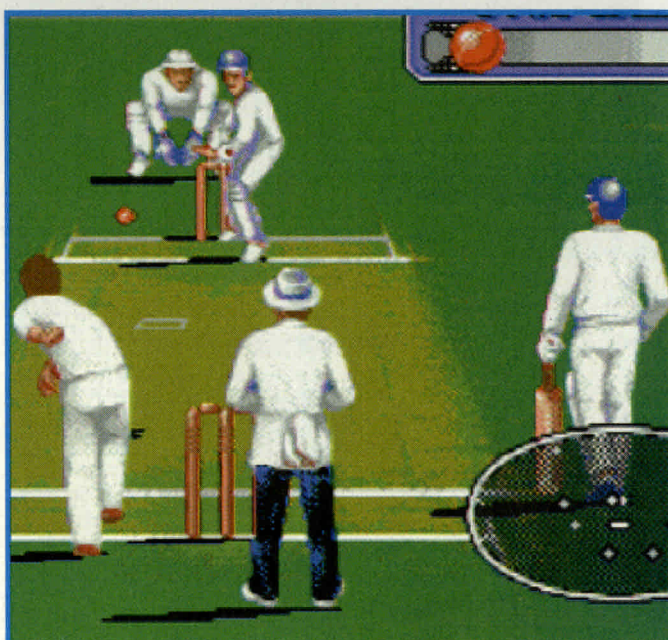
Other than the inclusion of the up-to-date Australian and English test sides, it's Graham 'nice moustache' Gooch all over again. Battle For The Ashes is equally as absorbing as the original Goochy effort, and people who've missed the previous incarnations can't go wrong for a tenner!

Maybe Mike Atherton and the boys should give this a few hours' practice before they attempt the real thing again.



## Cricket 94/95 Data Disk

An additional data disk will also be released containing up-to-date averages and players for the main teams of today, both international and county. This will probably appeal to perfectionists only in truth, but this too will retail for a lowly tenner.



Reviewed by  
Andy

**SCORE 87%**



# PD

Here we are again, as happy as can be, bec

**PUCMAN:** Hey there ghosty boy, get ready to become my tea. Ur-ip ur-ip ur-ip ur-ip...



## Pacman

Augenblick

What's the definition of keenness? A bloke who buys the Pacman arcade machine just so he can make his shareware version an exact replica, that's what, which is the case here with Augenblick's Pucman. Now what's the definition of agony? A one-armed man hanging off a cliff with an itchy bum – boom-boom! No, but seriously folks, I wouldn't say my mother-in-law's fat... Anyone here from Rawtenstall? You sir? Good, can I have a lift home – boom-boom! No, but seriously folks, I was on the way here tonight – oh, the game. Sorry.

Right, well you know that Pacman thing? Well it's that, a faithful conversion right down to the sound effects and everything, and in my eyes that makes it good. Very good. Thank you. By the way, what's the definition of a drawing pin? A smartie with a har- [No! – Production Ed].

## Car Wars

Wild Team

This game came to us during the recent World of Amiga Show, and though the

programmers are at great pains to point out that it isn't in fact Public Domain, we could think of anywhere else to feature it. It's kind of ATR meets Supercars/Roadkill... only not really anywhere near as good as any of those. You have a car, and the car has weapons. The weapons, such as

**CAR WARS:** Long ago in a galaxy far, far, away – er, or was that Star Wars?



rockets and homing missiles, can be changed by toggling the space bar, and control of the car is by the good old rotate and thrust method.

In order to stop world domination or whatever this particular threat is, you need to drive around in manic fashion, taking out other traffic and destroying buildings and the like. On the whole it's not bad fun, but one or two flaws make for a slightly frustrating experience.

## Tee to Green

Online PD

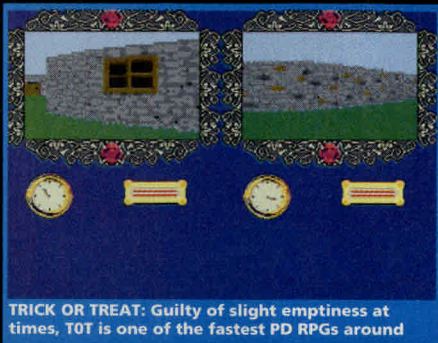
OK, we won't spend much time on this because it isn't actually a game, despite what I thought initially... but enough of my idiocy... for now. What it is, is a golf scoring database, and a decent one at that it would seem.

**TEE TO GREEN:** You have to play real, grown-ups golf to use this

| paul                |      |      |       |     |      |          |      |      |       |     |  |
|---------------------|------|------|-------|-----|------|----------|------|------|-------|-----|--|
|                     | Par  | S.I. | Score | Pts | Hole | Yds      | Par  | S.I. | Score | Pts |  |
| 1                   | 460  | 4    | 4     |     | 10   | 421      | 4    | 4    |       |     |  |
| 2                   | 199  | 3    | 3     |     | 11   | 200      | 3    | 3    |       |     |  |
| 3                   | 577  | 5    | 5     |     | 12   | 330      | 4    | 4    |       |     |  |
| 4                   | 303  | 4    | 4     |     | 13   | 576      | 5    | 5    |       |     |  |
| 5                   | 267  | 3    | 3     |     | 14   | 185      | 3    | 3    |       |     |  |
| 6                   | 620  | 5    | 5     |     | 15   | 299      | 3    | 3    |       |     |  |
| 7                   | 480  | 4    | 4     |     | 16   | 447      | 4    | 4    |       |     |  |
| 8                   | 365  | 4    | 4     |     | 17   | 444      | 4    | 4    |       |     |  |
| 9                   | 256  | 3    | 3     |     | 18   | 444      | 4    | 4    |       |     |  |
| Out                 | 3527 | 35   |       |     | In   | 3346     | 34   |      |       |     |  |
| IS THIS CORRECT Y/N |      |      |       |     |      | TOTALS   | 6873 | 69   |       |     |  |
|                     |      |      |       |     |      | Handicap |      |      |       |     |  |



# ause once more Paul's doing the damned PD



TRICK OR TREAT: Guilty of slight emptiness at times, TOT is one of the fastest PD RPGs around

What you have to do is go out on a Sunday morning, hack your way round 18 rain-soaked holes with a stray dog intent on converting your leg into a toilet/its wife, go home, have a shower then load up your Amiga and record you score for posterity. And that's it. It isn't a game, but after spending a good 20 minutes trying to create a course I was damned if I wasn't going to get some use out of it. There.

## Trick or Treat

Assassins Disk 209 (Duncan Stuart)

This is an RPG designed for two players, and in the words of the author, Duncan Stuart – who in our opinion is slightly mad – is best played with some sort of view restrictor to stop each player from seeing what the other one is doing.

As with most PD games, the actual story is somewhat sketchy but you will gather that wandering around, picking up things and trying not to get killed is the order of the day. It also helps if you try to ensure that your opponent is always one step behind you (which is where the view restrictor comes in you see).

As far as speed goes, Trick or Treat could show most commercial efforts a thing or two, as it really does motor along, though admittedly the game window is rather small. It's easy to use too.

The controls are responsive in the extreme, and even an attention span invalid like myself can have no complaints. It does fall down somewhat in the Things To Do category though, and is guilty of being empty for long spells. Ha! Long spells. Geddit?

Anyway, weak puns aside, Trick or Treat is a fine PD effort.

## Game of the Month

### Castle Incinerator

Pete W. Storonskij

PD fans (hello there Barry in Aldershot), may remember Pete W's effort from a few months ago – Mangled Fenders – and how it was a case of 'not bad but could be better'. Well it seems as though someone has been taking notice because Castle Incinerator is much better, if a little bizarre.

It would appear to have been supercrunched on to one disk judging by the time it takes to load, but once that's finished you are presented with an options screen allowing you to play alone or with an adversary. The basic idea is to, well, incinerate your opponent's castle, and also do your damndest to ensure that he doesn't do the same to yours. The game comprises two rounds, defence and attack, and defending is by far the most fun.

These – well, they're flying horses, let's not beat around the bush, head towards your castle, and with mouse movement and button clicking you need to blast them out of the sky before they alight upon your keep, setting it on fire.

In attack mode you control these unicorns of sorts, and this is where the fun runs out to some extent, because there doesn't appear to be too much in the way of things to control apart from clicking your buttons to decide where the winged beasts appear from. But I like it, and so does Andy, so you're away...



ISLAND: By the rivers of Babylon, where we sat down, hey yey-yey-yey, and remembered Zi-i-i-on

## Island

Online PD (Gilles Bausch)

You know, we get hundreds of board game things here at AA every month, and very rarely do we look at any of them for more than a minute or two, mainly because they are the very definition of the word bland. Island on the other hand, seems slightly different.

Apparently it is a conversion of the game Hotel, which no-one here has ever heard of [except for Chicken when he

reviewed this very same game within the PD pages of Issue 64 – Production Ed. who's a stickler for amateurish mistakes such as this], and would appear to be a kind of corporate Monopoly. Of sorts.

Two players can take part, the idea being to bankrupt your opponent, and you do this by first choosing a team of bigwigs to represent and then setting about buying up prime pieces of land on which to build your... hotel! Or indeed, hotels. If your opponent lands near your hotel he pays you money, if you land near him you pay him [or her! – feisty Fiona]. Sounds bland, and in truth it won't get anyone over excited, but as board games on the Amiga go – and they don't go very far, I know – this is alright. Mate.

## Contacts

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

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

If you would like to see your PD or shareware program featured on these pages, why not send us a disk with a covering letter to the address at the front of the mag. You never know, if it's good enough it might get a review.



# Reach for the

Answer the questions opposite, state which machine you own (on the back of the coupon) and send them into DishComp at the usual address by March 1. Good luck!

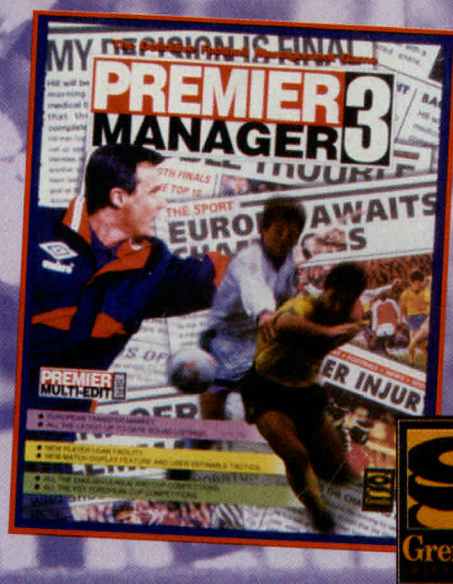


**WinWinWinWinWinWinWinWin**



# CompetitionCompetitionCompetition

## e stars



### The Questions:

1. Which of the following is not available as a ground sponsor in PM3?  
a. North Hearn Motors  
b. Amiga Action  
c. Fred West Garden Tours Inc.
2. On which satellite channel are you likely to hear the excitable tones of Andy Gray?  
a. Sky Sports  
b. The Adult Channel  
c. Unintelligible Scottish Ex-Centre Forwards Channel
3. Who is the antipodean owner of BskyB?  
a. Rupert Murdoch  
b. Rolf Harris  
c. Skippy The Bush Kangaroo

## and win the Sky

### Win the Sky Competition

Q1

Q2

Q3

Name: .....

Address: .....

.....

.....

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

Send your entries by March 1 to "DishComp", Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.

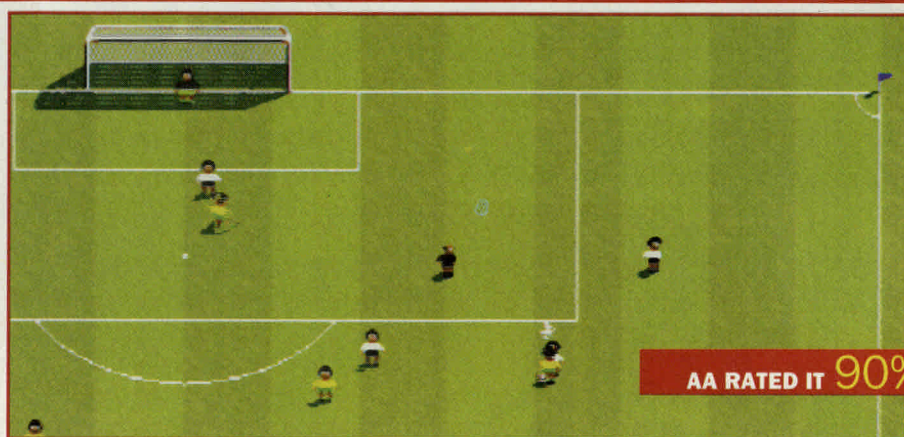


PLEASE TICK THIS BOX IF YOUR NAME IS WALTER AND YOU EAT RHUBARB THROUGH A STRAW IN BED AT NIGHT.

# WinWinWinWinWinWinWinWinWinWin



Your efforts continue to pour in as usual, and we've sifted through them all to bring you a selection of the best! Remember to keep sending them in to the usual address and we might even supply the best with a prize.



AA RATED IT 90%

## FOOTBALL GLORY

Black Legend

**Reader Reviewer** Mike Brodie, Glasgow

This beats Sensible Soccer by far. The controls are better because you can dribble more. Also, the graphics are the same but the sound is better. The extra features are good as well, like the replays and the in-game goings-on.

**Graphics** 90%

**Sound** 96%

**Overall** 92%

**Summary** Will Sensible World of Soccer beat this?



AA RATED IT 90%

## TOWER ASSAULT

Team 17

**Reader Reviewer** Joanne Molloy, Greenwich

The best of the Alien Breed games so far. The graphics are gorier, bolder and brighter than ever before and the missions are constructed with much more thought. I think it's pretty tough too, but that's a plus point in my book.

**Graphics** 87%

**Sound** 80%

**Overall** 91%

**Summary** Team 17 have done really well with this and the CD version should be even better.



## MORTAL KOMBAT II

Virgin

**Reader Reviewer** Jason Wallasey, Burton-on-Trent

MK II puts all the other beat'em-ups to shame. If anybody ever says the Amiga can't do this type of game again this should be rammed down their throats. All the new characters and moves are there and but for the constant disk accessing I'd give this 100%.

**Graphics** 96%

**Sound** 90%

**Overall** 96%

**Summary** The cream of Amiga games.

AA RATED IT 48%

## MR BLOBBY

Millennium

**Reader Reviewer**

Dale Waterstone, Grimsby

Even though AA gave it such a low score I got this for my younger brother who quite likes it. However I payed for it and I'm writing this and I want to know why it got such a high score? I played it for about 10 minutes before reaching for the off-switch. It's absolutely rubbish. When can we have some more decent games?

**Graphics** 63%

**Sound** 28%

**Overall** 15%

**Summary** The worst game of the year by a mile.

AA RATED IT 93%



## PREMIER MANAGER 3

Gremlin

**Reader Reviewer** David Mullaley, Cork

Premier Manager 3 is definitely the most difficult of the bunch. Gremlin have done it again. They've provided us with a football challenge that is unrivalled. The changes all add to the game with the in-match graphics being much better than what we've had to put up with before. Another sure winner for Gremlin.

**Graphics** 80%

**Sound** 74%

**Overall** 86%

**Summary** Top of the league again.



AA RATED IT 87%

## ALADDIN

Virgin

**Reader Reviewer** Scott Brodie, Glasgow

This is quite amazing, the graphics are absolutely brilliant, the sound is superb as are the catchy tunes that featured in the film. While we're on the subject of presentation the animation is just class. Go to your piggy bank now and smash it to pieces. Buy this now or you really will be missing out on an A1200 treat!

**Graphics** 93%

**Sound** 92%

**Overall** 95%

**Summary** A whole new world!



AA RATED IT 90%



AA RATED IT 92%

## THEME PARK

Bullfrog

**Reader Reviewer** Sally-Ann Meadows, Didcot

I'm not exaggerating when I say this is the best game ever on the Amiga. If the PC owners think they've got it all their own way they're wrong. Theme Park for the A1200 is every bit as good. Bullfrog have managed to keep their reputation as strong as ever with this unusual Alton Towers style simulation. If you're looking for something original and fun, look no further.

**Graphics** 90%

**Sound** 81%

**Overall** 93%

**Summary** Bullfrog have done it again. Simply wonderful.

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!



# MASTER

## The Genesis of

For those AA readers not in the know – and by this time there should be very few indeed – Master Axe is Millennium's first foray into the world of the beat'em-up. Except it isn't so much a beat'em-up as a... "Martial Arts Simulation", apparently. Which means what? Well, the game is based on real life martial artist extraordinaire Neil Axe, and features factual excerpts from his life blended with elements of fantasy in what the Cambridge company are hoping will set a new benchmark for games of this ilk. Let's take a look at what we have so far...



The four main characters, as listed elsewhere on these pages, are the ones you will control throughout the game, with the rest making up "the enemy", who must be defeated. The enemy characters are a mixture of real people from the world of martial arts and mythical opponents from the collective imagination of Neil and the programmers. For instance, the policeman is based on an American enforcer with a bad attitude, whereas the Indian here is made up.



The bloke there in the blue and white, that's old Neil Axe that is, and unless you were at the World of Amiga Show in December you'll just have to take my word for it that the development team have done a truly marvellous job of recreating an uncannily lifelike sprite, right down to the distinctive hairstyle.

The programmers have spent a great deal of time with the digitisation, and the excellent representations are the sum of many hours of video work by all. Neil, Roger, Julian and Michael are able to recognise each others' character simply from the way in which they move, which again is some testament to the reality of the whole affair.





# AXE MysterX

This is Man's Chinese Theatre in Hollywood. I've been there you know, I have - ha! Er, anyway, this is Julian's character - Il Capo, a dapper showman of a fighter with a penchant for elaborate techniques. Each of the martial artists in your charge have very different ways of fighting, and each one will be particularly proficient against certain opponents. By and large the enemies are in keeping with their surroundings, and fight in a style you might expect. For instance, the policeman will employ some use of the baton, whereas, say, Big Mac will be very tricky to floor because of his size.



Each one of the controllable characters, because they are in effect, "real people", have their own distinctive way of fighting, just as they do in real life. Roger here - on the left, or Reaper as he is known in the game - is a weapons expert in real life, but because of the nature of the game he relies heavily on his speed and agility. As in reality, you must be in close proximity to an opponent in order to perform a move upon him.

Although he hadn't played the game himself until recently, Neil was able to beat the computer characters (er, ahem, and myself) with very little trouble at all, and the reason for this is the overriding theme throughout the game - that of realism. He knows the correct positions to take u, in relation to his opponent, and therefore has one up almost before the fight begins. Although special moves as such aren't included, you have the opportunity to employ a number of, well, Finishing Combinations is what I suppose you'd have to call them. Assuming you trained well, of course...

Ah, the bright lights of Las Vegas, not a sight you get to see very day, and the same goes for the two people seen fighting here. Neil and Michael will not be seen taking each other on in the finished version of the game, and indeed neither will any of the four main characters. Their fighting styles are very different because each of them excels in a different discipline, meaning that in the normal course of events they would never meet in competition. So they never meet here, although I'm unconvinced that it has nothing to do with resultant arguments and possible risk to real lives if one of them lost.



As with the enemy, the various locations are a mixture of fact and fiction. All are excellently drawn and should add a real sense of atmosphere to the proceedings. Las Vegas and the Whitehouse speak for themselves, but the gymnasium you see here is a representation of Neil's AGK Academy in Aylesbury - his bread and butter away from the melée of video games and various other high profile projects. The beach scene in the game represents exotic Maui, home of one of the world's top martial arts tournaments.

The beach stage is one of the last places you'll visit. Before arriving here, budding martial artists will have gone through a number of rigorous routines. Beginning in the gym, or academy, you will have the opportunity to practice various techniques and disciplines, and on deciding which work best for you, fight your way through several rounds before entering the competition proper.





# MASTER AXE

## The Genesis of MysterX



With Master Axe virtually ready for release, does this mean that with the job almost done, Neil is due a well earned sit on his arse? It would seem not. More awareness-raising is up the collective sleeve in the form of the provisionally titled Master Axe workshop, as Millennium Marketing Manager Keith Smith is quick to point out.

"The aim is to do it on a regional level first of all, angled at the problems and ills of society at the moment - people working in shops getting stabbed, that kind of thing - and to make people conscious of Neil's attitude, and the whole attitude which surrounds the game. The last thing we want it to be seen as is gratuitous - I mean, I think we're proving here that you don't have to knock someone's head off to make a great game.

"The idea is that we target a TV region, and a load of people come down on a Saturday for a few hours, with Neil and his students teaching different areas. Hopefully they'll all learn something, and the game will be there almost as a side issue to the event."

Keith is confident that the game will draw in a large audience. "It's going to appeal to hard core beat'em-up fans, but it'll also appeal - we think - to those who would never have considered buying such a product, because of the way it's structured, because of the almost... RPG element to it."

In terms of his creative input, Neil's job on Master Axe is done, so what happens now that he has to actually front the product? It is, apparently, even more time consuming than ever. "All the work up to this point has directly involved the game. For instance, I'd come down here and

do a few hours of video work, then I'd go away and let the guys here get on with digitising, then check over what they'd done, and so on. But now there's a lot more to do with the shows we have planned and the other PR work, and it is a lot more time consuming. I mean, if you look at the World of Amiga Show, what we did there was in effect 25 separate demonstrations, and each one needs planning and choreographing beforehand.

The response we got from the kids was excellent there though - we got a lot of people asking us, not about the game specifically, but about martial arts in general, which was really good."

An overriding aim for Neil is that the game should not only entertain - and sell







well! – but also teach the players something about what they are seeing acted out on their screens, or at the very least pique their interest beyond the usual wanting to kick seven kinds of wotsit out of the opponent. And again, that's where the live shows come in.

"Hopefully people will see the game or a show", says Neil, "and then, whichever one they see second, be able to realise that, yes, this is real, and it's about more than just jumping ten feet into the air or turning into a human screwdriver."

"When you see a move performed in the game it looks genuinely painful, and then you realise that this can be carried out just as easily in real life. The more people who become interested in learning, the better, simply because it makes sense to have the ability to defend yourself."

OK then, so let's look a few months down the line. What would be better? For all the people who have seen Neil do his stuff over the past months to have become interested in martial arts while not a single copy of the game has been sold, or the game sells like hot cakes

on its own merits, and no-one gives a damn about martial arts?

Neil mutters something under his breath. It rhymes with "lasted".

"Ah... right. Well, I haven't invested this much time and energy into the project for no reason, and the more games we sell the more people will see what it's about."

"Obviously I want the game to be successful, but, as a martial artist of 25 years investment (he started when he was three), it is just as important, if not more so, that people do take up martial arts and have the ability to defend themselves."

"I suppose there are three ways of looking at it. The people who want the game and aren't interested in martial arts, those interested in martial arts who don't care about the game, and the ones in the middle who come to enjoy both."

"There is nothing wrong with any of those standpoints, but at the end of the day the enemy of success is apathy."

"Taking the Amiga show again – if after watching one or more demonstrations someone still has no interest whatsoever in martial arts, then that would be my greatest failing, but other than that I'm happy with any option from the three."

Also in the offing for Neil – although we can't say too much at this stage – are a couple of, nay a few, very interesting opportunities involving the world of film, one of which again concerns the video game

market. It is likely that Neil will choreograph and possibly even star. It's in the very early stages at present, but in the meantime, with video, licensing and promotional work on the go, not to mention his training at the AGK Academy, he should be able to just about fill his time.

Neil Axe eh? The lazy git...

## Project Master Axe

**Publisher** Millennium

**Team** In-House

**Release** February

**Inspected by** Paul



# Front Lines

Impressions, the undisputed strategy kings, have announced yet another release in their already prolific schedule. Front Lines is unsurprisingly a war game, this time set in the future during the centenary anniversary of the bombing of the American Naval Port of Pearl Harbour by the Japanese. After almost a hundred years of peace, in world terms at least, the major nations are once again locked in combat.

Some of the features that haven't been put in yet but are promised for the final version, include a full scenario builder and unit editor, multiple scenarios, graphical reports to provide situational awareness and an extensive choice of options including air support, supply lines, morale, leadership qualities, fog of war and weather.



As with all Impressions' games, realism and statistics will be at a maximum, and when it's released sometime in February it should certainly satisfy the needs of strategy fans everywhere.



By this time, powerful cartels have been formed, all with their own army of mercenaries, each one intent on provoking a global revolution the scale of which has never been seen before. From what we've seen so far, Front Lines is one of the best looking war games ever, featuring excellent graphics and fully animated movement. The game is quite some way ahead of the competition, and both Daze and Impressions hope that this will be one of the biggest games of this type they have ever released.



## Skidmarks 2

After many an hour playing the original Skidmarks we could hardly contain ourselves as the sequel arrived. So what's new then? Is it worth the wait? Well it's certainly got improvements to offer in practically every department.

Driving a new range of cars (including a Mini Cooper) at high speeds is the order of the day here, and well, that's about it! But don't let this put you off, because with a whole bunch of new courses to race on and improved gameplay, this looks like being as popular, if not more so than the original.



Probably the greatest difference with this sequel is the width of the circuits. This gives you the feeling that Skidmarks 2 is an easier game to play, and it certainly prevents you from getting all frustrated at hitting the walls at every turn.

As with the original, a multi-player game is a far more entertaining affair, and the humiliation of losing a race is something that no self-respecting gamesplayer can possibly endure.

And it doesn't end there, as there's now a four-way split screen for the ultimate racing experience against three buddies. Many a brow should be sweating profusely. The single-player option also improves with the addition of more computer drivers to pit your wits against.

Thankfully the controls have been kept the same so it loses none of its challenge and keeps things as playable as possible.



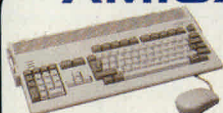


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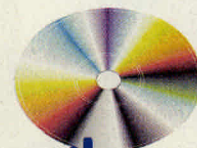
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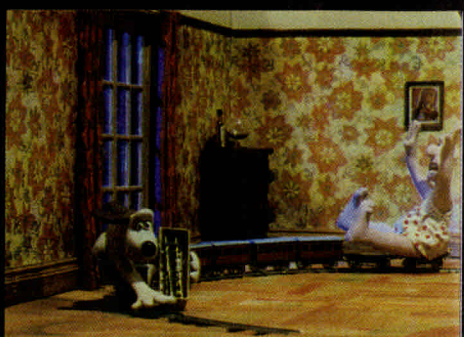
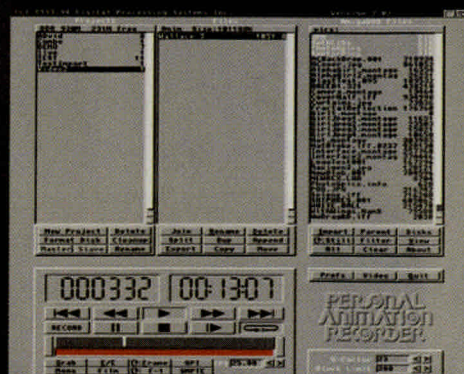
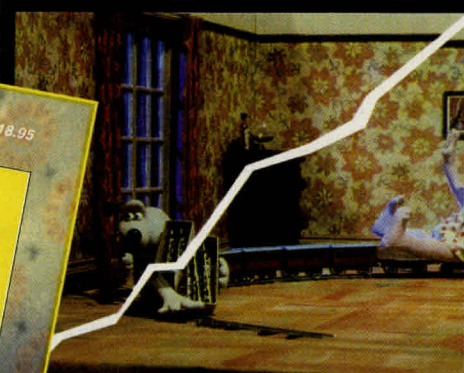
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-4) | 16.99 |
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| Allen Olympics            | A500/CD32  | 19.99                    | 19.99      | 19.99 | James Pond 2 - Robocod               | CD32  | 8.99                      | Pinball Fantasies               | CD32      | 19.99         | SNAPZAP     | CD32  | 19.99                        | World Class Cricket | CD32                            | 19.99                       | Nobby's Big Adventure (3-   |       |



# Reader Survey

It's that time again everybody. We want to know what you think of the mag, what's good and what we can improve in the future. If you don't tell us, we can't do it can we? So send your form in, we'll put 'em all in a big bag and the first 10 we pull out will win a game

**1. Are you**

☐ Male ☐ Female

**2. What is your age**

☐ Under 12 ☐ 12-15  
☐ 16-24 ☐ 25+

**3. Which Amiga magazines do you buy, and how often?**

|                 | EVERY ISSUE              | OCCASIONALLY             |
|-----------------|--------------------------|--------------------------|
| Amiga Action    | <input type="checkbox"/> | <input type="checkbox"/> |
| Amiga Power     | <input type="checkbox"/> | <input type="checkbox"/> |
| The One         | <input type="checkbox"/> | <input type="checkbox"/> |
| Amiga Format    | <input type="checkbox"/> | <input type="checkbox"/> |
| CU Amiga        | <input type="checkbox"/> | <input type="checkbox"/> |
| Amiga Computing | <input type="checkbox"/> | <input type="checkbox"/> |
| CD32 Gamer      | <input type="checkbox"/> | <input type="checkbox"/> |

**4. Of the above magazines, which is your favourite and why?**

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**5. What makes you buy Amiga Action? (Number the boxes from 1-5, 1 being the most important factor in buying, and 5 the least important)**

- ☐ Coverdisks  
☐ Cover image (Big name game on cover)  
☐ GTGAs  
☐ Competitions  
☐ Features

Other reasons (state):

---

**6. How true is the following statement:  
"I don't give a flying toss about what's in the mag - just pass me the coverdisks."**

- ☐ VERY TRUE (in which case how come you're reading this bland fare?)  
☐ PARTLY TRUE  
☐ NOT A WORD OF TRUTH IN IT

**7. What made you buy this issue?**

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**8. How many people apart from yourself will read this copy of Amiga Action?**

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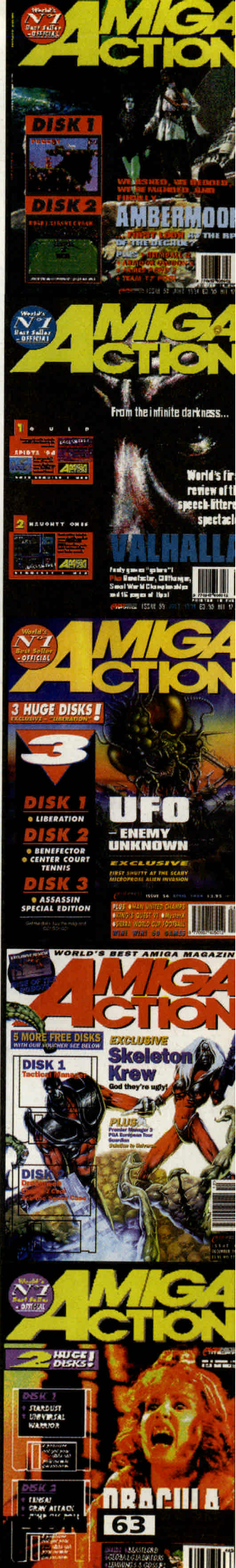
**9. How many games do you buy per year?**

- |                                      |                                       |
|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> BUDGET      | <input type="checkbox"/> 0-5/6-15/16+ |
| <input type="checkbox"/> FULL PRICE  | <input type="checkbox"/> 0-5/6-15/16+ |
| <input type="checkbox"/> CD32/CD-Rom | <input type="checkbox"/> 0-5/6-15/16+ |

**10. Which sort of games do you like most (mark 1 for favourite, 2 for next favourite, etc)**

- |                                      |                                     |
|--------------------------------------|-------------------------------------|
| <input type="checkbox"/> Simulation  | <input type="checkbox"/> Sports     |
| <input type="checkbox"/> RPG         | <input type="checkbox"/> Racing     |
| <input type="checkbox"/> Platform    | <input type="checkbox"/> Strategy   |
| <input type="checkbox"/> Arcade      | <input type="checkbox"/> Adventure  |
| <input type="checkbox"/> Shoot'em-up | <input type="checkbox"/> Beat'em-up |
| <input type="checkbox"/> Puzzle      |                                     |

READER SURVEY AMIGA ACTION







# Reader Survey

11. What prompts you to buy a particular game? (Tick only one box)

- ☐ Amiga Action recommends it
- ☐ Another magazine recommends it
- ☐ Advertising
- ☐ Other (please state)

12. Where do you buy most of your games from?

- ☐ Shop
- ☐ Second Hand
- ☐ Mail Order
- ☐ You copy them
- ☐ Advert in AA

13. Which of the following do you own?

- ☐ Atari ST
- ☐ Sega Mega CD
- ☐ PC
- ☐ CDi
- ☐ 3DO
- ☐ Sega Mega Drive
- ☐ SNES
- ☐ Handheld
- ☐ Jaguar

14. Tick one box for each section to describe what you think of it?

|               | EXCELLENT                | GOOD                     | OK                       | POOR                     |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Cover         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Coverdisks    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Disk Pages    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| News          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Reviews       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Features      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Competitions  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Blueprints    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| GTGAs         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| PD            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Budget        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Talkback      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Son of Boggit | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Superleagues  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

15. What is the best section in the magazine, and why?

SECTION:

WHY:

16. What is the worst section in the magazine, and why?

SECTION:

WHY:

17. Is there anything that we don't cover in Amiga Action which we should?

18. Which "special" covermounts do you prefer? (Tick two boxes to indicate your first two choices)

- ☐ 2 disks and book
- ☐ 2 disks and money off voucher
- ☐ 2 disks and poster
- ☐ 3 disks

19. Are you in favour of coverdisks which decompact on to your own blank disks if it means more games and demos?

☐ YES ☐ NO

20. Would you buy Amiga Action on the strength of full games spread over two months (taking up one full disk each month?)

☐ YES ☐ NO

21. How do we compare to:

|                    | BETTER                   | WORSE                    |
|--------------------|--------------------------|--------------------------|
| AMIGA POWER        | <input type="checkbox"/> | <input type="checkbox"/> |
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And remember, if you don't return it, you don't stand a chance of winning a free game. So go on, do it!







# Mortal Kombat II

# Giving The Game

When you buy MK II you only get instructions to the tip of the iceberg. Finding out the secret moves is half the fun but if you can't be bothered then check out our definitive guide to the death moves, fatalities and babalities. Onwards...



**KEY**  
**D=DOWN**  
**U=UP**  
**T=TOWARDS**  
**A=AWAY**  
**FIRE=**  
**FIREBUTTON**

**JOHNNY CAGE**  
 Fatality: D, D, T, T, FIRE  
 (next to opponent)  
 Babality: A, A, A, FIRE  
 Friendship: D, D, D, D,  
 FIRE  
 Low shot: A, D, T, FIRE  
 High shot: T, D, A, FIRE  
 Shadow kick: A, T, A,  
 FIRE  
 Shadow uppercut: A,  
 D, A, FIRE  
 Package check: D +  
 FIRE  
 Decapitation: (close) T,  
 T, D, U  
 Pit spikes: D, D, D, FIRE



**SUB ZERO**  
 Fatality: T, T, D, FIRE  
 (at sweeping range.  
 Then hit opponent)  
 Babality: D, A, A, FIRE  
 Friendship: A, A, D,  
 FIRE  
 Slide: Block, FIRE,  
 FIRE, FIRE  
 Shatter: T, D, T, T,  
 FIRE  
 Ground freeze: D, A,  
 FIRE  
 Deep freeze: D, T,  
 FIRE  
 Pit spikes: T, T, D,  
 FIRE  
 Other moves: FIRE, A,  
 A, D, T



**LIU KANG**  
 Fatality: D, T, A, A,  
 FIRE (Standing  
 next to opponent)  
 Babality: D, D, T,  
 A, FIRE  
 Friendship: T, A, A,  
 A, FIRE  
 Bicycle kick: FIRE  
 (for five seconds)  
 Fireball: T, T+FIRE  
 Crouch fireball: D,  
 D, FIRE  
 Flying kick: A, T,  
 FIRE  
 Pit spikes: A, T, T,  
 FIRE





## KUNG LAO

Fatality: Hold FIRE, T, T, release FIRE (sweeping range)  
 Babality: A, A, T, T, FIRE  
 Friendship: A, A, A, D, FIRE  
 Aerial kick: D, D (at peak of jump)  
 Teleport: D, U  
 Whirlwind spin: Block, FIRE, FIRE, FIRE  
 Hat throw: A, T + FIRE  
 Hat decapitation: (retreat to edge) FIRE (for 2 secs and direct with) D, U  
 Pit spikes: T, T, T, FIRE



## SHANG TSUNG

Fatality: Hold FIRE for four seconds (sweep range)  
 Babality: A, T, D, FIRE  
 Friendship: Hold FIRE, A, A, D, A, release fire  
 Flaming skulls (one): A, A, FIRE  
 Flaming skulls (two): A, A, T, FIRE  
 Flaming skulls (three): A, A, T, T, FIRE  
 Morph: Block, A, T, U, release FIRE  
 Soul sucker: U, D, U  
 Pit spikes: D, D, U, D, FIRE

## MILEENA

Fatality: T, A, T, FIRE  
 Babality: D, D, D, FIRE  
 Friendship: Hold FIRE, D, D, D, T, release FIRE  
 Teleport kick: T, T, FIRE  
 Roll attack: A, A, D, FIRE  
 Sai Throw: Hold fire for two seconds  
 Suck: (close) Block for three seconds  
 Pit spikes: T, D, T, FIRE



## REPTILE

Fatality: A, A, D, FIRE (Jumping distance away)  
 Babality: D, A, A, FIRE  
 Friendship: A, A, D, D, FIRE  
 Acid spit: T, T, FIRE  
 Orb: A, A, FIRE  
 Slide: Block, FIRE, FIRE, FIRE  
 Invisibility: Block, U, U, release FIRE  
 Invisible kill: T, T, T, FIRE  
 Pit spikes: T, T, D, FIRE



## KITANA

Fatality: Hold FIRE, T, T, D, T (release FIRE up close)  
 Babality: D, D, D, FIRE  
 Friendship: Hold FIRE, D, D, D, T, release FIRE  
 Fan swipe: D + FIRE  
 Fan throw: T, T, FIRE  
 Fan lift: A, A, A + FIRE  
 Square wave punch: T, D, A, FIRE  
 Decapitation: (Close), Block, T, T, T, T  
 Pit spikes: T, D, T, FIRE

# Mortal Kombat II



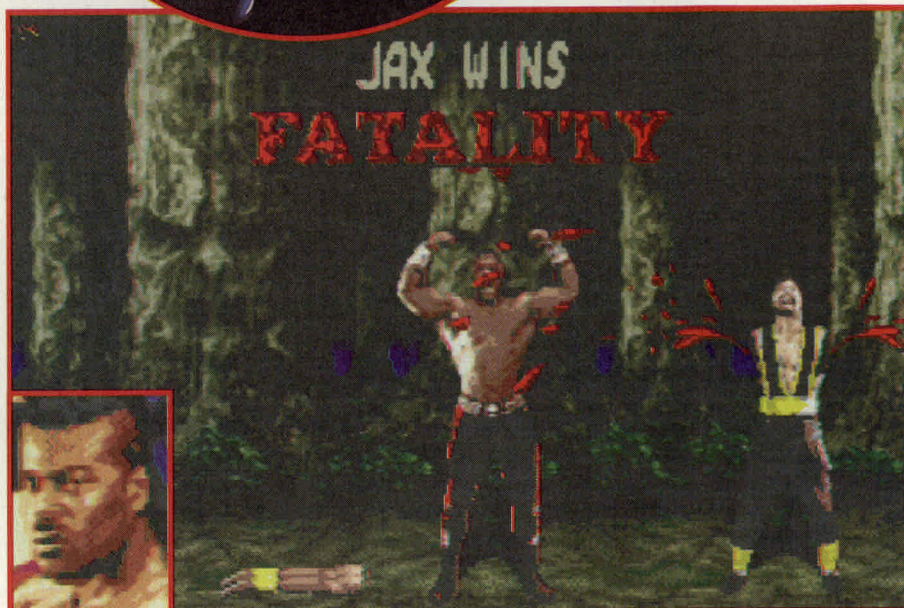
## Mortal Kombat II



### SCORPION

Fatality: Hold FIRE, D, D, release FIRE (2 characters away)  
 Babality: D, A, A, FIRE  
 Friendship: A, A, D, FIRE  
 Spear: A, A, FIRE  
 Decoy: D, A, FIRE  
 Scissor takedown: T, D, A, FIRE  
 Air throw: D (at top of jump)  
 Spear slash: T, T, D, FIRE  
 Pit spikes: T, T, D, FIRE

**KEY**  
 D=DOWN  
 U=UP  
 T=TOWARDS  
 A=AWAY  
 FIRE= FIREBUTTON



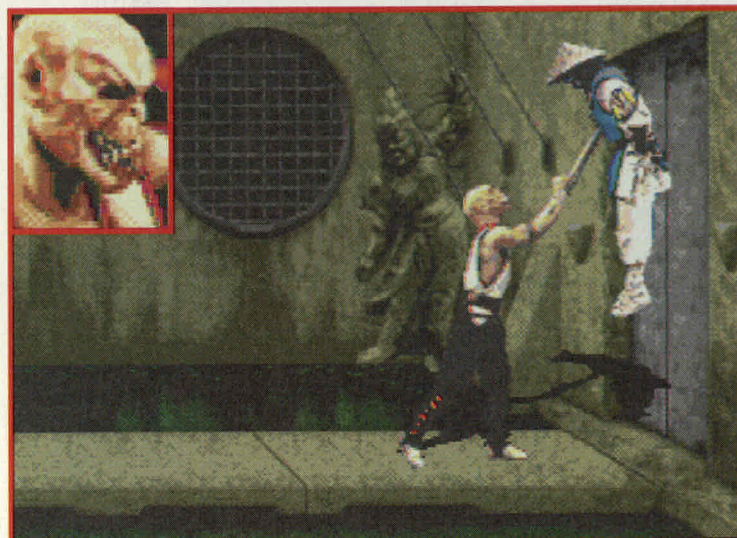
### JAX

Fatality: Hold FIRE, T, T, T, T (release FIRE up close)  
 Babality: Hold FIRE, D, T, D, T (release FIRE)  
 Friendship: Hold FIRE, D, D, T, T (release FIRE)  
 Ground pound: Fire (for three seconds)

Grab: T, T, FIRE  
 Energy wave: T, D, A, FIRE  
 Backbreaker: D (at crest of a jump)  
 Arm rip: (four inches away) FIRE, FIRE, FIRE, FIRE  
 Pit spikes: Block, U, U, U, Release FIRE

### RAYDEN

Fatality: Hold FIRE for three seconds (close up)  
 Babality: Hold FIRE, D, D, T, release FIRE  
 Friendship: D, A, T, FIRE  
 Lightning Bolt: D, T, FIRE  
 Flying Thunderbolt: A, T, T  
 Teleport: D, U  
 Shock: (2 player only) FIRE (for two seconds)  
 Super punch: (close) FIRE (for four seconds)  
 Pit spikes: Block, U, U, Release FIRE



### BARAKA

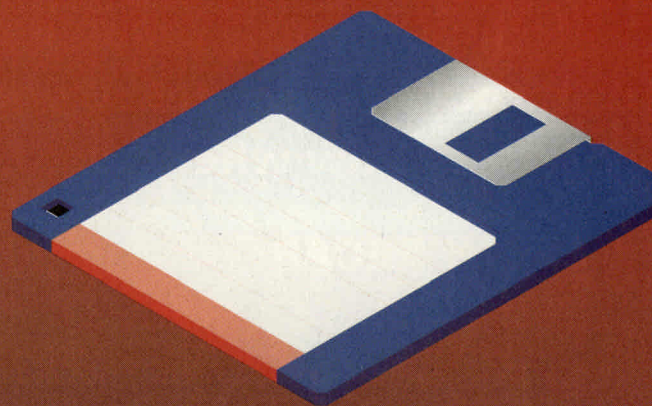
Fatality: A, T, D, T, FIRE (sweeping range)  
 Babality: T, T, T, FIRE  
 Friendship: A, A, A, FIRE  
 Blade swipe: Down + FIRE  
 Blade Spark: D, A, FIRE  
 Blade Fury: A, A, A, FIRE  
 Double kick: FIRE, FIRE  
 Decapitation: (close), Block, A, A, A (release FIRE)  
 Pit spikes: T, T, D, FIRE





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# Giving The Game

## Robinsons Requiem

**PART 3** Well here we are again with part umpteen of the solution for the game that's impossible to finish. Or so you thought. Why not follow us on a rollercoaster ride through, er, hopefully not getting killed. Now where were we...?

### QUICK RECAP Run Away!

**S**o the triceratops was looming and you were told not to approach it; well here we go again. Towards the South, kill the mad Robinson and recover his objects. Return to the second intersection and turn towards the South. The road splits into two, and down one of the forks is a body with a computer, which you should take and return to the cave.

### PART 1 And Then There Were Three

**N**ow return to the canyon and take the other cave to return to the jungle. Go down the mountain and take the Ali Baba cave to reach the marsh.

Remember the warning about the tyrannosaurus in the marsh? Now is the time to outsmart it. Wait until nightfall then send up the flares when the tyrannosaurus appears. The bright light will blind it and once the tyrannosaurus is blinded it can no longer move so hit it until it dies.

Be careful though because it takes a while to kill it so one flare might not be enough. As soon as it starts to get dark the tyrannosaurus will start to attack again so get out of the way.

Once you've done that go straight to the village of the Horsewomen. They will

be grateful so go to see the headwoman at the end of the village as she may have some tokens of her gratitude to give you.

### PART 2 The Sponz Cave

**C**ross the jungle. Go to the East, to the cascade. Fill the gourds, go towards the South, leading to a cave; this is the Sponz Grub Cave. Enter this cave and crawl through the corridor. The fat Sponz Grub is waiting in the large cave. Take care because it is very fierce. Kill the grub with the distress gun; it's quick and efficient. Take the corridor leading to the West at the bottom of the cave. There you will come across other small grubs which must also be killed. Recover a computer from the ground. Return towards the East and, in the large cave, take the passage to the Southeast. Crawl through this underground passage. The cave comes out in the forest.

### PART 3 The Forest Of Shame

**B**e careful! On leaving the forest there is a Robinson wandering around with a laser, and he shoots at anything that moves! Don't waste time here, just get out the distress gun and blow him away! Recover his laser in the grass and, from his person, refills for the laser, a computer and a pair of kevlar gloves. Recover the computer on the body which is moaning at the Northwest of the clearing. At the East of the clearing



there is a rather sparse area in which "lapins-cerfs" (stag-rabbits) are gambolling about. You may want to lay snares here (snare = wire + branch), which will have to be removed later.

You can try to hunt the "lapins-cerfs" with a projectile or even with the sword, if you are quick enough. Recover the skins and meat from the bodies.

Slightly further to the Southeast, follow a road which goes up a mountain. If you fancy a culinary distraction at this point you can leave the road and head towards the East where you will come across a small plateau in the middle of which stands a lovely apple tree. Collect some fruit and return to the road. Be careful! It is surrounded by Centaurs who shoot arrows. Kill them with a laser and recover the bows.

Continue along the road and after crossing a bridge, you will end up on a plateau where numerous Centaurs attack with their axes. They must all be killed, so that you can recover a computer from the Head Centaur, as well as an axe, which is a highly effective weapon. Return to the clearing from where you started. Go towards the North.

Prepare your laser and be very careful as there are four tigers roaming around in the area. Kill them one at a time! Recover their skins. With all of these skins you will be able to make quite a few warm clothes, and you're going to need them.

Now continue to the East until you reach the edge of a small lake. Go into the water and swim some distance Northwards. Soon you will come across a raft which you should take and descend the waterway.

Pass under the bridge. At the fork you can go to the left and collect artichokes from the bank.

Return to the intersection and continue as far as the lake. At the end of this lake the entrance to a cave will appear. Before you go in, make sure you put on some warm clothes as it is extremely cold in this cave.







## PART 4

### The River Of No Return

Follow the river and at the first intersection, take a left. Go right to the end and, from the walls, collect some sulphur. Return to the preceding intersection – still by raft – and continue towards the East. Here, a waterfall will appear. Change into the reptile skin clothes, jacket and trousers, then jump into the waterfall. Swim to the other side, slightly to the North. Put on the warm clothes again and start off on foot past quite a few giants. These guys are violent and are liable to break your arms as soon as look at you. This is where the helmet you made from the tortoise shell comes in handy. Put it on and go into combat!

Your next step is to follow a maze of galleries in which there is coal to be collected from the walls of a small cave and a computer to be recovered in a cave guarded by three giants. The maze ends up in a passage at the Southeast. A horrible pterodactyl appears: kill it. Now put on the reptile skin and dive into the water. Swim towards the North till you reach the edge. You may be chased by two pterodactyls. Kill them (it's easier with the laser). Continue along the road until you end up in a large cave. Take the North exit towards the canyon. Once in the canyon, take the other entrance to the cave – the one where the tyrannosaurus used to stalk. At the first intersection, turn right and you will come across a computer in the middle of the skeletons. Take it and go back to the canyon.

## PART 5

### Duel In The Sun

At this point in the game, you should have 17 Sesame computers, together with the one you are carrying yourself.



These are the key to your escape. Go and see the Robinson close to his cabin. Watch out! You have to shoot him before he shoots you. If you doubt your skills with a gun, you can kill him from a distance before he gets a chance to aim at you. Recover from him a gas mask, refills and his computer. Then go to the desert. To reach it you have to cross the canyon with the tyrannosaurus where you can fill up the gourds and take some salt.

## PART 6

### Cocktail Hour

Once in the desert go towards the West where the mad Robinson was. To the North there is a large area inhabited by a triceratops which is at this point taking a siesta. You may be able to skirt around him but be careful, one step too far and it will charge you! It's probably therefore wiser to kill it.

To do this you need to make a Molotov Cocktail. The recipe for a Molotov Cocktail is as follows: take one empty whiskey bottle, now place some coal, sulphur and saltpetre into the bottle and make a wick with a plaster or creeper.

The best way to kill a triceratops is to keep a good distance and shoot at it with the laser in order to wake it up, then throw a Molotov Cocktail at it.

Now go back to the wreck which is at the end, in a hidden recess in the North, and take the battery by clicking on the wreck. Go directly East. The road is long and full of traps and quick sand so tread very carefully. Suddenly you will come across some Walkers. These are robot prison guards and they have to be destroyed with the laser. If you are in need of water or energy you can eat the single stalk of the Macreloptia Rhacodes, which is the only edible mushroom in the desert. It is situated right at the end of a dead-end in the Northeast and guarded by a Walker.

You will emerge far over in the Southeast, along an enormous esplanade, guarded by a giant robot. Now is the time to make a booby trap. Use the battery and the wire, but be careful. To make this trap it is imperative that you wear the kevlar insulation gloves recovered previously from a Robinson. Add Battery + Wire to obtain a booby trapped batter. Move forward to attract the giant robot. Then put down the battery just in front of

yourself, retreat a little and leave the robot to electrocute itself on the battery. Continue towards the North. Watch out for the lava, do not step in it. The entrance to the cave is right up in the North. Put on the gas mask before entering it.

## PART 7

### Robot's Requiem

At the first intersection, turn left and kill the robot. From behind, recover a computer from a body and a heavy laser on the ground. The heavy laser has an infinite number of shots so you can finish the game using this weapon alone. Return to the previous intersection and continue along the road. Be careful. You will arrive at an enormous cave frequented by numerous Walkers. Destroy them individually with the laser. Watch out for the lava disks on the ground and on the walls. Continue in a maze of galleries to the North and, beneath an aperture, recover Nina's computer. If you fall asleep in the cave she will sign to you telepathically that she has managed to throw her computer into a volcano.

Go to the computer cave. Watch out for the numerous Clambots which are more easily destroyed from a greater distance. Insert all the computers, as well as your own, into the aperture of the main computer (the one with the small red light). Once all the computers are incorporated, the base of the androids will switch to self destruction. Now your escape is essential. You have come too far to turn back, it's time to concentrate your efforts on getting off the planet. As from this moment there is only a limited time left to escape. Unfortunately you are now at a serious disadvantage since you no longer have your computer, so you can't access either the map, the control panel of the computer or the scanner for the skeleton. The best way is to remember the route out. The double doors out are situated in the maze in the middle of the map. You will meet numerous robot dogs along the way, which you will probably prefer to blow up with your giant laser!

Providing all the disks have been inserted into the computer the door will open. You can then join your dear Nina and leave the planet to return to Earth where you will surely be greeted as a hero and thrown the largest Robinson's Requiem celebration ever – or will you?



# Robinsons Requiem



# Ishar 3

# Giving The Game

Welcome to the final part of our Ishar 3 solution. Hopefully you've followed us so far, so let's pick up where we left off last time...

## Princess Thina Rage in a cage

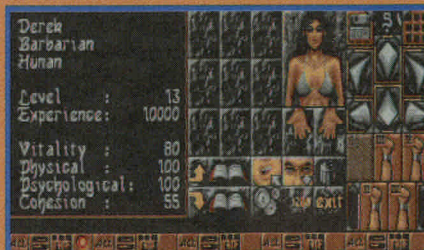
**A**t the first fork bear right. Follow the winding road. Keep straight ahead (Southwards). At the end, come back to the left and carry on Eastwards. At the furthest crossing, turn right. You will see the cage perched high up. Step back, then advance to make it descend. Thina will step out of the cage.

Enrol Thina. But be careful! To enrol her you have to have a place in your team free. You can get rid of a member of the team by dismissing him, killing him or pushing him into the void. To do that, attach ropes to all the characters except the one you want to dispose of and take a step sideways into a void.

Beware, do not attack Thina, as the poor little princess weeping all alone is very powerful. Now leave the underground cavern again. Continue along the corridor to the South. In a small room, pass behind the curtain on the right (there is an invisible wall here).

Follow the corridors (be ready to fight and collect various objects). You will enter a closed circuit of corridors forming a square. On the Eastern side there is a passage to the West where there is a fight to be fought and treasures to be picked up. Return by the same route across the invisible wall. There is another invisible wall in the Northeastern corner of the square which emerges in rooms full of treasure and various objects. Return to the square, take the passage through the invisible wall at the end of the Southwestern corner.

Behind it there is a corridor with a fireball. Protect yourself as soon as the



corridor widens out. Follow the passage to the West. Now you will enter rooms full of warriors and treasures. Keep descending Southwards, take the passage with a fireball and turn South at once, leaving by the Time Gate.

## Hi, I'm Zoltar Can I be your friend?

**I**n the town, go and sleep at an inn. In a dream, Jon the Magician will tell you where a house can be found. Go to that particular residence (shown on the map to the North). Click on the fountain just opposite to pick up the key. Go into the house and pick up five guards' outfits. Put on the clothes and put helmets on the women's heads. Go to the palace (in the middle of the Rich Town).

Get rid of one member of the team as you will need to enrol Zoltar. Enter the palace then take Thina's helmet off in front of Zoltar. Enrol Zoltar (you can sell the disguises if you want).

Now return to the forest (use the Time Gate in Mather's House). Wait a little while until Thina and Zoltar finally decide to leave the group. They will probably sleep under the stars. You will meet the son of Zoltar and Thina a little later... now go back to the town.



## A Good Belting Going home

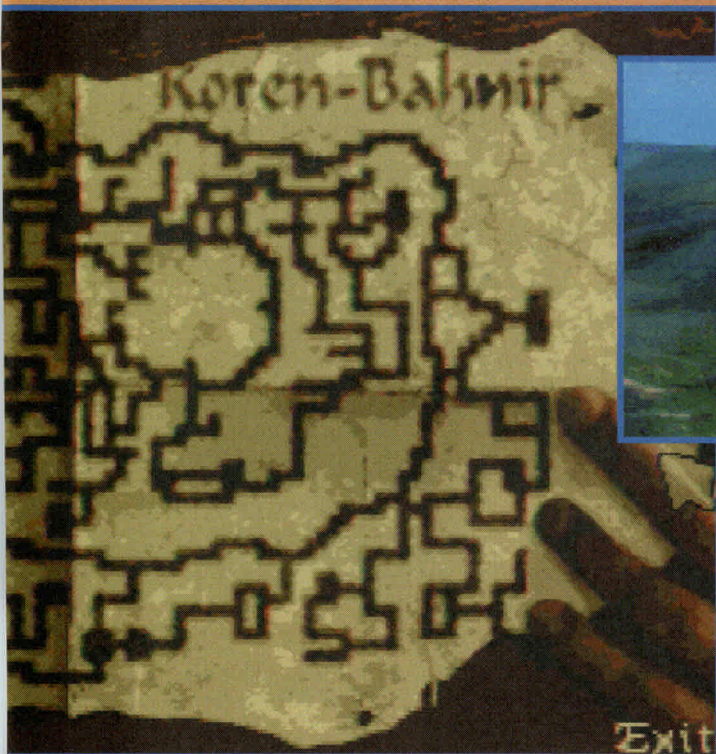
**O**n the way back from the forest, Mather will give you a crystal. Go to the mountains (Time Gate in the garden of the Rich Town - don't forget to put on fur coats and if necessary take the sleeping bag too). Once in the mountains, go back to the Time Machine to place the crystal around the edge of it.

Make a return trip to town and you will find yourself in the mountains in another era. Take the same roads as you took to go to the Time Machine. Find a new passage to the North in the area inhabited by wolves. At the end of that passage, pick up a magic bolt in the snow. Now return to the town.

Now put on your magic belt. Go to the forest, in the future. In the extreme South, after getting rather lost, you will find a







magic Sword of Chaos (usable only by a chaotic character). Beware! This area is under a spell and one of your companions may become inverted.

Return to the North at the level of the Gate and continue East for a very long time. You will face tough fights with warriors and a blinding magician.

Travel due South and after quite a long road strewn with warriors to kill and mushrooms to pick, find a small house. Near the house, listen to Moulloo, the son of Thina and Zoltar. Pick up the key to the last fortress. Stand before Camelia, Moulloo's wife, a great sorceress who gives powers of protection against dragon's fire. Next return to the town.

## D-Day The end is nigh

**I**n the town, recruit two hefty characters. Arm yourself well because D-Day (Fortress Day), the day when the Fortress of the Dragon of Sith is to be attacked is near. Buy all the potions necessary to prepare numerous physical and above all psychic regenerations.

Go to the fortress's Time Gate (Northwest of the town). Go through the gate after 12 o' clock.

In the fortress, open the door with Moulloo's key. Take the first fork to the right (if you go straight ahead instead of turning you will come to a maze where you can pick up treasure, bread etc, but you don't have to go this way). At the crossing, continue to the right. You will have to fight with ghosts, you can only kill them when they are rising. If they touch your companions before disappearing,

check their psychic condition (there's a danger of inversion).

Pick up a key. Continue along the corridors. Turn right at the next crossroads (to the East) then immediately left. At the next crossing, turn right where there is a handle to be activated. Return to the crossing, continue Northwards, following the bends in the passage. You will find yourself facing North at a crossing. To the left, pick up a key in a dead-end, then continue down the corridor Eastwards.

At the end, to the North, activate the lever. Continue Eastwards. Don't touch the lever to the South but activate one in a niche to the East. Continue down the corridor to the South. At the crossroads, go in any direction. Find yourself in a corridor to the East. Come to a door and open it with the key.

In the room you will find several boxes in which you must place all your weapons, shields, armour and helmets. Now travel North. Take the long corridor (if the team still possess any weapons it will be shot by murderous arrows).

At the end of the corridor, continue left. Fight a magician. Collect various items. Activate the lever at the end of the room. Return to the boxes. Recover your weapons. Take the road in the reverse direction. At the first crossing, turn left (South). Follow the corridors (walk on the paving stones). At the next crossroads continue straight on (N,N,E,N). Take the open passage to the right, Northwards. At the end you can find a key in a little room to the West. Take the corridor at once to the Northeast. A dangerous passage with a fireball. Keep following the Southern wall. Pick up the key. You will come upon the magician who successively brings to life five very ferocious bats (paralysis effective). Having fought off the bats, continue down



the corridors. Soon you will emerge in a vast hall populated by numerous red warriors. Commit genocide – kill them all! Now go North and head down the stairs.

## Dragons Abound Deep in the underground

**I**n the underground cavern you have to walk on the paving stones marked with a circle in a certain order in order to make other studs appear – and then disappear – so as to gain access to the dragon.

The first is just to the left on entering. For the second, continue Eastwards and to the left at the crossing. Move East again and activate the third stone to the North. Return to the first stone. Turn North, then West, North and then West again for the fifth paving stone. Set off again Eastwards. At the end tread on the sixth paving stone. Return to the fourth one. Continue Southwards, then Westwards to the crossing. Find the seventh paving stone. Set off again as for the sixth stone. Take the passage to the North which leads to the Dragon of Sith.

To kill the dragon from a distance, use the maximum number of arrows and the "Ice Cloud" spell. Hand to hand, you must position yourself so that the fire protection spell (NOT Camelia's spell) is always active. Do not hesitate to give first aid to your companions after each strike by the dragon. You will find psychic regeneration potions are indispensable.

At last you can kill the dragon and end Shandar's reign of terror. You have proved yourself the greatest warrior of all time! Thank God that's over!

# Shtar 3



Now this game will never win prizes for being small. Mainly because there aren't any such awards, but also because it isn't small – it's large, and as such is rather tricky to play. So here are some early tips to get you going, courtesy of Mr. A. Nuttall from Wales.

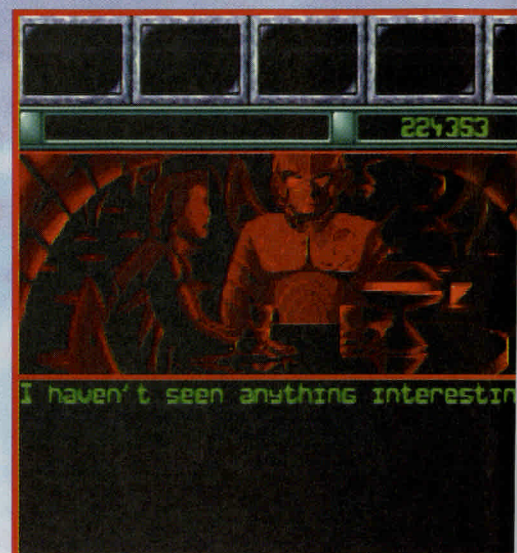
## GET IN THERE

How to play the game

The best team to pick is Thomas Dempsey, Jack B, Elanor Brady and Michael Brady. Go to the Research Design screen and develop the minor droid on the research computer, and when the research has been completed, develop the satellite. Now go to the Buy screen and buy some droids. Then go to Planet View and create three extra buildings (these are for functional living space and you can build more later if you need them) and some

extra mines, and fill them with as many droids as you can. When your monetary situation is sufficient [Paul mate, just copy it; stop trying to make it different – busy Production Ed], make a total of nine mines and place nine droids in them for maximum ore extraction, and build some extra derricks [we've just got rid of ours].

Now click on Planet Info and raise the tax to High. Buy four satellites then launch one to Apollo and one on to any other planet. Go to the bar and ask the barman for a drink. Buy what he recommends and he'll give you a message that you are not alone in the solar system. When your



satellites are destroyed your developer will invent a satellite carrier – proceed in developing it and then buy two.

Go to Ship Info and click on New Group, then place the satellite carriers in the group when they are produced, and add the last two satellites to the group. Click on the cockpit icon and launch the ship, and place satellites around some planets and their moons. You will find that, in time, some planets yield better ores than others, so from there on try to place as many satellites around as many moons as possible. The main things you are looking for are: Energon, Raenium and Texon. Keep a note of useful planets by using the planet database.

Once invented, develop the miner station and develop the transfer ship. Buy one miner station and one transfer ship. Go to the Ship Info screen and make a new trade group, and place your transfer ship and miner station in the group. Fly to Apollo and place the miner station on it by clicking on the deploy station icon. You may return here later to collect ores in trade or transfer ships when you need them, as with all further off-world mining.

Develop the command centre/colony. You will need to send your developer to university to become more experienced in maths. To do this, click on the developer and then "Go to University?". Send him on the maths and physics courses.

When your colony is ready for production, fly to any planets suitable for







living within your trade group and place colonies on them whenever you feel you can afford it (by clicking on the place colony icon). You will need at least 100,000 credits per colony. Try also to make star ports on each of your colonies and aim towards putting nine droids with nine mines on all mining colonies.

When your colonies reach a decent size on, say, two planets, fly to Jade when you discover it, in a transfer ship/trade group. Here you will meet some aliens, so you need to develop the communicator immediately in case of future contact.

When the aliens contact you, offer to send your scientist to them. When your scientist returns, buy at least two of the alien trade ships and place them in your trade group. Now you can transport large quantities of ore, and remember to get plenty of the mineral type stuff!

When the good ol' alien boys contact you again, buy the unknown item as it will become essential later. Oh yes it will. Develop it as soon as you can and it will turn into a hyperdrive. When you are told this by the on-screen message, develop it. You'll need Klatatoo or you will have to

send Thomas Dempsey on a physics and electronics course. Now you can fly satellite carriers to a new system – the Phoenix System.

On the aliens' third visit, offer to help them fight the Morgruls, who are planning to attack. Ask the barman who the creature is, and ask to speak to him – you'll find that he's a spy. Pay him to find out where the Morgruls' home planet is. When he finds out this information you will notice that the icon SYSTEM 3 will appear on the star map.

## BUT WHAT ABOUT? The Tricky Stuff

### How do you get forces to other systems?

You'll need a hyperdrive for your carriers, a destroyer for army groups and a galleon for trade groups.

### How do you find the second solar system?

On their second visit, the Jaanosians will offer you an unknown item for 16,000 credits, which you should buy. When your

developer becomes better educated later in the game you will discover that the item is a hyperdrive. After development of this you will discover that a SYSTEM 2 icon will appear on the star map.

### How do you attack alien ground forces?

You will need tanks, troopers and/or aircraft. Go to the group screen and put the weapons and ships etc in the group you wish to attack with. Now click on the red arrow to the right of the table to flip from ships to ground forces. add your tanks etc and weapons to the group, then go to the cockpit icon, launch, and then head for the planet you wish to attack.

When you arrive, go to the star map. First attack their fleet by clicking on the fleet icons (if they're not there, then the fleet is either elsewhere or non-existent). When the battle is over you will see a rifle icon. Click on this to commence the ground battle.

### How do you defend yourself from the Morgruls?

It's important to have technology other than your own. Visit the Jaanosians, and meeting with the Kalls and Phelonians is recommended too. It's worth helping or





## Reunion



making friends with each of these races as they offer you the technology you need to defeat the Morgruls.

### How do I defeat the Morgruls?

To survive the first attack you will need 10 hunters with lasers, and any fighting character. To survive the second attack you will need at least 50 hunters with well equipped lasers, and twin lasers, and ideally, a better fighting character than you had for the first attack.

You'll then have a breather where you will need to make an army of hunters, starfighters, destroyers, cruisers, tanks and troopers etc. You may at this point wish to attack the Jade with your forces, but this will not defeat the Morgruls or drive them away from the planet. Attack the Morgrul home planet as soon as possible in the game with this force. Talk to the spy after the second Morgrul attack to find out where they live. If you wait too long you'll be attacked a third time and suffer big losses, which will be increased further if the Kalls join forces with the Morgruls. To slow this process down, take a carrier with a tractor beam to Phoenix One, where you will find a Morgrul pirate ship. Don't kill them – tell them that the Kalls are planning to attack them, to slow down their alliance.

### How do you get hunters and lasers?

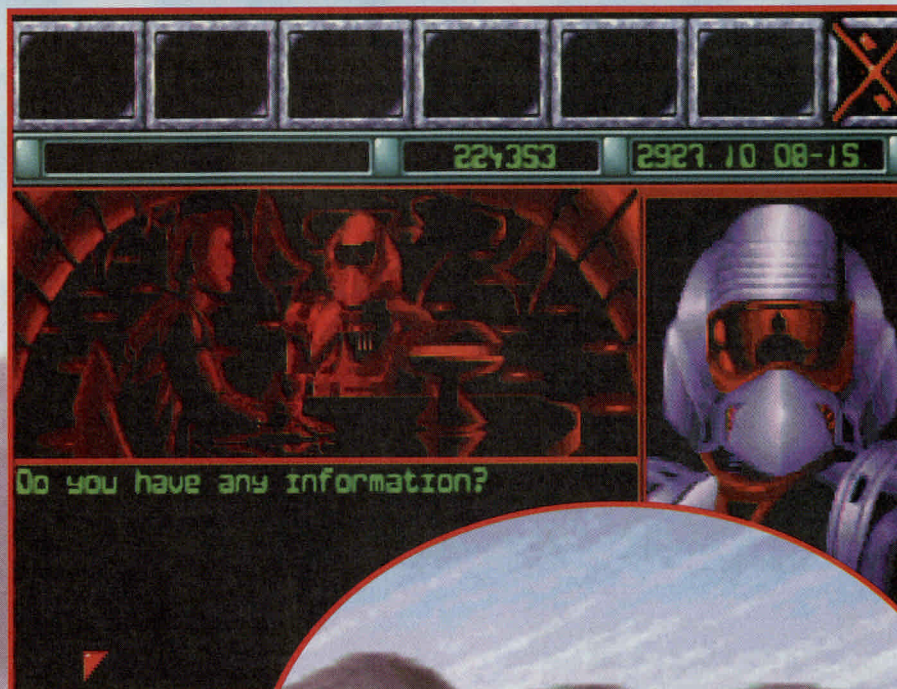
Fly in a transfer ship to Jade after about nine months or so. Develop the communicator as soon as possible, and, on the third visit, help them against the Morgruls in return for their technology.

### How do you get starfighters and destroyers?

To get starfighters you must meet the Kalls, and they will give you fighter technology in return for your support. To get destroyers, land on system 3, planet 2, moon 1. You will find technology from explorer 1 for the destroyer.

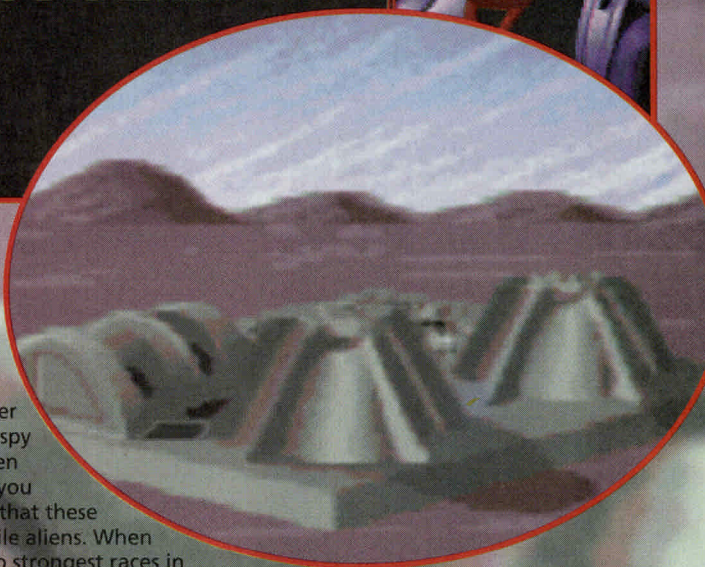
### How do you get aircraft?

In the fourth solar system you will find the



Erans (planet 2). If you build an observatory in this system you'll find that the sun will supernova shortly. Tell the Erans and offer to help them evacuate. Later in the game place some spy satellites around any alien occupied planets which you come across. You'll find that these belong to a race of hostile aliens. When you get to know the two strongest races in the league, talk with the barman. The Erans will help you because you have helped them in the past. Use them to get the Undorlings on your side, as these are about the most powerful, and their

absence will weaken the alliance. They will give you aircraft technology to help you out when you join forces with them against the league. So there you go. Start now and you might be done by Christmas.





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# Giving The Game

## Small Tips

Hey there tip fans! Here's another selection of the latest and greatest tips and cheats for your favourite games. Don't forget that your tip could be printed here next month, so send 'em in and get your 15 minutes

### Banshee

The last of this month's offerings is for the supremely tough Core Design shoot'em-up, Banshee. If you've finished this without help you're better than most people, but if you need a bit of guidance then try typing in **FLEV17** and press return on the title screen (FLEV is Dutch for East by the way, what a good taste in music you have then). This will provide you with infinite everything and pressing the Function keys will allow you to skip levels.

Another cheat you might be interested in is accessed by typing in **I AM EXQUISITELY EVIL** and pressing return. This will let you kill all the animals and civilians during play. Nice!



### Premier Manager 3

You've asked and asked and until now we haven't been able to provide, but we can now reveal a couple of phone numbers for you to try that will make the game a little easier. You know the score by now, go to the telephone screen and bash a few numbers in to activate the particular cheat you require. For this new addition to the excellent Premier manager series, try typing in:

**343343 - £500,000**  
**400040 - All players to 99% fitness**

You can also try some of the other cheats from previous games and see what happens.

## Smaller Tips

#### ADDAMS FAMILY

Various codes for starting points.

&1Y1M - 3 hearts

V1S14 - Pugsley

V919B - Fester

#### ALIEN BREED '92

Level codes.

XXDFA

RTHAA

LAEAA

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 - QEAHVNJ

50 - NDPKKWPL

70 - IDPONWPO

80 - GFFQPUNQ

90 - DEASQPVR

95 - CFFTRUOS

100 - BEAUSVNT

#### BUBBA 'N' STIX

Level codes

2 - T1QKPF7CMG

3 - PXMYGFFW7D

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 -

GUVCH5DMS7#N

WORLD THREE -

V35076X657WH

WORLD FOUR -

6UCDXU2557V2

#### 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

SCSJ

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 MALT

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 - ECVOIR

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:

NSS5XXXXS-60

OUNDEFACG-99

Hard:

MFFSRPYDU-60

AFZYBQJIT-70

SKGYXXXXX-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.



## Ultimate Bodyblows CD32

Here's a rare one for CD32 owners (but it can also be used on the AGA version of the game). Enter one of the following words on the high score table and they will produce the relevant effect:

**MEANTEAM** = Unlimited continues  
**HARDCORE** = Invincibility



## Super Stardust

Team 17 have got a couple of classy products on the shelves at the moment, both of which are particularly tricky. If you're having more than your share of problems with Super Stardust then you might find these level codes quite handy.

1: BFSUAAAADJ  
2: CESUQAAQFFX  
3: DFSTUQUUHE  
4: EDSUUSQRHRT



## Theme Park

Another cheat in demand is this one for Theme Park. If we had a pound for everybody who asked us for this cheat at the World of Amiga '94 Show we'd have three quid! Anyway, here it is and it's really simple too. All you have to do is press and hold down C while loading from disk three and you'll start off with a substantial wad of cash.

# Small Tips

**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  
220769 - 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  
SSSLLRRS - Permanent fast rainbows  
RRLLBBJS - Hidden food becomes money bags  
SRBJSLSB - 1,000,000 points bonus (Wooooooo)

**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 - HALLOWEENVII  
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 - DDSAQAAASANMM  
4 - EDSAQAQTANKM

**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 - HELPMEOOUT  
25 - UPANDDOWN  
30 - GOFORHEART  
35 - SLIPNSLIDE  
40 - FIRSTGUNS  
45 - RUNAROUND  
50 - HACKBACK  
55 - CLOSEUP  
60 - LOOSEM  
65 - ROCKBLAST  
70 - FIRSTFIRE  
75 - MOREFUN  
80 - RAINDROPS  
85 - SOLOMAN  
90 - NODLAY  
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 - LUZOZADE

**WOODY'S WORLD**  
Level codes.  
Steam Castle - AHJBEEA  
Fishy Castle - MODNAAOG  
Lava Castle - OKDNFAPK  
Checker Castle - MPDMGAMF  
Cog Castle - MKDNCIAK  
Conveyor Belts - OIHMOACO

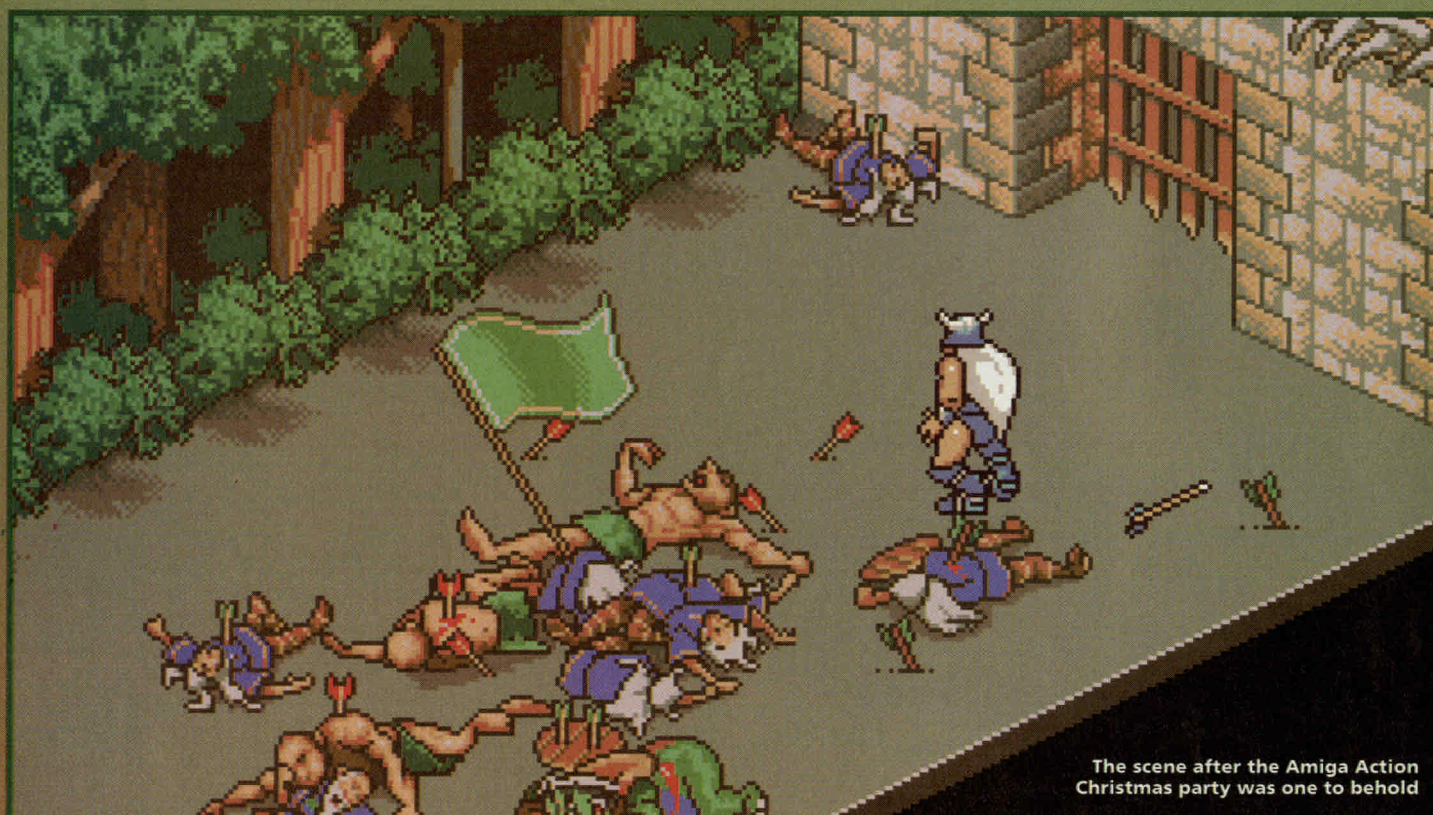
**ZOOL**  
For a level skip, key in GOLDFISH on the title screen, then in the game press F-keys 1-6.

**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*

**After last month's exciting episode my quest seems to have taken a most unusual turn. Christmas has passed and friends have been made, but I still don't seem much nearer to rescuing my father. Oh well...**



The scene after the Amiga Action Christmas party was one to behold



and a warm welcome to all my beloved Son of Boggit followers out there in Amiga Action land. And what has the jolly, red-suited, bearded one brought to you this Christmas? What's that? A pair of Power Rangers slippers, a copy of Bambi on video and a puppy which you'll have forgotten about within a week? Well you lucky blighters!

All I seem to have picked up over the festive period is an enormous headache from a mind-blowing cocktail of liquidized earwigs and mildew. However, I have made plenty of friends since we last spoke, so maybe it's about time for a quick recap of this month's events.

You may remember that when I left you last time I had just picked myself up out of a huge pile of matted hair (which had broken a fall of Alice in Wonderland proportions) and was gazing in awe at a huge mural which portrayed a Boggit crowning ceremony of some sort and covered the walls of an underground cavern.

When I finally managed to tear my eyes away from this wondrous artistic spectacle I decided to explore the mysterious underground cavern further, in the hope that I would come across a race of Boggits who had taken it upon themselves to live underground for one reason or another.

As I ventured further into the cavern I soon found myself in an extremely complex system of caves and connecting tunnels. I wandered for what at first seemed like an enjoyable few hours – my spirits were high and my slowly grumbling stomach would no doubt not stay empty for long once I came across the inhabitants of the echoing cave.

However, time dragged on and on and I became totally disorientated. I had no idea which of the caverns I had already been in and which I had come across for the first time. I became convinced that no-one had actually lived in these caves for years – possibly centuries – and my hunger was now gnawing away at the inside of my stomach.

My feet were playing up too, and the six toes I have been blessed with on each foot were screaming at me to rest.



King's Quest VI: Heir Today Gone Tomorrow. Oh what a fine play on words that is. Ho Ho!

Somewhat stubbornly I would have none of it, and my dogged Boggit determination kept me going through the pain. Finally, after what felt like days of aimless and painful wandering, my weary body gave up on me and I collapsed into a pathetic heap in the middle of a particularly narrow tunnel.

All sorts of fevered dreams passed through my head while I was unconscious, and when I came round I was sure I was still imagining things. Standing over me was a strange hairy creature, dressed in rags and holding a spear. This apparition seemed strangely familiar in appearance, and when my head cleared, I suddenly realised. Here was a Boggit!

I didn't have the strength to move or even acknowledge this newcomer's presence, so I was grateful when he appeared friendly and brought a flask of a strange tasting brew to my lips. Upon drinking this concoction (which I later discovered to be the headache-causing cocktail of liquidized earwigs and mildew), I felt suddenly revived, but was unable to resist as my new Boggit friend hoisted me over his shoulder

and began to carry me through the system of tunnels I had begun to hate so much.

So, I was saved, and I was about to meet a whole colony of creatures similar to myself who would take me in as one of their own. I will tell you more of these friendly characters next month, but for now it is time to answer a few of your letters.

I am here to serve.

## Goblins 2

**Q** Can you please help me solve the screen "Tom" on Goblins 2? How do you get into the clockmaker's house? I've already put the musical note into the house.  
*I. Thorpe, Ramsgate*

**A** You do not need to enter the clockmaker's house to solve the problem. On the Jazz screen you should get F to use the pump on the saxophonist and get W to catch the resulting note. Then use the mosquito on the headlamp with W and the drummer will play. Get F to catch the last note and you will have the required melody. Now go back to the Tom screen and put the melody in the door at the bottom-left. It will enter the clock and you can collect the hourglass from Tom. Your next stop is the Trench.

## Monkey Island 2

**Q** I am completely stuck on Monkey Island 2. Could you tell me what I have to do to get Kate arrested. Where is she and what do I do? Please, please could you help me?  
*Bryn Tew, Mold*

**A** Okay Bryn, here goes. In order to get Kate arrested you have to return to Scabb Island and find the flier with Kate's face on it. Then simply stick the flier over the wanted poster outside the bar and Bob's your uncle (assuming that either your mum or dad has a brother called Robert).

## King's Quest VI

**Q** I am really frustrated with King's Quest VI, can you please help me? How do you get the books on the Isle of



Get yourself a haircut Guybrush mate, you look like one of them there glam rocker types



# SON of Boggit

Wonder? Every time I try to take them a bookworm appears and won't let me have them.  
*Andrew Johns, Northumberland*

On the Isle of Beast you should have come across an unusual Dangling Participle on the beach. To take this strange beast you will need to read it the sentence that you picked up earlier. Now go back to the books on the Isle of Wonder and the bookworm will exchange the Dangling Participle for a rare book.

## Heimdall 2

Please, please, please help me with Heimdall 2. I am stuck in Midgard at the King's Castle and I can't get past the guard who is blocking the way with his axe. I have spoken to the king and queen, spoken with the serving girl and have found out how to get into the king's bed chamber. But I can't find anything that belongs to the king. There is a book of spells on the table, a couple of chairs and a bed. What are you supposed to do?  
*Thomas Dryer, Lanarkshire*

You will probably be kicking yourself when I tell you that there is actually a secret button located in the bed chamber. It is very well hidden and you can just about make it out on one of the right hand bedposts if you look very carefully. Press this and a secret panel next to the bed will open, revealing the king's ring. Take this ring to the guard who is blocking your way and he will then let you past.

## Simon the Sorcerer

I have just bought Simon the Sorcerer for the CD32 and think it is absolutely brilliant. The graphics are really good and Chris Barrie's voice really makes me laugh. My favourite bit is when Simon is in the Druid's Arms pub trying to chat up the two Valkyries. I am writing to you because I am



This screenshot is actually from Valhalla Before The War, but we all make mistakes don't we?

stuck in the game. I have come to the dwarf's mine in the forest, but the guard won't let me past. What do I have to do?  
*Naomi Maddocks, Catford*

To get past the dwarf you will first need to disguise yourself with the beard you cut from the dwarf's chin in the Druid's Arms. When the dwarf bars your progress, bribe him with some beer and he will lead you further into the mine.

## Valhalla

I followed your guide for Valhalla from Vulcan Software from levels one to three but I can't get hold of a copy of the issue with the level four solution in it because your back issues department said it was sold out. I am in the room with the three thrones, the queen's, the bishop's and the psychic's. I have put the candle and the bell on the bishop's throne and they have disappeared, but nothing seems to have happened. Please can you help me because I am stuck.

*Giles Aspinall, Penzance*

The puzzle which you are stuck on is a very clever one indeed. The phrase "bell, book and candle" is often associated with a calling to the cloth and it is the book part of the riddle that you are missing. Earlier on in the level you should have discovered a brown book with a cross on the front that told of the bishop's demise. If you put this item on the bishop's shrine, it too will disappear and you will be given the Bishop's ring in return. This can be used on one of the large bishop's hands to gain a potion of voices.

I hope that small selection of your letters has satisfied your adventuring lust for another month, and if you have any problems in the meantime don't hesitate to contact me at the usual address. There'll be more news of my continuing adventure next time, so keep me at the forefront of your thoughts if you can. Until next time, farewell!



In case you were wondering, I've just looked 'Pheromones' up in the dictionary and it isn't there

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to:  
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The Rucksack  
c/o Amiga Action,  
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Adlington Park,  
Macclesfield, SK10 4NP



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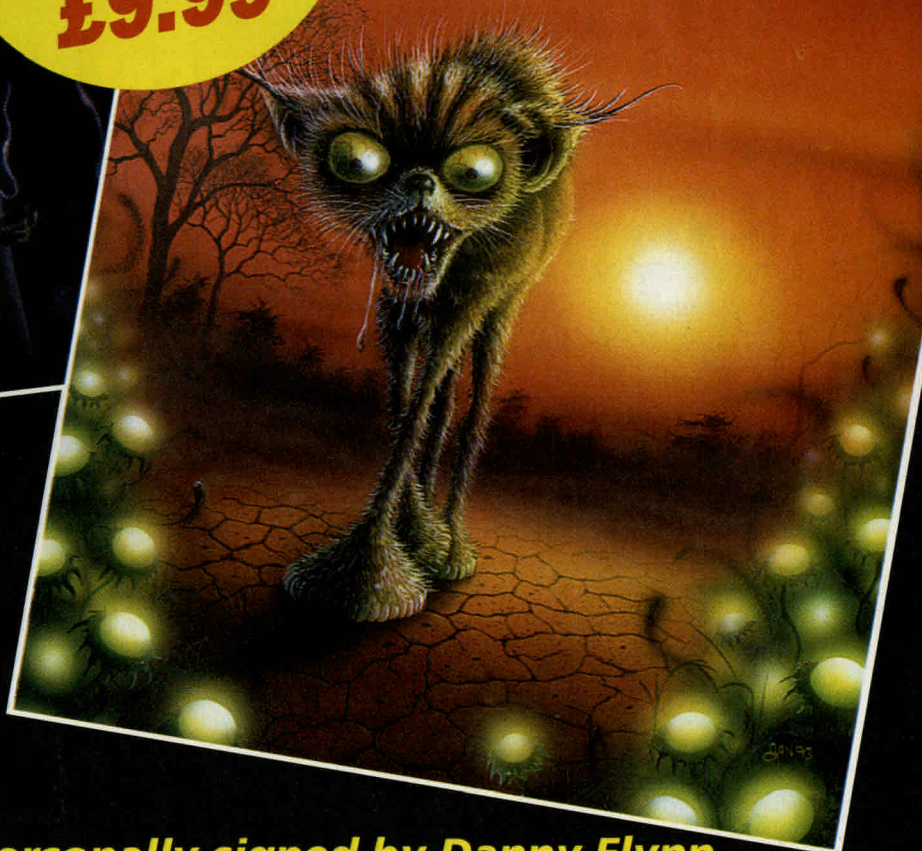
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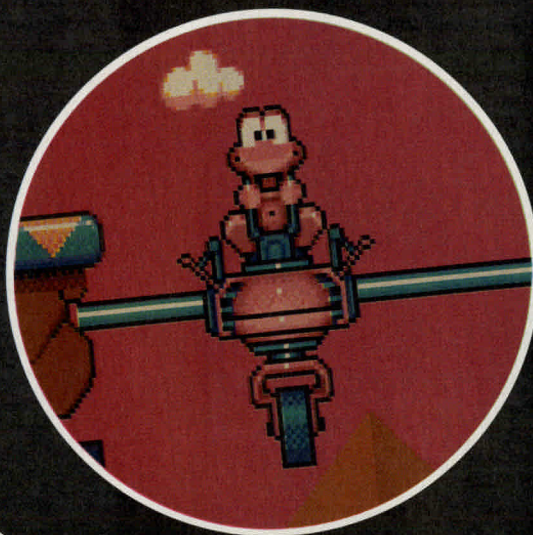
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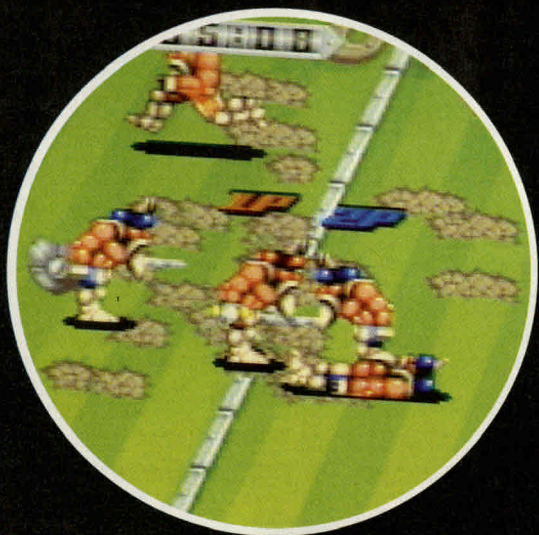
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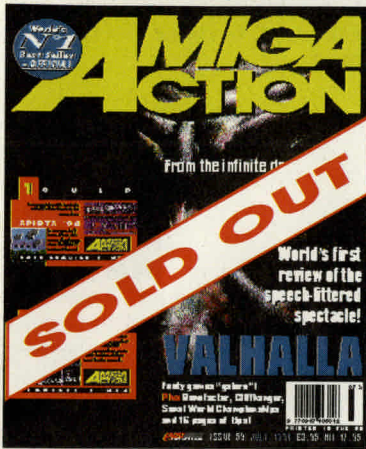
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# BACK ISSUES



**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, Elmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Soccer, 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** - Battletanks, 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 pt1, 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 Devil 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



**ISSUE 66 JANUARY '95.** CODE 8507.

**Cover** - Shadow Fighter

**Coverdisk** - Shadow Fighter, Premier Manager 3, Mortal Kombat offer

**Features** - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)

**Reviews** - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 & many more!

**GTGAs** - Ishar 3 Pt 3, Robinson's Requiem Pt 2

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Remember to fill in all of this form! If there are any problems, please telephone 051 357 2858.

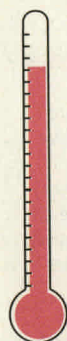
☐ Please tick if you don't wish to receive promotional material, because we're buggers for that.



# Talkback

**Hands up anyone who never wants to see another relative again. Ooh, we all love Christmas**

## And the Fruit Mania total is... £11297.25



And still the letters come in! Yes that's right, to date our illustrious and wondering-if-he-ever-dare-let-a-jokey-comment-pass-his-red-pen-again editor owes - from his own wages mind! - the approximate value of a mid-range family saloon. Hold your breath folks, the money's in the post. As if.

Here are two of this month's best quotes.

"The only witness I have to this is Wayne Goodall, who's my best friend, and who was watching me at the time."

"Cheques made payable to Miss J. Wall will be greatly appreciated."

### Liberacé

Dear Amiga Action, I'm a professional musician and only bought an A500 five years ago in order to check out some of my harmonies on "Sonix" (yeah, I know it's crap, but then again so are my songs). Now, with the second CD out of the way I've found myself with more money

and especially more time to laze about, and believe me, most of us famous rock stars (yeah sure, who the hell are you mate? I hear you say), don't want to hear a note after work - not unless it's the theme of a video game.

Finding myself addicted to hours of computer entertainment (I really don't go to bed before 5-6 am, you see I got no parents to tell me what to do), I also expanded my tiny chipped friend with two extra drives (one hard), and 3Mb RAM. To top it all I even ended up doing something I never managed as a rebellious hippy teenager; buying a computer magazine!

Pretty good I must admit, if it wasn't for those corny ads at the end: can you ask those paddy girls whether they've got an upper age limit? I feel like an old man compared to most of your readers. Anyway, I love reviews, think they're a brilliant idea and just wish I'd discovered your mag earlier, cos that would have saved me tons of money on software and hardware.

Before I leave you all with a few reviews I've done [which we intend to set to music - Paul], I'd like to point out to the team that Paul is a liar. He couldn't have been in Kos when he said he was

## Star Letter

## NO PRAISE TOO HIGH

Dear Talkback, I have owned an Amiga 500 for about three years now, and I have never seen a magazine as poor as your issue 65. I cannot put all the blame on yourselves as my wife purchased the mag as a surprise for me. (I would not normally give your mag a second glance, having bought it twice a couple of years ago and was disappointed by its quality then.) She gave me the mag, looking all pleased with herself, thinking my reaction would be favourable. I was initially pleased, thinking of the thoughtfulness that my wife had shown towards me, but it soon turned to anguish after flicking through.

I hurriedly ran to the newsagent hoping he would accept the excuse that my wife had bought the wrong mag, and that he would swap it for a different title. He was having none of it, so I took the magazine home, decided to make the best of a bad show and give it a fair go, four coverdisks and all.

I don't mind owning a 500 and not being able to use one of the disks, but Sensible Moon would not decompact although the thirs one did, but the games - oh dear.

'Let's at least read the mag through' I pondered, so I looked.

News - What news?

Sensible photo shoot - Wow, that's really interesting.

Primal Rage - Had seen it all before, on the TV and in other mags.

Reviews - Writing OK, but work on your presentation, it looks cheap.

The Net - Do your readers give a toss about this?

Danny Flynn - Get a life.

Blueprint - Get your presentation right.

GTGA's/Boggit - Presentation again.

Talkback - Your letters are even worse

than A. Power's (IQ less than 5). Superleagues - Who gives a dam? Overall view of this issue W.O.F.T.A.M. (Waste of flipping time and money).

So, enclosed is the issue. As I no longer want it in my house you can look at it again and ponder my views of its contents.

If you have any decency you will refund my wife's £3.99 and my postage costs, along with an apology for wasting my time and causing me gross frustration.

Dennis White, Bolton, Lancs.

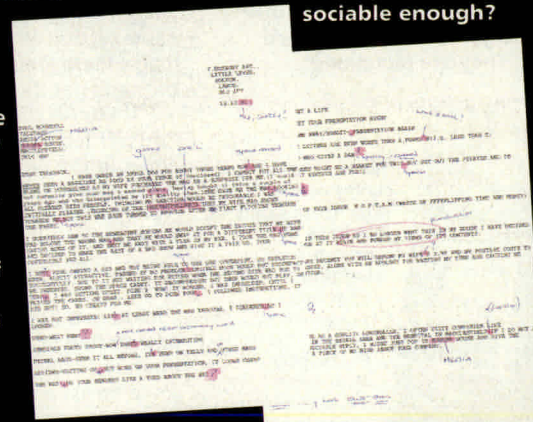
PS. In my job as a quality controller, I often visit companies like Zeneca, shops in the retail area and the hospital in Macclesfield. If I do not at least get a sociable reply, I might just pop in Media House and give the receptionist a piece of my mind about your company.

Dennis, Dennis, Dennis... a quality controller eh? What exactly do you control the quality of - food supplies to Rwanda? Suicide watch at Winson Green prison? Yes our readers give a toss about the Net, that much has been proven by the response we've had, and again, it's the readers who give a damn (that's damn, not dam) about the Superleagues - very much so in fact. Unfortunately. Sorry you didn't find the Sensible photos interesting - we can't please everyone all of the time, but where did you read about Primal Rage in such depth? Not in an Amiga magazine, that's for sure, and since we are such a vehicle it seemed appropriate to notify our readers of what exactly is happening there.

You don't like our presentation? Well I'm sorry but we don't hold in too high a regard the opinion of someone whose letter was a bizarre mish-mash of upper and lower case and which needed serious alterations just to make it publishable. It contained thirty five mistakes. Thirty five! That's the kind of thing one might expect from a child of six mate. I mean, you even got the bloody year wrong. And why would you want to "give the receptionist a piece of your mind"? Have you any idea how a company runs? The receptionists answer the phones! Or is our phone manner substandard too?

We take any criticism from our readers seriously, because it is they who ultimately pay our wages, but... well, I'm sending your letter back for you to ponder our views of it. Read it carefully and ask yourself who, exactly, is wasting whose time.

There, was that sociable enough?





# Talkback

▶ because the last plane back was on October 28, so if he's any darker than when he left he probably joined some hi-tech gym in Swindon or something. In any case, if any of you guys ever do go to Kos, quote my name to any of the radio stations or record shops and you'll get a free tour of the island.

Steve Jaquar, Coventry

**Steady on there boy** – we don't want aged perverts bothering our Swap Shoppers; they're busy people you know, software to copy and all that. And anyway, I was in Kos – I came back on October 9, and although your offer is a generous one I must point out that I toured the island anyway. It took about three quarters of an hour. Know any people somewhere good?

## And another thing

Dear Paul,  
My query is that I sent for the free disks from the December issue, even enclosing an SAE as well as the 25p in stamps as requested, but so far nothing in return. Is this one of those cons, because a few thousand 25p's soon add up to a nice figure, and although I can't imagine that an excellent magazine like AA would be a party to something like this, I await a reply with interest.  
L.H. Vaudin, Bidford-on-Avon, Warwicks

**You're right** – a few thousand 25p's would indeed add up to a tidy sum, and I'm only disappointed that I didn't come up with such a scam myself. What has happened though – and the others in your position can please take note – is that the response was so phenomenal that the disk geezers got somewhat snowed under. They are ploughing

through the orders though and I would hope that by the time you're reading this there is no-one remaining diskless. That's diskless. Disk, with an 's'.

## Well, quite

Dear Amiga Action,  
I don't write to mags or discuss world politics in drinking pits, but I've got something to say to all the peeps who read your mag. It's somewhere on this sheet of paper, boxed with some kind of marker pen. [Ah, it's right here underneath this last word] To everybody reading this letter.

If you read every word, and understand every sentence, page after page, you might be surprised to find that this magazine is far greater than any other on the shelves today. I love women, I think they're great, that's why my world is in an awful state.

Stu, Co. Durham

PS My T-shirt size is XL

**And your straitjacket size...**

## Slop

Dear Talkback,  
The manufacturers whinge about piracy, so I'm going to whinge about the manufacturers. The longer I have my A600 the more irritated I get with these companies who expect large amounts of money for things you cannot get.

Take Jack the Ripper. What happened to it? Months ago AA gave us a demo disk. I liked it and have been looking for the game since then. Never seen it advertised, and no-one seems to have heard of or seen it. What was it, some kind of joke?

What about Plan 9 From Outer Space? It's listed in your adventure game section at the back of the mag – I've even got the solution, but can I get the game? – No!

Then there's King's Quest VI. You printed the GTGA months ago, but the game has still not been released. Why not?

Loom – I saw it reviewed in AA, liked the look of it, but again can't get it, not even by mail order. And there are the games you do get, but at high prices, only to find that after weeks of brain-wracking hard work you come across a faulty disk and very often can't do anything about it because there is no address for return in the box or manual, simply a disclaimer.

I've had problems with Jurassic Park and Fate of Atlantis and have sent faulty disks from both of these games back, but will I ever get a reply?

I don't go along with large scale pirating, but I don't go along with sloppy manufacturing either. Pull your fingers out companies, and give the customer a good deal.

BGM Robson, Northfleet, Kent

It sounds as though you're having a bit of a rant because of a personal experience. Fair enough, but you aren't exactly justified in disparaging the software companies. Jack the Ripper won't be coming out because Mirage decided, for whatever reason, against publishing it.

But the other games you mention have all been in the shops for some time – in fact it's possible that Plan 9 and Loom are both out of circulation now, they've been around for so long.

I don't think there are any games which don't carry an address of some sort on the box or in the manual, and as for your faulty games, well there is always going to be dicky stuff in any walk of life – of course they'll be replaced.

And anyway, what do you mean you don't go along with large scale piracy? Does that mean you don't mind indulging on a small time basis?

## Try again

Hi Paul,  
I read your Talkback page every mounth (spelt wrong, I know), and basically it's full of complates [Spelt wrong, we know – Everyone with an ounce of sense], so I have decided to add one (not that I think you're a t\*\*t or something though).

I resently [Spelt wrong, we know – etc] bought Theme Park for the A500, and unfortunately it does not work on my A500, so now I am really p\*ss off [Incorrect grammar, we kn– etc]. I loaded it up and it all worked well untill [Spelt – etc.] it got to the part where you build your Theme Park. What happens is that the grass is red all over and when I move the screen about it all doubles up, so it really is all \*\*\*\*ed up [Filthy language, we know].

At first I thought it was my copy, so I got another one and the same happens. So what I don't understand is why your mag (and all the others) lied about it working on the A500. So now I can't have a copy of Theme Park (which I just love) and instead I got Pinkie, which is good, but I would have preferred Theme Park.  
Yours,  
Pissed off Aaron, Huntingdon, Cambs

PS. You are probably going to make a sarky comment, and say, "get a bigger computer like an A1200 or A600". Well I can't afford it and my mum and dad won't give me the money.

**Au contraire** – my sarcastic comment would be more along the lines of, "Have you actually tried buying the A500 version as opposed to the A1200 version?"

Further sarcastic comments would no doubt pertain to a lack of surprise that parents should keep foul-mouthed offspring financially starved.

## Same again please

Dear Paul,  
For almost two years now I have owned an Amiga 600HD, and I've always read AA.

It's become better and better, but but but but but! – a couple of months ago I came across the new Smaller Tips section, which I like very much.

"What a good idea", I thought, every month a bunch of new passwords etc. But what did I see in the next issue? The same Smaller Tips!

I thought, "ah well, it's for people who don't buy AA every month".

Well I subscribed to AA at this point, and eagerly ripped the plastic off the next issue which came through my door, and again, the same Smaller Tips! I was very disappointed, but –  
Stefan Gensen, Nymegen, Holland

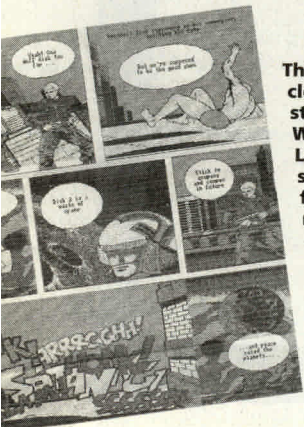
OK, I know what you're saying Stefan, but you're missing the point. These tips are supposed to be a constant kind of a reference guide if you will, or a way of – hopefully – having a cheat near to hand if you need one. The only thing we will try to do is include even more tips in the section in future issues.

## Send your letters to:

**Paul Roundell,  
Talkback,  
Amiga Action,  
Media House,  
Adlington Park,  
Macclesfield,  
SK10 4NP.**

**Fax: 0625 876669  
email address:  
paulroundell@mail  
.on-line.co.uk**

**This is a rather clever comic strip from Colin Watkeys of London, slugging us off for some reason or other. Pleasantly. You can't read it, but it does look kinda nice doesn't it?**





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## ARCADE GAMES

- [ ] Automobiles**  
2957 A pretty good multi player car racer that is actually trying to be like the excellent Skidmarks.
- [ ] Bandit Mania**  
913 This disk is for all you fruit machine freaks out there who chuck away a fortune on those machines. There are three free ones on this superb disk.
- [ ] Doctor Strange**  
2012 An old platform game completely revamped for the nineties with beautiful graphics and oodles of playability.
- [ ] Extreme Violence**  
1321 An immensely playable and funny 2 player chase each other with big guns game. A classic!
- [ ] Firefly**  
2665 A cracking shoot-em-up which is pure blasting fun, and is very well produced.
- [ ] High Octane**  
680 This is a brilliant over-head 1/2 player car racer which features missiles, mines and plenty of skids all over the shop.
- [ ] Kung Fu Charlies**  
1138 This is a really cute and fun platform game with a bit of hitting and kicking. Good for kids.
- [ ] Last Refuge**  
1035 A new slant on the old invaders and Galaxians style which proves a tad too fast on a 1200.
- [ ] Martial Spirit**  
180 (For Amiga 1200 only). A pretty nice shareware beat-em-up

- with nice graphics and playability.
- [ ] Megablock 2**  
2744 One of the best Tetris clones around with plenty of new features including bombs!
- [ ] Mental Image 2**  
1834 A collection of three very good games which include a fruit machine, a platformer, and a mind bending puzzler.
- [ ] Overlander**  
2157 This is the nineties version of that arcade classic Moon Buggy which is still very frustrating.
- [ ] Megaball AGA**  
842 A brilliant 1/2 player space combat shareware game with gorgeous graphics and sound.
- [ ] Motorol Invaders 2**  
1551 (2 DISKS - Amiga 1200 only). This is a simple invader game with a huge risk and a lot to think to while you play.
- [ ] Mutant Games 1**  
81 This compilation disk features TEN classic old games for you which should bring back a few memories for those over 21's.
- [ ] Nanofly**  
1441 Is a simple action/strategy type game with a little fly thing. It sounds silly but it's addictive.
- [ ] Olempiad**  
84 (2 DISKS) The Lemmings enter the Olympics in this simple but amusing little offering.
- [ ] Outpost Solo Assault**

- 1250 (Amiga 500 & 1200 only). A fantastically good looking Star Wars style game with stunning 3D visuals and great light Saber combat sequences.
- [ ] Road To Hell**  
565 A brilliant 1/2 player over-head road racer with plenty of extras and fast action thrills & spills.
- [ ] Rocketz**  
1987 (Amiga 1200 only). This really is an excellent 1/2 player space combat shareware game with gorgeous graphics and sound.
- [ ] Strike-N-Spares**  
1055 A computerised ten pin bowling game for up to 3 players. It looks good and plays very well.
- [ ] Seven Tiles**  
270 A cross between football and Spaceball which results in a good two player game.
- [ ] T.M.A.**  
698 A snazzy arcade space adventure game with plenty of problems to solve and tight squeezes to get through. Very nice stuff.
- [ ] War**  
807 An excellent 1/2 player arcade space war game with a bit of strategy and plenty of action.
- [ ] Wibble World Giddy**  
570 A nice cute arcade adventure game in the same vein as the classic Dizzy games. Simple fun.
- [ ] Wipeout**  
1923 A very slick looking Asteroids style blaster which is simple and smooth with good increasing difficulty curve.

## ADVENTURE AND THINKING GAMES

- [ ] 3D Games Series**  
649 This great disk features three very good 3D games created with the 3D Construction Kit. Two of the games are quite deep adventures.
- [ ] Ant Wars**  
1985 This is Lemmings with ants, oh and a couple of vehicles, and some heavy weapons, and it's a 2 player blow each other to this thing too! Play it now!
- [ ] Black Dawn**  
559 As far as RPG adventures go this is one of the greatest and most popular to ever appear, and with good reason, it's brilliant!
- [ ] Black Dawn 2**  
730 The shareware follow up to the original which shows how managers to push the game even further.
- [ ] Colonial Conquest 2**  
1970 Probably the best Sim/strategy type game on the PD scene to date. It's a huge planet developing and exploring and fighting masterpiece of a game, and that's final!
- [ ] Knights**  
1098 Is an excellent 2 player over-head adventure game which features real time split screen action and a host of missions to complete.
- [ ] Little Wizards**  
729 This brain trainer sees you as the master wizard trying to get your little wizards from A to B. This involves some fast thinking and moving about to succeed.
- [ ] Sensitive**  
2575 An old C64 classic action puzzler is given a new lease of life, and it's still as frustrating as ever.
- [ ] Slamball**  
1734 A sort of football management game that's not really football, if you know what I mean. Anyway, it's good and has all the usual features you'd expect of this genre.
- [ ] Quantum**  
1451 This is a tough sprawling maze, action, puzzle sort of game that requires some good hand to eye co-ordination in order to succeed.
- [ ] Raise The Titanic**  
2560 (Not Amiga 500) This brilliantly atmospheric 3D adventure game sees you 20,000 leagues under the sea trying your hand at salvage.
- [ ] Task Force**  
2122 Must be the best Space Crusade sort of game around. You must arm your crew with the various weapons and gadgets and then jump into one of the missions.
- [ ] Total War**  
1043 Should be re-named Total Addiction really. It's a computer version of the classic Risk board game, and by cranksy it is good!
- [ ] Watermine 1**  
478 (Not Amiga 1200) As Boulderdash games go this one is pretty challenging to say the least.

## SPECTRUM STUFF

- [ ] Spectrum Emulator**  
1446 This brilliant program actually turns your Amiga into a 486 ZX Spectrum. You can play any of the Spectrum games listed here, and you can even load tape games if you have a sampler. Be warned you need an accelerated Amiga to really appreciate it such as a 1200 with fast ram or a 68030 processor. Otherwise the games will run, but very slowly, and almost unplayable really. You have been warned!
- [ ] Speccy Classics 1**  
498 Includes "Sploit", "Scrabble", "Hungry Horace", "Ground Attack", "Project Future", "Road Racers" and many more.
- [ ] Speccy Classics 2**  
1499 Includes "Jellcat", "Planetside", "Astro Blaster", "Jumping Jack", "Scuba Dive", "Manic Minor", "Tanks" and yet more.
- [ ] Speccy Classics 3**  
2993 Includes "Space Raiders", "Android", "Stonkers", "Chequered Flag", "Chuck Egg" and more thrice over.
- [ ] Speccy Classics 4**  
468 Includes "Death Chase", "Pitman Sever", "Bruce Lee", "Baguio", "Wizards Lair", "PSSST", "Valluhs" and even more.
- [ ] Play Spectrum**  
591 Includes "Batman", "Quarant", "Thrust", "Beach Head", "Driller", "Panzarframe", "Dark Side" and oodles more.
- [ ] The Ultimate Games**  
810 This is a must for anyone who ever had a dear old Speccy. You see this disk contains the entire collected works of the fondly remembered Ultimate Play The Game who were a revelation in their day.

## ASSASSINS COMPILATIONS

- [ ] Assassins 3**  
104 Includes an old version of the excellent "Megaball", and a bang up to date version of the classic old "Painter" game.
- [ ] Assassins 6**  
134 Includes a skiing game, a great Pacman clone, the excellent "Welltris" and a pretty old Jeff Minter game conversion.
- [ ] Assassins 15**  
2048 Includes the excellent 1/2 player 3D race and chase game "Battle Cars" which is great fun to play with a friend.
- [ ] Assassins 18**  
826 Includes two wrinkle old classics, one of which looks remarkably like "Jet Set Willy" which should excite a few older users out there.
- [ ] Assassins 22**  
1641 Includes the very addictive platform puzzler "Wizzys Quest", which really is a classic game.
- [ ] Assassins 25**  
1406 Possibly the best one yet. Includes four PD classics. Numbly "E-Type", "Hemidroid", "Copper", and "Mr Wobblly". Miss these and you'll regret it.
- [ ] Assassins 36**  
867 Includes "Dinoball/Warland", "Sub Attack" and a beautifully authentic "Donkey Kong" game.
- [ ] Assassins 49**  
2086 Includes the two excellent platform games "Crazy Sue" 1 + 2, which should keep you quiet for a couple of hours at least.
- [ ] Assassins 51**  
852 Includes the surprisingly good and playable Street Fighter 2 rip off "Fighting Warriors".
- [ ] Assassins 65**  
625 Includes two word search games, a good chess game and the brilliant board game "Parasol".
- [ ] Assassins 68**  
1680 Includes a good version of that old favourite "Jumping Jack", which really is highly polished.
- [ ] Assassins 70**  
421 Includes one of the best Tetris clones ever "Tetris Pro", which really is highly polished.
- [ ] Assassins 95**  
286 Includes two completely different football management games, which are both very playable in their own ways.
- [ ] Assassins 114**  
185 Includes the nostalgic shoot-em-up "Insectoids 2", and one of the few cricket games to be found.
- [ ] Assassins 190**  
779 Includes the un-missable 2 player shooter "Gravity Force 2", and a great 4 player bi-plane dog fight game which is great fun to play.
- [ ] Assassins 123**  
173 Includes the totally un-missable multi player game "Arillene 2" which no self respecting Amiga owner should be without!
- [ ] Assassins 128**  
1632 Has three arcade classics for you, namely "Space Invaders", "Deluxe Pacman", and "Solar System Wars".
- [ ] Assassins 183**  
1130 Includes the commercial quality shareware action game "Operation Firestorm" which needs to be played to be believed.
- [ ] Assassins 184**  
630 Includes a fun 3 player shoot and collect tank game, and a jigsaw puzzler for good measure.
- [ ] Assassins 191**  
2407 Includes the pretty home gambling game "Stewards Enquiry" for all you race punters out there.
- [ ] Assassins 196**  
2360 Includes a real 3D car racer which will finally come out of the screen if you wear those funny coloured glasses.
- [ ] Assassins 200**  
1463 Includes the unlikely game "Pub Darts", and a swanky multi player Battleships game with knobs on.
- [ ] Assassins 205**  
671 Includes the totally lovely platform game "Looty" which really is very very playable indeed.
- [ ] Assassins 206**  
18 Includes a weird Tetris clone a Bart Simpson game and a conversion of the classic "Mined Out".
- [ ] Assassins 215**  
1293 Includes the brilliant "Super Battleships", and the totally pretty "Mash The Potato" game.
- [ ] Assassins 216**  
1851 Includes a brilliant nineties version of "Defender", and the un-missable "Black Dawn 94 Special Edition".

## MUSIC AND DEMO DISKS

- [ ] 9 Fingers**  
383 (2 DISKS) Spaceballs follow up to the hugely successful "State Of The Art" which takes the whole thing even further. Get it now!
- [ ] Big Time Sensuality**  
2215 (Amiga 1200 only - 2 DISKS) Beautiful graphics accompanied by that classic song by Bjork really set this demo aside.
- [ ] Divine Inspiration**  
1525 (Amiga 500 only) The title of this disk is well suited as it features some fantastically good original music which is quite exceptional.
- [ ] Earths Sorrows**  
1264 (Not Amiga 1200) Nice art work
- with nice effects and a relaxing tune make this demo a bit of a change from the run of the mill.
- [ ] Equipose**  
366 What appears to be a normal demo is lifted by the seriously funky original music. Yes I said original music!! Unreal.
- [ ] Euro One**  
2740 (Not Amiga 500) The fastest, hardest, flashiest hypnotic rave disk ever. Do not watch this if you suffer from fits!!
- [ ] Friday At Eight**  
2033 (Amiga 1200 only) This is a classic 1200 demo which features great music, graphics and design. A real treat to behold and hear.
- [ ] Full Moon**  
1740 (Amiga 1200 only) Fairlight music and graphic extravaganzas which feature a brilliant motion video sequence at the start.
- [ ] Love**  
898 (Amiga 1200 only - 2 DISKS) Lovely demo a few and far between, so make the most of this happy little offering while it lasts.
- [ ] Real**  
2379 (Amiga 1200 only) One of the best 1200 demos to date. It features excellent visuals, funky music and a great 3D sequence.
- [ ] Smells Like Chanel 5**  
68 (Amiga 1200 only) A classy 1200

- demo with some snazzy graphics and the ever melodic music.
- [ ] State Of The Art**  
19 One of the best demos of all time. It features stunning video style visuals which are set to a good original dance tune. If you don't have it then you'd better get it!
- [ ] Technological Death**  
609 (Not Amiga 500) One of the fastest demos around as far as audio visuals go. It's a jam packed five minute haul.
- [ ] Techno Mania 2**  
347 This is an all time classic Amiga music disk which features six superb tracks of impeccably good quality.
- [ ] Techno React 2**  
1117 Four absolutely astounding tracks on this disk of the highest quality, which have been put together by these still damn funky. Stick it in and turn it up.
- [ ] Techno Tracks 2**  
1664 A fantastic demo which features one of the most banging musical scores to ever grace your humble little Amiga. Just stick it through your HI-FI and see it!
- [ ] Techno Trance**  
430 (Not Amiga 1200) The sounds of Kraftwerk are heavily featured on this excellent and quite original megamix.

## ART AND ANIMATIONS

- [ ] 3D Picture Show**  
1104 (Not Amiga 500) A slideshow of 3D random dot stereogram pictures for you to torment yourselves with.
- [ ] Batman Slideshow**  
2425 Some nice comic art here featuring the original Batman character, the sinister looking one.
- [ ] Daffy Loses His Head**  
1588 An amusing little animation featuring Daffy Duck who just never seems to have any luck.
- [ ] Lemming Animation**  
311 A cute little animation featuring everyone's favourites that's just a little bit sad really.
- [ ] NLP Rendershow**  
2955 (Amiga 1200 only - 2 DISKS) Two disks full of superb HAM rendered pictures which are a treat to behold.
- [ ] Revelations**  
1146 A beautiful collection of fantasy art work that will just make you drool over your keyboard.
- [ ] Savings**  
112 An amusing copy of the National Savings advert which featured on the TV, with a surprise or two.
- [ ] Scan Is Lame**  
2654 (Amiga 1200 only - 2 DISKS) This must be one of the best collections of hand drawn AGA art work. The pictures really are fantastic to look at.
- [ ] The Magic Factory 1**  
719 (Amiga 1200 only) This disk contains some brilliant Star Trek pictures to really show off your 1200.
- [ ] The Magic Factory 2**  
1717 (Amiga 1200 only) More hi-res colour Star Trek art work for you.
- [ ] Welcome to the Machine**  
1064 A collection of three single screen perpetual motion animations of various contraptions. There's tons to look out for in each of them.
- [ ] Workbench 3 Screens**  
363 Some very high quality background pictures for all you lucky workbench 3 users. It even has a Windows style background - cheeky.

## The Easy PD Catalogue Disk

Our catalogue disk is probably the best ever. It is a simple but quite powerful and useful database program which has been written just for us! It features information on our full range of disks, including compatibility, how much memory is needed, and even a mini review of every title. All this information can be used by the program, so you could tell it to get rid of any programs that are not compatible with your Amiga, and any that need more memory than you have. Then you can tell it to only show the kind of disks you are interested in, such as games or music. It features a unique ordering system where the program will actually order the disks you want for you. It will even add up how much you order comes to! And of course it takes into consideration the lower prices for each disk with the more you order. As well as our PD database, you will have access to some useful text files if you happen to be a new Amiga user. To top this all off, the whole thing loads in one go!! No waiting around for each new section to load up. It's all there in your computers memory, all the time, which makes it instant. But the best thing of all is that this whole thing is absolutely free with your first order!! Nice or what?

### Easy PD Catalogue

CATALOGUE NUMBER 1  
Disk supplied by EASY PD  
PO Box 36, Frodsham,  
Warrington, WA6 6DJ.  
Tel 0928 732 550

## ANIMATION STUDIO

- [ ] Animation Studio**  
2406 This is an excellent animation creating program that is simple and quite educational to use, which gives a good insight into the techniques the pro's use.
- [ ] Artistix**  
2397 This is quite simply the best shareware kids art program you can get. It's simple to use, is absolutely feature packed with really useful things for kids to create their own master pieces.
- [ ] Cheats !**  
1598 This contains a mega amount of cheats, passwords and solutions to hundreds of the top games around.
- [ ] Code Mungus**  
1456 (Not Amiga 500) Tests your knowledge of the highway code which should prove very useful if you are about to take your driving test.
- [ ] Dynamic Skies**  
1512 This is the Amiga premier night sky viewer which is laden with features and information which should be a boon to all astronomers.
- [ ] Forecaster**  
607 (Not Amiga 500) Improve your chances of winning on the horses with this well produced in depth predicting program.
- [ ] Gas Trick**  
1269 Ever wanted to know how much your gas bill will be before you get it? Well now you can with this little gem

## SOME HANDY DISKS

- [ ] A1200 Hacks**  
2007 (Amiga 1200 only) This disk features a load of useless but very amusing and quite friendly little tricks to liven up your workbench.
- [ ] Amiga DOS Tutorial**  
1978 (Not Amiga 500) This is a really excellent disk for all you workbench 2/3 users out there who want to learn more about the commands you can utilise.
- [ ] Amos Eyes**  
2767 This program allows you to create good looking text files that can incorporate graphics to help liven up your presentation.
- [ ] D-Copy**  
2582 Without doubt the best disk copier program around, and still the most popular ever!
- [ ] Image Studio**  
2906 This is a thoroughly excellent shareware screen converter program that just oozes quality and ease of use.
- [ ] Lock Out**  
653 This handy little program will provide you with simple and effective security on your hard drive, and so protect your private files from prying eyes.
- [ ] NComm 3**  
45 This is the best shareware communications software you can get, so if you've got your modem then get this and get connected.
- [ ] Program Loader**  
894 A nice program to make selecting programs from your hard drive as simple and fast as possible by creating a user friendly menu system for you.
- [ ] Radbench +**  
1820 (Not Amiga 500) Let this program help you utilise one of your Amiga's best features, namely the reset protected ram disk.

## APPLICATION PROGRAMS

- [ ] Amibase Pro**  
293 Probably the best shareware database program around. It's simple to use and quite powerful in the features it offers.
- [ ] Journal**  
2752 A simple double entry book keeping program for all you non-accountants out there who need a bit of help keeping your books.
- [ ] Easycalc**  
1042 This is undoubtedly the best shareware spreadsheet program around. It's very easy to use, is quite powerful, and is well set up to run on your Amiga.
- [ ] Home Budget**  
1410 This is a really good professional looking home money management program which is check full of very useful features to help you manage your finances.
- [ ] Labelbase**  
2353 This nice little label printing program has the added advantage of using a simple database to hold the label information. Handy if you have lots of labels to print.
- [ ] Music Base**  
2411 This is for all you people with huge record or CD collections that you want to keep handy records on.
- [ ] Professional Utils**  
634 A useful collection of utility programs which include "Power Manager", "Defractor", "Diskwalk" and many more.
- [ ] Text Engine**  
1410 The premier Amiga text editor come word processor. It's simple to use and very clear in its presentation. Recommended.
- [ ] The Money Program**  
1811 Another home finance manager program. This one has some good analysis features which could help you to track down just where your money is actually going.

## SOME USEFUL INFORMATION

All the software supplied by us comes on high quality British manufactured disks. We do not and will not use cheap-nasty disks from the far east, even though they are less than half the price!! All our disks come with properly printed disk labels which clearly feature the title of the disk, the catalogue number, general loading instructions and our name and address of course. Each order is accompanied with a simple help sheet which is aimed at new Amiga users, to help you overcome any loading difficulties you may encounter. You will also receive simple operating instructions for our catalogue disk too. All orders are usually dispatched to you within 24 hours, barring any natural catastrophes of course. Telephone orders can usually be dispatched the same day if you call early enough. We check out all our disks as best we can for any un-necessary bad language, and we refuse to stock any titles of a pornographic nature, or any titles that may be harmful in any way. If you want any further information then please feel free to call us. But please remember that we do not know everything about everything, but we do try.

## Easy PD Prices

We charge a set amount per disk for our service. The amount you pay per disk will depend on the size of your order. Order -

|                       |                         |                           |
|-----------------------|-------------------------|---------------------------|
| between 1-9 disks for | between 10-19 disks for | 20 or more disks for just |
| £1.00 each            | 90p each                | 80p each                  |

Then add 75p to the total amount for the postage and packing. European orders please add a further 10% to your total order to cover the extra cost.

## How to order your disks

You can call our sales line and order over the phone with your credit card. Or you can tick the titles you want on this advert then rip it out and send it to us with your payment (cash, cheque, postal order), or you can write the catalogue numbers of the titles you want on a piece of paper if you don't want to spoil your nice magazine. Please remember to count how many disks your order is because we charge per disk, and if you do not send the right amount you will only receive the amount of disks you pay for. Also could you please make sure you write your name and address CLEARLY, as any illegible writing will only delay the processing of your order. And don't forget to add the postage cost to the total order.

PLEASE ENTER ALL RELEVANT INFORMATION FOR YOUR ORDER AS CLEARLY AS POSSIBLE

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
POST CODE \_\_\_\_\_ TEL \_\_\_\_\_  
No' Disks \_\_\_\_\_ AMOUNT £ \_\_\_\_\_  
CARD No' \_\_\_\_\_ Exp \_\_\_\_\_

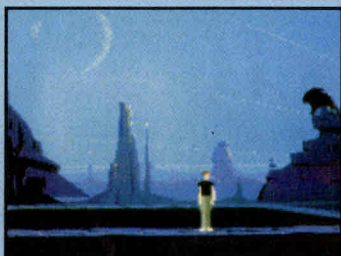


# Super Leagues

*Of all the hundreds nay thousands of pieces that need writing in Amiga Action each month, this intro is without doubt the trickiest few words imaginable...*

## 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 VODOO 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/UBI
- 53 NEUROMANCER**  
Unknown
- 54 RAN XEROX**  
Ubi Soft
- 55 BATMAN - CAPED CRUSADE**  
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/UBI
- 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 OMNICON 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**  
Millenium
- 83 PYRAMAX**  
Unknown
- 84 THEME PARK MYSTERY**  
Mirrorsoft
- 85 BARBARIAN II**  
Psygnosis
- 86 PAC LAND**  
Unknown
- 87 THREE STOOGES**  
Cinemaware
- 88 HEART OF THE DRAGON**  
Dynamix
- 89 MICKEY MOUSE**  
US Gold
- 90 BEASTLORD**  
Grandslam

## Adventure

- 1 VALHALLA/BEFORE THE WAR**  
Vulcan
- 2 MONKEY ISLAND 2**  
US Gold
- 3 INDY/FATE OF ATLANTIS**  
US Gold
- 4 BENEATH A STEEL SKY**  
Virgin
- 5 STAR TREK**  
Interplay
- 6 SIMON THE SORCERER**  
PDQ
- 7 DREAMWEB**  
Empire
- 8 LEGEND OF KYRANDIA**  
Virgin
- 9 LURE OF THE TEMPTRESS**  
Virgin
- 10 SECRET OF MONKEY ISLAND**  
US Gold

- 11 CURSE OF ENCHANTIA**  
Core Design
- 12 RISE OF THE DRAGON**  
Dynamix
- 13 DARK SEED**  
Cyberdreams
- 14 BLOODNET**  
Gametek
- 15 THE CLUE**  
Black Legend
- 16 LABYRINTH OF TIME**  
Electronic Arts
- 17 MADDOG WILLIAMS**  
Game Crafters
- 18 INDY/LAST CRUSADE**  
Lucasfilm
- 19 KGB**  
Virgin
- 20 MEAN STREETS**  
US Gold
- 21 KINGS QUEST VI**  
Sierra
- 22 OPERATION STEALTH**  
US Gold
- 23 LEISURE SUIT LARRY 5**  
Sierra
- 24 CRUISE FOR A CORPSE**  
US Gold
- 25 WAXWORKS**  
Accolade
- 26 COSMIC SPACEHEAD**  
Codemasters



- 27 ELVIRA/MISTRESS OF DARK**  
Accolade
- 28 ELVIRA II/JAWS OF CERBERUS**  
Accolade
- 29 KING'S QUEST SERIES**  
Sierra
- 30 HEART OF CHINA**  
Dynamix
- 31 MANIAC MANSION**  
Eldersoft
- 32 NIPPON SAFES INC**  
DMI
- 33 UNIVERSE**  
Core Design
- 34 INNOCENT UNTIL CAUGHT**  
Psygnosis
- 35 LOOM**  
US Gold
- 36 WILLY BEAMISH**  
Sierra
- 37 HITCHHIKERS GUIDE**  
Infocom
- 38 CODENAME: ICEMAN**  
Sierra
- 39 POLICE QUEST SERIES**  
Sierra
- 40 FUTURE WARS**  
US Gold
- 41 LEATHER GODDESSES**  
Infocom
- 42 LEISURE SUIT LARRY 1, 2 & 3**  
Sierra
- 43 SPACE QUEST IV**  
Sierra
- 44 SPACE QUEST 1, 2 & 3**  
Sierra
- 45 DUNE**  
Virgin



- 46 TRIAL BY FIRE**  
Sierra
- 47 ZAK MCKRAKEN**  
Lucasfilm
- 48 ZORK TRILOGY**  
Infocom
- 49 SUSPICIOUS CARGO**  
Gremlin
- 50 WONDERLAND**  
Virgin
- 51 DEMONIAK**  
Silmarils
- 52 PLAN 9 FROM OUTER SPACE**  
Gremlin
- 53 MAUPITI ISLAND**  
Lankhor
- 54 PLANETFALL**  
Infocom
- 55 GUILD OF THIEVES**  
Rainbird
- 56 STATIONFALL**  
Infocom
- 57 B.A.T. II**  
Ubi Soft
- 58 INNOCENT UNTIL CAUGHT**  
Psygnosis
- 59 CONQUESTS OF CAMELOT**  
Sierra
- 60 LURKING HORROR**  
Unknown
- 61 ULTIMA SERIES**  
Origin Mindscape
- 62 MANHUNTER SERIES**  
Sierra
- 63 HOOK**  
Ocean
- 64 B.A.T.**  
Ubi Soft
- 65 DEJA-VU 1+2**  
Mirrorsoft
- 66 SHOGUN**  
Infocom
- 67 SPELLBREAKER**  
Infocom
- 68 WISHBRINGER**  
Infocom
- 69 CHRONOQUEST SERIES**  
Psygnosis
- 70 ENCHANTER**  
Infocom
- 71 SORCEROR**  
Infocom
- 72 BEYOND ZORK**  
Infocom
- 73 ZORK ZERO**  
Infocom
- 74 SUSPECT**  
Infocom
- 75 BUREAUCRACY**  
Rainbow Arts
- 76 DEADLINE**  
Infocom
- 77 TIME**  
Rainbird
- 78 INFIDEL**  
Infocom
- 79 CORRUPTION**  
Rainbird
- 80 FISH**  
Rainbird
- 81 JINXTER**  
Rainbird
- 82 THE PAWN**  
Rainbird
- 83 SUSPENDED**  
Infocom
- 84 TIMES OF LORE**  
Origin
- 85 COLONEL'S BEQUEST**  
Sierra
- 86 WEEN**  
Loricel

- 87 GOLDRUSH!**  
Sierra
- 88 FASCINATION**  
Digital Integration
- 89 STARCROSS**  
Ubisoft
- 90 HOLLYWOOD HI-JINX**  
Infocom

## 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 JUNGLE STRIKE**  
Ocean
  - 13 TURRICAN 3**  
Renegade
  - 14 SEEK AND DESTROY**  
Mindscape
  - 15 WALKER**  
Psygnosis
  - 16 SILKWORM**  
Virgin
  - 17 SWIV**  
The Sales Curve
  - 18 TURRICAN 2**  
Rainbow Arts
  - 19 OVERKILL**  
Mindscape
  - 20 ZEEWOLF**  
Binary Asylum
  - 21 URIDIUM 2**  
Renegade
  - 22 BLASTAR**  
Core
  - 23 JET STRIKE**  
Alternative
  - 24 SUPER STARDUST**  
Team 17
  - 25 CYBERPUNKS**  
Core Design
  - 26 SIMULCRA**  
MicroStyle
  - 27 XENON II - MEGABLAST**  
Renegade
  - 28 THE KILLING GAME SHOW**  
Psygnosis

- 29 X-OUT**  
Rainbow Arts
- 30 DISPOSABLE HERO**  
Gremlin
- 31 T2 ARCADE**  
Virgin
- 32 Z-OUT**  
Rainbow Arts
- 33 APIDYA**  
Blue Byte
- 34 R-TYPE II**  
Activision
- 35 MIDNIGHT RESISTANCE**  
Ocean
- 36 FIREFORCE**  
ICE
- 37 MICROCOSM**  
Psygnosis
- 38 ALCATRAZ**  
Infogrames
- 39 PANG**  
Ocean
- 40 VENUS**  
Gremlin
- 41 EPIC**  
Ocean
- 42 APOCALYPSE**  
Virgin
- 43 R-TYPE**  
Activision
- 44 BATTLE SQUADRON**  
Ubisoft
- 45 AMNIOS**  
Psygnosis
- 46 WOLFCHILD**  
Core Design
- 47 SPACE GUN**  
Ocean
- 48 LETHAL XCESS**  
Grandslam
- 49 VITAL LIGHT**  
Millennium
- 50 RUBICON**  
21st Century
- 51 WING COMMANDER**  
Mindscape
- 52 ANARCHY**  
Unknown
- 53 OPERATION THUNDERBOLT**  
Ocean
- 54 MEAN ARENAS**  
Ice
- 55 WINGS OF DEATH**  
Thalion
- 56 WARZONE**  
Core Design
- 57 ESCAPE FROM THE ROBOT**  
Unknown
- 58 MONSTERS**  
Ubisoft
- 59 STELLAR 7**  
Sierra
- 60 ORK**  
Psygnosis
- 61 STARDUST**  
Daze
- 62 VIDEO KID**  
Gremlin
- 63 FLY HARDER**  
Krysalis
- 64 PEGASUS**  
Gremlin
- 65 HOSTILE BREED**  
Palace
- 66 BONANZA BROS**  
US Gold
- 67 FIREHAWK**  
Codemasters
- 68 FANTASTIC VOYAGE**  
Ubisoft
- 69 STRIDER II**  
US Gold

- 70 ATOMIC ROBO-KID**  
Activision
- 71 THE EXECUTIONER**  
Audiogenic
- 72 ARMALYTE**  
Thalamus
- 73 OPERATION WOLF**  
Ocean
- 74 SHADOW DANCER**  
US Gold
- 75 SUPER SPACE INVADERS**  
Domark
- 76 LINE OF FIRE**  
US Gold
- 77 XENON**  
Renegade
- 78 MONTY PYTHON**  
Virgin
- 79 TERMINATOR 2**  
Ocean
- 80 SUPER SKWEEK**  
Loricel
- 81 BATTLESTORM**  
Ubisoft
- 82 ROBOCOP 2**  
Ocean
- 83 AGONY**  
Psygnosis
- 84 STARUSH**  
Ubisoft
- 85 MERCS**  
US Gold
- 86 BAAL**  
Unknown
- 87 CAVITAS**  
Unknown
- 88 ALIEN STORM**  
US Gold
- 89 WARLOCK THE AVENGER**  
Millennium
- 90 CARDIAXX**  
Electronic Zoo/Team 17
- 91 TOTAL CARNAGE**  
ICE
- 92 WESTPHASER**  
Loricel
- 93 FIRE AND FORGET**  
Titus
- 94 STARRAY**  
Logotron
- 95 PREDATOR II**  
Mirrorsoft
- 96 GHOST BATTLE**  
Thalion
- 97 FRENETIC**  
Audiogenic
- 98 THE SPY WHO LOVED ME**  
Domark
- 99 TOTAL RECALL**  
Ocean
- 100 UNDER PRESSURE**  
Electronic Zoo

## Sports Simulation

- 1 SENSIBLE WORLD OF SOCCER**  
Renegade
- 2 FOOTBALL GLORY**  
Kompact
- 3 SENSIBLE SOCCER**  
Renegade
- 4 GOAL**  
Virgin
- 5 SPEEDBALL 2**  
Renegade
- 6 PRO TENNIS TOUR 2**  
Ubi Soft
- 7 MAN UTD LEAGUE CHAMPS**  
Krysalis



# Super Leagues

- 8 PGA EUROTOUR**  
Ocean
- 9 PREMIER MANAGER 3**  
Gremlin
- 10 JOHN MADDEN**  
Electronic Arts
- 11 PGA TOUR GOLF + Data Disk**  
Electronic Arts
- 12 PREMIER MANAGER 2**  
Gremlin
- 13 GRAHAM GOOCH CRICKET**  
Audiogenic
- 14 PREMIER MANAGER**  
Gremlin
- 15 MICROPROSE GOLF**  
MicroProse
- 16 ON THE BALL**  
Daze
- 17 WORLD CLASS RUGBY**  
Audiogenic
- 18 BRUTAL SPORTS FOOTBALL**  
Millennium



- 19 WINTER OLYMPICS**  
U.S. Gold
- 20 EUROPEAN CHAMPIONS**  
Ocean
- 21 PLAYER MANAGER**  
Anco
- 22 WILD CUP SOCCER**  
Millennium
- 23 SPEEDBALL**  
Renegade
- 24 JIMMY WHITE'S SNOOKER**  
Virgin
- 25 ARCHER MACLEAN'S POOL**  
Virgin
- 26 WORLD CLASS LEADERBOARD**  
US Gold
- 27 SIERRA SOCCER**  
Sierra (obviously)
- 28 ARCADE POOL**  
Team 17
- 29 LINKS**  
US Gold
- 30 TEST MATCH CRICKET**  
Challenge
- 31 THE MANAGER**  
US Gold
- 32 GAMES: SUMMER EDITION**  
US Gold
- 33 CHAMP MANAGER '93**  
Domark
- 34 AMERICAN GLADIATORS**  
Gametek
- 35 NICK FALDO'S CHAMP GOLF**  
Grandslam
- 36 CHAMPIONSHIP MANAGER**  
Domark
- 37 KICK OFF 2**  
Anco
- 38 FIFA SOCCER**  
Electronic Arts
- 39 TENNIS CUP**  
Loricel
- 40 TV SPORTS FOOTBALL**  
Mindscape
- 41 CALIFORNIA GAMES**  
US Gold
- 42 WEMBLEY RUGBY LEAGUE**  
Audiogenic
- 43 STRIKER**  
Rage
- 44 PRO TENNIS TOUR**  
Ubi Soft

- 45 JAHANGIR KHAN SQUASH**  
Krisalis
- 46 GRAHAM TAYLOR'S**  
Krisalis
- 47 RBI 2 BASEBALL**  
Mindscape
- 48 DISC**  
Loricel
- 49 THE AQUATIC GAMES**  
Millennium
- 50 TV SPORTS BASKETBALL**  
Mindscape
- 51 SUPER SPORT CHALLENGE**  
Daze
- 52 RYDER CUP**  
Ocean
- 53 TENNIS CUP 2**  
Loricel
- 54 SOCCER STAR**  
B.U.B.
- 55 LIVERPOOL**  
Grandslam
- 56 WINTER SUPERSPORTS '92**  
Flair
- 57 J BARNES EURO FOOTBALL**  
Krisalis
- 58 ZANY GOLF**  
Ubisoft
- 59 EURO SOCCER**  
Flair
- 60 MAN UNITED - EUROPE**  
Krisalis
- 61 TV SPORTS BASEBALL**  
Mindscape
- 62 FIENDISH FREDDY**  
Tynesoft
- 63 INTERNATIONAL SPORTS**  
Empire
- 64 MASTER BLAZER**  
Rainbow Arts
- 65 TIP OFF**  
Anco
- 66 EUROPEAN FOOTBALL CHAMP**  
Krysalis
- 67 WAYNE GRETZKY HOCKEY 2**  
Bethesda
- 68 TACTICAL MANAGER**  
Kompakt
- 69 MICROPROSE SOCCER**  
MicroProse
- 70 INTERNATIONAL SOCCER**  
MicroProse
- 71 SUPERSKI 2**  
MicroProse
- 72 WORLD CUP USA '94**  
US Gold
- 73 THE CARL LEWIS CHALLENGE**  
Psygnosis
- 74 CALIFORNIA GAMES II**  
US Gold
- 75 MEGA SPORTS**  
Ubisoft
- 76 GRAND MONSTER SLAM**  
Rainbow Arts
- 77 WORLD GAMES**  
US Gold
- 78 PROJECTYLE**  
Electronic Arts
- 79 PURPLE SATURN DAY**  
Infogrames
- 80 ADVANTAGE TENNIS**  
Ubisoft
- 81 EMPIRE SOCCER**  
Empire
- 82 WWF WRESTLEMANIA**  
Ocean
- 83 STORMBALL**  
Millennium
- 84 ITALY 1990**  
US Gold
- 85 FACE OFF ICE HOCKEY**  
Krisalis
- 86 BILLIARDS II**  
Infogrames
- 87 REBEL RACER**  
Unknown

- 88 I PLAY 3D SOCCER**  
I-Play
- 89 WORLD CHAMP SOCCER**  
Unknown
- 90 STEVE DAVIS SNOOKER**  
CDS
- 91 FOOTBALL MANAGER 2**  
Addictive
- 92 JACK NICKLAUS GOLF**  
Gremlin
- 93 FOOTBALLER OF THE YEAR 2**  
Gremlin
- 94 3D TENNIS**  
Unknown
- 95 WILD WHEELS**  
Ocean
- 96 RUGBY/THE WORLD CUP**  
Infogrames
- 97 RUGBY LEAGUE COACH**  
Audiogenic
- 98 SUPER LEAGUE MANAGER**  
Unknown
- 99 EUROPEAN SUPERLEAGUE**  
Unknown
- 100 TOURNAMENT GOLF**  
Unknown

## 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 OVERLORD**  
Virgin
- 10 DOGFIGHT**  
MicroProse
- 11 THUNDERHAWK**  
Core Design
- 12 F-19 STEALTH FIGHTER**  
MicroProse
- 13 THEIR FINEST HOUR + Data Disk**  
Lucasfilm
- 14 F-16 COMBAT PILOT**  
Digital Integration
- 15 A320 AIRBUS USA**  
Thalion
- 16 BATTLEHAWKS 1942**  
Lucasfilm
- 17 FIGHTER BOMBER**  
Activision
- 18 A320 AIRBUS**  
Thalion
- 19 A-10 TANK KILLER V1.5**  
Sierra
- 20 GUNSHIP**  
MicroProse
- 21 BIRDS OF PREY**  
Electronic Arts
- 22 EMBRYO**  
Kompakt

- 23 SHUTTLE**  
Virgin
- 24 PROFLIGHT**  
Hi Soft
- 25 INTERCEPTOR**  
Unknown
- 26 FLIGHT SIMULATOR 2**  
Sublogic
- 27 KNIGHTS OF THE SKY**  
MicroProse
- 28 MIG-29M SUPER FULCRUM**  
Domark
- 29 F-29 RETALIATOR**  
Ocean
- 30 F-15 STRIKE EAGLE II**  
MicroProse
- 31 A-10 TANK KILLER**  
Sierra
- 32 MIG-29 FULCRUM**  
Domark
- 33 TOWER FRA**  
Unknown
- 34 WINGS**  
Cinemaware
- 35 SKYCHASE**  
MicroProse
- 36 F-15 STRIKE EAGLE**  
MicroProse
- 37 ATF II**  
Digital Integration
- 38 FIGHTER DUEL PRO**  
Jaeger Software
- 39 CHUCK YEAGER**  
Electronic Arts
- 40 RED BARON**  
Dynamix

## 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 ROADKILL**  
Acid Software
- 7 LOTUS TURBO CHALLENGE II**  
Gremlin
- 8 POWERDRIVE**  
US Gold
- 9 OVERDRIVE**  
Team 17
- 10 STUNT CAR RACER**  
MicroStyle
- 11 NO SECOND PRIZE**  
Thalion
- 12 NITRO**  
Psygnosis
- 13 LOTUS III**  
Gremlin
- 14 LAMBORGHINI**  
Titus
- 15 F17 CHALLENGE**  
Team 17
- 16 MICRO MACHINES**  
CodeMasters
- 17 JAGUAR XJ220**  
Core Design
- 18 TOP GEAR 2**  
Gremlin
- 19 HARLEY DAVIDSON**  
Mindscape
- 20 F1**  
Domark
- 21 VROOM**  
Unknown
- 22 BILL ELLIOT'S NASCAR**  
Gametek



**23 CRAZY CARS 3**

Titus

**24 INDIANAPOLIS 500**

Electronic Arts

**25 NIGEL MANSELL**

Gremlin

**26 SUPER MONACO GP**

US Gold

**27 TEST DRIVE 2**

Accolade

**28 TOYOTA RALLY**

Gremlin

**29 COMBO RACER**

Gremlin

**30 SUPER OFF ROAD RACER**

Virgin

**31 SUPER CARS**

Gremlin

**32 TEAM SUZUKI**

Gremlin

**33 LOMBARD RAC RALLY**

Mandarin

**34 SUPER HANG-ON**

Activision

**35 JUPITER'S MASTERDRIVE**

Ubi Soft

**36 RVF HONDA**

MicroStyle

**37 INDY HEAT**

The Sales Curve

**38 PSYBORG**

Loricel

**39 4D SPORTS DRIVING**

Mindscape

**40 OUTRUN EUROPA**

US Gold

**41 HARD DRIVIN' II**

Domark

**42 ROAD RASH**

Electronic Arts

**43 GRAND PRIX CIRCUIT**

Unknown

**44 TURBO OUTRUN**

US Gold

**45 HARD DRIVIN'**

Domark

**46 BADLANDS**

Domark

**47 PRIME MOVER**

Psygnosis

**48 THE CYCLES**

Ubisoft

**49 CHASE HQ II**

Ocean

**50 POWERDROME**

Ubisoft

**51 OVERLANDER**

Elite

**52 TEST DRIVE**

Accolade

**53 BURNING RUBBER**

Ocean

**54 RED ZONE**

Psygnosis

**55 CISCO HEAT**

Mirrorsoft

**56 RACE DRIVIN'**

Domark

**57 MOONSHINE RACERS**

Millennium

**58 FERRARI FORMULA 1**

Virgin

**59 THE ULTIMATE RIDE**

Mindscape

**60 HOTROD**

Activision

**Beat 'em-up****1 MORTAL KOMBAT II**

Acclaim

**2 RISE OF THE ROBOTS**

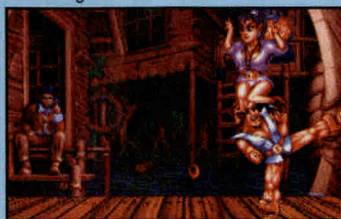
Mirage

**3 MORTAL KOMBAT**

Virgin

**4 ELFMANIA**

Renegade

**5 SHADOW FIGHTER**

Gremlin

**6 IK+**

System 3

**7 BODY BLOWS**

Team 17

**8 PANZA KICK BOXING**

Futura

**9 TORVAK THE WARRIOR**

Core Design

**10 BODY BLOWS GALACTIC**

Team 17

**11 BUDOKAN**

Electronic Arts

**12 STREETFIGHTER II**

US Gold

**13 ORIENTAL GAMES**

Unknown

**14 AFTER THE WAR**

Dynamic

**15 VIGILANTE**

US Gold

**16 WRATH OF THE DEMON**

Readysoft

**17 SHADOW WARRIORS**

Ocean

**18 FINAL FIGHT**

US Gold

**19 NINJA WARRIORS**

Virgin

**20 GOLDEN AXE**

Virgin

**21 SWORD OF THE SODAN**

Activision

**22 CHAMBERS OF SHAOLIN**

Grandslam

**23 METAL MASTERS**

Infogrames

**24 BLACK TIGER**

US Gold

**25 DARKMAN**

Ocean

**26 SKULL AND CROSSBONES**

Domark

**27 DOUBLE DRAGON III**

Virgin

**28 DYNASTY WARS**

US Gold

**29 PITFIGHTER**

Domark

**30 FULL CONTACT**

Team 17

**31 TMHT**

Mirrorsoft

**32 DINOWARS**

Unknown

**33 NIGHTBREED (ARCADE)**

Ocean

**34 ROGUE TROOPER**

Krysalis

**35 DOUBLE DRAGON II**

Virgin

**36 LAST NINJA 2**

System 3

**37 IVANHOE**

Ocean

**38 WILD STREETS**

Titus

**39 DR DOOMS REVENGE**

Entertainment International

**40 COUGAR FORCE**

Tomahawk

**Strategy****1 SIMCITY 2000**

Maxis

**2 SETTLERS**

Kemp

**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 REUNION**

Grandslam

**17 D-DAY**

Impressions

**18 LORDS OF THE REALM**

Impressions

**19 GLOBAL EFFECT**

Electronic Arts

**20 DREADNOUGHTS**

Turcan Research

**21 FIELDS OF GLORY**

Microprose

**22 CAMPAIGN 2**

Empire

**23 GENGHIS KHAN**

Infogrames

**24 GENESIA**

Mindscape

**25 SIM CITY DELUXE**

Infogrames

**26 SIMCITY + Terrain Editor**

Infogrames

**27 A-TRAIN**

Maxis

**28 CAESAR DELUXE**

Impressions

**29 PERFECT GENERAL**

Impressions

**30 SUPREMACY**

Unknown

**31 CELTIC LEGENDS**

Ubi Soft

**32 GLOBAL DOMINATION**

Impressions

**33 BANDIT KINGS**

Unknown

**34 BATTLE ISLE + Data Disk**

Blue Byte

**35 POPULOUS + Promised Lands**

Electronic Arts

**36 RAILROAD TYCOON**

MicroProse

**37 RAGNAROK**

Mirage

**38 AIRFORCE COMMANDER**

Impressions

**39 CAMPAIGN + Data Disk**

Empire

**40 REALMS**

Virgin

**41 THE PATRICIAN**

Daze

**42 CENTURION**

CCS

**43 BREACH 2**

Impressions

**44 HARPOON + Data Disk**

Mirrorsoft

**45 MURDER**

US Gold

**46 LASER SQUAD**

Krisalis

**47 ROME AD92**

Millennium

**48 VIKINGS**

Thalamus

**49 BREACH**

Impressions

**50 PALADIN**

Impressions

**51 SIM EARTH**

Ocean

**52 DEUTEROS**

Activision

**53 HISTORYLINE 1914-1918**

Blue Byte

**54 BLUE AND THE GRAY**

Impressions

**55 SIMANT**

Ocean

**56 WARLORDS**

Unknown

**57 1869**

Flair

**58 GETTYSBURG**

Mirrorsoft

**59 ARMADA**

Mirrorsoft

**60 BORODINO**

Mirrorsoft

**61 MONOPOLY**

Unknown

**62 WHEN TWO WORLDS WAR**

Impressions

**63 RISK**

Unknown

**64 BATTLE CHESS II**

Intercom

**65 BATTLEMASTER**

Unknown

**66 MOONBASE**

CRL

**67 BATTLE CHESS**

Electronic Arts

**68 LORDS OF CHAOS**

DMI

**69 BRIGADE COMMANDER**

Unknown

**70 HILL STREET BLUES**

Krisalis

**71 AIRFORCE COMMANDER**

Impressions

**72 STARLORD**

MicroProse

**73 KINGMAKER**

US Gold



# Super Leagues

- 74 AIR BUCKS**  
Impressions
- 75 GOLD OF THE AMERICAS**  
Starbyte
- 76 HALLS OF MONTEZUMA**  
US Gold
- 77 ARNHEM**  
CCS
- 78 GERM CRAZY**  
Electronic Zoo
- 79 TOWER OF BABEL**  
Microprose
- 80 CHESS CHAMPION 2175**  
CDS
- 81 FLOOR 13**  
Virgin
- 82 FIGHTER COMMAND**  
Impressions
- 83 FORT APACHE**  
Impressions
- 84 LIFE AND DEATH**  
Mindscape
- 85 INTERCEPTOR**  
Electronic Arts
- 86 RED LIGHTNING**  
SSI
- 87 CONFLICT EUROPE**  
Mirrorsoft
- 88 COHORT**  
Impressions
- 89 SEIGEMASTER**  
CCS
- 90 STORM ACROSS EUROPE**  
SSI
- 91 CONFLICT: MIDDLE EAST**  
US Gold
- 92 NAPOLEON I**  
Impressions
- 93 AFRIKA KORPS**  
Impressions
- 94 BIG BUSINESS**  
Rainbow Arts
- 95 BURNTIME**  
Kompact
- 96 MAELSTROM**  
Empire
- 97 CASTLES**  
Electronic Arts
- 98 CRIME CITY**  
Impressions
- 99 'NAM**  
Domark
- 100 TRADERS**  
Unknown

## 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 CANNON FODDER 2**  
Virgin
- 12 FLAMES OF FREEDOM**  
MicroProse
- 13 HIRED GUNS**  
Psygnosis
- 14 STARGLIDER 2**  
Rainbird
- 15 THEATRE OF DEATH**  
Psygnosis
- 16 STORM MASTER**  
Silmarils
- 17 SPECIAL FORCES**  
MicroProse
- 18 NORTH AND SOUTH**  
Infogrames
- 19 WAR IN THE GULF**  
Empire
- 20 PIRATES**  
US Gold
- 21 TRANSARCTICA**  
Silmarils
- 22 INTERPHASE**  
Mirrorsoft
- 23 DRAGON'S BREATH**  
Palace
- 24 MIDWINTER**  
MicroProse
- 25 IRON LORD**  
Ubisoft
- 26 MILLENIUM 2.2**  
Activision
- 27 DAMOCLES + Mission Disk**  
Novagen
- 28 COVERT ACTION**  
MicroProse
- 29 VOYAGE BEYOND**  
Unknown
- 30 LORDS OF THE RISING SUN**  
Cinemaware
- 31 ROBIN HOOD**  
Millennium
- 32 ANCIENT ART/WAR IN SKIES**  
MicroProse
- 33 NARCO POLICE**  
Dynamix
- 34 STAR CONTROL**  
Unknown
- 35 TEAM YANKEE**  
Empire
- 36 MOONFALL**  
Hewson
- 37 TIME MACHINE**  
Activision
- 38 MAGIC FLY**  
Activision
- 39 PACIFIC ISLANDS**  
Empire
- 40 CYTRON**  
Psygnosis
- 41 STRIKE FLEET**  
Electronic Arts
- 42 STARFLIGHT**  
SSI
- 43 SPACE ROGUE**  
Unknown
- 44 RULES OF ENGAGEMENT**  
Impressions
- 45 ARMOUR-GEDDON II**  
Psygnosis
- 46 MAGIC GARDENS**  
Electronic Zoo
- 47 ECO PHANTOM**  
Elec Zoo
- 48 VOLFIED**  
Empire
- 49 AIR SUPPORT**  
Psygnosis
- 50 SWORDS AND GALLEONS**  
Silver

## Platform

- 1 LION KING**  
Virgin
- 2 ALADDIN**  
Virgin
- 3 JAMES POND 3**  
Millennium
- 4 RUFF 'N' TUMBLE**  
Renegade
- 5 FLASHBACK**  
US Gold
- 6 SOCCER KID**  
Krisalis
- 7 PUTTY SQUAD**  
System 3



- 8 BUBBLE N SQUEAK**  
Audiogenic
- 9 SUPERFROG**  
Team 17
- 10 NAUGHTY ONES**  
Kompact
- 11 OUT TO LUNCH**  
Mindscape
- 12 KID CHAOS**  
Ocean
- 13 ZOOL**  
Gremlin
- 14 THE ADDAMS FAMILY**  
Ocean
- 15 ASSASSIN '94**  
Team 17
- 16 ASSASSIN**  
Team 17
- 17 PREMIERE**  
Core Design
- 18 GODS**  
Renegade
- 19 FURY OF THE FURRIES**  
Mindscape
- 20 ZOOL 2**  
Gremlin
- 21 RAINBOW ISLANDS**  
Ocean
- 22 PRINCE OF PERSIA**  
Domark
- 23 BUBBA N STIX**  
Core Design
- 24 DONK**  
Supervision
- 25 PARASOL STARS**  
Ocean
- 26 FIRE & ICE**  
Renegade
- 27 ROBOCOD**  
Millennium
- 28 ARABIAN NIGHTS**  
Krisalis
- 29 PUGGSY**  
Psygnosis
- 30 LEANDER**  
Psygnosis
- 31 PUTTY**  
System 3
- 32 COOL SPOT**  
Virgin
- 33 MARVINS MARVELOUS ADV**  
21st Century
- 34 BRIAN THE LION**  
Psygnosis
- 35 RICK DANGEROUS 1+2**  
Krisalis/MicroProse
- 36 QUICK THE THUNDER RABBIT**  
Titus
- 37 ALIEN 3**  
Virgin
- 38 TRAPS 'N' TREASURES**  
Krisalis
- 39 QWAK**  
Team 17
- 40 SLEEPWALKER**  
Ocean
- 41 CHUCK ROCK II**  
Core Design
- 42 DELIVERANCE**  
21st Century
- 43 IMPOSSIBLE MISSION 2025**  
MicroProse
- 44 FUZZBALL**  
System 3
- 45 RODLAND**  
The Sales Curve
- 46 JAMES POND**  
Millennium
- 47 9-LIVES**  
Arc
- 48 ALFRED CHICKEN**  
Mindscape
- 49 LETHAL WEAPON**  
Ocean
- 50 ELF**  
Ocean
- 51 MYTH**  
System 3
- 52 SWITCHBLADE 2**  
Gremlin
- 53 FANTASTIC DIZZY**  
Codemasters
- 54 SUPER METHANE BROTHERS**  
Apache
- 55 TEARAWAY THOMAS**  
Soundware
- 56 BEAVERS**  
Grandslam
- 57 JIM POWER**  
Loricel
- 58 WOODY'S WORLD**  
Global
- 59 'ALLO 'ALLO**  
Alternative
- 60 GLOBAL GLADIATORS**  
Virgin
- 61 TROLLS**  
Flair
- 62 MAGIC BOY**  
Empire
- 63 SWITCHBLADE**  
Gremlin
- 64 MAGIC POCKETS**  
Renegade
- 65 TOKI**  
Ocean
- 66 ELVIRA THE ARCADE GAME**  
Flair
- 67 THE BLUES BROTHERS**  
Titus
- 68 WONDER DOG**  
Core Design
- 69 CHUCK ROCK**  
Core Design
- 70 P.P. HAMMER**  
DMI
- 71 CREATURES**  
Thalamus
- 72 DEEP CORE**  
Ice
- 73 LIONHEART**  
Thalion
- 74 McDONALD'S LAND**  
Virgin
- 75 BC KID**  
Ubi Soft
- 76 CRASH DUMMIES**  
Virgin
- 77 OSCAR**  
Flair
- 78 BUBBLE BOBBLE**  
Firebird

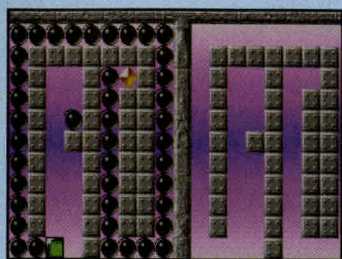


- 79 HARLEQUIN**  
Gremlin
- 80 FLOOD**  
Electronic Arts
- 81 NEW ZEALAND STORY**  
Ocean
- 82 VIKING CHILD**  
Unknown
- 83 CAR-VUP**  
Core Design
- 84 RISKY WOODS**  
Electronic Arts
- 85 CHARLIE J COOL**  
Rasputin
- 86 YO JOE!**  
Hudson Soft
- 87 JOE & MAC**  
Elite
- 88 NIGHT SHIFT**  
Lucasfilm
- 89 DINO DETECTIVE AGENCY**  
Alternative
- 90 GLOBDULE**  
Psygnosis
- 91 NEBULUS II**  
Hewson
- 92 UGH!**  
Blue Byte
- 93 MEGA TWINS**  
US Gold
- 94 ROLLING RONNY**  
Virgin
- 95 BABY JO**  
Loriciel

## 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 TRODDERS**  
The Sales Curve

- 24 SINK OR SWIM**  
Zeppelin
- 25 TINY SKWEEKS**  
Loriciel
- 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

...apart from this bit which is indeed just as tricky to write as the absurdly difficult intro. Thinking caps on for next month then.



# SwapShop



## SWAP SHOP WORLD TOUR '94/95

Alright readers. Hey you'll never guess what - hic! - I've gone and lost me kid. Jez, I called him, and he's done a runner, straight up. But I don't care because I'm rich. Rich! Remember those wise geezers who turned up last month? Well they'd only brought me some presents! I got some poofy perfume off a couple of 'em, but the third one gave me some loot. Well, gold actually, but I soon turned it into loot when I arrived at the pawn shop. I was on the next plane to Las Vegas with that stash, I can tell you, and here I am reclining on a chaise-longue in my penthouse suite of the Flamingo Hilton with a bottle of scotch and a Cuban cigar. I had to leave the bar because the place is full of spods talking about MPEG industry standards. Wonder who they could be...?

1200 contacts needed. M/F, must be over 16 yrs old, will reply within 24 hours of receiving mail. Stu 1 Rosedale Crescent, Darlington, Co Durham, DL3 9RL

1st Amiga Games Club: for the not so rich gamers who love to play good games and then swap them for other good games. Free membership and no exchange fees. All games are good condition boxed originals.

Wanted: Battletech 2. Will pay anything or swap for full price game. Phone Fraser Reddick on 0582 264022

Does anybody have Hex Warrior for sale? If so send to Robert, Fennells Bay, Myrtleville, Co. Cork, Ireland.

For sale, Amiga 500 with 512k ram, Clock. Also over £200 of games. Nearly all types, £300 wanted ono. Alex 01341 280314

For sale, Champ Manager 94 end of season, Club Football the Manager, Elfmania, Overdrive, Kick Off III, Flashback, European Champions, Alien Breed II, Street Fighter II, All boxed from £6.00 to £15.00. Prices include postage. Darren O'Neill 0788 570157

Games swaps A500 or A1200 many titles plus Desktop Dynamite 1200 straight swap for Spectacular Voyage CD32 package. Shayne Smith, 34 Castlemaine Avenue, Gillingham, Kent. Anyone want to sell Chaos Engine A500 for £5 to £10? Don't just sit there! Ring Chris! 0258 456408

Amiga contacts wanted to swap games and PD. Send list to Andy Kain, 27 Hawthorn Close, Gatlenby, North Allerton, North Yorks, DLY 9PN

A500+/A600 Contacts wanted: I have all the latest games including Cannon Fodder 2, Rise of the Robots, Mortal Kombat 2, Powerdrive and many more brand new titles. For a 100% fast reply write to Iain at an address we're not going to print because you're quite obviously either a pirate or have more money than sense mate.

Swap: Mortal Kombat, King's Quest VI, Settlers, Dune II, Flashback and others for Innocent Until Caught, Valhalla or any other good adventure or strategy games. Phone John anytime on 0232 342044

Corporation and Impossible Mission for Amiga for five pounds. Telephone Luke on 0443 402940

Amiga contacts wanted, quick reply and reliable/honest. Send lists/disk to Anthony Rayson, 14 Town Head Garth, Kirby Thore, Penrith, Cumbria, CA10 1UN

I'll swap my Elfmania and Zool 2 for Cosmic Space Head and Mortal Kombat. Gareth Hamilton, 315 Westacres, Craigavon, Co Armagh, BT65 4BD

1200/500 contacts wanted send disk or list. Reply guaranteed. Nicky Barker, 65 Toner Avenue, Hebburn, Tyne & Wear, NE31 2QR

Wanted Infocom games. Also hundreds of cheap games for sale. Alex Goodacre 0737 551763

Wanted A1200 Contact Worldwide (1200% reply) Write to Leon, Le Journal, Bussiere-Galant, 87230, FRANCE

Contacts wanted. Send letter to Ben Jones, The Cottage, Holy City, Axminster, Devon, EX13 752

Swap/sell: MUPLC, Pinball Fantasies A1200, Space Hulk, Desert Strike, Syndicate, Historyline, Cannon Fodder, Liberation £11 each. John 0274 549545

Sell K240 £17, Cannon Fodder £11. Swaps considered. Frank (045) 34165 Ireland.

Amiga games for sale or swap so write to Mr S Rains, 7 Coleridge Rd, Temple Hill, Dartford DA1 5NR

Contacts urgently wanted to swap PD, cheats and games. 100% reply. Send lists to Dean Jackson, 103 Warren Street, Fleetwood, Lancs, FY7 6EA

Amiga 500+, 1mb, boxed, 3 joysticks, mouse, over 25 boxed games (all original) £320 ono. Jon Hope 9872 77357

Faster than Light - thirty pages of comics, computer games, manga, Brittias, magic cards and more! Send £1.20 cheque/postal order to Matthew Derry, 89 Northcourt Avenue, Reading, Berkshire, RG2 7HG

Swap B.Steel Sky, Valhalla, Heimdall 2, Zool, Last Crusade for Simon Sorcerer, Kyrandia, Enchantia or other top adventures, A600 originals only. Mike

Gleeson, 16 Hulham Rd, Exmouth, Devon, EX8 3HR

Quick shot Aviator 1 joystick, Alien Breed II, Pitfighter excellent condition, 1 meg for Amiga 500 £40 for sale. 0728 746065

1200 contacts swap/buy sell write to Eddie, 8 Powis court, Oldford, Welshpool, Powys SY21 7uZ

Calling Spectrum freaks!! I've got 1100+ snapshots (Amiga PD too) - Wanna swap? Disks to TCK, 17 Ashfield Road, Hemsworth, WF9 4RN

Amiga 1200 +80mb HD+ £700 software £400 Monitor £125, Gupadroll 40 mhz /4mb /50mhzFPU £350 call Stuart 0266 659260 All boxed

Swap Altered Beast for Euro Champ, World Cup USA or FIFA Int Soccer. Richard 0533 374985

Swap UK SNES, 2 joypads, 7 games and £20 for Zapp CD Rom Drive or Atari Jaguar. Tel 0767 317897

Civilization too swap open too offers 500 version bran-new 61 Hartland RD, Tredworth, Gloucester, GL1 4RU

CD32 games, music CD's for sale, for list send 1st class stamp to Justin Castle, Tremorran, Upper Tors, Ilfracombe EX34 8AZ

Wanted Amiga 1200 contacts for game swaps etc. Write to Pete Guttridge, 8 Hampshire Rd, Chadesden, Derby, DEZ 4EG. Also hello to Bonnie. Love you loads XXXX XXX XXX

I will swap PowerDrift, 1000CC, Turbo, Ancient games for Over Drive, First Division Manager 93, Sleepwalker and Cool World. Michael Alabastor, 28 Chequers Green, Great Ellingham, Attleborough, Norfolk, NR17 1HU

Swap Amiga 500 boxed games including Body Blows, Desert Strike, Madden's American Football for Sega MegaDrive. Telephone Miss Deasey on 0477 534790

Amiga A600 contacts wanted + Seikosha printer to sell £70. Roy 32 Ailsa House Fairhaven Green Idle Bradford, West Yorkshire, BD10 9ND

Amiga PD contacts wanted. Write to Jonathon Blackburn, Longridge, Polters Bank, Durham, DH1 3RR

Games and 2 control pads. £79 ONO. Tel 0533 331319

Amiga 1200 penpals wanted especially females for a change. Sends lists/letter to Kenny Sansom, RAF Larrbruch Catering SQDN, Germany BFFO 43

Sell or swap F19, Ancient Art War in Skies, Conflict Europe, Austerlitz, Waterloo, Warriors of Neleyne, Goal!, Sensi Soccer, Sabre Team, Bard's Tale 3 and many more. Phone Dave on 0292 313680

Wanted A1200. Must be in good conditio preef with a hard drive. Will pay good price. Ben Stirrup, 24 Gorse Road, Blackburn, BB2 6L2, Lancs

Wanted: Amiga 1200 Ram Board with 2mb onboard, also internal hard drive over 250mb only sensible prices Tel 0480 471233

Mad 20 year old chap wanting penpals. Write to Mark, 7 Kirkstone Crescent, Hamstead, Birmingham B43 5NR

PD Contax wanted. Must be totally Woodstock. Contact Valentino Lovescones on 0790 550055

For Sale, Commodore 64 with over 70 games for £50. Richard Glanvil 0352 711308

Will swap Fireforce for Populous 2. Phone 0373 822828 between 5pm and 9pm and ask for Simon

Amiga Contacts wanted - 100% reply male or female. Send lists to Kerry Skinner, 11 Marcus Crescent, Blackburn, Aberdeen, Scotland, AB2 0S2

Amiga games for sale. Some A1200 titles including UFO £7 to £15 each. Phone Darren on 031 539 6880

35 amiga 500 games, £35 or £.50 each. Extra Drive £25, Deluxe Paint £10, Techno sound 2 £10. 01252 879562

Jimmy White's Snooker, boxed, unwanted prize £10. 0625 426768

Wanted: Gauntlet for Amiga 500. Also Operation Wolf for same format. Mr. DAVE PULFER, 27 Spencer Close, Stansted, Mountfichet, Essex, CM24 8AN

20 games for sale for only £50. Some old, some new a very mixed variety. Phone David Brett 081 997 5114

Amiga 600, 2 mice, joystick, 2 disk boxes, Deluxe Paint 3, Publisher, Work Bench 2.05, 9 gmaes, 67 used disks, 10 cover disk computer mags only one year old £220 ono, ask for Andrew.

Amiga 500+ games to swap, Kyrandia, Chaos Engine and others, swap for any role playing games, Heimdall etc A.L.A. J.L.Jones, 23 Lemsford Court, 30 Brownswood Rd, London N4 2XN

A1200 for sale, external drive, games include Banshee and more for £400. Phone Andy on 0225 833259

For sale: CD32 1 month old £200, also if you want contact from Poland write Darivsz Nowak, Zeylanda 415 60-80 Poznan, Poland

For Sale: Supremacy £10, Gremlins2



# SwapShop

£5, Lombard RAC Rally £5, Jaguar XJ220 £15, Stunt Car Racer £5 all boxed with manuals. Don't delay, buy today! Contact Lee Barnes 061 487 3674

For sale A500+ and two games worth £200. Will sell for £150 ono. Phone Alex on 0392 469730

Anyone got Detroit? I'll give you £5 (don't go overboard there mate!) and as many cheats as you want. Phone 061 866 9360 for address

Hello! I'm looking for A1200/CD32 owners to write to M/F 15+ preferred. Send lists if possible to Kris, 41 Newhouse Road, Marton, Blackpool, Lancashire F744JJ

Is anyone in the West Midlands interested in swapping my SNES with 6 games and 2 controllers for an Amiga CD32 and 1-2 games and a controller. If so write to Kristopher Jobson, 4 Frensham Close, Cheslyn, Hay, Walsall, West Midlands WS6 7DL

Amiga games only £3.99! Back issues only £2.00! Send SAE for list remember stamps! Dumbi, 105 Gilmor Road, Lewisham, SE13 5AB

Wanted Wings of Fury. Will buy or swap. Mr. D. Scargill, 159 Huddersfield, Barnsley, South Yorkshire. 0226 288301

Collection for sale, bought £24.99 sell £15 boxed, manual. Immaculate condition, 2 weeks old. May sell as box or separate. Mark Wood 0602 871598

Amiga games for sale, NARC, Enchanter, Striker, Castles, Lords of Chaos, Lure of the Temptress, all six games for £25. Will not split and must be able to collect. Kenny Barnes 0246 222284

For sale CD32, boxed as new with seven games £190 Also Panasonic KXP 2123 printer excellent condition £190 Anthony, 0382 810274

MegaDrive 2 joysticks, 1 joystick, Virtua Racing, Muhammad Ali Boxing £100 ono also A500+ printer £300 worth of games, joysticks £175 ono. Tony Newson 0473 740922

Amiga 1200 contacts wanted send your lists for mine. John 54 Sherbourne Road, Hollins, Middleton, Manchester, M24 6EH

Help! Can anyone sell me a copy of the Amiga 500 Workbench disk 1.3. Desperate. Tel 0753 862447

Sh\*t hot 19yrs old female seeks young 16+ strapping lads with useful utilities and all sorts. Karm Matthews, Flat 10, 50 Mullerfield RD, Glasgow G40 4SU Please help mad JRR Tolkien fan who seeks Lord of the Rings game. Will swap any game. William Matthews, Flat 10, 50 Mullerfield RD, Glasgow G40 4SU (What are you mate? Some sort of transvestite or something?)

Amiga A500 with half meg upgrade and over 100 games for sale. £250 ono. Call Tony on 0181 890 6391

Amiga 1200 contacts wanted for games, cheats and PD swapping. Letters

and lists to Jason 26 Crabtree Lane, Cirencester, GL7 1DW

Wanted Desperately! Does anyone want to swap 250 disks of PD for a Vidi24RT? You can collect your 250 from over 4000 in our collection! Must be working, may accept Vidi12RT (thinking!) Need it quick!!! V12-PD PO-Box 14, Lincolnshire LN11 8LF

Star SJ1 444 LQ Thermal Colour Printer, Auto sheet feed, 360 Dpi, 1,600,000 colours support, 256 greyscales up to 612! C-P-second, 10-20 pitch, colour/mono cartridges, dedicated Amiga Driver disk, Nine months guarantee, stunning condition. Unwanted gift for guy with 3 printers already £250 ono. Write Steve Grant, 2 Haywood Cots, Reston, Louth, Lincs LN11 8JH

Does anyone want 1399 titles all ready to run on floppy disks? Includes all the best PD, textengines, Octameds (plural!), Jesus on E's, Sensuality, 242, Loads games, utilities etc. All on loadsa floppies that probably outweigh me and I'm a heavy ba\*\*\*\*\*! Ahem, £100 ono or swap for hardware, old A500, Scanner, A570 CDRM, Digitizer, (Vidi24RT, maybe Vidi12RT), 4meg PCMCIA card (prefer scanner, digitiser or A570 CDRM) Anything but a sampler! For list: S. Grant, 2 Haywood Cottages, Reston, Louth, Lincs, LN11 8JH

Loads of games for sale or swap incl Sensi Soccer, Bards Tale 3, Sabre Team, Falcon, Power monger, Conflict Europe. DAVID Workman, 44 Central Ave, Troon, Ayrshire, Scotland, KA10 7BD

Wanted: Amiga penpals/contacts over 23 worldwide. Send lists/disks to Helen Kirby, 11 Coniston Place, Scawthorpe, Doncaster, S. Yorks

Penpals wanted: Age 10-12 with A600. Please write to Oran Kennedy, Doirna-Mairst, Morvern, By Oban, Argy, PA34 5XE

Amiga pen pals wanted to swap games and chat. Call Ozzy on the phone 0642 463728

Wanted CDTV or A570. Will pay £40-£50 also wanted A500 hard drive any condition as long as its working. Jon Lewis, 18 Redthorne Way, Hatherley, Cheltenham, Gloucester, GL51 5NW Will swap F1, Lemmings, John Madden for Micro Machines, Syndicate, Sim City, Championship Manager Phone Chris on 0271 812018

For sale or swap: Zool, Premier Manager, Wizkid, Police Quest, Robosport, Man Utd. Paul Fox, France. 010 33 50423606

Amiga 600 contacts wanted 100% reply. Send list/disks to Paul Sykes, 40 Halifax Street, Blackpool, Lancs FY39QQ

Wanted: Basic A1200 no HD, also Genlock and modem. Call 0625 878701 any time. South Manchester Area. Tim Lewis, Poynton, 0625 878701

Amiga 500, 1 meg, 2nd drive, 70 original games, £200 ono. Call Craig after 5pm on 0754 769723

War games/strategy wanted. Will buy or swap my own titles including Austerlitz, Conflict Europe, W2WW, Power Monger, Barbarossa, 1941. David Workman, 44 Central Avenue, Troon, Ayrshire, Scotland, KA10 7BD

Swap Goblins and Goblins 2 or Monkey Island 2 for Goblins 3. Ian Thorpe, 1b Allenby Road, Ramsgate, Kent, CT12 6BB

1500 DeLuxe (1.3 ix 2.04) colour monitor, 80 meg HD+2 meg ram, mouse, joystick, 3 x 3.5in drives, scanner, disk copier, 70 games £400. 0908 618250

Wanted: Amiga 1200 with or without games, joysticks etc. Write to John, 25 Arbor Drive, Burnage, Manchester, M19 1FX

Sell Globulus £5, Flight of the Intruder £10. Phone Gary on 0602 474505 after 6pm

Dragon's Lair games wanted. If you have any of them please call me and

give me a price. Also Monkey 2. Keith Steadman 081 289 3445

Amiga 1200 12 months old boxed with manuals, 80 meg hard drive 1084s monitor, external disk drive, mice, joysticks, loads of software. Evenings and weekends only. £530. R.J. Dickens 021 449 8295

Wanted: Curse of the Azure Bonds original. Swap for Another World Amiga 500. Gary Robinson, 28 Sowers Gardens, Manor Farm Estate, Willen Hall, Wv12 4BJ

CD32 with Cannon Fodder, Rise of the Robots, Simon the Sorcerer, Diggers, Oscar, Video Creator, Ryder Cup Golf, UFO, Tower Assault, Liberation, Stereo Speakers, Magazines, 12 coverdisks, mouse and 2 joypads. Sell for £150. Atari Jaguar with Cybermoph and Crescent Galaxy £100 Please write to Andy Wilkinson, 32 Castle View, Castletown, Sunderland, SR5 3EA.

CD32 games wanted. Will also swap as well. Fair prices paid. Please send lists to Will Holdsworth, 14 Quantock Close, Winsford, Sheshire, CW7 1TD

**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**

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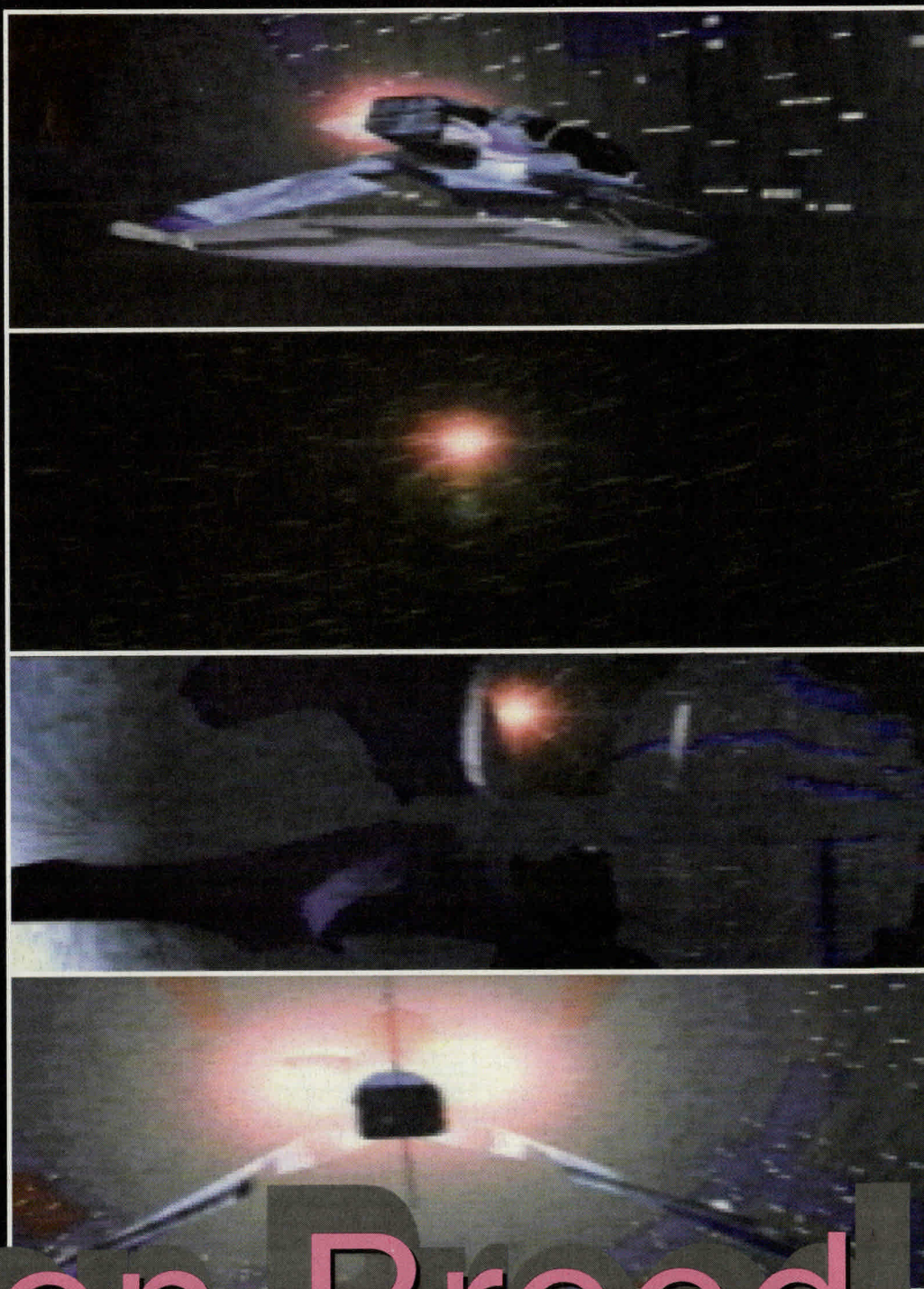
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*Next month...*  
***Comin' at ya!***



# Alien Breed 3D

**AMIGA  
ACTION**

*Amiga Action March issue*

*Stumbling into the shops with drool on its chin on February 16*



# ESP Sports Management



## PROFESSIONAL FOOTBALL MASTERS 5 VERSION

### 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 Hot 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 know 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

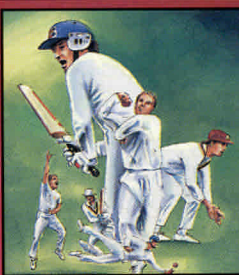
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

### 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.

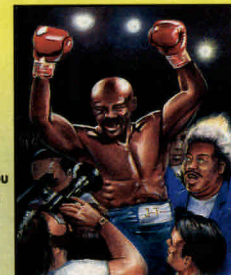
### ANIMATED ACTION

- 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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### COMPUTER

| ST 512K S/S | ST 512K D/S | ST 1MB | AMIGA 1MB | P.C. |
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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 |       |
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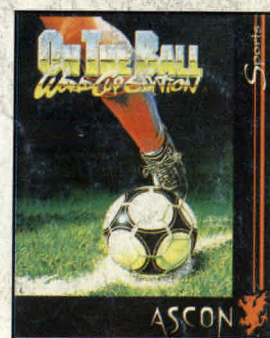
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