

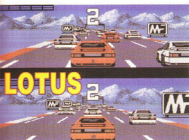
No. 1  
FOR AMIGA  
GAMES

# AMIGA ACTION

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100% AMIGA!  
100% ACTION!

★ SPELLWEAVING WITH LOOM

★ IN THE FAST LANE WITH TOYOTA

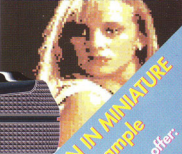


GREMLIN GOT  
GOING WITH  
LOTUS ESPRIT

TOYOTA



MEAN STREETS



AMIGA ACTION IN MINIATURE  
32-page sample  
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See page 28



OP. STEALTH



HOUSE OF MIRTH

# "DOUBLE ...

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# TEAM SUZUKI



Screen shots from Amiga version.



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## MEAN STREETS

Mean Streets is a tale of murder, lies and plenty of suspects. Amiga Action takes you safely through this terrible case of foul play.

8



## LOOM

Following up the likes of Maniac Mansion, and Zak McKracken can't be easy, but Lucasfilm manage it easily with their most original game yet.

12

## LOTUS ESPRIT

Gremlin returns to the excitement of the race track. This time we're seated within the confines of a rather expensive Lotus sports car – and what a fantastic mowtah it is!

10



## SO JUST WHAT IS AMIGA ACTION?

Amiga Action is the world's best dedicated Amiga games magazine. For nearly two years Amiga Action has covered all that's good and bad about the games scene. With hundreds of screenshots and over 100 full colour pages, it is the definitive guide to the scene. This miniature magazine is designed to give you a taste of what you can expect in the full 100+ page monthly edition. Why not turn to page 28 and subscribe!

### Reviews

Using our unbeatable independent games reviews you can decide which game to spend your hard earned cash on. Every game is put through the strictest tests known to mankind including our unique three reviewer. Not only are

games scored with precision and accuracy, but the reviews themselves are the most comprehensive you'll find in a games magazine.

Our experienced team of reviewers have many unique reviewing tools which are used to describe games in incredible detail:

- 'Digital-Landscapes™' are pixel-perfect joined screenshots which illustrate how games scroll and move – giving a real feeling of time and space!
- Annotated screenshots show how on-screen objects effect gameplay. Icons such as power-up tokens are pointed out and described.
- Many reviews feature 'cast of characters' panels which show

what all the games main characters look like and informative text describes how they effect gameplay.

### Playing tips and adventures

One of the most exciting sections in Amiga Action is 'Giving the Game Away'. As it's name suggests, this section is packed full of hints, tips and downright cheats on playing the latest games. Just imagine, no more throwing away an expensive game because you're stuck on level one! Not only does GTGA feature tips on playing the latest arcade and action games but, 'Dungeons and Disk Drives' is four pages devoted exclusively to adventure games giving news on new releases and hints and tips on existing puzzlers.



# HIDEOUS MUTANT LIFE FORMS LURK AROUND EVERY CORNER

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A fleet of huge biological survey ships has been immersed in deadly radiation, with many alien life-forms roaming its rooms. Your mission is to penetrate the ships, locate and repair the damaged systems, capture the aliens and finally, steer the fleet back home. This mammoth strategy role playing game encompasses more than 4,000 rooms spread across 20 ships.

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"Hugely entertaining and deeply involving."  
Steve James, CU Amiga Star

"If you have a spare 3 weeks and a coffee machine next to you, buy Federation Quest 1 B.S.S. Jane Seymour."  
Paul Glossary, C&VG, 91%

"Well executed, well playable and well worth a look."  
Paul Lakin, Zine, 89%



Screen shots from various formats.

All mail order enquiries to: Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423

# THE SECRET OF MONKEY ISLAND

'Pieces of Eight, pieces of Eight.' American software supremos, Lucasfilm games, have announced their next graphical adventure game. Set in the golden age of piracy in the Caribbean, The Secret of Monkey Island contains a twisting plot that leads our hero, fresh from the old world, on a hilarious and complex swash-buckling search for the fabled secret of Monkey Island.

The late 1660s were the best times for pirates and secure in their Caribbean strongholds, they amassed huge fortunes, plundering shipments of New World gold. Tales of vast pirate wealth attracted many adventurers, among them our hero, a young and inexperienced cabin boy, who lands in the port of Melee with high hopes, no money



and an insatiable curiosity. If he's clever enough, he will win the confidence of Melee's pirates and soon find himself blown by the winds of fate towards the terrifying and legendary Monkey Island, an adventure that would chill the bones of even the most

bloodthirsty buccaneer. The Secret Of Monkey Island is a graphic adventure in the style of the award-winning Indiana Jones and the Last Crusade. It will be released in the first quarter of 1991 with the price yet to be announced.



## TEAM SUZUKI

Team Suzuki includes an amazing action replay mode with which riders will be able to study their riding capabilities. To ensure accuracy, the Team Suzuki riders filmed videos from cameras mounted on the front of the bikes.

Gremlin believe they have successfully recreated the breathtaking experience for computer gamers everywhere. There is no definite news as to when the game will be released, but take our word for it, it's fast.

## CRUISE FOR A CORPSE

Following in the footsteps of the highly acclaimed Future Wars and Operation Stealth comes the new

game from Delphine. Released on the U.S. Gold label, Cruise for a Corpse sees you taking on the role of inspector Raoul Dussentier, who, while enjoying a pleasant holiday aboard a luxurious yacht at the invitation of Nikos Karaboudjan, a Greek shipping magnate, finds his host murdered.



You must question the other characters in the game, just like Agatha

## NIGHT SHIFT

Do you fancy earning a little cash on the side? Join the Night Shift and you could end up running your own company. You've managed to get permission to use a local factory. Clocking in at 6.00pm, you must work the graveyard shift producing novelty toys, all of which have a very strong Lucasfilm connection. If your Indy dolls sell out you can progress onto more lucrative markets such as Manic Mansion Meteors and Darth Vaders. The basic idea of the game is to amass as much money as possible. Night Shift will clock on real soon.



Christie, to unmask the killer.

We are promised characters that have been doubled in size from the other games in the series, so this should be one to watch out for. The game boasts many other features and we will keep you up to date.

Delphine's Cruise for a Corpse will be released through U.S. Gold in the new year. Watch this space for further information as and when it arrives.

## SNIPPETS



## STRIDER II

The warrior returns with a vengeance in his ultimate fight for freedom. A flash of steel, a blast from his devastating Gyro Laser Gun - Strider's back in action, pulverising the enemy and striving for justice. This time there will be no limits... No mercy... No surrender.

Once again, our hero is out to get the bad guys, armed only with his trusty sword which he must implement skillfully in order to destroy the oncoming hordes and reach his objective. Strider can climb walls and perform acrobatic somersaults which will help him to outmanoeuvre any threat to his existence.

Strider II has improved considerably on Strider as there is far more animation, more baddies and the whole moves a lot quicker. The Amiga Version will appear sometime soon and looks like it may be one of the biggies this Christmas.



The Strider is back and this time he means business. Watch out for the enemy soldiers.



Strider can leap around the screen to avoid the enemy but his sword is his best weapon.



## ALEX

*Memories of Millennium's Resolution 101 came flooding back to me when I started to play Mean Streets, but a few minutes play revealed more than just a pretty 3D vector shoot'em-up. Sure, you can race around the 3D landscape if you wish, but its more fun trying to solve the case and follow the leads that you have been given. The beat-'em-up section is straight-forward, and the search sequences is at first hard to control, but it's only a matter of time.*

Set in the year 2033, Mean Streets is set around the seedy city of San Francisco. You are Tex Murphy, a

**U.S. GOLD £24.99**

# MEAN STREETS

private eye in this hell-hole that you call home. You're up to your neck in back payments and jobs that you should have solved, but have been too busy with business elsewhere.

However, life goes on, and you must return to the office in the end. It is when you return that your luck is about to change - but

for better or worse? You have yet to find out. A young blonde is waiting by your desk and upon your arrival, she stands, revealing a beautiful sight for your sore eyes. You stare into her deep blue eyes, and at the same time try to keep a grip on the situation.

She tells you her name, Sylvia Linsky, before informing you of her

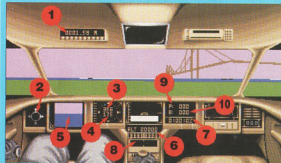
## SOUND

*Good sound adds to the games atmosphere, and various klanks and clunks along with your speeder's engine help you to play along to the part of Tex Murphy.*

**81%**

current predicament. Apparently, her father, Carl Linsky, has recently died and according to the police department, Linsky committed suicide. Fair enough, you may think, but she has a totally different idea - her side of the story was that a foul deed was done on her father. She wants you to find out the true story regarding her father's death.

## KNOW YOUR COCKPIT



### FLYING INSTRUMENTS

1. Distance to destination
2. Speed indicators, flashes when in Warp Speed
3. Your current bearing
4. Destination bearing
5. Artificial horizon
6. Altitude
7. Game clock
8. Destination bearing bar
9. Pitch indicator
10. Bank indicator

Auto pilot will take you anywhere you want to go, but it must be programmed. This is done on the Navigation Computer

## THE LEADS

Debra Lighthbody - Linsky's fiancée.



Sylvia Linsky - Carl Linsky's daughter and inheritance.



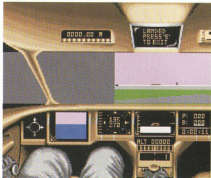
Steve Clements - Police detective in charge of the case.



John Richards - Medical examiner.



■ Piloting your speeder is an absolute must if you are to make it around the streets of San Francisco in one piece without crashing! Your speeder is extremely manoeuvrable, so it will take a little practice in order to use your craft to its full potential.



## GRAPHICS

Mean Streets has excellent graphic appeal, with superb filled vectors and a nice variety of digitised shots at key points during the game.

# 82%

This is where you start your case - outside your office with no more leads than what you were given by Sylvia. You know that Delores Lightbody, Linsky's fiancée, didn't get along with Sylvia that well, and that Steve Clements, S.F.P.D., is in charge of the case, along with John Richards - Linsky's medical examiner.

You also have ten thousand dollars that Sylvia supplied up front, and it looks as if you're going to need every cent. With all the addresses of your leads in your notebook, it's about time you hopped into your speeder before scanning the West Coast of the U.S. in search of the real answer regarding Carl Linsky's death.

Most of Mean Streets is taken up by a vector graphic driving/shifting section in similar vein to Resolution 101. Also included is a horizontal shoot'em-up in which you as Tex Murphy must walk along the hostile streets of San Francisco shooting thugs with your auto as you go. Both keyboard and joystick can be used to control your speeder, using various keys to access extras such as your portable fax machine and different monitor views.

Another major feature of Mean

## STEVE

Means Streets is the sort of game perfectly suited to the Amiga. It has all the ingredients of a brilliant game, with plenty of things to do, people to interact with, and various sub-games to solve. The game's programmers, The Code Monkeys, have done everything to make the game easy to get into, and as soon as you get on the trail, I defy you not to be hooked. Well worth a look.

Streets is the ability to interact with the other characters in the game, as well as searching their apartment for vital clue to make you one step closer to your goal.

## MICHELLE

Mean Streets has all the ingredients of a successful game: excellent graphics, absorbing sound, and immense playability. Initially, the case seems straightforward but as you venture into the depths of the game, you discover a whole new world of complexities that greatly increase the enjoyment. Interaction with characters and objects is perhaps a little limited but it is sufficient enough not to detract from the gameplay. This is an excellent release and one that I would highly recommend.

You have two people under your command: Vanessa, your secretary, is always there when you need, her she'll be willing to find out any information for you. Lee Chin on the other hand, is not as helpful as Vanessa, but vital leads can still be received from your informant.



(Right) Both cash and ammunition come in limited supply, so it's best to visit the bounty hunting pads when low on supplies. This is because you are awarded with the necessary goods on completion of each horizontally scrolling stage.



If you use your common sense and follow the leads you already have, you'll notice that it is best to visit each person in turn and question them on the subject that you see fit. However, some people don't like you probing into their business and will see you off with a sharp blow to your nose! Maybe they're hiding something?

BRIDE THREATEN EXIT

"Carl had taken a life insurance policy out several months ago. He was worried about his health and wanted to leave his daughter something."

(Below) Each location has its own Nav Code, and the navigation screen allows you to enter the NC for the location you wish to visit. It will then tell you the distance and bearing in which you must travel, and the rest is up to you or the auto-pilot.



Delores Lightbody lives in a well kept Victorian house in a neighbourhood lined with the houses of attorneys and bankers. I walk up to

Questioning people is not the only way of finding out information as to the killing of Carl Linsky. You can also search apartments for clues, as well as closely examine a seedy warehouse and Linsky's friend's home, who incidentally died of poisoning. Apparently he drank a flask of lethal liquid instead of his usual diet coke!

**GREMLIN £19.99**

# LOTUS ESPRIT CHALLENGE

When it comes to producing race games, no one has a better pedigree than Shaun Southern. The man responsible for the 8-bit Kikstarters and more recently Supercars, has been working on Gremlin's long-awaited licence for nine months, and now his and the Magnetic Fields team's efforts have come to fruition. To be

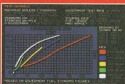
honest, with the exception of Activision's Super Hang-On two years ago, the Amiga hasn't really seen a decent arcade-style racing game for ages, but Magnetic Fields have drawn ideas from past racing hits, and built on them before incorporating them into Lotus. The game is for one or two players, and utilises the split-

screen system first used in Epyx's superlative Pitstop II six years ago, and the pitstop scenes. It also boasts attractive still screens reminiscent of those in Accolade's Test Drive and its sequel.

As with all the best race games, Lotus is quite simply a race against the clock, with your ultimate aim being to attain the

covered Lotus certificate. With a friend or alone, your aim is to take the forty-five thousand pounds car around a tortuous track, avoiding time-wasting scrapes and making it past the winning line first - ensuring that you are one of the first ten cars past the line. Needless to say, this isn't as easy as it sounds, because competing

## LOTUS - SPECIFICATIONS AND CAPABILITIES



Throughout the game's development, Gremlin had full co-operation from Lotus, and this is reflected in the actual game itself. Before you actually start the race, a slideshow of pictures details the Lotus's specifications and capabilities, informing you of its fuel consumption, top speed, and the like.



■ The game boasts three difficulty levels, which are the customary easy, medium and hard. The basic difference between each level is that the length of the race is extended by several laps, which involves more forward planning than in the shorter races.



Two control systems are on offer, the first allows you to change up and down the gears manually, but the second is slightly easier to get to grips with as it changes them automatically. However, you do lose a little acceleration when using the latter system, but it more than makes up for it in terms of ease of use.



## GRAPHICS

A smooth 3D update, which is surprising when you consider just how much there is on both screens. All the cars are superbly drawn and equally well animated.

# 82%

## SOUND

A selection of four main racing themes, or sound effects. The tunes are thumping beats which suit the fast action perfectly, and the effects add to the atmosphere.

# 83%

against you are twenty computer-controlled cars and a circuit littered with assorted hazards. The screen is split horizontally, with the two players' cars shown on the same track at different positions. The joystick is used to

control the car, with the directional controls guiding the car from side to side and accelerating, and the firebutton changing gear. Likewise, pulling back on the joystick activates the brakes, thus slowing the car down - although if

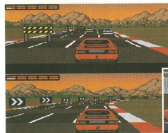
you have trouble getting to grips with this system, Gremlin have incorporated another which changes gear automatically. Once the race has started, the two screens then fall behind the car in third-person perspective, allowing you to keep an eye on both your progress and that of your human

opponent's. In addition, displayed above both cars are the relevant lap times, whilst at the bottom right-hand corner of the screen, your race position is shown. Each of the thirty-two tracks is set in a different country and these throw more and more hazards in your path as you progress - for instance, some levels house oil spills and flood water which will send you skidding and slow you down, whilst others have larger obstacles, such as rocks and roadworks, in the way which must be avoided at all costs.

■ A nice touch at the start of the game is the inclusion of an in-car CD player which allows you to choose which of the four in-game tunes you wish to accompany the race or whether you'd rather opt for straight effects.



■ Hitting an obstacle doesn't actually damage your car in any way, but costs you valuable time as you slow down. Providing you still make it past the finishing line in the first ten, you'll be OK, but fall and you'll be out of the race.



■ Before each race begins, an info screen appears detailing what to expect in each track. Most useful of all, it warns you of the potential hazards you will encounter.



■ (Below) Just past the starting line is a pitstop and for the longer races, it is imperative that you stop here to top up with fuel.



■ Each race begins - logically - on the starting grid. Your best finishing position determines your place on the grid, and the best tactic to get ahead of the pack is to make your way to either side of the track and accelerate away quickly.

## STEVE

Gremlin's long-awaited Lotus licence is finally here. I was a big fan of Epyx's Pitstop II on the 64, and Lotus is the nearest thing you are likely to get to the classic. The update is stunningly smooth, and the graphics amazing, but the icing on the cake is the incredibly addictive gameplay. The two-player mode adds to the game's already high lasting appeal, rounding off the best driving game the Amiga has seen for a long, long time.

## DOUG

The second I laid my eyes on Lotus it immediately reminded me of the old 64 classic Pitstop II. The gameplay is simply amazing and from the second you pick up the joystick you'll be playing the game non-stop. The two-player option makes it even better and the addictive qualities are so high that I just simply couldn't stop playing it. Whatever you do, make sure you have enough money for Lotus, for it is a must and should be bought as soon as possible, if not sooner.

## ALEX

Lotus Esprit Challenge is certainly one of Gremlin's finest games, combining stupendous graphics with immense playability. You'll notice that when you pick up the joystick and start competing, it'll be quite a while before you can rip yourself away from the action-packed screen. The game is extremely fast, and the sound, with four different tunes plus sound effects, all add up to make Lotus another hit from Gremlin.

■ The Distaff is the first object you'll find in the game, and it will come in very handy. Using various notes you can cast a whole load of different spells, all of which will be used at least once in the game.



■ Making your way down to the docks you try to find some way of getting off the island, but maybe the answer doesn't lie here. A search of the whole island is going to be needed to find the answer.



■ After traversing the sea from your home island, you eventually arrive at a city made of glass. Will the answer to where your people are be inside, and if so will you be able to get it?



■ As you enter the forest you are stopped by four guards from the Shepherds Guild. They won't let you pass until you show them some magic, but I don't think they're going to like what they see.

**LUCAS FILM/US GOLD £24.95**

# LOOM

It was long after the passing of the second shadow, when dragons ruled the twilight sky and the stars were bright and numerous, that human kind began to thirst again for dominion over nature. Their weapon was industry and they wielded it with confidence. One by one the mysteries of light and darkness fell before the engines of progress. Whole nations came to believe that nothing lay beyond the power of their own arrogance.

Competition was fierce in those productive days. Skilled labour became a valuable commodity, and so the tradespeople of the land banded themselves together to promote their common interests and protect their secrets.

These professional societies swelled in power as their membership grew. A few such as the Blacksmiths and the Clerics acquired vast territories with private armies to defend them. Thus began the age of the Great Guilds.

Loom is set a few years after the age of the Great Guilds began, and mainly revolves around the Guild of Weavers. Unlike all the other Guilds the Weavers were only interested in the progress of their skills, and because of this fact they took themselves away from the other Guilds so they could perfect their weaving; and to their amazement it more than improved – it became magical. By weaving in certain ways they could produce different spells, and eventually one day a young female weaver actually managed to weave a child.

The Elders who ruled the Guild were most angry at this, but their anger was mainly due to their not understanding. The child was taken from the young woman, and she was then banished from the land. It has been seventeen years since that day, and now you Bobbin, the child of the Loom have been summoned by the Elders. The adventure begins!

Loom is unlike any other

adventure on the market today. There is no text at all, and it isn't even icon driven in the same way as any other adventure games. At the top of the screen is the display window. From here you view your character, and the surroundings that he stands in. Moving your mouse pointer around the screen you can see which objects you can use or take.

If an object can be used it appears in a small box in the lower right hand corner of the screen. In the lower left hand corner, stretching right in to the centre of the screen is the main object of the game the Distaff. This is the object which enables a Weaver to cast spells. At the start of the game it isn't present on the screen, but it isn't very long before it is.

Apart from the mouse being clicked on one of these three windows, no other actions are needed at all; and if you think that this lack of user activity might make the game a little stiff, you don't know how wrong you are!

## ANDY

*Loom is a brilliant and very original game that just oozes Lucasfilm's talent for presentation and innovation. The new concept that has been used to play the game is brilliant. However, although the system is a neat addition I found that the game was rather too easy, and I beat it with very little effort. The puzzles are just not hard enough and even the very worst adventurer will find that he is near to the end of the game in no time at all. But having said that, I still think the basic idea and the game is very good, and if you're a novice at adventures, then it'll suit you down to the ground.*

## MICHELLE

It isn't often that you get a new slant on the adventure theme, but Loom is a welcome addition to the genre. Whereas past Lucasfilm games use the point and click system, the control in Loom is even simpler with Bobbin moving with no hassle at all. In addition, spell casting which sounds a little overwhelming is also simple to perform, making Loom an easy to get into and addictive little game.

## SOUND

A selection of different tunes play while you roam about the various locations, and there's a huge amount of different sound effects to keep the atmosphere at 100%.

# 79%

## GRAPHICS

As with all Lucasfilm adventures, they are top class, and each screen that you enter looks like you could actually walk around it yourself.

# 82%

## DOUG

Loom is a really new concept in adventures. There is no typing involved, and even the amount of work usually done by the mouse has been reduced. The graphics and sound are just as good as they always are in the Lucasfilm adventures, and they are the only games that come near to Sierra adventures. The only quail I had was that the game was easy. I'm not a good adventurer, but even I found myself solving the puzzles quickly. Loom is excellent, and if you aren't that hot at adventures then this is definitely the one.

■ The village of the Weavers is totally deserted, and only you now remain. With the Elder's Distaff you must somehow find your people and stop the chaos of the Third Shadow.



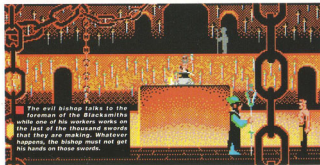
■ (Right) You make your way into the tent where all the wool is dyed, but that's not all that is done in here. Examining some of the objects you learn the notes to a couple of handy spells.



■ (Right) The mighty Dragon carries you off to his lair, only for you to find out that he's not so mean as he looks. The problem is how are you going to get out now that you're in here?



■ The Blacksmith's fortress is a rather large place, and very hard to get into. But with the aid of your Distaff and a handy spell you might be able to disguise yourself.



■ The evil bishop talks to the foreman of his workers while one of the thousand swords that they are making. Whatever happens, the bishop must not get his hands on those swords.

**OVERALL  
RATING**

# 78%

## ALEX

Gremlin's Lotus Esprit Turbo Challenge is one of the best racing games on the Amiga, as it offered superb gameplay in both one or two player mode. Toyota Rally is yet another fine game from the Sheffield based company, and is in my opinion, one of the finest, if not the best rally game on the Amiga due to the excellent graphics, brilliant gameplay and the vast number of options, such as the 'crazy car' feature, the shouting navigator and the harsh weather conditions. An excellent piece of software that Gremlin and Toyota should be proud of.

## GREMLIN £24.99

# TOYOTA RALLY

Rallying is one of the toughest motor-sports in the world, being strenuous on both the car and the driver. At present, David Llewellyn is British Rally champion, driving the excellent Toyota Celica GT-Four. Having won the British Midland Ulster Rally way back in July, he is now preparing for the big one, the Lombard RAC.

After the release of the superb Lotus Esprit Turbo Challenge, Gremlin have once again tied up a licence and now the excellent

game based around THE motor-sport has now arrived. Anyone who's enjoyed Lombard RAC Rally by Mandarin/Red Rat will probably love playing Toyota, because as well as excellently reproducing the feel of rallying (I know, I've done it!) it also offers a whole host of other features never seen before on a game of this type.

Toyota is very similar in gameplay to that of 'Hard Drivin', as it uses 3D vector graphics to

## SOUND

Toyota Rally's sounds include what you would usually expect from a racing game: a deep growl for the engine and the odd crunch when you hit an object.

# 70%

their full potential. Both mouse and joystick can be used for Rally, although the aforementioned causes erratic steering with the slightest of movements. This is when it is best to reduce the sensitivity of the controls.

The basic aim of Toyota is to achieve a winning time in each of the three rallies: England, Mexico, and Norway. Each of these destinations includes different

## THE POWER OF FOUR-WHEEL DRIVE RALLYING



### TOYOTA CELICA GT-FOUR

**Engine:** 3S-GTE Water-cooled, in line, 4 cylinder, 16 valve DOHC engine  
**Turbo:** Toyota GT26  
**Displacement:** 1985 cc  
**Max. Output:** 295 bhp @ 6000rpm  
**Weight:** 1200kg  
**Transmission:** 5-speed Xtrac manual gearbox  
**Cost:** So much it's hardly feasible!

Before you can venture onto the winding roads of the next stage, you must first program the navigator to warn you of the various hazards that will be approaching you during the game - fast!



### Positions after 1 stage

1. Kenneth Eriksson	00:01:30
2. David Llewellyn	00:01:31
3. Carlos Sainz	00:01:31
4. Juha Kankunen	00:01:44
5. Colin McRae	00:01:43
6. Jimmy McRae	00:02:00
7. Håkan Eriksson	00:02:00
8. Malcolm Wilson	00:02:01
9. Micky Bateson	00:02:01
10. Thornbjørn Edlung	00:02:03
12. Pungus The Bogeymen	00:02:20

After competing in each leg, a detailed report of the race will appear on-screen. Along with this will be the total time taken for the course as well as the leaders in the championships

## DAVID LLEWELLYN - BRITISH OPEN RALLY CHAMPION

Born on May 3, 1960 in Haverfordwest, David Llewellyn started rallying in 1980, when he began the long four year apprenticeship in the Welsh roads and forests.

After winning the National Rally Championship in 1984 he immediately attracted factory attention, and since then has had much success in the world of rallying.



## GRAPHICS

Smooth 3D vector graphics help recreate the feel for speed, and the neat windscreen wipers and rain all add up to an impressive game. Excellent stuff!

# 80%

you in Mexico. You can combat these hazards by switching on your windscreen wipers, but the effect is limited.

Another unique option that has been included in Toyota Rally is the fact that you have a co-driver who shouts out the various hazards that you will meet. You program the warnings he gives, although you can choose to accept the preset warnings for the cost of a minor time penalty. The co-driver plays a vital part in the game, because if a single wrong call is made, the result could send you flying off the narrow track and into the trees or houses that line the edge of the track. Instead of your car being damaged, a time penalty is imposed on you.

Another important feature is the fact that it is possible to stall your car if you allow your revs to drop. Once again, valuable time is lost and the pressure will be on for you to make a decent time for that

## WHITEY

After the excellent Lotus, Gremlin have once again pulled another classic out of the hat. Getting drunk and then driving Toyota is not a recommended pastime. The graphics are superb as is the sound and the addition of realistic features, such as windscreen wipers, snow and dirt all add up to one hell of a game. Gremlin in my book have to be one of the most consistent companies around at the moment. Their last five releases have all been brilliant.

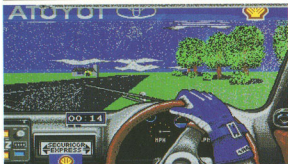
leg. On top of this, a handy save game and 'crazy car' option have been included, thus extending the game appeal.

## DOUG

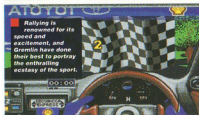
After playing the amazing Lombard RAC Rally I thought that nothing would manage to better it. However, Toyota Rally from Gremlin has arrived and taken the number one spot. The graphics are amazing with superb off road scenery, and weather conditions that are very effective. The sound is also good and realistic putting even more atmosphere into the game. With such titles as Lotus and Toyota, Gremlin have proved that they are a force to be reckoned with when it comes to racing simulations. My advice? Buy this game immediately.

Each landscape has its own hazard and weather conditions. For instance, Mexico is basically a desolate waste land made up of sand plains that stretch as far as the eye can see. Sand storms cut

visibility to a minimum, and only careful driving will see you through. However, the snow that falls in Norway can be cleared by using the windscreen wipers, which also applies for the rain in England, too.



Due to the fast pace that Toyota runs at, you may find that you can't handle the corners and soon the rear of the car will spin out. This will send you flying off the course and if you're unlucky, into a copse of trees, smashing the windscreen of your Celica.



Rallying is renowned for its speed and excitement, and Gremlin have done their best to portray the enthralling ecstasy of the sport.

U.S. GOLD £24.95

# U.N. SQUADRON

With the run-up to Christmas well and truly under way, U.S. Gold's latest licence is a conversion of the popular Capcom coin-op, UN Squadron. Tiertex in the past have converted Dynasty Wars and Strider from their respective Capcom boards (using a digitising system which allows them to recreate a game's graphics almost perfectly whilst reducing them to sixteen colours, and leaves them more time to concentrate on perfecting the gameplay).

UN Squadron is a ten-stage horizontally-scrolling shoot 'em-up with the usual extra weapons and end-of-level guardians we have come to expect from the genre. The game's typically Japanese scenario tells of an elite band of multi-national flying aces who have been teamed together to create one of the most dynamic forces ever known to protect world peace – the UN Squadron of the title. Of late, things have been quiet, with little for the brave unit to rectify, but the rapidly worsening situation in the Middle East has reached a critical state, and a public outcry has called for an end to the seemingly-endless war.

However, the situation hasn't been helped by a corrupt band of arms dealers who are selling the latest high-tech arms to

each side and reaping the rewards whilst millions of innocent citizens are killed. If these evil warmongers can be found and their trading places and bases destroyed then there may be a chance for peace, but as their bases are located across ten key points through the warring countries the task isn't going to be an easy one.

From the elite squadron, only three people have been lined up as the pilots capable of diffusing the potentially deadly situation, and it is up to you to select one of the three heroes and guide him through the ten flask-filled levels – in addition, thanks to the advent of a two-player option, a friend can assume the role of another of

## SOUND

There are a few ditties, and the actual in-game effects are particularly effective with some powerful explosions as your missiles hit home.

# 76%

the trio and share your three credits by assisting you.

The gameplay takes the basic theme of countless shoot 'em-ups – Silkstorm and the age-old Salamander, for instance – and features all the plot devices and enemy weapons we have come to

## PICK OF THE PILOTS



**Name:** Mickey: Simon  
**Nationality:** USA  
**Plane:** F-14  
**Armaments:** 20mm Vulcan Cannon  
**Background:** Used to be an American Navy pilot, and can manoeuvre an F-14 Tomcat with unmatched skill.



**Name:** Greg Gates  
**Nationality:** Danish  
**Planes:** A-10  
**Armaments:** Gatling Gun.  
**Background:** Used to be employed rescuing hostages in top-secret missions.



**Name:** Shin Kazama  
**Nationality:** Japanese  
**Plane:** F-20  
**Armaments:** 20mm Vulcan Cannon  
**Background:** Despite his feminine appearance, Shin has notched up the highest hit rate since taking his Tiger Shark on a number of bombing runs and aerial attacks.

Before the mission begins, you must choose which of the three pilots you wish to control. Each pilots a different plane which houses different capabilities, and one will prove to be more adept than others during certain situations.

## MICHELLE

Tiertex have neatly incorporated everything from the coin-op, but whilst this ensures that the game you buy is the one you've played in the arcades, I can't help but feel that UN Squadron is an unimpressive shoot 'em-up with very little new in it. It has all the usual shops and extra weapons, along with some smart end-of-level guardians. A near perfect conversion of a dull coin-op.



NO.2 MICKEY - SIMON  
F-14 TOMCAT



NO.3 GREG - GATES  
A-10 THUNDERBOLT



1  
PLAYER

T - KAZAMA  
TIGER SHARK





## GRAPHICS

Close to those of the coin-op. Things tend to get cluttered, some of the enemy get lost against the backdrops, and can cost you valuable lives.

# 79%

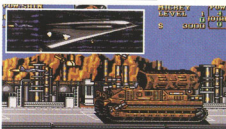
expect. As you progress through the ten levels, you will be repeatedly attacked by all manner of enemy patrols – both air and ground-based – and these must be wiped out and their flank avoided if you are to make it to the next stage.

You begin the game armed

(Below) Each mission is explained to you just before you embark. Amongst other things he will detail difficult landscape and features, and give hints as to what weapons will prove effective against the end-of-level bases and planes.



The target is the anti-rocket launcher! The most vulnerable target is the radar installation, so avoid the missiles and attack the radar.



(Above) What would a shoot 'em-up be without end-of-level mega-machines? And UN Squadron's massive bases and vehicles are more than a match for those in any other shoot 'em-up. The guardians draw inspiration from a number of different games, and range from missile-spewing tanks and planes to massive bases which must be flown over several times before they eventually explode (a bit like the massive destroyer in Midnight Resistance). Constant firing and quick weaving, though, is all you need to see you safely through.

Extra accessories can be collected by shooting the waves of red jets that appear regularly. These replenish lost energy and can be used to get you out of difficult situations.



## STEVE

There are so many decent shoot 'em-ups on the Amiga, that any new entries have to be really special to succeed. UN Squadron is a conversion of a relatively unknown but playable little game, and Tiertex have come up trumps with a high-on perfect conversion. However, the original game wasn't exactly ground-breaking, and this is reflected in UN Squadron's fun but ultimately short-lived gameplay. In addition, there are also a couple of annoying niggles, such as the enemy planes disappearing into the colourful backdrops making them almost impossible to see. But this aside, the shoot 'em-up action is still playable, just don't expect to be playing it in two month's time.

with extremely limited weaponry and a plane that can survive a set number of hits before exploding, but further supplies can be bought from the

squadron's weapons store or picked up after you have annihilated certain attack waves and collected the icon they leave behind.



(Above) Equipping yourself for the forthcoming battles is essential, and with the money you earn from destroying the many enemy planes, more powerful

devices – such as flame-throwers and 'Big Boy' bombs – can be added to your armaments. But you can only hold so many, so don't waste them.

## DOUG

A good conversion from the arcade, but the arcade version wasn't that much cop. The graphics and sound are of good quality, but the gameplay is a little lacking. The different enemies are all basically the same and don't keep your interest for very long. At some points during the game the screen becomes very cluttered, and if you're playing with a friend it's chaos. UN Squadron isn't that bad, but it's not great.

## OVERALL RATING

# 76%



Directly above the shoot 'em-up action, your character's face can be seen. Every time your plane is hit by a piece of fire or comes into contact with an enemy plane, its defences are reduced and your character winces in sympathy.



The enemy planes come in all shapes and sizes, and the attack waves are some of the most imaginative seen in a shoot 'em-up of late. As you pass over carriers, the decks open and release planes and missiles, all of which mill around and hound you until they are destroyed. In addition, some levels throw huge planes and tanks at you – and this is before you even reach the end-of-level guardians!

■ *Sea of monsters are waiting at every corner, and each will lure you to fight for your life. The sooner you get hold of some weapons the better.*



■ *The computer status screen will give you a good idea of what's what. System failures and the like will be highlighted here so you know what needs repairing.*



■ *On accessing the computers you can get hold of information on any past crew members, and more importantly, the specimens that are now lurking the corridors of the disabled ships.*



■ *You can hold quite a bit in your pockets, and as you progress through the game they will get quite full. Things can also be put in your hands from here.*



**GREMLIN £24.99**

# BSS JANE SEYMOUR

I was awake. For the first time in 17 years I was going to be able to look upon my beautiful planet of Earth, and not some holographic picture. Unfortunately, I didn't even have time to pull the tubes of the stasis chamber from my arms before the onboard computer's synthetic voice interrupted, destroying my dream: "There's an SOS message for you."

I rose to my feet and stared in awe out of the cabin window - at least 20 Federation ships, all from the Royal Fleet, and all in a pretty bad state. Punching a button on

the control panel just to the right of me I began to check out the SOS message to see if it could explain any of this carnage.

It turned out that the ships had pulled out of a warp too soon, and by a million to one chance, they came out just as a Wolf-Raet star was going nova. The ships

## ALEX

*After the release of Venus and Combo Racer, Gremlin have decided to opt for the graphic adventure and have produced BSS Jane Seymour. Set in space, BSS take on a similar viewpoint of past classics such as Xenomorph and Dungeon Master. The graphics are top-notch, featuring a myriad of creatures, all of which are superbly animated. The sound is good, too, with a whole host of sampled grunts and groans. Combined with the excellent gameplay, BSS Jane Seymour is a challenging adventure that should appeal to fans of the brilliant Dungeon Master.*

## STEVE

*Gremlin seem to be doing very well these days and their releases have been of a very high standard. BSS is another step in the right direction. Although comparisons are bound to be made with Dungeon Master, BSS offers more interaction and more nasties to bump into. There are some excellent sound effects and overall presentation is very high. A definite winner and one, I think, that will have you coming back for more again and again.*

were all immersed in radiation, killing or turning insane most of the crew. The members who weren't effected had made their way to the back of the fleet where the damage had been least, and as far as I can make out they are still there.

To make things worse the ships had a cargo of specimens that were being taken back to Earth to be experimented on. These are now free and roaming the ship with empty stomachs as their companions. Somehow I'm going to have to make my way through the 20 ships and rescue what's left of the crew. It's going to be tough, but I'm their only hope.

BSS Jane Seymour is basically a space version of *Dungeon Master*. The screen layout and controls are very similar, playing almost identically. The levels are represented as 20 different ships, and you will have to pass each one before you eventually reach your target.

The main difference in gameplay between this and *Dungeon Master* is that each ship is equipped with an onboard computer, and using your computer skills you must hack into these and extract precious information.

When a monster is encountered it usually ends up with a fight. At first you'll have to

use your bare hands, but as time goes by you will find various weapons that can be used against the ferocious aliens. There's quite a large selection of aliens to meet, but each of them seems to be rather nasty and not very pleasant to chat to.

A selection of robots can be taken under your control, and used to combat the various monsters and do all the dirty work. All you have to do is replace any broken chips and program them with the right info. After that's done you'll have your own personal slave.

## DOUG

*BSS Jane Seymour is a brilliant game that should appeal to any fan of Xenomorph, or the classic Dungeon Master. The graphics are superb, second only to that of Dungeon Master itself. The sound is also of top quality with the in game effects giving a very good atmosphere. The variety of monsters keeps the whole thing running nicely, which is hard to do in game such as this. Overall a brilliant game and a must for anyone.*

## SOUND

*Very nice. It is obvious a lot of thought has gone into the in-game effects, creating a really good Alien-esque atmosphere in the process. Brilliant stuff.*

**73%**

## GRAPHICS

*Dungeon Master in space, basically - but still very impressive. There is a good variety of aliens, and the decks are really detailed and well claustrophobic.*

**76%**

## OVERALL RATING

**79%**

**A1** Every adventurers dream. Instead of having to waste loads of time and effort with pen and paper using your cartography skills, the game makes a map for you as you go along, just so you don't get lost and in trouble. It's nothing flash, but you can tell where you're in the ship.

**A** At the bottom of the screen is a picture of your handsome self, and as you get gradually more and more wounded the picture image will deteriorate, until eventually you snuff it.



**A** Also at the bottom of the screen are 12 empty boxes. If there is some object you can interact with in the present room, to let you know, it will be shown in one of the boxes.



## UGH! WHAT AWFUL LOOKING MONSTERS



Whether it's big teeth, horns, or bad breath these deadly creatures will always have something to attack you with. I haven't seen anything this bad since I was in our accounts department.



# LOTUS ESPRIT

# TURBO CHALLENGE



Screen shots from Amiga format



Approved and licensed product  
of Group Lotus Plc.

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- 1/2 player head to head.
- Multi-hazard Turbo performance.

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# GTGA: LOOM

Although Loom is pretty easy, there are a few places where you can get stuck. So just in case you've found one of those awkward places we've put finger to keyboard and can reveal the solution to the game. Below is what you need to do to beat the game, but there's quite a few other things you can do that can reveal a few humorous jokes.



## ESCAPING FROM THE ISLAND

At the beginning you will be summoned by the Elders of the village. Make your way to the village and into the tent to the left. Once inside the tent walk to the far right and listen to the conversation for a bit of background. Once the people have stopped talking pick up the Distaff and cast the Open draft on the egg.

Listen to what Hetchel has to say and then leave this tent and go to the tent on the far right. Inside, take the book (even though you won't need it), and examine the flask to find out the Emptying draft. Also examine the dye-pot to learn the notes to the Dyeing spell, and try it out on some of the white wool.

Now, leave the village and go through the forest to the cemetery. Take a look at the thorns to disturb a rabbit which will unfortunately be caught by the owl that was on the headstone. Read the headstone that the owl was on (a clue to what you should do in a minute) and then walk off in his direction back into the forest. Examine all of the holes in the trees to learn the notes to the Night Vision spell and then

go back to the village. Enter the tent in the middle and cast the Night Vision spell on the darkness to reveal a wheel, some gold and some straw. Muck around with the wheel to find out the Straw Into Gold spell, try this spell on the straw on the floor to improve your skills.

Pop down to the docks and cast the open spell on the clam and hopefully you should gain the power to be able to cast the next note on your Distaff. Now go back to the cliff top where you originally started and cast the Open spell on the sky, and a huge lightning bolt will hit the tree and knock it into the water. Go down to the docks, jump into the water and climb onto the tree. You will automatically go out to sea, and there you will come up against a large water spout stretching up to the sky. Get close to it and learn the Twisting spell, and then cast it backwards to get rid of the obstacle. You'll also learn the next note on the Distaff when you reach the island.



## INSIDE THE DRAGON'S LAIR

The first thing to do is to turn the gold that the dragon is lying on into straw (you should learn the next note on the staff at this point). Then put the dragon to sleep. As he snores the straw will start to catch fire and frighten him off, leaving you to find a way out of the volcano.

Make your way through the maze of tunnels within the mountain until you come across a pool of water. Examine the pool to learn the Reflection spell, and then cast the Empty spell to drain the

water away. Stuck in the mud you will see one of Crystalgard's spheres and if you look in it you will see into the future. Leave this chamber and head outside the mountain to where you will find a set of winding stairs but on the other side the path has broken stopping you from going any further.

Cast the Twisting spell backwards on the stairs and they will join to the other side of the ledge, enabling you to get across safely.



## MEETING THE OTHER GUILDS

The first place to go to when you arrive on the new found island is to the forest. There you will be stopped by some invisible shepherds. As they appear so do the notes to a spell. Make a record of the tune as the shepherds become visible, it's the Invisibility spell believe it or not. Don't bother trying to impress them with magic as you won't be able to yet.

Head towards the glass city, but don't go inside yet. If you have a look around you will notice some men working at the top of a tower. Cast the Invisibility spell on them for later use. Now go inside and find two people talking alongside a large sphere. Listen to what they have to say and then use the teleporters to get into the tower where the men were working (they won't see you thanks to the Invisibility spell).

Examine the scythe that they are rubbing to learn the Sharpening draft and then go through the other teleporter. You

should now be by the sphere, so look into it for the solution to your problem with the shepherds (you will see yourself cast the Terror spell). You can also look in it twice more for some more info if you want.

Go back to the shepherds and when they ask you to cast a spell, cast Terror to dispose of them. Walk to the left and into the next screen where you will encounter a flock of sheep and a sleeping shepherd. Examine the sheep to acquire the Sleep draft and then carry on going left. Eventually, you will arrive at the village of the shepherds. Go inside the first house and examine the lamb. A woman shepherd will notice you and after quite a bit of talking and more examining of the lamb she will tell you the Healing spell. Go back outside and cast the Dyeing spell on the sheep to protect them from the dragon, unfortunately, it won't protect you and the dragon will pick up you instead.





## THE GUILD OF THE BLACKSMITHS

Walking onto the next screen you will notice a young boy sleeping on the ground. Use the Sleeping spell backwards to wake him up, and when he goes back to sleep cast the Reflection spell to make yourself look like him. You can now go into the blacksmiths guild and have a look around.

When you arrive at the furnace room the stoker will mistake you for the boy and throw you in a cell without the Distaff (oh no). There's not a lot you can do without the staff, so go to sleep on the straw. While asleep the young boy will be killed by the dragon and Hetchel will rescue the Distaff from the furnace and push it under the door to your cell. Pick up the staff and open the door (you can also turn the straw to gold if you want). Exit the cell and go down the stairs in the furnace room.

Here you will see the man that you saw in the sphere talking to the foreman. He has just bought a load of swords, of which the last one is about to be finished. When the man in the centre holds up the sword, cast either the reverse of the Sharpening spell, or the twisting spell to ruin it. You will then be captured and taken to the



## MANDIBLE THE CLERIC

Mandible will ramble on for a little while but when he eventually stops, do as he says and cast Open on the cage door. When he has finished talking to you again and has left you by the cages with Cob, look into the sphere. Cob will stop you and try to look at your face (unfortunately, you're no oil painting). After he's gone look in the sphere three times and then go out to the parapet where Mandible is and examine him.

After Chaos has disposed of Mandible, pick up the Distaff and go back down to where the cages are; notice that the monster from one of the cages is gone. Go back out to the parapet and you will find out where the beast got to.



Now that you're inside the hole that Mandible created float around and into the various holes as you encounter them. In the first one you will meet Rusty's ghost. Cast heal on his bones to bring him back to life. The next hole takes you back to the shepherds. Cast heal on them as well before moving onto the next location. At

Crystalgard try to heal Goodmold, but when he won't let you, move on.

At last you will arrive at the Shore of Wonder, and this is where all the swans went to. Cygna will tell you to go back and close all the holes. Do as she says and then go back to the Shore of Wonder and continue left.



## BACK AT THE WEAVERS ISLAND

By now you should know yet another note on the Distaff. Go to the great Loom, and examine it. At this point Hetchel should arrive closely followed by Chaos himself. She will try to tell you how to destroy the Loom, but Chaos will cast Silence on her first. Make a note of the draft he plays and then play it backwards to restore Hetchel's voice.

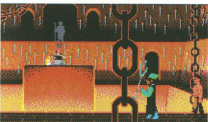
Before she can tell you what the spell is, Chaos will deal with her once more turning her into a cooked turkey. If you didn't catch

what spell he cast, examine the Loom and it will show you what Chaos cast. Once more restore Hetchel by casting the spell (Shaping) backwards. Finally Chaos will destroy Hetchel totally, but in doing so he will reveal to you the spell that Hetchel was trying to tell you all along.

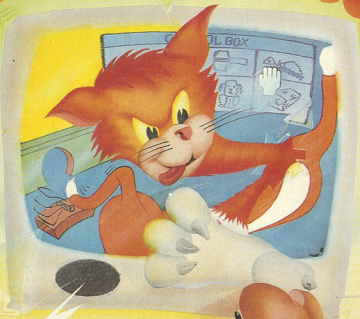
Cast this spell on the Loom to destroy it ripping a hole in this dimension. Get in the hole and cast Transcendence on yourself and at last you will have completed the game.



**Luckily, they are quite helpless without their weaving sticks.**



# Cat and mouse



Sometimes the  
SITUATION ALLOWS  
CONFLICT ON YOUR COMPUTER GAME

No Second  
YOU CAN RELY ON CONTRIVER!  
Chances....  
BREEDER OF SMART MICE!



By



# GTGA: OPERATION STEALTH

## AT THE AIRPORT

As you arrive at the airport, examine the coin slot and you will find a coin. Use this coin to buy a newspaper from the newspaper machine. Examine the newspaper to find out which country has reopened diplomatic relations with Santa Paragua. John must now make a false passport - the nationality of which depends on which country is now friendly with Santa Paragua.

Go into the toilets at the left and hide in the cubicle. Operate briefcase, take pen, take american passport, examine american passport, take the dollars which are in american passport, operate the calculator (the secret compartment opens), take blank passport (select nationality according to the information in the newspaper), operate validation button: a false passport is produced. Take it and leave the toilets. Use the false passport on the customs officer.

Speak to the welcoming hostess (in kiosk) and she will give you a telegram. Examine the telegram to find out that it says "Mr Martinez flight 714". Use airline ticket on security guard to go through to claim baggage from one of the two baggage claim halls. Check on electronic display which hall is for flight 714. Examine blue baggage: there is a label on it which says "Mr Martinez". Take the baggage and then go in to the toilets.

Operate the shaver you find inside, and you will find an electric cable. Use the electrical cable on the electrical socket: a message from the shaver says "meet at Mimosas Park, wear a red carnation". Take the cable and shaver, and then leave the toilets. Use the false passport on the customs officer, and then go off the left of the screen, through the automatic door; wait by the taxi sign until a taxi arrives and get in.



## IN THE TOWN CENTRE

Use the wad of notes on the Bank Clerk. He will change your dollars into Santa Paraguan currency. Repeat this operation, because you still have some notes left over; then leave the bank and go to the florist. Use the coins on the florist, and take the red carnation. Go to the park and sit on the bench. Then put on the red carnation. Your contact will arrive, but unfortunately he gets shot from a passing limo.

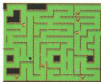
Take the offered keycard and leave immediately for the bank. Examine the keycard, and use it on the bank employee: he will open the safe-room for you. Use the key on the safe whose number corresponds to the number on the card. Operate the safe lock and take the envelope and the small box. At this point you will be caught by two Russian agents and left tied up in an underground cave.

Operate the ground and you will discover a piece of metal. Use this on the rope you're tied up with and you will free yourself. Take the pick-axe. Examine the rock wall. Find the part with the draught of air coming through, and operate the pick-axe three times to break through.



## UNDERWATER SCENE

Using the left mouse button, swim towards the right. Avoid the rocks. Go up to the surface periodically for air (keep an eye on the red oxygen indicator). At the end of the underwater section you arrive back at the town centre.



## THE HOTEL

In front of the hotel, sitting on the beach, there is a man selling inflatable bracelets. Use coins on the man to buy a bracelet, then go into the hotel. Operate the lift button and go to the second floor, then use the stairs to get to the third floor. Turn right and operate the door to go in.

A woman called Julia will then threaten you at gunpoint, and then the man from SPYDER organisation and OTTO (your double) kidnap both you and Julia. They take you to a boat and as soon as the enemies start talking, operate the bracelet. The men from SPYDER throw you and Julia overboard, weighed down by lumps of concrete.

Let yourself drop down as far as the sea bed and then operate the bracelet. Swim towards Julia

by holding down the left mouse button, then operate Julia and she will be freed. You will now go automatically back up to the surface where a friend of Julia's is waiting in a boat. He will take you through the jungle to the resistance headquarters. From there you will be taken to General Marique's palace.



## PALACE - LABYRINTH

You must go through the maze until you come to the key. Collect the key and go to the exit, using the rotating doors to avoid the guards. When you have completed the mazes you will come to a large door. Operate the door and it will open to reveal an office. Go in and operate the statue's arm and a safe will appear. Use the little box on the safe, and operate the on/off button



on the box to switch it on. Operate the up and down arrows until the first light on the box lights up. Operate the validation button on the safe. Operate the up and down arrows until the second light on the box lights up, and then operate the validation button on the safe again (repeat this process for the third and fourth numbers). Operate the on/off button on the little box to switch it off, and take it. Operate the validation button on the safe once more and the safe will open. Inside is an envelope which you should take.



## UNDERWATER SCENE

Go towards the screen where the seaweed is and examine it until you are told there is something odd by that particular bit of seaweed. Examine the piece again and you will find an elastic band. Go toward the last screen on the right. Examine the palm tree, and then operate the palm tree. Operate the button, go towards the way in and operate the hatch. In the Secret Base use the pen on the lock, and use the watch on the right wall and the left wall. Go towards the grille and wait underneath the grill. Operate the grille and enter another Labyrinth scene.



## MAKING YOUR WAY THROUGH THE CORRIDORS

Operate the soldier. Examine the shoes and take the laces. Take the towel and use it on the soldier - use the laces on the soldier as well. Now take the shoes, clothes and glass, and leave the room. In the corridor, go towards the exit at the bottom on the left. In the next corridor, go towards the opposite door and go in. Examine the drawer (third drawer up on the left), operate the drawer, examine the drawer, take the laces, and use the laces on John. Examine the drawer (bottom drawer on right). Operate drawer, examine drawer, take the stamp, and leave

the room. Go towards the exit on the right, and in the next corridor go in the door opposite. Examine the clothes and take the orders (a sheet of paper with your orders on it). Use the glass on the water fountain, operate the untidy desk, take the life boat, and leave the room. Go towards the exit at the top on the right, and in this corridor a guard will ask you to get him a glass of water. Go towards the exit at the top on the right, the exit at the top on the left, and go through the door on right. Use the full glass of water on the officer and as soon as he turns around

take the stamp. Leave the room. Go to the exit on the right, then the exit at the bottom on the right, and go through the door. Take the ink pad (between the chair and the untidy mess on the desk), use the stamp on the ink pad, and then used the ink pad on the orders sheet. Operate the cigarette case and examine the cigarette (blue). Operate the cigarette, and use the cigarette on the the glass; a fingerprint appears. Leave the room. Go to the exit at the top on the right. Use fingerprint on keypad. Go through armoured door. Go in other exit, on the right.

## THE LASER AND CONTROL ROOM

Use the stamped orders sheet on the letter box, and go towards the laser doors. Use the electric cable on the electric socket, operate the electric razor (it switches on). Use razor on waste-paper basket and go to the exit on the right. Wait for a message from the razor "Explode, one, two...". As soon as the message appears use the cigarette (red) on the computer.

As soon as the computer has exploded, operate Otto. After John has fought with Otto, use the compact disc on the laser-reader. Go to the door at the top on the left. Helicopter scene. Use elastic band on bomb, and let yourself fall to the ground. When the second screen appears, operate the lifeboat.



That's it, you will then have completed Operation Stealth - easy. huh!

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*The city's alive, an electronic jungle, a million windows dance with the projected patterns of multi-coloured imagery, the corridors of power echo with the sound of digitalised technology as countless...*

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