

MORE AMIGA GAME REVIEWS THAN EVER BEFORE! OVER 300 (300!) GAMES RATED INSIDE!



BRITAIN'S
BEST-SELLING
AMIGA GAMES
MAGAZINE!

AMERICAN INTERVIEW SPECIAL!

Lucasfilm: Stories
you make happen



Cinemaware:
Back from the brink



Your
guarantee
of value

9 770961 731008

ISSUE 7 £2.95 NOVEMBER 1991

FROM THE MAKERS OF AMIGA FORMAT, A MAGAZINE WITH ATTITUDE

AMIGA POWER

BITMAPPED BROTHERS



The Blues Bros Could this be
the best character licence ever?

WHAT CAR? THREE GREAT RACING GAMES - BUT WHICH ONE IS BEST?



SLICKEST
Formula One
Grand Prix



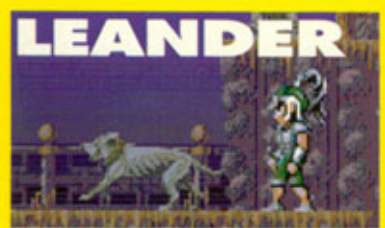
FASTEST
Lotus II



BIGGEST
OutRun
Europa

LOOK!
AMIGA POWER DISK 7

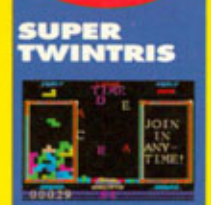
WANT TO KNOW MORE? THEN FLICK TO PAGE 5! →



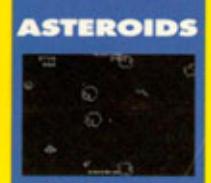
LEANDER
EXCLUSIVE playable preview level
of Psygnosis' brand new Japanese-
style arcade adventure thingie!



VIDEOKID
Your first chance to see Gremlin's
BIZARRE new shoot-'em-up in this
exclusive playable preview!



**SUPER
TWINTRIS**
The BEST version of Tetris
ever seen on the Amiga!



ASTEROIDS
ARCADE PERFECT conversion
of the classic coin-op

TIPPED:
Mega lo
Mania,
Populous
and loads
more!

**PLUS: THE WORLD
OF COMMODORE**

AMIGA presents

Everything you ever
wanted to know
about the year's
best show!

ISSUE **7**

THE SIMPSONS™

BART VS. THE SPACE MUTANTS



HYPERDOME
2.6.8875
NEWSAGENCY

AMIGA POWER NOVEMBER 1991



ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.
THE SIMPSONS™ TM & © 1990 TWENTIETH CENTURY FOX FILM CORP. ALL RIGHTS RESERVED.

PLAY THE GAME MAN!



hello

fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS
ARE INVADING
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUY THIS GAME!
Thanks man.

CBM AMIGA
ATARIST
SPECTRUM
COMMODORE
AMSTRAD



ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC. THE SIMPSONS™ TM & © 1990 TWENTIETH CENTURY FOX FILM CORP. ALL RIGHTS RESERVED.

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650



THIS IS AMIGA POWER

AMIGA POWER ISSUE SEVEN NOV 1991

EDITOR

Matt Bielby

DEPUTY EDITOR

Colin Campbell

PRODUCTION EDITOR

Mark Ramshaw

STAFF WRITER

Stuart Campbell

CONSULTANT EDITOR

Gary Penn

ART EDITOR

Amanda Cook

ART ASSISTANT

Lisa Nicholls

ADVERTISING MANAGER

Alison Morton

ADVERTISING EXECUTIVE

Susanne Mansfield

ADVERTISING PRODUCTION

Deborah Cook

PUBLISHER

Greg Ingham

PROMOTIONS MANAGER

Michele Harris

CIRCULATION DIRECTOR

Sue Hartley

MANAGING DIRECTOR

Chris Anderson

CONTRIBUTORS: Asam Ahmed,

Adrian Chrome, Frank Bartucca,

Jonathan Davies, Sean Masterson,

Neil West

LINO & SCANNING: Simon Chittenden,

Jerome Clough, Chris Stocker,

Simon Windsor

PHOTOGRAPHY: Ashton James

EDITORIAL & ADVERTISING

Amiga Power,

Future Publishing Ltd,

30 Monmouth Street,

Bath BA1 2BW

Tel 0225 442244

Fax 0225 446019

SUBSCRIPTIONS

Lynn Bowler, The Old Barn,

Somerton, Somerset TA11 7PY

Tel 0458 74011

Thanks to: Vincent at Titus & the world's car insurance companies (the bastards).

COMPETITION WINNER: At time of writing we hadn't had too many entries for the 'Famous people who look like members of the AMIGA POWER team' compo, so we'll keep it open for another month. Remember: make 'em funny!

THIS MONTH'S COMPO: Not quite sure if we're going to get any entries for this one, but here we go... What we want are pictures of naked people. We don't care how you get them or who they are - you can clip them from magazines, take pictures of your own family and friends (or even yourself), draw them, anything. Young, old, male, female - all they have to be is nude! The best one (or ones if we get lots of goodies) wins! a bundle of free games.

WE'VE BEEN LISTENING TO: Amiga Format readers will know they tell you what obscure records they've been listening to every month in the office. Here's the (rather more obvious) AMIGA POWER playlist: Ice-T, Harry Connick Jr, Rolling Stones, Godfathers, Teenage Fanclub, Elvis, Clash, Morrissey, Red Hot Chili Peppers, Cyndi Lauper... (hip? I don't think so!)

AMIGA POWER comes to you from Future Publishing, hotbed of intrigue and home of Britain's biggest (and best!) 'leisure' computing magazines. There's Amiga Format, Amiga Shopper, ST Format, Your Sinclair, Commodore Format, Amstrad Action, New Computer Express, Sega Power, PC Plus, PC Answers, Public Domain, PC Format and 8000 Plus on the computing side, Classic CD, Needlecraft and Mountain Biking UK on the 'other'.

© Future Publishing 1991

10 TRUE STORIES

Bigger and better than ever! *Parasol Stars*, Maelstrom interviewed, Impulze profile, System 3, AMIGA POWER Recommends, Oh Dear..., Rock Hard Quiz, become an AP reviewer and more! Plus! New regular column, but Don't Quote Us...

18 THE CHARTS

All the chart action - what's going up, what's coming down, and what's hovering around the middle - in our official Gallup charts.

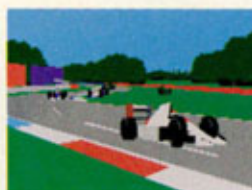
51 COMPLETE CONTROL

Take control of *Mega lo Mania*, *Populous*, *The Power* and many more. Plus! Action Replay pokes bonanza!

76 IF I'D KNOWN THEN...

Bob Jacob of Cinemaware talks about everything from *Defender Of The Crown* to *TV:Sports Football* to *Rollerbabes* and beyond in a frank interview.

GAMES OF THE M



FORMULA ONE GRAND PRIX
The new king of the road... Page 24



HUDSON HAWK
Ocean do a film licence the platform game way... Page 28



MEGA TWINS
Can this conversion really play as good as it looks..? Page 30



ROBOCOD
He's big, he's hard, he's clever... and he's a fish! Page 34



LAST NINJA 3
He's back! It's the ninja who wouldn't go away... Page 36



KINGS QUEST V
At last! Sierra adventures start to catch up... Page 38

THE LUCASFILM INTERVIEW



As they gear up for *Indy Atlantis* and *Monkey II* talk to the creators of what are quite possibly the world's best games about, well, everything really...

103 WIN A TRIP TO EURODISNEY!

And lose yourself in *Another World*...

104 COMPO WINNERS

At last! Your chance to find out if you ever won anything ever. Or not.

113 DO THE WRITE THING

Viruses, ELSPA, prizes and Stuart N. Hardy - all human life is here!

121 THE BOTTOM LINE

The biggest and bestest round up of old games in the business - all the year's major full price releases are here, with handy five star scores too!

128 SECOND OPINION

Richard Yapp of Empire developers ODE plays the reviewing game...

65 WORLD OF COMMODORE SHOW

It's going to be quite simply the biggest and best Amiga show ever held in this country, and far and away the greatest show of the year. There's nothing else for it - you've simply got to go, and here we explain the hows, wheres, whens and whys.

OVER 300

GAMES RATED IN EVERY ISSUE!

MONTH



LOTUS TURBO CHALLENGE II

Bigger, faster... and four player! Page 32



RISE OF THE DRAGON

First person adventuring, Blade Runner-style Page 38



MiG 29M SUPER FULCRUM

Deadly accurate, but is it a game? Page 42



OUTRUN EUROPA

If you thought racing across America was naughty... Page 44



THE BLUES BROTHERS

Everybody needs somebody to love, but if you don't have anyone, a game might do... Page 46

GAMES REVIEWED THIS ISSUE

NOVEMBER

FULL PRICE

Altered Destiny	84
The Blues Brothers	46
Boston Bomb Club	87
Brain Blasters	90
Death Knights Of Krynn	87
Formula One Grand Prix	24
Hero Quest: Return Of The Witchlord	89
Hudson Hawk	28
King's Quest V	38
Last Ninja 3	36
Lotus Turbo Challenge II	32
Mega Twins	30
MiG 29M Super Fulcrum	42
OutRun Europa	44
Pit-Fighter	90
Rise Of The Dragon	38
Robocod	34
Rolling Ronny	84
Stratego	85
Their Finest Missions	84
Wild Wheels	89
Zone Warrior	89

BUDGET

Archipelagos	96
Bad Company	97
Bubble Bobble	95
Cabal	05
Eye Of Horus	96
Magicaland Dizzy	96
Prospector In The Mazes Of Xor	96
Shinobi	96
Star Goose	96
Star Blaze	97
Star Ray	96

COMPILATIONS

Magnetic Scrolls Collection	95
Super Sim Pack	97

PUBLIC DOMAIN

Asteroids	99
Crystal Caverns	100
Destination Moonbase	100
Dizzy Lizzy	100
Go Looly	100
Humdinger 41	100
Jumper	99
Phase II	99
Raphael's Revenge	99
Squamble	99
Super Twintris	99
Trippin	100

One sunny day deep in the heart of the Fairy Kingdom, as the fluffy bunny rabbits frolicked in the glade and the little birdies twittered happily in the branches of the Magic Smarties Tree, a terrible, terrible sound was heard. Gerald Sick was force-feeding bricks to Billy The Badger.

"Poor Billy!", exclaimed a passing Sammy Squirrel to Beryl Hedgehog, "Whatever can be the reason for all this horrid and senseless brutality?"

"Well", said Beryl, "Gerald's really upset with Billy because he forgot to go to the shops and get Gerald's copy of AMIGA POWER Issue Seven. He's extra angry because he really had his heart set on playing some of the particularly fab and groovy demos and PD games which were on the coverdisk this month."

"Like what?", enquired Sammy.

"Ooh, now, there was a playable section of Psynosis' new princess-rescuing epic *Leander*, and a taster of Gremlin's unusual forthcoming shoot-'em-up *Video Kid*. If I remember rightly, Gerald was especially looking forward to the brilliant PD Tetris game *Super Twintris* which is apparently the best Amiga version of the game yet - including the commercial releases - along with a completely perfect conversion of the ancient *Asteroids* coin-op, which some excitable members of the AMIGA POWER staff have been hailing as the best PD game ever", replied Beryl.

"Blimey", opined Sammy, "I'm not surprised Gerald's a touch miffed. Mind you, it still seems a bit harsh, what with the bricks and all."

"Ah well", said Beryl, "he also hates badgers."



AND THIS IS DISK SEVEN



LEANDER

Leander (it means 'Lion man' in Latin, mythology fans) is a big new project from Psynosis. The full game is a 22-level monster set over three worlds where your hero has to save a princess from the evil Lord Thanatos, battling against all manner of hideous creatures, but this version gives you the first sizeable level to hack through.



VIDEO KID

This newbie from Twilight & Gremlin stars yet another precocious kid in an unlikely surreal scenario. This time the little love's fallen into his video and must battle through five worlds based on classic movie styles. This playable demo brings you a section of blasting from the cowboy level as a taster of the real game's 200-odd screens.



SUPER TWINTRIS

This is the first time anyone has come close to emulating the incredible *Tetris* gameplay of the Game Boy, Spectrum or coin-op versions. This PD effort trounces full-price attempts, and features a simultaneous two-player mode like the arcade machine's. A selection of tunes and difficulty levels puts the icing on this PD cake, and it's all free!



ASTEROIDS

For many people it's the greatest arcade game of all time, and it's seen dozens of attempts made to capture it's glory in the PD sector. This, though, is the real thing, the definitive article, the absolute business, the bona fide coin-op experience. We've had a team of experts on the case for days, and they haven't found a single difference between this and the arcade original. If you liked *Amigoids*, this will change your life...

What's that? You want to know MORE? What do you think this is, the Encyclopaedia Britannica or something? Oh, alright then, turn the page for the complete lowdown...



disk SEVEN

READ THIS!

1. Make sure you've got everything switched off, a mouse plugged into Joystick Port One and a joystick plugged into Joystick Port Two.
 2. Insert your AMIGA POWER coverdisk into the internal drive and switch the power on.
 3. Pretty soon a prompt screen will appear. Read what it has to say!
 4. If you have a memory-expanded Amiga (1 meg or more), type 'n' followed by Return. If you have an ordinary unexpanded machine, type 'y', also followed by Return.
 7. Wait another few seconds, and another menu will appear (it'll be a lot flashier if you've got a meg). Choose which game or demo you want to play and press the relevant function key (F1 to F4).
- If there are more specific instructions required for a particular program, they'll be listed in the section for that game in these very pages. Oh, and by the way, leaving your disk in the drive at all times while playing is undoubtedly the smartest thing to do at all times.

IT DOESN'T WORK?

If you have problems loading any of the programs on the disk, there are a number of ways in which you can restore the full joy of the AMIGA POWER coverdisk to your life. Here are just a few of them.

1. You could try switching everything back off, removing all extraneous peripherals (ie everything except the mouse and joystick) from the machine and starting again.
2. If that doesn't work, it could be that the disk is corrupted. You're pretty much knackered at this point, but if you're feeling brave you can always have a go at repairing it with the Disk Doctor utility (It's found on the Workbench disk, and full instructions are in your manual). It probably won't help much, but you've got nothing to lose.
3. If you're still out of luck we can still help. Just bung the offending article (and the disk, too) in a jiffy bag along with a stamped addressed envelope (and if you're in a really helpful mood, tell us your machine set-up as well), and sling the whole thing off to:
AMIGA POWER Disk Seven Returns
Disk Copy Labs plc, Unit A, West March, London Road, Daventry NN4 4SA
They'll send you a pristine and lovely new copy just as quickly as they possibly can.

LEANDER

Publisher: Psygnosis
Authors: Andy Ingram and Jon Burton

They've had a pretty quiet time of things lately (with only *Armour-Geddon* and *Atomino* keeping their name in the public eye), but Psygnosis look set to come back with a bang this Christmas. One of the games they hope to be banging with is *Leander*, a *Shadow-Of-The-Beast-meets-Gods* platform epic with all the usual stuff we've come to expect from the Psyggies – lush parallax scrolling, silky smooth animation, bags of atmosphere, Roger Dean-inspired graphics, quite unnecessarily lavish music, and ooh, everything but the proverbial kitchen sink really. And don't the kids just love 'em?

SO WHAT'S THE PLOT LIKE, THEN?

Well, you're this knight, right, and you've got this princess to rescue, right, and there're all these dragons and elves and things trying to stop you, right, and – I'm not boring you at all, am I?

OKAY, SO NEVER MIND THE, ER, STORYLINE – HOW DO I PLAY IT?

Questions, questions, life is just one long series of questions. *Leander* is played in much the way you'd expect of this sort of thing. You run, jump and duck around a fantasy-style landscape, slashing at evil baddies with your sword/axe thing and picking up the money which they tend to drop when you kill them (although quite what a wolf is doing walking about with 50 gold pieces in his pocket is anyone's guess). Mind you, you might as well not bother in this demo version, since the shop sequence isn't included and all the money in the world won't be any use to you. (Look, tell you what, just pretend, okay? If you're not prepared to enter into the spirit of the thing, we might as well all go home now).

So you're bounding around, hacking



Don't look now, lion man, but someone green and scaly wants to say hi...



Leaping into the jaws of danger. (Leander doesn't know the meaning of fear).



Oblivious to danger, Leander falls victim to an unmuzzled pit bull terrier.

away and collecting gold, but some of those baddies are just a little too tuff for you. In that case, what you need is a superblast weapon of some kind. Luckily, just such a thing has been provided, and you can activate it by crouching down and holding the fire button. A needle will move quickly along the meter at the bottom of the screen, and when it reaches the end (the meter will go all wobbly at this point to signify the fact), release the fire button and a huge, nay, enormous explosion will wipe out any unpleasant creatures currently visible on screen. Don't relax though – in common with enemies killed normally, superblasted enemies will reincarnate after about six seconds or so, so get out of there quickly. And in the well-worn words of the prophet, that's about it. You'll meet all manner of malevolent mutants on your journey through this demo, but all of them are vulnerable to repeated thrusts with your chopper, so get out there and get chopping. Elves and dragons, eh? Asking



Oops. Not surprisingly, landing on spikes is dangerous for your health.

for it, the whole bloody lot of them!

OI! WHAT ABOUT THE CHESTS?

Oops, nearly forgot about the chests. Scattered liberally around the landscape you'll also find various chests. Give 'em a few good hard goings-over with your weapon and they'll burst open spectacularly, revealing an extra life or something of a similarly useful nature.

LEANDER CONTROLS

FIRE - swing weapon

JUMP

Hold down FIRE and DOWN - charge up superweapon

MOVE LEFT

MOVE RIGHT

DUCK



Here you are, right at the start. Fifty seconds of cleaning up the West start here.

Notice the large ball rotating around our Kid - it'll bash any baddies who get too close.

Back To The Future fans will appreciate the cardboard cut-out nasties who pop up from here.



VIDEO KID

Publisher: Gremlin
Authors: Twilight

Okay, who's in the mood for another classic computer game plot? Well, tough, you're getting one anyway. *Video Kid* stars you - yes, you! - as the eponymous hero, a character who spends his entire life plonked in front of the TV watching videos. One day he gets a new VCR, and while vegetating harmlessly, *Video Kid* suddenly finds himself pulled inside! Not only that, but instead of the chips and recording heads and bits of circuit and so on he might expect to come across, VK has to battle his way through five huge levels of shoot-'em-up action, all based on classic movie settings. There's a western level, a sci-fi world, a horror stage and so on, but what they all have in common is

that they're full of baddies. And we all know what to do with baddies, don't we? That's right, we blow them away!

The demo on the disk this month contains a 50-second snatch of the first level of the full game, the western section. Your job couldn't be simpler - in fact, you don't really have one. All you have to do is fly around in the usual eight directions and shoot everything which appears on screen.

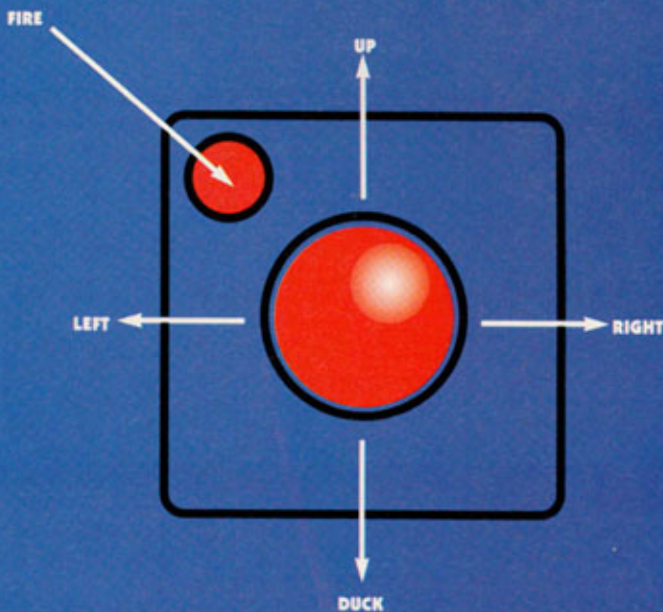
Occasionally a little bubble will float along from the right hand edge containing a power-up which you can collect (shooting the bubble changes the contents, which include three-way forward fire, sideways fire and bombs), but otherwise there's nothing at all complicated to worry about. Don't worry about dying or anything like that, 'cos your 50 seconds will undoubtedly run out before your lives do, just admire the beautiful graphics (from the same

team who brought you US Gold's *Mega Twins*, reviewed elsewhere in this issue) and blast away.

Note: We've come across some problems loading *Video Kid* on some - but only some - one meg

upgraded Amigas. Don't worry though, there's a quick and easy way to get round this. When loading the disk, simply use the alternative 512K menu instead of the meg one - everything should work perfectly.

VIDEO KID CONTROLS



'Go VCR'! Another video life bites the dust for the *Video Kid* - his town just isn't big enough for the kid AND the video nasties.



I don't know how he managed it with no enemies in sight, but *Video Kid's* somehow got himself killed here.

Some baddies are too cowardly to even show their faces, and just shoot at you from the safety of their windows. Jessies.

As you can see, Kid's collected three-way spread fire from one of the power-up bubbles.

Don't look up at this point, or a dark cloud will descend on your fun...



AMIGA POWER PRESENTS THE BEST OF PD

SUPER TWINTRIS

Authors: Big Brother Copy (BBC)

Okay, so we're always wittering on in the PD column about how such-and-such a PD version of *Tetris* is better than either of the commercial efforts,



A PD *Tetris* which (like its arcade counterpart) takes the concept one stage further. *Super Twintris* offers twice the fun.

but until now you've only had our word for it. Now, at last, you can see for yourself. This clone improves on both the earlier games in several ways, the most dramatic of which is probably the provision for a two-player game in the style of the arcade machine. Also included are a couple of skill levels and various in-game tunes, plus all the same old stuff you'd expect from a *Tetris* game, like coloured blocks and, er, different-coloured blocks.

HOW TO PLAY

Just in case you're that one person who's been living in Transylvania since 1968 who magazines always explain all the really simple games that everyone else already knows perfectly well how to play to, here are the basic rules of *Tetris*. A random series of coloured blocks in one of seven shapes falls slowly (or not-so-slowly if you're in hard mode) from the top of the screen.

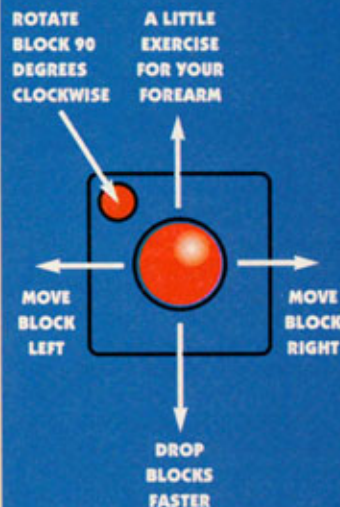
Your objective is to slide and turn the blocks so that they join

up at the bottom to form complete lines. When this happens, all the blocks in that line disappear, allowing all the ones above to drop down a level.

If you mess up and leave gaps, the pile of blocks will gradually rise higher and higher until it finally reaches the top of the screen, at which point the game is over.

It's as simple as that, really, except for a few little tricks. For one, if you're happy with the positioning of a block, you can pull down on the joystick to make it fall down the screen faster. Also, when a block hits the bottom, you can still rotate it or quickly slide it sideways, in order to fit it in underneath an overhanging edge. And finally, if you complete more than one line at once, you'll get lots more points and also a really cute earthquake effect onscreen. For real drama (and serious points), complete four lines at once by using one of the long red blocks. And that's really just about it. Have fun!

CONTROLS



ASTEROIDS

Author: Kris Schulte

Designed by Atari's Ed Logg (a clever chap who's still designing coin-ops to this day) in 1979, *Asteroids* was (and remains) one of the most original ideas ever seen in an arcade. The basic concept couldn't be simpler – pilot your small ship through a field of moving space rocks by blasting them to dust with your laser, but the clean, sharp vector graphics, incredibly flexible control system, and never-ending challenge instantly made it a classic. Indeed, there are many arcade veterans who'll still tell you this is the best video game ever made.

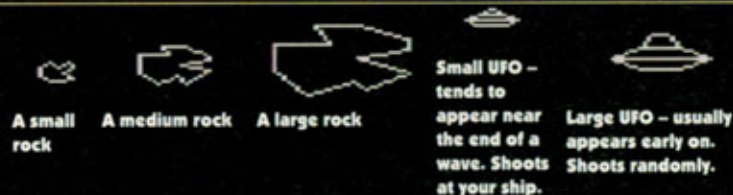
Many, many programmers have tried to capture the incredible addictiveness and playability over the years on every machine imaginable, but this version by German coder Kris Schulte is, quite literally, perfect. Now that's a word which has been used before until its meaning has become

diluted, but take it seriously this time. The graphics, sound, gameplay, even the relative positioning of the keys – everything is right. But enough history, there are probably loads of you out there who've never even seen an *Asteroids* machine (1979 was, after all, a long time ago), so here's the story.

GET YOUR ROCKS OFF

In *Asteroids*, there are only two dangers. You can be run down by the asteroids themselves, or you can be shot or rammed by either of two alien UFOs who fly onto the screen at irregular intervals. You avoid these dangers by spinning your ship around on the spot and shooting, by thrusting out of the way, or, in dire emergencies, by using hyperspace. This flips you instantly to a random position on the screen, but beware. Roughly one time in every four, hyperspacing will cause your ship to explode on re-entry, killing you. So far so easy, but what makes *Asteroids* so

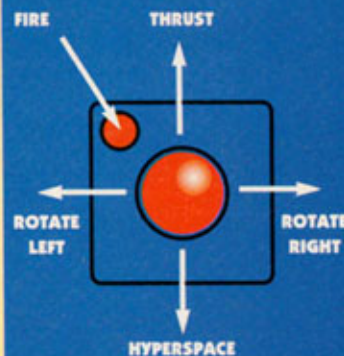
KNOW YOUR ENEMIES



tricky is that when you shoot a rock it doesn't disappear – if it's a large or medium-sized one it splits into two instead, giving you twice as many obstacles to avoid, each smaller and harder to hit than the original one. Also (and this is where it gets really sneaky), the asteroids can be broken up by stray shots from the UFOs, giving you a whole load of extra trouble just when you didn't expect it.

So what can you do? Well, as well as shooting, thrusting and hyperspacing, you can move and fire across the edges of the screen (ie fly off the right side and you'll reappear at the left), which can be invaluable in dealing with the UFOs. Why? Because their shots have only a limited range, and they can't fire behind the screen like you, so you can lurk at the opposite side and fire at them safely using wraparound shots while remaining out of their range! Other smart tactics you can work out for yourself, but one thing's for sure – you won't beat *Asteroids* in a hurry!

CONTROLS



OR
 . - THRUST
 Z - ROTATE LEFT
 X - ROTATE RIGHT
 SPACEBAR - HYPERSPACE
 / - FIRE
 A TO CHANGE CREDIT LINE IN BOTH CASES



Accurate right down to the Atari copyright sign, *Asteroids* is the real test of skill for any arcade junkie. There's not a single facet of the original missing from this PD interpretation.

Warning: AMIGA POWER tests have shown that *Asteroids* may take over your life.

BARBARIAN II



Press space to exit
Health potion flask to give a bargain at 350



BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

It's time once again to don your dented helmet, tie your sweaty breechcloth, sharpen your rusting sword and move your big feet in the direction of danger.

Forests, caves, dungeons, castles and temples await your barbaric exploration, each is infested with deadly inhabitants and devious traps ready to terminate your lowbrow activities.

Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling, 6 levels of continuous arcade/adventure action, over 1 megabyte of fully-animated sprites, 50 divergent enemies, Magic & Health Potions to help you on your quest and a plethora of unique weapons to find and use. **Barbarian II** is:

The ultimate in loincloth entertainment.

Screen Shots from the Amiga version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755



TRUE STORIES

RAINBOW ISLANDS, YOUR TIME IS UP!

The follow-up to *Rainbow Islands* is coming! Cuter even than *Rodland*, *Parasol Stars* may just turn out to be the new AMIGA POWER number one!



Parasol Stars, the sequel to AMIGA POWER's all time top game *Rainbow Islands*, is nearing completion, and we can safely say it looks destined to knock its predecessor off its perch.

Unlike *Rainbow Islands* and the first in the series, *Bubble Bobble*, this one didn't start life as a coin-op but as an original release for NEC's PC Engine console, though that doesn't make it a lesser game – not on the strength of what we've seen of it anyway. It's going to be published by Ocean, who've been behind all three *Bubble Bobble* games, and they're privately predicting the first non film or coin-op based Christmas number one since, well, since anyone can remember.

As you might have guessed from the title, Bub and Bob, our two cute little heroes from the first two games, now have a new weapon – multicoloured parasols (umbrellas) which they use to a) throw baddies, b) pick up collectable fruit (or whatever) to lob at the enemies or c) slow their descent when jumping off platforms. Gameplay is a sort of mix between *Bubble Bobble* and *Rainbow Islands* – each level is small(ish) and only a couple of screens across, but the sense of scale and style of your weaponry are much more reminiscent of the *Rainbow Island* outing.

From what we've seen the game plays as crisply as it looks from these ultra-bright graphics – and that's very crisply indeed – but we don't want to spoil the fun so we won't say anything else until the full review next issue...



Combining the cuteness of *Rainbow Islands* and the beautifully simple gameplay of *Bubble Bobble*, *Parasol Stars* could just be the best yet...



That parasol isn't much use for keeping rain at bay, not underwater anyway – you'd be better off bashing those nasties with it instead.

CONAN'S IN A BAD MOOD

Blimey. Beefcake hero Conan has woken up with a bit of a headache, received a Poll Tax reminder, found out there's no milk in the fridge, and, to top it all off, his family have been massacred during the night by the ravaging hordes of Thoth Amon. Time to lift implausibly large sword, and get down to slicing up some fantastic creatures.

Virgin's *Conan the Cimmerian* features 200 locations (taverns, dungeons, tombs – you know the kind of places) and lots of ugly bag guys who are just itching for a scrap. We're talking giant spiders, assassins, rogues and our old pals the venomous lizard rats here. You can change the mode of combat (ie your weapon) and there's a bit of strategy bunched in for good measure. It's out later this month priced £29.99.

'OUR' NIGEL RETURNS

Formula One racing 'hero' Nigel Mansell is to appear in a high speed Amiga game, courtesy of Gremlin. The Sheffield team are understood to be discussing the finer points of a deal with Mansell's agents, with a view to releasing an *Indy 500* type driving game in '92. Three years ago Mansell was the central licence in a Martech race game which enjoyed moderate success on all formats. Unfortunately though, it doesn't look as if Gremlin will be able to flag their catch as world racing champion.

US GOLD GIVE UP ON ARCADE CONVERSIONS

They've been saying this for a while, but now it finally looks to be true – from next year the Birmingham software giants will be concentrating even more on their various foreign labels (Lucasfilm, Delphine, SSI) and odd bits of original product (Cybercon III, say) for the Amiga and leaving the CapCom and Sega licences to the likes of the Super FamiCom or Megadrive.

'After all,' said a reluctant-to-be-named spokesman, 'you have to admit that some arcade games just don't work on the home computers. If we do get around to doing any conversions next year, and we may not, it'll be the real cream only – things like *Street Fighter II* or *Sonic The Hedgehog*, if it ever becomes available. Otherwise were concentrating on the more mature, computer orientated products only.' And you can't say that it doesn't make perfect sense.

RAYMOND CHANDLER ON MARS

Access are probably best known as producers of top notch golfing games, such as the *Leaderboard* series and the forthcoming *Links*. Ahh, but times change, man cab't live by golf alone, and now the Salt Lake City team are working on altogether more other-worldly projects.

Take *Martian Memorandum*, a futuristic detective yarn, billed as being very much an 'interactive movie'.

We've seen a PC demo, and it certainly looks a treat (although it remains to be seen how successful its movie adventure style will be). It's a bit of a mix between *Casablanca* and *Total Recall* with the 'tec chasing across to Mars to track down a girl, while a totalitarian state and various other villains get in the way. Look for an arrival by the middle of next year.



Martian Memorandum: Interactive movie time with a Philip Marlowe type 'tec of the 21st Century (PC shown).



The more things change... Even in the 21st century the detective always has to rescue a kidnapped girl.



Moving from the safety of Earth to the angry red planet, *Martian Memorandum* encompasses over fifty locations, each one beautifully drawn and animated.



WRESTLE MANIA



America's favourite bone-heads come to the Amiga in *World Wrestling Federation*, courtesy of Ocean. With a large play area, smooth scrolling and huge sprites, *WWF* could well be the first decent wrestling game to ever appear on a computer.

You've seen the adverts by now (you know, they're the ones with that hairy blonde bloke saying he's 'Comin to get yaaa!') and perhaps checked out the TV show on BSKyB – well, now here's the game. *WWF* (or *World Wrestling Federation*) is that madly theatrical American wrestling thing starring guys like Hulk Hogan (the bloke in the advert), 'Nature Boy' Ric Flair (motto: 'You can like it or not like it but learn to love it because it's the best thing around!'), Sting, Sid Vicious (not the singers), Zed Man and Mr Perfect.

Ocean's game of the 'sport' puts the player in the spandex swimsuit of the Hulkster, Ultimate Warrior or British Bulldog while baddies include The Mounty, Warlord, Mr Perfect, Ted Dibiase and Sergeant Slaughter. Yes, there's no doubting *WWF* features some pretty colourful characters, and the large size of the scrolling ring gives the game plenty of space to breathe (neatly you can jump or be thrown out of the ring, the game continuing as long as you get back within a count of 20), but whether or not it rises above the traditional beat-'em-up problems (simply that straight one-on-one fighting is too limited to hold the interest for long) remains to be seen. That said, interest in the *WWF* is strong enough for the game, programmed by Twilight and released in November, to doubtless prove a fairly sizeable hit.

COMPETITION

BE AN AMIGA POWER GAMES REVIEWER

Have you ever reckoned yourself as a games reviewer, but never had the chance to really have a go? Well, here's your opportunity. This month's we're having a weird competition where the prize is a place on the AMIGA POWER reviews team. (This means that you get to play free games, write about them, get famous and get paid).

Here's the catch. If you can't string a few words together in a reasonably entertaining fashion, and if you don't know your *Rainbow Islands* from your *Monkey Island*, then you haven't a hope. If, however, you've got something worthwhile to say about games, then get writing. Don't worry too much about spelling and punctuation, this isn't a job application... we want people with opinions and angles.

Here's what you have to do. Just write a 100 word review on any of the games on this month's cover disk. Write it in your own style, but try and put it together as if it were to run in *AMIGA POWER*. That means sticking a Bottom Line at the end (but there's no need to worry about Uppers and Downers). For a good guide of what we're after, check out a few of the budget game reviews on page 90-92.

Here're the rules. All entries must be in by December 31st 1991. The editor's decision is final, and no correspondence can be entered into. And that, as they say, is it.

TOTAL CARNAGE, I LOVE IT!



The two player mayhem of *Smash TV* comes to the Amiga in glorious gore-o-vision. ZZKJ (of *Super Hang-On*) fame is handling conversion duties, so the results should be suitably fast and frantic. Graphically, things look pretty much identical to the arcade original.

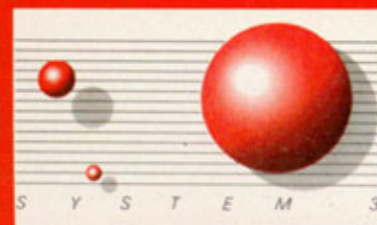
If there's been one coin-op the AMIGA POWER team have really been into this year, it's *Smash TV*. Why? Well, it's simple – for a start, the game is simply a series of single screen rooms, each one packed with an unfeasible number of baddies. You (or you and a chum) play contestants in a futuristic *Running Man*-style TV show, spending most of your time dashing around a large room, shooting everything you see and trying not to get shot (or otherwise got) by the baddies yourself.

Yes, if it sounds to you like an updated version of *Robotron*, you're exactly right – and that's where the game's real appeal come from. We've always been suckers for early arcade gameplay teamed with 1990s graphics, and this has proved to be one of the most successful combos to date.

What more can be said about it? Well, tons of power ups, oodles of baddies, and fifty rooms make for one of the most frantic games of the year, while a trio of huge end-of-level bad guys (some of whom can take up to 10 minutes to kill!) up the violence quota massively whenever they venture on screen. Perhaps the most impressive thing about Ocean's conversion is the way things don't slow down even when there are loads of (often quite large) baddies on screen at once, while the fact that the collectables lying around include VCRs, toasters and holidays adds to the TV quiz show humour. Look for a release in November and review, with luck, next issue – it promises to be a doozy.

CRIB SHEETS

It's time to lift the lid on another one of those top software publishing outfits. After much deliberation, this time we're quizzing...



SYSTEM 3

Contact: 18, Peterborough Road, Harrow, Middlesex, HA1 2BQ.

History: Formed in 1983 by a youthful Mark Cale and two pals (hence the '3') they started off by writing some pretty cheesy games for the Atari. Then they moved onto the C64 and scored a huge hit with *International Karate*. Cale bought out his buddies before embarking on a doomed partnership with Activision. System 3 carried on releasing hit after hit on the 8-bits, and are now working hard on bringing their reputation to the ST and Amiga.

People: There are 20 full time staff at S3, 10 of whom actually work on developing games. The firm also calls upon a pool of 25 freelance graphic designers, sound people and programmers for work on their various projects.

Biggest successes: *Last Ninja*, *International Karate* and *IK+* have made System 3 the masters of martial arts beat-'em-ups. Oriental violence seems to be their forte, and no-one does it as well (or as much!) In 1986 *International Karate* was the first British game to go to number one in the US charts.

Biggest failures: A sales and marketing deal with Activision in 1989/90 went sour (for the usual business reasons). System 3 wanted out but were under obligation to write a couple more games for Activision – one of which was *Last Ninja II*. In the end Cale and his crew left Activision, who simply wrote *Ninja II* themselves and released it in System 3 packaging. It was not a success.

How they see themselves: Over to marketing manager (and boss's brother) Adrian Cale. "We're a designer label. We're not Ocean or US Gold, and we have to make sure our games are special. All our games (except the Activision ones) get 90 percent ratings in the magazines."

How other people see them. There's no doubting the quality of some of System 3's kit, but many people still view the team as wide boys. In days gone by Mark Cale could usually be found driving a Ferrari, but 'this had less to do with flashness as a financial interest in exotic cars'. (Hem, hem).

What's coming next: Check out the preview of this year's remaining games on these very pages. Next year there's *Silly Putty* (which is very strange) and a god sim type thingy called *Constructor*.



System 3's most critically acclaimed release to date (by us anyway), *IK+* was the work of top Amiga programmer Archer Maclean.

FIRST SAMURAI

Named as a little in-joke with ex-employers System 3 (whose *Last Ninja* series they helped create), John Twiddy, Mev Dinc and old 8-bit star Raf Cecco of Vivid Image have come up with one of the – if not simply the – most stunning Amiga arcade adventures ever. Graphics are gorgeous for a start, but special effects (always an AMIGA POWER fave but too rarely done well) and some great (and intuitive) combat moves really raise it above the norm. We don't want to say too much here, but the game – released within weeks with luck – looks set to be one of the high points of the year.



First Samurai is certainly visually stunning, but it's the in-game sound which really astounds. Awesome samples are played in sync with the actions of the samurai. It's now possible to create tunes, simply by hacking and slashing!

SPINNING IN THE BRAIN

French publishers Titus are to make a late entry into the already-overcrowded cute puzzle game market with a - well, a cute puzzle game, really. It's called *The Brainies* and it looks not at all unlike a cross between *Demonware's The Power* and the classic Japanese puzzler *Soko Ban*. The object is to slide little fluffy critters around an obstacle-strewn course until they occupy specific spaces, but as you might expect, it's not as simple as that... The game is close to completion and it looks like a lot of fun, but you'll be able to find out for yourself in late October.



Cute-as-a-button puzzling in Titus' *The Brainies*.

DRIVIN' RANGE

Remember *Hard Drivin'*? Crap wasn't it? Well, now Domark are having another stab at high speed driving with the 'official' sequel to the top arcade coin-op.

This time we're promised none of the disappointing judderyness which marred the original conversion, nor the non-descript courses of the 'unofficial' sequel *Hard Drivin' II*. Steering control is also said to have been improved significantly so we're banking on plenty of high speed action, nasty challenges and mad crash sequences.

Now there are two new tracks (Corkscrew Loop and Jump Loop) in addition to the original stunt and race tracks, and there's a wickedly obstreperous off-road course track...

Race Drivin', as it's called, is programmed by Walking Circles and claimed to be "even faster" than *Hard Drivin'* - we're certainly hoping so. It's out late November, priced £24.99. Watch out for a full review next month.

BUSY SYSTEM 3 GO ECLECTIC

Beat-'em-up moguls System 3 are lining up their most eclectic batch of releases yet. Aside from *Last Ninja III* (reviewed this issue) there's an arcade adventure, a racer-cum shoot-em-up, and a cute platformer. So what're they all about?



That crusty old 8-bit fave has been given a complete overhaul, but is it top 16-bit fare?

MYTH

If you owned an 8-bit machine a few years back, it's more than likely that you gave this arcade adventure a spin. It picked up awards throughout Europe for stunning graphics and excellent gameplay, and for at least a month it was undisputed king of 8-bit games. Now it's attempting to lure Amiga owners (but we're not so easily pleased as our 8-bit chums of yesteryear). Graphically, it's never going to affect Amiga owners as it did,

say, the C64 community. It's pretty, but certainly not magnificent. That said, there are some well illustrated characters running around, plenty of plot and gameplay, and loads of clever little touches that weren't evident in the original.

Half the game is simple running, jumping and killing (in anything from two-way to eight-way scrolling) but to really progress you'll have to solve the necessary puzzles to dispose of those end of level guardians. Some will tax arcade adventurers to the limit, but the genre has been largely neglected of late, so that's no bad thing. The plot sticks closely to various mythological stories (hence the name) and there's everything here from Jason and the Argonauts to Odin and Valhalla. *Myth* will be arriving next month priced £25.99.

FUZZBALL

This could be the surprise hit of the winter. It's best described as a cross between *PacMan* and *Bombjack*, but much more challenging than either. It's all multi-level jumping, avoiding/killing beasties and collecting sweets and fruits. *Fuzzball* hails from an unknown pair of programmers from Denmark (apparently called John and Thomas); whoever they are, they've devised a game of nastily addictive qualities. There are plenty of *Mario*-esque touches like secret screens and amusing bad guys, and lots of that 'just one more go' feel bunged in. It's out next month priced £19.99.



PacMan mates with *Bombjack*, and the result is one strange baby by the name of *Fuzzball*.



Turbocharge joins the like of *Lotus II* and *OutRun Europa* in the Xmas games race.

TURBO CHARGE

Crafted in the *Chase HQ* mould of race and chase, *Turbocharge* takes you through a clutch of violent third world countries, chasing terrorists along the way.

Each level features two sub-sections - chasing the enemy through friendly territory, and then chasing the suckers through unfriendly territory. The best thing about *Turbocharge* is it's

phenomenal speed. Landscape detail may be scanty, but who cares when you're zipping along at such a rate? Each country also has some darkly humorous graphical call-outs - while driving through Iraq you'll pass hoardings featuring Saddam Hussein's mug. Out by the end of the year, this doesn't look as pretty or accurate as *OutRun Europa* or *Lotus II*, but it could still prove to be bags of fun.

RPG FRENZY



Character assassination: Some of your pals are a bit emotional (to say the least), so you're best off not asking them to perform tasks unsuited to their personalities.

This is *Daemonsgate* (sic), Gremlin's much talked about role playing adventure due for release at the end of the year. It's being much talked about because Gremlin's only previous attempt at RPG was the decidedly middle brow *Hero Quest* which, while enormously successful, was a minnow of a game compared to this monster.

The plot is standard fare. Hordes of barbarians are camped outside your town, and they're getting in the mood for destruction, rape, pillage and other such larks. You control eight good guy characters of varying skills, each of whom has to overcome a multitude of problems and tasks.

As has become vogue, the characters are not only made up of statistical attributes and disadvantages, they also lead real lives. So, while you're not controlling someone, he'll go about his daily business in the usual fashion.

It's all set on the continent of Hestor, but most of the action takes place within each of the seven major cities in Hestor - each of these is 10,000 screens big featuring 400 characters who'll either get in your way, or bumble around in an everyday fashion. Yes, it's one of those games where lots of people are forever milling around... There's also plenty of combat, character interaction, magic spells and other fave RPG ingredients. All in all we reckon heavy-duty adventurers will go a bundle on this. Price is likely to be £35.



Out on the town: There are plenty of people to bump into in the urban scenes, though you might not want to (more than a few are looking to bump you off).



Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.



BRUCE WILLIS HUDSON HAWK

...I don't think so.

Now...
steal in on the game.



© 1991 TRI-STAR PICTURES, INC.
ALL RIGHTS RESERVED

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

DESERT STORM

Flight sim fans will no doubt remember Digital Integration's early but influential *F-16 Combat Pilot* – one of the first games accurate enough to attract hardened aircraft fans, yet arcadey enough to work as a game. *Falcon* and the rest may have since past it by, but the game retains enough fans to promote interest in a 'sequel' – even if the new one turns out to be about a completely different aircraft! Based loosely on missions flown during the Gulf conflict, *Tornado* puts you in the pilot's seat of the famous RAF fighter-bomber – a plane currently ill-served by existing flight sims. Indeed, DI – in an reference to Hi Soft's over-complicated *ProFlight Tornado* game – say "we are aware of only one *Tornado* simulator presently on the market and it is by no means comprehensive or visually convincing."

From the sound of things – and what we've seen – *Tornado* will be hard to accuse of lack-of-comprehensiveness at any rate. With a new style of high density ground detail (apparently accurately modelled from maps and photographs) and lots of clever tricks – graduated horizon, 1:1 scaling of objects, ground object animation, multiple camera views and (wait for it) multiple cloud layers – to keep the most demanding flight simmer happy, we certainly expect it to be a game to cause a bit of a stir. You'll have to wait for it though – *Tornado* won't be passing this way until the middle of next year.



Tornado: More detail, more fun, better enemies, and the first graded sky on an Amiga flight sim.



External views show just how advanced the 3D graphics routines are. Could this game be a successor to *F-15 Strike Eagle II*?

Oh dear...

The column that does for the software industry what Sweeney Todd did for hairdressing.

GAZZA'S SUPER SOCCER (Empire)

The biggest problem with this game, it must be said, is its title. To start with, there's 'Gazza'. Not only is it a thuggish and inelegant sounding word, but it's only got two 'z's in it. Believe us, this is a game with a LOT of 'z's in it...

Secondly, 'Super'. Our dictionary defines the word as 'outstanding; a product of superior quality', but if there's ever been a footy game that this is superior to, it must be a very sad affair indeed. (Then again, I daresay 'Gazza's Absolute-Nadir-Of-The-Genre-Since-The-Funny-Pong-Style-Game-You-Got-On-Those-Ancient-Binatone-TV-Games Soccer' wouldn't have had quite the same commercial appeal.

It would have been a fraction too long for the box as well, probably). And lastly of course, you've got 'Soccer'. Or rather you haven't, not if you're playing this. This game bears as much resemblance to soccer as, ooh, a kangaroo or something. Have the Advertising Standards Authority been told?

There are other, smaller, problems too, though. The one everyone notices is the quite breathtakingly stupid mixed perspective, but the completely arbitrary tackling, stunningly unfriendly options screens and dreadfully



Here it goes, here it goes, here it goes – straight in the bin. (Ahem).

unhelpful kick-strength meter shouldn't be forgotten, nor should the phenomenally cretinous commentator or the fact that you have to stand still to kick the ball properly. Or our personal favourite, the way that a full-strength kick from the centre section of the pitch goes for about 70 yards, but one from one of the end sections travels around nine feet or so.

This game is a pair of plastic breasts on the chest of the software business.

ANNOUNCING... THE AMIGA POWER SILT-SOFT QUIZ

It seems that this quiz will have to be renamed. Apparently the questions are proving too... obscure for some. Aah. Well, for the benefit of those sad sorts who don't know the meaning of **ROCK-HARD**, here are five **SILT-SOFT** questions to answer. As ever, there's a kudos point on offer for those capable of spotting the link between the answers – not that anyone deserves any.

- 1) Gremlin's follow-up to *Supercars*.
- 2) Gremlin's follow-up to *Switchblade*.
- 3) The Bitmap Brothers' follow-up to *Speedball*.
- 4) Rainbird's follow-up to *Starglider*.
- 5) Psygnosis' follow-up to *Shadow Of The Beast*.

The answers to this monolith of obscurity can be found over on page 17.

IT'S ... THE (REAL) AMIGA POWER ROCK-HARD QUIZ

So the Silt-Soft Quiz was a little too squelchy for your liking, eh? Well here are five questions for the real men (and women) out there...

- 1) It was a close shave, but Tiertex ensured that Sega's chopper was out in time for the Christmas of '87.
- 2) Capcom's light atmospheric disturbance, as converted by Software Creations.
- 3) A colourful conversion from Graftgold.
- 4) Ocean France have got the ball rolling for which cool Toaplan arcade hit?
- 5) Dan Gorlin's hero went in search of a sea child.

The Rock-Hard answers are also to be found on page 17.

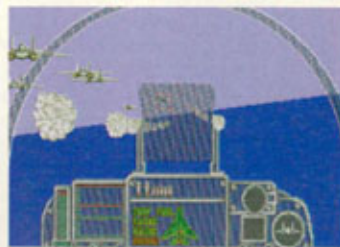
G-FORCE

Oh no! Someone's been stupid enough to try and convert G-LOC, Sega's sequel to arcade hit *Afterburner*, to the home computers! It's bound to be rubbish, isn't it? (After all, Activision's attempts at *Afterburner* and the similar *Galaxy Force* were pretty hopeless, weren't they?)

Well, yes to the *Afterburner*/*Galaxy Force* comments, but quite possibly no, not even slightly to our assumptions about G-LOC.

From what we've seen the game succeeds in being fast and smooth – something previous things in the same vein have never really pulled off – and large too, with 38 levels of varying degrees of difficulty. A good conversion then, by the look of things – any problems with the game look like they'll be those of the original coin-op.

After all, it's a common complaint that arcade games in the *Afterburner* mould tend to be fast and impressive, but ultimately fairly uncontrollable, and it's difficult to see how you can make it any different on the home screen...



Although the ground detail is still missing, this early version of *G-LOC* is remarkably smooth – the planes swooping around elegantly.



Closing in for the kill with the finger right on that missile trigger. The enemy craft sometimes get frighteningly close. Loosing a missile soon dispels any fears though.



Taking some major evasive action, those enemy aircraft just keep on coming. Even this early demo is instantly recognisable as *G-LOC*.



RACK OFF WITH IMPULZE

Impulze are a company which may be unknown to many an Amiga user. The full-price version of the Zeppelin label, the Impulze label is run by brothers Darren and Brian Jobling in the software desert of County Durham. Established four years ago as a purely budget label, they now employ a team of seven in-house programmers and graphic artists, in addition to a number of freelancers. Notable for their old school, 'light' approach to the games industry, Impulze have some interesting releases on the horizon, which should increase their profile by quite a degree.

Their big Christmas release has to be *Neighbours*. Featuring those legendary feuding families the Ramseys and the Robinsons, the game takes the form of a frantic chase round all the Erinsborough landmarks (Daphnes, Lassiters etc) with all your favourite(?) characters from the series and the odd marsupial, just to emphasise the Down Under-ness of the proceedings. The game's is currently being stalled by the BBC, who even tried to stall the release until they'd seen all the reviews (hmm, we can see that catching on). BBC willing, *Neighbours* should be singing their way to your neighbourhood in November.

First up though is *Round The Bend*, based on the cult kids' TV show of the same name. The show has apparently gained quite a following amongst adults, with its *Spitting Image*-style puppets and bizarre humour. The plot of the game closely mirrors that of the series in that everything revolves around the antics of a bunch of animals (led by one Doc Croc) who produce a comic (!). The game will require the player to take part in comic strip sub-games in an attempt to reach the strip's punch-line, and then put the whole comic together. First impressions are that *Round The Bend* will be different to say the least! Expect to go loony sometime in October.

Graeme Souness' *Vector Football* is also penned in for an October release. This, the third attempt we've seen at a 3D footy game is certainly the weirdest, visually anyway. Using laughably rough vector graphics (see picture), all doubts are dispelled when the players begin to move. Movement is relatively smooth, and remarkably fluid. Of course, everything will hinge on the actual 'feel' and control system, but the early version bodes well. The code is being handled by Glyn Humphreys, an ex-Domark coder who's previously worked on *RBI 2 Baseball* and Domark's 3D vector system.

The final release from Impulze this year is *Kawasaki Team Green*, another game in the 3D vector racing vein. With a goal of progressing through the entire training regime in order to gain Team Green status, and represent the team in subsequent races, the game's publicity is to be given an extra boost by Kawasaki themselves. The motoring giants will be running the game on their stand at next year's NEC Motorcycle Show. Now that's how to market a game.

Zeppelin's budget Platinum label also have some bits and pieces due for imminent release. *Titanic Blinky* is the second game to feature



Neighbours (the computer game) apparently takes a slightly nutty angle on the Antipodean addiction. The game is based around the series' key locations, but avoids the adventure style route which everyone expected.



Round The Bend will feature all the characters from the *Spitting Image*-style series, using the comic-strip idea as an integral part of the game.



With the silliest 3D graphics ever, *Vector Football* could still be the best of its type.

Zeppelin's answer to *Dizzy*, and is likely to appeal to much the same platform/arcade adventure audience. Watch out for some pretty psychedelic scenes though! Sports buffs are advised to watch out for *World Cricket*. Although concentrating on the strategy and management aspects rather than the bat and ball bits, the graphics are a cut above the usual strategy fare, with close-up camera sequences spicing things up quite substantially. We were quite surprised that it's only to be given an outing at budget price. Expect a full review very soon.

Gamers should also keep an eye out for the Air Crew club. For £7.99, Impulze/Zeppelin are offering a choice of free game, a membership card, bi-monthly newsletter, high score poster, and a voucher worth £5 off an Air Crew T-Shirt. Interested readers should give Impulze/Zeppelin a call on 091 385 7755.

...while *World Cricket* features some neat animated sequences, despite the strategy nature of the game.



Don't quote us

The first in a new, regular column where we put our brains together and speculate outrageously on possible game licences coming up which might (just might) eventually find their way onto your Amiga. Or maybe not.

- Next year is Olympics year, which means we should be seeing a goodly number of new sports games cropping up – the joystick waggler may even make a comeback of sorts (though we're hoping it won't, naturally). Of course there are sports games and there are sports games – the big licence to get is the Olympics itself, and while it's rumoured Sega have the rights for the console market, what'll happen at the computer end of things is unclear. Could Sega pass it on to long-time conversion partners US Gold, say, or might US G pass it up – it's bound to be prohibitively expensive, for a start – in favour of an unlicensed sports game? After all, US Gold did alright out of an unlicensed World Cup game last time anything this big came up...

- Two of our current coin-op favourites are Sega's *Rad Mobile* (you know, the spectacular driving game with the little *Sonic The Hedgehog* rear-view mirror ornament swinging at the top of the screen) and the four-player Konami beat-'em-up *Vendetta*. Both are ripe for conversion, though US Gold's apparent lack of interest in coin-op based games makes it unclear who'll do *Rad Mobile*, while getting four players round a single Amiga will be a neat trick if you can do it.

- Insomniacs will have seen *American Gladiators*, the late night cross between *The Running Man* movie and TV show *The Krypton Factor*, featuring ordinary Americans in lycra superhero costumes taking on groups of Arnie-style body builders (both male and female) with names like Nitro, Flame and Gold in dangerous-looking (but highly padded) battles. An obvious computer game contented then (versions are already appearing on consoles in the US) but a buyer seems unclear – perhaps the show needs a more viewer-friendly time-slot first...

- If Ocean's *WWF* does well (and it's bound to, isn't it?) picking up *WCW* (*World Championship Wrestling*), its US competitor, could prove a smart move for some clever software house. It's not as glamorous as the *WWF* (more like British wrestling, in fact) and not as well known, but it'll be cheaper...

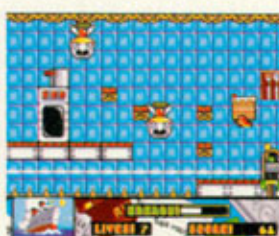
- In the light of Virgin's Motorhead licence and the simultaneous release of two new albums, we ask, where's *Guns'n'Roses* – the game? The biggest rock act in the world, complete with their ultra-violent cartoon-images and *Terminator II* links, have to be naturals. And what happened to *Iron Maiden*, the game...?

- In the film world *Bill & Ted's Bogus Journey* (the *Excellent Adventure* sequel) is bound to be picked up by Capstone and published by Accolade, but what about these other possible film properties?: any Jean Claude Van Damme film, particularly the new *Double Impact*, featuring two Jean Claude's as battling twins; Arnie's next action project, *The Crusades*, directed by RoboCop creator Paul Verhoeven; *G-Men*, Disney's follow up to the *Rocketeer*, set in 1925 San Francisco and starring the FBI; the current crop of black American action films, including *New Jack City* and *Boyz N The Hood*.

- More film stuff: how about a game based on *The Flintstones* the movie (if it's ever made), rumoured to star Danny DeVito. Indeed, if that happens DeVito could start to rival Arnie in the pixelisation stakes – he's also said to be in a live action *Super Mario Bros* film, which if it arrives could bring with it the first incarnation of the Bros anywhere outside of the Nintendo NES and Super FamiCom. Perhaps even bigger than that though will be Hook, the Spielberg version of the Peter Pan story starring Robin Williams which is simply bound to turn up on the Amiga...

- TV yields some interesting possibilities too. Quite why Sumo had never merited a game of its own (it has made fleeting appearances in Firebird's *Oriental Games* and Epyx's *World Games*) is unclear, and one other TV cult sport, the Indian Kabadi, could be interesting too. Also possible is a game based on the as-yet-unseen-in-this-country Jim Henson production *The Dinosaurs*, a sit com all about a 'typical American dino family.'

Two of the colourful releases coming from the Zeppelin label. *Titanic Blinky* looks suitably sweet...



THE MEN BEHIND MIDWINTER

Mike Singleton and Hugh Batterbury run Maelstrom, the developers of both *Midwinter* games as well as earlier successes like *War In Middle Earth* and ancient 8-bit classics like *Lords Of Midnight*. Both, of course, were heavily involved in the development of the long awaited *Midwinter II: Flames Of Freedom* (reviewed last issue), so we spoke to them about the game...

First off Mike, what are you happiest with about *Midwinter II*?

Mike: Well technically, I'm happiest with the way the sea moves, particularly the way the waves crash against the land. That was one of the worst bits to do, but it was very satisfying to get it right. In gameplay terms, however, I'm very pleased with the pace we've managed to give it – it's a lot faster to play than the first game. I can tell that by the fact that my sons, who normally turn up their noses at my stuff, have been itching to get their hands on this one! I must be doing something right!

It's still quite a slow moving game though, isn't it? One thing we felt was that a lot of people would be attracted by the sexy front end, but put off once they started playing it because the actual strategy element is so slow and involved.

Hugh: That's why it's designed on two levels – a strategic level and a tactical level. The raids are put in there so you can play and enjoy the game without getting involved in a long, drawn out campaign.

It's true that in the first *Midwinter* you had a huge landscape, and could easily find yourself stuck in the middle of nowhere with nothing to do and no one to meet. You couldn't get into any of the vehicles you might come across – which is why we've included the option to jump into them in *Midwinter II* – and it could generally get very frustrating. This game cures a lot of that.

Yes, but this jumping stuff's a bit odd, isn't it? We could understand you jumping into a truck or something, but a helicopter? How do you manage that?

Mike: Yes, it's stretching the imagination that you could leap into a helicopter, but it's not beyond the realms of the sort of thing that happens in, say, the Bond films. I like to think the game's got some of the same tongue-in-cheek action as those sorts of movies.

What other mistakes from the first game do you think you've corrected?

Hugh: In the first game you only met people when you went into a building, whereas in this one you can see people in the landscape and then chose whether to meet them or not. In *Midwinter* you were effectively controlling a lot of people at once, but we found many players didn't like that, so we changed it so you only control one person, and all the rest interact with you. This new game has over 1000 characters – I should know, I had to come up with lots of them!

And are any of them based on your family and friends?

Hugh: I wouldn't really like to comment!

Someone once said you were planning to have fish swimming around in the underwater bits, but we haven't noticed any in the game so far.

Hugh: No, we dropped them. We were going to have sharks in there at one point, but it seemed a bit odd having them moving around when the people you come across in the game can't budge.

Mike: And anyway, apart from them attacking you all the time – which would soon get annoying – we couldn't think of much for them to do!

This game is much more involved with politics than the first one, isn't it

Mike: Yes, your actions are affecting the way a whole society works, rather than just a community of relatively few people. Once again you have to suspend your disbelief – you have to assume there are thousands of people on each island, even if you can't see them! Imagine if we did represent everybody – the player would get really bogged down walking around talking to all these people who couldn't help him in any way. The way we've done it, the ones you meet are the active people on the island.

One thing that strikes us as being very odd is the way the technology works. Some of it's modern day, but

some is very old fashioned, and the flying sub seems far too sophisticated for the rest of the game. What's going on?

Hugh: Basically this is an adventure world, and we've got a mix of the old and the new in there to give the player a range of different challenges. It's value for money, if you like. Having said that though, we were careful not to have too many flying subs crop up in the game – it would have made much of the game far too easy to play.

Mike: The situation in this game is that civilisation is still getting back on its feet, so people are making full use of every resource they can get their hands on – and if that includes old technology, like the biplanes, then so be it. In actual fact the Saharan Empire is very closely based on the current situation with the Soviet Union. The various islands in the archipelago are like the countries of Eastern Europe and some of the Soviet republics – they're all part of the same bloc, but it's not going to take much pushing to provoke a revolution. The technology mix is like that of the Soviet Union too – very crude as far as cars and so on are concerned, yet perfectly capable of building MiG 29s or sending men into space.

The way you can use 'sex appeal' to escape from jail is odd, isn't it? What prison guard worth their salt is going to spring you from jail if you sleep with them?

Hugh: The thing about jail is that it's not meant to work strictly realistically. It's there to slow you down and cost you time, not – as it would in a real situation – bring your mission to an abrupt halt. Therefore we allow for a bit of artistic license, making it so that there are always a number of ways you can get out. Using your sex appeal is just one of them.

Mike: Of course, sex appeal will only work on half the population, so it's not an easy get-out!

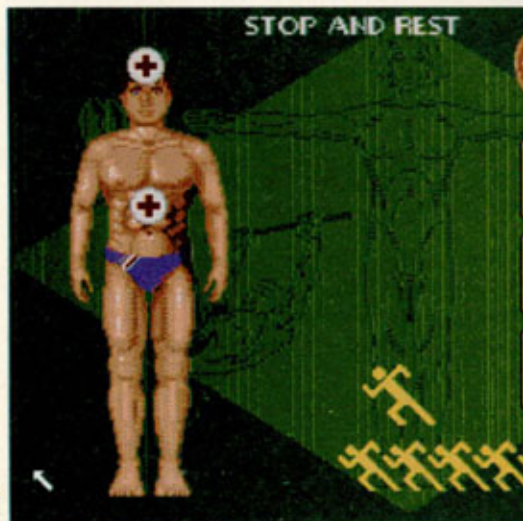
Do you see this game as a direct descendant of *Lords Of Midnight* et al?

Mike: I think there is a common thread throughout my games – I certainly like something with a lot of strategy in it. I think the more obvious structural similarity is between *Lords Of Midnight* and the first *Midwinter*, though – I remember thinking *Lords Of Midnight* was such a strong basic game structure that it was worth doing it again, but this time using an updated 3D environment. *Midwinter II* isn't as close – the link is more a narrative one than a structural one.

Do you think there might be any more mileage left in the *Midwinter* concept?

Mike: Oh yes, I think there's a lot we could do with the system. The interesting this is that – *Hunter* and a couple of other products aside – nobody's really tried to copy us, despite the success and high profile of the games.

Perhaps it's because they're so hard to do! I wouldn't be surprised if another *Midwinter* cropped up at some point, though doing a *Midwinter VI* or whatever might be pushing it a bit though!



Strange, odd, and downright unlikely things in *Flames Of Freedom*: our hero (top) curls up and goes to sleep, fine – but in the middle of a firefight!; this plane gets any closer (above) and you'll be able to jump right into it; that strange rest option again (left).



ABANDONED PLACES

Or rather *Abandoned Places No1*, to give it its full title, is the first of a new series of role playing games from Electronic Zoo intended to 'give *Eye Of The Beholder II* a real shock'. The programmers, new to this game but fans of *Dungeon Master*, *Ultima* et al, have done their best to incorporate all the best bits from the big names in this sort of game – an inner and outer world (so you get both the dungeons of *DM* and the outside bits of *Ultima*), intelligent monsters and a vast range of both spells and locations. A one meg only product at £29.99 it'll be available at the start of next year – the only thing that could stop it being 'the best game of its type', claim the Zoo, is the as yet unknown quality of *Ultima VI*, *Eye Of The Beholder II* and *Might And Magic III*, all due to be released before or around the same time as their new game.

PSYGNOSIS SHOCKER

– ROGER DEAN-STYLE ART MAKES IT OFF THE PACKAGING AND INTO THE GAME

Those bizarre Roger Dean-style graphics, that odd semi-mechanical central character, that arcade adventure/shoot-'em-up structure – it can only be a Psygnosis game. Along with *Barbarian II* and *Leander* (this month's cover disk) comes *Ork*, an odd looking little thing perhaps best described as a 'sort-of' sequel to *The Killing Game Show*. Certainly the odd hopping central character is reminiscent of the hero of *Game Show* (if perhaps even stranger in look) while the running around, opening doors, collecting bits and pieces and shooting lots (and lots) of baddies gameplay can be easily likened to a dozen games. Nothing wrong with that of course – arcade adventures are

consistently some of the most playable games available on the Amiga – and this one is certainly strange looking enough to make its mark. Expect a release soon and review next issue.

A greener, more organic sort of killing game, *Ork* is another in Psygnosis long line of 'odd' releases.



THE AMIGA POWER SILT-SOFT QUIZ THE ANSWERS

- 1) Supercars 2
- 2) Switchblade 2
- 3) Speedball 2
- 4) Starglider 2
- 5) Shadow Of The Beast 2

And the link is... all five are sequels.

THE ROCK-HARD QUIZ ANSWERS

- 1) Thunder Blade
- 2) LED Storm
- 3) Rainbow Islands
- 4) Snow Bros
- 5) Typhoon Thompson

The link between the five answers is... the weather. So there you go.

FIREFORCE

'The ideal release for Christmas', according to Electronic Zoo, is this sort of thing – an ultra-violent horizontally scrolling blaster in the style of ancient arcade/Imagine release *Green Beret*. So much for the season of good will. A vast assortment of guns and knives, Vietnam-style settings and masses of enemy soldier cannon fodder make it certainly an action-packed game – whether it's got enough to it to really compete with similar games now out at £7.99 on budget remains until its November release to be seen.



Fireforce – the *Green Beret* genre makes a comeback. Here we see our hero making tentative steps into enemy territory.



Crawl through the undergrowth, lob a grenade at that gun tower, and just wait for the body to come crashing down to earth. *Fireforce* is the ideal game for Chrimbo.

AMIGA POWER RECOMMENDS

More unmissable slices of software nirvana as painstakingly selected by the AMIGA POWER team



RODLAND (Storm)

Can the cute platform game go any further? It can't get much cuter than this, it can't get much more playable, and it surely can't get much more fun than this absolutely gorgeous coin-op conversion. Programmers The Sales Curve have taken real pride in the job and come up with something that's even better than the arcade original, and immensely rewarding in its own right.



CRUISE FOR A CORPSE (US Gold)

US Gold come up with another winner. In fact, it's dead good (sorry). Striking graphics, a non-linear plot, and a couple of arcade sequences for variation make this a classic, although some annoying disk accessing knocks it down just a fraction below the lofty heights of classic status. If you want a game to keep you warm all winter, this is sure to do the trick.



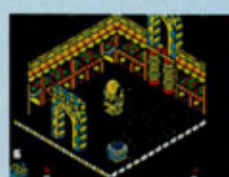
MONSTER BUSINESS (Eclipse)

Other magazines may tell you 'You can tell this is going to be a bad game just by looking at the back of the box'. Obviously that's all they've done because this unassuming little platformer is one of the most enjoyable platform games we've seen all year. *Dig-Dug* meets *Snow Bros* with cute graphics and groovy music, this is simple gaming fun at its best.



SILENT SERVICE II (MicroProse)

Thrill seekers will probably find this terminally dull but for sub fans it's hard to fault. MicroProse have cut out all that navigation nonsense, and the mass of the game involves battling it out with the Jap menace, a task which involves a sometimes unbearable degree of suspense. It's scary and violent, but in a mellow kind of way. Hours of underwater fun guaranteed.



HEAD OVER HEELS (The Hit Squad)

Look, we don't care, we're going to keep right on plugging this until a) it finally gets actually released, and b) everyone in the world owns a copy. The best-designed game ever seen on the Amiga, and the lucky recipient of AMIGA POWER's highest-ever rating, a stratospheric 92%, *Head Over Heels* is the biggest bargain there's ever likely to be.



MEGA LO MANIA (Image Works)

If there was a God, and if he had a sense of humour, and if he was into computer games, then this is the one he'd most likely want to play. Funny, challenging, and terrifyingly addictive, *Mega Lo Mania* is the most accessible god sim since *Sim City*, and maybe the most enjoyable one ever. If you want an introduction to insanity, here's where to look.

CORE TOP THE LOT

Core are taking the somewhat shocking success of *Thunderhawk* in a cool "Oh we've seen it all before" manner. The truth is though, while most commentators rated it as a top five game, few



Thunderhawk: Action packed arcade chopper sim with appeal

would have been brave enough to predict first fortnight sales of 15,000, and the number one position after one week.

Core spokesman Richard Barclay commented: "We fully expected it to go straight in at Number One. I don't think there's a game which has had this much effect on the chart since Mirrorsoft's *Turtles*."

So will there be a *Thunderhawk* sequel? "We wouldn't do that just on the basis of its chart position and sales. To say 'Oh yes, we're planning *Thunderhawk 2*' would be a cliché. We will storyboard some possibilities, but there's been no decision yet."

Core enjoyed the delights of a number one position with *Corporation* last year, and no sequel is planned for that, although "we may produce a game along similar lines, but we won't be playing up any *Corporation* connection." In the meantime, Core are on the licence trail, with a 3D racing game pencilled in for Easter. Barclay reckons it'll be "another Number One".

BUNNY BONANZA

When *Ninja Rabbits* first popped onto the scene in the spring, most normal people figured it to be a pretty cheap and unoriginal idea. But cheap and unoriginal ideas have a habit of sticking, and the rabbits



Move over pizza dudes. Those loitering *Ninja Rabbits* are proof that the tackiest ideas are often the most profitable.

have been loitering around the top end of the charts for months.

Clearly, Micro Value don't have the artistic sensitivity of Core, and a sequel is being polished off as you read this. This time there's more gameplay in the beat-'em-up and prettier graphics, but the price will once again stay at £6.99. It'll be out within the next few weeks.

AMIGA POWER GALLUP CHARTS

AMIGA TOP 100

***** Exceptional ***** Nearly there **** Very good *** Has its moments ** Flawed * Grim

- 1 (NE) **THUNDERHAWK** Core Design £30.99 *****
- 2 (NE) **NEW ZEALAND STORY** Hit Squad £7.99 *****
- 3 (2) **FULL CONTACT** Team 17 ***
- 4 (10) **TV SPORTS FOOTBALL** Mirror Image £9.99 **
- 5 (NE) **SUPERCARS** GBH £7.99 ***
- 6 (11) **NORTH AND SOUTH** Action Sixteen £7.99 ****
- 7 (4) **THE SECRET OF MONKEY ISLAND** US Gold £25.99 *****
- 8 (5) **FANTASY WORLD DIZZY** Code Masters £6.99 ****
- 9 (1) **MANCHESTER UNITED EUROPE** Krisalis £25.99 ****
- 10 (NE) **CABAL** Hit Squad £7.99 ***

- 11 (7) **PGA TOUR GOLF** Electronic Arts £25.99 *****
- 12 (15) **NINJA RABBITS** Micro Value £6.99 *
- 13 (3) **F-15 STRIKE EAGLE II** MicroProse £29.99 *****
- 14 (6) **LOMBARD RAC RALLY** Hit Squad £7.99 ***
- 15 (12) **EYE OF THE BEHOLDER** US Gold £30.99 *****
- 16 (8) **XENON 2** Mirror Image £9.99 ****
- 17 (NE) **SHINOBI** Mastertronic £7.99 **
- 18 (34) **RAINBOW COLLECTION** Ocean £29.99 *****
- 19 (16) **DEFENDER OF THE CROWN** Mirror Image £9.99 ***
- 20 (9) **PRO BOXING** Code Master £7.99 *
- 21 (NE) **BLOOD MONEY** Sizzlers £9.99 **
- 22 (64) **IMPOSSAMOLE** GBH £7.99 *
- 23 (31) **THE GAMES - SUMMER EDITION** Kixx £7.99 **
- 24 (NE) **CRUISE FOR A CORPSE** US Gold £27.99 *****
- 25 (14) **LITTLE PUFF** Code Masters £6.99 **
- 26 (69) **RED HEAT** Hit Squad £7.99 *
- 27 (26) **ARMOUR-GEDDON** Psygnosis £25.99 ****
- 28 (19) **TREASURE ISLAND DIZZY** Code Masters £4.99 ****
- 29 (29) **ROCKET RANGER** Mirror Image £9.99 ***
- 30 (NE) **FOOTBALLER OF THE YEAR 2** GBH £7.99 **
- 31 (21) **WATERLOO** Mirror Image £9.99 **
- 32 (53) **BEACH VOLLEY** Hit Squad £7.99 *
- 33 (25) **GODS** Renegade £25.53 ****
- 34 (17) **MIAMI CHASE** Code Masters £7.99 ****
- 35 (NE) **SINBAD** Mirror Image £9.99 **
- 36 (13) **LEMMINGS** Psygnosis £25.55 *****
- 37 (48) **INTERNATIONAL KARATE +** Hit Squad £7.99 *****
- 38 (28) **R-TYPE** Hit Squad £7.99 ***
- 39 (18) **3D POOL** Mirror Image £9.99 ****
- 40 (32) **LIFE & DEATH** Mindscape £25.53 ***
- 41 (NE) **CONQUEROR** Kixx £7.99 ****
- 42 (23) **RUN THE GAUNTLET** Hit Squad £7.99 *
- 43 (58) **DUNGEONS... 'N' EVERYTHIN'** Atlantis £6.99 *
- 44 (NE) **STRIKER MANAGER** D&H Games £24.99 **
- 45 (30) **CARRIER COMMAND** Mirror Image £9.99 ****
- 46 (41) **KICK OFF - WINNING TACTICS** Anco £12.99 **
- 47 (20) **TOKI** Ocean £24.99 *****
- 48 (NE) **ELF** Ocean £24.99 ****
- 49 (79) **SUPER LEAGUE** Energize £7.99 **
- 50 (27) **WORLD CLASS LEADERBOARD** Kixx £7.99 ****
- 51 (NE) **TEST DRIVE 2 COLLECTION** Accolade £29.99 **
- 52 (24) **HERO QUEST** Gremlin Graphics £25.99 ****
- 53 (63) **FINAL WHISTLE** Anco £12.99 ***
- 54 (39) **CALIFORNIA GAMES** Kixx £7.99 **
- 55 (RE) **TEENAGE MUTANT HERO TURTLES** Mirrorsoft £24.99 *
- 56 (NE) **KID GLOVES** GBH £7.99 ****
- 57 (NE) **ROBIN SMITH'S CRICKET** Challenge £25.99 *
- 58 (RE) **BATMAN CAPED CRUSADER** Cinemaware (Mirrorsoft) £35.99 ****
- 59 (42) **RAMBO III** Hit Squad £7.99 *
- 60 (NE) **WINGS OF FURY** Respray £9.99 ***
- 61 (NE) **GAUNTLET 2** Kixx £7.99 ***
- 62 (RE) **F-19 STEALTH FIGHTER** MicroProse £29.99 ****
- 63 (NE) **DOUBLE DOUBLE BILL** Cinemaware (Mirrorsoft) £35.99 ****
- 64 (NE) **LAST NINJA 2** Hit Squad £7.99 **
- 65 (81) **KICK OFF 2** Anco £24.99 *****
- 66 (49) **CONFLICT EUROPE** Mirrorsoft £24.99
- 67 (NE) **1943** Kixx £7.99 *
- 68 (54) **OPERATION WOLF** Hit Squad £7.99 ***
- 69 (84) **EURO SUPERLEAGUE** CDS £24.99 **
- 70 (60) **DALEY THOMPSON** Hit Squad £7.99 **
- 71 (59) **PREDATOR** Hit Squad £7.99 ***
- 72 (45) **SIM CITY/POPULOUS** Infogrames £29.99 *****
- 73 (66) **3D CONSTRUCTION KIT** Domark £49.99 ****
- 74 (37) **CJ'S ELEPHANT ANTICS** Code Master £6.99 **
- 75 (40) **SUPERCARS 2** Gremlin Graphics £19.99 ****
- 76 (NE) **RODLAND** Storm £25.99 *****
- 77 (56) **SPEEDBALL** Mirror Image £9.99 *****
- 78 (RE) **HARPOON** Mirrorsoft £29.99 **
- 79 (33) **RAILROAD TYCOON** MicroProse £34.99 ****
- 80 (97) **SUPER HANG-ON** Hit Squad £7.99 ****
- 81 (57) **NAVY SEALS** Ocean £24.99 ***
- 82 (62) **CENTURION** Electronic Arts £25.99 ****
- 83 (NE) **BRIGADE COMMANDER** Electronic Zoo £25.99 ****
- 84 (44) **VIOLATOR** Code Masters £7.99 ****
- 85 (22) **SWITCHBLADE 2** Gremlin Graphics £25.99 *****
- 86 (NE) **SKYCHASE** Mirror Image £9.99 **
- 87 (NE) **OUTRUN** Klassix £7.99 **
- 88 (85) **ASTERIX** Electronic Zoo £7.99 *
- 89 (RE) **VIZ** Virgin £24.99 **
- 90 (NE) **GRANDSTAND** Domark £29.99 **
- 91 (RE) **LOTUS TURBO** Gremlin £24.99 ***
- 92 (RE) **SUPER SCRAMBLE SIMULATOR** Kixx £9.99 *
- 93 (65) **MOONWALKER** Kixx £7.99 *
- 94 (RE) **AMOS** Europress Software £49.99 ****
- 95 (50) **THREE STOOGES** Mirrorsoft £9.99 **
- 96 (RE) **WHEELS OF FIRE** Domark £29.99 ****
- 97 (55) **SPEEDBALL 2** Mirrorsoft £24.99 *****
- 98 (RE) **DOUBLE DRAGON** Mastertronic £9.99 **
- 99 (NE) **VIRTUAL REALITY 1** Elite £34.99 ***
- 100 (RE) **FORGOTTEN WORDS** Kixx £7.99 **

We figure you must have some idea how the charts work by now, so briefly: they're put together by Gallup, they mix budgies and full prices together, games are rated in stars, and they're © ELSPA.

WATCH OUT FOR WHITE

Core's chart-topping position may be well deserved, but we fear it's short lived. *Jimmy White's Whirlwind Snooker* has already been despatched to happy retailers in every corner of the nation, and they're all reporting record sales.



Jimmy White's Whirlwind Snooker: Could this become the best selling Amiga game ever?

Expect to see Mr White topping the chart next month, and don't expect to see it drop out of the top 20 for at least six months.

Predictably, speculation is already growing that a sequel is being prepared. Virgin are far too busy to be working on such a project at the moment, and author Archer MacLean is up to his ears in the PC version.

Snooker II is probably on the table, but it won't be arriving for at least a year.

YOU GOTTA BE KIDDING!

It's fascinating to see *Kid Gloves* making a chart entry as a budget re-release, especially as the whole game was given away on AMIGA POWER's coverdisk just six months ago.



That *Kid* and his gloves just keep on coming, despite his winning performance on an early AMIGA POWER coverdisk.

It's hard to believe that a game like *Kid Gloves* could have performed much better if the coverdisk experience had never happened (Mirror Image's *Skychase*, say, was released on budget around the same time as *Kid* and entered the chart 24 places below it).

What can we tell from this? Well, for one thing, it does tend to punch rather a big hole in the ELSPA argument that full game coverdisk offers are detrimental to the sales of games. In this instance, the EXACT SAME GAME which cost just £2.95 with a magazine six months ago is now doing very well indeed in the charts at over twice the price!

So what's the explanation? Well, simply that the games-buying audience has a fairly short memory - *Kid* may have been better value six months ago, but it's still a bargain at £7.99 today. ●

MOONSTONE

A HARD DAYS KNIGHT

19



**SO MUCH FUN
-YOU'LL DIE!**

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

©1991 Mindscape International Limited. All rights reserved. Moonstone is a trademark of Mindscape International Limited. Written by Rob Anderson.



MINDSCAPE

AMIGA POWER NOVEMBER 1991



For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.

**NOW THEY'RE BACK ...
WITH A VENGEANCE!!!**

Bigger, badder, brighter, bolder and better, Super Space Invaders sends the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-



Level after level of increasingly weird and hostile invaders



Amazing multi-way scrolling playfields



Huge end of level mega monsters



Secret hidden levels for only the best to find.

It's the sequel with no equal!



© Taito 1991
Programmed by The Kremlin
Artwork and Packaging © 1991 Domark Group Ltd.
Published by Domark Software Ltd.
Ferry House,
51-57 Lacy Road,
London SW15 1PR

TAITO™

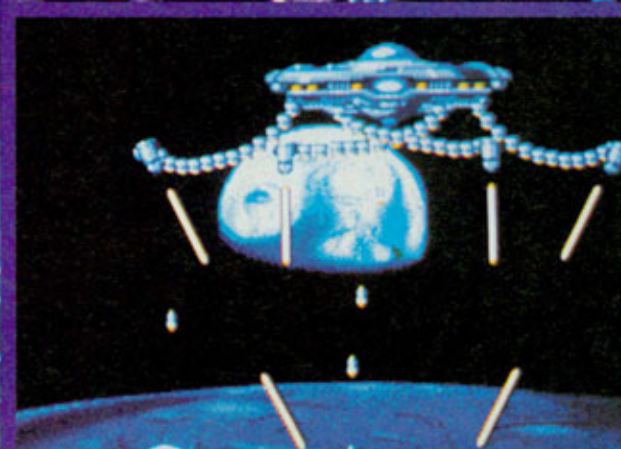
DOMARK

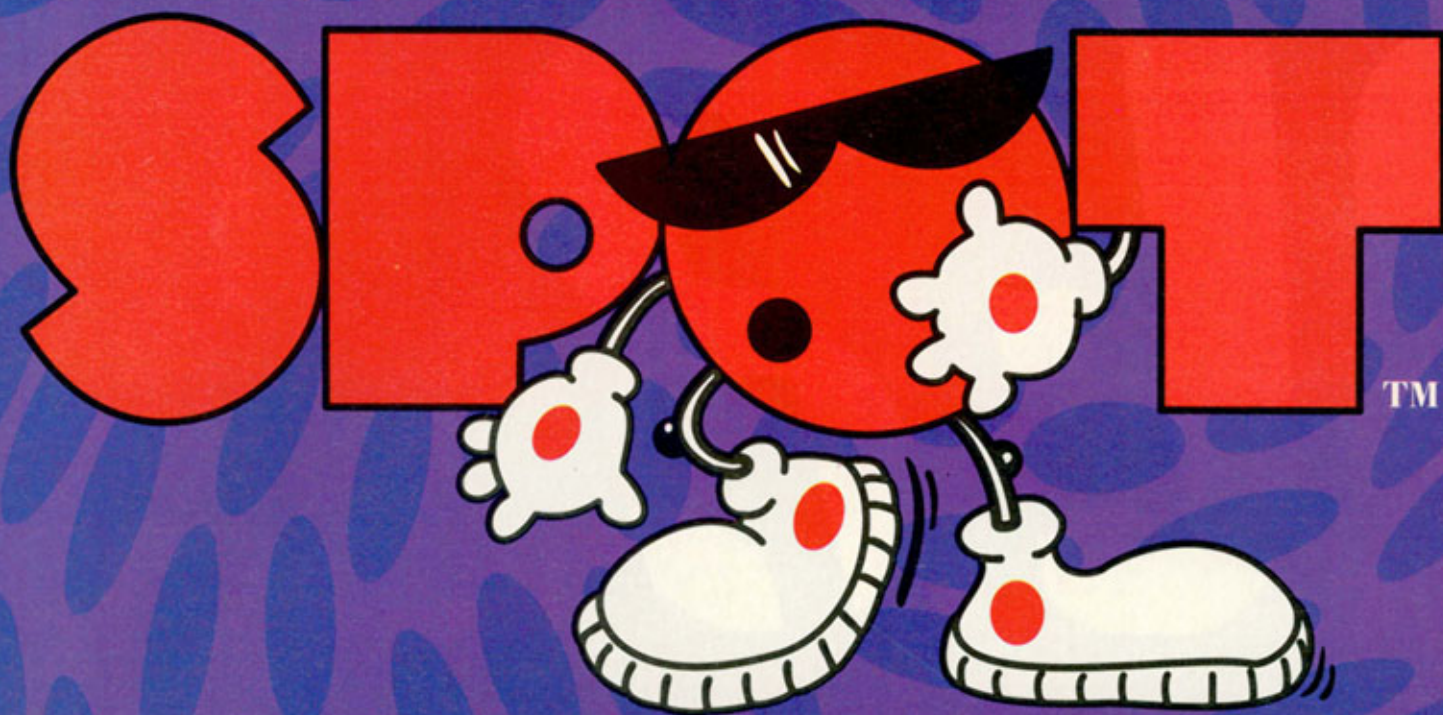
SUPER SPACE INVADERS

SPACE RANGERS

TM

AMIGA SCREENSHOTS





THE COMPUTER GAME!

"Gameplay that's
fit to bust."

Amiga Power

"Original and
playable to last a life
time. Don't miss it."

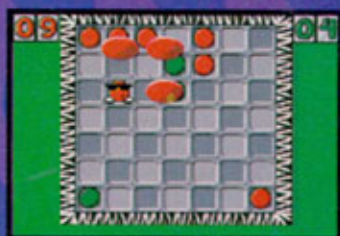
New Computer Express

Available on
Atari ST, Amiga
and C64 disk.

KEEP YOUR EYE ON

Amiga screen shots shown.

SPOT



JUST WHO DO WE THINK WE ARE?

MATT BIELBY

Matt usually likes his freebie trips out of the office, but (strangely) came over 'far too busy' when US Gold invited him on a recent day out – part of which involved jumping off a 165 foot crane attached to a rubber string! Why, we ask?

Matt's been playing: *The Rainbow Collection*, *Super Twintris*, *Rodland*

COLIN CAMPBELL

The Rugby World Cup is on, and Colin's been looking for ways to get out of the office during afternoon matches. The only prob: Matt says if he goes missing at rugby-like times he'll be forced to review every strategy game for six months!

Colin's been playing: *Robocod*, *Silent Service II*, *truant*

STUART CAMPBELL

Something's gone horribly wrong. Stuart – despite our attempts to keep it from him – has finally seen the New Computer Express advert on page 62, and his head has swelled to even bigger proportions than usual! Oh no...

Stuart's been playing: *The Blues Brothers*, *Rodland*, *Super Twintris*

AMANDA COOK

Gorgeous, pouting Amanda's just arrived from sister mag NCE to take over the art reins from missing crayon wielder Matt Williams. She's new at the mo though, so we're not allowed to write anything nasty about her. Next month, eh?

Amanda's been playing: *The Blues Brothers*, *Asteroids*, *Bubble Bobble*

MARK RAMSHAW

This month easily-swayed Mark has spent a bit too much time playing *Pit-Fighter*, and as a consequence has taken to 'working out' in his spare time! We dread to think what's going to happen to freelancers who hand in reviews late...

Mark's been playing: *Lotus Turbo Challenge II*, *Robocod*, *Pit-Fighter*

GARY PENN

Gaz is a right old cynic when it comes to games – he's been around so long, one has to be really special to catch his eye, and little comes up to the mark. Until *F1 Grand Prix*, that is – he's like an 8 year old with his first computer again!

Gary's been playing *Grand Prix*, *Grand Prix* and, erm, *Grand Prix*

LISA NICHOLLS

Lisa's been with us for a few months now (that was her on the compo page last month) but due to a lack of suitable photographic evidence she's thus far avoided the infamous Games Intro page. But now – hurrah! – here she is!

Lisa's been 'playing': *Quark Express*, *PageMaker*, *Freehand...*

NEIL WEST

Neil usually reviews games for sister mag Sega Power, so he know a thing or two about cutesie console-style releases. He also knows about preening and posing – at the mo he's auditioning to present a computer show on Channel 4!

Neil's been playing: *Lotus Turbo Challenge II* and *Sonic The Hedgehog*

JONATHAN DAVIES

Jonathan's decided to turn over a new leaf. He says it's important to lead a varied and constructive lifestyle – not just sit around inside playing games all day – so he's got a new hobby. And what is it but... radio hamming! Oh no...

Jonathan's been playing: *Their Finest Hour*, *Rise of the Dragon*

SEAN MASTERSON

Sean says he's been typecast as the boring old text adventure and strategy games buff. It's not true though – it was never our intention to typecast Sean by giving him only those sort of games to play, just to victimise him!

Sean's been playing: *Cruise For A Corpse* and *First Samurai* (C64)

GAMES

This is where the important stuff really begins – it's the AMIGA POWER REVIEW SECTION, where each month we put every new game under the hard-nosed (but scrupulously fair) scrutiny of our infamously tough reviews team.

This month it's no different, except, as you'd expect just before Christmas, we're reviewing more BIG GAMES THAN EVER before. Yes, you're right – 'big' doesn't necessarily mean 'good', but on the whole things are looking pretty darn peachy at the moment. First off there's a TRIO OF TOP-NOTCH DRIVING GAMES: Geoff Crammond's eagerly anticipated *Formula One Grand Prix*, *Lotus II* from Gremlin and, of course, US Gold's *OutRun Europa*. You'd probably have to be a bit of a DRIVING PSYCHOPATH to buy all three, but we reckon everybody should contemplate investing in at least one of them.



F1 Grand Prix: simply stunning

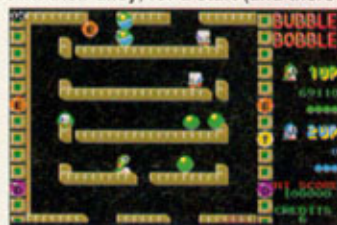


Robocod: giant teddy bears bouncing up and down trying to squish you!

Then, and of an entirely different nature, there's *The Blues Brothers*, which we all EXPECTED TO BE CRAP, but in fact proves to be excellent – a really worthwhile version of the movie. In fact we're doing pretty well in the LIGHTWEIGHT BUT FUN department, with games like *Robocod*, *Hudson Hawk* and *Mega Twins* all falling within the good-to-excellent bracket.

People who like a bit MORE MEAT on their games haven't been ignored either – Domark's updated *MIG 29M Super Fulcrum* or Sierra's adventure games should be right down their alley, for a start (and there are plenty more where they came from too).

That's not all though – the BUDGET CONSCIOUS should remember our budget, compilation and PD coverage starts on page 95, where such golden greats as *Bubble Bobble* and *Batman The Movie* – as well as top newbies like *Magicland Dizzy* – can be picked up for less than a tenner, while All-Time Top 100 game *Archipelagos* is among many good games to arrive at a mere £2.99! More than ever, this month we've got SOMETHING FOR EVERYONE...



Bubble Bobble: old, cheap, simple, primitive looking but quite possibly Game Of The Month...

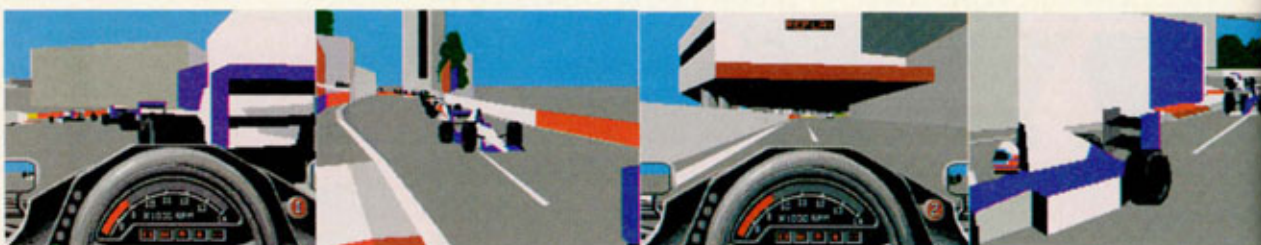
IN A NUTSHELL: THE AMIGA POWER SCORING SYSTEM (AND HOW IT WORKS)

Our reviewing 'philosophy' (for want of a better word) is fairly simple and self explanatory. Here's a brief breakdown on how it works:

- 1) We never forget you're being asked to fork out £25 or more for a full price game – it's a lot of money, and we believe a product has to be really good to be worth it. Half baked ideas, cynical tie-ins and plain sloppiness just don't cut it, which is why you'll find our reviews quite possibly the toughest around. Compare the marks we give out to those of just about any other magazine – we think you'll find our wider spread of opinion tells you a lot more about the games.
- 2) We believe a rating system should be simple, logical and understandable – to the extent that a sentence like this is one, which is setting out to try and explain it, should prove totally redundant. So we'll stop right here.
- 3) We'll nearly always broadly agree about whether a game is good or bad, but sometimes – just sometimes – opinions differ quite strongly. That's when we run an 'On the other hand...' box, allowing a second reviewer to voice his or her (not that we have any girlie reviewers as yet) opinions as appropriate.
- 4) Predictable we know, but there simply isn't a point number four.



Formula One Grand Prix – setting new standards in game excellence. This selection of game highlights demonstrate just how spectacular and comprehensive it actually is. 3D has never looked so good. Even the cars have actual drivers in the seats! Indeed, this game shows an attention to detail which has up 'til now seemed impossible...



From the man behind classics such as *Sentinel* and *Stunt Car Racer* comes what

FORMULA ONE

DAYS OF WONDER

An animated introductory sequence sets the scene. It's superfluous, maybe, but at least it doesn't get intrusive...



A lonely car designer sits at his desk, working out his design for a racing car.



And here's that very same car being put together in the pits.



The driver slips carefully into the newly-built cockpit...



... then puts on his helmet in preparation for the big race.

Game: Formula One Grand Prix

Publisher: MicroProse

Price: £34.99

Authors: Geoff

Crammond (design, coding,

track visuals), Norman

Surplus (track data

implementation), Mark

Scott (front end visuals)

Release: Late November

Ahem. I have a confession to make: I don't like racing. Actually, that's not quite true – I don't like watching motor racing very much. I do like driving very fast though, but what with the British national speed limit being so low and being such a sad man and all, that more often than not means resorting to playing computer-based driving simulations. So what a pity it is that almost all of them are pretty crap – and that's on all computers, not just the Amiga.

"I found myself drowning in adrenalin"

Why, you could count the number of decent driving simulations on the fingers of one hand that's had the thumb and little pinky cut off. Let me see... There's Gremlin's *Lotus Esprit Turbo Challenge*, which isn't too bad (the sequel's more of a doozy though), and Geoff Crammond's *Stunt Car Racer*, which is smarter than Einstein ever was. Ah yes, and there's Electronic Arts' *Indianapolis 500*, which only has one course but is the best motor racing simulation money can buy.

Was, sorry. *Indianapolis 500* was the best motor racing simulation money could buy. I'm not going to beat about the bush: *Formula One Grand Prix* thrashes the pants off *Indianapolis 500* and dumps on everything else from a great height.

The truck-load of options doesn't



Victory may well taste a lot sweeter than champagne, but there's absolutely nothing more traditional – or fun! – than spraying the contents of a giant bottle of bubbly over all and sundry...

ALL SIXTEEN WORLD CHAMPIONSHIP CIRCUITS ARE FEATURED,

PHOENIX
Arizona is the setting for this urban circuit. It has mostly 90 degree bends, and concrete walls create a tunnel effect and demand tight lines. As with on any street circuit, overtaking can be a problem.

SPA FRANCORCHAMPS
The Belgian circuit's widely regarded as the most exciting track in the world, even though it's very dangerous in the wet. It's fast and there's little margin for error.

MONACO
This French urban circuit has a tunnel and an evil hairpin. Its streets are narrow, making overtaking all the more difficult. A healthy qualifying time is essential to have a chance of succeeding here.

INTERLAGOS
This Brazilian circuit is dusty and hard on the tyres. The only real opportunity to overtake is on the pit straight.

HOCKENHEIM
A German circuit with straights punctuated by three chicanes and a whole load of nasty twists and turns, particularly the Agipkurve, Sachsenkurve and Opelkurve.

MEXICO
The thin air affects the cars' performances, especially around the sharp corners – and there are plenty of them here. It still manages to be a pretty fast circuit though.

MAGNY-COURS
The recent French addition to the World Championships is fast (all those straights) even though it involves almost doubling back on yourself on more than one occasion.

MONZA
The second Italian circuit provides plenty of overtaking possibilities and a couple of awkward chicanes which force the driver to abuse his car in order to set a decent time.





has to be the last word in racing simulations... and possibly the best game ever!

GRAND PRIX

really come into it. I mean, any dork and his dog can collate buckets of statistics for a technically accurate world championship motor racing system (and given the quality of some of the previous racing simulations, those people have obviously been hard at work doing so). It takes more than a number-crunching nancy to take all the available data in the world and turn it into a simulation as good as this one.

The facility to enter your name or

"Formula One dumps on everything else from a great height"

take that of one of the world's leading Grand Prix racers does nothing for me. Nor does being able to choose for which of

the teams in the World Championship you wish to race.

The fact that the car you choose from the 26 available determines the performance of the opposition (with their skills

based on statistics from the real 1990 season) is more appealing – as is the opportunity to fiddle with the car's tyre type, wing angle, brake balance and gear speeds before testing it. (Incidentally, the car's are colour-coded to their respective teams).

DON'T IT MAKE YOU FEEL GOOD?

So those are some of the options, which are all well and good. But to turn me on, so to speak, a driving simulation in any shape or form simply has to 'feel' good. *Formula One Grand Prix* doesn't feel good, that's for sure. It feels abso-bloody-lutely bloody brilli-bloody-ant. And that's a fact.

Not ever having driven a Formula One car, let alone in a World



Look at this – another spin, this time viewed from inside my car. That black car should just miss me, but that's little consolation for all the hard work expended on making 19th position.



It's the pits. The level of *Formula One Grand Prix*'s attention to detail really becomes apparent in scene like this. Just how did Geoff Crammond do it?



Oh dear. This guy's out of the race for good, that's for sure. (It was quite a shock to see for the first time a driver pushing his car to one side of the track). You won't get to see this particular sight a second time – a crane lifts the car out of harm's way off the circuit.



...unless, of course, it's building up a cabinet packed full of nice sparkling trophies. And look – we've managed to collect ourselves another one!

EACH ONE ACCURATELY MODELLED ON ITS REAL COUNTERPART



IMOLA
A fast Italian circuit with some challenging bends and chicanes.



MONTREAL
Canada's circuit is almost like a street circuit. It's fast with plenty of overtaking possibilities.



HUNGARORING
Hungary's circuit isn't particularly interesting, and it's slow due to the many corners.



SUZUKA
Japan provides the only figure of eight circuit on the current calendar. It combines long straights with tight hairpins and plenty of fast and sweeping bends.



ESTORIL
Portugal's circuit is the most physically demanding on the calendar. There are few places to overtake, and taking tight, accurate lines is essential.



SILVERSTONE
The United Kingdom's circuit isn't what it used to be – and that's dangerous. The modified version is still very fast though.



JEREZ
This Spanish circuit is long, dusty and hot, which makes life hard for the engine, brakes and suspension. However, it's being replaced this year by the purpose-built Circuit de Catalunya in Barcelona.



ADELAIDE
The final circuit is Australian. It's a tough urban track which generally proves heavy on the brakes and rear tyres.



This baldy slap-head's the commentator who provides his tuppence worth between races. (And if the guy this fellow's supposed to represent is reading this, I'm sorry - maybe you have your hair cut that way).



Championship Grand Prix, I really wouldn't know if the car's handling and performance is realistic or whether the race tracks are accurately mapped.

And as far as the vehicle's concerned, I honestly couldn't care less. What I do know is that the car handles like a dream - it feels how I'd expect the reality to feel, so I couldn't ask for more. And as for the courses, they match curve for curve and

(where appropriate) bridge for bridge and building for building the circuit diagrams found in books on the subject of motor racing, so I can't argue with that.

The feeling of 'being there' is far stronger than I have experienced in any other simulation, which is probably down to the uncannily high level of detail. There are crowds, buildings, kerbs, track markings, trees, and even pit

"It feels abso-bloody-lutely bloody brilli-bloody-ant"

crews for crying out loud. Sparks fly from the cars just like the ones you see in the racing on TV - so does the spray in the wet! - and the drivers are clearly visible. Every turn and bump and skid had me wriggling in my seat, and the sensation of speed is so convincing I found myself drowning in adrenalin.

WELL, HEY, THEM'S THE BRAKES

Hold on though. Surely there must be something wrong with *Formula One Grand Prix*. Or am I in the midst of some sycophantic haze? Well, no, there isn't really - and no I'm not. There's nothing remotely irritating about *Formula One Grand Prix*. It's so slick, there's more chance of finding Lord Lucan than there are faults here.

The best I can do is comment on the lack of camera angle potential. The visuals are so smart that you can't help but yearn for the facility to view the action from every conceivable angle. That said, the track-side camera views are in fact more than adequate.

My only other (very) minor gripe is even though the crashes are as painful-looking as any you are ever likely to see on a 16-bit home computer simulation, I'd still like to have seen more pieces fly off the cars involved in a pile up.

Formula One Grand Prix succeeds

on every possible level. It offers the most comprehensive possible simulation of a motor racing event, but better still there's the sheer exhilaration of an outstanding driving experience. And I can't say "farthntht". ● GARY PENN



UPPERS It's super slick. Every worthwhile option is included, and the tutorial nature of the difficulty settings is most commendable (especially being able to tear along the dotted line). The attention to detail is something else. A more realistic, accurate, adrenalin-boosting racing sim simply isn't available.



DOWNERS Um... I suppose if this sort of thing only succeeds in driving you up the wall, then the high level of realism on offer here will only press your hat all the harder. Otherwise, there's nothing about *Formula One Grand Prix* that brings me down.

THE BOTTOM LINE

Remarkable. Incredible. Great. Unbelievable. Phenomenal. (And far out even.) All other racing simulations can quite simply cough and die. *Formula One Grand Prix* is just too sexy for the Amiga.

92 PERCENT

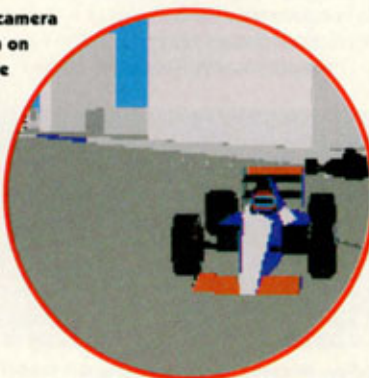
LAPPING IT ALL UP

A real Grand Prix is 200-miles or two hours long - whichever comes first. In this *Formula One Grand Prix* you can race for as large a percentage of the Real Thing as you can handle, with every relevant aspect adapted accordingly. You can also practice or take part in a one-off race on any one of the 16 courses in the World Championship, with or without other cars on the circuit. Here's a race commentary of sorts for a 10-lap race around the street circuit of Phoenix (Arizona, USA)...



So here I am, right at the back of the starting grid, revving my car's engine in anticipation for when the lights go green.

Hello, Mum. There's no time to wave to the trackside camera as I come out of that right-angle bend.



As you can see from this trackside camera view, I managed to end up in a spin on Washington Street. Vital seconds are wasted on a recovery, and before I know it I'm at the back of the pack again. It's going to take some hard driving to claw my way back up the ranks.



It's not easy to enter the pits on this course, but I managed it. My pit's not even visible at the end of this special stretch of track, but it is there, awaiting my arrival.

In fact, you can see the pit managers even closer still as I pass them by...

And here they are in all their glory: my very own pit crew - four of them bearing new tyres, and the other ready to jack up my motor. I'd better slow down.

Inspired by the sign sliding on screen, I screech to a halt.

Out comes the chamois leather to clean my visor while the car's touched up, as it were, before I rejoin the race, refreshed.



CRAMMOND: A DECADE IN POLE POSITION

Geoff Crammond is the business. His entertainment track record may not be particularly long, but it's certainly strong. This man just doesn't seem to be able to put a foot wrong, so we just had to ask him why...

"I don't know," he replies. Mr Crammond is a modest man – and it shows. Even though *Formula One Grand Prix* is quite obviously hotter ten times hotter than July, he doesn't blow his own trumpet any harder than, "I'm pleased with the different look of the tracks, and the mechanics and the number of cars on screen at once." Not one to brag, this Mr Crammond.

Geoff Crammond worked as a systems engineer for eight years before he bought himself a BBC in March of '81, taught himself assembly language and wrote *Super Invaders*. His interest in motor racing began with his classic simulation *Revs*. "I didn't follow it before then, but once I became immersed in the project and all aspects of the sport, the technical side became apparent and I realised there was a lot more to it than I thought."

Work on *Formula One Grand Prix* began in March. "There was no way I was going to redo *Revs*. I didn't look at *Revs* at all, although the experience of doing *Revs* helped. I don't have much time to play games, but I will look at things out of professional interest, and I usually look at reviews – but not in too much detail. I don't want to be influenced."

Geoff's reticent to reveal the source of his technical information which contributes to *Formula One Grand Prix* being so fine. "A lot of the information was hard to get hold of, but it helps to know something about the maths behind it. Some just takes research though. I've been video taping every Grand Prix I can for the last few years. There's one instance where Senna was shown doing an in-car lap, with a computer readout of his speed, and knowing the layout of the circuit and the characteristics meant I could work backwards to get information."

GEOFF CRAMMOND SOFTOGRAPHY

1981	<i>Super Invaders</i>	BBC (Acornsoft)
1982	<i>Aviator</i>	BBC (Acornsoft)
1984	<i>Revs</i>	BBC (Acornsoft) Commodore 64 (Firebird)
1986	<i>The Sentinel</i>	BBC, Commodore 64, Amstrad Atari ST (Firebird) * * Steve Bak did the Amiga conversion
1989	<i>Stunt Car Racer</i>	Commodore 64 Atari ST Amiga (Firebird)
1991	<i>Formula One GP</i>	Atari ST Amiga (MicroProse)
1992	<i>Formula One GP</i>	IBM PC (MicroProse)

The proverbial burning of the rubber down Jefferson Street is short-lived. The first corner's looming and, as you can see from the map, it's a tight one. Sharp braking and first gear are certainly the order of the day here.



The race is almost at an end and the driving's become even more intense. I didn't pay enough attention to my wing mirrors, which is why this guy seemed to appear from nowhere on this bend.



And here we are back at the start of the race on the grid. With the peddle to the metal I swiftly accelerate to 175mph (or thereabouts), passing 10 cars (look – there's one of them in my right-hand wing mirror) before moving in right up the back of the 15th-positioned car with the intent of 'slipstreaming' behind him.



GETTING TO GRIPS WITH THE GRAND PRIX



AUTOMATIC BRAKING
The computer's braking is over-cautious, but it works.

INDESTRUCTIBILITY
Guess what?

BEST LINE GUIDANCE SYSTEM
Now this is cool. A broken white line runs right round the course – all you have to do is follow it.

AUTOMATIC GEAR CHANGE
As with the braking, the computer's gear changes are efficient but not the most effective.

SELF-CORRECTING SPIN CONTROL
If you get in a spin, get out of it slowly but surely with this function.

It takes years to learn how to race as well as, say, Mr Mansell. I haven't got that kind of time to spare, and I'm sure you haven't either, which is a problem for a simulation as realistic as this – isn't it? Well, no. Not even slightly. *Formula One Grand Prix* has a tutorial system of sorts which accommodates all levels of driving skill. Depending on the difficulty level determined via a selection of 'Realism Modifiers', the computer takes care of certain functions essential for successful racing. For example, novices can drive a car which requires no more interaction than accelerating and steering. As your skills improve, you can drive with less and less help until ultimately you find yourself racing for real (well, almost – this is a simulation after all). So, you get to the learn the courses, but the beauty of this education process is that you can't excel until you master the car and don't have to rely any computer aid.

ON THE OTHER HAND...

This isn't so much to quibble with the mark Stuart's given

Hudson Hawk – I might have been a few percent more generous but no more – but just to make a couple of points. For a start, lots of people like *Rick Dangerous*-type games – they like the fact that every couple of screens you come across a section that's so hard it'll take you ages to get it right. Stuart doesn't like games like that, and to be honest I don't really either, but some people love them, and it's worth bearing in mind. Secondly, a couple of more useful comparisons than *The Blues Brothers* are, I think, Ocean's very own *Simpsons* and *RoboCop II*. *The Blues Brothers* is very much an arcade-style product, and thus puts a lot of effort in being clean, smooth and fast to play – *Hudson Hawk* doesn't do that. For all the look of the graphics, it is a computer game – the emphasis is on providing value for money (which often translates into making some bits so hard they'll take you ages to do), not in catching 50 pence and five minutes of your time. Thus it is a lot trickier than *The Blues Brothers*, and I dare say someone who bought it would get more hours of fun out of it – *BB* simply wouldn't last as long.

Having said that, I agree with most of what Stu says about tricky movement making up for only so-so game design. There's a disturbing tendency in most of Ocean's non-bitsty designs to produce well programmed and good looking games which fall down on the playtesting/ control side by cheating on you – by which I mean giving you 'value for money' (perhaps most obviously in *Robo II*) by making things harder than by rights they should be in lazy, unsatisfying ways. If they didn't do that I think they'd be rated five to ten percent higher each time. – Matt Bielby

Ocean change tack for their latest film licence, opting for a single game style to represent Bruce Willis' lovable roguery.

HUDSON HAWK

Game: Hudson Hawk
Publisher: Ocean
Authors: Ian Moran (game), Keith Tinman (sound) at Special FX
Price: £25.99
Release: Out now

Bruce Willis' recent catburgling movie *Hudson Hawk* has been the recipient of universal panning since its release, which is something it has in common with most of the films Ocean have based recent games on. (*Darkman* being the bottom of the barrel, in both movie and game terms). A flurry of poor multi-section production-line jobs from the Manchester software behemoths did nothing to increase expectations of something worthwhile coming from this venture either, but with *Hudson Hawk* Ocean and programming team Special FX (a talented bunch with a pedigree stretching way back to the 8-bits, most notable – as far as I'm concerned anyway – for their excellent conversions of the coin-op *Midnight Resistance*) have bravely deviated from the norm and concentrated on one game style, in an attempt to put together something with a bit of coherence to it.

AND WHAT'VE THEY COME UP WITH?

Well, an uncomplicated platform romp with very minor puzzling elements thrown in as much as a pacing device as anything, set over 15 levels, each corresponding to various sections of the movie. Superfluous



The Vatican roof – perfectly good looking, but would you believe you can actually fall through the bit where the statue casts a shadow on the roof edge?

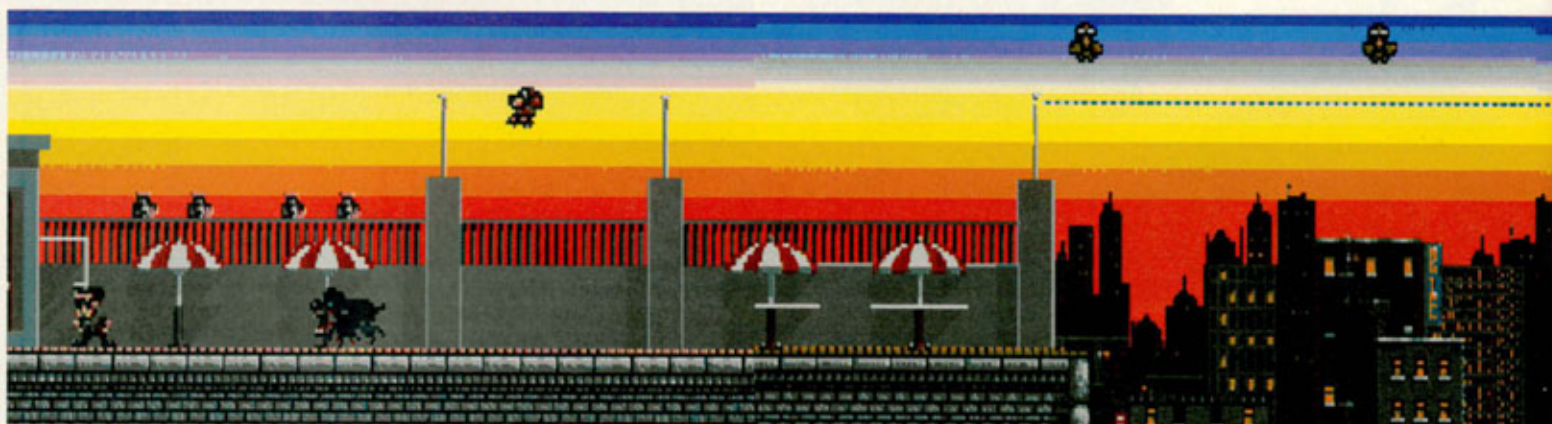
plot aside, your objective in each case is simply to get to the end of each stage before your time limit runs out, in which you're aided by the ability to swot baddies with a huge boxing glove or throw explosive bouncing softballs at them. The action is depicted in time-honoured cute cartoony graphic style, and accompanied by suitably cheesy music and sound effects, and it's all very lovely. Could there be a success in the offing?

First off, there's something which can't be avoided. This game is, in many ways, extremely similar to Titus' new *Blues Brothers* licence (check out the

review starting on p46). The look is very much the same, the basic platform nature of the action is the same, but

the whole feel is of two games separated at birth. Comparisons are inevitable, then, and the fact of the matter is that *Hudson Hawk* comes off worst every time. It's just a bit too big to have the same focus, it

"The characters and animation are beautiful"





In the second level, you have to contend with what looks suspiciously like the Village People armed with pistols! Lumme!



Clearly, the old men with the torches have given Hudson a bit of a surprise in level four (the museum). Neat *Weird Dreams*-style comic effect, isn't it?

relies too heavily on *Rick Dangerous*-style frustration rather than 'proper' challenge (by which I mean there's far too much memory-testing and incredibly finicky platform-leaping involved as opposed to genuinely taxing gameplay), but mostly it suffers from one of the most incredibly irritating control systems I've had the misfortune to encounter all year.

ROLL AND ROCK

Hudson's movement is afflicted with the kind of inertia which makes you feel as if he's permanently on rollerskates, and it makes it incredibly frustrating making the simplest platform to platform leap if you're

never quite sure whether you're going to stop near the edge of a platform or tumble right off the side of it.

What it really smacks of is an attempt to make the game harder without really having to change anything, and it's plain and simple laziness. *Hudson Hawk* drips with character and humour, but it's impossible to really enjoy it because you get so annoyed with the appalling control. For every time something funny happens, there'll be a time when your character slides out of control over a ledge or jumps sideways into a baddie from a position of complete safety and gets sent back to the start of the level, and you end up hurling the joystick to the floor in a rage. Not, and

this is the crucial difference between this game and *The Blues Brothers*, a rage at your own incompetence in messing up some simple-looking task, but a rage at the surprisingly and un-necessarily weak design of a game which hasn't got the guts to take you on fairly.

Don't get me wrong though. *Hudson Hawk* is easily Ocean's best attempt at a movie licence since *Batman*, and in some other month might have picked up a rather more favourable mark. The point is, *The Blues Brothers* has come along and cruelly exposed every niggling little flaw in the design and implementation, leaving *Hudson Hawk* a mile behind it in every aspect. The characters and animation are beautiful, and it holds together better than almost any movie game I've seen, but it eventually gets so annoying that you're likely to give up well before you get to the end.

It would help if it was just a little bit shorter – and it's rare you'll ever find us complaining about a game having too much to it! – or if there was some way of not having to start at the very beginning whenever you lose all your lives, but as it stands you never really feel as though the end is within your grasp. This stands for



This is the safecracking sub-game, not unlike the middle section of *Batman*. Beat this and you'll win an extra life.



The game takes a little artistic licence with the movie plot – I don't remember the 'rhino in the library' section myself.

both the game as a whole and for individual levels – all too often a stage will be littered with little traps which deposit you miles back within that level (and frequently they're very tricky timing and reaction tests which will catch you repeatedly even when you know they're coming). *Hudson Hawk* is a pretty decent game, and one I

though I'd like a lot more than I did, but if the programmers hadn't played so much *Rick Dangerous* it would have been a whole lot better. ● STUART CAMPBELL

"Hudson is afflicted with the kind of inertia which makes you feel as if he's on rollerskates"



UPPERS: Looks good, loads of character, lots of nice little funny touches. No Bruce Willis (to speak of) either.

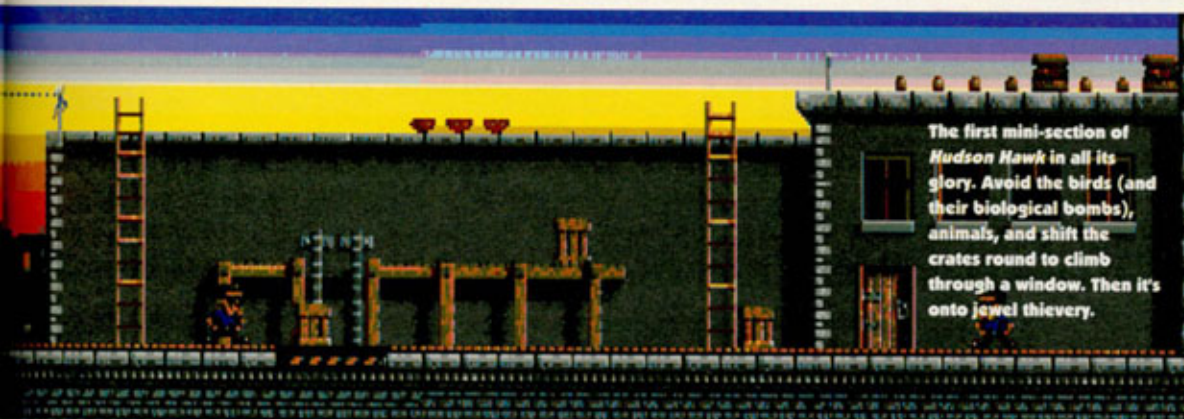


DOWNERS: Totally dumb control system means you spend more time fighting against the programming than against the actual game. Too big not to have level codes or something similar, especially with the number of times it sends you back a few screens.

THE BOTTOM LINE

A big improvement on Ocean's other recent movie licence efforts, but check out *Titus' Blues Brothers* to see how *Hudson Hawk* should have been done.

75 PERCENT



The first mini-section of *Hudson Hawk* in all its glory. Avoid the birds (and their biological bombs), animals, and shift the crates round to climb through a window. Then it's onto jewel thievery.

And now to our man on the spot for a running commentary: "And he's off to a cracking start, over the first chest and safely past the stalagmites."



US Gold come up with another conversion of a cute CapCom coin-op, this time fea

MEGA TWINS

Game: Mega Twins

Publisher: US Gold

Price: £25.99

Author: Andrew Swan and Peter Tattersall at Twilight

Release: November

Dragon's are stupid creatures. OK, they're fine at rampaging, terrorising and most things of an evil bent, and they can become remarkably handy at barbecues. But when it comes to a dragon's real work, that of knuckling down and actually getting on with the job of casting dark shadows over a once peaceful land, they always seem to leave the job half-finished. Make one fatal mistake, if you will.

Let me explain. Once upon a time there was a peaceful country called Alurea. For 1000 years... etc. Anyway, the inevitable and probably well-deserved dragon invasion goes through the motions and kills everybody. Everybody except – and this is the incredible bit – the king's twin sons. Why!? Even the most turnip-brained, slow-witted Dragon should have spotted their obvious potential – these two text-book examples of super-heroes in the making – a mile off. But no, realism is sacrificed for gameplot (but would you want it any other way?) and fifteen years later the twins have grown up.

THOSE TERRIBLE TEEN TWINS

And now – as you've no doubt guessed – they're on a mission. They have the help of a seagull. They wear primary colours in built-up areas.

Together they are a whacking 205 lbs of unadulterated cute. And here they come...

I like cute games and I'm not scared to admit it (but probably only because I know I'm not alone). There always have been and (hopefully always will be) almost as many 'cuties' around as there are shoot-'em-ups – they're two of the longest-established game formulas around. So US Gold present *Mega Twins*, a colourful, magical and, well, cute – there's no getting around it – tale of the dynamic duo's adventure, and it's typical of the genre.

Originally a moderately successful platform adventure coin-op from CapCom, your Amiga version sticks rigidly to the original plot and presentation, and through the fantastic use of colour and sprite design successfully brings a very arcadey feel to the graphics and gameplay.

There are three introductory levels of action, and then six 'battle stages' in which the two cuties must hack, slash and hit-the-ALT-key-to-use-some-magic their way through what seems like 57 varieties of the cutest little baddies you ever did see. Even

when the action hots up on screen, you'd be forgiven for mistaking the harrowing scenes of death and grimness for a Christmas party in a Toys-R-Us. Don't underestimate the cuteness here folks – these guys are to menace and evil what Arnie is to raffia-work.

The first level is set in a forest and underground caverns, the second is underwater (our heroes provided with snorkels) and for the third bit our airborne heroes take to the sky. (Oh yes, and proving that there's a bit of Rolf Harris in

ALL THE WORLD'S A STAGE

And here are just three reasons to be cheerful. From the deserts of Sudan, to the gardens of Japan (almost) the dynamic duo hit the baddies with their fighting sticks. The background's just ooze primary colour loveliness, with the gamestyle varying accordingly.



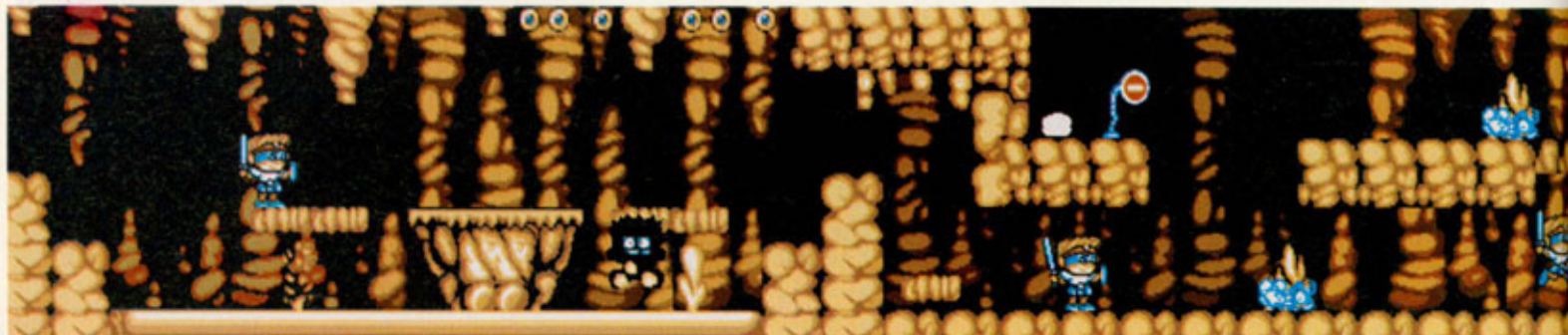
If you ask my advice, there's nothing so nice, as messing about on the river. These two, on the other hand, take things to the extreme and jump right in at the deep end.



Just look at the hat! How cute? That poor little bird has to carry the two bouncing-bros through rain and windy weather without so much as a packet of trill or cuttlefish by means of thank you.



It's all got a bit much for Player 1. He waves the white flag as he falls off the bottom of the screen. Now why didn't you call for the help of your brother while you had the chance?



The backgrounds are pulsating different colours and signposts point the way – is there no stopping this plucky little chap? He's wasting no time.

A quick pause for breath and the race continues. Watch out for the beans! Oh, cleverly avoided and he's into the cave...



ring a pair of mischievous kids – and only their mother can tell the sweeties apart!

everyone, I've just got to tell you to watch out for bit in the sky where the Twins are held aloft by birds in their hats – it's brilliant!) The baddies change each level, so when

you're underwater you're fighting fish, when you're in the sky it's an assorted variety of feathered foes, and when in the forest – well, 'things with legs' should cover it. The Twins collect coins along the way – and power-ups from treasure chests – as they continue their inevitable and unstoppable progress from left to right.

OK, so you've got the plot. But what's it like then? Well, the most immediately striking attraction is the graphics. Everything is cannily designed with fantastic attention to detail. Not only do the backgrounds vary enormously, but the animation in front of them is tailored to match the surroundings. Our two heroes move incredibly smoothly, and display a remarkable repertoire of expressions and 'custom' movement. US Gold have been quoted describing *Mega Twins* as "mischievous rather than cute", certainly you'll find yourself smiling at your screen long before wiping the sick off it. Wait until you're crisped by a dragon, or see yourself attempting to scramble up a cliff – Phil Cool would be proud of such facial contortions.

IT TAKES TWO TO TWIN TANGO

The real-gameplay hook is the two-player option though. Yes, there's something heart warming about taking on baddies with a buddy. The race for the power-ups, the arguments over

"Everything is designed with fantastic attention to detail"

who'll guard the rear and who'll take the front – it's all here. The only crucial ingredient missing is the ability to kill your chum. But hey, it's time we all made an effort to

be nice – this is 1991 after all.

The variation in gameplay as the Twins negotiate different terrain relieves what some may otherwise regard as the repetitive hack-slash-jump action. Ever heard of a game called *Sonic The Hedgehog*? Well a lot of what made *Sonic* such a mega-hit on the Sega console can be found here. The humour, graphics you could frame and give to your granny for Christmas and an addictive hook that will keep you coming back time after time.

Still, let's pick faults for a minute. For a start, at times there are too many baddies on screen. It's not something we'd normally complain about, and there's certainly no problem with slow-down, but the fighting does tend to degenerate into brawlsh hacking. The swash-buckling babes could perhaps do with a faster elbow-action to cope – and at times sprite collision-detection is a little suspect – but on the whole what *Mega Twins* offers it does well.

In fact, that's the only real problem – what exactly does *Mega Twins* offer? The game design is unarguably both simple and dated. The variations in the gameplay (although well-executed) are all on the same theme, so it could be said that a lack of depth will lead to little long-term appeal. It comes across as a very good conversion of a fairly limited arcade game.

Was that enough criticism? Good. Now I can tell you to forget all that rubbish

BUILDING THE PERFECT HERO

Or heroes, rather. Whatever, you don't take GCSEs in superhero technique – oh no. Hardship, that's what puts concrete in your stomach and spit in your eye. Just look at what these harmless little chaps have had to go through...



Evil invades the once happy land of Alurea. All living things are crushed under horrible scaly-foot.



All except these two harmless babes, that is. Dragons live for ever, but not so little boys. Fifteen years later...



Ooh! Look how he's grown! Who would have thought...? etc etc. Yes, the twins become big 'n' ard. Player 1 is the eldest.



And player 2 is the younger. In a single-player game, it is the elder brother who's first called into action. But his bro' can enter the fray at any time.

about depth. (How much depth did *PacMan* or *Space Invaders* have, for goodness sake). Right, *Mega Twins* is great fun to play. *Mega Twins* is cute. *Mega Twins* is a beautiful piece of programming. If cuties are what light up your particular Christmas Tree, then don't miss it. ● NEIL WEST

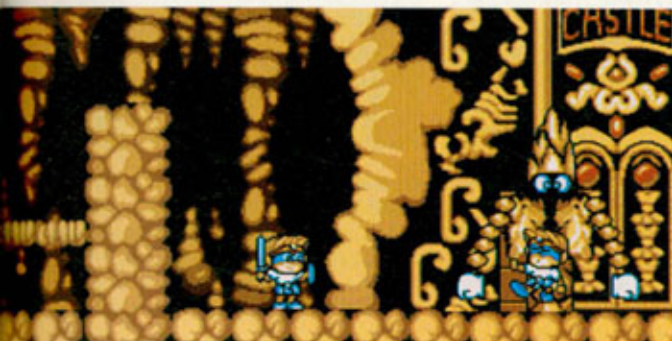
▲ **UPPERS** Cute, cuddly and quick. Ultra-smooth graphics complement an inventive game design based on a tried and tested formula. How can it fail?

▼ **DOWNERS** Well, it could be viewed as a tad repetitive. There's always the argument that a coin-op game designed to provide a quick 20p-gobbling thrill was never intended to provide long-term amusement anyway.

THE BOTTOM LINE

Perhaps not as complete as *Rodland*, but nevertheless a great cute platform romp through beautiful scenery with plenty of variation. The two-player option adds loads, earning *Mega Twins* promotion from the ranks of the merely mediocre into being a recommended purchase for fans of the genre.

78 PERCENT



Now it's just the end-of-level Boss. Quite remarkable!



Oh yes, well done (groan). Don't mess with fire-breathing dragons unless you're wearing your asbestos underpants. (I thought all superheroes knew that?)

The first *Lotus* was as celebrated for its two player mode as its ruthless speed. Now the sequel's here, and it's bigger, faster – and's got room enough for four!

LOTUS TURBO CHALLENGE II

Game: Lotus Turbo Challenge II

Publisher: Gremlin

Price: £24.99

Authors: Shaun Southern with the Magnetic Fields team

Release: Out now

Lotus Turbo Challenge II gives you the chance to drive a beautiful Lotus Elan or Esprit at insane speeds, through exotic locations, without the slightest possibility of either

crashing or being stopped by the law. As such you can't help but recommend it in the fun stakes – the AMIGA POWER team are well known for their liberal interpretations of the speed limit at times, but this is real wish fulfilment stuff. If we really drove like we drive *Lotus II* we'd all have been locked up long ago.

Of course, you could say similar

"The best thing is the ability to play against your pals"

things about hundreds of other driving games, couldn't you? Well no, not really – they may or may not be fun (depending on the game), but almost universally they bear precious little relation to the actual act of driving itself. If they've (deservedly, by the way) come in for some stick for being a little bit samey lately, they equally deserve to be slagged for how unrealistic they all are.

Lotus II, on the other hand, while sharing plenty of surface similarities with its peers – the action is presented from your standard behind-view, pseudo-3D perspective, for instance – succeeds in being both great fun in an arcade-style way as well as remarkably true to real driving. In look, feel and ambition it quite confidently leaves its rivals munching on exhaust fumes.

Make no mistake then – this is one much-hyped game that actually turns out to deserve its pre-release reputation. Cynical readers (and of course, cynical journo's like ourselves) – even those who

DRIVING IT HOME

If you were good enough to drive straight through the eight levels of this game, it would still take you a good hour – you can't deny that there's plenty to see. Of course, getting through in one go is not something you're likely to do though, not with these tough levels between the start and the finish lines...



The Forest – Nice and gentle English-style country road with few obstacles, except some harmless felled trees and the odd wayward driver. A pleasant drive, if a bit of a deceiving introduction to the rigours to come.



In the city – Possibly the least impressive stage of all. At one stage you're driving along a motorway and avoiding a whole swarm of jugganauts which cut across your road at implausibly placed crossroads – funny, but a bit silly really.



Desert – It's quite easy to get bogged down in the deeper sand at the sides of the road – and if you stray off the course it really might as well be the end of the game – but otherwise not too tricky a level. A good driver will stay in the middle of the road, and survive.



Night time – Placed here more for visual effect than for gameplay considerations, I reckon. It looks gorgeous in every way, with plenty of city lights parallaxing their way across the horizon, but to be honest it's really not all that tricky.



Fog – This is an excellent effect which looks dangerously realistic. The fog alone wouldn't make the course all that tricky though, so more twists and turns have been added here than on earlier stages. Bags of concentration required.



Snow – Yep, you guessed it. The road is far too slippery to go fast, but if you don't you'll never make the checkpoint. The solution? Learn when to hit the pedal, and when to ease off. This section really sorts the 'flat out' merchants from the decent drivers.



Marshland – Water in the road will slow you down considerably, but if you stray off the track there's every chance your car will get bogged down. The sensation of aqua-planing has been captured admirably on the tarmac bits though.



Storm – Easily the best effects of the whole game, with mesmerising rain, and spooky lightning. More obstacles, twists and turns to deal with too. In fact, a satisfyingly difficult last level.





I like trucking: not so much an obstacle, more a challenge. Driving under the trailers elicits a whoop from the driver. (Remember, don't try this one on the M25!)



Play misty for me: working through the fog in one and two-player modes.



enjoyed the first *Lotus* game – will have taken all the pre-release hype with a lorry load of road-salt, but it seems we needn't have bothered after all. Gremlin have mixed speed with convincing graphics, imagination, a good feel and simple care to produce, I'd say, the best sprite-based driving game ever on the Amiga.

It's a pleasant surprise that this isn't a game in which you're forced to race against dim-witted computer opponents. You can either slog it out with the elements – much like in real fast driving, where you're not actually racing anyone, just trying to get somewhere fast – or take on one, two or even three (!) pals in the split screen or computer link version (more of that later). There's no racetrack as such – this is all out on the open road, and the only way to

progress is to get to the checkpoints in time (*OutRun*-style, in fact). In the first levels this is easy-peasy, but later on, with furious weather conditions to cope with, it gets altogether more challenging. Of course there are other cars on the road, but they seem to be about as intelligent as the oil slicks and felled trees that litter the roads. Really they exist merely to get in your way rather than try and beat you.

One trouble with the first *Lotus* was that, despite being a graphically excellent drive, it was badly flawed in the crash recovery department. If you got tangled up with an obstacle, the car would slow to a halt (it wouldn't actually flip upside down though, *OutRun*-style) making getting back into the race a real pain because the

blasted car took so long to get itself started again.

Lotus II has fixed that, but in doing so has created some problems of its own. Now you don't stop at all – Lotus (the company) have apparently insisted that none of its expensive kit gets damaged even in computer simulation (the softies) – so instead of bringing you to an abrupt halt, hitting something just makes the control go wibbly and slows you down a bit. This makes the game faster and saves the getting-started-again problem, but equally it makes it difficult to judge just how appalling your mistake was without your keeping a keen eye on the speedo. It's a moot point, but in the end I think I'd say this non-stopping is a good thing – though, of course, it's pretty hard to take a game totally seriously when slamming into a lorry at 140 just slows you down to 20 mph (instead of simply mashing you).

Still, that's all part of what makes it such an unusual game – it's so very arcade-like in speed and smoothness terms, while much of the actual driving experience it's trying to emulate (the way the two different cars handle, say) is so realistic. Unusual, but it works.

The other really unusual thing about the game is the style and range of the weather conditions presented – and how they really affect the way your car handles and you play the game. Throughout though, the cars handle a treat (just different enough from one another to be noticeable), the sweeping descents into



Here is just a selection of the classy intro screens that precede a level. Neat touches like this which set it apart from the crowd.

valleys and blind hill tops (as in the first game) are as exciting as ever, and, of course, the programmers have made no mistakes with the parallax scrolling. As a one player game it's simply excellent.

That said though, the best, best thing about it is the ability to play against your pals. As we've often said before, computer games are always best when you're trying to whip your buddies, and I reckon this applies especially to driving games. The horizontally split screen option (carried over from the first *Lotus* game) puts you head-to-head against a pal using the same computer without any noticeable loss of speed – I would say that this is the best way to play the game, except a) Stuart beat me every time we played, so there MUST be something wrong and b) if you link two computers with a lead you can either play a friend with a full screen each, or split both screens for four (four!) simultaneous players. It's quite something.

So is it worth buying? Well, yes, of course – it's may not be perfect, but it's probably the most atmospheric game of its kind, and most certainly the most fun. Definitely recommended.

● COLIN CAMPBELL



Two player split screen competition.

THOSE LOTUS TURBO CHALLENGES I & II DIFFERENCES IN FULL

- In the first *Lotus* the two player option split the screen horizontally.
- In *Lotus II*, you've still got that, PLUS a cable link allows two computers to be joined and four players to join in!

- In the first *Lotus* you only got the chance to use half the screen in one-player mode.
- In *Lotus II* the whole screen is used for one player.

- In *Lotus I* you got to drive the ultra-fast Lotus Esprit Turbo.
- In *Lotus II* you get the Esprit plus the new Lotus Elan to drive, a slightly slower car, but one which manages to hang on in the corners better.

- In *Lotus I*, your car was red and all the computer controlled cars were white – fine, except in two player mode both humans controlled red cars.

- In the new *Lotus* game there's a much wider range of car colours (based on the real *Lotus* colour range, in fact).

- The first game was based on your racing around a series of circuits.

- The new game is based on a stage system, much more like *OutRun*, which built into a sort-of illegal road race across America.

- The first game was entirely special weather effects free.

- The programmers have added as many effects as they can to the new one, the best in any Amiga driving game. They're not just there for visual effect either – they actually change the way the car handles and the way you play the game.



UPPERS Gorgeous graphics, lashings of speed and that hard-to-capture real driving atmosphere – especially when you're up against human opponents. The most together traditional-style driving game yet.



DOWNERS Suffers a little from *Lotus'* insistence on banning any crash sequences. And there aren't any decent maps to tell you how close you are to the next checkpoint, either.

THE BOTTOM LINE

The Amiga has suffered from plenty of disappointments when it comes to driving games. *Lotus II* is not one of them. (In fact, it's rather excellent).

87 PERCENT

Game: Robocod
Publisher: Millennium
Price: £24.99
Author: Chris Sorrell
Release: Late November

There's been something of a fuss made lately over a Sega MegaDrive game called *Sonic The Hedgehog* – you may have heard about it. The praise is well deserved because *Sonic* is (in my book anyway) quite simply the best arcade game ever released for any console or home computer. It's very pretty, very fast and has bags of character – I mention this because many Amiga owners will have tried *Sonic*, and wondered about Sega's well documented refusal to release this on any hardware format other than Sega's own. US Gold have been in there pitching for the Amiga rights, but as things currently stand they haven't had much luck. It looks as if Sega have got what they want – the underlying message is: "If you want to play something as good as *Sonic*, buy a Megadrive." Sound commercial sense you might say. I say, knickers to Sega.

Amiga producers are perfectly capable of conjuring up games that are just as good and just as fast as Sega's, and you don't have to go to Tokyo to find the necessary talent. Try Cambridge.

Robocod, like *Sonic*, is a colourful arcade platform romper with treasures to collect, kinda cute bad guys to bump off, and levels to complete. Yes, it's a formula that's been tried and tested so many times that it's on the verge of a cardiac arrest. But *Robocod* is different, because, well, because it's so different. It's almost as if the author sat down before he started and

decided to re-write the rules of Amiga arcade platform games. Lord knows, we need something new.

James Pond is once again the hero character, but this time he's a fish with a metal suit (*Robocod* – geddit?) packed full of special attributes which would probably prove essential to all good fish heroes. Chief among these is his ability to move safely around in the open air without flapping about a bit and then making like a Sainsbury's Rainbow Trout.

In the original *James Pond*, our hero was out to find the evil Doc Maybe, and stop him polluting the sea (cue huge environmental yawn from readers). Now Maybe has toddled off with all Pond's penguin pals, and our hero has had to surface in order to get his buddies back. All that environmental nonsense has been trashed in favour of good old fashioned fun – and what could be more fun than a game set largely in a huge factory which produces sweets, toys, presents and other desirable consumer products?

In fact, the game is built up of eight levels, each of which is based on a product theme. The first (and easiest) is all cuddly toys, while the second is centred around sports gear. While the game progresses we move into the territory of musical goods, bath toys, cakes, card and board games, sweets and mechanical playthings. As you can imagine, this little lot leaves plenty of room for a delightful and ever changing panorama of graphical tricks, humorous touches, novel bad-guys and – best of all – capricious game-play.

And that's not all. This is a game that's not just big, not just huge – it's bloody gigantic. Each of the eight factories includes between three and eight levels, and very few of them are linear. You really have to explore, and even if you're getting



Play one game too many and you'll go Bertie! There are some suspiciously familiar faces that keep cropping up in the wonderful world of *Robocod* confectionery.

ROB

Millennium just keep on punning with the fight against evil. This time James Pond

a little bit lost, there're always lots and lots of good things to pick up and puzzles to solve. On each level there'll be a few of those penguins I mentioned before – to clear the level, you have to pick up a pre-designated number of your flightless chums, then find the exit (handily signposted by an 'exit' sign).

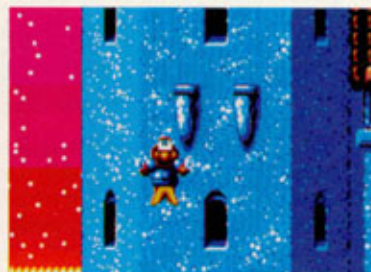
It's really not all that difficult to skip through the game, pick up the nice guys, and make for the next factory. But here's where *Robocod* is special – there are just so many jokes in the game, so much devilish chicanery, that you can't resist having a look round another corner, or climbing a huge series of platforms. It's all the more enticing because of the hero's large repertoire of movements. Of course (of course?) he can walk along on those

odd little tail fins of his, and he can crouch and jump too. So far, so ordinary – what's much stranger is the way he can also stretch his robot body up to reach platforms, thus enabling him to swing along on his little fishy hands beneath them. He can bounce on top of baddies too, and whizz down hills at quite a lick (in much the same fashion as You-Know-Who-The-Hedgehog, actually).

On each level the style of gameplay changes, and Pond's array of movements will often change to suit the new environment. There's a secret room that's made of jelly for instance, and of course Pond finds a way to deal with the difficulties this presents. Sometimes there are little gadgets which will give him extra capabilities (a set of wings, a car, a plane,



Why have cotton, when you can have silk? *Robocod* has a soft, chocolatey centre which you simply don't find in most arcade platformers. And – get this! – it's got real wit too!



On a cold winter's day – dig that groovy snow! – the metal-scaled one prepares to enter the surreal, giant scale lair of Doc Maybe. But which of the many doors shall we try?

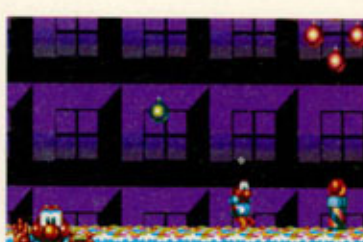




James and the beanstalk in legoland. This is actually the bottom portion of one of those sunglasses-wearing dancing flowers.



With a grip of iron *Robocod* swings his way over those dangerous spikes, and some... sports equipment?



This sweet little bonus screen is just one of the many delights to be found in the maze-like castle.



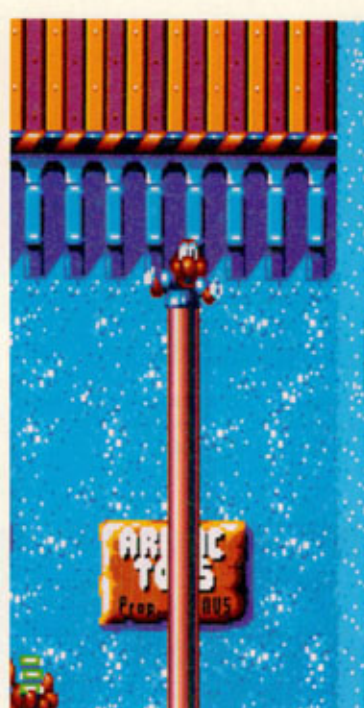
Now this room is freaky. Everything is reflected vertically down the middle of the screen. Sussing out which cod is the real one isn't as easy as it sounds.



Who says James can't have his cake and eat it? One quick swing, and he can use those wings lying on that platform.



Speeding up and down slippery ice cream hills gives an effect very similar to that of a certain famous hedgehog.



Going up! James can extend his torso almost indefinitely, then grip onto handy platforms. Who needs lifts anyway?

ROBOCOD

second fishy tale of a do-gooding aquatic invertibrate and his has grown a robot body – and got about three times better!

and so on), and while few of these tricks are original, it's a rarity to find them all together in one game.

They haven't been squeezed in here either. The game is blessed with absolutely loads of room to move around in, suffering from none of that feeling of claustrophobia which haunts even some of the best Amiga platformers (*Toki* and *Magic Pockets* being recent examples that spring to mind).

The trouble with the first *James Pond* game was that it was all so samey, and not a little difficult. By level four you were so bored, it didn't seem worthwhile investing all that much time on levels which were becoming increasingly, even ludicrously, challenging. In the yet-to-be-

"The programmer has shamelessly plundered every suitable game in existence for new ideas"

established (though we'd really like it to) tradition of sequel writers listening to the complaints of gamers, this wee problem has been resolved for the new game. Pond carries three batteries (he's a cyborg fish, remember) and while he possesses at least one, he can't die. If you bump into a baddie, you lose a battery. This isn't so bad because there are enough batteries

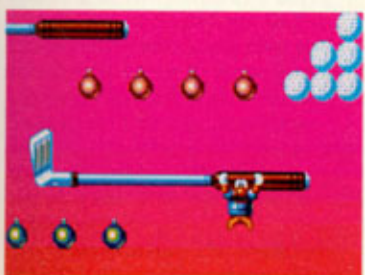
lying around to run a fair sized airport, let alone a small fish – add this to your three lives, AND three 'Game Continues' and even the crappiest of gamers will have quite some fun romping around this game for some time (even if they don't get anywhere very much). The game's big, you see – in something like *Toki*, you'd have the whole thing finished in no time with those little extras, but *Robocod* is so darned ginormous that this is most unlikely, even for the sharpest of games player.

I suppose gameplay is the most important part of it (it always is, isn't it?) but for me what carries this off is the sheer audacity of the thing. Programmer Chris Sorrell has shamelessly plundered every suitable game in existence for new ideas, and he's had the cheek to even tease a few a little (watch out for some neat *Lemmings* and *Rainbow Islands* gags). He's also had the good sense to raid

popular culture, and there's everything here from 19th century literature through 1930s cinema to tacky chocolate bar advertisements. We're always complaining about games lacking any real wit or imagination, but from the punning title downwards this is packed with it. It would be wrong for me to spoil the fun – and anyway, you've really got to be there to enjoy the jokes – but let's just say that the incidental characters, the gentle touches of background wit, and the perplexingly ingenious nature of so many of the different levels make *Robocod* fun-time classic, and a surprise one at that.

I'm going to step onto hallowed ground now and say a very dangerous thing. When all is said and done, and all angles are considered, I reckon, without prejudice, that this just might (and I stress just might) be better than *Rainbow Islands*. There, I said it. Now buy *Robocod*, decide for yourself, and may God blow my trousers off if I'm wrong. Kaboom. Oh, ouch. (Ahem).

● COLIN CAMPBELL



Ball sports for all: James finds the going tough, but he's got swinging off to a tee.



Cuddly as an atom bomb: death by teddy bear is *not* a pleasant proposition.

UPPERS Superbly crafted platformer that kicks the genre right up the backside. It's what we've all been waiting for.

DOWNERS Well, all right then, maybe it's *not* quite as good as *Rainbow Islands*. But damn close!

THE BOTTOM LINE

One of the best games we've ever seen. It's original, without being clever-clever. It's funny, but with stacks of gameplay. And it's challenging without being impossible. Good times guaranteed!

87 PERCENT



This crashed Zero contains the spirit of a trapped airman. Free him, and he'll reward you with something useful...



... a headband which will allow you to pass this, the final barrier on your way to the giant end-of-game baddie.



And here you are at the end of everything. This pleasant and sociable chap throws fireballs from his eyes - you'll need to play him at his own game to defeat him.

LAST NINJA

When is a Last Ninja not a Last Ninja? When it spawns countless sequels that

THE FOUR ELEMENTS (PLUS A COUPLE MORE)

The six levels of *Ninja 3* represent the four traditional elements (earth, air, fire, water) with a couple of extra ones System 3 have thrown in quite gratuitously to pad it out. What nice boys.



Level one is the Earth level - in this pic you can see the end boss, who wields an enormous club as his subtle means of dissuading you from leaving.



Level two is Wind - much of the action takes place on precarious platforms on the edge of cliffs. In the corner, you can see the Wind boss too, but don't try and tackle him from this position.



Level three is Water and it's, er, wet. This stage features all the stuff you'd expect - waterfalls, whirlpools, erm, streams (and the like).



Level four is Fire, characterised by lots of bubbling lava, methane gas and so on (so add burning to the long list of ways in which to meet your maker).



Level five, the Limbo level, is set on lots of platforms suspended in space on nothing very much at all - so watch your step near the edges!



Level six, or Void, is the ultimate level of the game, and takes place in a void (so no surprises there). Mind you, the Sunday Sport might be interested in some of the things you'll come across...

Game: Last Ninja 3
Publisher: System 3
Price: £25.99
Author: Dave Collins (programming), Phil Thornton, Robin Levy, Dokk (artwork), Reyn Ouwehand and Sonix Systems (sound)
Release: Out now

Okay, let's get something clear from the start, so nobody whinges about it later on. None of us here have ever cared much for System 3's immensely successful *Last Ninja* series. While undeniably gorgeous-looking, we all found them largely unplayable due to the appallingly unwieldy control system and the nit-pickingly finicky positioning required for many important moves.

System 3 say they've taken such criticism on board for this final (?) game, making it far more user-friendly, while at the same time fiddling around with many of the basic parameters. The simple problem-solving and beat-'em-upping action of old has been superseded by a design which the company claims will appeal to console gamers and RPG fans

"The levels are all largely featureless, characterless affairs"



as well as devotees of the earlier titles.

How do they intend to do this? Well, they've played fairly fast and loose with relative graphic sizes, and made the object manipulation much more complicated, which accounts for much of it. Where in the old games you'd have found a key and opened a door with it, in *Last Ninja* you have to find a fire, collect some bellows to pump it up with, get a key mould, pick up some metal to actually make the key from, and finally use a flux substance to help with the melting process! (Then you have to find

"The game drips with attention to detail"

be. There's no escaping it, and no amount of protesting from System 3 will change the fact. Moving still seems to be a haphazard and inconsistent affair, with the same

joystick move often appearing to have radically different effects. The number of times I sent my ninja plummeting off the edge of a narrow walkway to his death instead of charging heroically towards an enemy was... 56. You're more or less okay as long as you keep moving, but the control is so un-instinctive that as soon as you stand still, you completely forget which



Glass kneecaps or what? Can you believe that this shot shows your rock-hard ninja about half-a-second before his death from this singularly unimpressive fall?



This room is full of deadly gas, but it can be negotiated. You'll have to use The Force, though... (Cryptic, eh?)

JAN 3

when. Here comes another one!

the door...) While this may be stretching the definition of RPG a little bit, it's certainly a bit more involved than the bonehead antics *Ninja* fans are used to.

So anyway, after all this guff what do we have? *Ninja 3* is played over six levels with an elemental link – each stage is themed on either earth, wind, water, fire, or 'void', with an extra 'limbo' stage before the last of those. Great care has been taken with the plot and background in order to keep the atmosphere intact all the way through, and the game drips with attention to detail. The movie-like intro sequence is a particularly impressive example of this, showing the ninja creeping up on a castle, stealthily scaling the wall and breaking the neck of the guard on the battlements, all

accompanied by striking music and broken up by credits in a truly cinematic style. All this, in addition to the chunky manual and the general presentation, is a laudable attempt by System 3 to give the paying customer a complete package for their £26, something which many other software houses could learn from (we've seen some truly tragic packaging lately, with Ocean's *Darkman* and Domark's *Thunderjaws* being just a couple of the worst offenders), but it'll all count for nothing if the game isn't any good. So without further ado, let's find out if it isn't...

First impression – 'So what's new?' *Ninja 3*'s much-vaunted new user-friendly control system is, in operation, not significantly different from how it used to

stick movement corresponds to which direction. The ninja frequently refuses to face the direction you want him to, ending up back-peddalling furiously into a sword-wielding samurai and getting himself slashed to pieces while you scream obscenities at the hopeless cretin.

Second impression – 'What happened to the lovely graphics, then?' While *Ninja III* is undeniably extremely pretty, the superb atmosphere of the original games has been lost. The levels are all largely featureless, characterless affairs, lacking the unique feel of, say, the New York streets of the first *Last Ninja* (if you see what I mean). There's another problem with the graphics, too – the screens are often so packed with detail that parts of the playing area are totally obscured, which is a

severe pain when you're wandering around in one of them and you get attacked by a baddie. Trying to fight someone using *Ninja 3*'s control system when you can't even see which way you're facing (or indeed exactly where you are) is a dead loss and no mistake.

Third impression – 'Call yourself a ninja, you big girl's blouse?' It's all very well saying the graphic scaling has been fiddled with to give the whole thing a big butch console feel, but seeing your ninja fall a distance which looks like four feet and dying from the impact is unavoidably silly. Also silly is not being able to walk across grass – what is he, allergic or something? If the ninja's path is going to be restricted, there should at least be



Creeping stealthily along, in the hope that the other ninja won't spot me. It's a pity the *Last Ninja* can't swim, otherwise I could have done some sneaking around underwater.

some kind of nominal fence or wall or something to mark the impasse – it just looks daft for your ruff'n'tuff superhero to have to walk round miles of pathway in order to avoid stepping on a daisy.

Fourth impression – 'Take the what and the what and do what with them?' Now we come to the 'RPG' element. This is really pushing things a bit. Picking stuff up and making other stuff out of it, fine, but since most of the answers to problems are handed to you pretty much on a plate (they're mostly too obscure for you to expect players to work them out for themselves to any significant extent), calling *Ninja 3* a role-playing game is like calling *R-Type II* a wargame because there's shooting in it.

Fifth impression – 'Not two stools, but three'. As previously mentioned, System 3 are hoping to appeal to three distinct types of game player with this release. I think, though, they're in serious danger of landing uncomfortably somewhere in the rocky middle ground. Console-type players will be put off by the awkward controls and the tedious mucking around with puzzles, RPG punters will laugh their heads off at the merest suggestion that this is one of 'their' games, and *Last Ninja*-lovers may feel that the concentrated focus of the previous titles has been lost.

Sounds like a bit of a disaster, doesn't it? Well, no, that isn't really the case. *Last Ninja 3* is undoubtedly the best

game in the series, and I'm quite certain that it will sell huge numbers of copies. What I'm not so sure about is that it'll sell as many as System 3 would like it to – it could just be that *The Last Ninja*'s time has finally passed. The game-buying public knows what it wants from its software these days, and a title which tries to be all things to all people may find itself ending up being nothing very much to anyone. ● STUART CAMPBELL



UPPERS Very stylish graphics, excellent presentation, and less faffing around than the earlier efforts (instant switching between screens, for one thing).



DOWNERS The control system is still crap, there are some careless design flaws, and the spark of originality which characterised its predecessors is gone.

THE BOTTOM LINE

It'll sell a lot of copies, and there's a lot to be said in its favour, but to be honest it doesn't do very much for the AMIGA POWER team at all. For everyone who *isn't* like us though, it's probably worth...

80 PERCENT



Hey, I say. What are you doing to King Graham's castle?



Don't waste time talking to the little birdies, you silly sausage - go after that evil wizard instead!



Oh, a talking owl. Very handy (if a bit longwinded). I can feel some fairy dust coming on.



The row of icons along the top can be used to move, look, talk, save the game, change graphical detail and go to the inventory screen. Alternatively, the most commonly used commands can be cycled through with the right mouse button.

Game: King's Quest V
Publisher: Sierra
Price: £39.99
Author: Roberta Williams
Release: Late November

There're three things you really ought to know about *Kings Quest V*. One - it looks great. Two - the plot is sickeningly clichéd. Three - it's actually really jolly good. What? I've got to write some more? Oh, go on - alright then.

Never being one for plot (but to understand some of my criticisms you kinda need to know it) the quick resumé goes something like this: King Graham wanders along, picking some flowers (and his nose for all I know), whence comes forth the cry, "Hey, who stole my castle?". At this point he meets an owl who explains how an evil wizard has destroyed the castle (stop laughing back there), and so (quite naturally) sprinkles King Graham with fairy dust, allowing him to fly to the land of Serenia, in order to defeat the evil wizard. Ho hum. The last time I saw a plot this original was watching the A-Team.

KING'S

**Sierra make a renewed bid for the top of the adventure tree, but can they shake
 They're certainly making an effort - these new releases, aimed right at hard disk**

Game: Rise Of
 The Dragon
Publisher: Sierra
Price: £34.99
Author: Dynamix
Release: Out now

I've spent the last few minutes trying unsuccessfully to work out how to get my word processor to do those French 'e's with accents over them. The trouble is that the word 'cliche' looks a bit silly without one, so trying to review a game as ridden with the things as this

RISE OF

could be slightly tricky. I'll just have to think of a different word, I suppose. 'Stereotype', maybe, or 'hackneyed'. Either one could be applied (with the aid of a few judicious prepositions) to *Rise Of The Dragon*, which combines the tritest of murder-mystery/P.I./futuristic plots with a distinctly run-of-the-mill icons/graphic-adventure/cinemawosname interface, yet somehow manages to come out of it looking like a pretty impressive game.

The storyline takes the usual pessimistic computer-game view of the future: drugs and crime have taken over, dry ice wafts menacingly down the dimly-lit streets and everyone dresses in leather thongs. Nothing unusual there, but the mayor has got something more serious on

his mind. His daughter's been killed by some 'bad dope' and, fearing something sinister's afoot but wishing to keep the incident quiet, he's asked private investigator William 'Blade' Hammer to look into it. Unknown to 'Blade', however, he's about to take on more than he bargained for. The trouble is (it says here) that, as prophesied, the one known as 'The Dragon' has returned to restore chaos to the universe and rule once more.

"It's not quite first-rate, but it's up there with the best of the second-rate ones"

WELCOME TO THE NEW JUNGLE

The game kicks off in Blade's apartment, and follows the usual course of examining things, picking them up, operating them, moving from location to location and interacting with



My name's Hunter, Blade Hunter. I'm a sci-fi film noir kind of guy.





The desert can be a dangerous place. It can get far too easy to expire from all sorts of things. Thirst for one...



...vicious bandit for another. The choice is yours, really.



The town of Serenia. Go there to talk shop, do some shopping, or maybe just roam the streets.

Sierra have pulled their socks up quite nicely for their latest batch of releases. Gone are the insufferably bad text parsers (everything is now achieved with a wonderfully simple point-and-click interface) and the drawn-by-a-three-year-old-esque graphics (backgrounds are now hand-painted, then digitised). Gone, basically are most of the terrible bits, to be replaced by shining examples of user-friendliness, and slick presentation. *King's Quest V* is really up there with the best in this respect. If only they'd forsaken the crap plots too. Then Sierra would maybe,

just maybe have had a *Monkey Island* beater on their hands. As it is they've got an ideal stepping stone to go on to even greater and more ambitious heights.

SEE THE WOOD FOR THE TREE

The entire game is played via a cursor and a few pop-up icons, a system simpler even than Lucasfilm's, yet probably just as effective. Movement is simply a matter of pointing to a position on-screen, and the hero (yes, I know King Graham isn't a very heroic name) will work his own way around the scenery (much

like in *Monkey Island*, in fact). This is much more preferable to some adventures I've seen, where the characters play dumb, and can't work out how to reach areas of the screen unless guided every bit of the way. Actually, despite the Lucasfilm-isms of the games exterior, *King's Quest V* is remarkably old-fashioned when it comes to the basic plot and the way the puzzles

and locations are structured. It would be fair to say, in fact, that the actual

adventure is less advanced than the ancient (but nonetheless excellent) Infocom games. This isn't necessarily a bad thing. An adventure can

be quite basic so long as its well designed and pretty logical. Thankfully *King's Quest V* succeeds in this area. Simple but neat sums it up nicely.

That's not to say that *King's Quest V* is without faults. One thing about adventures is that overall game quality is inextricably linked to the quality of plot. *King's Quest V* doesn't do itself any favours here. Fairy tale clichés abound, and when the package promises →

"My only reservations lie with the game content"

QUEST V

off their old image and compete with the likes of Lucasfilm and Delphine? owners, come with vastly improved presentation – but can the stories keep up?

THE DRAGON

other characters in the hope of solving the mystery. However, unlike the majority of other cinemawhatchacallit games, you don't get to see your character on screen. Instead you see the world through Blade's eyes, which opens the way for a series of attractively drawn stills, with a little decorative animation in each, rather than a *Monkey Island*-style animated extravaganza. It's a question of taste, of

course, but I tend to find that the approach used here can reduce a game to a string of graphical setpieces with not much in between.

Scale is the other thing that sets *Rise Of The Dragon* apart from everything else. It comes on (gulp) ten (10!) disks, and incredibly manages to arrange it so that you'll need just about all of them in the first five minutes of playing. This is clearly a

ridiculous state of affairs, even if you've got two disk drives, and a hard drive is an absolute must. Even then, you'll need to find about eight (8!) megabytes of space on it, which is nearly half an A590. Have these people never heard of data compression? Hmm? Needless to say, to play the game at all you'll need at least 1 Meg of memory, and to play the game at its best this all ought to be Chip RAM.

Staggering statistics, then, but does the game justify them? It's easy to get to grips with, you've got to give it that. Although there's yet another system of mouse clicks to learn, it's picked up fairly quickly and proves to be fast and effective in practice. The game isn't let down on the programming front, either. Everything looks neat and tidy, and works as it should, and there are plenty of →



Ahem. In case you're wondering what the little 'bloke' icon at the bottom does, it calls up the inventory.

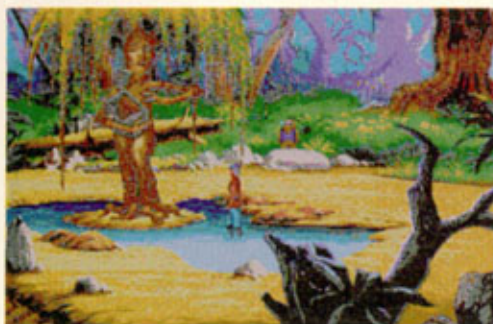


The inventory. Here's where you pick things up, put them down again and, erm, 'wear' them.



Hi. (Blimey – this has never happened before. What do I do?) Um, your eyes are like pools of... oh crumbs.





A weeping willow? Don't let here harp on about it. Not everyone gets the frog treatment.



Some inns are just so cosy, warm and hospitable. Then there's this one. Just don't let it get you all tied up.



You may not like ants, but they're pretty fascinating creatures, and - hey! - they have their uses too.

'enjoyment for all the family', a bout of retching isn't too far off. The game's actually pretty small, too. That's not to say that there isn't much long-term appeal in there, but in terms of actual locations and puzzles to solve, I can't help but feel reminded of 16k adventures on the Spectrum. This is obviously partly down to the use of digitised graphics in every location, but for a product which is so physically large (box size, number of



Through the square window we see... Graham in the pie shop!

disks, chest measurements), I would have expected a bigger game in there.

Roll right up for that usual *Monkey Island* comparison. Whereas *Monkey Island* felt like a totally interactive graphic affair, *King's Quest V* relies upon its graphic-based nature for command execution but little else. I get the feeling that most of the game (and puzzles) could have been implemented purely using text. There are a few exceptions (such as the ravine-hopping sequence and the way some of the objects are hidden in the scenery) but things feel a little too 'static'. Maybe this has something to do with the lack of cinematic trickery which made *Monkey Island* and *Cruise For A Corpse* such a delight to watch.

One other thing which I haven't really

mentioned yet is the use of a hard drive. Don't even consider buying this game unless you own one. Disk access is necessary at every location, so even hard drive owners are going to spend a little time tapping their fingers.

It's nice to see Sierra getting their act together. They've trailed behind Lucasfilm and Delphine for a couple of years now,

but with *Kings Quest V* and *Rise Of The Dragon* they've made massive steps towards 'fully interactive entertainment' (or whatever it is the Americans call it).

The graphics, the sound, and the whole presentation trip are finally up to the standard of what Amiga owners expect in '91. My only reservations lie with the game content. Still, I must admit that despite my normal loathing of all things pretty and twee, I enjoyed *Kings Quest V* no end.

"Simple but neat sums it up nicely"

"Scale is the other thing that sets *Rise Of The Dragon* apart from everything else"



We've just been asked to check in our gun by a chap with a huge futuristic pump-action rifle thingy. Are we going to a) argue, b) co-operate meekly, c) crack a pathetic 'joke', or d) just sneak quietly off? Um, good idea.

'extras' like your VidPhone which is sort of an answering machine with pictures - and a couple of arcade sequences. There is one problem, though, and it's one which is perhaps only to be expected.

THE FLEXIBLY LINEAR APPROACH

Despite its boast of being highly flexible, with all sorts of possible outcomes to each situation, the game does tend to push you in the direction it wants you to go in most of the time - you can't actually do very much that lies outside the scope of the plot. You can only talk to people the game wants you to talk to, and you can only say what it wants you to say (with a few multiple-choices, but the choices are usually pretty ridiculous with one obvious one you're meant to pick). Try to pull out your gun in a place where the programming doesn't allow for it and you'll be given a totally crap reason for your not being able to do so.

On the plus side, you do have the freedom to roam around the game's locations at will, but actually making progress generally involves finding the next 'thing' that needs to be done.

Happily, my fault-finding didn't get much further. I was suitably impressed by the graphics (a vast improvement on

So, hard drive owners, dive on in.

● MARK RAMSHAW



UPPERS Superb digitised landscapes, excellent presentation and a genuinely effective control system make *King's Quest V* easy to get into, and fun once you're there. A Sierra high point.



DOWNERS A hard drive is a must, and I wish Sierra would get some decent script-writers in. Lucasfilm are still running rings around them when it comes to the actual plot.

THE BOTTOM LINE

An impressive (but not quite classic) graphical adventure which meets the high standards set by recent releases. Although not essential, it could prove a handy stop-gap before the new Lucasfilm releases turn up.

83 PERCENT

standard Sierra fare) and engrossed by the puzzles, and delighted to find that Alt M switches off the music. It's not quite a first-rate cinemathingummy game, but is definitely up there with the best of the second-rate ones. Whether you think it's worth spending all that money on, however, is entirely up to you.

● JONATHAN DAVIES



UPPERS Good graphics, plenty of atmosphere, 'intelligent' characters, 85 detail-packed locations and a fair amount of suitably absorbing gameplay.



DOWNERS A bit limiting on what you can actually do, which is a major flaw in a game of this size. Startlingly unoriginal. Oh, and the hard diskless can forget it.

THE BOTTOM LINE

If you're looking for a fresh, innovative graphic adventure, one with a twist, you'd better look elsewhere. But if you just want something big, solid and dependable to get your teeth into, and aren't too worried by the likelihood of having seen it all before, this would probably do fine.

79 PERCENT



Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

Knightmare is copyright Anglia Television and Broadsword Television.
Game copyright 1991 Mindscape International Limited.

Captive Copyright 1990, 1991 Mindscape International Limited, all rights reserved.
Written by Tony Crowther.



MINDSCAPE

BROADSWORD



ANGLIA
Television Limited

For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761

To keep up with the inexorable advancement of technology, Domark have heavily

MIG-29M SUPER FULCRUM

Game: MiG 29M Super Fulcrum

Publisher: Domark

Price: £39.99

Author: David Payne, Jonathan Newth and Chris Tubbs at Simis

Release: Out now

It may seem slightly odd for Domark to be releasing another MiG-29 simulation less than a year after their original game of very nearly the same name, but there is some justification. Since the first fighter game – simply *MiG-29 Fulcrum* – popped onto our screens, the aircraft's Russian manufacturer Mikoyan has built a faster, more advanced machine called (you may have guessed by now) the *MiG-29M Super Fulcrum*. And it makes a pretty sexy subject for a flight sim – the plane's as good (if not better) than anything the Americans have got, by all accounts; it's got an air of mystery about it; and it's fun turning the tables on the normal flight sim set up where MiGs are depicted as cannon fodder, flown by horrible Communists or the pawns of brutal Middle Eastern dictators.

There is a problem with this, of course. I mentioned that the plane's got an air of mystery about it, but that's understating it a bit – I don't suppose anybody outside of the Soviet airforce, the CIA or similar really know all that much about it at all. It's hard to simulate something when you don't know what it can do, which means guesswork is going to come into things rather more than is ideal. A big problem for programmers Simis, then, despite their British

Aerospace backgrounds – until you realise that the guys at MicroProse or wherever never really know all that much about the real capabilities of western fighters either. No matter whose sim it is, we have to take a lot on trust and treat it as a game, which is what it is. The bottom line has to be not how supposedly accurate or non-accurate it is, but how much fun it is to play.

WHAT'S NEW IN MILITARY JETS?

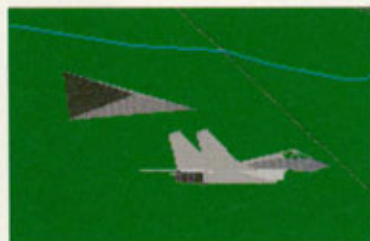
The problem with the first *MiG 29* – for people like us who are games players, not hardcore military hardware freaks – was that it was ultimately too techie and concerned with scrupulous accuracy, and not enough into being simple fun to use. The shortage of missions and severe lack of ground detail – all too often the flat blue sky and flat green ground made it look like nothing so much as a *Specy* game – meant our interest flagged fast, and we'd go looking for our thrills in *F-15 Strike Eagle II*, *Their Finest Hour* or *F-29*.

Hardcore flight sim fans tended to disagree though – despite the initially dull look it was actually faster and smoother than just about anything else, handled beautifully and had very realistic (in as much as any of us can tell what 'realistic' is) dog fights. A game more for the expert armchair pilot than the shoot-'em-up freaks amongst us, then.

So how's this new game different? Well, if you boot up both *MiG* games and play them side by side (the joy of having lots of office Amigas!) there's no doubting that the sequel boasts more power and speed than the first game – and that's



All those green symbols are bad guys. Looks as though we've got our work cut out for ourselves. (Better have a nice cup of tea before we get started).



Ground detail is pretty scant, but there's enough around to make navigation and bearing a simple enough exercise. Note the impressive graphical representation of the actual MiG.

actually saying something. You've got a full electronic Head Up Display too – instead of the old (and quaintly old fashioned) analogue style instruments of the first game – and generally it comes across as a more sophisticated fly.

It's not just the plane that's been tweaked either. Instead of flying a set rota of missions, our pilot is now involved in a

full scale military confrontation set in a South American country, threatened by some bully beef of a neighbour. As the war progresses so does his (ie your) role in the peace keeping force, the narrative link making each mission seem more involving because you know it all adds up in the general scheme of things. That this is an interesting twist on events, and a vast improvement on the first game, there's little doubt.

Perhaps more exciting however is the new two computer link option, allowing you to fly head to head combat against a mate. I couldn't actually get this function to work the time I tried it, but there's every possibility that I was just being crap, and forgot to put the right lead into the right socket or something. (Actually I have never yet been able to link two computers for a game without the whole operation turning into a fiasco). The manual is hardly illuminating on this subject so I gave up after a couple of hours of trying – let's just

SUPER FULCRUM: FIVE THINGS YOU NEVER KNEW

1. It looks almost the same as the MiG-29 from the outside, because the external design is still considered to be perfect.
2. The MiG-29 can compete head on with the best of the Western fighter alternatives. However, they're reputedly extremely difficult to handle, and poorly trained pilots often end up getting killed.
3. The MiG-29 was originally designed nearly twenty years ago, after earlier MiG's had taken a bit of a pounding in Vietnam. The Super Fulcrum should be in proper service within two or three years.
4. The pilot of a Fulcrum can aim missiles by simply moving his head – there's a computer in his helmet (Blimey!).
5. It has a flight ceiling of 56,000 feet and a maximum speed in excess of Mach 2.4 (ie pretty blooming fast).



Kaboom! Some silly person momentarily forgot that my missiles are heat seeking suckers that DON'T miss. Even so, it's generally pretty hard to shoot down an enemy which means there's a great thrill to be had when one finally gets wasted.

updated their well-known *MiG-29* sim. But what real difference does an 'M' make?



There are plenty of tasty outside-the-cockpit views, but these are best sampled when there's actually some decent background detail to have a good gawp at.

assume that it's really brilliant (which I'm sure it is), but that, like me, not many of you are going to take advantage of it all that often.

LEARNING TO WING IT, MIG STYLE

There's a bit of a problem with reviewing flight sims at the moment – sooner or later you've got to draw the comparison with MicroProse's glorious *F-15 Strike Eagle II*, and not too many games come out of it looking any rosier than when they went in. Now it's *MiG-29M*'s turn and, well, let's be frank, I don't like it anywhere near as much as the MicroProse game. It's not as shoot-'em-uppy, it's nowhere near as pretty and you don't get as great a sense of being in control or (most importantly) of it being a friendly game to get into. For an average person into having fun with a flight sim I'd recommend the (five pounds cheaper!) *Strike Eagle* every time, while for the

beginner I'd say hey, why not go for the ancient (but still jolly good) *F/A18 Interceptor* at ten quid instead?

However, if you're either of these sorts of people, *MiG 29M* isn't really aimed at you anyway. This is for the plane buffs and technology freaks out there instead, and it has to be said that in technical accuracy it impresses at every turn. *Super Fulcrum* is a right handful at first, and just staying in the air is about the most you'll manage to do on your first few flights, but practice long and hard and you'll slowly find yourself getting drawn into it. You'll have to put up with the fact that you're unlikely to be battling it out with baddies two minutes after leaving the runway (as you might be used to) or that all the navigation stuff has to be taken into account even if you detest that part of

"It makes a pretty sexy subject for a flight sim"

flight games, but – hey! – that's what flying a real plane is like, I guess.

Unfortunately though, one old *MiG 29* problem remains. The smooth and fast way the plane handles is still at the expense of the look of the thing – while it's been improved here, ground detail is still well short of what we've come to expect. Yes, you'll come across individual targets, (obstacles like mountain ranges, navigational landmarks like rivers) but incidental detail simply does not exist. Even while you're flying at a reasonably low level you get the feeling that you're over an empty green wasteland; just the sort of thing programmers were striving to

avoid five years ago. In fact, when you consider how entertainment driven Domark usually are, it's a very odd sort of product for them to be publishing at all.

A few traditional shoot-'em-uppy flight sim things I miss then: a) You can't tweak the enemy's level of competence. b) You can't give yourself unlimited ammunition and weapons. (Mind you, the standard weapons on offer do make up a fantastic set of fireworks). c) You can't access the map unless you're on the ground. (This may be frightfully 'like the real thing', but it can make life pretty bloomin' irritating when you're just trying to have a little bit of fun).

However, quibbling about this stuff might be out of order – I do get the feeling that this game isn't really aimed at the likes of me at all. For the technically minded flight simmer this – even at £40! – could prove a very good buy. The trouble is, it isn't a game that's been designed to be fun per se, and while many people will love it I suspect that some, attracted by the subject rather than the software, will be in for a rather confusing time.

● COLIN CAMPBELL

DIAL M FOR MIG

G Meter – this quite sensibly indicates the strength of G force

Artificial Horizon – Helpful when you don't know which way is up

Radar – The range can be altered, for a trade off between accuracy and distance

Airspeed – speed of the MiG (a bit obvious, that one)

Altitude – Oh come on, it's height above sea level



System status – Damage to various areas of the MiG are indicated here

Compass – Hey, how much help do you need?

Weapon Stores – check how many missiles you've got left before firing!

Controller status – Shows the alignment of the controls

Fuel/Thrust – It's always a good idea to know just how much fuel is

Ascent/Descent – indicates attitude, and degree of angle

The initial reaction to any flight sim is 'What do all those dials and readouts mean?' Well read below and you'll be ready for anything.

UPPERS There's plenty to separate this from its predecessor. The aircraft, the enemies, and the missions are more sophisticated and challenging (quite how they originally thought it might work as a missions disk for the first *MiG* I don't know). A real delight for tech heads.

DOWNERS That accuracy seems to have been achieved at the expense of good old fashioned fun and prettiness. The landscape has been improved, but it's still a way short of competitors. Also, learning to fly is an arduous and sometimes pretty unrewarding experience.

THE BOTTOM LINE

If you enjoyed the original *MiG-29* there's certainly enough here to make the sequel a worthwhile purchase. *MiG-29* is hard to fault as a genuine flight sim, but there's not really much here for mainstream gamers.

80 PERCENT

OUTRUN EUROPA

US Gold make their third bid at producing the definitive *OutRun* game, this time forsaking the wide open plains of America for the more extravagance of Europe.

Game: OutRun Europa

Publisher: US Gold

Price: £24.95

Author: Stuart Gregg (code), Saul Marchese (graphics) and Matt Furniss (music) at Probe

Release: Out now

Of course, the title of *OutRun Europa* gives the game away a bit. This is exactly what it sounds like – *OutRun* set in Europe, a mad illegal dash through the home counties and London, across the Channel, and then through France, Italy and so on in various vehicles (ranging from motorbike to Ferrari). It's even more unrealistic than the basic high speed race format of the real *OutRun* (you have to ignore the realities of geographical distance for a start) but what it clearly has

over the original game is a) that there're a greater number of vehicles to drive and b) that there are such spectacular backgrounds – not only are they more complicated and involved than most (perhaps any?) of the type, they're generally evocative of the places they're meant to represent.

OutRun Europa, though? You've been racking your brains for the last paragraph, I can tell. It's not exactly the most common coin-op around, is it? In fact, you probably don't remember seeing one at all, do you? That is, of course, because it doesn't actually exist, which provides the perfect cue, before we go any further, for three things you really should

know about the game:

No 1) It might sound like it's a coin-op conversion, but it's not. In fact this 'third' *OutRun* game is an original creation of well known arcade converters Probe, originally mooted (and, indeed, developed) two years ago, but totally reworked for this eventual release. The thinking behind it is much the same as that behind the recent *Gauntlet III*, another game which

never actually appeared as a coin-op.

No 2) It's very much a traditional-style driving game. That means bright, very Amiga-looking graphics, a stage system where you've got to make it through a level in 85 seconds or less to

continue, hopelessly unrealistic speeds and so on. Old fashioned in the face of the likes of *Formula One Grand Prix* and *Indy 500* then, but not necessarily crap – I remember the original *OutRun* conversion (despite its iffy quality) being played for months where I used to work, and that's simply because the formula is so accessible and, well, fun.

This sort of thing is the Baywatch or Beverly Hills 90210 of computer games – fun and jolly and bright and rather crap, but fun nonetheless.

No 3) It's impressively quick. I'll get onto that in a moment, but in many ways it's one of the most important elements of a driving game, and whatever you might think about *OutRun Europa*, you couldn't call this game a slouch.

Yes, yes, yes, you're no doubt saying, but is it any good? Well, by the standards of previous *OutRun* games, yes it is. On reloading the Amiga conversion of

"This sort of thing is the Baywatch of computer games"



Level One – England

Perhaps the most visually impressive of all the levels, the English section puts you on a fast motorbike in a race towards the docks at Dover. Starting out somewhere just north of London, you head towards the capital for a bit (Big Ben, St Pauls and so on clearly visible) then out into the home counties (Surrey presumably) which are made up of rolling hills, patchwork effect fields and the like. There's no denying it – this level does actually look like Britain, and the details like correct looking road signs (though shouldn't they be green, not blue?) add much to the effect. London taxis, orange Fords and Sierra police cars provide most of the moving obstacles.



Level Two – The English Channel

The programmers have obviously seen the Channel alright – it's a horrible murky grey/green colour capped with the odd little white horses, and as such is spot on. I would question whether they've ever taken a ferry across it though – according to *OutRun Europa* the busiest sea lane in the world is packed chock-full with lighthouses and rocks of all descriptions (not how I remember it) and buzzing with trawlers, yachts and the like, amongst which your tiny jet-ski has to weave like crazy to have any chance of getting anywhere at all. Add the silly *Fire And Forget*-style shoot-'em-up element and it's tricky believing in this level at all.



Level Three – France

France doesn't manufacture any suitably fast cars for his bit, so you find yourself behind the wheel of a German Porsche 959 (about three times as snazzy as your normal Porsche) instead on a chase through the French countryside. You can tell it's France because of all the road-side pavement cafes and Renault 5s you keep overtaking – generally the countryside is a lot flatter and emptier than in England, pretty much as you'd expect it to be. Police cars are some sort of medium-sized Peugeots (or similar) while your rival agent crops up this time in a black Renault 5 Turbo.



Level Four – Spain

Erm, this bit's just the same as France really, only you can see mountains in the background (the Pyrenees presumably). Cars are much more nondescript – a makeless police car, some Peugeot 205s and a jeep of some sort for the agent – and greenery is suitably sparse. Scenery-wise there's not much else to say really – it's all a bit too similar to France really for there to be anything else to comment on. (The massive opportunity to put lots of British holiday-makers in their Union Jack sorts and donkeys with straw hats on has gone sadly missed).





Hey, where did I go? The way that your view of yourself can be obscured by other cars is neat and clever, if a bit confusing at times. (I'm in front of that police car, by the way).

the first game I was amazed at how poor it was. Funny, flattened looking graphics, little sense of speed and an ultra-wide roadway for much of the game (making crashing all but impossible) make it a very disappointing experience –

OutRun Europa has none of these faults. *Turbo OutRun* was a lot better – it looked really good and succeeded in being pretty playable, but *OutRun Europa* quite clearly has it

over that one too. By the standards of the Christmas of '87-'88 then, when the first *OutRun* came out, this is quite clearly a very good game indeed.

By the standards of 1991 though it does come across as sort of lacking.

"By the standards of 1991 it comes across as lacking"

These days for this sort of price you can pick up Geoff Crammond's new *Formula One Grand Prix* or EA's *Indy 500*, a couple of super-fast 3D driving games that make *Europa* look straight out of the stone age.

Or you can get Gremlin's *Lotus II*, with its more controllable car and neat visual effects. The only thing *Europa* really has over these other games is the tourist novelty of all those European settings, and it has to be said

that once you've enjoyed the pleasingly English feel of the first stage, *Europa* starts to disappoint in increasing amounts. Here, then, are some of the things that are wrong with it:

a) Both boat levels make up for the



Level Five – The Mediterranean

Very similar to the English Channel (packed with lighthouses, yachts and so on) if rather bluer colour-wise, the Med puts you in a yellow speedboat for a rather unrealistic dash from Spain all the way across to Italy! Similar yachts, coastguard boats and bomb-dropping helicopters (!) to the Channel level complicate matters, while the enemy agent in an annoying black speedboat keeps easy pace with you and gets to be a bit of pain. No topless sunbathers to be seen (boo!) which spoils it a bit, and generally it's just as impossible to play as the earlier water section.



Level Six – Italy

Into an ultra-rare Ferrari F40 for a race north. Italy tends to look more like Arizona than anything (it's all yellow desert – only the cactuses are missing) but the Lancia (?) police cars, VW Beetles, and agent's black Lotus Esprit you encounter liven things up a bit. It's a fair bet the programmers skipped a few geography lessons though...



Level Seven – Germany

...because you manage to crash straight through from desert Italy into a very green, lush and Bavarian looking Germany – whatever happened to Austria, I wonder? (Maybe your Ferrari goes so fast that you whiz right through it without even noticing. Or something). This section is packed with red VW Golfs, assorted Fords (the office can't agree on whether they're Capris or Escorts) and a typically annoying black Mercedes for our main bad guy. Slightly bizarre looking mountains in the background, but the lush autobahn look of the section is fairly effective for all that. This is one where the road suddenly forks quite a lot – always an effective ploy.

DAY TRIPPER, ONE WAY TICKET

At Dover (1) you get off your bike, remove your bike leathers to reveal a wetsuit (!), hop on your jetski, get in this Porsche (2) in France, drive to Spain, get in a speedboat (3) and so it goes...



lack of there being any clearly defined roadway by simply throwing obstacles at you and adding a shoot-'em-up element, so you get the ridiculous image of the English Channel or Mediterranean simply jam-packed with next-to-unavoidable boats, rocks and lighthouses.

b) The graphics guy has obviously had more problems visualising the rest of Europe than he did the UK. France and Spain are almost identical, Italy looks to be one big desert, and only Germany manages a non-cliché driving game look, mainly by its use of sombre dark greens.

c) Absolutely no attempt is made to give you any interesting visual effects – exactly the sort of thing that gives a driving game variety and makes it a real challenge. You'd think somewhere in Europe there might be snow, or rain, or something, but no.

d) The possibilities of having different types of driving for each geographical area are ignored too. Switzerland or the Pyrenees would have made for excellent tight mountain road sequences (in the style the spectacular recent coin-op, *Rad Mobile*), miles of European coastline lend themselves to a chase along a winding coastal road, oodles of large European

cities lend themselves to a stop-start sort of city driving, but none are taken advantage of. What's here is just boringly average.

e) The tagged on secret agent plot, with a rival driver in a variety of black cars keeping pace with you (annoyingly, he goes exactly as fast as you, making his appearance a regular pain in the ass) is no substitute for the good time feel of cruising in your supercar with your best girl by your side. All the spy sub-plot does is push the game in the direction of *Chase HQ* without giving you another car to chase.

IT'S SPINNING IN THE

LANE So where does that leave us? Well, while this is in my mind without doubt the best of the *OutRun* games, it does struggle to justify a £25 price mark. Games inarguably far superior to this are selling at the same price, while all its most obvious rivals (*OutRun*, *Buggy Boy*, *Super Hang On*) come in at around the eight quid mark. Even if you ignore the awkwardness of the controls – for much of the time this game just doesn't feel right, though you'd probably have to play it yourself to know exactly what I mean – and the laziness of the design, you'd still be hard pushed to point out areas where it does anything significantly better than the best of these older games.

Despite the graphical good points *OutRun Europa* comes across as a game out of time – next to modern rivals, it seems thin, uncontrollable, cartoony and just a little childish. ● MATT BIELBY

UPPERS An intriguing concept – *OutRun* set in Europe! – excellent high speed, and some quite impressive visuals (most notably in the very English-looking first level).

DOWNERS Skittish controls and narrow roads make it harder than necessary, the potential of the European setting is never exploited to the full, and the number of comparable games now on budget make it kind of redundant.

THE BOTTOM LINE

The best *OutRun* perhaps, but very ordinary and unambitious when compared to modern racing game rivals, *Lotus II* for one.

74 PERCENT

Game: The Blues Brothers
Publisher: Titus
Price: £25.99
Authors: Vincent Berthelot, Jean Michel Masson, Olivier Calladout
Release: Out now

They hate the Illinois Nazis, they wear shades, and they believe

THE BLUE

I'm on a mission from God, too... French publishers Titus don't have the most impressive record ever, that's for sure. *Crazy Cars*, *Fire And Forget*, *Dick Tracy* and, um, lots of other really memorable titles have gained them something of a joke reputation among quality software fans. When they announced the acquisition of the Blues Brothers licence, then, game lovers divided into two distinct camps – those who hated The Blues Brothers and didn't care a hoot who got the rights, and those who loved them and were absolutely horrified at the prospect of Titus getting their grubby hands anywhere near their heroes. Me, I can take Jake and Elwood or leave them, which makes me ideal for an objective review of this game. Probably.

PLOT? WHO THE HELL NEEDS IT?

The Blues Brothers – The Game owes almost nothing in storyline to the legendary film, but the plot will still sound strangely familiar to movie

devotees. Jake and Elwood have a gig to play, but the local sheriff, mindful of the repercussions of the boys' last show (the one in the film), has had their equipment stolen and hidden all over town by gangs of homicidal thugs. Said gentlemen will also stop at nothing to postpone the Brothers' show by less than subtle means, (ie putting Jake or Elwood in hospital for the duration), which leaves our heroes faced with the proverbial mountain to climb. They have to run, jump and crawl their way through six levels retrieving their vital pieces of kit, while simultaneously avoiding the sheriff's crazed hordes and... well, that's about it, as it happens. The basic concept of the game is a straightforward console-esque cartoony platforms-and-ladders escapade, of the type frequently attempted without much success by Ocean with their movie licence games, and particularly reminiscent of the new *Hudson Hawk* effort (see review elsewhere in this issue). Complicated

strategy isn't the name of the game here, it's 'Dash About Madly And Hope For The Best'.

Okay, so enough detail, it's about time we got down to whether, against all expectations, Titus have succeeded where so many have failed before them and turned a popular film into a great game. There's a first time for everything, I suppose...

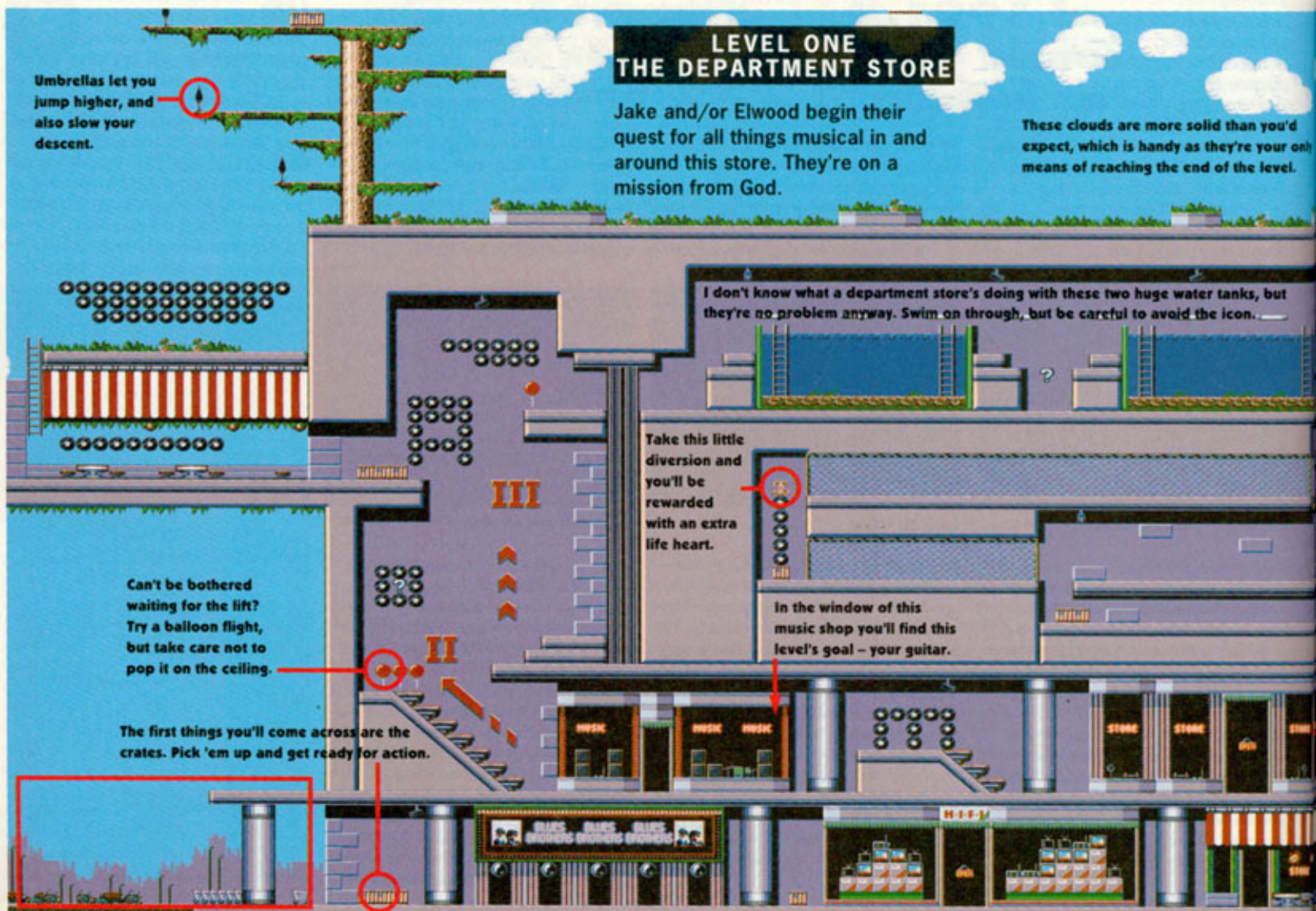
THIS COULD BE THE FIRST

TIME ...and this is it! *The Blues Brothers* is, without a shadow of a doubt, the finest character licence game ever seen on the Amiga. Now that might seem like rather a lofty claim, but it's true and that's all there is to it. It's not all that big, it's not especially hard, it's not very clever and it's certainly not even slightly grown-up, but what this game is is the most fun I've had all month. There's nothing particularly original in the design, but it's

so well put together and full of character that it's a total joy to play.

Not that you'd have thought that if you'd wandered into the office while I was playing it for this review, as I screamed and swore and hit things violently in frustration, but believe me, I was having fun. None of the levels in the game are dramatically large, especially given the frantic pace the whole thing's played at, but they're just long (and hard) enough that you never quite manage to get to the end of them as easily as you think you should do. So you slam the joystick down in anger, kick yourself for your carelessness, say 'Right, I'll have you this time, you horrible little game' (or words to that effect), and pick the stick up again and dive right back in. And get killed again (of course). Yes, what I'm trying rather long-windedly to say here is that this game's addictive as hell, and if you don't believe me, ask our security guard.

Addiction is far from all *The Blues*



that everybody needs somebody. And now their getting soulful on the Amiga...

S BROTHERS

Brothers has got going for it, though. The graphics are nothing less than lovely, both in look and movement. Jake and Elwood have different characters, and as they career incompetently across the bright, pin-sharp cartoon backdrops the effect is

'The finest character licence game ever seen on the Amiga'

similar to watching a particularly good Marx Brothers film (except in colour). The animation suits the almost-slapstick feel perfectly, and if you don't laugh when you see Jake and Elwood inadvertently collect a 'dance bonus' token and bop ludicrously

on the spot for five seconds then you're either dead or you ought to be. Sound is excellent too, with one of several top tunes from the movie soundtrack playing throughout each level on top of some ordinary but sweet effects. (You can switch either or both off at any time if their bouncy cheerfulness begins to annoy you on your nineteenth attempt at level three, luckily).

The clincher, though, is the playability. Everything feels just right, all the controls are simple and instinctive, and there's just a tiny bit of inertia on the boys' movement for that complete *Super Mario Brothers*-type experience. When you mess up in this game, you've got nothing to blame but your own lack of co-ordination.

THE SUPERFLIES IN THE OINTMENT

Traditionally though, there are a few bugbears. In two-player mode, the scrolling only follows one

of the characters, so in two player mode the other player can easily disappear off-screen and get hopelessly lost. It's difficult to see how it could have worked any other way without losing the pace of the action, but it's a shame all the same. Also, with only three lives (three 'energy hearts' per life) and only one restart point per level (about half-way through, logically enough), some players may find it all just a little too frustrating.

Then again, it's nowhere near as annoying as, say, *Rick Dangerous*, and that sold millions so it shouldn't be too big a problem. At least in *The Blues Brothers* you always see what's going to kill you before you die.

In any case, the relative smallness of the levels means that you've never got too much ground to cover to regain your position. Whatever, these are embarrassingly picky points, and you really shouldn't let them stop you from buying this game. If you've ever liked fun

arcade platform games (ie if you thought *Magic Pockets* was a load of tedious old crap, as anyone with an ounce of taste did), you'll love *The Blues Brothers* to death. ● STUART CAMPBELL



UPPERS So playable it's frightening, so gorgeous and funny you won't be able to wipe the smile from your face all the way to the end.

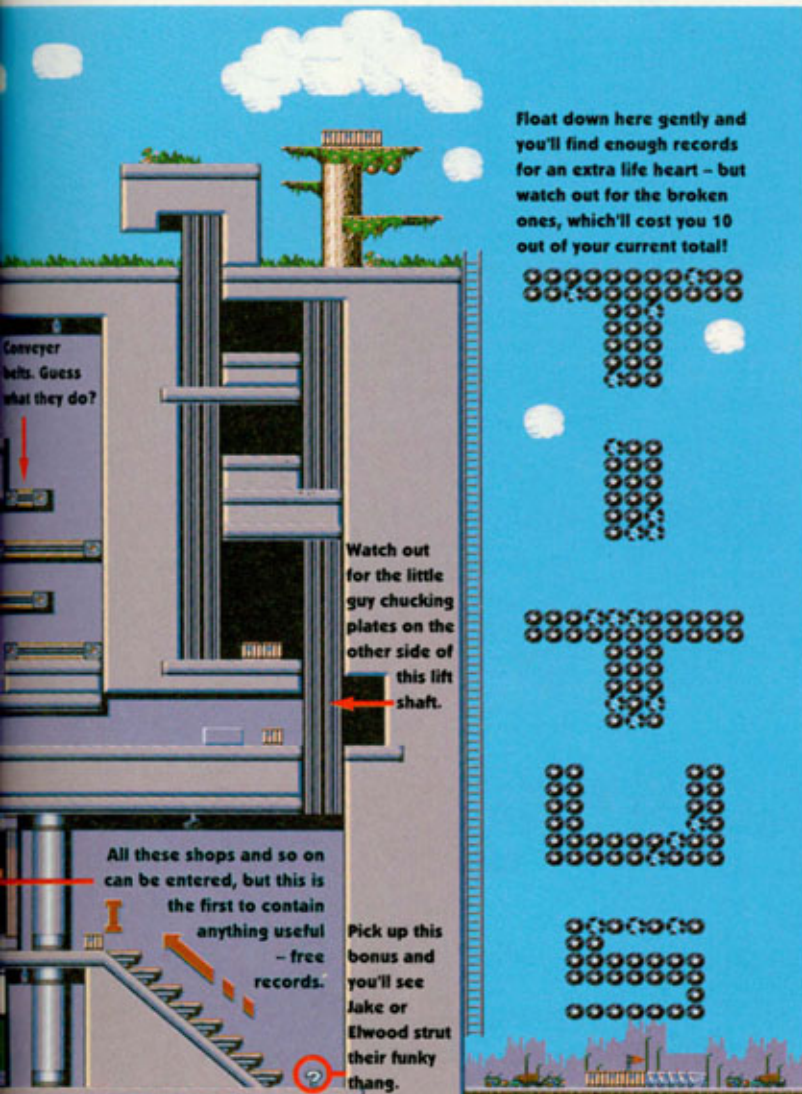


DOWNERS Two-player mode doesn't really work, and some people (not me, though) might find the lack of restart points irritating.

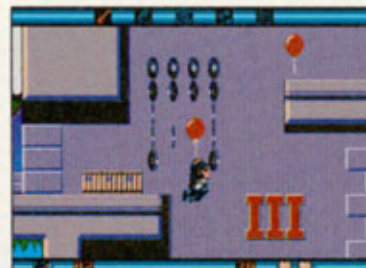
THE BOTTOM LINE

Sparkling piece of console-style action that's excellent in everything it does. Don't let the Titus name put you off, they've finally come good. Fun fun fun.

87 PERCENT



The map screen appears between levels and shows you the five main stages of the game, crossing them out as you do them.



You wouldn't think that rather weedy-looking balloon would support porky old Jake, but that's physics for you.



The fifth level is set on that perennial game scene, the building site.



Level three takes place in the prison. Take a look for hidden records but watch out - some of those crims are mean mothers.



The prison level even includes a set of slippery showers - watch out for Mr. Big!



The short level six is more of an end sequence than a proper level, but you can still blow it, so be careful.

THE WORLD'S BEST-SELLING AMIGA

AMIGA

FORMAT

ISSUE 28 ■ NOVEMBER 1991 ■ £2.95

Show Spec
Four page preview of the
year's biggest Amiga show

Want to know a secret?

We blow the lid on the tricks and techniques that are used to create a game with top-class graphics

COVER
DISK
28
AMIGA
FORMAT



First Samurai

Incredible playable demo of Imageworks beat 'em up, the best we've ever seen!



Mig-29

Domark's demo of the Top Russian jet sim - a test of reaction, skill and guts

Plus NoiseTracker module player, Pools Predictor, Control Console front end, Stand Alone Utility maker and our regular Pic of the Month

NO COVERDISK?

THEN ASK FOR ONE FROM YOUR NEWSAGENT

Which hard drive is best for you?

We put A500 hard drives to the test and help you decide which to buy

Are you making the most of your machine?

Harness the hidden power of CLI with our new Beginners' series

Does it feel real?

Find out what the experts think of sim

Why are you STILL using a mouse?

How an alternative device can improve your

Future
PUBLISHING

Your guarantee of value



9 770957 486004

GAMES TESTED TO DESTRUCTION IN SCREENPLAY: Utopia, Midwinter 2: Flames of Freedom, Flight of the Intruder, Pitfighter, Stratego, Silent Service
WORD PROCESSING: new Protext makes the
MULTIMEDIA: Showmaker steps into the

ON SALE NOW!

WRESTLEMANIA

49

WATCHA' GONNA DO
WHEN THE LARGEST ARMS
IN THE WORLD AND

HULKAMANIA™
RUN WILD ON
YOU?



TRADEMARK OF TITANSports INC.
© 1991 TITANSports, HULKAMANIA™
IS A TRADEMARK OF THE MARVEL
ENTERTAINMENT GROUP.
ALL RIGHTS RESERVED.



ocean

OCEAN SOFTWARE LTD . 6 CENTRAL ST . MANCHESTER . M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

**SPECTRUM
AMSTRAD**

**COMMODORE
ATARI ST**

**IBM PC &
COMPATIBLES**

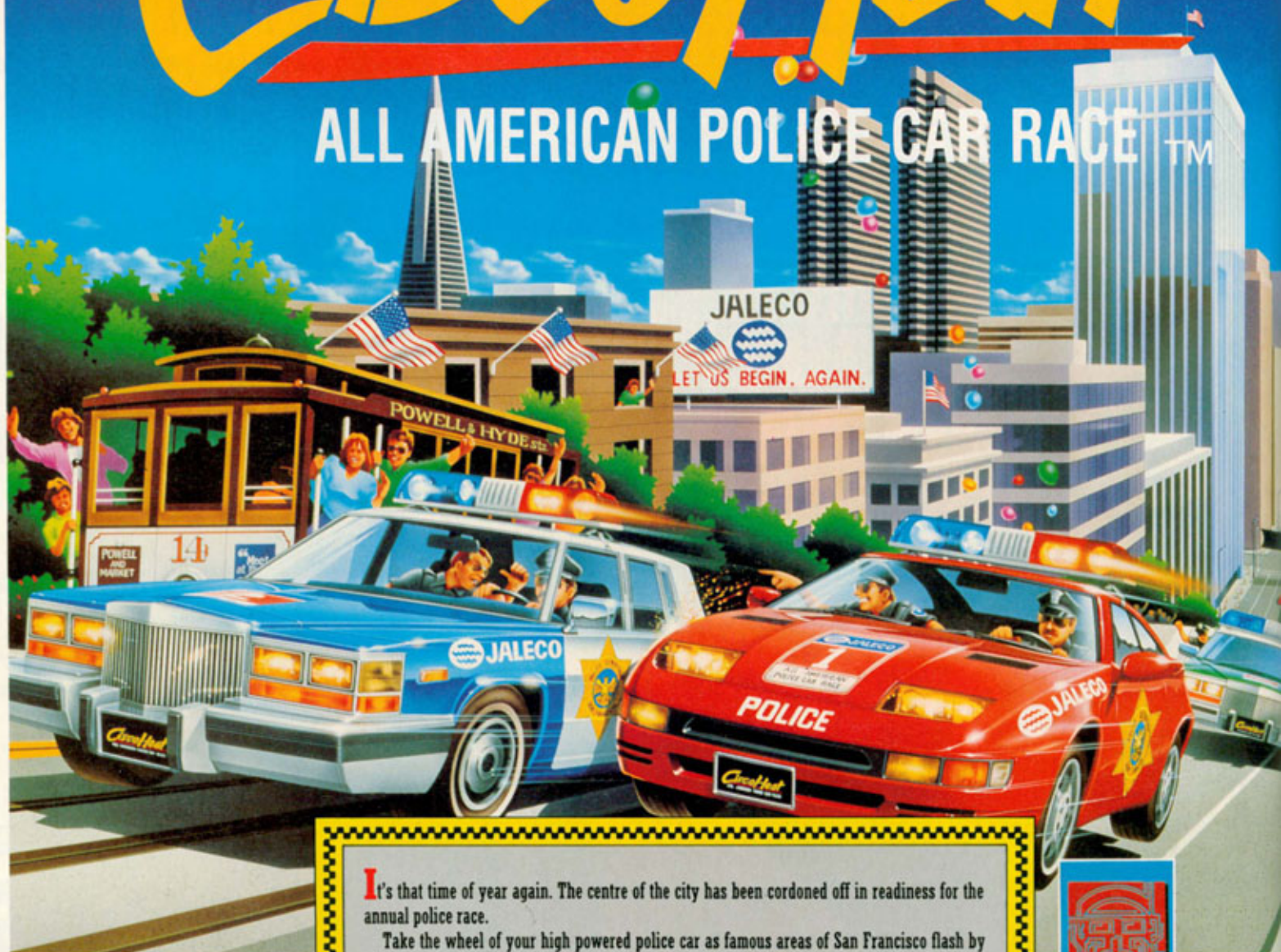
CBM AMIGA

AMIGA POWER NOVEMBER 1991



Cisco Heat

ALL AMERICAN POLICE CAR RACE™



It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism... The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and race for glory.



Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494

© 1991 Jaleco Ltd. Cisco Heat™ is a trademark of Jaleco Ltd Japan. This game has been manufactured under licence from Jaleco Ltd Japan.
© 1991 Mirrorsoft Ltd. Image Works is a brand name of Mirrorsoft Ltd.

ACTION REPLAY POKES BONANZA

Yikes! We stirred up a real hornet's nest and no mistake when we ran a few pokes for the Action Replay cartridge a couple of months back. Letters flowed in with more tips and pokes, and in response to many requests we've decided to make it a regular spot (always assuming that enough people send the stuff in, of course). So this month, we're starting the ball rolling with a real bumper bundle. Remember, these pokes are activated by pressing the red button while the game is running, typing 'M' followed by the codes given (ie for *Xenon 2* type 'M000CCB'), and altering the first number (and ONLY the first number) in the row which will then appear, to change the number of lives, amount of time, or whatever. (Changing the value to 00 will quite often provide infinite lives, so give that a try). Don't change any of the other values (unless instructed to do so) or you may crash the game. Happy poking!

Game	Address	Function altered
<i>The Simpsons</i>	006021	lives
<i>Switchblade 2</i>	00261F	lives
<i>Xenon 2</i>	000CCB	lives
<i>The Spy Who Loved Me</i>	024DB5	lives
<i>Gods</i>	000255	lives
<i>Technocop</i>	C18BE1	lives
<i>9 Lives</i>	005807	lives
<i>Brat</i>	0080B7	lives
<i>Ghosts'n'Goblins</i>	C18842	lives
<i>Z-Out</i>	008328	lives
<i>Operation Wolf</i>	036F57	weapons
<i>Operation Thunderbolt</i>	02102B	weapons
<i>Super Wonder Boy</i>	0009F9	credits
<i>Escape From The Planet Of The Robot Monsters</i>	043613	credits
<i>P.P. Hammer</i>	01058F	lives (to stop the clock, change the 02 on the address line to 12)
<i>Rainbow Islands</i>	00E337	lives
<i>Rainbow Islands</i>	0011C7	credits
<i>Theme Park Mystery</i>	03969B	lives
<i>Chuck Rock</i>	00697F	lives
<i>E-Motion</i>	00410D	lives
<i>License To Kill</i>	01081F	lives
<i>Army Moves</i>	0053B6	lives
<i>Thundercats</i>	026D47	lives
<i>Kid Gloves</i>	014C3B	lives
<i>Battle Squadron</i>	004DDA	player 1 lives
<i>Battle Squadron</i>	004EE4	player 2 lives
<i>Battle Squadron</i>	004ED5	player 1 nova missiles
<i>Battle Squadron</i>	004EEF	player 2 nova missiles
<i>St. Dragon</i>	01160B	lives
<i>Robocop 2</i>	001695	lives
<i>Dragon Breed</i>	02A337	lives
<i>Blood Money</i>	008C29	lives
<i>Flood</i>	017E77	lives
<i>Silkworm</i>	000235	lives
<i>Turrican II</i>	00015C	lives (first address 10s
	00015D	second address units)
<i>Turrican II</i>	007871	power lines
<i>Turrican</i>	007AB1	
	007AB0	lives (see <i>Turrican II</i>)
<i>Wizball</i>	05907D	lives
<i>Action Fighter</i>	01DE84	lives
<i>Backlash</i>	00A0C0	lives
<i>Twinworld</i>	00E337	lives
<i>Baal</i>	00FA20	lives
<i>James Pond</i>	0001B1	lives
<i>Mystical</i>	01F1A7	lives

(Thanks to Colin Hannah, Peter Davison, David Hayward, Julio Riesco, Graham Smith - anyone else with some good muliface pokes?)

COMPLETE control

Lots of little bits and pieces this month as we gear up for the big Gary Penn tips take-over next issue - not only is there a bonanza selection of Action Replay cartridge pokes (opposite), there are big things on *Mega lo Mania*, *Populous*, *The Power* and more...

TANGRAM (Thalion)



You want to play *Tangram* some more? You sick, sick person. Still, it's not our place to make moral judgements on what you do in the privacy of your own home, so here're a few passwords for some later levels.

10 - 07274	50 - 27277
20 - 14278	60 - 02675
30 - 81093	70 - 47274
40 - 47672	80 - 91281

STORMBALL (Millennium)

Here's an easy one - during play, type 'LET ME WIN'. Guess what happens.

FULL CONTACT (Team 17)



You have to wonder about people who cheat in one-on-one beat-'em-ups, don't you? Anyway, if you're desperate enough, type 'QAZWXEDCRFVTGBYHNUJM' while playing. At some point during this, your opponent will keel over and die. (NB Make sure you don't press 'S').



NAVY SEALS (Ocean)

Type PSBOYS on the high score table, press 'Esc' to skip levels. (Funny, we never figured the super-hard Navy SEALs as Pet Shop Boys fans).



This stunning 90 percent-rated game from Issue Four is still giving us problems in the office, but cuddly old Image Works were kind enough to send us these staggeringly helpful tips so we thought it was only fair to share them with you, our beloved readers. Take it away, Image Works...

1. Pick the starting sector with the best elements for the inventions you wish to make this time around.
2. Learn from experience which elements are best for which designs.
3. If you design something and the designer says 'ergonomically terrific', note down the sector it was in then look under the blueprints for the design. You will see a hand showing an OK symbol to show that the design is, indeed, 'Ergonomically Terrific'. Note down the components of the design - this is one of the perfect ways to design this object and reduces design time by half. If you see another sector later in the game with the same elements available then you know that this design can be knocked out in next to no time.
4. Sectors with many gatherable elements are often the best to produce weapons fast for a quick 'Surprise Attack!'
5. Sectors with mostly gatherables are not as desirable if the game has gone on to the later stages, especially in Epoch Three. It is advisable to find a sector with some more sophisticated elements.
6. Eventually you should be able to learn the best seams to mine and the ones to leave alone in order to achieve the chance to design the object of your desire.
7. Whenever a new seam is mined it is always best to check the design menu first in case a new design is available.
8. If a seam or element is totally used up thereby making a design impossible to produce any more, bin the design on the blueprints menu and there is a chance you may be able to redesign it with the elements you have left.
9. If you want, say, an army weapon and you have only shields and building weapons these will sometimes shift you up a tech level, which will in turn make another element available, which could

MEGA LO



Mega lo Mania: the making of a feuding world...

- well lead to the design you require...
10. In order to produce designs that are quick to either make immediately or manufacture, try making as much as possible before starting any mining as inventions made from gatherables save valuable time and manpower.
 11. Always wait until clocks have ticked down to zero before changing the factory to produce a new object, and likewise think twice when designing before you abort a design halfway through - it is wasting time.
 12. Knowledge of different elements in different sectors can help you read what your computer opponents are likely to arm themselves with.
 13. Try to keep your men balanced between tasks to maximise efficiency - only throw men all into one thing if you are in an emergency.
 14. If time is on your side try to leave as many men as possible to reproduce in the tower. Men are your currency, bank wisely.
 15. If you are under fire but with time on your side, designing shields from just gatherables can be a lifesaver.
 16. Play sensibly, do not send unarmed men to attack buildings as they will have no effect. Only do this by sending one or two lambs to the slaughter as a tester to see what sort of armies they have

- hidden away.
17. Use the map to see what your enemies are up to.
 18. Remember a building weapon man is twice as strong as an armed man on the ground from the same area.
 19. If next to an opponent at the start of a game try to ally with him immediately to stop him attacking you.
 20. If your backs are against the wall and you are about to die, try allying with your aggressor. You have nothing left to lose.
 21. Play an island with loads of men to suss it all out and then play it again with fewer and fewer men, see how low you can go. Remember...
- USE AS FEW MEN AS POSSIBLE!

THE TEAMS



Scarlet - Red
Usually a good bet for a quick alliance but prone to infidelity. Tends to attack frequently and with unpredictable armies and can be quite easily tempted into a battle in order to divert her men away from duties at home. Try to avoid picking a starting sector next to her or she could cause trouble. Likes designing army weapons.



Oberon - Yellow
Likes to offer himself in alliance more than most - veers towards the less reliable side of remaining faithful. Attacks erratically - a useful ally in battle, but prone to retaliation. Likes to design any sort of weapon.



Caesar - Green
Not so easy to persuade to ally, but worthwhile and fairly reliable. Seems to have the best balance between attack and defence. Likes building weapons best as he knows designs. Try to limit his territory.



Madcap - Blue
Tricky to persuade, but faithful as the day is long in alliances. Not one to suggest 'shacking up' very often. A careful tactician he rarely makes a false move. Hit him early to put him off balance. Likes designing building shields. Tends to attack seldom but overpoweringly.

DESIGNS THAT THE VARIOUS ELEMENTS ARE GOOD FOR:

ROCKS, WOOD, AND BONES

Rock Weapon
Catapult
Spear
Bow And Arrow
Crossbow

SLATE, MOONLITE, PLANETARIUM

Pike
Longbow
Giant Catapult
Stick Weapon
Spear
Musket

TARGET MEN TO COMPLETE EACH ISLAND

TARGET MEN TO COMPLETE EACH ISLAND

- Aloha - 5
- Bazooka - 10
- Cilla - 10
- Dracula - 15
- Etcetera - 15
- Formica - 20
- Gazza - 20
- Hernia - 20
- Ibiza - 15

ALOHA

Rock ●●*
Slate *
Solarium ▲
Herbrite -
Wood *
Parasite -
Bethlum ▲
Moonlite ▲

BAZOOKA

Bones *
Planetarium ▲
Herbrite -
Valium -
Slate ●●*
Bethlum ▲
Herbrite -
Parasite -

CILLA

Bones *
Solarium ▲
Valium -
Aquarium -
Rocks *
Aramite -
Yeridium -
Moonlite ▲
Slate *
Parasite -
Wood *
Planetarium ▲
Solarium ▲
Parasite -
Wood *
Solarium ▲
Aquarium -

DRACULA

Bones *
Planetarium ▲
Herbrite -
Moonlite ▲
Bethlum ▲
Valium -
Aquarium -
Wood *
Solarium ▲
Herbrite -
Planetarium -
Rocks ●●*
Slate *
Araldite -

ETCETRA

Wood *
Bones *
Moonlite ▲
Aquarium -
Planetarium ▲
Solarium ▲
Araldite -
Planetarium ▲
Moonlite ▲
Bethlum ▲
Parasite -

FORMICA

Moonlite ▲
Planetarium ▲
Slate *
Paladium -
Rocks ●●*
Moonlite ▲
Onion -
Wood *
Bones *

ISLAND KEY

- * - Gatherables
- ▲ - Open Cast Mine
- - Pit Mine
- - Best Startling Sector



MANIA



BETHLIUM, SOLARIUM, ARALDITE

Catapult
Pike
Longbow
Cannon
Boiling Oil
Crossbow

HERBIRITE, YERIDIUM

Longbow
Giant Catapult

VALIUM, PARASITE

Bow And Arrow
Boiling Oil
Musket

AQUARIUM, PALADIUM

Giant Catapult

SHIELD DESIGN

EPOCH ONE

Rocks, Wood, Bones - Shield 1,2,4
Slate, Moonlite, Planetarium - 1,3
Bethlium, Solarium, Araldite - 2

Herbrite, Yeridium - 3,4

Valium, Parasite - 4
Aquarium, Paladium - none

EPOCH TWO

Rocks, Wood, Bones - 1,3,4
Slate, Moonlite, Planetarium - 2
Bethlium, Solarium, Araldite - 1
Herbrite, Yeridium - 2,3
Valium, Parasite - 3
Aquarium, Paladium - 4

EPOCH THREE

Rocks, Wood, Bones - 2,3,4
Slate, Moonlite, Planetarium - 1
Bethlium, Solarium, Araldite - 4
Herbrite, Yeridium - 1,2
Valium, Parasite - 2
Aquarium, Paladium - 3,4

NB All elements can be used in ALL designs with the exception of rock and stick weapons, but the listed weapons are more likely to be designed from these elements.

GAZZA

Wood *
Moonlite *
Bethlium *
Aquarium -
Slate *
Moonlight *
Herbrite -
Moonlite *
Paladium -
Rocks *
Bones *
Valium -
Planetarium *
Araldite -
Valium -
Parasite -

HERNIA

Parasite -
Paladium -
Onion -
Rocks *
Moonlite *
Bethlium *
Wood *
Moonlite *
Parasite -
Araldite -
Paladium -
Planetarium *

IBIZA

Wood *
Slate *
Solarium *
Onion -
Bones *
Moonlite *
Bethlium *
Onion -
Rocks *
Planetarium *
Araldite -
Tedium -
Bones *
Planetarium *
Solarium *
Tedium -

CAPCOM
USA

COLLECTION

The CAPCOM COLLECTION
Captures Eight of the all time
'CAPCOM CLASSICS' on what has
got to be The 'ULTIMATE
COIN-OP COMPILATION'...
CAPCOM-GIANT of the video
games industry



Strider II™



Strider™



Ghouls 'n' Ghosts™



L.E.D. Storm™

"It's a rootin, tootin,
slashin, smashin,
bashin em'-up and it's
darn well proud to be that
way!". YOUR COMMODORE
89% (C64).

"As a full-blooded
shoot em'-up. U.N
Squadron does make
the grade!". ST USER.

"Spiced with plenty of
action, U.S. Gold have
done the biz".
AMIGA FORMAT.

One of the classiest
conversions around,
one of the arcade
conversions of the year.
ZZAP (C64).

"Impressive,
frustrating enemies,
atmospheric graphics.
You can't help coming back
for more!". ST ACTION.

"In-game graphics are
packed with detail,
compact soldiers
milling around and
realistic looking players.
High playability, novel
scenario and neat
graphics". 80% TGM JUNE
1990. ATARI ST.

"Easily one of the
most addictive and
playable racing
games ever". ZZAP SIZZLER
(C64).

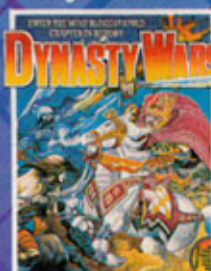
"A great shoot em'-up.
Brilliant detail and
addictive gameplay".
ZZAP (C64).



U.N. Squadron™



Forgotten Worlds™



Dynasty Wars™



Last Duel™



Available on

Amstrad & CBM64/128
Cassette & disk,
Spectrum cassette, Atari ST & Amiga.

This compilation ©1991 CAPCOM USA INC. Manufactured under license by
U.S. Gold Ltd. All rights Reserved.



U.S. Gold Ltd, Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3366

REALMS

*There can only be one ...
Just make sure it's yours.*

*Love Thy Neighbour?
Or Put Him To The Sword?
The Choice is Yours.*

*For the first time, you can take
complete control of your own destiny as you attempt
to dominate an entire world.*

*The King is dead. Long live the King.
And the King is you...*



*Endowed with the divine right to rule, you inherit your
father's Realm on his death. But the fragile peace has been
shattered and war rages between the Realms. Now your
brief reign has become a fight for survival.*

*The neighbouring Realms are growing in
strength at your expense. Do you build lines of supply to
barter with them? Or build armies to battle with them?*

*Each Realm vies to be the ultimate power.
There can only be one. Just make sure it's yours...*

*Created by the award-winning Graftgold
development team, REALMS combines the intuitive
playability of an arcade game with the depth of strategy
usually only found in the most complex simulations.*

Enter the world of Realms and you could control:
~Over 125,000 square mile of fractally-generated landscape
~128 armies, each a thousand strong and with
definable battle formations
~Countless cities, their inhabitants lives and their money
~Six distinct humanoid races

The last word in arcade strategy.



GRAFTGOLD
Creative Software



*Your troops were victorious and
report very few casualties*

A **GRAFTGOLD** production for **VIRGIN GAMES**

RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES

VIRGIN GAMES LTD 338A LADBROKE GROVE LONDON W10 5AH

CARRIER COMMAND

(Mirror Image)

Another classic re-release, Darren Riddle from Cleckheaton thought you might like to share his wealth of knowledge on the game, so he sent us this little collection of useful tips.

1. General Strategy

Make the first two islands captured factory islands, the next two resource islands, and the next four defence islands.

The high number of defence islands is to protect your home island – if this falls it's game over. Keep advancing towards the enemy base island – once this is captured the enemy supply line is destroyed, effectively immobilising the enemy carrier.

2. Fuel And Supply Priorities

These should be set as soon as possible as supplies run low very quickly. Carrier fuel should be high priority, with Manta and Walrus fuel on medium. High priorities in supplies should be Mantas, Walruses, ACCBs, long range coms pods, all missiles, and viewing drones. Keep moving the supply islands up or you'll end up stranded without fuel. Try to have a number of routes from your home island to your stockpile island so it's harder for your opponent to cut your supply lines.

3. Attacking Occupied Islands

Method 1 – Cruise missiles

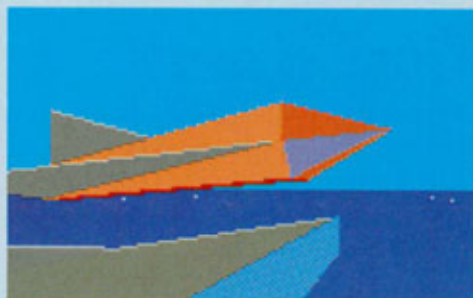
Deploy all drones to the rear of the ship and then reverse towards the island. Stop the carrier before you run aground and launch a viewing drone. When the command centre comes into view, let it have it with a couple of missiles. When the command centre is destroyed, simply occupy the island with a Walrus armed with an ACCB.

Method 2 – Mantas

Arm a Manta with 7 missiles (these CAN be used against ground targets), launch it and fly at the command centre at full speed, ignoring the attacks which will be coming from all sides. Launch missiles at the command centre until it is destroyed, then occupy with a Walrus as usual.

4. The Cheat Mode

Pause the game, type 'THE BEST IS YET TO BE' and press '+' on the keypad. This renders all your craft invincible, meaning you can land Mantas on enemy runways to refuel! It also gives your Mantas the ability to hover happily without using fuel.



NIGHTBREED

(Ocean)

Type 'RISE FROM THE DEAD' for infinite lives.

STARFLIGHT

(Electronic Arts)

Another Star Performer, you can get loads of money in this interesting space exploration game by going to the Trade Depot in Starport, going to 'Buy', and selecting Endurium (fuel). Type in 'q11111111' and the required volume and bucketloads of dosh should immediately become yours to squander at will.

METAL MASTERS

(Silmarils)

Press F4 during play to completely immobilise your enemy. You can now thump seven shades of whatever you like out of him with complete impunity. Ha!

CHUCK ROCK

Those luvverly boys at Core Design have come up with this player's guide to their classy prehistoric platformer (86 percent in Issue One). Thanks, Core!

SPECIFIC ALIENS – LEVEL ONE

Coconut throwers – protect your head with a rock.

Tiny big mouth – stand still and when he jumps to attack, jump straight up and kick.

Orange hammer dude – see above.

Homing pterodactyls – important to hit straight away. The best way is to wait for them and when they stop above you, move away quickly and hit them as they swoop down.

Splitting chargers – good timing is required. Stand still and butt early.

END OF LEVEL BOSS – FRANK THE TRICERATOPS

The safest place to stand is at the back of the screen on the raised floor (not the floating platform). Grab your rock and throw it at Frank when he's charging at you (about halfway across the screen) then jump out of the way onto the raised floor. When Frank is running the other way, go and grab your rock again and repeat this procedure until Frank cops it.

LEVEL TWO

Head in mud dinosaur – when in range he will chuck mud off his head at you. Jump towards him and kill him with a kick.

Speedy – runs like jiminy. Butt him early.

Rock falls – protect your head by carrying a rock.

Fire breather – take him out with a flying kick.

Mud man – only hits you when out of the ground. Unkillable, so watch your timing.

END OF LEVEL ALIEN – STEVE THE SABRE TOOTHED TIGER

This is quite difficult, so get in quick and try to trap him in a corner. If he's going to roar, get as far away from him as possible.

LEVEL THREE

Little frogs – leap around a lot. Get in there just as they land.

Crab – be careful with this one. When he gets in range he lunges and snaps quickly. Be ready with a butt or a kick.

Swordfish – rush in and get him before he starts swiping with his sword.

Lobster – he likes somersaulting, so watch out for the fast twists towards you.

Diver – jumps in water when you're in range, so watch out above you.

END OF LEVEL ALIEN – NESSY

Align yourself with the biggest part of her belly about a centimetre away and start kicking. This requires good control so get in there straight away, but if you don't align first time get back to the surface for air.

LEVEL FOUR

Icicle – watch the ceilings for these falling spikes. Your best bet is to nip under and back away instantly.

Sneezers – when he starts to breathe in, get out of range of his 'ACHOO!', then rush in and take him out.

Cold dude – a couple of fast butts for this one as he takes a couple of hits.

Sliding frozen dudes – stand still and butt early.

Snowball throwers – wait until he throws, jump the snowball, then kick him quickly.

Little mammoths – watch these, they're quick, so butt early.

END OF LEVEL ALIEN – WAYNE THE WOOLLY MAMMOTH

This requires perfect positioning. When Wayne jumps to his most forward position, get in there and start kicking but remember your position. After a few kicks get ready to dodge the snowballs. First stand approximately three inches from the left and then an inch from the left for the second set. Then get totally to the left and keep pushing left to counter-attack Wayne's suck. After this return to your attack position.

LEVEL FIVE

Angel/devil dude – butt him and get away you can butt again if he turns into a devil.

Bandaged dino – runs around blind, so watch out for his erratic turns.

False teeth spitter – get in quick before he manages to spit his teeth out. If you're good, see if you can kill both the dino and his false teeth!

Amoeba – this one homes in on you so take it out as soon as possible.

Hearty – nip in to trigger him off and back away to time your kick/butt.

Leaping worms – watch out for their big jumps. Get in just as they land.

Big worm – unkillable, so watch yourself. Use your rock to jump over them if need be.

END OF LEVEL ALIEN – TIM THE TYRANNOSAURUS REX

Timing is the key. Wait on the platforms about halfway across and watch for the first move of his attack. Back away and let him carry through with his move, then get in quick for a couple of kicks, then repeat the procedure. Take your time!



THE NO-HOLDS-BARRED

SMASH

GAME SHOW OF THE FUTURE

TV

Thrust your way through the increasingly more dangerous arenas of the game show of the 21st century. Armed with a proton-blaster, you must 'blow away' a multitude of deadly aliens, humanoids and robots... and win valuable prizes! Humour, bad taste and fast action combine to bring you this pixel-perfect arcade conversion.

SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA

© WILLIAMS
ELECTRONICS GAMES INC.

Atari

ocean

OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER, M2 5NS. TEL: 061 832 6633 FAX: 061 832 0650

POPULOUS

With the recent re-release of this god-sim classic on EA's Star Performers label, what could be a better time to print this selection of level codes from the first 140 worlds? Dig those crazy names!

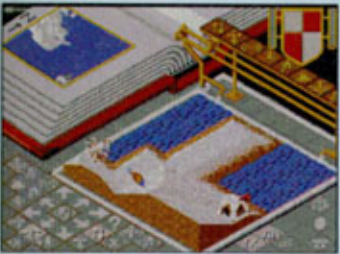
0 - GENESIS



1 - HURTOUTORD
3 - TIMUSLUG
4 - CALDIEHILL



5 - SCOQUEMET
6 - SWAVER
7 - KILLPEING
8 - EOAOZORD
9 - BURWILCON
10 - MORINGILL
11 - NIMHILL
12 - BILCEMENT



14 - WEAVHIPHAM
15 - ALPOUTOND



18 - HOBBIETORY
19 - BUGQUEEND
20 - SHADTED
21 - CORPEHAM



23 - SADWILLOW
24 - LOWINGICK
26 - VERYMEEND



27 - MINMPME
31 - DOUSICK
32 - SHIDEHOLE



34 - JOSTME
36 - CALOZBOY
37 - SCOWILDOR
38 - SWAINGPAL
40 - EOAMELAS



41 - BURMPAL
42 - MORHIPPI
43 - NIMOUTJOB
45 - RINGBPAL
46 - WEAVINPERT
49 - IMMPEPIL
50 - HOBZJOB
52 - SHADOGODON



54 - BINMEOUT
57 - QAZOUTER
58 - VERYELIN
59 - MINGBDON
60 - HAMINAR
61 - FUTLOPLUG



63 - DOUPEBAR
65 - HURTIKEING
70 - SWAHIPMET
72 - EOAEING



75 - NIMLOPILL
77 - RINGOXMET
78 - WEAVEAED
83 - BUGMPTORY



84 - SHADKOPEND
85 - CORGAZME
88 - LOWINLOW
90 - VERYYTORY
92 - HAMEAME
93 - FUTIKEOLD
95 - DOUDOW
96 - SHIMEICK
98 - JOSKOPLAS
102 - SWAINDOR
104 - EOAYHOLE



107 - NIMIKEPIL
111 - ALPDIPERT
112 - BADKOPOUT
114 - HOBEPIL
115 - BUGGBJOB
119 - SADOXOUT
120 - LOWEAT



122 - VERYQUEER
123 - MINULIN
125 - FUTDIMAR
128 - SHIEBAR
132 - CALYMAR



135 - KILLDIEMET
136 - EAOQUEED
137 - BURUING
139 - NIMDICON



140 - BILKOPILL

THUNDERHAWK

Can it be? Yes, it's even more straight-from-the-horse's-mouth programmer tips, this time for Core Design's excellent airborne blaster *Thunderhawk*. If you can't play it now, you might as well give up. So without further delay, over to Macintosh Avery...

1. Remember to fly low I usually fly between 40 and 100 feet, this keeps you below most of the early warning radars. (If you have to fly above 250 feet, make sure it's not for long because the longer you're up there, the easier the radar will spot you and send out fighters to investigate).

2. I always use the auto weapons selection for most missions. The only changes I make are to replace FFARS with AGM214 Firestorms as these are more accurate (the only problem with AGM214s is that if your nose optic gets damaged, you can't get a weapons lock). Also, if you have any missions that require the taking out of enemy early warning radar, use the 122L Smarm missiles that home in onto any strong radar source. Just point the helicopter in the general direction of the target and raise the nose up slightly before you fire (this gives the missile a better chance of locking on to a strong signal). This system can be used at long distances, so you don't have to get within sight of the target to hit it!

3. Listen out for the missile warning. As soon as you hear it, check the threat display to see what type of missile has been fired. Normally it will be an infra-red missile, so launch a flare decoy and also turn away from the missile if it's in front of you. Missiles fly in a straight line and will fly through anything to get to their target, including you! The same technique goes for radar guided missiles, just use chaff to decoy them.

Another tip is to activate the infra-red jamming system. This will stop most of the ground-based infra-red missiles, but it won't stop the air-launched ones. The same rules apply for radar jamming.

Warning: Constant use of jammers makes you a better target to air and ground units, use them sparingly.

4. Try to use the terrain as the enemy can't fly through hills, and enemy helicopters have to fly over them. Watch out for the hills yourself though as you will crash if you get too close to them. ('Wow!' - impressed-but-geographically-naïve reader).

5. Enemy fighters can be a bit of a pain, especially the SU-25 Frogfoot. This has a nasty habit of flying very low and firing a large amount of missiles in your direction. Use your chaff and flares until the Frogfoot runs out of missiles - he will then switch to cannon. Use AIM-11 missiles to knock them down (these are fire and forget missiles and the fighters cannot dodge them). If you have AIM-10 Cobra missiles, the technique is different. It takes two AIM-10s to destroy a fighter compared to one AIM-11. Also, the enemy can use flares to decoy them, so they are less effective against enemy aircraft. MiG-29 Fulcrums fly higher and faster than the SU-25s, but they have fewer missiles. The same techniques apply to the MiG-29 as to the SU-25, but try to get a missile lock when the fighter turns to face you head-on. Don't waste missiles when they have passed you, as they can outrun them. If you've run out of missiles and are taking hits from the enemy fighters, fly low around 30-60 feet, as they can't hit you very well at low heights.

6. Enemy helicopters
There are two types of attack helicopter you will run into, the KA-136 Hokum and the MIL-24 Hind. The Hind is the most



Put an end to those shot-down-helicopter blues - with these top tips from *Thunderhawk's* main man, Macintosh Avery.



common helicopter you will find - it is armed with missiles and cannon. It isn't very good at dodging missiles, so getting a missile lock on it with an AIM-11 will normally seal its fate.

The Hokum is just a bit special (I really like these babies) - it can out-turn you and out-climb you, so the first thing to do when you locate one is to get a missile lock quickly. Use AIM-11s as the Hokum can't dodge these, but it can dodge some AIM-10 attacks. If you run out of missiles and only have your cannon left, then you're in trouble! The only thing to do is face the Hokum and cannon it to death, but it can dodge cannon fire as well (!), so the best technique is to wait for it to stop dodging and then fire your cannon. The

Hokum will climb to avoid your fire, so as soon as you shoot, put on full throttle and try to keep with him. (It's more fun if you don't use missiles against Hokums - it's just like dogfighting for real!)

7. Ground units
These can normally be despatched with AGM-214 Hellfires or FFARs.

8. Bombing
Always hit the target dead centre, otherwise you will miss. Also if you use MK81 bombs, fly at 250 feet. Any lower and the blast will cause damage to the Thunderhawk. If you use MK82 bombs, the same applies, except you'll have to fly at over 500 feet.

HELP (I NEED SOMEBODY)

In response to many requests, AMIGA POWER is proud, nay, ecstatic to bring you a brand new addition to Complete Control (the biggest and best tips section in the country). In this section, though, we, er, don't actually give you any tips. (Well, most of the time, anyway). 'Help (I Need Somebody)' is where you, the readers, write in with the game problems that you just can't overcome and you, the other readers who know the solution, write in and share your knowledge. Or, if we know the answers ourselves, we'll just tell you straight away and save all that faffing around with middlemen. This month we're starting off the column with a few tricky ones that readers have sent in over the last few weeks which have got us foxed, so if you know

how to help, drop us a line and we'll print the answer in the following issue.

From now on, send your questions (keep them as specific as possible, please) and answers to us at HELP (PROBLEMS) or HELP (SOLUTIONS), Complete Control, Amiga Power, 29 Monmouth St, Bath, Avon, BA1 2BW.

Marc Dunkley of Dalkeith is destroying most of his body in frustration over *Shadow Of The Beast II*. He can reach the bit where all the levers for controlling the crane are, but he needs the password for the Eastern passage to get to Barloom's Kingdom, as well as lots of other info on completing the game in general.

Ben Ashdown of Leicester can't get anywhere at all on Lucasfilm's golden oldie *Maniac Mansion*, so if anyone can point him in the right direction he'd be eternally grateful.

Dave Moore of King's Lynn has a much simpler snag, he just wants cheat codes for Hewson's *Zynaps* and Gremlin's *HATE*. Anyone know?

Mr A. Bernascone of Shoreham-By-Sea is hopelessly stuck on Palace's *Voodoo Nightmare*. He's completed the first temple and all the other jobs (reuniting the lion cub and the lioness, saving the native etc), but he can't get any further. He can reach two other temples, but in one he's stuck behind some elephant tusks and the other one is pitch dark. "Restore a little sanity to my life", he pleads.



**MORE ACTION....MORE POWER...
..MORE EXCITEMENT...!**

59

Out Run Europa™

Available on
CBM 64/128,
Amstrad Cassette & Disk
Spectrum Cassette
Atari ST & Amiga



**"THIS TIME ONLY YOUR WITS,
COURAGE & SHEER DRIVING
SKILL WILL DETERMINE
YOUR FATE!!"**



© 1988, 1991, SEGA™. All rights reserved. Out Run Europa
is a trademark of SEGA ENTERPRISES LTD.
SEGA™ is a trademark of SEGA ENTERPRISES LTD.
U.S. GOLD LTD., Units 2/3, Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3366.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN TEL: 0898 442026

BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER TEL: 0898 442030

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284

**NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE**

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION TEL: 0839 654124

**COMPETITION - £200.00 WORTH* OF
US GOLD GAMES TO BE WON EACH MONTH.**

* At Retail Prices

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX



AMIGA POWER NOVEMBER 1991



THE POWER

What? You can't possibly still be stuck on this, can you? Oh, okay then - try these passwords for the first 50 levels. (There aren't any codes for subsequent levels). We've even included some handy level maps for the hardest of them. What more could you possibly want from us? (No, don't answer that).

2 - LEVEL2



3 - VISUAL
4 - COWBOY
5 - URGENT



6 - OOPSUP
7 - TOPTEN
8 - D14DH7



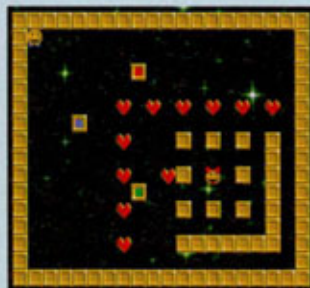
9 - ASDFGH
10 - SOLOIVG
11 - SURFIN



12 - RACKET
13 - BULLIT
14 - QRAZZY



15 - 36F6FR
16 - UNLINK
17 - PIXXEL



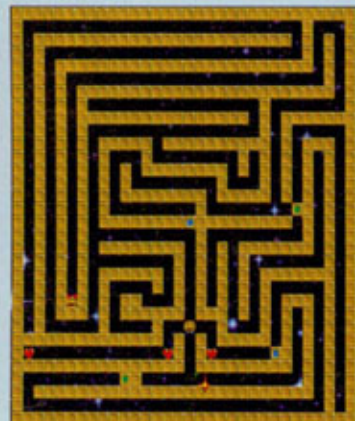
18 - EUROPE
19 - NEWTON
20 - FREEZE



21 - LAUNCH
22 - M7MS49
23 - GALVAN



24 - KLOWWM
25 - INDIGO
26 - JINGLE



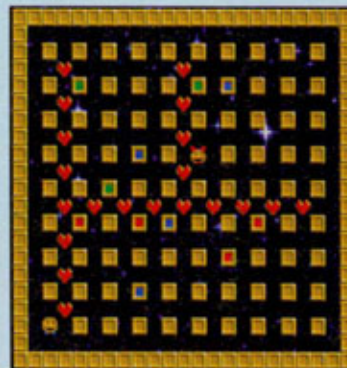
27 - JOGGER
28 - INSIDE
29 - 5P25PS



30 - KNIGHT
31 - HINOON
32 - NOBODY



33 - GOODIE
34 - OQZAYB
35 - ELTRIC

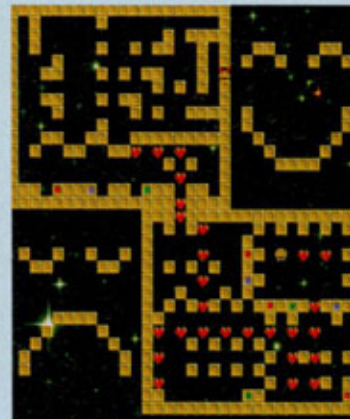


36 - 187293
37 - QROVVY
38 - DOUBLE



39 - ROLLER

40 - CLOSET
41 - SLOWLY



42 - BISNEZ
43 - 124816
44 - TARGET
45 - ANZING



46 - VOHDOH
47 - Z97531
48 - WOODIS
49 - Y2X3W5



50 - XUQZOX

And that's all we have space for this in this edition of Complete Control. Next month Gary Penn finally gets to grips with the section to bring you the best in guides, tips and tasks. Don't miss it!

THE COMPLETE COLOUR SOLUTION

£179

Vidi ... No 1 in UK & Europe (Leading the way forward)



Get the most out of your Amiga by adding:

"The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistent and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.



Actual untouched digitised screenshot

Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.

Amiga Computing: The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

Micro Mart: When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams - in fact to see pictures appearing on screen without the customary two minutes wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.



Full colour demonstration disk available for only £1.95 to cover P&P.

Baird Road, Livingston, EH54 7AZ. Sales Hotline: (44) 0506 466601 Fax: (44) 0506 414634



**NOW WITH
PACKED
DISK!**
FOR YOUR
• AMIGA
• ST, &
• PC
It's crammed
so tight...



COMPUTER **EXPRESS**

FIRST NEWS • FIRST REVIEWS • BEST BUYS • YOUR WEEKLY GUIDE

NEW COMPUTER EXPRESS

THE OTHER MAGAZINE STUART CAMPBELL WRITES FOR

You're into Amiga games in a big way. You must be, for you read Britain's biggest and best Amiga games magazine (er, that's *Amiga Power*). And you're prepared to pay £2.95 to make sure you get it.

But is *Amiga Power* enough? If you're an Amiga games player with a larger appetite than even this magazine can sat-

isfy, perhaps you should try *New Computer Express*.

Why? Well, for one thing it's weekly. That means it's always first with all the big Amiga news stories. Whatever happens to the Amiga, it's in *Express* first.

Secondly, it's got a cover disk every week featuring Amiga game demos, Amiga PD and more.

And thirdly, it's got Amiga games news, previews, charts and reviews – every week, and penned by none other than Stuart Campbell, the well known scourge of dreadful games and the world's worst Sean Connery imitator.

All this for £1.50. If you've finished *Amiga Power*, give it a try.

Express: at £1.50, worth a punt

FIRST SAMURAI



63



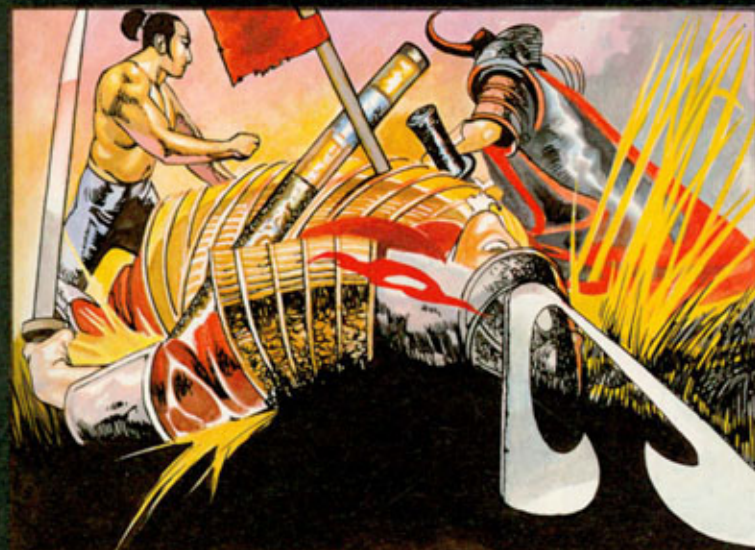
Long ago in a tiny village in Ancient Japan...



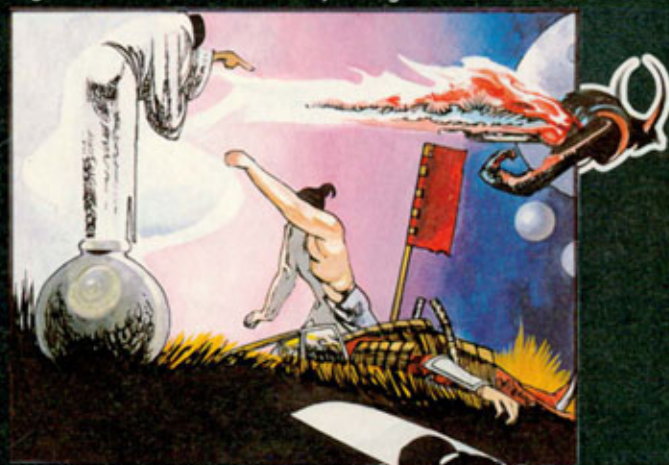
a young Samurai lived and studied peacefully with his master the Lord Akira, until



a Demon King descended from his mountain to destroy the village and all its inhabitants...



slaying the Warrior Lord and leaving only the young Samurai to tell the tale.



He called upon the Wizard Plage who forced the Demon to flee into the future leaving the Land at peace.



However, the Samurai vowed he would have no peace until he had avenged his master's death with the aid of the wizard.



So armed with a magic sword our hero followed the Demon through time to year 2523 and...

AVAILABLE SOON!

MIRROSOFT LIMITED IRWIN HOUSE 118 SOUTHWARK STREET LONDON SE1 0SW TELEPHONE 071 928 1454 FAX 071 583 3494 TELEX 9312131917 MS G

© 1991 VIVID IMAGE
© 1991 MIRROSOFT LTD

AMIGA POWER NOVEMBER 1991



FOOTBALL

CRAZY



3

OF SOCCER'S GREATEST HITS!

PLUS WORLD CUP '90

KICK OFF 2



KICK OFF 2

AMIGA FORMAT

AMIGA USER INT

ST FORMAT

ST ACTION

The Ace

The One

- Best footy game to have appeared on any machine.
- The best computer game ever.
- What a game! Gem to Play. Magic.
- The best game ever to grace the ST. Highest accolade I can give.
- Brilliant. Buy-Buy-Buy.
- Ultimate Soccer simulation

PLAYER MANAGER

ST Action

The One

Amiga Format

ST Format

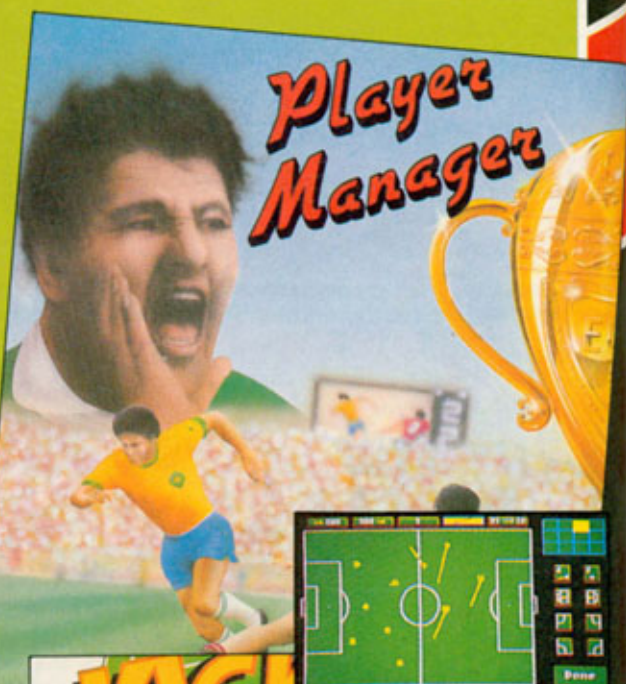
- A stroke of pure genius.
- Exceptional. Most involved, rewarding and playable.
- Enthralling and Addictive.
- Brilliant.

© 1991 ANCO SOFTWARE LTD

FINAL WHISTLE

Data Disk for Kick Off 2

Player Manager



KICK OFF 2

THE FINAL WHISTLE

AMIGA

DATA DISK

AMIGA - £25.99

ATARI ST - £25.99

(DOUBLE SIDED DRIVE ONLY)

ANCO

7 MILLSIDE INDUSTRIAL ESTATE, LAWSON ROAD,
DARTFORD, KENT. DA1 5BH
TEL: 0322 292513/18 FAX: 0322 293422

There's only one big consumer show this year – World Of Commodore. If you're an Amiga owner (and we're willing to bet most of you are), it's the first time there's ever been a massive consumer show dedicated to your machine in this country! And even if you're not, it's still of massive interest – following the failure of the ECES earlier this year the World Of Commodore will be the **ONLY** large scale computer entertainment show open to the public. It's *the* place to go if you want to see all the new Christmas games.

Being 'The World of Commodore' it's not all about games, of course – you'll be able to check out the latest hardware, serious software and gadgets too, then pick up a bargain at one of the many retail stands. This is **AMIGA POWER** though and games are our business – that's why our show guide concentrates on those stands which guarantee serious entertainment value (you can check out the rest at your leisure once you're there). For everything you need know, then, just flick the page...

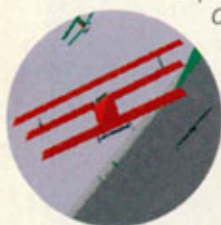
THE GREATEST SHOW ON EARTH!



Earls Court 2: Just about the poshest, and certainly the newest, exhibition centre in London. Looking like a futuristic train station it has hundreds of advantages over the original Earls Court and similar 'rivals'. Just count 'em: it's brand new so it doesn't have lots of tatty bits hanging off the edges; it doesn't smell like someone's been sick in it; it's much better ventilated so it won't get horribly hot; it's got lots of posh facilities (bar, cafe, creche); it's got wider aisles than most shows; it's right next to Earl's Court tube, Gloucester Road tube and comes equipped with (hurrah!) a massive car park, it's (Snip! Ed)



1 MICROPROSE C10



Air Duck previewed in the very first issue of **POWER**, Glynn (*Warhead*) Williams' 3D blaster is finally ready (and it's at World Of Commodore).

Top MicroProse game has to be this month's cover game *Formula One Grand Prix*, Geoff Crammond's sequel to the marvellous *Stunt Car Racer*, and one of only three full price games ever to earn a 90 plus mark from **AMIGA POWER**. Check out just how good it is for yourself here on the MicroProse stand, where it shares space with *PGA Tour-rival MicroProse Golf*, split-screen, multi-time zone dog-fight sim *Air Duel* and straight WWI flight sim *Knights Of The Sky* amongst others. Jolly good show all round really.

2 GAMES ARCADE



A mere fifty pence buys you entry to this games arcade packed with oodles of Amigas and C64s running a vast assortment of new games, including most of the Christmas hits you'll see dotted around the stands (but probably be unable to get much of a go on). The reason we're charging money? It's not because we're tight, it's so we've got something to give to Great Ormond Street hospital and other worthy charities...

3 VIRGIN B2/B4

Lots of exciting things going on in Virgin-land, but the best of them have to be a) your chance to (at last!) see *Realms*, Steve Turner's eagerly-awaited attempt at a god sim, for yourself (Steve's company, Graftgold, did the Amiga version of our all-time favourite *Rainbow Islands*, so hopes are high) and b) the presence of top snooker star Jimmy White. His stunning *Whirlwind Snooker* game will be on display, and the man himself will be around on the Friday to show off his skills at the game, as well as sign copies on the various retail stands. Indeed, if you buy a copy at the show it'll probably be autographed – and you might even manage to get your photo taken with him as a souvenir! That's not all though – you'll be able to check out previews of unfinished games like *Shuttle*, *Vengeance Of Excalibur*, *Conan The Cimerian* and *Floor 13* at the same time too!



Jimmy White: Meet the man, play his game (and perhaps buy it and get your picture taken with him too!)

Realms: Could Graftgold's effort be the season's best god-sim? You can decide for yourself at World Of Commodore!



4 CDTV CITY

Whether you've seen a CDTV in the flesh yet – and plenty of us haven't – or not, you're bound to be keen to check out what's going on here. After all, where else are you going to see new titles from most of the developers working on Commodore's sleek black baby, including Mirrorsoft, On-Line, Virgin and many (many) more...?

5 ELECTRONIC ARTS C2

Birds Of Prey is this year's big 'is that still not ready yet?' game (it was last year's too, for that matter) but now it seems we're nearly there. You'll be able to find out just what Jez San and his Argonaut chums have been working on all this time at the EA stand, where it will share space with Interplay's *Castles* (the high-profile medieval strategy game), *Powermonger*, *World War One Edition* (this add-on disk is finally ready), underground RPG game *The Black Crypt* and – yes! – *Populous II*! We'll say nothing more about that last one here, except that if you want to see something really stunning, this is the place to be...

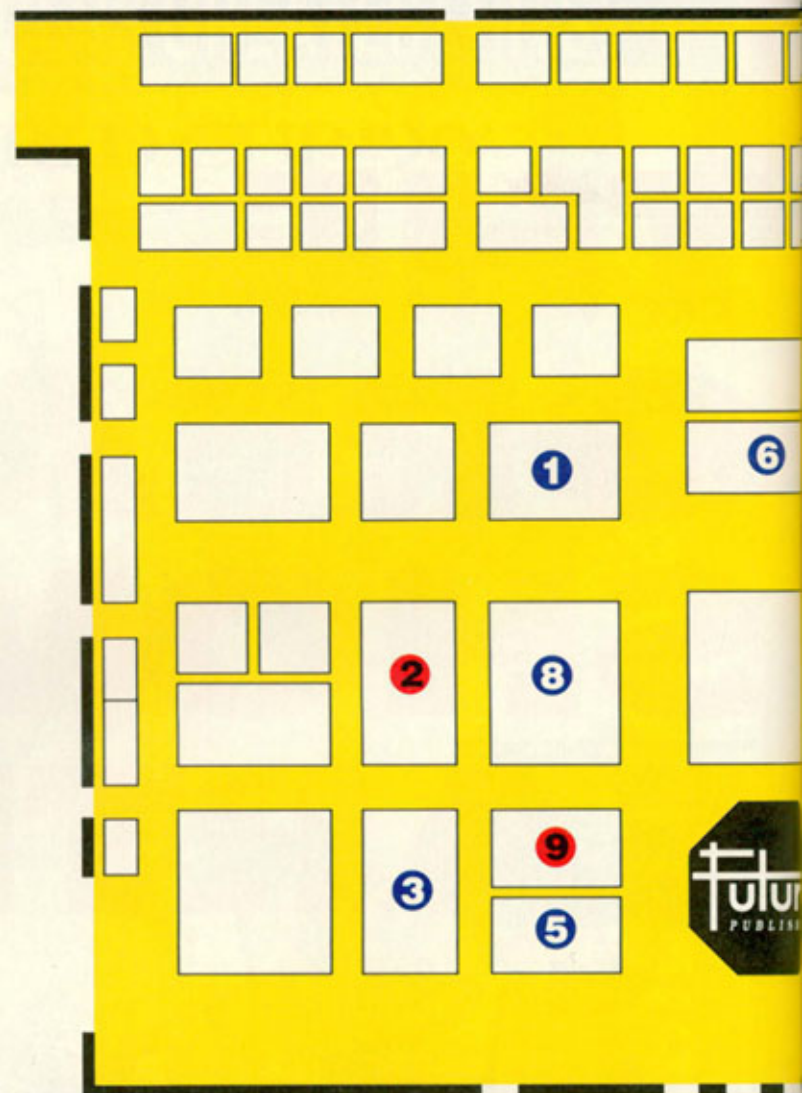


Birds Of Prey: will it be ready (everyone seems to be saying 'yes' – and meaning it this time too) and if so, will it be any good? Find out at World Of Commodore!

WORLD OF COMMODORE

EVERYTHING YOU EVER WANTED TO KNOW...

World of Commodore is being held at Earls Court 2 from the 15th to the 17th of November. It's being organised jointly by Commodore and Future Publishing (yes, the people behind **AMIGA POWER**) so you're guaranteed a great time!



FUTURE PUBLISHING

Ahem, that's us. Not only will we have one of the bestest stands at the show – and the first one you see as you walk in the door! – we'll also have some of the very best stuff going on here too. Hold onto your hats...

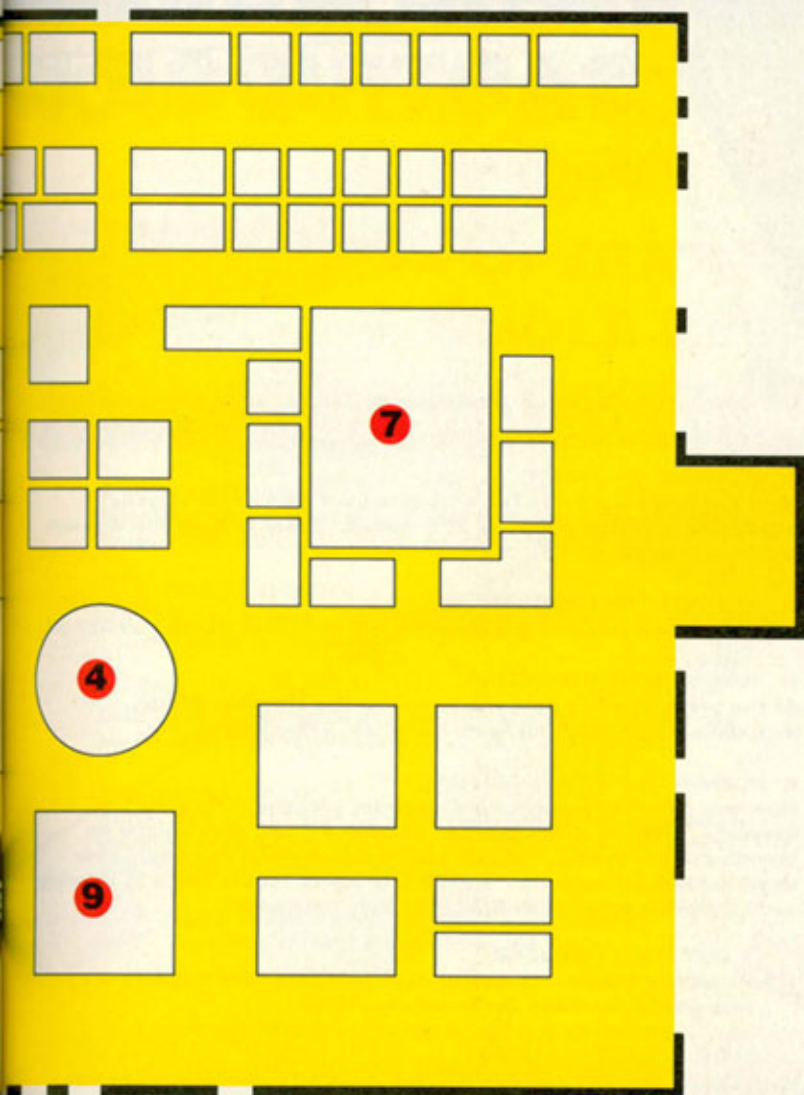
- Meet the programmers! Top teams (including Bullfrog, the Bitmaps and Graftgold) will be doing talks on the Future stand throughout the three days!
- Meet the magazines! Not only will you be able to talk to the teams behind

AMIGA POWER, **Amiga Format**, **Amiga Shopper**, **Commodore Format** and **New Computer Express**, we'll also be hosting question and answer sessions in a special mini-theatre set-up at the back of the stand. Whether you want to nab an autograph off Gary Penn or have a shouting match with Stuart Campbell, the place to do it is right here! Come armed with all your best suggestions, questions and complaints – it should be lots of fun...

- Buy the magazines! Here's where your chance to pick up that elusive back issue – or indeed, buy the new mags hot off the presses and before they reach the shops! And in case you've forgotten the mags are...



Doors open 9.00am on all three days and kicking out time is 5.30pm on the Friday and Saturday, 4.00pm on Sunday. Tickets are £6.00 for adults and £4.00 for under-14s, although you can save money (over a quid a ticket!) by pre-booking – check out the special forms included in the last couple of issues of this magazine or ring our special Ticket Hotline on 051 356 5085.



AMIGA POWER

That's us! Not only are we the very best

Amiga games mag on the planet (of course), not only are we the biggest selling pure games mag in the country, we're the sexiest too. Hurrah!

AMIGA FORMAT

Co-organisers of the show, Europe's

best-selling Amiga mag – by a mile and a half – and quite simply THE place to go for everything you ever wanted to know about your Amiga. The Amiga Format team will be around to handle all the techie questions that would (to be honest) quite baffle the AP crew.

AMIGA SHOPPER

Britain's only 100 percent serious

Amiga mag, and a real barg at only 99p a copy. It's so good, even if it wasn't the only one, it'd still be the best!

Commodore

Now Britain's only 100 percent

Commodore 64-dedicated mag, but it's been the best for years. It's a corker!

COMPUTER EXPRESS

For the latest weekly computer

news it has to be NCE. Now with a Amiga/ST/PC Tri-format disk each ish!

6 GREMLIN D8

"We're just hoping that everyone has a good time at the show," says Gremlin's Ian Richardson. "There'll be a really informal atmosphere at our stand." There'll also be a lot about cars – one particular car, to be precise, as Gremlin are ignoring the rest of their (generally impressive) Christmas releases and are concentrating on the real biggie – *Lotus Turbo Challenge II*. With a huge four player set-up running *Lotus II* on a giant TV wall, Gremlin will be organising a Turbo Challenge of their own, with a prize each day for the fastest time on the first circuit. Goodies on offer will be worth about £500 each, with compo sponsors including Commodore, Future Publishing (that's us), Lotus and (of course) Gremlin themselves. It's like a super version of the Lotus Challenge Gremlin so successfully ran at the ECES last year – expect to see big queues...



Lotus II: Giant four-player racing for big prizes make *Lotus II* a Turbo Challenge worth winning. In fact, it's so big, Gremlin aren't going to have room to show many of their other games at World Of Commodore.

7 MULTIMEDIA THEATRE

Programmers, magazine people and the odd surprise guest will be giving talks, hosting conferences and generally being 'entertaining' in this giant purpose-built theatre. EA, Ocean, Mindscape and MicroProse (amongst others) will be showing off new products in special sessions, while the editors of Amiga Format, Amiga Shopper and – yes! – AMIGA POWER will be holding a special question-and-answer session each day. For the full list of what's going on check out the signs outside the theatre – there's bound to be something of interest to everyone.



Adrian Parr, boss of MicroProse UK: they'll be demonstrating new product in the Multimedia Theatre



Hurrah! It's the AMIGA POWER team. Some of us will be up and speaking in the theatre

8 OCEAN C8

Always ones to make a big splash, the Manchester software giants will be hauling out their traditional wagon-load of big name games, including the much talked about 3D version of *RoboCop III*. If you're at the show make sure you take a look at this game, because it a) features some of the best solid vector graphics yet seen on the Amiga, and b) signposts an exciting new direction for movie licences.

It doesn't end there though – more traditional thrills come in the form of ultra-violent *Smash TV* and Sky-TV promoted *WWF (World Wrestling Federation)*, while the more high-brow will enjoy the long delayed space epic, erm, *Epic* and the highly involved earth sim inventively dubbed *Sim Earth*.



RoboCop III: Ocean make a giant bound forward for big movie licences, rendering everything in solid 3D. With one version of Microsoft's *Alien III* game following similar lines, you could be seeing the future of film licenses at World Of Commodore...

9 MINDSCAPE E4

One question which is bound to be on everyone's lips is: "Just how good is *Nightmare?*" It's a straight version of the popular role playing TV show of the same name, which may not sound too interesting until you realise it's been written by *Bombuzal*-creator Tony Crowther, using the same play system as his popular *Captive*. For once we could be about to see a TV-based game that'll really screw up your social life.

Add to that cheeky arcade romps like *Paperboy II* and more sophisticated PC-originated products like *4D Sports Boxing* and you can see there'll be something for everyone on the Mindscape stand – it looks like 1992 will be the year the US based publishers really make a big splash in the UK.



4D Sports Boxing: Different, weird, odd-looking, esoteric even – but it's still a beat-'em-up. And it's at the World Of Commodore show.

ACTION



THE WORLD'S CARTRIDGE IS

NOW WITH
A

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

● SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW

● SUPER POWERFUL TRAINER MODE

now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

● IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

● VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW

● BURST NIBBLER.

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW

● PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW

● MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

● FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW

● JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW

● IMPROVED RAM EXPANSION SUPPORT.

Now many more external Ram Expansions will work with all Action Replay III commands.



HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



DATEL ELECTRONICS LTD.



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

ON REPLAY



**MOST POWERFUL FREEZER-UTILITY
NOW EVEN BETTER!!**

**STILL ONLY
£59.99**

**MASSIVE 256K OPERATING SYSTEM IN ROM OFFERING
A WHOLE NEW RANGE OF MK III FEATURES**

**AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF
YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM**

• DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW

FILE REQUESTOR -

if you enter a command without a filename, then a file requestor is displayed.

• DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

• BOOT SELECTOR

Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW

PLUS IMPROVED DEBUGGER COMMANDS -
including Mem Watch Points and Trace.

• DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

NEW

SET MAP -

allows you to Load/Save/Edit a Keymap.

• PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

• DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW

IMPROVED PRINTER SUPPORT -

including compressed/small character command.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING...

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers!
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

**REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S
"FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT
- INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!**

AUSTRALIAN DISTRIBUTOR

Macro-Soft

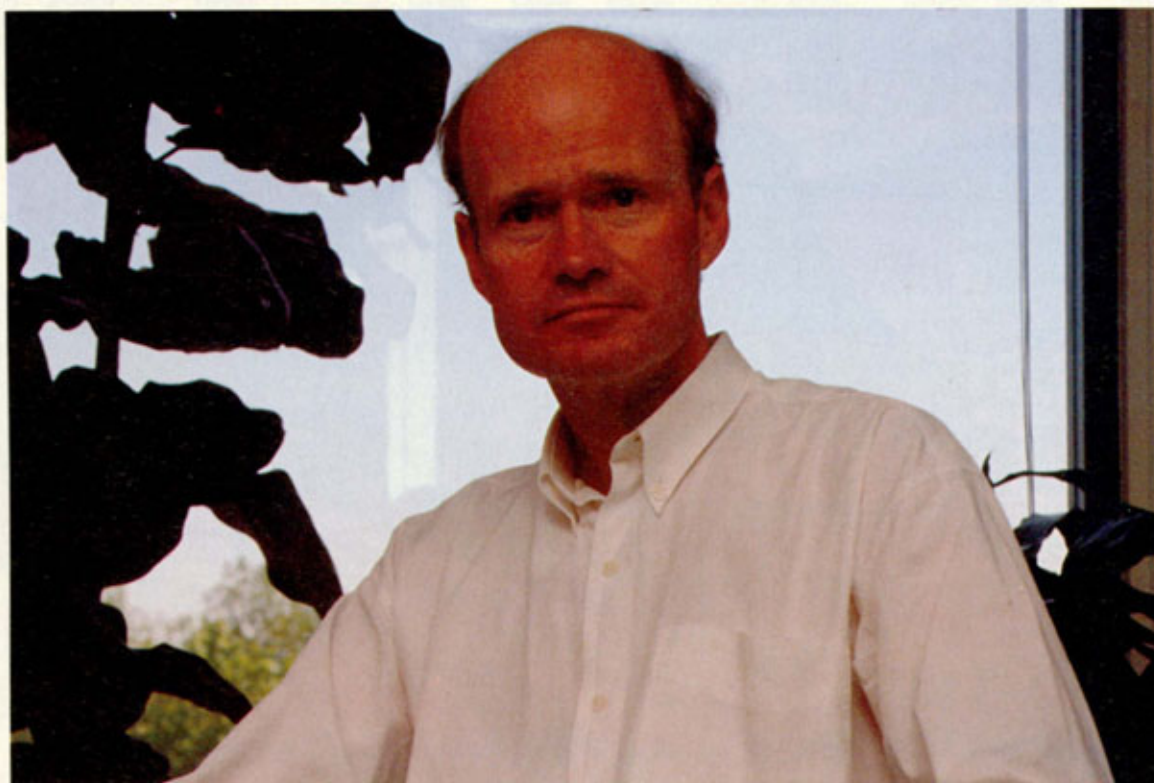
29 Lasscock Avenue,
Lockleys, S. A. 5032
Telephone (08) 234 5050
Fax (08) 352 8305

UPGRADE INFORMATION

OWNERS OF AMIGA ACTION REPLAY MK II CARTRIDGE
CAN UPGRADE TO THE NEW MK III VERSION BY
RETURNING THEIR OLD CARTRIDGE PLUS £39.99
INCLUDING POSTAGE, PACKAGING AND HANDLING.
PLEASE CLEARLY MARK THE OUTSIDE OF YOUR PACKAGE
"ACTION REPLAY UPGRADE"

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of its products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material.
The users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licensee thereof.



Doug Glen, head-honcho at Lucasfilm Games

THE FORCE: THE LUCASFILM INTERVIEW

Consistently excellent, Lucasfilm has been behind some of the best games of the last five years. Now two of its leading lights explain the secret of their success. Matt Bielby travels to tinseltown...

Regular readers will no doubt be getting quite familiar with the words 'Monkey' and 'Island' – as in the classic phrase 'it's not as good as *Monkey Island*.' Getting boring, isn't it?

The thing is, we just can't help it. *Monkey Island* has spoiled us – once you've seen even one game with this much wit and imagination, most everything else comes across as rather feeble minded and dull. Here, in creators Lucasfilm, are a group of game designers who know exactly where they're going and what it is they're trying to achieve – rare enough itself in this industry – and look more than capable of doing it too. We've been intrigued for a while, but when you think that the stuff they've got lined up for the next twelve months looks set to make *Monkey Island* look as primitive as, well, that benchmark game rendered everything else, it seemed like high time we talked to Lucasfilm...



Doug Glen is General Manager of the Games Division at Lucasfilm – as such he's pretty much in charge of everything that happens development-wise (and otherwise) at the company. Who better then to ask all those big and important questions, like what makes Lucasfilm different, what are they trying to do exactly – and why (seemingly) can't anyone else manage it?

First off a big question – what do you think of the software industry as it stands at the moment?

The way I see it is that we're currently at the equivalent of what 1908 was to the movie industry – that was when they began to get the first voices on a wax cylinder and then play it so the sound was in sync with the moving picture. That's what we're doing here with the new Lucasfilm games – we're just starting to get sound and particularly speech incorporated as an important part of the game.

And where does that take us?

Who knows? Back in the movies it was about 1913 when the Italians realised you could move the camera while a scene was being shot – and in doing so invented the zoom. There's the whole area of cinematography – cutting, panning, zooming and so on – yet to be properly exploited in games for a start, and then who knows what beyond that?

Imagine – it was 30 years in movies before anyone invented the zoom! This medium we're working in is a lot younger than that, and there's an awful lot still to be thought of. My feeling is that it'll be quite a while yet before computer games really come into their own, and it won't really start to happen until we're using CD properly. All Lucasfilm's future games are being developed with CD in mind, because that's how we see the future – it's only through CD that we'll ever, say, be able to eliminate some of the text on screen and rely more on the spoken voice.

What sort of games are you guys working on at the moment?

One project we've got is *Young Indiana Jones*, which we're designing for CD from the word go. It's based on a new TV show George Lucas is doing, and we've got the actors from the show to do the voices. Generally we're taking full advantage of the things CD does well – stuff like music, sound effects and, of course, great graphics. Luckily we've got access to the sound effects library at Lucasfilm just down the road where they do movie post production – we sneak in there after they've gone home and use all their equipment!

What's the main difference between having text on screen and spoken voices?

Well, text on screen has no inherent emotion. With spoken voices and using a dialogue interface you can have a character respond not just in different

words – as you could if you were just using text – but in different tones of voice too. We took 12 actors into a studio to record the speech for the new CDTV version of *Loom*, and it was a real eye opening experience for both them and us. I think they expected it to be much like a radio drama, but of course in a game you don't get two voices interacting as such – the actors found they had to say everything as a little stand-alone bit of speech, yet still try and get emotion and character into it. The experience got us thinking about ways in which we could make the whole thing work even better – it's an interesting new art form we're trying to invent here.

Isn't all this speech stuff going to cause problems when you try and sell Lucasfilm games abroad?

We actually sell more in the UK and Europe than we do in the States, and I think there are a couple of reasons for that. One is simply that there are more people in Europe – it's a bigger market – but the fact that we actually bother to properly translate our games into all the European languages has a lot to do with it too. Of course things are going to get more complicated as speech becomes more important to our games – we'll have to get a new set of actors for France say, and another lot for Germany. Either that, or one very versatile French actor! But that's definitely the way things are starting to go.

You've got a film maker called Hal Barwood working with you now. What sort of useful skills has he brought along with him?

Hal's a guy who's been in the movies for years – he wrote and produced things like *Superland Express*, *Dragonslayer* and *Close Encounters*. He's brought with him lots of ideas about how to build and develop character and what makes a story interesting to the computer medium – things I don't think have really been explored in this business before. A lot of it's based on the idea of there being seven basic stories which goes back to Aristotle and applies to every medium, but equally many of his ideas have specifically come out of the film industry.

For instance, in film, if you're shooting a battle scene, no matter what you do you always try to keep one army on one side of the screen and the other on the opposite side. It's to give the audience visual clues as to what's going on. This sort of visual continuity has been rather ignored in computer games up until now. We're actually finding this film link useful in a number of ways – there are a lot of film schools based in California where we are and we're thinking of working with some of the students to see what interesting things they can come up with. The feeling is that a lot of them may actually find they prefer working in this medium to working in the movies!

Is there anyone else you think is doing interesting work in this field?

LUCASFILM: THE NEXT THREE

The next set of Lucasfilm adventures promise to be of even greater jaw-dropping excellence than anything we've seen before. Man-in-the-know Doug Glen explains all...

The Secret Of Monkey Island II: LeChuck's Revenge

"The title says it all really. We've developed LeChuck into this real Freddy from *Nightmare On Elm Street* character – he's just utterly evil, and he's real mad at Guybrush! Much of the game has to do with Guybrush building up mystical powers strong enough to compete with those of LeChuck, which he does in a number of ways. At one point he has to get himself a voodoo doll to use, for instance.



'More cartoony' has been the way to go for *The Secret Of Monkey Island 2* (PC version shown).

"We've refined the interface for this game some more too, making it smoother to use – verbs now light up as the mouse pointer passes over them, making selecting them neater. The visual look of the game has been developed too – it's slightly more cartoony, all done with marker pens and then scanned in 32 colours into the Amiga. Basically all the restraint we showed in the first *Monkey Island* has been eliminated, ha ha! There are some real Warner Bros cartoon effects in there now!"

Young Indiana Jones Chronicles

"The TV show this is based on is scheduled to be shown in the UK around September 1992, I guess, coming out in the US in February. It consists of 15 one hour movies, showing Indy's life at ages nine and 17 as he follows his dad on lecture circuits around the world. Each week he'll meet a real historical figure and get involved in important events.

"In the first episode, for instance, he goes to England, studies languages at Oxford, then leaves for Egypt where he meets TE Lawrence (ie Lawrence Of Arabia), gets involved in the discovery of Tutankhamun's tomb and so on. In later episodes he gets involved with the Mexican revolution, meets Picasso in Montematre, falls in love with Sophie Hapsburg, meets Freud and Jung, gets laid for the first time – by Mata Hari! – bumps into Roosevelt, goes to Japan and meets Hirohito and so on. It's certainly packed with events, which gives us a lot to go on for the game!"

Indiana Jones And The Fate Of Atlantis

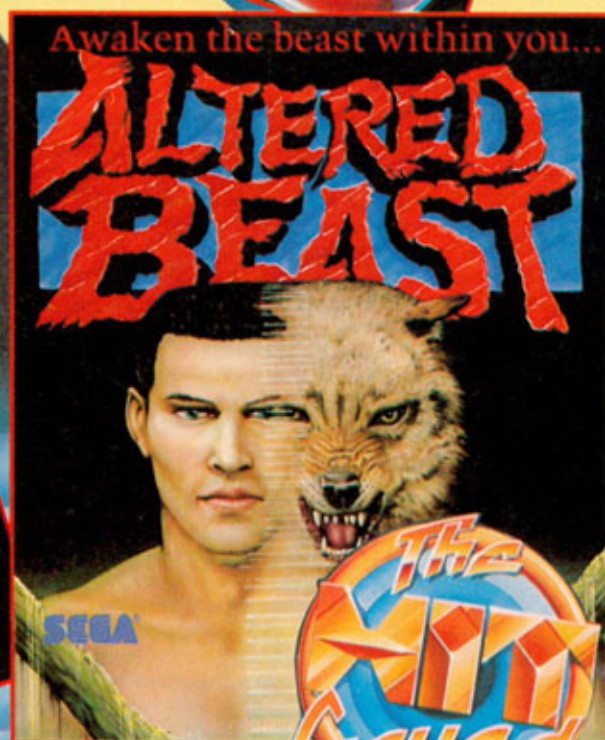
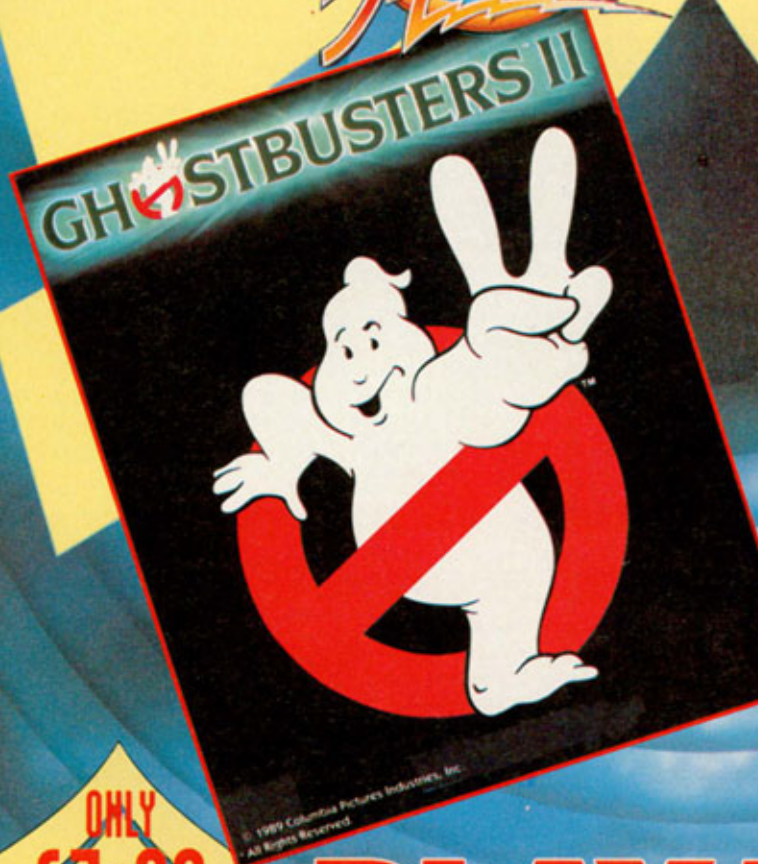
"We're trying out a new music system for this one called iMUSE – it allows you to make music interact with gameplay in a game for the first time. In effect what happens is that the system intelligently scores the music and sound effects so they're in sync with your actions – if you enter a dark tunnel, say, the music will become much more sombre and scary, whereas if you'd taken another door and gone outside it'd become all light and airy. It's almost as if you've got a conductor and orchestra there playing the music in a different way each time you play – it really helps add to the atmosphere.



This PC shot of *Indy* shows just how far Lucasfilm have avoided the cartoon look of *Monkey Island*.

"The other big thing to notice is how different the graphics are to those in *Monkey Island 2*. We've developed a much more 'realistic', cinematic look which seems more appropriate to the character, story and mood of the more serious *Indy* games. It's generally a lot less cartoony".

TAKE ON THE SQUAD



ONLY
£7.99
EACH

PLAY THE HITS

HIT NAMES • HIT GAMES • HIT SQUAD

THE HIT SQUAD • P.O. BOX 350 • MANCHESTER M60 2LX



A selection of Lucasfilm leading lights in a hotel room on a recent visit to London. From left to right: Cynthia Wuthmann (Director Of Sales), Jack Sorensen (Director Of Business), Lisa Star (International Coordinator), Doug Glen, Lucy Bradshaw (Director Of Development), Edward Kilham (Project Leader), Howard Phillips (Creative Director) and (phew!) Kelly Flock (Director Of Marketing). And that's all folks!

Of course. In the adventure game market it tends to be us, Delphine and Sierra, while MicroProse and Dynamix are the big names in the simulation field. We're all

doing interesting stuff at the moment, but I think it's whoever first manages to make CD-based games really work for a wide public that'll turn out to be the real winner.

Hal Barwood

Film-maker Hal Barwood recently got heavily involved in Lucasfilm and currently works as Project Leader on a number of games. Here he tell us about some of the things he's working on, and shows where parallels between the film and game industry's can be drawn.

How did you get involved in the game world in the first place?

I was into designing games for my own amusement for a lot of the period I worked in film, but the technology hadn't advanced to such a stage where they had become an interesting proposition to work in. Now, though, it's a medium that asks to be taken seriously.

Games have a lot of the same problems as the movies – it's all to do with story telling, visual design and so on – but they have differences too, chief amongst them being that you don't just sit back and watch a game, you actually participate in it. You are, if you like, driving the story forward yourself, rather than sitting back and waiting for it to happen to you.



Hal Barwood: "What we're doing here is a drama that unfolds in a series of puzzles."

Do you think games are going to get more like the movies?

I think more important than any visual changes and improvements we make to games is how speech will emerge as a very important part of any game. It's going to mean a lot of changes of course. →

THE GAMES OF LUCASFILM... THE GAMES OF LUCASFILM... THE GAMES

Though they had some interesting C64 games (*The Eidolon*, *Rescue On Fractalus*), Lucasfilm really got into their stride with their PC and 16-bit stuff. Matt Bielby casts a critical eye over their back catalogue, including no less than four AMIGA POWER All-time Top 100 games..!

Maniac Mansion (1987)



A typical tale of American teens, a mysterious meteor, and of course, a *Maniac Mansion*. The early Lucasfilm adventures were good, but in retrospect barely hinted at the sophistication of what was to come.

The first Lucasfilm game in the style later refined for *Zak McKracken* and the *Indiana Jones* adventure, *Maniac Mansion* puts you in charge of a bunch of friends who just happen to be hanging around close to a spooky old house when a meteor lands nearby. You control a number of the pals as you try and recover the meteor and report it to the 'meteor police' (whoever they are) – as well as rescue your kidnapped cheerleader chum Sandy – while the strange people who live in the mansion do their best to stop you. It's fun, and has some of the atmosphere of, say, *The Rocky Horror Show*, but the graphics look a bit primitive and stick-like today, and the parser, while useable, has since been improved almost beyond recognition.

Zak McKracken And The Alien Mindbenders (1989)

An improvement on *Maniac Mansion*, but very much along similar lines, *Zak* has a very simple plot – odd looking aliens (they have great big long heads with the mouths down at the bottom and eyes right at the top, hence their habit of disguising themselves with false Groucho Marx masks) are trying to take over the world and it's up to sleaze-rag reporter *Zak* to stop them. The plan was to build a machine to make earth people stupid so the alien invasion would go without a hitch – it worked so well that the alien operating it would sometimes stand too close and start doing the oddest things. Two headed squirrels, goldfish bowls used as space helmets and so on show typical Lucas humour at work. A fairly rigid plot, blocky graphics and a less advanced parser date it now, but it's still great fun to play.

Battlehawks 1942 (1989)

The first Lucasfilm flight sim, and an excellent one for its time. Set in the Pacific theatre of war it allowed you to fly missions in a selection of both American and Japanese planes, and generally took the more accessible shoot-'em-uppy route to flight sims rather than bog you down in technical details. It could, perhaps, have done with giving you still more different things to do – some extra missions wouldn't have gone amiss – but it's great fun all the same. It's notable as one of the earliest games to give you an action replay option, allowing you to watch your kills again from a selection of angles and distances.

Indiana Jones And The Last Crusade – The Graphic Adventure (1989)

Just excellent, really, and about as good as this sort of game gets (or has currently got, anyway – some of



Indy was the first of Lucasfilm's more advanced adventures, with better plot, graphics and parser.

Lucasfilm's upcoming projects look set to outstrip it in just about every way possible). Following closely on the plot of the movie (but not so close that you can second guess every move), it's packed with nicely paced puzzles (it never gets off-puttingly hard), pleasing graphics and a great sense of atmosphere. Some of the sillier humour from its natural predecessors – *Zak* etc – has been ditched in favour of a more straight approach and the whole thing simply hangs together very impressively indeed. A lovely parser and some neat packaging – the box is brimming with bits and pieces you have to use with the game – add a real feeling of completeness to it too. Excellent.

Their Finest Hour: The Battle Of Britain (1989)



Another top notch flight sim, this time set in the skies over Europe. Lots of options – as well as flying Spitfires and other fighters, you could pilot an attacking Junkers bomber if you wanted, swapping between the various positions as you saw fit (though this could cause problems – spend too long shooting at attacking Spits from the rear gunner's position and, on returning to the cockpit, you could find yourself flying three feet off the ground and



For one thing, we're going to have to put up with actors and their little quirks, but it also means we're going to have to come up with more intense visuals to match the increase in emotional content the actors will bring to our stories.

I think the old silver platter (CD) is the key – they're so much more accessible than computer disks to the average person, and will help bring computer games to the mass market.

How do you see your role in computer games?

My role is that of a writer – that's how I see myself. It helps to know how to cope with a story, which is something the movies have taught me, but it also helps that you understand games. What we're doing here is a drama that unfolds in the form of a series of puzzles.

Just how did you come up with the idea for the *Indiana Jones And The Fate Of Atlantis* game?

Well, *Indiana Jones And The Last Crusade*

was always intended to be the last of the movies – the title sort of tells you that – but Indy had become too popular a character to allow to simply die. Doing a new game around him seemed like a natural way to keep the character alive.

The problem was coming up with a big enough story to hold him. We knew he'd already been involved with the Holy Grail and the Arc Of The Covenant, and we needed something of a similar stature – Atlantis was one idea that fitted the bill.

However, we were initially wary of it because George Lucas had established as a criteria for the character that Indy never becomes involved with fantasy-type things – he only finds things that have, or at least could have, existed – and we wanted to stick with that. Having said that, Atlantis is mentioned as far back as Plato and beyond, and seemed like something that could easily have at least some basis in truth.

Besides, Steven Spielberg was keen to push for a more fantastic, sci-fi approach, and Atlantis worked in that context too, because we could give everything a slightly odd, alien feeling. ●

LUCASFILM: THINGS TO COME

Loom CDTV
(released through
Commodore).
Zak McKracken CDTV
(released through
Commodore).
**The Secret Of
Monkey Island CDTV**
(released through
Commodore).
**Indiana Jones And
The Last Crusade
CDTV** (released
through
Commodore).
**Young Indiana
Jones Chronicles,
Indiana Jones And
The Fate Of Atlantis,
The Secret Of
Monkey Island 2**



CDTV will play a major part in the future of Lucasfilm (which could prove to be a big reason for buying one!)

OF LUCASFILM... THE GAMES OF LUCASFILM... THE GAMES OF LUCASFILM

straight into the side of a house!). Taking the role of the Air Vice Marshal (or whoever) allowed you to play it as a strategy game too.

Great fun then, and massively atmospheric, but the 3D (a strange mix of bitmapped planes and vectors) was terribly slow and juddery by current standards. The upcoming *Their Finest Missions* disk (reviewed this issue) adds to the appeal, though unfortunately the follow up (*Secret Weapons Of The Luftwaffe*) has now been deemed too big and complicated for conversion to the Amiga.

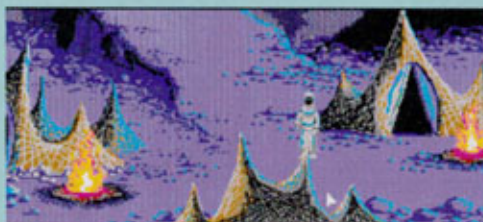
....



Their Finest Hour was one of the earliest flight games to ignore technical virtuosity in the name of gameplay.

Loom (1990)

It has its problems (too small and easy, basically) but this is a game that everybody loves. The first obvious forerunner to *Monkey Island*, it has some very similar humour in it, though with a much more... well, rustic slant. You play Bobbin, a trainee weaver from the Guild Of Weavers where they work on a large (and very special) loom on which they 'weave the very fabric of reality itself' (or something). The loom's being attacked by demons, all the other weavers (including young Bobbin's mum) have turned into geese and flown away and it's left up to Bobbin to



Loom saw Lucasfilm veering into comic fantasy, and though rather too easy, it's still a very fine game.

a) find his mum and b) rescue the loom. Much of the game is based on Bobbin learning a series of rather crap magic spells (which appear in the form of short tunes) and then finding ways in which to use them to his advantage – at one point he has to save a bunch of sheep from a sheep-eating dragon, for instance, which he does by painting them green. Why? So the dragon can't seem them camouflaged against the grass, of course!

Magical and rather lovely, it's a game well worth playing again, especially in the new, updated CDTV version – complete with real actors supplying all the voices to great effect! – which will be released through Commodore soon.

.....

Nightshift (1991)

A real oddball for Lucasfilm, *Nightshift* is a) a platform game (sort of), not a sophisticated flight sim or graphic adventure and b) created in this country by developers Attention To Detail (currently working on the new *Indy* action game) rather than in house at Lucasfilm in the States. That said though, it's very Lucasfilm in style and feel – packed with Lucas movie references and odd quirky bits of humour.

The basic idea is that you control a couple working the nightshift (hence the name) on a giant toy-making machine called The Beast. The machine's pumping out *Indy* and *Star Wars* action figures by the dozen, but things keep going wrong (from bits

breaking to mischievous lemmings – yes, lemmings – deliberately sabotaging your model lines!) and you – of course – have to run about fixing it all. It's tough and likable – Lucasfilm initially saw it as a sequel to *Pipe Dreams* (the version of *Pipe Mania* they did in the States) but it quickly established a strong identity of its own.

....



Developed in Britain, *Nightshift* represents a complete departure for Lucasfilm into the realm of platforms.

The Secret Of Monkey Island (1991)

The best yet, and clear proof that Lucasfilm know exactly where they're going and are improving with each successive game. A clear successor to *Loom* and co, it takes the humorous, more cartoony and playful approach to adventures and refines it. Biggest triumph is perhaps in the creation of real, interesting and non-clichéd characters to populate the game, but the immensely useable control system, twisty-turny plot and wonderfully apt graphics can hardly be ignored either. It's a game to make you genuinely laugh out loud too. Improving on *Loom* vastly in the lastability stakes, it's perhaps getting tedious how often we praise the game, but – hey! – *Monkey Island* deserves it. There's more wit and intelligence at play here than in any comparable game – guaranteed! ●

TERMINATOR™ 2

JUDGMENT DAY

IT'S NOTHING PERSONAL



T2

"A HUGE
AND
PROFESSIONALLY
EXECUTED
MOVIE TIE-IN"
ZZAP 64

YOU ARE T-800

IN THE ACTION PACKED
GAME-PLAY OF
TERMINATOR 2,
THE YEAR'S HIT MOVIE,
AS IT EXPLODES ON TO
YOUR COMPUTER SCREEN.
SPECTACULAR GRAPHICS

AND FIERCE ANIMATION
THROW YOU HEADLONG
INTO THE FURIOUS
STORYLINE OF THE
BOX OFFICE SMASH....
AND A GAME YOU WILL
NEVER FORGET.

"Variety is definitely the winning ingredient with Terminator 2... Ocean's tie-in game will be their biggest yet...and could be their best." ZZAP 64

"You'll keep coming back like Terminator himself... good game-play will attract and absorb you... get hold of this, it's as mean as Arnie!" YOUR COMM

"An accurate conversion that will appeal to the fans of the film or the muscle-bound hero himself." ST ACTION

CBM AMIGA · ATARI ST · PC & COMPATIBLES
COMMODORE 64 · AMSTRAD · SPECTRUM



ocean

Acclaim™

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633
FAX: 061 834 0650

© 1991 CAROLCO INTERNATIONAL N.V. ALL RIGHTS RESERVED.
ACCLAIM™ AND MASTERS OF THE GAME™ ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.

entertainment, inc

FREE T2 T-SHIRT
FREE T2 BADGE

AMIGA POWER NOVEMBER 1991



75

IF I'D KNOWN THEN...

BOB JACOB used to be the Big Man at Cinemaware, one of the most innovative American publishers working on the Amiga – until Cinemaware went bust. Luckily for UK fans though, that wasn't the end – UK publishers Mirrorsoft bought the name 'Cinemaware' while Jacob's outfit resurfaced as Acme Interactive, producing new titles for the Cinemaware label.

For a while it was rumoured that Acme would no longer support the Amiga, instead concentrating on the PC leisure market, but happily it's turned out to be just that, a rumour. Indeed, the first of the new Cinemaware products are just starting to come through: ideal timing, then, to ask Bob Jacob how he would have handled things differently if he'd known then what he knows now...

DEFENDER OF THE CROWN

Defender Of The Crown was the first Cinemaware title to ship. We'd got our funding in early '86 and I was managing all these projects, going crazy, and the first developer we used to do *Defender* failed miserably. So I went out and talked to RJ Michael, the guy who wrote *Intuition* for the Amiga and also *Sinistar*. I said "RJ, I'm going to pay you more money than you've ever seen in your life if you can deliver this game by October". And so for the next nine weeks he went absolutely nuts and programmed the Amiga version of *Defender*. If anyone ever complains about the gameplay in the Amiga version of *Defender* I would say, "Hey, y'know, what can I say?" I think that the later versions are better – they addressed the deficiencies.

Defender Of The Crown is one of the seminal products in computing gaming. Our inspiration for the project simply was that we wanted to do a game like *Risk* and replace the dice rolling with arcade sequences. The success or failure in the sequences would effect what happened on the game board. We combined this with the idea of knights in shining armour and had one of the best selling games of all time. Of course, if I'd known then what I know now I'd have hired a different programmer right from the start. But there's nothing else I'd change. I'm very happy with the concept of the game.



IT CAME FROM THE DESERT

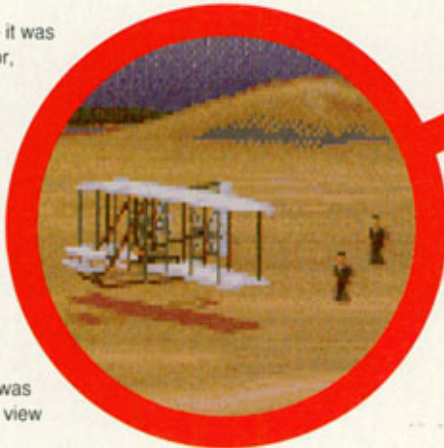
With *It* we originally were going to have ten scenarios and ended up having one and a second one as an add-on disk. *It Came From The Desert* was a real interesting experience for us. The game was actually a lot more complicated internally than it needed to be. One of the revolutionary things about this game is the fact that we have all these locations in the game and things are happening simultaneously in real time. If you are not in a certain location at a certain time, and things are happening, you won't even get to meet certain characters.



WINGS

Wings was definitely one of our successes – in terms of sales certainly. We didn't think of it as an interactive movie concept – it was never sold as such. It was billed as a personal combat simulator, which in essence it was. It was the idea of building some emotional link between you and your on-screen counterpart. It was basically designed around the idea that there's gotta be a market for people who like the idea of flight simulators but don't really like flight simulators. We were trying to establish if there was a niche out there for people like that – like ourselves, basically – and the really strong sales of *Wings* would indicate that there is. We are working on another product in a similar vein at the moment, but I can't say what.

It's interesting if you look at *Wings*: at its most basic level it's an arcade game – you just fly and shoot. We needed it to be more than that though – we needed a storyline, we needed a role playing element. It was very easy to play, which was the whole idea from the beginning. From a pure design point of view was one of our most successful titles. I love that product.



TV SPORTS

The transition to sports titles was a result of two things. Sports titles are a more knowable commodity than other types of games. For example, in a baseball game there are three outs per innings – the universe is knowable. You have to fulfil the needs of that universe, yes, but at least you know exactly what they are. To be really frank about it, we felt that most sports games out there were not very good in various ways, and we were cocky enough to believe that we could beat them relatively easily. We started a very successful franchise with *TV Sports* which we're determined to continue.

Rollerbabes is, I believe, a *TV Sport*. It shares some of the common elements with the *TV Sports* titles in terms of interface. Once you're doing things like football and basketball and other major sports out there, sometimes the idea occurs to you to do a fantasy sport. There are things you can do with a fantasy sport which allow greater creative enthusiasm because you're going have to define your own rules and you aren't limited to physical reality. You can let your imagination run away with you.



ROCKET RANGER

I felt it was just a spot-on blend of strategy and role playing and arcade stuff, putting a lot of pressure on the player. It was a really compelling experience. At the end of *Rocket Ranger* it says to be continued, so I won't comment on the possibility of sequel, but I already have the ideas for one worked out. It's just a matter of putting the creative machinery to work. The big debate is what is our best title – some people say *It Came From The Desert* and some people say *Rocket Ranger* and some people actually think *Defender* was. *Rocket Ranger* is mine – and it's not just because I wrote it. In fact there's a movie script based on *Rocket Ranger*, and we've sold a pinball game to Gottlieb. There's a bit of a *Rocket Ranger* cult out there, and it would be foolish to let the character die. For instance, there's a *Rocket Ranger* comic book coming out. It's a six issue mini-series, and the first issue out this month. I've seen it, and it's great. The *Rocketeer* of the comics and the new movie is visually beautiful stuff, but I've always thought *Rocket Ranger* is a better story. It wasn't based on *The Rocketeer*. Actually, *The Rocketeer* and *Rocket Ranger* both have the same common ancestor – *Commando Cody*, who was the hero of several Republic Pictures series back in the Forties.



LORDS OF THE RISING SUN

Lords Of The Rising Sun is very much like *Defender Of The Crown* only in the sense that World War II is a rehash of World War I. Yeah, it's a game of territorial conquest with arcade sequences, but I think it's a much deeper design – maybe too deep in some ways. *Defender* was obviously an "I take my turn, you take your turn" kind of thing. In *Lords* it's all real-time action, and the arcade sequences are stronger. We should have had a practice mode for some of the arcade games – they come up so infrequently that you have to lose because haven't had a chance to practice them. The pace of the game was too slow, I think.

It was one of those games where people would spend twelve hours getting involved in this game. That's great if you've got twelve hours but if you've only got an hour, not so great. You have to understand something – I am my biggest critic. I've never written anything I was happy with. I can always look at one of our projects and say "Oh God, why didn't we do this, why didn't we do that?" Everything could be improved just that bit more.



TV Sports Baseball:
"always big news in Europe" apparently



THE FUTURE

We're going to be doing a lot of cartridge stuff, CD-ROM stuff, and we will also continue to support the personal computer stuff – the PC and Amiga. One of the challenging things about this industry is that you always have to keep one foot in the present but you also have to maintain one foot in the future. CD-ROM, for example, is a marketplace which is not viable right now. But it is tomorrow. There's no question about it. There's the low cost of the media, the quality of the experience which makes it ultimately the platform. Which CD-ROM systems will emerge is problematical. There's obviously many possibilities ranging all the way from Nintendo and Sega with their systems to CD-I or CDTV or whatever. We will be there. I've been in this business now for a while and I have no intention of getting out of it – I love it too much.

TV SPORTS: BOXING

We're currently working on *TV Sports: Boxing*, and it's pretty hot stuff. It has the best role playing experience of any sports simulation. We've borrowed a lot of elements from a straight FRP. It's the idea of creating your own guy: you are a boxer, you have a career, you hire managers, you fire managers, you have trainers, you buy equipment, you work your way up through the rankings, your skills improve, the other guys are winning, losing, moving up, moving down. It's a very dynamic experience. The arcade game's great, and the graphics are real hot stuff too.

TV Sports Boxing: more FRP than other sports sims



TV SPORTS: BASEBALL

We're currently working on *TV Sports: Football II* and *TV Sports: Basketball II*, and we've got a baseball game, too. Baseball games are always a hit in Europe, y'know? *Hardball* on the Commodore 64 was a big hit for US Gold and *Accolade* in Europe. We have, particularly on the Amiga side, the only real arcade game baseball that's ever been done on the Amiga. There's no competition. None.

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS
GREAT FUN TO PLAY**

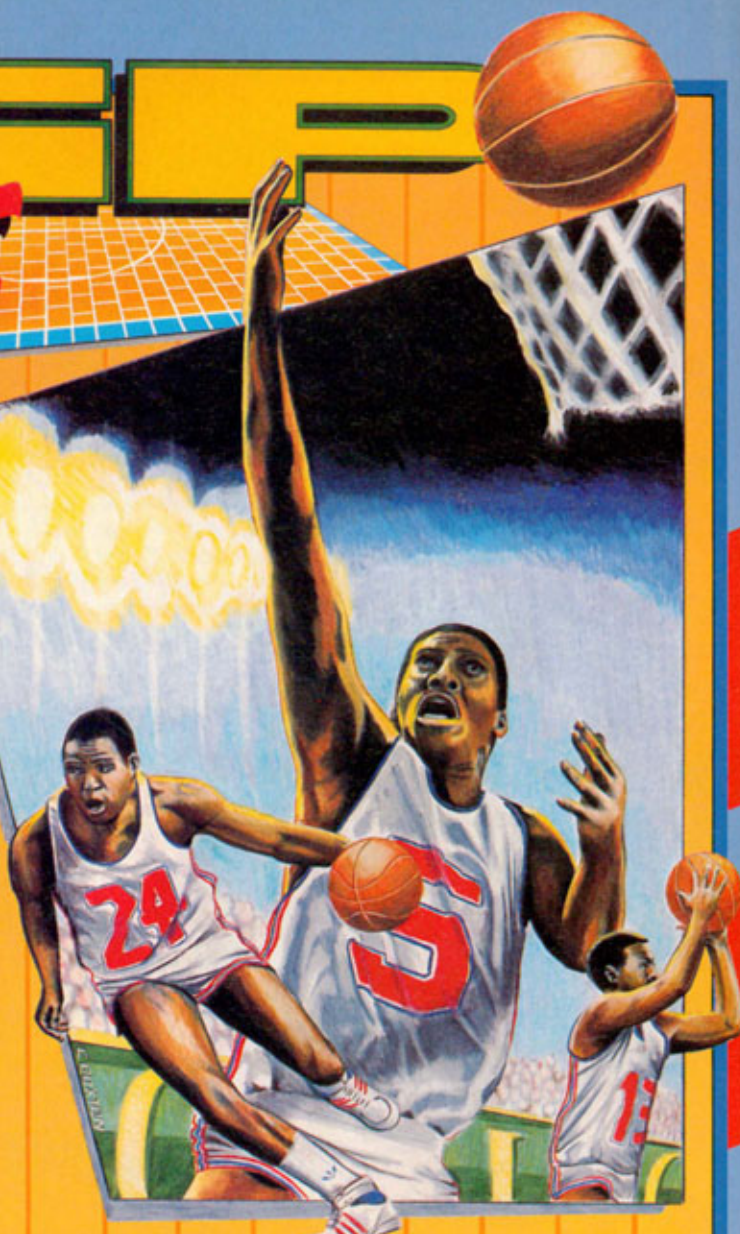
Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- * Multi directional scrolling screen
- * Five skill levels. Skill level of both teams can be set independently.
- * 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- * Facility to practice skills and tactics.
- * Facility to create a team at all skill levels and design tactics.
- * Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- * Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- * Two types of Leagues. Action Replay at 3 speeds.
- * Extra moves are available using two independent button joysticks using the EXORLENCE System.

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd



AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga Screenshot's Shown

© 1991 Anco Games





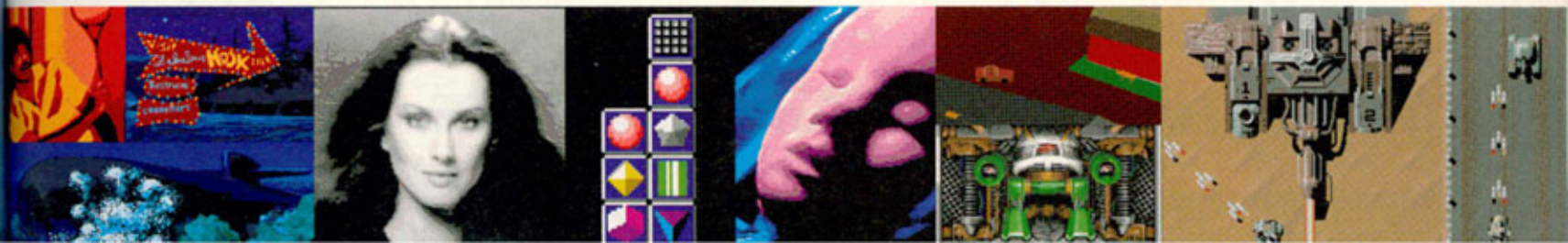
Explore the ultimate in computing excitement...

AMIGA *presents*
FORMAT



15 - 17 November 1991

 **Commodore**



Coming soon: the Amiga show event

Amiga Shopper's sister magazine Amiga Format is proud to
World of Commodore Show. Held in Earls Court II from Fri

A very different kind of computer show

Professional power This country has never seen an event which showcases the power of the Amiga as spectacularly. If you've heard about the size of American shows then you know what to expect. **Prepare to be impressed.**

Question and Answer sessions throughout the show will feature Amiga Shopper's own panel of **experts** and the technical staff of Amiga Format.

Incredible bargains All the best Amiga offers are here! Packed to the very rafters with incredible deals. You won't find **cheaper** software and hardware anywhere. Load up with the very best for your Amiga – and at the best possible prices!

CDTV City Just what is CDTV? What can you do with it? What software can you buy? Discover exactly what **the future of Amiga computing** holds in the CDTV City.

Multimedia Theatre Commodore has attracted some of the **biggest names in computing** to demonstrate their stuff. See what the Amiga is *really* capable of!

Meet the programmers Imagine hearing direct from the leading programmers: just how do they do what they do? Imagine no more: these seminars will tell you **all you need to know.**

And also... Fistfuls of competitions. The latest leisure software. A crêche

The future of the Amiga is in Earls Court



e greatest r held

AMIGA FORMAT presents



host the exhibition of the year, the
ay to Sunday, November 15-17

Where, when and how

Where Earls Court II, heart of London

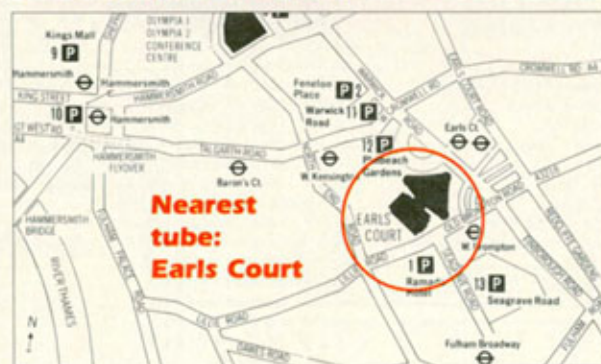
When November 15-17 1991

Times 9am-5.30pm November 15-16;
9am-4pm November 17

Cost Adults £6, under 14s £4
(but see the special Early Booker Offer)

Who'll be there? Commodore, Amiga
Shopper, Amiga Power, Amiga Format, all
the major hardware developers, dozens
of software publishers, bargain-
offerers, leisure publishers and
anyone who's anyone in the world
of the Amiga.

**You want to get the best
bargains for your Amiga?
Get along to Earls Court
on November 15-17**



EARLY BOOKER OFFER: SAVE TIME, SAVE MONEY

The **World of Commodore** will attract
tens of thousands of people, so avoid
the queues by booking your tickets in
advance.

And you'll even **save money** at the same
time. Just fill in this form to make your life
much easier.

YES I would like to have my tickets early, avoid all the
queues and save £1.05 on every ticket, please.

Number of tickets Adult (at £4.95 each)
..... Under 14s (at £2.95 each)

Total payment

Method of Payment (please circle) Access Visa Cheque PO

Credit Card number Expiry date.....

CREDIT CARD HOTLINE 051-356 5085

Please make all cheques payable to **WORLD OF COMMODORE**

Send this form to

World of Commodore
PO BOX 2
Ellesmere Port
South Wirral
L65 3EA

WARNING: This offer closes on 8.11.91

If you don't want to cut up this magazine, photocopies are fine.

Name

Address

Postcode

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release.

Please send cheque/PO/Access/Visa No. and expiry date to:

Dept AMP11, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail Order only.

Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 590076. Tel orders: 0268 590766

3D Construction Kit.....	32.99	Godfather Action *.....	16.99	Railroad Tycoon (1 Meg).....	22.99
3D Pool.....	7.99	Godfather Adventure (1 Meg) *.....	19.99	Rainbow Collection.....	13.99
4D Boxing *.....	16.99	Gods.....	16.99	Rambo 3.....	6.99
4D Driving *.....	16.99	Golden Axe.....	16.99	RBI 2 Baseball.....	19.99
688 Attack Sub.....	16.99	Graham Gooch *.....	19.99	Reach for the Skies *.....	16.99
Air Duel *.....	22.99	Gremlins 2.....	9.99	Realms *.....	19.99
Alien Storm.....	16.99	Gunboat (1 Meg).....	19.99	Red Baron *.....	26.99
Amos.....	29.99	Gunship.....	14.99	Red Heat.....	6.99
Amos 3D.....	24.99	Guy Spy *.....	26.99	Rise of the Dragon * (1 Meg).....	26.99
Amos Compiler.....	19.99	Hard Drivin.....	6.99	Robin Hood.....	16.99
APB.....	6.99	Hard Nova *.....	16.99	Robin Smith's Cricket.....	16.99
Arachnophobia *.....	16.99	Harpoon (1 Meg).....	19.99	Robocod *.....	16.99
Arkanoïd 2.....	6.99	Head Over Heels *.....	6.99	Robocap 2.....	16.99
Armour Geddon.....	16.99	Heimdall *.....	19.99	Robocap 3 *.....	19.99
Assault on Alcatraz.....	16.99	Heroquest.....	16.99	Robazone *.....	16.99
Back to the Future 3.....	16.99	Heroquest Data.....	9.99	Rocket Ranger.....	7.99
Barbarian 2 *.....	19.99	Hitchhikers Guide.....	7.99	Rock Star Ate My Hamster.....	4.99
Bards Tale 2.....	8.99	Hudson Hawk *.....	16.99	Rodland.....	16.99
Bards Tale 3.....	16.99	Hunter.....	19.99	Rotator *.....	16.99
Batman Caped Crusader.....	6.99	IK+.....	6.99	R-Type.....	6.99
Batman The Movie.....	6.99	Indianapolis 500.....	16.99	R-Type 2 *.....	16.99
Battle Chess 2.....	16.99	Indy Jones Atlantis-Action *.....	16.99	Rugby World Cup *.....	16.99
Battle Command.....	16.99	Indy Jones-Atlantis Adv (1 Meg).....	19.99	Rules of Engagement *.....	16.99
Beach Volley.....	6.99	Interceptor.....	8.99	Run The Gauntlet.....	6.99
Beastbusters *.....	16.99	Jack Nicklaus Clip Art.....	9.99	Search for the King (1 Meg).....	24.99
Big Run *.....	16.99	Jack Nicklaus Extra Courses.....	9.99	Secret of Monkey Island (1 Meg).....	16.99
Billy the Kid *.....	16.99	Jack Nicklaus Unlimited Golf (1 Meg).....	19.99	Secrets of Luftwaffe * (1 Meg).....	19.99
Birds of Prey *.....	26.99	James Pond.....	6.99	Shadow Sorcerer * (1 Meg).....	19.99
Black Crypt *.....	19.99	Jimmy Whites Snooker.....	19.99	Shinobi.....	6.99
Blue Max.....	19.99	Keys to Maramon *.....	16.99	Shufflepuck Cafe.....	6.99
Blues Brothers *.....	16.99	Kick Off.....	7.99	Shuttle *.....	19.99
Bubble Bobble.....	6.99	Kick Off 2 (1 Meg).....	11.99	Silent Service 2 (1 Meg).....	22.99
Budakan.....	8.99	Kings Quest 4 (1 Meg).....	14.99	Silkworm.....	6.99
Cabal.....	6.99	Knightmare *.....	19.99	Sim City + Populous.....	19.99
Cadaver.....	16.99	Knights of the Sky *.....	19.99	Sim Earth * (1 Meg).....	19.99
Cadaver Data Disk.....	9.99	K.O. 2 - Final Whistle.....	8.99	Simpsons *.....	16.99
California Games.....	6.99	K.O. 2 - Giants of Europe *.....	7.99	Sinbad.....	7.99
Captain Planet *.....	16.99	K.O. 2 - Return to Europe *.....	7.99	Ski Or Die.....	8.99
Carrier Command.....	7.99	K.O. 2 - Super League *.....	9.99	Skychase.....	7.99
Castles *.....	19.99	K.O. 2 - Winning Tactics.....	5.99	Smash TV *.....	16.99
Centurion.....	16.99	Laser Squad 2 *.....	16.99	Space 1889 (1 Meg) *.....	19.99
Chaos Engine *.....	16.99	Last Ninja 2.....	6.99	Space Ace.....	26.99
Chaos Strikes Back (1 Meg).....	16.99	Last Ninja 3.....	16.99	Space Ace 2 *.....	26.99
CJ's Elephant Antics.....	6.99	Leather Goddess.....	7.99	Speedball.....	7.99
Commando War *.....	16.99	Legend *.....	16.99	Speedball 2.....	16.99
Continental Circus.....	6.99	Leisuresuit Larry 3 (1 Meg).....	14.99	Starflight 2 *.....	16.99
Crazy Cars 3 *.....	16.99	Leisuresuit Larry 2.....	14.99	Stratego.....	16.99
Cricket (1 Meg).....	17.99	Leisuresuit Larry.....	14.99	Strikelfleet *.....	16.99
Cricket Captain.....	16.99	Lemmings.....	16.99	Striker Manager.....	16.99
Cruise For A Corpse.....	19.99	Lemmings Construction Kit *.....	16.99	Strip Poker 2 + Data.....	6.99
Curse of Azure Bonds (1 Meg).....	19.99	Lemmings Data Disk *.....	9.99	Super Cars 2.....	16.99
Cybercon 3.....	16.99	Licence to Kill.....	6.99	Super Hang On.....	6.99
Daley Thompson Challenge.....	6.99	Lombard Rally.....	6.99	Super Monaco GP.....	16.99
Darkman.....	16.99	Lord of the Rings.....	19.99	Supremacy.....	19.99
Das Boot.....	19.99	Lords of Chaos.....	16.99	Switchblade.....	6.99
Deathbringer *.....	19.99	M1 Tank Platoon.....	19.99	Switchblade 2.....	16.99
Death Knights of Kryn (1 Meg).....	19.99	Magic Fly.....	8.99	Sword of Sodan.....	9.99
Defender of the Crown.....	7.99	Magic Pockets *.....	16.99	SWIV.....	16.99
Demonsgate *.....	22.99	Magnetic Scrolls Coll *.....	19.99	Team Yankee.....	19.99
Deutros.....	19.99	Man Utd Europe.....	16.99	Team Yankee 2 *.....	19.99
Disney Animation.....	59.99	Mega-Lo-Mania *.....	19.99	Teenage Mutant Turtles.....	16.99
Double Double Bill.....	24.99	Mega Traveller 1 (1 Meg).....	19.99	Teenage Mutant Turtles 2 *.....	16.99
Double Dragon.....	6.99	Mega Traveller 2 (1 Meg) *.....	19.99	Terminator 2 *.....	16.99
Double Dragon 3 *.....	16.99	Mega Twins.....	16.99	Test Drive 2 Collection.....	19.99
Dragon Ninja.....	6.99	Miami Chase.....	6.99	Test Drive 3 *.....	16.99
Dragons Lair (1 Meg).....	26.99	Microprose Golf *.....	22.99	The Immortal (1 Meg).....	8.99
Dragons Lair 2 - Singes Castle.....	26.99	Midwinter.....	14.99	Their Finest Hour.....	19.99
Dragons Lair - Time Warp.....	26.99	Midwinter 2 * (1 Meg).....	22.99	Their Finest Missions.....	9.99
Elf.....	16.99	MIG 29 Super Falcrum *.....	26.99	Thunderhawk.....	19.99
Epic *.....	19.99	Might and Magic 3 *.....	19.99	Tip Off *.....	14.99
Excalibur (1 Meg).....	19.99	Moonstone *.....	19.99	Toki.....	16.99
Eye of the Beholder (1 Meg).....	19.99	Myth *.....	16.99	Toobin.....	6.99
Eye of the Storm *.....	19.99	New Zealand Story.....	6.99	Turbo Challenge.....	16.99
F15 Strike Eagle 2 (1 Meg).....	22.99	Nightshift.....	9.99	Turbo Challenge 2 *.....	16.99
F16 Combat Pilot.....	16.99	Operation Wolf.....	6.99	Turrican 2.....	9.99
F19 Stealth Fighter.....	19.99	Outrun.....	6.99	TV Sports Baseball *.....	19.99
Fantasy World Dizzy.....	6.99	Outrun Europa *.....	16.99	TV Sports Football.....	7.99
Ferrari Formula 1.....	8.99	Pegasus *.....	16.99	Typhoon Thompson.....	6.99
Final Blow *.....	16.99	PGA Tour Golf.....	16.99	Ultima 6 *.....	19.99
Final Fight.....	16.99	Pitfighter 2 *.....	19.99	Ultima 2 (1 Meg).....	19.99
First Samurai *.....	16.99	Platoon.....	6.99	Utopia *.....	19.99
Flag *.....	19.99	Player Manager.....	12.99	Walker *.....	16.99
Flight of the Intruder.....	22.99	Pool of Radiance (1 Meg).....	19.99	Warlords (1 Meg).....	19.99
Flood.....	8.99	Police Quest 2 (1 Meg).....	14.99	Waterloo.....	7.99
Football Director 2.....	13.99	Populous.....	8.99	Wild Wheels *.....	16.99
Forgotten Worlds.....	6.99	Populous 2 *.....	19.99	Winning Team *.....	19.99
Formula One Grand Prix *.....	22.99	Powerdrome.....	8.99	Wizball.....	6.99
Fun School 2 (6-8).....	13.99	Powermonger.....	19.99	Wizkid *.....	16.99
Fun School 2 (over 8).....	13.99	Powermonger Data Disk 1 *.....	9.99	Wolf Pack (1 Meg).....	19.99
Fun School 2 (under 6).....	13.99	Powerpack.....	14.99	Wonderland (1 Meg).....	19.99
Fun School 3 (5-7).....	16.99	Power Up.....	19.99	World Class Leaderboard.....	6.99
Fun School 3 (over 7).....	16.99	Predator.....	6.99	Wrath of the Demon.....	19.99
Fun School 3 (under 5).....	16.99	Prehistorik.....	16.99	Xenomorph 2 *.....	16.99
Gauntlet 2.....	6.99	Projectyle.....	8.99	Zak McKracken.....	9.99
Gauntlet 3 *.....	16.99	Race Drivin *.....	16.99	Z-Out.....	13.99

SPECIAL OFFERS

AMIGA A500 1 MEG PACK

10 Games + Joystick

ONLY £369.99

Ring for details

UPGRADE YOUR AMIGA TO 1 MEG

1/2 Meg Upgrade - **£24.99**

1/2 Meg Upgrade + clock - **£26.99**

BUBBLE BOBBLE

NOW ONLY

£6.99

SPECIAL OFFERS ONLY £9.99 EACH!

Kick Off 2

Gremlins 2,

Sword of Sodan

JOYSTICKS

Cheetah 125 + - £6.99

Comp Pro Extra - £14.99

Quickjoy 2 Turbo - £9.99

Quickshot 3 Turbo - £9.99

Quickjoy Jefffighter - £10.99

BLANK DISKS

Unbranded

10 x 3.5" DSDD - £5.99

20 x 3.5" DSDD - £10.99

50 x 3.5" DSDD - £23.99

100 x 3.5" DSDD - £44.99

Branded - TDK

3.5" DSDD - £1.25 Each

PUBLIC DOMAIN

Please send SAE

for list

CITIZEN

ALWAYS A GOOD IDEA

Silica presents some great offers on the award winning range of high quality matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and output. Our confidence in Citizen's quality is such that we are pleased to include a 2 year guarantee with every printer. Plus, if you buy a Citizen printer from us, we will give you the Silica Systems Printer Starter Kit (worth £29.38), FREE OF CHARGE!

FREE DELIVERY
Next Day - Anywhere in the UK mainland

FREE STARTER KIT
Worth £29.38 - With every Citizen printer from Silica.

2 YEAR WARRANTY
Silica offer a 2 year warranty (including the printer head) with every Citizen printer from Silica.

WINDOWS 3.0
Free Windows 3.0 driver included with the Silica Starter Kit.

FREE COLOUR KITS
With every Swift 9, 9x, 24 or 24x printer.

FREE HELPLINE
Technical support helpline open during office hours.

MADE IN THE UK
Citizen printers are manufactured to high standards.

DOT MATRIX & NOTEBOOK PRINTERS



9 PIN PRINTER

144 CPS 80 COLUMN

- Citizen 120D+ - 9 pin - 80 column
- 144cps Draft, 30cps NLO
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

RRP: £199
STARTER KIT: £25
TOTAL RRP: £224
SAVING: £105
SILICA PRICE: £129

The 120D is supplied with a parallel interface. If you require a serial interface instead, please state when placing your order.

£129

+VAT=£151.58 ref: PRI 2120

NOTEBOOK PRINTER



WORLD'S SMALLEST & LIGHTEST A4 NOTEBOOK PRINTER

64 CPS 80 COLUMN

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- LASER QUALITY - 64cps
- 4K Printer Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM, NEC P6 & Citizen Emulations
- Powered From Mains, Battery or Car Adaptor
- FREE Silica Printer Starter Kit

RRP: £325
STARTER KIT: £25
TOTAL RRP: £350
SAVING: £101
SILICA PRICE: £249

£249

+VAT=£292.58 ref: PRI 2100

9 PIN PRINTERS



COLOUR

192 CPS 80 COLUMN

- Citizen Swift 9 - 9 pin - 80 column
- 192cps Draft, 48cps NLO
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £239
COLOUR KIT: £36
STARTER KIT: £25
TOTAL RRP: £300
SAVING: £111
SILICA PRICE: £189

£189

+VAT=£222.58 ref: PRI 2109



COLOUR

192 CPS 136 COLUMN

- Citizen Swift 9x - 9 pin - 136 column
- 192cps Draft, 48cps NLO
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- A3 landscape printing - FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £239
COLOUR KIT: £41
STARTER KIT: £25
TOTAL RRP: £305
SAVING: £116
SILICA PRICE: £249

£249

+VAT=£292.58 ref: PRI 2109

24 PIN PRINTERS



COLOUR

192 CPS 80 COLUMN

- Citizen Swift 24 - 24 pin - 80 column
- 192cps Draft, 64cps LQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £289
COLOUR KIT: £38
STARTER KIT: £25
TOTAL RRP: £352
SAVING: £123
SILICA PRICE: £259

£259

+VAT=£304.23 ref: PRI 2124



COLOUR

192 CPS 136 COLUMN

- Citizen Swift 24x - 24 pin - 136 column
- 192cps Draft, 64cps LQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM and NEC P6 Emulation
- A3 landscape printing - FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP: £349
COLOUR KIT: £41
STARTER KIT: £25
TOTAL RRP: £415
SAVING: £166
SILICA PRICE: £349

£349

+VAT=£410.58 ref: PRI 2124

24 PIN PRINTER



GOLD AWARD
Best Budget Printer 1990
Micro Decision

24-PIN PRINTER ONLY £169!

144 CPS 80 COLUMN

- Citizen 124D - 24 pin - 80 column
- 144cps Draft, 48cps LQ
- 8K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- FREE Semi Automatic Cut Sheet Feeder
- FREE Silica Printer Starter Kit

RRP: £249
CUT SHEET FEEDER: £40
STARTER KIT: £25
TOTAL RRP: £314
SAVING: £145
SILICA PRICE: £169

£169

+VAT=£198.58 ref: PRI 2474

PRINTER STARTER KIT

FREE!

Every Citizen printer from Silica comes with the Printer Starter Kit, everything you need to get up and running with your new printer. FREE OF CHARGE!

- 3 1/2" Disk - Amiga & ST Drivers
- 3 1/2" Disk - Drivers for Windows 3
- 2 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 100 Continuous Address Labels
- 5 Continuous Envelopes



Printer owners may order the Silica Printer Starter Kit (ref: KIT 5001) for only £24.38 inc VAT - £5 off RRP!

WORTH: £25 +VAT=£29.38

PRINTER ACCESSORIES

SHEET FEEDERS

PRA1200 1200	£71.38
PRA1215 1240x50x904	£88.70
PRA1228 1240x50x904	£42.80

SERIAL INTERFACES

PRA1189 1200+	£36.45
PRA1209 Swift 9/1240	£32.25
PRA1709 Swift 24	£26.38

32K MEMORY EXPN

PRA1753 1240x50x904	£13.10
---------------------	--------

PRINTER STAND

PRA1242 1240x50x904	£24.83
PRA1274 Swift 9x24x	£30.56

ORIGINAL RIBBONS

RIB 3520 1200x50x904 Black	£3.41
RIB 3549 Swift 9x Black	£7.95
RIB 3594 1240x50x904 Black	£4.70
RIB 3536 Swift 9x24 Colour	£15.83
RIB 3248 PN48 Single Strike	£4.11
RIB 3248 PN48 Multi Strike	£4.11

COLOUR KITS

PRA1236 Swift 9x24	£39.65
PRA1240 Swift 9x24x	£44.58

PN48 ACCESSORIES

PRA1148 PN48 Battery	£31.70
PRA1155 PN48 Cable Extn	£ TBC
PRA1162 PN48 Car Adaptor	£ TBC

All prices include VAT and Free delivery.

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0605

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9:30am-6:00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems, Dept AMPOW-1191-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Ms/Ms: Initials: Surname:

Address:

Postcode:

Tel (Home): Tel (Work):

Company Name (if applicable):

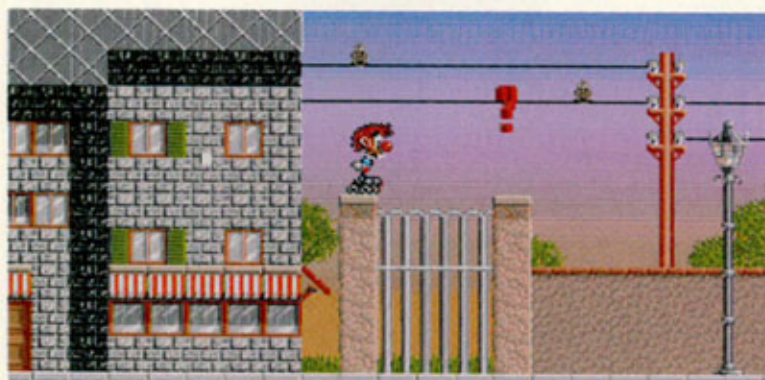
Which computer(s), if any, do you own? 55B

EA0E - Advertised prices and specifications may change - Please return the coupon for the latest information.

GAMES REVIEWS

CONTINUED

Welcome to the second part of the **AMIGA POWER** reviews section, where we review a) the lesser full-price releases, b) budget games, c) compilations and last (but not least) d) PD games...



Get your skates on Ronny! Sub-standard scrolling platform 'fun' in *Rolling Ronny*.

ROLLING RONNY

Publisher: Virgin
Price: £25.99
Authors: Rene Straub and Orlando
Release: Out now

Rolling Ronny is a bright and cartoony scrolling platformer, with tons of things to collect, lots of mini games bunged in for your amusement, and a smattering of 'look before you leap' sub-plots for added depth. Quite clearly these elements are supposed to gel together and form a lighthearted romp in the style of, say, *The Blues Brothers* (also reviewed this issue) or *The Simpsons*. Let's see if they do...

To start with, there's no doubt that there's plenty to do in this game. *Ronny* not only has to skate along and collect floating boxes of jewellery on behalf of Scotland Yard, he also has to collect money with which to buy weapons, avoid sundry bad guys, and run errands for various characters within the game in order to amass ever larger sums of money (which prove essential for your progress).

The whole thing's a pretty enough affair (if slightly characterless in some hard-to-put-your-finger-on way), and

comes with its fair share of suitably juvenile humorous touches, but while it's all busy and colourful enough on the surface, in truth it's not all that much fun. Scratch the surface of this overly-elaborate platformer and you're left with a basic game of stunning mediocrity.

The mark of a successful arcade game is that you feel compelled to play it 'just one more time' but ploughing through this is more chore than entertainment. Whenever I made progress (which really isn't all that difficult or challenging) it had a very 'so what?' feel to it – there simply weren't enough surprises around the corner to make it worthwhile carrying on. You get the feeling that Virgin have lavished too many trinkets on *Rolling Ronny* in an attempt to make a plain game look more sophisticated than it really is, and I'm afraid it simply doesn't work. Not a terrible game, just an average one, but if you're looking for simple action-packed fun there are plenty of other options available. Try *Robocod*, those *Blues Brothers*, or *Mega Twins* or...

● COLIN CAMPBELL

THE BOTTOM LINE

Hollow platformer with some neat twists, but not enough of them to make it all that much fun. Very very average.

50 PERCENT

ALTERED DESTINY

Publisher: Accolade
Price: £29.99
Authors: Michael Berlyn (Designer)
Release: Out now



Unreal worlds and surreal people await in the *Altered Destiny* graphic adventure.

It strikes me as rather odd that, given the length of time these American/French animated graphic adventure things have been around, and the considerable number which have been produced, no-one has managed to come up with a snappy title to neatly encapsulate the genre. We've got scrolling shoot-'em-ups, driving games, puzzle games, flight sims, cute games... but no pigeon hole for these devils. Don't worry, though – I'm not about to try and find one.

With another hopelessly forced intro out of the way, let's take a look at the game. As usual you play an ordinary sort of bloke, minding his own business, who gets unwillingly dragged into an alien world and has to solve a quest to get back out again. The bloke is called P.J. Barrett, the world is called Daltre – and is depicted by a huge quantity of slightly amateurish but nonetheless attractive graphics – and the quest involves finding a jewel and defeating a baddy. And above all the whole game is weird. Very weird.

I've never actually played any of the *Leisure Suit Larry* games (heaven forbid), but I believe *Altered Destiny's* control system is similar to theirs – movement of your character is achieved by clicking on where you want him to go, while any other actions (such as picking things up) have to be routed through a parser, which means flexing your fingers and typing things like GET PENCIL. Luckily the parser, while very crude, manages to cover most eventualities, so you shouldn't have to spend too much time struggling with its vocabulary. The only real problem comes when you see an unidentified blob on the ground and can't examine it until you've worked out what to call it, and can't work out what to call it until you've examined it. If there's a simple way of finding out what something's called without going mad in the process I've yet to find it.

More likely to be a source of hassle are the interminable pauses between things happening, as often as not accompanied by disk accesses and swaps. (The game comes on six disks.) I can't imagine a hard drive would ease the situation much, either, as most of the time seems to be spent decrunching rather

than reading data. You eventually get used to the game's very laid back pace, though.

Interestingly, Accolade have taken the dubious step of including in the package a clue book, containing complete solutions to the whole thing in varying degrees of crypticity. This is good news in some ways, as many of the puzzles are extremely obscure and you'd probably have ended up sending off for it anyway, but it immediately robs the game of much of its challenge and mystique. You'll just have to be disciplined enough to hide it under the bed until you reach the hair-loss stage, and then sneak it out and tentatively peek at the bit you need before snapping it shut and checking no-one saw you. (As a reviewer I was obviously allowed the privilege of unrestricted access, however).

I know I've been almost entirely critical of *Altered Destiny* so far, but it's actually not a bad game at all. A vast amount of manpower has obviously gone into it, and that shows in the game's huge scale and correspondingly long life expectancy. It's all very American, of course, but perfectly enjoyable if you're prepared to make the necessary allowances. ● JONATHAN DAVIES

THE BOTTOM LINE

Nothing new – and if you'd showed it to me five years ago I'd have said much the same thing – but it's as absorbing as these big American graphical adventure quest games always are.

73 PERCENT

THEIR FINEST MISSIONS: VOLUME ONE

Publisher: US Gold
Price: £15.99
Authors: Lucasfilm
Release: Out now



Ready for take off. *The Missions Disk* is ideal for would-be WWII aces.

Their Finest Hour – remember it? Damn. Er, right. It's a Battle of Britain flight sim from Lucasfilm, dating from about the middle of last year, which was let down slightly by jerky graphics but redeemed itself almost entirely with some spectacular dogfighting scenes and perhaps the best manual for any game ever. It also excelled, as is the American way, in the 'attention to detail' stakes, recreating precisely all the main fighters and



bombers which participated in the aforementioned fray. If it's a WWII flying game you're after, there's none finer than this. Hurray for Lucasfilm.

And now they've come up with this rather splendid add-on disk, containing 23 brand new missions (and a selection of pilots) which ought to satisfy even the most voracious thirst for action. They fall into all sorts of categories. Many are of the 'fighter escort' or 'go and bomb something' variety that cropped up rather frequently in

the original game, while others pull out all the stops and place huge formations of lumbering He 111 bombers in your Spitfire's sights, or send you on daredevil solo missions into the heart of enemy territory. An example? Um, hang on. (Thumb, thumb...)

Right, here's one of my faves: as a Luftwaffe bomber pilot you've got to take your kite right into the heart of enemy territory, touch down on one of their airfields, strafe the line of Spits parked by

the runway, stop for long enough for a waiting German agent to hop aboard, take off again and then go on to bomb a couple of radar stations before heading for home.

It's worth bearing in mind that you could easily, with a modicum of patience, have created all these yourself with *Their Finest Hour's* built-in editor. And that's assuming you're worried about all this 'missions' malarkey in the first place – a sizable chunk of people are probably quite happy simply flying around blowing things

up with the original game. And that's it really. If you're on the lookout for a *Finest Hour* mission disk, here it is.

● JONATHAN DAVIES

THE BOTTOM LINE

A missions disk for *Their Finest Hour* (a really good game). There's not a lot else one can say about it really.

70 PERCENT

The classic board game finally makes it onto the Amiga, but something's gone wrong...

STRATEGO

Publisher: Accolade
Programmers: Imagitec Design
Price: £25.99
Availability: Out now

Stratego is to war what Monopoly is to Capitalism. There's no point having scruples in either, because they're both board games, and their raison d'être is to encourage you to beat the pants off your opponent(s) in a contest that vaguely resembles some real life scenario, preferably of a deeply unpleasant nature.

Stratego manages this superbly by being based on something very unpleasant indeed – the pieces representing splendidly pompous Captains, Generals, and other murderous players of a war in the Napoleonic era. Your pieces which are varied in importance (like in chess), have limited movement capabilities (like in chess) and are similarly assembled on one side of the board, while your opponent's (let's call him Bonaparte) are on the other. It's your job to overwhelm Boney's pieces, and capture his flag.

This would be straightforward enough, except that neither of you can see how the other has positioned his most valued pieces, his dispensable pieces, and other nasties such as landmines. Each piece has a number value (the lower the number, the more powerful the piece) that remains under cover until they get into a scrap with an opposing soldier. If your General (marked an almost

unbeatable One) wastes one of Boney's scouts (marked a pathetic Nine), you've destroyed one of his pieces, but hey – now he knows where your most valued player is hanging out. The trick is to sacrifice your wallies (scouts and such-like) while making full use of the big cheeses (Generals and Marshalls).

Thus there are plenty of opportunities for being devious, unscrupulous, calculating, vicious, cunning and generally malicious. I like this game a great deal because it offers all these delightful possibilities without being as drawn out, complicated, intense and plain boring as something like chess. It's just a quick, harmless fix of nastiness toward your fellow man.

Unfortunately, though, there are a couple of problems with this computer game version of it. It's all been programmed perfectly respectably, with loads of little options and trinkets to keep you amused, but the most important option has proved impossible to achieve: you can't play other human beings – only the blasted computer. There's a reason for this, of course – for two people to play on one machine would demand much closing of eyes and turning of backs whenever the other person has a turn (otherwise you'd be able to see the power of his pieces as they flip up on screen)



Winning pieces is not actually the way to go about the game...



It all looks most confusing in 'authentic' mode...



...but you can simplify the background and pieces.

which plain wouldn't work. I've tried playing like this on a computer version of *Battleships*, and I can assure you that cheating soon replaces strategy as the core of the game.

That limits it to being a one player game, and unfortunately *Stratego* just isn't one of those games which really works as a straight puzzler. The computer opponent is ruthless enough, but the whole thing is simply too cold for you to glean much satisfaction out of victory. I can't help feeling that the board game has just been trapped by its own design. But then Accolade should have realised this before they tried transferring it to a computer. ● COLIN CAMPBELL

THE BOTTOM LINE

Stratego (as a board game) works brilliantly as a two-player game. Unfortunately, this version only lets you play the computer. And that's why it only gets...

52 PERCENT

Stratego

Programmed by JAZ
Art by ANDIE & PETE
6502 by CARL WADE
Produced by I.D.L in
conjunction with
ACCOLADE © 1991

Software © Copyright 1991



PLEASE CLICK THE
MOUSE

So it's a great board game, but so what? It doesn't translate to a computer.



AWESOME!

WIN AN AMIGA 500, 20 MEG HARD DISC AND A MASSIVE 37" TV MONITOR!

THIS HAS GOT TO BE THE BIGGEST
AMIGA COMPETITION THERE HAS
EVER BEEN! NOT ONLY ARE WE
GIVING YOU THE CHANCE TO
WIN AN AMIGA 500 COMPLETE
WITH 20 MEG HARD DISC AND
JOYSTICK, BUT YOU'LL ALSO
RECEIVE THIS ENORMOUS
MITSUBISHI 37" TELEVISION!
THIS WILL GIVE YOUR AMIGA
GIGANTIC GAMES GRAPHICS,
BUT YOU CAN USE IT AS A
NORMAL STEREO TV TOO!
THE PRICE OF THIS LITTLE
LOT WOULD BE £4000, BUT
WE'RE GIVING YOU THE
CHANCE TO WIN IT ALL!



CALL 0898 224 888 NOW!



WIN THIS GRUESOME PREDATOR MASK! CALL 0898 224 889

Calls cost 36p (cheap rate) and 48p (at all other times) per minute including VAT. For winners list send a SAE to: Populuxe, PO Box 2065, London, W12 9JH. 0898 calls are more expensive than normal so please ask permission before you call. Services involve a series of questions followed by a tiebreaker, the winner will be the entrant judged to have the best tiebreaker.

DEATH KNIGHTS OF KRYNN

Publisher: SSI (US Gold)

Author: SSI in house

Price: £25.99

Release: Out now

Hell's bells, where's Mark when you need him? A freak shift in the Earth's magnetic field caused this game to be accidentally given to me for review, the world's all-time least knowledgeable *Dungeons & Dragons* expert. Pages and pages of manual blurb about 'Champions Of Krynn', 'A Dragonlance Epic, Vol. II', 'Knights Of Solamnia' and all sorts of other guff flew straight over my head as I attempted to bludgeon my way into this forbidding-looking game. (There's a serious point in here – it doesn't seem to have occurred to SSI that someone might buy this game without any prior knowledge of the series, and there isn't much here to



More standard D&D fare, with SSI's tired *Death Knights Of Krynn*.

help them work out what on earth's supposed to be going on. For those who do know what the game's all about though, documentation is pretty comprehensive and impressive.)

Running up against a particularly unhelpful copy-protection system didn't improve matters any either, so it was with great trepidation that I eventually (one re-load later) found myself starting the game. And boy, was I in for a surprise...

After the endless pages of info and instructions on character attributes, weapons, movements and spells, what I quite definitely wasn't expecting to

discover in the end was a game remarkably similar in concept to a geriatric 8-bit classic by the name of *Chaos* (by *Laser Squad* author Julian Gollop). Now that's simplifying matters somewhat, but all through playing *Death Knights Of Krynn* I just couldn't shake the feeling of déjà vu. You can tell this is a serious D&D game though, because it's not as user-friendly, making you hack through several menus before you actually get to make a move. Not only that, but when you hit an enemy (or get hit by them) the message telling you the result of the attack flashes up for the briefest possible instant, making it impossible to know what's happened unless you put the game on its slowest setting. Difficulty is a bit on the high side as well – my party were slaughtered many times by the first band of baddies they met without there seeming to be much I could do about it at all.

You could argue there's not much point in my reviewing at all, and I'd tend to agree. *Dungeons & Dragons* aficionados will disregard any of my criticism as coming from a non-expert – which is fair enough, sort of – and non-fans aren't very

likely to have this game high on their list of possible purchases anyway – unless this was a 90 percent game (and it's clearly not, even for D&D fans) they'd probably just look at the mark, see nothing to change their minds, and not bother reading any further. So really, I could pretty much say anything I like at this point and no-one would notice. I believe there are many inherent deficiencies in an over-centralised media system, baby. See?

Ahem. The fact of the matter is – and it pains me to say it, it really does – this is okay if you like That Kind Of Thing. The release of *Eye Of The Beholder* makes it redundant in every meaningful way, but that won't put off diehard fans, and neither could anything else I might say.

● STUART CAMPBELL

THE BOTTOM LINE

Unnecessarily fiddly control in a surprisingly simplistic game makes for a very average AD&D release. There isn't much here for the non-converted.

60 PERCENT

A puzzler which promises to put Amiga games back by a century!

BOSTON BOMB CLUB

Publisher: Silmarils (Palace Software)

Price: £25.99

Authors: Pascal Einssweiler and Michel Perrot (game), Fabrice Hauteiloque (music)

Release: Mid October

We've seen some fairly crappy little puzzle games masquerading as full price products from the French recently – *Quadrel* and *Swap* spring to mind amongst others – so it's nice to see one arrive that's actually rather good. For a start, *Boston Bomb Club* has that inventive, fun presentation that made games like *North And South* or *Shufflepuck Cafe* so much fun. Even

more important than that though, the actual game itself is quite inventive and fun (if a little bit weird, as is the French way) instead of being simply crap – there's none of that dull matching-colours-to-make-them-disappear rubbish that has made many recent puzzlers so very so-what?-ish.

The situation is this – we're in Boston at the end of the last century, where a bunch of Victorian scientist chums in some sort of men's social club are experimenting with a giant, Babbage-style contraption based around a pool table. They've built a sort of maze-like assault course packed with trampolines, channels, cog-wheels and moveable gates –

making it look like nothing so much as a rather posh version of MB Games' *Mousetrap* – into which they roll traditional style bombs. Your job is to manipulate the gates and so on in order to direct each bomb to the far side of the table and the safety of a bucket of water before they a) explode or b) two bombs collide with each other. Each successive (and increasingly complicated) version of the puzzle is seen from above, while the player – using a mouse-controlled cursor – tries to keep one step ahead of the bombs, planning a route that'll send each one in the direction you want it to go.

In many ways, then, this game isn't too dissimilar to Rainbow Art's



Mean old guys with newspapers are just some of your worries in the *Bomb Club*.

recent *Logical* – except in that it's much more loveable. The wood-and-brass look of the graphics is more pleasing than the Bitmap-style metallica of the German game, the puzzles are often more inventive (and certainly less clinical) while the humour and character of the game shines through consistently. Mischievous scientists lean over the edge of the table and switch gates around to annoy you, bored passers-by start reading giant broadsheet newspapers over the table (thus blocking some of the play area from view), babies (!) crawl across the contraption, stealing your bombs and generally there's plenty going on around you to keep the interest level high. With only 30 screens (though the later ones are very hard) it perhaps won't be the longest lasting game ever, but you're bound to have bags of fun with it in the short term, that's for sure. ●

MATT BIELBY

THE BOTTOM LINE

Pleasant, fun and very French – a puzzle game that not only works as a game but proves to be a real hoot through the wit of its presentation. Neat.

78 PERCENT

DEFUSING THE SITUATION

Disposing of the eager-to-explode bombs isn't as easy as it looks. The beggars are pretty tricky to handle...

Much manipulating of these turntable things needed to create a channel to send the bombs where you want them to go.

Some of the many moving gateways – click on them to set the course and so direct the bombs in the direction you want them to go.

One of the mischievous mad Victorian scientists – he'll lean over the play area, changing gates round to annoy you.

Much more pleasant is this mechanical hand – it places extra point bonuses randomly about the place.



Your cursor arrow – click on gates or turntables to move them around.

Trampolines bounce you across (and sometimes off!) the pool-table sized play area.

Not an air-horn – this contraption is actually where your bombs kick off from!



EAGLE SOFTWARE

118a Palmers Road
New Southgate
LONDON N11 1SL.

10 am - 6 pm 6 days - 6 lines)
Tel: 081-361 2733/1933
(2733 Faxline after 6pm)

10% off
orders
over £50

Access VISA

ST & AMIGA BUDGET TITLES UNDER £10

3D Pool	£7.99	Dragon Ninja	£6.99	Resolution 101	£6.99
3 Stoges	£8.99	Fantasy World Dizzy	£5.99	Road Blaster	£6.99
Afterburner	£6.99	Gauntlet II	£6.99	Rocket Range	£8.99
Arkanoïd II	£6.99	Hard Drive	£6.99	R-Type	£6.99
Bal	£8.99	Head over Heels	£6.99	Run The Gauntlet	£6.99
Batix	£8.99	Hitch Hiker's Guide to Galaxy	£8.99	S.D.I.	£6.99
Barbarian II	£6.99	Hong Kong Phoebe	£6.99	Shadow of the Beast (Amiga)	£6.99
Batman Caped Crusader	£6.99	Hostages	£6.99	Sherman M4	£6.99
Batman The Movie	£6.99	IK	£6.99	Shuffle Puck Cafe	£6.99
Beach Volley	£6.99	Impossible Mission II	£6.99	Sky Chase	£8.99
Blood Money	£8.99	James Pond	£6.99	Speedball	£8.99
Cabal (Amiga only)	£6.99	Kid Gloves	£6.99	Stryx	£8.99
California Games	£6.99	Last Ninja II	£6.99	Stunt Car Racer	£6.99
Carrier Command	£8.99	Lombard RAC Rally	£6.99	Super Hang On	£6.99
Centrekold Square	£6.99	Michael Jackson Moonwalker	£6.99	Switchblade	£6.99
Cloud Kingdom	£6.99	New Zealand Story	£6.99	Thunderstrike	£6.99
Colorado	£6.99	North & South	£6.99	Tin Tin on the Moon	£6.99
Colossus Chess	£7.99	Out Run	£6.99	Toobin'	£6.99
Continental Circus	£6.99	Operation Wolf	£6.99	TV Sports Football	£8.99
Crazy Cars	£6.99	Passing Shot	£8.99	Vigilante	£6.99
Deadline	£8.99	Photon Paint (Amiga Only)	£7.99	Waterloo	£8.99
Defender of the Crown	£8.99	Platoon	£6.99	Wings of Fury	£6.99
Def of the Earth	£6.99	Predator	£6.99	Wizball	£6.99
Deluxe Strip Poker	£6.99	Rambo II	£6.99	WC Leaderboard	£6.99
Double Dragon	£6.99	Red Heat	£6.99	Xenon II	£8.99

TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA	TOP TITLES	ST	AMIGA
Half Meg Upgrade + Clock	N/A	£29.99	Conan the Cimmerian	£21.99	£21.99	Hunter	£20.99	£20.99	Navy Seals	£14.99	£14.99	Space Quest IV	£26.99	£26.99
3D Construction Kit	£29.99	£36.99	Corporation	£10.99	£10.99	Immortals	£15.99	£15.99	Nebulus II	£15.99	£15.99	Speedball II	£15.99	£15.99
4D Sports Boxing	£16.99	£16.99	Crazy Cars III	£21.99	£21.99	Imperium	£16.99	£16.99	Neverending Story II	£16.99	£16.99	Spirit of Excalibur	£20.99	£20.99
688 Sub Attack	£16.99	£16.99	Crime Wave	£16.99	£16.99	Indiana Jones 500	£16.99	£16.99	Nightshift	£16.99	£16.99	Star Control	N/A	£17.99
A10 Tank Killer	£21.99	£21.99	Cruise for a Corpse	£17.99	£17.99	Interceptor	£26.99	£26.99	Ninja Remix	£14.99	£14.99	Star Trek V	£16.99	£16.99
Action Stations	N/A	£16.99	CyberCon III	£16.99	£16.99	Ivanhoe	£14.99	£14.99	Operation Stealth	£16.99	£16.99	Starlighter II	N/A	£16.99
A.D.S.	£19.99	£19.99	Darkman	£14.99	£14.99	Jack Unlimited Clipart	N/A	£10.99	Operation Thunderbolt	£14.99	£14.99	Stratego	£17.99	£17.99
Alcatraz	£15.99	£15.99	Die Boot	£21.99	£21.99	Jahangir Khan's Squash	£16.99	£16.99	Oxrun Europe	£16.99	£16.99	Sunder II	£15.99	£15.99
Alien Storm	£16.99	£16.99	Days of Thunder	£15.99	£15.99	Jimmy White's Whirlwind	£19.99	£19.99	Pang	£14.99	£14.99	Supadux	£16.99	£16.99
Alpha Waves	£15.99	£15.99	Demonak	£19.99	£19.99	Jupiter Masterdrive	£16.99	£16.99	Panza Kidboxing	£16.99	£16.99	Super Cars II	£15.99	£15.99
Altered Destiny	N/A	£21.99	Deuters	£16.99	£16.99	Kick Off II (1 Meg)	£15.99	£15.99	Pegasus	£16.99	£16.99	Super Monaco GP	£16.99	£16.99
Amazing Spiderman	£15.99	£15.99	Double Dragon III	£16.99	£16.99	Kick Off II (5 Meg)	N/A	£13.99	PGA Golf Tour	N/A	£16.99	Super Space Invaders	£20.99	£20.99
Amos 3D	N/A	£23.99	Duck Tales Quest	£16.99	£16.99	Kick Off Winning Tactics	£9.99	£9.99	Phlighter	£16.99	£16.99	Supremacy	£20.99	£20.99
Amos Compiler	N/A	£19.99	ELF	£14.99	£14.99	Killing Game Show	£16.99	£16.99	Plotting	£14.99	£14.99	Swap	£16.99	£16.99
Amos The Creator	N/A	£36.99	Elvira Mistress of Dark	£21.99	£21.99	Kings Quest V	£26.99	£26.99	Populus+Sm City	£21.99	£21.99	Switch Blade II	£15.99	£15.99
Armageddon	£15.99	£15.99	Elvira II Jaws of Cerberus	£23.99	£23.99	Knight of the Sky	£23.99	£23.99	Powerhouse	£18.99	£18.99	SWIV	£15.99	£15.99
Back to the Future III	£15.99	£15.99	Epic	£14.99	£14.99	Last Ninja III	£16.99	£16.99	Predator II	£15.99	£15.99	Team Suzuki	£15.99	£15.99
Back to the Golden Age	£16.99	£16.99	Eye of the Beholder	£19.99	£19.99	Leander	£16.99	£16.99	P.P. Hammer	£16.99	£16.99	Terminator II	£14.99	£14.99
Bandit King of Anc. China	£21.99	£21.99	F14 Tom Cat	£18.99	£18.99	Leisure Suit Larry III	£25.99	£25.99	Prehistoric	£16.99	£16.99	Test Drive III	£15.99	£15.99
Barbarian II	£16.99	£16.99	F15 Strike Eagle II	£23.99	£23.99	Lemmings	£15.99	£15.99	Pro Flight	£30.99	£30.99	Their Finest Hour	£19.99	£19.99
Bard's Tale III	N/A	£16.99	F16 Combat Pilot	£16.99	£16.99	Lemmings - Data Disk	£9.99	£9.99	Pro Tennis Tour II	£16.99	£16.99	Their Finest Mission	£19.99	£19.99
B.A.T.	£22.99	£22.99	F117A Stealth Fighter	£21.99	£21.99	Line of Fire	£16.99	£16.99	Prince of Persia	£15.99	£15.99	Thunderhawk AH-7M	£21.99	£21.99
Battle Chess	£15.99	£15.99	F19 Stealth Fighter	£19.99	£19.99	Life & Death	£20.99	£20.99	Puzzle	£14.99	£14.99	Thunder Jaws	£16.99	£16.99
Battle Chess II	£16.99	£16.99	F29 Retaliator	£14.99	£14.99	Logical	£16.99	£16.99	Railroad Tycoon	£24.99	£24.99	Tip Off	£16.99	£16.99
Battle Command	£14.99	£14.99	Fate of Atlantis (Adventure)	N/A	£17.99	Lord of the Rings	N/A	£20.99	Rainbow Islands	£14.99	£14.99	Toki	£14.99	£14.99
Battle Master	£19.99	£19.99	Fate of Atlantis (Arcade)	N/A	£17.99	Lost Patrol	£14.99	£14.99	R.B.I. 2 Baseball	£20.99	£20.99	Torvik the Warrior	£15.99	£15.99
Betrayal	£19.99	£19.99	Feudal Lords	£16.99	£16.99	Lotus Esprit	£15.99	£15.99	Realms	£20.99	£20.99	Total Recall	£14.99	£14.99
Big Run	£16.99	£16.99	Final Blow	£16.99	£16.99	Lotus Turbo Challenge II	£16.99	£16.99	Red Baron	£23.99	£23.99	Tournament Golf	£16.99	£16.99
Bill and Ted's Adventure	£16.99	£16.99	Final Fight	£16.99	£16.99	MT Tank Platoon	£19.99	£19.99	Renegade (Coin-op Hits)	£14.99	£14.99	Turcan II	£15.99	£15.99
Billard Simulator II	£16.99	£16.99	Final Whistle	£9.99	£9.99	Mad Professor Moriarty	£15.99	£15.99	Rick Dangerous II	£16.99	£16.99	TV Sports Baseball	N/A	£21.99
Billy the Kid	£14.99	£14.99	Flight of the Intruder	£22.99	£22.99	Magic Pockets	£15.99	£15.99	Robin Hood	£16.99	£16.99	Ultima Martian Dreams	£20.99	£20.99
Blue Max	£19.99	£19.99	Floor 13	£21.99	£21.99	Magnetic Scroll	£19.99	£19.99	Robocop	£13.99	£13.99	Ultima V	£19.99	£19.99
Bomber Bob	£16.99	£16.99	Fore Play	£15.99	£15.99	Main Ulid. Europe	£16.99	£16.99	Robocop II	£14.99	£14.99	Ultima VI	£20.99	£20.99
Brain Blaster	£16.99	£16.99	Future Baseball	£16.99	£16.99	Mauphi Island	£16.99	£16.99	Roll Land	£16.99	£16.99	Ultimate Ride	£10.99	£10.99
Buck Rogers	£19.99	£19.99	Gauntlet III	£16.99	£16.99	M. Dika Ultimate Football	£18.99	£18.99	Rollin' Ronny	£15.99	£15.99	UMS II	£23.99	£23.99
Cadaver	£16.99	£16.99	Geisha (X-cart)	£16.99	£16.99	Megatraveller I	£20.99	£20.99	R-Type II	£16.99	£16.99	Under Pressure	£17.99	£17.99
Cadaver - the pity off	£10.99	£10.99	Genghis Khan	£21.99	£21.99	Mega -Lo-Mania	£20.99	£20.99	Rugby World Cup	£15.99	£15.99	UnReal	£16.99	£16.99
Captive	£15.99	£15.99	Gettysburg	£18.99	£18.99	Merchant Colony	£20.99	£20.99	Saracen	£13.99	£13.99	UN Squadron	£15.99	£15.99
Cardiac	£17.99	£17.99	Gods	£15.99	£15.99	Mercs	£16.99	£16.99	Secret of the Silver Blues	£21.99	£21.99	Unclonables	£14.99	£14.99
Carve Up	£15.99	£15.99	Golden Axe	£16.99	£16.99	Metal Masters	£16.99	£16.99	Secret Weapon Luftwaffe	£19.99	£19.99	USS John Young	£16.99	£16.99
Celica GT4 Rally	£15.99	£15.99	Golden Shot	£16.99	£16.99	Metal Mutant	£16.99	£16.99	Shadow Dancer	£16.99	£16.99	Utopia	£20.99	£20.99
Certica	£16.99	£16.99	Graham Gooch Cricket	£21.99	£21.99	Microscope Golf	£23.99	£23.99	Shadow of the Beast II	£15.99	£15.99	Vendetta	£16.99	£16.99
Chaos Strike Back	£16.99	£16.99	Grand Prix (Formula 1)	£23.99	£23.99	Midnight Resistance	£14.99	£14.99	Shadow Sorcerer	£19.99	£19.99	Vengeance of Excalibur	N/A	£21.99
Champion of the Raj	£16.99	£12.99	Gunboat	£21.99	£21.99	Midwinter II	£23.99	£23.99	Shadow Warrior	£14.99	£14.99	Volted	£20.99	£20.99
Chase HQ	£14.99	£14.99	Gunship 2000	£21.99	£21.99	Mig 29 Fulcrum	£21.99	£21.99	Shuffle the Sim	£29.99	£29.99	Warlock the Avenger	£14.99	£14.99
Chase HQ II	£14.99	£14.99	Hard Driven II	£15.99	£15.99	Mig 29M Super Fulcrum	£25.99	£25.99	Slant Service II	£23.99	£23.99	War Zone	£15.99	£15.99
Chint's Revenge	£16.99	£16.99	Hard Nova	£16.99	£16.99	Might of Magic II	N/A	£19.99	Sm Earth	£16.99	£16.99	White Death (1 Meg)	£19.99	£19.99
Chips Challenge	£16.99	£16.99	Harpoon (1 Meg)	£19.99	£19.99	Moonshine Racers	£15.99	£15.99	Simpsons (5 Meg)	£14.99	£14.99	Wild Wheels	£14.99	£14.99
Chuck Rock	£16.99	£16.99	Hawk	£19.99	£19.99	Monkey Island	£15.99	£15.99	Simpsons (1 Meg)	£14.99	£14.99	Wing Commander II	£19.99	£19.99
Chuck Yeagers AFT	£16.99	£16.99	Hero's Quest (Grimm)	£16.99	£16.99	Monkey Island II	£16.99	£16.99	Ski or Die	£16.99	£16.99	Wiz Kid	£14.99	£14.99
C.Y.'s Air Combat	£20.99	£20.99	Hill Street Blues	£16.99	£16.99	Murder	£16.99	£16.99	Skull & Crossbones	£16.99	£16.99	Wolfpack	£19.99	£19.99
Code Name White Shad.	£23.99	£23.99	Home Alone	N/A	£23.99	Mystical	£15.99	£15.99	Smash TV	£14.99	£14.99	Wonderland	£19.99	£19.99
Cohort	£20.99	£20.99	Horror Zombies	£16.99	£16.99	Myth	£15.99	£15.99	Space 1889	£20.99	£20.99	W.W.F.	£15.99	£15.99
Colditz	£19.99	£19.99	Hudson Hawk	£14.99	£14.99	Narc	£14.99	£14.99	Space Gun	£14.99	£14.99	Zitrix	£16.99	£16.99

WHEELS OF FIRE only £13.99 Hard Drive, Chase HQ, Powerdirt, Turbo Outrun	EDITION ONE only £15.99 Double Dragon, Xenon, Gemini Wing and Shikam	PRECIOUS METAL only £15.99 Xenon, Captain Blood, Crazy Cars and Arkanoïd	VIRTUAL WORLDS only £20.99 Drifter, Total Eclipse, Castle Master, The Crypt	MIND GAMES only £14.99 Asterix, Waterloo, and Conflict in Europe
SUPER SIM PACK only £21.99 Int.3D Tennis Crazy Cars II, Italy'90 and Airbourne Ranger	THE WINNING TEAM only £18.99 Escape from Robot Monsters, APB, Kix, Vindicators, Cyberball	FLIGHT COMMAND only £12.99 Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase	DOUBLE DOUBLE BILL AMIGA only £22.99 TV Sports Football, Lords of the Rising Sun, TV Sports Basketball, Wings	FIST OF FURY only £16.99 Dynamite Dan, Shindoh, Ninja Warriors, Double Dragon II
POWER UP only £16.99 Altered Beast, Rainbow Island, X Out, Chase HQ, Turcan	FALCON CLASSIC COLLECTION ST £21.99 AMIGA £24.99 Falcon, Mission One, and Mission Two	SUPER HEROES only £17.99 Robocop, Indiana Jones, Last Ninja II and Spy who loved me	GRANDSTAND only £17.99 Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus	VIRTUAL REALITY 1 only £21.99 Midwinter, Carrier Command, Stunt Car Racer, Slarglide II, Int. Soccer Challenge
TEST DRIVE II COLLECTION AMIGA only £20.99 Muscle Cars, California Challenge, European Challenge, Out, Super Cars	BIG BOX only £15.99 Captain Blood, Tin Tin on the Moon, Safari Guts, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, Bollo, Hostages	POWER PACK only £14.99 Xenon 2, TV Sports Football, Bloodwych and Lombard Rally	HOLLYWOOD COLLECTION only £16.99 RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie	ADDICTED TO FUN RAINBOW COLLECTION only £13.99 New Zealand Story, Bubble Bobble, Rainbow Islands
CHALLENGERS only £17.99 Kick Off, Super Ski, Fighter Bomber, Great Courts and Gunner Racer	MAGNUM 4 only £16.99 Afterburner, Double Dragon, Operation Wolf, and Batman Caped Crusader	TNT only £14.99 Hard Drive, APB, Xybots, Toobin' and Dragon Sport	HEROES only £16.99 Barbarian 2, Running Man, Star Wars and Lancelot to Kill	VIRTUAL REALITY 2 only £17.99 Virus, Sentinel, Ward Drama, Resolution 101, Thunderstrike

Please make cheques and P.O.'s payable to **Eagle Software**. P+P is included in the UK. Orders under £5 please add 50p P+P per item. Europe: please add £3.50 per item. Elsewhere add £4.50 per item. If the title you want is not listed please phone for prices. Free catalogue now available - please phone or tick box. ☐

Computer

Title

Date

Price

Price

Price

Price

Total

Name:

Address:

Postcode:

Tel:

Card No:

Exp Date

Access ☐Visa ☐Cheque ☐P.O.'s ☐



The *Hero Quest* saga continues, with more of that distinctive isometric 3D action.

HERO QUEST: RETURN OF THE WITCHLORD

Publisher: Gremlin
Price: £14.99
Authors: 221B
Release: Out now

I couldn't get quite as excited about *Hero Quest* as Stuart did (he gave it 80 percent in Issue Two), as it's pretty crummy as a one-player game, but there's no denying that when you lay into it with a couple of chums it's all very addictive indeed. In fact, as Stuart pointed out, you don't think you've been playing it long but suddenly the lawn's eighteen feet high, your kids have grown up and left home and the Conservatives are still in charge of the country. (Urm... oops).

Anyway, an expansion disk then, eh?

While the original game had plenty of quests, which all stood up to repeated playing, they were pretty easy when it came down to it. At the end of it all you were left with a collection of heavily armed characters with some serious spending power and nowhere for them to play. Which is just the problem this expansion pack sets out to tackle – it's more of the same, but harder, and Gremlin suggest you don't try tackling it unless you've got some pretty mean characters saved from the first time round.

The quests aren't much of a departure from the first lot. They're just different room layouts with different objectives at the end. Don't expect any changes to the graphics or range of baddies, although I don't remember being stalked before by Death (who's invisible, and knocks off body points when he passes through you).

It's always tricky giving marks to expansion packs. This one isn't as radical as, say, the *Falcon* mission disks, but it's sensibly priced and is certain to prolong the life of the original game. So I'd better give it 80 percent as well, really.

● JONATHAN DAVIES

THE BOTTOM LINE

More of the same for *Hero Quest* fans. (Remember that you'll need the original game before you can play this.)

80 PERCENT

ZONE WARRIOR

Publisher: Electronic Arts
Price: £25.99
Authors: Imagitec Design
Release: Out now

It's spooky, isn't it, how every alien lifeform that comes into contact with the Earth decides to attack it? Things are a bit more complicated this time because the Geeks (the latest galactic empire to try their chances against you) have decided to sabotage human history by sending a Geek Commander to various important points in it, with the aim of eliminating the events that shaped us into the successful, peaceful and generally agreeable bunch that we are. So already we've got our 'levels' set out for us – five in all: Prehistoric, Egyptian, Medieval, Japanese and Future. On each one you've got to rescue some hostages, kill the Geek Commander and his chums, collect keys and pick up add-ons. All this slots into the inevitable bloke-walking-around-shooting-things framework, with a few refinements here and there. The bloke in question is fairly versatile – not only can he walk around and shoot things, but he can also crawl through tunnels and hang from the ceiling.

Uninspired by all this, but aware of my responsibilities as a reviewer, I dutifully played the thing through a few



Do do do do, do do do do... You have now entered the Mediocre Zone.

times and came to the following conclusions:

- 1) The graphics are okay, but not brilliant.
- 2) The sound effects and music are okay, but not brilliant.
- 3) It plays okay, but not brilliantly.
- 4) The ceiling could do with a new coat of paint.

There's nothing actually wrong with the game as such. It's just not particularly enthralling. 'Inconsequential' – that's the word. Under different circumstances – lower price, lesser computer, five years earlier – it might have made a slightly more audible splash, but I can't honestly recommend spending money on it. Not until it comes out on budget, anyway.

● JONATHAN DAVIES

THE BOTTOM LINE

An imaginative plot, an unimaginative design and some unimaginative programming. Even its creators must have been left with an empty feeling.

42 PERCENT

Ocean take a break from licences to invent football... with cars?

WILD WHEELS

Publisher: Ocean
Price: £25.99
Authors: Red Rat
Release: Out now

Since just about everyone else has had a go at 3D second-person perspective sports games (most recently *Millennium* with the execrable *Stormball*), Ocean have decided they might as well try it, and they've come up with *Wild Wheels*, from the same programming team (Red Rat) who brought you

MicroProse's *International Soccer Challenge*. The basic concept is six-a-side football played with cars, and apart from being able to buy power-ups and better vehicles with prize money, that's about all the game amounts to.

You zip around using any one of a number of viewpoints (a bit like a flight sim, you can watch from inside your car, slightly behind it, zoom around or even use the overhead view, which as it happens is pretty much the only one where you get a

halfway-decent idea of what's happening and where everything is. Unfortunately, since the overhead view only occupies a little box at the side of the screen, the graphics are all absolutely tiny, so it's tricky to make everything out anyway) and, er, punt the ball in the general direction of the goal, while trying simultaneously to wreck the opposition's cars and prevent them doing the same to you.

The most interesting variation on the norm is that the goals themselves are deadly to the touch, so you need to be pretty sharp on the brakes if you score from close in (which is where you get the most points). While moving up the leagues, buying new vehicles and trying out new tactics will keep you amused for a couple of hours initially, in the longer term there's very little to actually do. It's simply not really fast and zappy enough to supply much entertainment while you're doing it either.



It's all over. I won, but the next grade is still well out of reach. Time to get back behind the wheel I guess. (Sigh).

While it's all perfectly well done and attractively presented (in what's fast becoming the standard TV show kind of set-up), *Wild Wheels* is let down by a basic game design that should have been too dull and shallow to have ever been allowed to get past the drawing-board stage. It's certainly better than *Stormball*, but then again that's a bit like saying Attila The Hun was better than Hitler.

Mediocrity is an improvement on outright crapness, but it's still nothing to fork out hard-earned (or even not-very-hard-earned) money for. ● STUART CAMPBELL

THE BOTTOM LINE

When you see the sort of stuff you can get from Ocean for £7.99 (things like *Head Over Heels*, say), *Wild Wheels* at £26 comes across as a bit of a joke.

52 PERCENT



Almost there – all I need do is line it up properly to make that winning goal.



Get that ball! The goal is just about within reach, and victory could be mine!



BRAIN BLASTERS

Publisher: Ubi Soft
Author: Michel Ancel
Price: £25.99
Release: Out now



Brain Blasters even has a two player mode (for twice the boredom).

Why do I get all the puzzle games? This latest effort involves less mental dexterity and strategic thinking than most, and is in fact little more than a particularly nasty kind of memory tester. A pattern of various shapes appears on a 5x5 grid for 60 seconds, and you have to memorise it before it disappears. Random shapes then fall from the sky, and you and your opponent (computer or human) have to run around madly in a battle to grab the pieces and slot them into the correct positions on their respective grids. Various embellishments (training mode, placing bets on the outcome, assorted special blocks and so on) have been added in a rather desperate attempt to give proceedings a touch of added depth, but the basic nature of the gameplay is still extremely simple.

When you actually get down to playing, however, matters are complicated by the fact that many of the blocks are very similar in shape and colouring, and by the uncomfortable balance between ridiculously easy levels and stupidly complex ones that your average human being will get hopelessly lost in (especially in two-player mode – at least against the computer you can watch your opponent and copy him if you're stuck). When confronted with such a screen, my guess is that most people's reaction is likely to be 'Oh God, I just can't be bothered with this.' Making things horribly difficult is all very well, but if you don't also make them reasonably entertaining, there's no incentive for anyone to carry on torturing themselves for no reward. *Brain Blasters* more or less completely fails to provide any such entertainment value, so all you're left with is an unpleasant and depressing way in which to waste a few empty hours of your presumably valuable time. The metallic graphics are too clever for their own good, and don't help any (in a game like this, it's primary colours or nothing as far as I'm concerned), and generally the whole thing is a dull and pointless waste of time and money. ● **STUART CAMPBELL**

THE BOTTOM LINE

Try memorising the phone book instead of buying this. You'll get much the same experience for far less money.

32 PERCENT

Ultra-violent, ultra-realistic fight action – just the thing for Xmas!

PIT-FIGHTER

Publisher: Domark
Price: £24.99
Author: Teque London
Release: November 20th

This is Domark's big game for Christmas, and hmm – it's a strange one. For a start, it's a straight beat-'em-up, set in a small area with a number of characters simply running around pounding on each other. You might have thought these had died a death a while ago as being hopelessly old fashioned and limited, but no – recently a lot of big arcade machines have appeared using this formula, and they're starting to filter down to the Amiga. US Gold's *Final Fight* we covered last issue – in rather glowing terms for a beat-'em-up actually – and there's Ocean's *WWF* and Storm's *Final Blow* still to come, but this month the great white hope of the genre is Domark's *Pit-Fighter* and yes, it's a strange one.

Strange initially in the look – this is a game with a gimmick. You can see it in the screenshots easily enough – the characters aren't sprites in the traditional sense, they're animated digitised pictures of real people. Some are professional wrestlers, some are kung fu types and so on – all a bit blocky and pixelised perhaps, but still disconcerting in that they look so much more like real people than the sort of characters you'd normally control in a beat-'em-up. Add the blood that splatters out as you strike a blow, the darkened warehouse settings and lack of a rescue-your-girlfriend plot (the whole thing's based on a series of fights for money) and you get something with a very different, rather nastier

atmosphere than your average punch and kick game.

Now, this is something that attracted attention excellently in the arcades – you could see people stop and look at the machine in surprise, perhaps banging a few 10 pence in out of sheer curiosity – and thus it did its job perfectly. On the home computers, of course, it takes rather more to make an impact. A gimmick that's good for a few 50 pence ain't necessarily going to make something worth coughing up £25 for, and for that reason I'm going to ignore the sometimes spectacular, sometimes silly visuals for a moment and talk a bit about the game itself.

It has to be said it has some clever things about it. As well as a large, animated (in a limited sort of way) and rather grey audience dotted about the warehouses you fight in (there's not actually a pit in sight) there are four fighters in any one round. Two or three are computer controlled – in a two player game you get to team up against them, then fight the other human player (or a computer clone of yourself in one player mode) in a one-on-one grudge match that comes every third bout. Cleverly the computer keeps track of all four players and makes sure it keeps everyone on screen at any one time – if one guy decides to face the wrong way and then wander off into the crowd, the camera, if you will, moves back, the figures receding until the screen can fit everything in.



The camera zooms out to reveal our two muscle boys, standing ready to duke it out for that coveted cash bonus.



This is Ty, measurements 86-64-78. He likes animals and his ambition is to work with children.

Assorted weapons are dotted about the place (crates you can pick up, knives, sticks and so on) and a wide range of fighting moves also add to the thing, meaning there's a lot more to it than your average *IK+* style beat-'em-up. Unfortunately though, it largely lacks the one thing that makes for a good beat-'em-up – feel. Moves aren't really very instinctive – indeed, getting your man simply facing the right way can be a bit of a struggle! – and everything generally feels jerky, sluggish and slightly out of control. Basically then a) *Pit-Fighter* looks interesting, but is ultimately pretty unrewarding to play and b) really should sound the death knell for straight beat-'em-ups as full price products because even the best of them are simply too limited to justify £25 or anything near it. Here's the clearest argument yet for saying that games that work in arcades won't necessarily cut the mustard on a home computer, because arcade games are made to be played in short five or ten minute bursts, while a home game you're committed to for hours. If you really want to go around kicking people in, you'd be better off plumping for the scrolling fantasy setting and sheer variety of a *Golden Axe*, say, anyway.

● **MATT BIELBY**

THE BOTTOM LINE

Interesting and distinctive looking beat-'em-up converted well to the Amiga – unfortunately the basic game is too limited (and hard to control) for it to really add up to very much.

64 PERCENT



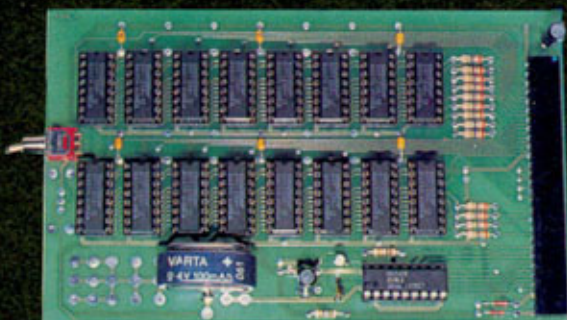
The computer *Pit-Fighter* lifts my guy right up off the ground, striking a brutal blow to the right knee (notice the rather horrific spurts of blood). Ouch.





EXPAND YOUR AMIGA

QUALITY PRODUCTS
at affordable prices
W.T.S. ELECTRONICS LTD



British Made

A500 PRO-RAM BOARD

1/2 MEG UPGRADE

- Latest design incorporates chipmem option at no extra cost
- Increases computer memory from 1/2 Megabyte to 1 Megabyte
- Allows all 1 Megabyte software to run
- Direct replacement for Commodore A501, 16 Chip Technology for complete compatibility.

£25.00 without clock

£28.00 with clock

SUPRA RANGE

☆ the most cost effective, highest quality, technologically advanced products available ☆



500RX 1Mb - 8Mb MEMORY EXPANSION

- Simply plugs into the side port of the Amiga 500
- Auto configures to work in conjunction with computer memory
- Easily expandable from 1Mb - 8Mb using latest Zip chips
- Proclaimed as being the best expansion available
- This neat robust unit is set to revolutionise the market.

500RX 1Mb**£149.00** 500RX 4Mb**£273.00**
500RX 2Mb**£198.00** 500RX 8Mb**£423.00**

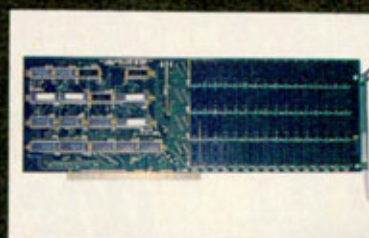
SUPRA MODEMS



- 100% Hayes compatible
- Tone Pulse auto dial/answer
- RS232 Interface
- Internal diagnostics
- Programmable number storage

Supra 2400**£119.00**
Supra 2400 MNP**£159.00**
Supra 2400 +**£174.00**
Supra 9600**£499.00**

A2000 MEMORY UPGRADES



0Mb ...**£119.00**
2Mb ...**£179.00**
4Mb ...**£289.00**
8Mb ...**£409.00**

CUMANA 3.5" EXTERNAL DISK DRIVE



- High quality
- High specification
- Anti click
- Long moulded cable

£57.00

A500 Internal replacement drive**£69.00**
8372 Fatter Agnus Chip (allows Chipmem feature)**£52.00**
1.3 Kickstart Chip**£36.00**

A500 HIGH CURRENT POWER SUPPLY



- Allow addition of many peripherals without damage to computer or power supply
- Switch mode design

£44.95



British Made

☆ All prices include P&P & VAT ☆ Please add £5.00 if you require 24 hour courier to your door or parcel post will be used ☆ 12 month warranty ☆

W.T.S. ELECTRONICS LTD, Chaul End Lane, Luton, Beds.

Tel: 0582 491949

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304



AMIGA SELLERS

3D Construction Kit	34.99	Hitch Hikers Guide to the Galaxy	9.99	Striker Manager	17.50
3D Pool	New Price	Hollywood Poker	9.99	Super Cars	New Price
6888 Submarine Sim	17.50	Hostages	9.99	Super Cars 2	17.50
1943	New Price	Hunter	91.50	Super Monaco Grand Prix	17.50
A.M.O.S. 3-D	24.99	Hydra	17.50	Super Off Road Racer	17.50
A.M.O.S. The Creator	34.99	I Play 3D Soccer	17.50	Swap	New
A.M.O.S. Compiler	21.50	Impossible	New Price	Switchblade 2	17.50
A.P.B.	7.99	Indiana Jones Last	9.99	SWIV	17.50
Advanced Destroyer Sim	17.50	Crusade	New Price	Team Yankee	21.50
Advanced Fruit Machine	6.99	Indianapolis 500	17.50	Teenage Mutant Hero Turtles	9.99
Africa Korps	21.50	Int. Championship Athletics	17.50	Their Finest Hours	21.50
Altered Destiny	21.50	International Karate	9.99	Their Finest Missions	New
Art Heads (It Came From)	10.99	Jack Nicklaus Unlimited	91.50	Three Stooges	9.99
Desert add-on	10.99	Jack Nicklaus Unlimited Clip Art	10.99	Thunderblade	New
Armour Geddon	17.50	Jet	Special Offer	Thunder Hawk	21.50
Arnhem	13.99	Jimmy Whites Whirlwind	17.50	Toki	17.50
Atomic Robokid	17.50	Snooker	New	Toobin	7.99
Atomino	17.50	Jockey Wilson's Darts	6.99	Tower Fra	17.50
Back to the Future 3	17.50	Kenny Delish Soccer Manager	7.99	Toyota Celica GT Rally	17.50
Barbarian 2	7.99	Kick Off + Extra Time	7.99	Treasure Island Dizzy	6.99
Bards Tale 3	17.50	Kick Off 2	13.99	Treble Champions	6.99
Batman The Movie	New Price	Kick Off 2 (1 Meg)	17.50	Trivial Pursuit	13.99
Battle Chess	17.50	Kick Off 2 The Final Whistle	17.50	Turbo Outrun	New Price
Battle Chess 2	17.50	Kick Off 2 Winning Tactics	7.99	Turf Form/Systems 8	9.99
Battle of Britain	21.50	Kid Gloves	New Price	Turcan 2	17.50
Their Finest Hour	21.50	Kindwords 2 (Wordprocessor)	34.99	TV Sports Football	New Price
Beach Volley	New Price	Kings Bounty	21.50	Typhoon of Steel (1 Meg)	21.50
Bill and Tests Excellent Adv	17.50	The Last Battle	17.50	Typhoon Thompson	New Price
Billiards 9 Sim	17.50	League Challenge	6.99	U.M.S. 2 (1 Meg)	21.50
Black Warrior	17.50	Leather Goddesses	9.99	Ultima 5	21.50
Blood Money	New Price	Leisure Suit Larry 3	31.99	Wacky Darts	6.99
Boulderdash	4.99	Lemmings	17.50	War Warrior	17.50
Brian Clough's Football Fortunes	9.99	Life and Death	17.50	Warzone	13.99
Bridge Player 2150	21.50	Little Puff	6.99	Waterloo	New Price
Brigade Commander	17.50	Lombard R.A.C. Rally	7.99	Wings of Fury	New Price
Bubble Bobble	New Price	Lords of Chaos	17.50	Winning Tactics	7.99
Buddakan	9.99	Lotus Esprit Turbo Challenge	17.50	Wonderland	21.50
Burger Man	6.99	Man. United	17.50	World Class Leaderboard	7.99
Cadaver - The Pay Off	10.99	Man. United Europe	17.50	Worlds At War	17.50
California Games	7.99	Maupiti Island	91.50	Xenon	7.99
Car-Vup and Torvak the Warrior	17.50	Mean Machine	New	Xenon 2	9.99
Carrier Command	9.99	Mega Traveller 1	21.50	Xybots	7.99
Centrefold Squares	9.99	Menace	New Price	Zone Warrior	17.50
Centurian	17.50	Mercs	17.50	Zork 1 or 2 or 3	9.99
Champions of Kyrin (1 Meg)	21.50	Midwinter 2	New		
Charge of the Light Brigade	21.50	Mighty Bomjack	17.50		
Chase HQ 2	Special Offer	Monopoly	13.99		
Chess Champion 2175	21.50	Monowalker	7.99		
Chuck Rock	17.50	Multi Player Soccer Manager	17.50		
Chuckie Egg 1 or 2	9.99	Navy Seals	17.50		
Cloud Kingdoms	New Price	New Zealand Story	New Price		
Cohort Fighting For Rome	21.50	Nightbreed	Special Offer		
Colossus Bridge	17.50	North and South	7.99		
Colossus Chess 10	17.50	Operation Hammer	Special Offer		
Conflict Europe	New Price	Operation Stealth	17.50		
Conqueror	New Price	Operation Wolf	7.99		
Cricketer (1 Meg)	21.50	Oriental Games	Special Offer		
Cricket Captain	17.50	Outrun	7.99		
Cruise For A Corpse	New Price	P.G.A. Tour Golf	17.50		
Curse of Azure Bonds	21.50	Panza Kick Boxing (1 Meg)	17.50		
Daily Double Horse Racing	9.99	Player Manager	13.99		
Daley Thompsons Olympic	7.99	Pool of Radiance (1 Meg only)	21.50		
Challenge	7.99	Populous/Sim City	21.50		
Darkman	17.50	Populous New Worlds	9.99		
Death Knights of Kyrin	21.50	Powermonger	21.50		
Defender of the Crown	9.99	P.P. Hammer	17.50		
Deluxe Paint 4	New	Predator 2	17.50		
Deluxe Scrabble	13.99	Prehistorik	17.50		
Deluxe Strip Poker	9.99	Prince of Persia	17.50		
Depac 2	39.99	Pro Boxing Sim	7.99		
Disney Animation Studio	69.99	Pro Tennis Tour 2	17.50		
Double Dragon	7.99	Proflight	27.99		
Dungeon Ninja	New Price	Puzznic	17.50		
Dungeon Master	17.50	Quadrel	17.50		
E-Motion	Special Offer	Quest For Glory 2	31.99		
Elf	New	R.B.I. 2	21.50		
Elite	17.50	R-Type	7.99		
Emlyn Hughes Int. Soccer	17.50	R-Type 2	17.50		
Enchanter (Infocom)	9.99	Railroad Tycoon	24.99		
The Executioner	17.50	Red Heat	New Price		
Eye of the Beholder	21.50	Renegade Legion (1 Meg)	24.99		
European Super League	17.50	Rise Of The Dragon	New		
F15 Strike Eagle 2 (1 Meg)	24.99	Robin Hood	17.50		
F16 Combat Pilot	17.50	Robocop 2	17.50		
F19 Stealth Fighter	21.50	Rock Star Ate My Hamster	6.99		
F99 Retaliator	17.50	Rocket Ranger	9.99		
Fantasy World Dizzy	6.99	Rodlands	New		
Fast Food	6.99	Rorkes Drift	17.50		
Ferrari Formula One	9.99	Run The Gauntlet	New Price		
Final Fight	New	Running Man	7.99		
Final Whistle	8.99	Secret of Monkey Island (1 Meg)	17.50		
Flight of the Intruder	New	Secret of Silver Blades (1 Meg)	21.50		
Flood	9.99	Shadow of the Beast	New Price		
Football Manager	4.99	Sherman M4	7.99		
Football Director 2	13.99	Shinobi	New Price		
Football Manager 2 + Expans. Kit	9.99	Shoot Em Up Construction Kit	6.99		
Footballer of the Year 2	7.99	Shufflepack Cafe	New Price		
Fretilic	17.50	Silent Service 2	New		
Full Contact	9.99	Silkworm	7.99		
Future Basketball	Special Offer	Sim City/Populous	21.50		
Games Summer Ed.	New Price	Sim City/Architecture 1	11.99		
Gauntlet 2	7.99	Sim City/Architecture 2	11.99		
Geisha	17.50	Sinbad & The Throne Of The			
Gods	17.50	Falcons	9.99		
Golden Axe	17.50	Skizd	New Price		
Grand National	13.99	Skybase	New Price		
Grenlins 2	17.50	Snowstrike	Special Offer		
Gunboat	21.50	Speedball 2	17.50		
Hard Drivin' 2	Special Offer	Speedball 2	17.50		
Harpoon (1 Meg)	21.50	Spindizzy Worlds	17.50		
Hero Quest	17.50	Sporting Triangles	13.99		
Hero Quest Data Disk	New	Spot	13.99		
Hill Street Blues	17.50	Steve Davis Snooker	9.99		
		Stormball	17.50		

COMPILATIONS

DOUBLE DOUBLE BILL

T.V. Sports Football, Wings, Lords of the Rising Sun & T.V. Sports Basketball
£24.99

VIRTUAL REALITY VOL. 1

Midwinter, Carrier Command, Stunt Car Racer, Starglider 2, & International Soccer Challenge
£24.99

MAGNUM

RVF Honda, Oriental Games, Satan, Pro Tennis Tour & After the War
£17.50

TEST DRIVE 2 COLLECTION

Test Drive 2 (The Duel), Muscledcars, European Challenge, Super Cars & California Challenge
£17.50

GRANDSTAND

World Class Leaderboard, Pro Tennis Tour, Continental Circus & Gazza's Super Soccer
£21.50

PRO SPORT CHALLENGE

J. Nicklaus Golf and Championship Courses, Cycles & Powerboat U.S.A.
£21.50

WHEELS OF FIRE

Turbo Outrun, Chase H.Q., Hard Drivin' & Powerdrift
£17.50

T.N.T.

Toobin, Hard Drivin', A.P.B., Xybots & Dragon Spirit
£17.50

POWER UP

Rainbow Islands, Turcan, Chase H.Q., X-Out & Altered Beast
£21.50

VIRTUAL REALITY VOL 2

Sentinel, Virus, Weird Dreams, Resolution 101 & Thunderstrike
£21.50

HANNA BARBERA CARTOON COLLECTION

Yogi's Great Escape, Hong Kong Phooey, Ruff and Ready & Beverly Hills Cats
£13.99

WINNING FIVE

Iron Lord, Night Hunter, Twin World, Puffy's Saga & Sir Fred
£21.50

CLASSIC 4 (RENAISSANCE)

Invaders, Asteroids, Galaxion & Centipede
£7.99

FIST OF FURY

Double Dragon 2, Shinobi, Ninja Warriors & Dynamite Dux
£21.50

SPORTING WINNERS

Daily Double Horse Racing, Steve Davis Snooker & Brian Clough's Football Fortunes
£17.50

SPORTING GOLD

California Games, The Games Winter & Summer Editions
£21.50

FINALE

Paperboy, Space Harrier, Overlander & Ghosts and Goblins
£17.50

CHALLENGERS

Fighter Bomber, Supersko, Kick Off, Pro Tennis Tour & Stunt Car Racer
£21.50

SOCCER MANIA

Football Manager 2, Microprose Soccer, Football Manager World Cup Edition & Gazza's Super Soccer
£17.50

ADDICTED TO FUN

Bubble Bobble, Rainbow Islands & New Zealand Story
£13.99

HOLLYWOOD COLLECTION

Robocop, Batman The Movie, Ghostbusters 2 & Indiana Jones The Last Crusade
£21.50

VIRTUAL WORLDS

Driller, Total Eclipse, The Crypt & Castle Master
£21.50

JAMES BOND COLLECTION

Spy Who Loved Me, Licence To Kill & Live And Let Die
£17.50

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: **Software City**
Unit 4, B.D.C., 21 Temple Street, Wolverhampton WV2 4AN.

ORDER FORM (Block Capitals)

Name		
Address		
Postcode		Tel No
Name of game	Computer	Value
Postage		
TOTAL		
POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2.50 per item. Paying By Cheque - Cheques payable to Software City		
CARD TYPE	EXPIRY DATE	AMP11
SIGNATURE		
DATE		

PUBLIC DOMAIN

GREAT SOFTWARE

CAN BE YOURS FOR AS LITTLE AS ABSOLUTELY,
TOTALLY, DEFINITELY, VERY NEARLY,
JUST ABOUT NOTHING AT ALL. (HONEST)

Owning an Amiga, PC or ST now means that you can buy incredibly good software for little more than the price of a disk. Stunning games, utilities, demos, graphics, word processors and more can be found in Public Domain and Shareware software.

But (but! but!!) where do you start? How do you know which programs are completely wonderful and which ones should be re-formatted instantly? What's the best way to buy PD? And – whilst we're at it – just what is PD anyway?

For these answers and a whole trainload more, you'll need a new magazine called **PUBLIC DOMAIN**.

- Every issue is **packed full of reviews** – PD programs assessed for the Amiga, PC and ST.
- Every review is **screenshotted**. You can see exactly what you'll be buying.
- Every copy of PUBLIC DOMAIN comes with an incredible **program-packed coverdisk** – so you can get the very best PD for your machine every time.
- Every page is in **glorious full colour**, so you'll have unrivalled quality.
- And every edition of PUBLIC DOMAIN is backed by the full editorial resources of **Europe's most successful** news-stand computer magazine company, Future Publishing.

PUBLIC DOMAIN comes to you from the company that brings you Amiga Format, PC Format, ST Format, Amiga Shopper, PC Plus, Commodore Format, Your Sinclair, New Computer Express, Amiga Power, Amstrad Action, PC Answers, Sega Power and 8000 Plus; markets leaders all.

First issue on sale **NOW** at £2.95

IF YOU WANT OUR ADVICE, BUY IT!

**INCREDIBLE PACKAGE!
MASSIVE MAGAZINE
PLUS PROGRAM
PACKED COVER DISK!**



GLOBAL COMPUTING

Lucepool Lane, Woodhouses, Yoxall, DE13 8NR. Tel: 0543 473131

DISK N BOXES

3.5" Disks DD/DS

1-49.....	each
50-99.....	35p
100+.....	32p
40 Cap Disk Box - locking.....	29p
80 Cap Disk Box - locking.....	£3.99
100 Cap Disk Box - locking.....	£4.99
	£6.99

3.5" Disk Drive only £49.99

LEADS

Null Modem	£3.99
4 Player.....	£4.99
Extension Leads.....	£4.99
Printer Cables	£4.99
Scart.....	£7.99
R.F. Leads	£1.99

CHIPS N SIMMS

256K x 1	95p
256K x 4	£3.95
1Mb SIMMS.....	£43.00
2Mb SIMMS.....	£82.00
3Mb SIMMS.....	£120.00
4Mb SIMMS.....	£155.00

DUST COVERS

Amiga	£2.99
ST	£2.99
Printer	£4.99
Monitor	£4.99

MICE N MATS

6mm Mouse Mat	£1.99
8mm Mouse mat	£2.99
ST Replacement Mouse.....	£14.99
Amiga Replacement	£14.99

UPGRADES

Amiga 1/2 Meg w/out Clock.....	£22.95	Amiga 1/2 Meg w/out Clock.....	£19.95
on/off switch (4 DRam)		on/off 16 Chip version	
Amiga 1/2 Meg with Clock.....	£27.95	Amiga 1/2 Meg with Clock.....	£24.95
on/off switch (4 DRam)		on/off 16 Chip version	
1.5 Meg Upgrade	£69.95	1Mb Through Board.....	£54.95
		(Using existing 1/2 Meg upgrades to a total of 2Mb)	

RIBBONS

Star LC10	£2.99
Star LC10 Colour.....	£6.99
Citizen 120D	£2.99
Amstrad 8256/9512.....	£3.99
Commodore (all models).....	£2.99

**Internal
Anti-Click-Board
Only
£12.99**

**Makes the drive
really quiet**



Visa & Access accepted. All prices include VAT, P&P extra. Please ask when ordering



TOP TITLES

TITLE	AMIGA
4D Boxing	£16.99
3D Master Golf	£23.99
Half Meg Upgrade + Clock	£29.99
1 Meg Cricket	£19.99
688 Sub Attack	£16.99
Alpha Waves	£16.99
Amos	£29.99
Amos 3D	£24.99
Amos Compiler	£19.99
Amazing Spiderman	£15.99
Arachnophobia	£16.99
Atomic Robo Kid	£16.99
A10 Tank Killer	£21.99
A.D.S.	£19.99
Back To The Future 3	£14.99
Bards Tale 3	£16.99
B.A.T.	£22.99
Battle Command	£16.99
Battle Chess 2	£16.99
Battle Hawk 1942	£16.99
Billy The Kid	£15.99
Birds Of Prey	£26.99
Blues Brothers	£16.99
Blade Warrior	£16.99
Blue Max	£19.99
Brain Blaster	£16.99
Buck Rogers	£19.99
Captain Planet	£16.99
Champion Of The Raj	£15.99
Centurion	£16.99
Chaos Strikes Back	£16.99
Chase HQ	£15.99
Chase HQ 2	£15.99
Chuck Yeagers AFT	£16.99
Cohort	£20.99
Colditz	£19.99
Corporation	£12.99
Cybercon 3	£16.99
Darkman	£16.99
Days Of Thunder	£15.99
Double Dragon 3	£16.99
Duck Tales	£16.99
Epic	£16.99
Eye Of The Beholder (1 meg)	£19.99
Dragon Ninja	£14.99
Dragon Wars	£16.99
Elf (Ocean)	£15.99
Elvira Mistress Of Dark	£21.99
F15 Strike Eagle 2	£23.99
F16 Combat Pilot	£16.99
F19 Stealth Fighter	£19.99

SATURN SOFTWARE

BUDGET

TITLE	AMIGA	TITLE	AMIGA
Kick Off	£7.50	Spy vs Spy 2	£5.99
Brain Storm	£4.99	Spy vs Spy 3	£5.99
Rocky	£6.99	Ninja Mission	£7.99
Jocky Wilson Darts	£5.99	Gazza	£7.99
Back To The Future 2	£7.99	Gold Of The Aztecs	£7.99
Nebulus	£6.99	Scary Mutant Monsters	£7.99
Blasteroids	£6.99	Bar Games	£6.99
Pioneer Plague	£6.99	Harley Davidson	£7.99
Tracers	£6.99	Wicked	£7.99
Saint & Greavsie	£6.99	Turtles	£12.99
Terrys Big Adventure	£7.99	Space Harrier 2	£6.99
GLF Baseball	£7.99	Captain Blood	£7.99
GLF Golf	£7.99	Gold Runner	£7.99
Federation	£7.99	Barbarian 2	£7.99
Navy Moves	£5.99	Superstar Ice Hockey	£7.99
Time Machine	£5.99	Baal	£7.99
Atomic Robokid	£5.99	Ballistix	£6.99
Dragonbreed	£5.99	Warhead	£6.99
Bomber Mission	£5.99	Football Manager 2	£6.99
Afterburner	£5.99	Deja Vu 2	£8.99
Battleships	£7.99	Blue Angel	£8.99
Dogs Of War	£5.99	Dark Castle	£8.99
Golden Oldies	£5.99	Airborne Ranger	£7.99
Gemini Wing	£5.99	3D Pool	£6.99
		Armageddon	£13.99
F29 Retaliator	£14.99	Ivanhoe	£14.99
First Samurai	£16.99	Jack Nicholas Golf	£17.99
Final Whistle	£9.99	Jahangir Khan's Squash	£16.99
Final Conflict	£16.99	Jimmy White Whirlwind	£19.99
Final Flight	£16.99	Judge Dredd	£18.99
Flight Of The Intruder	£19.99	Killing Game Show	£16.99
Gauntlet 3	£16.99	Kick Off 2	£13.50
Genghis Khan	£21.99	Last Ninja 3	£16.99
Gods	£15.99	Lemmings	£16.99
Golden Axe	£16.99	Life	£20.99
Graham Gooch	£21.99	Lost Patrol	£14.99
Grand Prix	£23.99	M1 Tank Platoon	£19.99
Gremlins 2	£16.99	Mega Traveller 1	£20.99
Gunship 2000	£21.99	Man Utd Europe	£16.99
Harpoon (1 meg)	£19.99	Midwinter	£19.99
Hard Driving 2	£14.99	Midwinter 2	£19.99
Heroes Quest (1 meg)	£21.99	Mig 29 Fulcrum	£15.99
Hill Street Blues	£16.99	Monkey Island	£15.99
Hunter	£22.00	Navy Seals	£14.99
Hudson Hawk	£15.99	Neverending Story 2	£16.99
Ishido	£19.99		

TOP TITLES

TITLE	AMIGA
Nightshift	£16.99
Panza Kickboxing	£16.99
Pang	£16.99
PGA Golf Tour	£16.99
Predator 2	£14.99
Pro Flight	£32.99
Pro Tennis Tour 2	£16.99
Rainbow Islands	£14.99
R.B.I 2 Baseball	£20.99
Rick Dangerous 2	£16.99
Robocop	£13.99
Robocop 2	£14.99
Robin Hood	£16.99
Red Baron	£25.99
R-Type 2	£16.99
Secret Of Monkey Island (1 meg)	£16.99
Shadow Of The Beast 2	£15.99
Silent Service 2	£23.99
Sim Earth	£16.99
Space Quest IV	£26.99
Speedball 2	£15.99
Spirit Of Excalibur	£21.99
Star Trek V	£16.99
Super Cars 2	£16.99
Super Space Invaders	£20.99
Switch Blade 2	£15.99
Terminator 2	£14.99
Test Drive 3	£15.99
Their Finest Hour	£19.99
Their Finest Mission	£19.99
The Punisher	£16.99
Tournament Golf	£16.99
Thunderhawk	£21.99
Turrican 2	£15.99
UN Squadron	£16.99
Ultimate V	£19.99
Ultima VI	£20.99
Utopia	£20.99
USS John Young	£16.99
UN Squadron	£14.99
Warlords (1 meg)	£20.99
War Zone	£15.99
Wild Wheels	£16.99
Wonderland	£19.99
WolfPack	£19.99
W.W.F	£15.99
Ziltax	£16.99

Please make all cheques & PO's payable to SATURN SOFTWARE. P&P is included in the UK.
Orders under £10 add 75p P&P per item. In Europe please add £3.00 per item, elsewhere add £4.00 per item

**Please send all orders to: DEPT F.B. Saturn Software, 3 Woodland House,
Woodland Road, New Southgate, London N11 1PN**

BUDGET

Some excellent budget games out this month – imagine, *Bubble Bobble* for less than eight quid! – but the real news is that Prism's £2.99 range has finally come good. If you don't pick up some of these, you're missing out...

BUBBLE BOBBLE

Publisher: The Hit Squad

Price: £7.99

Release: Out now

Last issue we reviewed *The Rainbow Collection* from Ocean's new Addicted To Fun label. Our conclusion? That if there are better ways of spending £19.99 than on this *Rainbow Islands/New Zealand Story/Bubble Bobble* combo we haven't thought of them yet. If (and it's quite a big if) you're one of those rare people who don't already own at least one of these three excellent cutesie games, that is. For most of us it may well be a better idea to pick up the ones you haven't got individually at £7.99 – *NZ Story* is already

available, *Rainbow Islands* can't be far off, and this month you can get you hands on *Bubble Bobble*, the first of the Bub'n'Bob series that reached its zenith in *Rainbow Islands* and is set to conclude (perhaps – let's hope not) in *Parasol Stars*.

But what's it like? Well, on first loading the game disappoints – very blocky, almost PD quality in some of the graphics, and the gameplay looks deceptively simple. You play one of two cute dinosaurs (boringly transformed into people for the later games in the series) set in a series of single-screen platform worlds – you've got to clear each screen of baddies by trapping them in bubbles, then jumping on them to turn them into collectable fruit, before moving on to the next one.

Simple, yes – not unlike the recent *Rodland* in gameplay in fact – but for me a



Bubble Bobble – One of the real classic examples of how to do an arcade conversion. Buy it now!

much better game. Far from looking primitive the colourful graphics seem ideally suited to their task, the dinosaur versions of Bub'n'Bob have to be the most appealing central characters ever, while the high speed and variety of the gameplay should be an object lesson to

others. This is one of those games that adds new baddies and gameplay elements every couple of levels, pacing the difficulty curve perfectly. At 100 levels there's plenty there too – though unfortunately the secret levels of the coin-op haven't been reproduced in the home computer version. Still, it's one of the most fiendishly addictive games ever and appealing to almost anybody (it's one of the few games the girls in the office ever sit down and play). ● MATT BIELBY.

THE BOTTOM LINE

Quite simply, if you don't already own this buy it now. A perfect £7.99 game – its only weakness is that it's so much better in two player mode than one.

87 PERCENT

MAGNETIC SCROLLS COMPILATION

Publisher: Infocom

Price: £29.99

Release: Out now

If you thought adventure games had gone out with the advent of the blitter, think again. What's more remarkable about this package than any of the games it contains is the window and menu system it uses. The functions embedded in the system are normally the domain of expensive desktop software suites. Assuming you have one meg, then, you can now spend more time playing the same move in a myriad of possible ways than the weeks it would previously have taken to finish *Fish*, *Corruption* and *Guild of Thieves*.

These games first appeared in traditional graphic adventure format, with key illustrations displayed above a text display and > interpreter that threatened to reply "You cannot see the south here" every time you typed in a command. Using the windows system the company developed for the overblown *Wonderland* (as in the one Alice trashed), you can make moves by moving icons, clicking a pointer menu of key commands or typing them in. ("You cannot see the south here.") It is a revolution. Magnetic Scrolls, who first found fame with *The Pawn* and its Infocom-beating parser implementation, now give us a whole bunch of reasons to spontaneously combust in awe of their cleverness.

Guild of Thieves was their second release and it's good to see it again, dressed up or otherwise. It's the only game that

has ever really managed to get the concept (apologies to Pseudo's Corner for using the word) of thieving into a game and make it fun. As you try to prove yourself to a town's most discreet brotherhood, you're drawn into a veritable den of iniquity, whatever one of those is. And the ensuing plot unravels faster than knuckles crack when they're caught in a bill. There's a high humour quotient and some of the punchlines are good enough to steal for yourself. This stuff is well above second rate.

Fish boasts another first. If you've never played an adventure set entirely in one of those plastic castles that look so natural in the bottom of a goldfish bowl, you've never played *Fish*. Yes, only you, a humble goldfish, can rescue your underwater world from a gang of extraordinary aquatic adversaries known as The Seven Deadly Fins. Extremely silly adventure games have been tried before but most of them have been trying. The problem with *Fish* is that some of it is just so totally hatstand – quite often the stumbers seem either pointless or wasted, occasionally unfair. Still, in my book it's a damn site funnier and more playable than *James Pond*. You'll have a good laugh at the puns, too. I'd make one here but it ain't my place.

Weakest of the three games is *Corruption*. Your character is a budding yuppie and the plot seems to involve little more than a succession of lessons in humourless disillusionment. I'm afraid I found it less than captivating and certainly isn't the kind of thing you should think about getting into if you get easily paranoid.

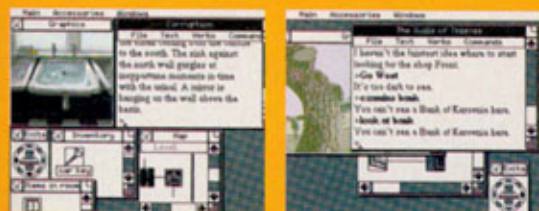
Still, anyone who's ever enjoyed an adventure game will lap up *Fish* and *Guild of Thieves* at least. Even if adventure games usually turn you catatonic from four hundred yards, they've rarely been more playable than the examples here, and the new display system makes them more accessible too. They're all notoriously difficult to complete too. Neat.

● SEAN MASTERSON

THE BOTTOM LINE

Interesting and useable new display system gives two classic adventures (and one okayish one) a new lease of life. Ideal for people who got into *Wonderland*, but perhaps expensive if you already own one or more.

80 PERCENT



Corruption can be found in the most unlikely of places. The sink, however, isn't usually one of them.

It takes more than a thieving mind to join the *Guild of Thieves*. Only the lowdown and sneaky need apply.

CABAL

Publisher: The Hit Squad

Price: £7.99

Release: Out now

The Bactrian camel is just one of the millions of species that you won't find in *Cabal*, one of the most single-minded examples of that most single-minded of genres, the *Operation Wolf*-style shoot-'em-up. A conversion of the Tad Corporation coin-op, the only major difference between this and other games of the type is that in *Cabal* your character actually appears on screen, so you have some control over bullet-dodging.

Otherwise it's the usual affair with only two types of thing on screen – bad guys and you. This, though, is one of the very best clones around, with crisp, clear graphics, hundreds of enemies to massacre, stages which are just the right length to maintain the fast pace of the action, and a fab little between-level sequence where your man does a silly little dance of joy accompanied by a bouncy jingle which is so out-of-place it's actually quite charming.

The one downer is the hopeless control method for throwing grenades, but if that was the worst game flaw I ever had to cope with then I'd be a happy reviewer indeed. If you're after a shoot-'em-up at budget price, this is certainly one to think about.

THE BOTTOM LINE

Frantic and really pretty groovy slaughter-'em-up that's a touch more involved than most games of the sort.

74 PERCENT



●STUART CAMPBELL

MAGICLAND DIZZY

Publisher: Code Masters

Price: £7.99

Release: Out now

So here it is at last, Dizzy's third Amiga adventure. The character has sold well over half-a-million games on all formats so far, and has a chart record unrivalled in the history of the industry. Nothing I could do or say could stop this from being a huge hit, but then I'm not going to try. I love the little ovoid scamp, y'see, and as the most accomplished game in the series so far, *Magicland Dizzy* is just dandy by me. The searingly bright cartoon graphics, the fab bouncy music, the well-balanced and rewarding mix of platform-jumping and puzzle-solving, the deceptively gentle pace... the *Dizzy* series didn't get where it is today by not being bloody good fun, pal. If I had to make a criticism (well, it is my job, after all), it would be that this isn't dramatically



The *Dizzy* cult just keeps on growing, and you won't hear any complaints here.

different from the last two games, but since people are still buying and playing those two today, you can't blame the Codies for not wanting to change such a hugely successful formula. *Magicland Dizzy* is an arcade adventure built on a solid base of character and age-old tried-and-tested gameplay, and I can't really fault it. ● STUART CAMPBELL

THE BOTTOM LINE

A sure-fire winner for the Codies. A smash with the youngsters, but grown-up players should leave their snobbery at home and give it a try too. Top fun.

84 PERCENT

SHINOBI

Publisher: 16 Blitz

Price: £7.99



Famous film star makes a surprise guest appearance in *Shinobi* shocker!

Release: Out now

Virgin's latest re-release is *Shinobi*, the popular ninja arcade game from Sega which was the coin-op predecessor to US Gold's recent *Shadow Dancer*. As you might expect it's much the same kind of game, a horizontally-scrolling slash-'em-up with baddies to slaughter, poor captured

goodies to rescue, and the world to put to rights generally. Though the game suffers from some terrible animation, that doesn't stop it from being a very enjoyable and close clone of the original, and while difficulty is perhaps pitched just a little on the easy side, it's still tricky enough to provide a perfectly respectable amount of entertainment for the paltry eight quid it'll cost you.

In fact, I'd go so far as to say that this is in many ways absolute textbook budget software – loads of simple arcade fun, untaxing and technically unimpressive, yet still lovingly put together (by top converters The Sales Curve) with an eye for coin-op detail. For what it is – and if you ignore the animation – I can't really find any serious fault with *Shinobi* at all.

● STUART CAMPBELL

THE BOTTOM LINE

Nothing to set the world on fire, but relaxing and fun to play, and a very good conversion of the original machine. An ideal buy for *Shadow Dancer* fans.

66 PERCENT

THEY'RE BACK! PRISM'S £2.99 RELEASES...

After the wildly varying quality of the last range of £2.99 ultra-cheapies from Prism (from the likes of *Quantox* at 75 percent and the 67 percent-scoring *Plutos* to the 6 percenters *Flight Path 737* and *Protector*), Stuart Campbell was a little alarmed when we asked him to cast his critical eye over the latest batch of eight new games from the same stable. We told him to stop complaining and get on with it.



Old fashioned doesn't always mean good, as clearly proven by *Eye Of Horus*.

Game: Eye Of Horus

Denton Designs, eh? Don't you just love 'em? Well, if you're an 8-bit veteran you probably do, but they don't have much of a track record on the Amiga and looking at this game, you begin to see why. Reminiscent in many ways of their Speccy epic *Gift From The Gods*, *Eye Of Horus* is a huge arcade adventure in the simplest fashion (find a key to unlock a door and collect nine million bits of the mystical amulet or whatever) with minor zapping aspects to it and, not to beat around the bush, it's bloody dreadful. Slow, confusing, graphically primitive, sonically grating – just crap, basically. Mind you, it does score a few points for having the word 'penis' in the manual.

THE BOTTOM LINE

Utter rubbish that succeeds only in making the Amiga look like a C64 on a particularly bad day. Avoid it like a pharaoh's curse.

7 PERCENT



Two character *Boulderdash*-inspired fun in *Prospector In The Mazes Of Xor*.

Game: Prospector In The Mazes Of Xor

This *Boulder Dash*-inspired puzzler almost sneaked in at the bottom end of our All-Time Top 100 (it wasn't anything to do with us – guest 'expert' and PC Format editor Bob Wade pushed for it) funnily enough. It's a pretty and engrossing little game, and some of the puzzles will test your powers of lateral thinking to the limit. You control two characters, which gives things an original twist, and teamwork is essential if you want to get anywhere.

In fact, thinking about it, it shares several elements with The Hit Squad's recent *Head Over Heels* which we gave 92% a couple of issues ago. It's not as good as that, but you'll certainly get three quid's worth of entertainment out of it, especially with 15 huge scrolling

mazes to torment yourself in. Well worth risking a bit of pocket money on.

THE BOTTOM LINE

Involving and tricky maze puzzle that's more than worth the paltry asking price. If your brain's been playing you up recently, this'll teach it a lesson.

66 PERCENT

Game: Star Goose

If you remember Gremlin's *HATE* then you'll be halfway to understanding *Star Goose*. The scrolling shoot-'em-up gameplay is very similar, as are the 'tiled-floor' graphics and the basic feel. *Star Goose* is a bit more interesting.



Take a gander (sorry) at *Star Goose*. You just might find you like it!

though, on account of the more varied gameplay (there's a 3D tunnel section every now and again where you can collect fuel and ammo and stuff) and the contoured play area with mountains and trenches to fly through. That said, it's still a pretty limited arcade romp, but for some reason I really like it. It might last something as a 'proper' budget re-release, but you can't really argue with that at this price at all.

THE BOTTOM LINE

Highly enjoyable short-term arcade fun. Probably my personal favourite of this batch, and well worth three quid of anyone's money.

82 PERCENT

Game: Archipelagos

Many people will already be familiar with this classic game, as it was given away with our sister mag Amiga Format a few months ago. If you didn't get it, then, you probably won't know that it's thoughtful but fast moving 3D puzzle



The arty 3D landscapes of the beautifully different *Archipelagos*



SUPER SIM PACK

Publisher: US Gold

Price: £29.99

Release: Out now

Hmm. Okay, *International 3D Tennis* and *Italy 1990* I'll buy, but *Crazy Cars II* and *Airborne Ranger* simulations? I can see we're in for some pretty liberal interpretations of definition here, especially the bit about "The very best in sport, driving and airborne action". But, hey, let's not prejudge – let's take every game on its own merits.



International 3D Tennis – funny looking little triangle men, but it works



The not entirely bad (and actually quite pretty) *Italy 1990* – best World Cup game



Crazy Cars II – Trust us, it's actually far worse to play than it looks

wealth of authentic detail. It was always too easy though, and it's likely to be even more so the second time around. A good solid game, but not a world-beater.

You might not think that MicroProse, with their track record of accurate and involving simulations, would be much cop at arcade games, and you'd be right. *Airborne Ranger* suffers terribly from MicroProse drowning the vaguely-tolerable *Commando*-style gameplay in a sea of set-up screens and long disk accesses. Forget it.

And then, well, then we find ourselves right at the bottom of the barrel – *Crazy Cars II*. Even worse than the original *Crazy Cars*, *Crazy Cars II* was



Fun for at least, ooh, two minutes, maybe – it's MicroProse's *Airborne Ranger*

almost punk in its 'you don't need talent to write a top-selling computer game' ethos.

In summary then, your 30 quid gets you two okay games and two real sub-PD-quality turkeys. Not a great deal, is it?

● STUART CAMPBELL

THE BOTTOM LINE

Nope, sorry, there isn't a single stand-out game in this pack, and a couple of them are truly disgraceful. £30 can get you much more than this.

37 PERCENT

game with a look of *Space Harrier* and a feel of *The Sentinel* or that *Archipelagos* great reviews at the time of its release and still holds up well today – in fact, it's No.55 in the AMIGA POWER All-Time Top 100. It's likely that only the coverdisk appearance stopped it from getting a normal budget re-release, so if you missed it on Format you'd have to be particularly daft to miss it again. Passing up on something this good once might be unfortunate, passing up on it twice begins to look like carelessness...

THE BOTTOM LINE

An involving and rather charming game which well deserves its excellent reputation. Get it now.

80 PERCENT

Game: *Star Ray*

This celebrated *Defender* clone garnered many fans on its initial release several years ago, but for everyone who loved it there was another nitpicker (stand up, Jeff Minter) who moaned that it wasn't quite close enough to the original, or that the lush detailed backdrops made it almost impossible to see what was going on. The truth lies, as usual, somewhere in between. This is indeed a fast and zappy clone, but the scenery is a bit of a pain in the neck where graphical clarity is concerned. Well, Jeff Minter isn't anyone to talk about inaccurate *Defender* copies (no hyperspace, eh Jeff?), so the jury in this case comes down on the side of the angels. *Star Ray* is a groovy and pretty



Defender with good graphics? It must be the excellent *Star Ray*!

blasterama with more than enough action to keep your average zapper entertained for an hour or six, and, as is the case with almost every game here, is more than acceptable value for its absurd price.

THE BOTTOM LINE

Fabby shoot-'em-up that could do with just a tiny bit less graphical detail, but unless you're a real *Defender* trainspotter you'll more than likely love it.

79 PERCENT

Game: *Bad Company*

The first thing to say about *Bad Company* is 'Don't be misled by the box shots'. From the pics you'd be forgiven for thinking that this is a *Space Harrier* clone, but this game is as earthbound as they come. You control one of a team of eight ruff'n'tuff space commandos who run into a 3D scrolling landscape blasting away at bad guys and



This *Bad Company* has nothing to do with *Space Harrier* or 2000AD

completely failing to be involved in anything remotely complex. This is gaming at its most basic, but it's still reasonably entertaining for five minutes or so, I just doubt if anyone's very likely to ever load it up twice. It looks fine, it sounds fine, younger players may well enjoy the bonehead zapping content, but ultimately it's a bore.

THE BOTTOM LINE

Fairly dull shoot-'em-up with a few funny touches but nothing in the way of involving gameplay. And it's really nothing like *Space Harrier*, either.

44 PERCENT

Game: *Star Blaze*

Blimey, I remember this style of game. The forerunner of the likes of *Elite*, the pseudo-3D space shoot-'em-up was a popular genre in the early years of the 8-bits, and *Star Blaze* returns to the



Primitive graphics are here again, with the weird 3D *Star Blaze* blaster

formula with a vengeance. I also remember the ads for the game the first time round, where publishers Logotron tried to liken it to *R-Type* but viewed from the spaceship's cockpit. (Wit in the software industry – whatever happened to it, eh?)

Anyway, *Star Blaze* isn't too dreadful as blasts from the distant past go, but this kind of simplistic left-right-up-down shooting action was really more suited to the ZX81 and the like. In 1991, it's just a touch too primitive. Not a hopeless waste of money then – you get worth than this at the eight quid mark – but hardly the best choice if you're only going to pick up one of the games here.

THE BOTTOM LINE

What's here is all very well and good, but whatever's happened to the other 480K of memory? This won't set anyone's pulse racing for long – give it a miss.

69 PERCENT

Send your order to :

CRAZY JOE'S
DEPT. AF11
145 EFFINGHAM ST.
ROTHERHAM
SOUTH, YORKSHIRE
S65 1BL

Please make cheque / p.o.
payable to 'CRAZY JOE'S'

Crazy Joe's

We take your fun seriously!

CREDIT CARD HOTLINE

(0709) 829286

FAX ORDERS

(0709) 878308

MINIMUM CREDIT

CARD ORDER £3

24 HOUR SERVICE

Amiga Public Domain Software

KEY TO ABBREVIATIONS : (2) = Number of disks in set; * = 1 meg; ** = 2 meg; (2D) = 2 drives; (X) = Adults Only

DEMOS / ANIMATIONS

- 298 Unicycle Animation *
- 399 NewTek Demo 3 (2) *
- 483 Elvira Demo
- 646 Predators Megademo (2)
- 744 Red Sector Cebit Demo
- 747 Popeye Meets The Beachboys
- 773 Shark Animation *
- 825 Budbrain Megademo (2)(X)
- 853 Dragons Lair Demo *
- 865 Coma Demo
- 895 Trip To Mars
- 897 Scoopex Mental Hangover
- 906 Madonna Cartoon Animation *
- 954 Turtles Demo
- 1001 Station at Kherm (3) **
- 1033 At The Movies Anim **
- 1105 Cronics Neverwhere Demo
- 1188 Fillet The Fish
- 1200 Raiders of the Lost Ark Anim *
- 1229 Budbrain 2
- 1238 Evil Dead Demo (X) *
- 1453 More Aerotoons *
- 1540 Amy vs. Walker Anim *
- 1541 Batman Animation *
- 1551 Too Much 3D *
- 1552 Magician Animation V2.0 *
- 1560 Phenomena Enigma Demo *
- 1628 Do The Bart, Man *
- 1650 Cronics : Total Destruction *
- 1664 Silents : Blue House (2) *
- 1667 More Classy Animations *
- 1692 Basketball Animation *
- 1701 Tron Animation (2) *
- 1703 Total Respray
- 1704 Total Recount
- 1705 Total Restyle
- 1706 Total Retrial
- 1707 Decay : Simpsons Demo *
- 1753 Life Of Brian (2)
- 1766 Laurel & Hardy (2)(2D) *
- 1775 Total Confusion *
- 1782 Carrott : The Chicken (2)(2D)
- 1784 Carrott : Insomnia (2)(2D)
- 1818 Darkness Megademo 2 *
- 1820 Magnetic Fields Demos 92
- 1823 N-n-n-nineteen Demo
- 1833 Agatron Animations 33
- 1834 Agatron Animations 34
- 1837 Plasmutek Demo
- 1838 Global Trash Demo
- 1841 Anti-Lemmin' Demo (2) **
- 1843 Phenomena Interspace
- 1844 Goldfire Megademo
- 1845 Timex Demos *
- 1846 Enterprise Animation (2)(2D) *
- 1850 The Wall (6)(2D) *
- 1856 Betty Boo Anim / Slideshow
- 1877 AMOS 3D Demo
- 1881 Mike Tyson Knockout Disk
- 1885 Robocop Animation *
- 1892 Shuttlecock Animation *
- 1900 Silents : Ice Demo
- 1902 Tomsoft: Virtual World
- 1923 Star Wars Demo (2)(2D) *
- 1928 Demo Dolly Pack 4 *
- 1929 Vector Dance
- 1943 Windsurfer Animation (2) *
- 1947 Mr Potato Head *
- 1948 Mr Potato 'Chips Are Up!'
- 1950 Super Woman Animation *
- 1956 Creature Comforts Demo

GAMES

- 315 Return To Earth
- 496 Holy Grail Adventure *
- 498 Wanderer
- 648 Star Trek (USA) (2) *
- 680 Learn & Play (2)
- 727 Star Trek (Richter) (2)
- 766 Treasure Hunt
- 957 Pipeline
- 962 Drip!
- 967 Snakepit
- 991 Jeopard *
- 1004 Games Disk 9
- 1113 Wet Beaver Games
- 1230 Dragon Cave
- 1245 Rings Of Zon *
- 1408 APD59: Super Quiz
- 1411 APD62: Arcadia
- 1510 Pick Up A Puzzle (2) *
- 1512 Picture It (2) *
- 1517 APD110: Crossfire *
- 1520 APD115: Ballooney
- 1528 APD130: The Wooden Ball *
- 1531 Simon Says / Space Maths
- 1532 APD137: Tile Trial *
- 1533 The Jar *
- 1539 Megaball *

GAMES PACK

37 titles on 8 disks
including Asteroids, Sys, Tiles,
Bally 2, Pool, YachtC,
Invaders, H-Ball,
Fruit Machine, Block Off,
Shoot Out, Peter's Quest *,
and many more!

8 DISK SET ONLY £8.00

- 1544 Seven Tiles
- 1558 Adventure Solutions (2)
- 1573 APD142: Pair Crazy
- 1577 APD146: Fruit Machine *
- 1579 APD148: Demolition Mission *
- 1580 APD149: Gobbit / Pontoon *
- 1584 APD153: Missile Command
- 1591 APD160: Quizmaster *
- 1608 APD178: Mastermind/Pair Up *
- 1610 APD180: Dungeon Delver (2)
- 1612 APD182: Pixie Kingdom (2)
- 1668 Tomtespet
- 1670 Wheel Of Fortune
- 1690 Hints Disk One
- 1700 Terror Liner 2 (X)
- 1711 Mental Image Games Disk 1
- 1715 Frantic Freddie
- 1720 Cabaret Asteroids
- 1746 Word Games Volume 1 *
- 1747 Word Games Volume 2 *
- 1748 Strategy Games *
- 1749 Truckin' (2)(2D)
- 1780 Arcade Game Cheats 1
- 1790 Serene 2
- 1827 Scum Haters
- 1832 Pom Pom Gunner *
- 1879 Sea Lance *
- 1882 S.E.U.C.K. Simpsons Game
- 1883 Bionix II *
- 1905 J Nicklaus Course Disk 1
- 1916 Air Ace II
- 1926 Napoleonic Warfare System *
- 1945 Island of Nephthons Adventure
- 1949 Dungeon Master Companion

MUSIC

- 052 Awesome Sounds
- 057 PSB : Suburbia
- 061 Definitive J. M. Jarre
- 067 Power Surge
- 109 Amiga Chart 3
- 166 Vangelis *
- 187 Crusaders : Audio X
- 204 Sound Atax 2
- 237 Zee's Hip Hop Music
- 407 CD Player Demo *
- 409 Crusaders : Free'd Out!
- 418 Electric Youth (2)
- 497 Amiga Chart 5
- 552 Music Invasion 3 (2)
- 654 Powerlords : Power Mix 2
- 700 Digital Concert IV
- 713 Flash! - Queen
- 722 Beatmaster Club Mix
- 724 Technotronic Remix
- 746 Crusaders : Bacteria
- 824 Digital Concert V
- 858 Sonix House
- 866 Pan 3 Music Disk
- 914 Special Brothers Music 2
- 935 Madonna : Hanky Panky
- 940 Hooked On Sonix
- 941 Soundtracker Jukebox
- 969 100 C64 Games Tunes
- 970 The Comic Strip Remix
- 976 Scoopex : Beast Sonix

SOUNDTRACKER SPECIAL

Make your own music on
the Amiga! This pack includes
the programs, songs, modules
and instruments - enough to
get you started and
keep you going for hours!

8 DISK SET ONLY £8.00

- 986 Amaze : Revolutions
- 993 PSA Music Demodisk 1
- 1026 Digital Concert VI
- 1107 Stop Right Now!
- 1292 Crusaders Does Genesis
- 1630 Accession : Sun Wind
- 1685 Depeche Mode Music Disk
- 1694 Art Of MED Music Disk
- 1695 Seal : Crazy Remix *
- 1698 SDFC : Sounds Dr Digital
- 1713 Spaced Out Vol. 1
- 1714 Spaced Out Vol. 2
- 1716 I Think We're Alone Now
- 1717 Everybody Dance Now
- 1718 Betty Boo : Doing The Do
- 1755 Amazing Tunes 2 (3) *
- 1763 Amound Gallant Knight (3) *
- 1772 Taipan Music Disk (2)
- 1776 Crusaders : Sheet Music
- 1777 Beatmasters : Technology
- 1787 Magnetic Beats 2
- 1788 Magnetic Beats 3
- 1821 Academy Music Collection
- 1822 Brainstorm : Best Of Grubi
- 1824 SCR Musax 2
- 1828 Sgt Pepper Revisited (2)(2D) *
- 1831 Vega Music
- 1921 Computer World Music 3 *
- 1927 Here Comes The Hammer

SLIDESHOWS

- 030 J.O.E. Slideshow 2
- 078 Vallejo Fantasy Art (2)
- 084 Mega Art Disk
- 163 NASA Slideshow
- 167 DigView Slideshow
- 171 Patrick Nagel Pictures
- 185 Escher Slideshow
- 238 TV Sports Basketball
- 282 Forgotten Realms
- 299 Roger Dean Slideshow
- 357 Max's Art Disk 1
- 411 Photofile Portfolio (2)
- 572 Utopia : Photomontage 1
- 573 Utopia : Photomontage 2
- 617 Neighbours Slideshow
- 725 Diggy Piggies (2)
- 742 Madonna Slideshow
- 767 Cinemaware Slideshow
- 776 Exodus Real 3D
- 814 Viz Slideshow
- 821 Utopia Cartoon Slideshow
- 832 Utopia : Photomontage 3
- 863 Scream Queens (2)
- 878 Sun Slide III
- 891 Creepshow
- 899 Madonna Slideshow 2 (2) *
- 915 Apo's Digshow *
- 931 Heroic Dreams
- 942 Garfield Slideshow
- 968 Gorezone Slideshow (X)
- 1044 Desert Island Slideshow
- 1051 Total Recall Slideshow

GLAMOUR DISKS

For a full list send a stamped
addressed envelope to :

BLUE MOON

P.O. BOX 123

WATH-UPON-DEARNE

ROTHERHAM

S63 7DW

Please include a statement
saying you are over 18
(Blue Moon are not connected
with Crazy Joe's in any way)

- 1062 Golems Gate
- 1073 Fraxion Fantasy
- 1082 Annie Jones (Neighbours)
- 1085 Comic Slideshow (X)
- 1103 Girls Of Sports Illustrated
- 1210 Turtles Slideshow
- 1263 Crusaders : Richter (2)(2D)
- 1272 Nemesis : Prologue
- 1277 Fraxion : Divine Visions (2) *
- 1279 Forgotten Realms '90
- 1475 Nemesis : Chapter 1 (2) *
- 1480 The Age Of Slack
- 1523 Nik Williams Demo
- 1546 SkyWalker Digshow 1
- 1547 SkyWalker Digshow 2
- 1561 Demons Slideshow 3 *
- 1666 Mages Staff
- 1708 Invisible World Slideshow
- 1719 Yabba Dabba Cartoons
- 1781 Reflections Ray-Traced
- 1835 Night Breed Slideshow
- 1849 Film Posters Slideshow
- 1876 Reflections Ray-Traced 8
- 1901 Leeds United Slideshow
- 1919 Debbie Harry S/Show (2)(2D) *

UTILITIES

- 081 UEdit Word Processor
- 119 Amiga MCAD
- 180 PageSetter Clip Art
- 210 Icons!
- 256 Ultimate Bootblock Coll. (2)
- 346 TV Graphics (2)
- 353 Showiz 2.0 (SS maker)
- 410 DPaint Cartoon Brushes
- 442 DPaint Fonts Disks (4)
- 458 HAM Radio Utilities (5)
- 546 Iconmania!
- 571 Jazzbench
- 580 Dope Intro Maker
- 591 Business Card Maker
- 595 Amateur Radio Disk
- 632 MSH (MessyDOS)
- 642 C Manual
- 661 Programming Disk
- 682 Sound Applications (2)
- 684 Video Applications (2)
- 697 Graphics Management (2)
- 901 The Comms Disk
- 902 QED Text Editor
- 1071 NoisePlayer V3.0
- 1079 Prophecy : Coder Mag 1
- 1095 Database Workshop (2)
- 1097 DPaint / PageSetter Clip Art (2)
- 1099 Video Graphics (4)

HOME BUSINESS PACK

A suite of programs for those
who want to dabble on the
serious side of computing :
Nag, Bank'n, Journal, QBase,
Spread, Wordwright,
AmigaSpell, Inventory, MemoPad
and more!

8 DISK SET ONLY £8.00

- 1117 Genealogy *
- 1225 Hardware Projects Mag
- 1228 ST Emulator (German)
- 1234 Tetra-Copy
- 1273 C-Light
- 1450 Virus Superkillers
- 1451 ElectroCAD
- 1452 AmiBase
- 1535 Master Virus Killer V2.0
- 1536 North C (packed)
- 1537 North C (unpacked) (2)
- 1545 SpectraPaint V3.0
- 1550 FlexiBase V2.0
- 1569 APD138: Language Tutor
- 1606 APD176: Database Master 2.0
- 1629 ZX Spectrum Emulator
- 1663 Dynamite Cut 'n' Paste Fonts
- 1856 Demolishers : 202 Utilities!
- 1878 Textplus Shareware WP
- 1880 DCopy & Utilities
- 1884 Equinox Intro Writer *
- 1886 MED V3.1
- 1893 DICE V2.06A
- 1896 Desk Bench (3)
- 1906 PageSetter Clip Art (8)
- 1914 Slideshow Construction Kit
- 1942 Master Virus Killer V2.2
- 1951 King James Bible (3)
- 1954 Celtics Demo Maker
- 1960 RSI Demo Maker (English Doc)
- 1961 RSI DM Utility/Help Disk
- 1962 TSB 3D Vector Designers V1.1

These are just a few of the many disks in the library. For details of the others send 50p for our **CATALOGUE DISK** which also contains a **FREE** game!

PUBLIC DOMAIN PRICES

1 - 9 disks
@ **£1.25 ea.**
10 or more
@ **£1.00 ea.**
Price is per disk
NOT per title

BLANK DISKS, DISK BOXES & ACCESSORIES

BLANK DISKS		DISK BOXES	
10 disks	£4.99	10 capacity	99p
50 disks	£22.50	40 capacity	£4.99
100 disks	£39.99	50 capacity	£5.99
150 disks	£54.99	80 capacity	£6.99
200 disks	£69.99	100 capacity	£7.99

PLEASE NOTE PRICES MAY DIFFER FROM OUR SHOP PRICES

We now stock

Deja Vu

Licenceware

Priced @ **£3.50** per disk

(2 disk sets @ **£5.50**)

Full details of titles on
our catalogue disk

POSTAGE

UK, Channel Isles...**FREE**

OVERSEAS AIR MAIL

Europe, Eire ... **£2.50**

Rest of World ... **£4.00**

Please note that payment
must be in Sterling

Public Domain is getting everywhere at the moment and there's good reason – where else are you going to get Amiga games for (near as dammit) free? Nowhere, that's where, but good games for free are better than bad, which is where Stuart Campbell comes in...



RATINGS: ★★★★★ Excellent ★★★★★ Nearly there ★★★★★ Very good ★★★★★ Has its moments ★★ Flawed ★ Dire

PHASE II (VIRUS FREE, EXCLUSIVWARE)



Scramble days are here again in Phase II

Virus Free's Exclusivware series (non-PD software at PD prices, with royalties paid to the programmers) has been steadily improving over the last couple of months, and this latest effort is easily the best so far. A simple *Scramble*-style horizontally-scrolling shoot-'em-up, *Phase II* is pretty and playable, if just a touch on the slow side. It starts off very easy indeed, but by the third level you're in big trouble if you haven't collected some serious power-ups. It's not the kind of game that's ever going to set the world alight, but it's enjoyable and addictive enough for a quick zap every now and again, and at three quid that's a fair enough deal in my book.

VERDICT: Not stunning, but a very neat little blast all the same. You could do much worse than give this a go. ***

SUPER TWINTRIS (PD SOFT, DISK NO.1816)



Twice the Tetris fun in Super Twintris

Tetris, Tetris, Tetris. Every day another PD clone of the legendary Russian block-stacker arrives on the scene, and every day we all sigh with disappointment as it fails to match up to the incredible Nintendo Game Boy version. This, though, is undoubtedly the best attempt so far. For one or two players simultaneously (like the arcade game), *Super Twintris* offers easy

and hard modes, a selection of crap tunes to listen to while playing, halfway-respectable controls for once, a great 'earthquake' effect when you get multiple lines (increasing in magnitude up to the point where you get four lines at once, whereupon the screen shudders around explosively and impressively), and gameplay which at last comes close to replicating the excitement and tension of the original. It's still flawed (you get rather too much scope for shifting the blocks around after they've landed), but it's the best way to play *Tetris* on the Amiga to date. Which is why we've put in on the disk this month for you all to enjoy, in fact.

VERDICT: There's room for improvement yet in the *Tetris* field, but this is a very good effort and something of a must-get at PD prices. ****

JUMPER (START PD)



Jumper: Come on in, the water's lovely!

What? You want more *Frogger*? Oh, alright then. This version of the Sega's classic amphibious arcade machine comes on The Assassins disk IV, a compilation of six games which also includes the brilliant *Go-Muku* (reviewed in Issue Six) and the not-half-bad *Jumpy* (from Issue Five), plus a card game, a *Mastermind* game, and yet another version of the *Tron* lightcycles game. *Jumper* itself is a great copy of the coin-op containing most of the original features (increasing difficulty, diving turtles, riverbank predators), which starts off easy but quickly gets very tricky indeed. Imagine trying to cross the M25 five times at 8.45 in the morning with someone behind you with a stopwatch going "Hurry up, you've only got seven seconds left!" and you'll be close to understanding the pressures of this seemingly leisurely game. If you liked *Bullfrogger* at all, you'll love this, and with all those other great games on the disk for a couple of quid... (fill in the rest yourself).

VERDICT: A bargain and a half. In fact, more like two bargains. And then some. More essential PD. ****

RAPHAEL'S REVENGE (PD SOFT, DISK NO. 1818)



Raphael's Revenge: Oh dear, oh dear

Shoot-'Em-Up Construction Kit. Teenage Mutant bloody Ninja Turtles. Everything you need, really.

VERDICT: Duff, tedious, confusing and fairly pointless run-of-the-mill *SEUCK* clunker. You can do a lot better than this. **

SQUAMBLE (PD SOFT, DISK NO. 1749)

Oh, cruel disappointment! The ad for this called it '*Scramble*' and used almost exactly the same wording as the one for

Asteroids, and although it doesn't actually claim anything of the sort, I hoped it was going to be another coin-op conversion of the same flawless quality. When it arrived and I loaded it up though, you can imagine (from looking at the screenshot) what a let-down it was. Primitive graphics and not exactly action-packed gameplay looked set to consign this one to the bin, but on playing it for a while it turned out to be actually quite good fun. It follows roughly the same layout as the arcade game (mountains, tunnels, UFOs and so on), and while calling it a conversion would be using the word in its very loosest sense, this is still a perfectly enjoyable little game.



It's been a good month for Scramble fans.

VERDICT: Fast and zappy (well, after the first couple of levels) and generally not bad at all. Don't expect too much and you might be pleasantly surprised. ***

BEST PD GAME EVER!

ASTEROIDS (PD SOFT, DISK NO.1735)

Scene: 1991, the offices of AMIGA POWER (Britain's brightest, bestest and biggest-selling Amiga games mag). All around are some of the most stunning examples of the game writer's art ever seen – *Rainbow Islands*, *Speedball 2*, *Lemmings* – an endless litany of technical magnificence, beautiful graphics, incredible sound and music. A hapless observer walks into the office one afternoon to find every Amiga in the place occupied by a black-and-white single-screen game with lines for graphics and sound consisting of pings, beeps, and the theme from *Jaws*. Jaded hacks are glued to their screens, fingers flitting feverishly across keyboards, the tension in the air broken only by the intermittent yells of frustration and clattering sounds as Amigas are repeatedly punched in fits of temper. New high scores are shouted to and fro and gloated over, and trivialities like working, eating and going home are completely forgotten. The cause of all this hormonal havoc? *Asteroids*.

Back in time to 1979 with *Asteroids*



For many arcade veterans the greatest coin-op game of all time (a position only seriously challenged by Williams' *Defender*), this oft-imitated classic has finally been done justice on a home computer with a perfect, flawless conversion by German coder Kris Schulte. Everything is right – the graphics, the sound, the positioning of the keys (keys!), even the little Atari logo at the bottom of the screen. The gameplay is as superlative as ever, and if you've never played this monster before, get ready for the most addictive experience you'll ever have without breaking the law. This is a game good enough to make you want to own an Amiga, and if you've got one already (which you probably do), you'll be thrilled to see we've included it on this month's coverdisk (or at least, you should be).

VERDICT: There aren't enough stars in the sky for this one. Play it, love it, and send the programmer a shareware donation immediately. He deserves it. *****



TRIPPPIN

(SEVENTEEN BIT, DISK GAMES GALORE 8)

Time for this month's ride on the Bizarre Bus. *Tripppin* (how apt) is a board game which would be impossible to play on a board. It's a two-player (or one player against the Amiga) game where the objective is to move your piece to your home square. The twist is, you can only move in one of the directions indicated by the arrows on the square occupied by your opponents's piece. So, you have to think very tactically in order to balance moving towards your own goal while preventing your opponent from progressing at the same time. This would be all very well and good, but for the game's one flaw – the arrows change, apparently at random, at every turn, so it's impossible to plan out any kind of strategy, which is a bit awkward in a game of, er, strategy. Still, it's an interesting diversion and the disk does contain a number of other decent programs (including *Cave Runner*, *Missile Command* and *Space War*, a conversion of one of the very first video games), so it's worth a pop all the same.

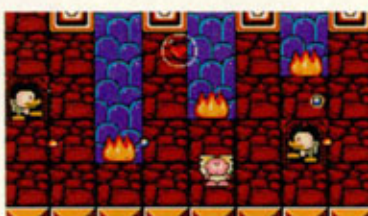


The un-strategy of *Tripppin*

VERDICT: *Tripppin* is novel and quite good fun despite the strange rules, and with the other stuff makes for an entertaining if unremarkable disk. ***

GO LOOLY

(START PD)



More SEUCK antics in *Go Looly*.

This comes on a disk with two other Shoot-'Em-Up Construction Kit games, and despite initial appearances, that's what this one is too. It's a fun little number, and in terms of SEUCK it's rather more well-programmed than the usual stuff, but the dull use of colour lets it down just a little bit. *No Man's Land* is a more traditional-style blaster, good-looking and tricky but maybe just a tiny fraction slow. Both of these are very good if not staggering games, but the most interesting one on the disk is *Raid*. It's another vertical scroller, the most distinguishing feature of which is that it's a complete lift from Storm's recent classic *SWIV*. The backgrounds, the enemy craft, the styles of the levels, everything is borrowed directly from the earlier game. Of course, since it's PD you can't call it a rip-off – more like a tribute – but it's a shame the programmer couldn't have added his own stamp to it somehow. The game itself is fine, but having to score multiple hits on every single enemy makes it excessively tough and unrewarding, and it's certainly the least playable of the three collected here.

VERDICT: An excellent-value disk with three good and varied (well, for SEUCK games) shoot-'em-ups which are all worth a look for different reasons. So, er, take a look. ****

CRYSTAL CAVERNS

(PD SOFT, DISK NO. L15)

Hmm. Odd. Distinctly odd. This one meg-only AMOS Licenceware game released through Pollysoft has me puzzled. It's reminiscent of Steve Crow's 8-bit and ST classic *Starquake* in many ways and plays very quickly and smoothly, but... where's the rest of it? Your cute little character leaps and bounds around lots of platformed caverns quite chirpily, but enemies, things to pick up, points to score and just about anything else are all conspicuous by their absence. Every few screens you'll find one tiny little alien bouncing up and down on the spot or trudging solemnly left and right along a small length of platform, but that's it as far as excitement goes. You just keep trekking along, occasionally coming across a teleport or a new style of cavern background or an energy-restoring slab, and wondering why on Earth this game needs a megabyte of memory to run in. It doesn't even have any sound! It's strangely involving for a while as you search desperately around trying to find the point, but when you don't come across one after an hour or so it rapidly becomes pretty damn boring.



Very *Starquake*, but without the good bits.

VERDICT: If I'm missing something important here I'd love to hear about it, but this game seems to be half-finished. The most inexplicable use of expanded memory in history. **

DESTINATION MOONBASE

(START)



Destination Moonbase takes the Lunar Lander concept, removes the jagged surface, and falls flat on its face.

Blimey, I haven't seen one of these for a while – it's a *Lunar Lander* game. The incredibly old Atari coin-op was one of the most original – and one of the trickiest – arcade games ever, and it really captured the imaginations of 8-bit programmers in the early 80s, with every other magazine listing being some kind of variant on the theme. It's a bit strange, because landing an unarmed probe on the surface of the Moon with no obstacles except gravity and limited fuel never seemed like the most gripping game concept imaginable, but there you go. This shareware version contains all the usual features like the spaceship, the moon, the limited fuel and the, er, gravity (ahem), and it's, er, fine as far as it goes. The graphics are a little over-fussy (the original used crisp Asteroids-style vectors) and the action is even more sedate than usual, but if *Lunar Lander* was your thing then this'll bring the memories flooding back. It doesn't really have that old magic, though, so it's recommended for real aficionados only.

VERDICT: A blast from the past in more ways than one, and it's just a little bit too primitive to hold much appeal these days. **

HUMDINGER 41

(TELESCAN)

Ulp. This two-disk collection of PD (selling at a penny short of a fiver) contains not one, not two, not three, but 41 (count 'em!) prize examples of Amiga software from the land of the free. It includes many games I've covered in this column before (such as *Bally*, *Tiles*, *Missile Command*, *Go-Muku* and others too numerous to mention), and, er, what else do you want me to say about it?



...such as this bizarre shoot-'em-up



There's another forty games where this card based jobbie came from...

Even the most mathematically-retarded can work out that 41 games for a fiver is a hell of a good deal (about 12p a time, in fact), especially since a healthy number of them are extremely good games in their own right. You simply can't go wrong with this compilation, and that's all there is to it.

VERDICT: Lots of brilliant, good, average and duff stuff alike, but you'll get many an hour's fun for your money here. ****

DIZZY LIZZY

(POLLY SOFT)

Hang on a minute, haven't I seen this before somewhere? It's... it's... it can't be... it's... *Bombuzal*! Oh no! Panic! But wait. It's not actually the AMIGA POWER staff's favourite puzzle game ever ('mmf mmf eep' - Gary Penn) at all, but a PD *Boulderdash* kind of thing which, for reasons best known to the programmer, has 'borrowed' most of the graphics from the 2D version of Tony Crowther's classic of bomb defusion. It certainly gives it a big'n'bouncy look, but in gameplay terms it's lacking somewhat, the screen being too small to give you any kind of an idea of where everything is. The blocky scrolling can make it difficult to ascertain whether you're actually moving at all at



Recognise these rather jolly graphics, anyone?

times, and control is a bit on the sticky side too. Things improve by the second level, but really this is too much of a chore to play. It looks good but there's very little fun to be had.

VERDICT: There are lots of *Boulderdash* clones in the PD better than this. Try *Flaschbier*, or *Cave Runner*, or pretty much anything, really. **

TOMSOFT P.D.

RSI Demo maker package (6 disks) only £6

Disks for 90p (+ 50p P&P)

All great titles including.....

CHUBBY BROWN, JAZZ BENCH

LUMBERJACK SONG (2 DISKS)

MASTER VIRUS KILLER V21

For further information

send 50p (+50p P&P) for

catalogue disk to....

Or call

0222 862890

TOMSOFT P.D.
31 Trevelyan Court,
Caerphilly, S. Wales

(Cheques & Postal orders made
payable to: G. Callaghan)

FORTY ONE GAMES ON TWO DISKS?

IMPOSSIBLE!...BELIEVE IT OR NOT IT'S TRUE

"Now for the first time ever you can buy on only two disks the
grand total of FORTY ONE quality PD & Shareware games"

Contents Include

Chess	Video Poker	Backgammon
Peg Puzzle	Dilemma	Sorry!
Welltrix	Ping-Pong	Bally III
Death Bringers	Tron	Cosmoroids II
Trippen	Circuit War	Shoot out
Super Gridder	Invaders	Trek-Trivia
China Challenge	Kamakazi	Deluxe Hamburger

PLUS TWENTY OTHER ENTERTAINING AND ABSORBING GAMES

ALL FORTY ONE GAMES FOR ONLY £4.99 INCLUSIVE

Please do not be put off by the extremely low price of
these games - they offer excellent value for money.

HUMDINGER 41

Please make Cheques/P.O.s payable to N. JORDAN and post now to
TELESCAN COMPUTER SERVICES (AP), Handsworth Road, Blackpool FY1 2RF

Amiga Mouse



1400 catalogued disks

Utilities, Soundtracker modules/instruments
pictures, art etc etc.

Free updated catalogue disk sent with orders

Buy 10 PD disks and choose one free.

A small selection from our games list:

Games 029	7 Titles	Amos 062	Arcadia
Games 031	Battleforce	Amos 097	Dynamite Dick
Games 032	Return to Earth	Amos 085	Reversi
Games 033	Megaball	Amos 085	Snakes 'n'
Fish 421	Zon		Ladders

Send 70p for Catalogue Disk. Fast Reliable Service

£1.00 per disk 50p Post & Packing

£2.50 Europe

Amiga Mouse

182a High Street, Margate, Kent.

Tel: 0843-228166

Credit cards accepted with orders over £10



69p

* = 1MB

(2) = No of disks

SPECIAL OFFER PD

YES IT IS TRUE PD FOR JUST 69p - OFFER ENDS 31/12/91

HERE IS A SMALL SELECTION FROM OUR VAST RANGE

OVERSEAS ORDERS ADD 25p A DISK FOR EUROPE 60p R.O.W.

ENQUIRIES TEL:
0424 712349

69p

DEMOS

D113) Silents Scroller
D115) Utopia Cartoon Slides
D117) Bunsen Burner
D119) The Link Megademo
D122) Ghost Pool
D124) Scoopex Seven Sins
D126) Disney Slideshow
D128) Sleeping Bag Demo
D130) System 5 Demo
D132) Alpha Flight Megademo 2
D134) Share And Enjoy 46
D136) Thames TV Demo
D138) Vision Megademo
D140) Fast Cars Slideshow
D142) Mobed
D145) Kefrens Wall Demo
D147) Beast 2 Preview
D149) Treac
D151) Share and Enjoy 47
D153) Simpsons Mini Mega
(XXX)
D155) Glass World Animation
D157) Congaman Animation
D160) Anarchy Scratch Pack 39
D162) Bugs Bunny Anim*
D164) Smurf +Cokeman Anims*
D166) Juggette Animation

UTILITIES

P02) A68K Assembler
P04) North C
U001) Jazzbench
U004) Visicalc Spreadsheet
U006) Intro Maker
U008) Sidney And Friends
U011) XLS Disk 1
U013) Clip Art
U015) The Magicians Utilities
U017) Steel Moon Utilities
U019) CADV
U021) Super C Disk
U024) Red Devil Utils 4
U026) Amibase V3.76
U031) Bootbench
U033) C-Light 1+2
U035) System Checker
U037) Tetra Copier
U053) Text Plus Wordprocessor
U056) Wordwright Wordprocessor
U058) Running Man Update
U060) Mag Media Disk Utilities
U062) New Age Utilities
U063) Pendle Europa Utils
U065) Fonts
U067) ICPUG Printer Utilities
U069) XLS Best Of PD 3

GAMES

G004) Breakout Construction Set
G006) Star Trek (2)
G008) Drip *
G010) Quiz Master 2
G012) Popeye
G014) Tennis *
G016) Flaschbier
G018) Treasure Hunt
G020) Wet Beaver Games
G022) Workbench Games And
Hacks
G024) PD Games Compilation
G026) Movie Games
G028) Eatmine
G030) Return To Earth
G032) Klondike
G034) Trek Trivia
G036) Pipeline
G019) Battleforce
G021) Arcade Games
G023) Star Trek The Next Gen.
G025) UGA Games
G027) Hack
G029) PDOM Games
G031) BIP
G033) Stoneage
G035) Jeopardy
G041) Frantic Freddy

DISK CATALOGUE

50p

CONTAINS DETAILS OF
ALL OUR DISKS AND IS
UPDATED FREELY
WITH EVERY ORDER.
INCLUDES 2 FREE
GAMES + A DEMO

We also stock APDL,
Amicus, T-Bag and
Fred Fish Disks.

All orders dispatched
within 24 hours.

Buy now while the price
is so low.

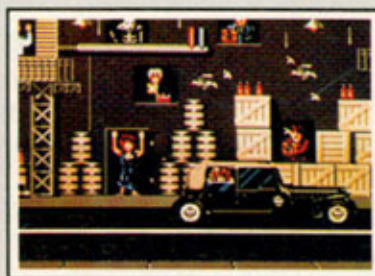
Please add 50p postage
+ packing to all orders.

PLEASE MAKE ALL CHEQUES AND POSTAL ORDERS TO S.P.D.

S.P.D. 62 MANOR ROAD, HASTINGS, E.SUSSEX, TN34 3LJ

REVIEW

TROJAN PHAZER



The Enforcer



Alien



Firestar

Screen shots from Amiga Software

Enter a new phase of computer entertainment with the Trojan Lightphazer. Unleash your imagination and take up the challenge of the two action packed games included in the pack:

Skeet Shoot: Travel the world & attempt to complete "The International Pro Skeet Shoot". Try to better your score, or, compete against a friend in your bid to become World Champion.

Orbital Destroyer: Reach for your Pulse Laser and blast the aliens as you fight to save the planet Earth! Be careful, your ammunition supply is limited- if you run out the Earth will be doomed.

Available for the Amiga and Atari ST/STE- £39.99 r.r.p. from all good computer stores.

And the action doesn't stop there!...

The Enforcer: An action packed gangster shoot out, featuring different locations and a bonus level.

Phazer Only, Out now for ST & Amiga at £9.99

Alien: Guerilla Warfare on another world- blast your way through the desert and jungle to escape an evil planet.

Phazer Only, Out now for Amiga only at £9.99

Firestar: On space patrol you must guide your craft to hunt down alien ships and destroy them.

Mouse or Phazer, Out now for ST & Amiga at £9.99

LOOK OUT FOR OTHER PHAZER SOFTWARE TITLES BEING RELEASED FOR CHRISTMAS '91 FROM TROJAN SOFTWARE.



Unit 7, Dafen Park, Llanelli, Dyfed. SA14 8LX.

COMPUTER COMBAT FOR THE NINETIES

A HOLIDAY AT EURODISNEY

WIN!

IT'S THE AMIGA POWER/US GOLD
ANOTHER WORLD COMPO



- Free return flight to Paris for you and a friend
- Two nights in the EuroDisney hotel
- Free admission to EuroDisney

What? A free trip to EuroDisney? But it's not opening for bloomin' ages – or is it?

Well actually, for your information it's all going to be up and running in the spring, which just gives you enough time to gather your nerves for all those spookily scary rides, get your toothbrush packed, and book a taxi to your local airport. It also gives you time to boast to everyone you know about winning for absolutely *ages* – you'll be amongst the very first people in the world to get to go!

And why are we (or rather, why are our chums at US Gold, who've stumped up for the prize) being so generous? Well, it's to celebrate the release of *Another World*, Delphine's absolutely stunning new graphic adventure game, one of the new products we raved about in our special US Gold preview feature last issue. Seems like it'll be here sooner than we thought – we'll have a review next issue with luck! – so the timing seems eminently suitable, especially as a) EuroDisney is located in Paris (home of Delphine) and b) we'll be transporting you to 'another world' (the wonderful one of Disney, in fact) ourselves!

Ten runners up won't be forgotten either – they'll all win a copy of the game.

Now for the catch...

RULES AND REGULATIONS

• The closing date for this competition is November 30th 1991. Later than that, and you can just forget it, matey!

• The editor's decision is final on all matters relating to this competition.

• Employees of Future Publishing, Walt Disney, or US Gold are not eligible to enter this compo.

We can't send everybody to Disney, so if you want a chance to win, you're going to have to find out a thing or two about Disney movies so you can answer the questions below. Once you've got the answers, write them on the back

of a postcard, then send it off to: *Paris In The Spring Compo*, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2BW. And remember to include your own name and address (there're always a few chumps who forget!).

And finally, introducing the questions...

Ah yes, the questions. They're not easy (but they're not all that tricky either) so get your thinking caps on. We want to know:

- 1) What was Mickey Mouse's first movie?
- 2) In which film does Cruella de Vil appear?
- 3) Who played the inventor and father in 'Honey I Shrunk the Kids'?



BYTE DIRECT

45 TWYFORD AVE., GT. WAKERING, ESSEX SS3 0EZ
7 DAY - 24 HOUR ORDER LINE - (0702) 219956

AMIGA 500 - BASIC PACK£309
AMIGA 500 - SCREEN GEMS£369

WITH 512K RAM EXPANSION - BACK TO THE FUTURE 2 -
SHADOW OF THE BEAST - DAYS OF THUNDER
NIGHTBREED AND DELUXE PAINT 2

AMIGA 500 - CARTOON CLASSIC£369

WITH 512K RAM EXPANSION - THE SIMPSONS - LEMMINGS
CAPTAIN PLANET - AND DELUXE PAINT 3 WITH ANIMATION

AMIGA 500 - CLASS OF THE 90'S£469

WITH 512K RAM EXPANSION - PRO WRITE 2.5 - INFOFILE -
DELUXE PAINT 2 - DELUXE PRINT 2 - MUSIC MOUSE -
AMIGA LOGO & BBC EMULATOR - 10 BLANK DISKS -
VIDEO AND MOUSE MAT.

TEN STAR GAMES PACK (WHEN ORDERED WITH ABOVE)£25

ARMOUR-GEDDON.....£16.99	MONKEY ISLAND.....£16.99
ATOMINO.....£16.99	NAVY S.E.A.L.S.....£16.99
BILLY THE KID.....£16.99	POPULOUS.....£16.99
BRAT.....£16.99	POWER UP.....£21.99
CHUCK ROCK.....£16.99	PREDATOR 2.....£16.99
CYBERCON 3.....£16.99	PREHISTORIC.....£16.99
ELF.....£16.99	ROBOCOP 2.....£16.99
EYE OF THE BEHOLDER.....£20.99	RODLAND.....£16.99
F15 STRIKE EAGLE 2.....£22.99	SKI OR DIE.....£16.99
GODS.....£16.99	SPEEDBALL 2.....£16.99
HARD DRIVEN 2.....£16.99	SUPERCARS 2.....£16.99
HERO QUEST.....£19.99	SWITCHBLADE 2.....£16.99
JIMMY WHITE'S SNOOKER.....£19.99	SWIV.....£16.99
LEMMINGS.....£16.99	TOKI.....£16.99
LIFE AND DEATH.....£16.99	VIZ.....£16.99

PLEASE PHONE FOR OTHER OFFERS

ALL PRICES INCLUDE VAT & UK POSTAGE. MAIL
ORDER OFFERS ONLY (SUBJECT TO AVAILABILITY)
CHEQUE OR PO'S PAYABLE TO BYTE
DIRECT. PLEASE ALLOW FOR CHEQUE CLEARANCE

AMIGA POWER

COMPO WINNERS

Okay, so it's been a long time coming, but we've finally plucked up the courage to dive into the huge teetering mound of postcards and pick out a few competition winners, going all the way back to the heady days of Issue One. Fingers crossed then as, without further ado, we open the first of the golden envelopes...

TOP 100 COMPETITION

The Answers:

1. Assault On Precinct 13 (NOT Bomb-The-Bass-Play-Assault-On-Precinct-13, you lazy sods)
2. Passionate Patti In Pursuit Of Pulsating Pectorals
3. Mah Jong
4. Chaos, Rebelstar
5. Mel Croucher
6. Bubble Bobble
7. F-19 Stealth Fighter (you wouldn't believe some of the answers we got for this. How could it possibly be Laser Squad?)
8. Air Duel
9. Paul Shirley
10. Dungeon Master

And the lucky winner who'll be taking home (at some point) every single game in our All-Time Top 100 (or as many as we can find, anyway) is Clare Mathewson of London.

hearing the news of Gary's demise burst into tears. I tried to CONSOLE them. Alison sobbed, "He was such a GAME BOY. I'm going to donate all of his GAME GEAR to charity, he would have wanted that. Just let me keep his cuff-LYNX to remember him by." I decided to talk to RAMshaw as Alison had her HAND-HELD by a kindly constable.

I asked Mark about his dental appointment. "Don't talk to me about that DRILLER", he snarled. "He certainly gave me an INCENTIVE to brush my teeth in future".

I decided to call it a night and drove off in my small family saloon (or COMPACT as our American cousins might say) to look for a hotel. Just my luck, they were all booked up due to the UNIX (Fnaar, fnaar) convention in town. I ended up in a CD motel called Dee's place, and soon found out why. D-PAINT was peeling off the walls and DE-BUGGER wouldn't give me a refund when I complained. (Snip! -Ed)

Well, you get the idea. It went on for quite a while longer, but it gave us all a good chuckle, so watch out for a CDTV dropping through your letterbox and smashing to pieces on the mat pretty soon, Stephen.

WHO KILLED GARY PENN?

Loads of entries for this, implicating pretty much everyone you could imagine, but the winner had to be this ridiculous entry from Stephen Richardson of Whitley Bay. (His capitals, by the way).

My name is VIC, VIC TWENTY, the world's greatest detective. I was called in on this case because of the wide SPECTRUM of crimes I have covered. I began by examining everything in the office so that I could MONITOR the situation. I was tired after my HARD DRIVE from Newcastle, and decided to have a cool, refreshing can of SPRITE, but BOB the COPPER had drunk the last one, so I had to make do with a BLITTER LEMMING...

I examined the DISK on the office record player, "WHEN I'M C64" by the Beatles. I never knew what people saw in those BUGS. Unfortunately there were no prints on the record as an ENTERPRISE-ing person had wiped it clean. Suddenly I saw what I thought was a vital clue, a SMALL FOOTPRINT (!! -Ed) beside the body. Unfortunately it had been left by a careless PC who'd examined the deceased.

I decided to talk to the cleaner and asked him to identify himself to me. "I B 'IM", he said in a broad Devonshire accent (!!! -Ed), and although he could offer no useful information, he asked for my autograph FOR MATT...

Alison and Susanne arrived, and on

UP IN THE AIR COMPETITION

The correct answer for this one is a matter of some debate, and after a long and impassioned letter of great reasoning and effort from Damian Bree of Ealing, we decided that he was the true winner. We can't go into the reasons too deeply, (we start to get a bit lost around about 'Sin Latitude A x Sin Latitude B plus Cos Lat A x Cos Lat B times Cos change of latitude', if the truth be known), but trust us, he's right. Damian will be testing out his global navigation theories in a real plane sometime soon with some flying lessons courtesy of MicroProse.

DARKMAN COMPETITION

Another wide range of answers for this one, but the lucky chap who'll be wandering about the streets bumping into things and falling down manholes while he's watching his new pocket TV is Colin Howard of Harlow. Ocean polo shirts also go to David Bradley of Codsall, Andrew Kesson of Newcastle, Michael Jones of Birmingham, James Stanton of Brentwood, Paul Clifton of Swindon and Christopher Sorsby of Harrogate. Hope they fit okay!



**ONLY
£1
PER DISK**

Buy six disks or more and choose another FREE!
Branded blank disks only 55p each

NRG PD. PO BOX 2290, KINGS
NORTON, BIRMINGHAM,
B38 8RP. TEL: 021 486 1195

UK postage add 65p per order.

BUSINESS

NB101 RIM DATABASE Complex
NB102 WORDWRIGHT Wordpro + Check
NB103 AMIBASE Good Database
NB104 JOURNAL Bank account record
NB105 ANALYTICALC Spreadsheet

DEMOS

ND111 ALF DEMO Hear Alf rap!
ND112 ADDAMS FAMILY DEMO
ND148 APPLECUS ANIMATION (1 Meg)
ND226 AMY VS WALKER (1 Meg) Ace!
ND114 BATMAN Brill movie sequence
ND115 BUDBRAIN DEMO (2 disks)
ND116 BUDBRAIN 2 Madonna
murderer!

ND149 BASKET BALL ANIM (1 Meg)
ND225 BOOK KNIGHT ANIM (1 Meg)
ND151 CHUCK ANIMS Funny cartoons
ND119 ENTERPRISE LEAVING DOCK!
ND120 EVIL DEAD DEMO Creepy stuff!
ND121 EDUCATION OF COOL COUGAR
ND125 FILUT THE FISH DEMO
ND126 GARFIELD DEMO Cool Cat!
ND127 IRAQ DEMO (1 Meg) Great!
ND128 KYUE DEMO (2 disks) Cor!
ND129 KYUE LOCOMOTION Yummy!
ND223 MAGICIAN & JOGGER (1 Meg)
ND132 MADONNA DEMO 2 (2 disks)
ND133 MONTY PYTHON (2 disks)
ND134 NEIGHBOURS Hilarious Pic!
ND146 PHENOMENA ENIGMA (1 Meg)
ND224 PUGGS IN SPACE Funny demo
ND137 ROBOCOP DEMO 5s to comply
ND150 STEALTHY ANIMS *3 (1 Meg)
ND139 SPACE FIGHTER (1 Meg)
ND140 STAR TREK ANIMATIONS V17
ND141 SCULPT 3D ANIMS inc Newton
ND145 SIMPSONS DEMO (1 Meg) Brill
ND234 STEALTHY/COMA DEMO (1 Meg)
ND142 TEENAGE MUTANT TURTLES!
ND143 TOTAL RECALL Mars Manial
ND144 VIZ SLIDESHOW Fat Slags etc
D152 WINGS ANIM (1 Meg) long anim

MUSIC

NM152 BETTY BOO Terrific Tunes!
NM154 DIGITAL CONCERT 3
NM155 DIGITAL CONCERT 4 Leila K etc
NM157 DIGITAL CONCERT 6 House Music
NM228 EQUIMANIA II Super Music!
NM161 GENESIS Phil & the rest!
NM227 GET TO THE SAFEHOUSE Good!
NM163 IROM MAIDEN Rock! Rock!
NM175 MYSTERONS SOUNDS DISK
ND164 MADONNA VOGUE (4 disks)
ND165 MADONNA HANKY PANKY!
NM166 MICHAEL JACKSON BADI AIAWMI
NM167 MIAMI VICE REMIX hot stuff!
NM168 PET SHOP BOYS hi NRG!
NM169 PINK FLOYD THE WALL Classic!
NM170 QUEEN: FLASH (2 disks)
NM174 SYNTHETIX MUSIC Lovely!
NM171 TECHNOTRONIC MEGAMIX
NM172 VANGELIS DEMO (1 Meg)
NM173 WALK THIS WAY

UTILITIES

NU181 BIORHYTHMS Emotions monitor
NU182 INTRONAKER Create demos!
NU187 MASTER VIRUS KILLER V2.1
NU185 NOISETRACKER 2.0 MIDI
NU230 SPECTRUM EMULATOR Nostalgia

GAMES

NG192 ARCADE GAMES Tons of fun!
NG195 BIONIX Fast shoot em up!
NG196 BLIZZARD Shoot em up!
NG197 COLLOSUS ADVENTURE GAME
NG198 EAT MINE Super fun!
NG199 FRANTIC FREDDY Platform fun
NG202 JUMPY Arcade fun
NG203 MONOPOLY Brill classic!
NG204 MEGA GAMES 2 (2 disks)
NG205 MARBLE SLIDE Madness!
NG217 MEGABALL arkanoid clone!
NG220 MENTAL IMAGE GAMES Buy it!
NG207 NEW STAR TREK GAME (2 disks)
NG208 PACMAN Gobble!
NG209 PSEUDO COP Arcade action

ACCESSORIES

DISK BOX 50 capacity£5.50
DISK BOX 100 capacity£6.50
512K Ram Expansion Inclusive of
clock + free PD£29.95
512K Ram Expansion no clock +
Free PD£27.95
POSTAGE for each above item is £2.50

Dust Cover£2.50
Mouse Mat£2.50
LC Ribbon - Black£1.95
POSTAGE for each above item is 80p

More (more!) compo winners next month!

***You know what YOU
want from YOUR
computer, that's why
you're choosing AMIGA***

***...NOW YOU'VE CHOSEN THE RIGHT
COMPUTER, MAKE SURE YOU CHOOSE
THE RIGHT DEALER.***

Anyone can be good at selling Amiga or CDTV, but sadly, that's often where it ends. So, when it's time to choose the **best** computer, it's also time to find the **best** supplier; the one who is not only competitive, but the one who gives you the best possible ongoing support for you and your system.

THE ONE TO CHOOSE IS...

Gordon Harwood Computers

Pioneers of the 'Complete Pack', Harwoods have specialised in Commodore products from the earliest VIC 20 right up to today's market leader, the AMIGA. In fact, we've supplied so many, for almost a decade now, that the chances are some of your friends will be able to tell you of our excellent service.

What this means is that we'll help you get the most from your new system straight away. And...if you do have problems that *need* an extra hand, this is how our reputation has been built!

If you'd like all this, and more:

- ☐ FRIENDLY AND HELPFUL EXPERT ADVICE
- ☐ UNLIMITED ACCESS TO CALL IN SUPPORT AND EX-DIRECTORY TELEPHONE TECHNICAL HOTLINE
- ☐ COMPLIMENTARY AMIGA, SOFTWARE, PERIPHERAL AND ACCESSORY PRODUCTS CATALOGUE
- ☐ ALL ADVERTISED PRICES FULLY VAT INCLUSIVE
- ☐ EXTENSIVE SHOWROOM DISPLAYS OF OUR LARGE RANGE OF HARDWARE, SOFTWARE AND PERIPHERALS
- ☐ EXPRESS COMPUTERISED MAIL ORDER, STOCK WARRANTY AND CUSTOMER SUPPORT SYSTEM
- ☐ HELP BULLETINS WITH ALL SYSTEM HARDWARE
- ☐ FREE COLLECTION OF MAJOR HARDWARE ITEMS REQUIRING UNDER WARRANTY SERVICING
- ☐ NEW PRODUCT 30 DAY REPLACEMENT GUARANTEE
- ☐ EXPERIENCED AND TRAINED SERVICE TECHNICIANS
- ☐ AND OF COURSE, THE MOST COMPREHENSIVE RANGE OF COMPETITIVE PRODUCTS AND PACKS ANYWHERE!

Look no further than...

**GORDON
HARWOOD
HARWOOD
HARWOOD**
Computers

***The Closer you look,
The Better we look.***

CARTOON CLASSICS MEGA 21 New GORDON 21 MEGA GAME 1Mb.

HARWOODS POWERPLAY PACK 1 COMES OF AGE WITH 21 GREAT GAMES AND INCLUDES 1Mb. AMIGA CARTOON CLASSICS WITH THE SIMPSONS, LEMMINGS AND CAPTAIN PLANET PLUS 18 SPECIAL GAMES ONLY FROM HARWOODS!!!

ALL OUR AMIGAS ARE UNITED KINGDOM SPECIFICATION AND INCLUDE THE FOLLOWING...

1 Mb. Disk Drive
1Mb Ram Memory
'Notepad' Simple Word Processor
TV Modulator
4096 Colours
Multi Tasking
Speech Synthesis
4 Channel Digital Stereo Sound
Amiga Mouse
Operation Manuals
Workbench 1.3 Disks
ALL Connecting Cables

PLUS...ALL OUR Amigas are backed by Harwoods Great Service

(Please see full details in our Ordering Made Easy' panel final page)



MEGA 21

PACK ONE

21

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE AMIGA PACKS YET AGAIN... STARTING WITH POWERPLAY PACK 1 WHICH INCLUDES 21 GREAT GAMES!

Just look at what you get NOW...

- **AMIGA A500 COMPUTER WITH GENUINE COMMODORE 0.5Mb UPGRADE TO A FULL 1Mb.**
- **THE SIMPSONS, BART vs THE SPACE MUTANTS** - That's right man! you can play the computer version of this popular TV cartoon. By Ocean.
- **CAPTAIN PLANET** - created from the award winning TV show, now's your chance to save the earths environment with this ultimate adventure... your Eco-Copter is waiting. By Mindscape.
- **LEMMINGS** - Are you as smart as Lemmings are stupid, match your intelligence against their lack of it as you play the 140 levels of the most original game of '91 (European Computer Leisure Awards Winner). By Psygnosis.
- **EDUCATIONAL BASIC LANGUAGE FOR CREATING YOUR OWN PROGRAMS**
- **NOTEPAD SIMPLE WORD PROCESSOR**
- **DELUXE PAINT III GRAPHICS PACKAGE WITH ANIMATION**
- **TAILORED DUST COVER AND MOUSE MAT**
- **AND THE SUPERB COMPETITION-PRO STAR, FULLY MICROSWITCHED JOYSTICK** - The first and only joystick to date, to receive a 100% magazine review rating.
- **PLUS.... 18 MORE GREAT GAMES, THERE'S SOMETHING FOR EVERYONE...**
 - BLOODWYCH** - Fantasy role-playing game, great interaction with your computer created environment
 - BUBBLE+** - Help the dawdling ghost and the soap bubble, escape from the old deserted manor house
 - CAPTAIN BLOOD** - Astonishing creatures and animated 3D graphics, this is a game you just have to play
 - ELIMINATOR** - A progressive multi stage flying shoot 'em up, on a long winding course, survive if you can!
 - HOSTAGES** - You must get your team and hostages out of the terrorist overrun embassy, without loss of life
 - JUMPING JACKSON** - In a deluge of colour and sound save the earth from sadness and melancholy music
 - KRYPTON EGG** - A classic Breakout game, 60 screens, separated by 6 combat sequences
 - LANCASTER** - Your mission is to fly the classic WWII bomber on its dangerous raids over enemy territory
 - LOMBARD RAC RALLY** - You drive your 300 bhp Sierra Cosworth through demanding stages of the rally
 - PURPLE SATURN DAY** - Four arcade games, an exciting high speed trip into total cosmic 3D space
 - SAFARI GUNS** - Live the African experience in an animal sanctuary, track the poachers & ivory traffickers
 - STIR CRAZY** (Featuring Bobo) - Bobo & his inmates are planning a stunning trampoline jump prison escape
 - SKYCHASE** - Airborne combat for every simulation fan. In this one or two player game, battle against your MIG flying adversary in your F-16 Falcon.
 - SKYFOX II** - Skyfox II, the only ship fast enough to carry on the Skyfox legend. Fight to blow your federation enemies from the Galaxy, at speeds of 9000 kilometres/second!
 - STRIKE FORCE HARRIER** - Puts you in the cockpit of one of Britains most exiting fighter aircraft. Multiple skill levels let you progress to become an ace pilot
 - TINTIN ON THE MOON** - We've been captured by Colonel Jorgen and he's trying to scupper the moon mission. Come on Tintin, you're the only one who can save us, and be the first on the moon
 - TV SPORTS FOOTBALL** - Strap on your helmet for American football simulation that looks like the real thing.
 - XENON 2 MEGABLAST** - This time it's war! The Xenites are back and have thrown time itself into turmoil.

CARTOON CLASSICS MEGA 21

NEW HARWOODS EXCLUSIVE!

...AND HARWOODS ALSO GIVE YOU A SUPERB BROCHURE OFFERING UP TO 16 NIGHTS FREE HOTEL ACCOMODATION IN AN EXTENSIVE SELECTION OF 400 HOTELS AROUND THE UK PLUS NOW A SPECIAL BUDGET FRANCE SUPPLEMENT IS INCLUDED!

Priced at an INCREDIBLE

£399.95 Including VAT

DON'T FORGET THAT WHILST YOU CAN OF COURSE PLAY THE GREATEST GAMES, WHEN YOU CHOOSE THE AMIGA YOU ARE ALSO GETTING A VERY POWERFUL PERSONAL COMPUTER. PROJECTS SUCH AS PROGRAMMING, GRAPHIC DESIGN, WORD PROCESSING OR OTHER BUSINESS APPLICATIONS, EDUCATION FOR A WHOLE HOST OF SUBJECTS FROM PRIMARY LEVEL TO 'O'LEVEL ARE ALL A REALITY WITH THE SYSTEM THAT YOU CAN REALLY GROW WITH AS YOUR COMPUTING EXPERIENCE EXPANDS. EUROPEAN COMPUTER OF THE YEAR 1991, EUROPEAN COMPUTER LEISURE AWARDS

HARWOOD POWERPLAY PACKS

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 2

That's right you get the fantastic Amiga & **ALL THE EXTRAS** detailed in Harwoods 'Mega 21' Games Pack 1 (left), plus F19 Stealth Fighter AND you also get...



POWERPLAY

THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Free Lead to Amiga, Tailored Dust Cover 12 Months on-site maintenance warranty (See monitor panel for details)

A SPECIAL PACK FROM HARWOOD'S FOR YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO...

£629.95
including VAT

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 3

That's right you get the fantastic Amiga & **ALL THE EXTRAS** detailed in Harwoods 'Mega 21' Games Pack 1 (far left), plus F19 Stealth Fighter AND then you also get...

THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR
Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Tailored Dust Cover and 12 Months on-site warranty (See monitor panel for details)



POWERPLAY

Plus... THE BRILLIANT STAR LC 200 COLOUR PRINTER
185/40 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga. (See printer panel for details)

IF YOU WISH REPLACE THE LC200 WITH A CITIZEN SWIFT 9 COLOUR AT NO EXTRA COST!!!
OR...
CHOOSE A STAR LC 24200 OR CITIZEN SWIFT 24 COLOUR FOR JUST £89.95 MORE!!!

£834.95
including VAT

"IT'S THE BUSINESS"

A TRULY PROFESSIONAL PACKAGE SPECIFICALLY FOR THE BUSINESS MINDED AMIGA USER. THIS ONE SHOULD FULFILL EVERY AREA OF BUSINESS YOU'RE LIKELY TO NEED!

THE BUSINESS PACK FROM HARWOODS INCLUDES ALL THE FOLLOWING...



POWERPRO

AMIGA A500 WITH 1Mb. +
MEMORY INC. CLOCK
(See Standard Features List)

SUPERB PHILIPS CM 8833/II
STEREO COLOUR MONITOR +
(See Monitor Panel)

STAR LC200 9 PIN NLQ
FULL COLOUR PRINTER
(See Printer Listing Panel)

IF YOU WISH REPLACE THE LC200 WITH A CITIZEN SWIFT 9 COLOUR AT NO EXTRA COST!!!
OR...
CHOOSE A STAR LC 24200 OR CITIZEN SWIFT 24 COLOUR FOR JUST £89.95 MORE!!!

A HOST OF BUSINESS SOFTWARE & ACCESSORIES...
PEN PAL V1.3 (Word Processor)...1Mb.
SUPERBASE II PERSONAL (Database)
SUPERPLAN (Spreadsheet)...1Mb.

Plus...
TUTORIAL DISK
THE SIMPSONS
CAPTAIN PLANET
LEMMINGS
F19 STEALTH FIGHTER
DELUXE PAINT III
Now with ANIMATION
MICROSWITCHED JOYSTICK
10 BLANK 3.5" DISKS
DISK LIBRARY CASE
MOUSE MAT
3 TAILORED DUST COVERS

ADD A CUMANA CAX 354 SECOND DRIVE
FOR JUST £50 TO HELP RUN THOSE
BUSINESS PACKS MORE EFFICIENTLY

WE MEAN BUSINESS AT A GREAT
PACKAGE PRICE OF JUST...

£899.95
including VAT

HARWOODS LEARN & PLAY PRIMARY & JUNIOR PACK A

Get your children off to the right computing start with this software learn and play pack...

PROF. PLAYS A NEW GAME
PROF. LOOKS AT WORDS
PROF. MAKES SENTENCES
PROF. HUNTS FOR WORDS

Active, engaging young minds love seeing the cartoon character called Prof. entertain and teach. Children take charge of Prof. on the computer, active learning. Follows National Curriculum (N.C.).
MAVIS BEACON TEACHES TYPING
A "fun" way to learn how to type PROPERLY!

PRIMARY MATHS COURSE
Around 24 modules in this course from 3 yrs old right up to secondary level. Follows N.C.

READING & WRITING COURSE
24 module course. Teaching from the computer and books. For early starters & the dyslexic.



Education



HARWOODS LEARN & PLAY GCSE/O' LEVEL PACK

GCSE examination level studies on your Amiga computer that's fun!

MICRO ENGLISH, MICRO FRENCH AND MICRO MATHS

A set of three complete self-tuition courses to GCSE level which can also be used for revision work. All programmes adhere to the National Curriculum and Micro English was designed and tested in schools by two teachers. Micro French includes 'real speech' to help your accent!

PEN PAL - Graphical Word Processor
A fantastic word processor with all the tools you'll need to create effective written work. Ideal for home work, projects etc. or for the families occasional letters. Text wraps automatically around graphics, even as you type!

Includes a built-in database and Forms Manager.

MAVIS BEACON TEACHES TYPING
A "fun" way to learn how to type PROPERLY! Learn quickly, easily and with lots of fun! Joystick & Mouse supported with 'Guide Hands' on screen to help



Education

BOTH PACK A & B RETAIL AT OVER £300 ea. AND INCLUDE 10 GREAT GAMES TOO! BUT, YOU ONLY PAY £99.95ea. IF PURCHASED WITH A POWERPLAY OR POWERPRO ONLY FROM GORDON HARWOODS.

10 GREAT GAMES TOO...
Datastorm, Driver! Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Shweek, RVF Honda, Grand Monster Slam.

Remember to ask for your FREE
Harwoods Amiga catalogue.



Telephone Order Line:

0773 836781



Credit Facilities Available*

**GORDON
HARWOOD
HARWOOD
HARWOOD**
Computers

The Closer you look,
The Better we look.

SOUND AND VISION

Words and Pictures

CDTV



IMAGINE, IF YOU CAN, A NEW, MORE POWERFUL AMIGA...
...AN AMIGA WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN STORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

IMAGINE THIS, AND YOU CAN START TO GRASP THE CONCEPT OF CDTV.

THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.

ON CD DISKS NOW AVAILABLE, THERE ARE EDUCATIONAL PACKAGES, ENCYCLOPAEDIAS PACKED WITH REFERENCE INFORMATION, STUNNING GAMES, MUSIC SYSTEMS AND MANY OTHER NEW AND VARIED SUBJECTS, INCLUDING WHOLE WORLD ATLASES OR EVEN THE COMPLETE WORKS OF SHAKESPEARE, EACH ON ONE CD DISK!!!

FREE CDTV STARTER PACK!!!

WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD - STRAIGHTAWAY.

THIS INCLUDES A SUPERB SELECTION OF CD DISK TITLES INCLUDING THE WELCOME TUTORIAL & HUTCHINSONS ENCYCLOPAEDIA, PLUS ... FIVE GAMES, SHERLOCK HOLMES & THE HOUND OF THE BASKERVILLES, SIM CITY, A TOWN WITH NO NAME, CHAOS IN ANDROMEDA, AND THE ACCLAIMED LEMMINGS, WORTH IN TOTAL ALMOST £200.00. IN ADDITION IS THE INFRARED REMOTE CONTROLLER, AND ALL THE HARDWARE NEEDED TO GET YOU CONNECTED.

ALL THIS FOR JUST £599.95

CDTV IS THE SAME SIZE AND STYLE AS YOUR VIDEO RECORDER, SO IT CAN SIT UNOBTUSIVELY ABOVE OR BELOW YOUR HOME TV AND/OR HI-FI. AND WITH ITS INFRARED REMOTECONTROLLER, IT CAN OPERATED FROM YOUR ARMCHAIR. BUT PERHAPS MOST IMPORTANT, IF YOU ARE A COMPUTER ENTHUSIAST, REMEMBER THAT INSIDE EVERY CDTV, IS AN AMIGA, JUST WAITING TO BE USED. SO LATER ON, YOU'LL BE ABLE TO BUY THE OPTIONAL KEYBOARD AND DISK DRIVE, TO GET INTO THE WORLD OF FULL AMIGA COMPUTING. PRINTERS, DIGITISERS, GENLOCKS AND OTHER ACCESSORIES CAN ALL BE CONNECTED TO GIVE ACCESS TO MANY OTHER EXCITING FACILITIES, AND ALSO MANY EXISTING SOFTWARE PACKAGES AVAILABLE FOR THE AMIGA COMPUTER RANGE. NEVER BEFORE HAS THERE BEEN SO MUCH POTENTIAL FROM ONE NEW STUNNING SYSTEM, PACKED WITH

TODAYS TECHNOLOGY.!

CALL IN AND SEE US FOR YOUR PERSONAL DEMONSTRATION, OR PHONE US FOR YOUR FREE DETAILED CDTV INFORMATION PACK.

CDTV ACCESSORIES

DUE TO BE RELEASED SOON - Please call us for latest availability.

- CD 1220 KEYBOARD** AN 89 KEY QWERTY KEYBOARD **£49.95**
- CD 1252 MOUSE** TWO WAY INFRARED MOUSE AND BATTERY SAVER **£49.95**
- CD 1200 TRACKBALL** AN INFRARED TRACKBALL, WITH THE OPTION OF DIRECT CONNECTION TO EXTEND BATTERY LIFE. DUPLICATES FUNCTIONS OF TWO BUTTON MOUSE AND INCLUDES TWO 9 PIN PORTS FOR CONNECTION STANDARD JOYSTICKS **£79.95**
- CD 1400 CADDIES** FOR HOLDING CD WITHIN DRIVE **£9.95ea.**
- CD 1401 MEMORY CARD** PERSONAL RAM CARD CONTAINING 64K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV **£79.95**
- CD 1405 MEMORY CARD** A LARGER PERSONAL RAM CARD CONTAINING 512K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV **£249.95**
- CD 1800 FLOPPY DRIVE** RACK MOUNTABLE FLOPPY DRIVE WITH 880K CAPACITY AND FURTHER ROOM FOR OTHER HARD DRIVES OR MODEMS ETC. **£99.95**
- CD 1301 GENLOCK** PAL BASED VIDEO INTERFACE CARD FOR SUPERIMPOSING CDTV IMAGES OVER A VIDEO SIGNAL PROVIDED BY ANY STANDARD VIDEO SOURCE **£149.95**
- CD 1321 VIDEO CARD** PAL BASED VIDEO INTERFACE CARD TO ALLOW CONNECTION TO TV'S OR VIDEOS REQUIRING UHF, S-VIDEO OR COMPOSITE INPUTS. **ETBC**

OTHER ACCESSORIES DUE TO BE RELEASED SOON - Please call .

HARWOODS AMIGA PRO-GEN



**PROFESSIONAL QUALITY
GENLOCK FOR COMPUTER
AND VIDEO MIXING, AT A
DOWN TO EARTH PRICE!!!**

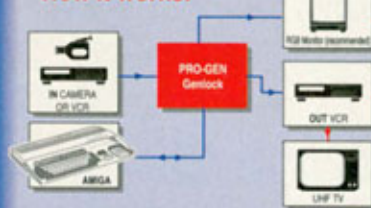
Pro-gen Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL video display whether it is from a VCR, Laserdisk player or a Camcorder. In fact any item of video equipment which outputs a PAL composite video signal. Combined with the Amiga computer the Pro-Gen gives you the facilities of a desktop video editing suite. Take your own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Spectracolor or Deluxe Paint. Pro-Gen is supplied with Oxi's Spectra-color paint & animation package (see below).

FREE

In Spectracolor every drawing tool and animation control is at your finger tips - over 50 tools in the fast menu Toolkit, plus point and click access to all 4096 colours, with independent right and left mouse button colours & modes. Add automatic animation generation easy mouse controls for all functions, and the ability to paint with multi-page animated brushes, and you've got a powerful tool for artistic expression. With animation controls it's simple to put your ideas into motion. Forget co-ordinate systems and reference numbers just move objects with the mouse in this intuitive and friendly graphical environment. Spectracolor supports both ANIM & IFF file formats, and all the video modes of the Amiga, including HAM!

How it works:



STOP PRESS

PRO-GEN... NOW INCLUDING A VERY VERSATILE MULTI COMPONENT VIDEO TO GENLOCK CONNECTING CABLE KIT. THIS ALLOWS PRO-GEN TO BE USED STRAIGHTAWAY WITH MOST POPULAR VIDEO EQUIPMENT, WITHOUT THE NEED TO HUNT DOWN THE CORRECT CONNECTING CABLES. THIS KIT CAN ALSO BE USED TO CONNECT IN OTHER WAYS... eg. VCR TO VCR etc. A KIT TO START YOU OFF RIGHT FROM THE MOMENT YOU OPEN THE BOX!!

PRO-GEN & Spectracolor ONLY £129.95

Mode Switch-box for Genlocks

Features Include
-Compatible With The Pro-Gen And Rendale 8802
-Supplied With Genlock Extender Cable Worth £9.95
-Switch-box Switches Between Foreground, Background, Video And Computer Modes.

£29.95

AMIGA STORAGE DEVICES

Commodore A590 20Mb HD

Features Include

- ☆ Connects to sidecar bus on left hand side of Amiga A500
- ☆ Autoboots with Kickstart 1.3
- ☆ Sockets For up to 2 Mb of RAM
- ☆ DMA Access
- ☆ External SCSI Port
- ☆ Complete With Power Supply

A590 Hard Disk Including
512K RAM Only **£299.95**

A590 Hard Disk Including
1 Mb. RAM Only **£319.95**

A590 Hard Disk Including
2 Mb. RAM Only **£349.95**



Cumana CAX354 3.5" External 2nd Disk Drive.

- ☆ Features Include
- ☆ Long connecting cable
- ☆ 1Mb, (880K Formatted) Capacity
- ☆ Enable/Disable Switch,
- ☆ Throughport
- ☆ Access Light
- ☆ Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

£57.95

SUPRA 500XP 52-105Mb HD

Features Include

- ☆ Capacities of 52/80/105Mb all available
- ☆ Connects to sidecar bus on L/H side of Amiga A500
- ☆ Autoboots with Kickstart 1.3, boot enable/disable switch
- ☆ Sockets for up to 8 Mb of FASTRAM with enable/disable switch
- ☆ Autoboots With Kickstart 1.3
- ☆ SCSI Port & Amiga bus pass thru allows other devices to be connected
- ☆ Includes Express Copy hard drive Back-up Software
- ☆ 52 Mb version powered by Amiga, High Current Power Supply optional. High Current Power Supply (recommended for 52Mb. version) required for 80Mb. and 105 Mb versions

SUPRA PRICES	RAM SIZE	STORAGE CAPACITY		
		52Mb.	80Mb.	105Mb.
	512K	£499.95	*£549.95	*£659.95
	2Mb.	£549.95	*£599.95	*£709.95
	4Mb.	£749.95	*£799.95	*£909.95
	8Mb.	£969.95	*£1019.95	*£1129.95

**Please don't forget to add the cost of Power Supply when calculating price of 80/105Mb. drives*

PERIPHERAL PACK 1

A TRULY SPECIAL PACK FROM HARWOODS TO MAKE YOUR AMIGA DO MORE THAN EVER!

Harwoods have put this pack together for you to add to your Amiga at an AMAZING SAVING over individually priced items. You get extra power from our Pro-Ram memory upgrade and EXTRA storage from the brilliant Cumana drive.

Harwoods Pro-Ram is our best selling Amiga upgrade with 16chip RAM, similar in design to CBM's A501 and works exactly the same. The Cumana CAX 354 external drive is a brand leader in the 3.5" market having received a great deal of praise over the years. And... to round off we also include a 3.5" Disk Head Cleaner too!!!

ALL THIS FOR THE AMAZING PRICE OF ONLY... **£79.95**

PERIPHERAL PACK 2

TWO MORE GREAT PACKAGES THAT SAVE YOU MORE MONEY!

These two packs are aimed at the designer who needs to get a great deal from his Amiga. A superb quality monitor in the PHILIPS CM8833/II has been put with a choice of either the CITIZEN SWIFT9 or the CITIZEN SWIFT 24 printer. You choose, but whichever combination you have the price has been designed to SAVE YOU MONEY. Buying together will save you £££'s!

PACK 2 with a Citizen Swift 9 Costs Just...

£479.95

PACK 2 with a Citizen Swift 24 Costs Just...

£569.95

AMIGA SOFTWARE

Music-X: The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All the data you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps and synthesiser or drum machine patch libraries.

Amos: AMOS allows you to access the power of the Amiga with ease. 500 different command make AMOS a sophisticated development language. The AMOS animation language allows you to create complex animation sequences. The package is supplied with a 300 page manual with over 80 example programs on the program disc. **£49.95**

SuperBase 4: Most powerful database available for the Amiga. Combines the ease of use of SuperBase 2 with a versatile programming language so that you can tailor your data to your own specific needs for club/business/library records etc. **£229.95**

Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga. Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. **£199.95**

Deluxe Paint IV: Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. more recommended) **£79.95**

Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Spectracolor FREE!!!

MASTERSOUND: High quality "mono" sampler (best for sampling instruments etc.) **£36.95**

MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru/out. Includes cable. **£24.95**

THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF TITLES FOR THE SERIOUS AMIGA USER. THIS WHEN COMBINED WITH OUR MASSIVE RECREATIONAL STOCK, GIVES A VAST SOFTWARE SELECTION FOR EVERYONE. IF YOU WOULD LIKE TO KNOW MORE, JUST ASK US FOR YOUR FREE COPY OF OUR SOFTWARE CATALOGUE

Pen Pal V.1.3

WORD PROCESSOR/DATABASE

With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics."

Amiga World,
July '90

£79.95

PEN PAL Vers 1.3
WITH 512K Amiga
RAM Expansion
only...£99.95!

Remember to ask for your FREE Harwoods Amiga catalogue.



Telephone Order Line:

0773 836781

Credit Facilities Available*



GORDON HARWOOD HARWOOD HARWOOD

Computers

The Closer you look,
The Better we look.

FREE...
Fully Tailored
Dust Cover with all
Dot Matrix Printers

PRINTERS

All printers in our range include the following standard features...

- Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a:
- FREE CONNECTOR LEAD & A FREE TAILORED DUST COVER!



When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

CITIZEN 120D+ - Up to 120/25 cps

Very reliable low cost printer (please specify interface on order)

- Interchangeable interfaces for Centronics RS 232 or Serial type for CBM 64 etc.
- Full 2 Year manufacturers warranty

£149.95

NEW FASTER STAR LC20 (Replaces LC10) - Up to 150/38 cps

Replacement for our most popular Mono Dot-Matrix printer and at a super low introductory price

- Multiple font options easily accessible from front panel
- Simultaneous, continuous and single sheet stationery
- Excellent paper handling facilities
- 240 x 240 dpi Graphics

£159.95

CITIZEN 124D MONO 24 PIN PRINTER

- 360 dpi - 24 Pin MONO
- 8K Buffer - Expandable
- 3 Fonts, Superb letter quality
- Push & Pull Tractor feeds
- 2yr Warranty
- Feed for labels & multi-part stationery
- Low running costs

£209.95

STAR LC 24-10 - Up to 180/60 cps

24 Pin version of the Star LC Series with

- Exceptional letter print quality
- 360 x 360 dpi Graphics
- Additional font cartridges available
- 8 resident fonts

£214.95

STAR LC200 GREAT COLOUR PRINTER - 185/40 cps

This is the one in our packs!

- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel, no DIP switches
- 12 month warranty

£214.95

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps

New super high spec 9Pin colour printer

- 8K Buffer 4 Fonts
- Push and pull tractor built-in
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- Best text quality in our 9Pin range
- 2 Year Citizen warranty

£229.95

STAR LC24-200 24 PIN MONO PRINTER - 220/55 cps

New Star 24 pin that means business!

- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 7K Buffer expandable to 39K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with mono ribbon
- Faster than the old LC24-10
- Extra font cartridges available
- Program from front panel, No DIP switches
- 12 month warranty

£259.95

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps

Colour version of the new LC24-200 Mono

- 80 Column Dot Matrix
- 360 dpi - 24 Pin COLOUR
- 30K Buffer expandable to 62K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- 12 month warranty
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Better quality than LC200 colour
- Extra font cartridges available
- Programmable from front panel, No DIP switches

£309.95

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps

24 Pin Colour Printer

- Push and pull tractor built-in with bottom feed for labels & multi-part stationery
- 360 x 360 dpi Colour Graphics
- 2 Year Citizen warranty

£319.95

NEW FASTER STAR XB PRINTER RANGE

Colour XB24-200 & XB24-250 - 275/80 cps

These NEW top of the range Stars replace the XB24/10 & XB24/15, & offer the best possible quality dot matrix printing

- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 14 x 24Pin near letter quality fonts
- Buffer: 29K(XB24/200) & 76K (XB 24/250)
- 360 x 360 dpi Colour Graphics
- 12mths on-site warranty (UK Mainland)

£399.95

Wide Carriage

£499.95

24-200 Colour

24-250 Colour

HEWLETT PACKARD PAINTJET A4

Our best quality full colour printer at a realistic price

- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- For presentation graphics/DTP, CAD and technical/scientific applications
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing, virtually silent, 43dba
- Will print transparencies
- 12 Months on-site warranty (UK Mainland)

£899.95

STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER

Brand new A4 Laser Printer, will connect to PC, Amiga, ST and Macintosh.

- 300 DPI, 2Mb. Upgradable to 5Mb.
- Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- Serial/Parallel/Appletalk interfaces as standard
- 12month on site warranty (UK Mainland)
- Every desktop publishers dream

New!

£1174.95

SEE OUR LIST OF ACCESSORIES FOR BOTH STAR AND CITIZEN PRINTERS, ALL AT COMPETITIVE PRICES!

All the characters Per Second speeds quoted below are Draft/LQ at 10cpi

PRINTER ACCESSORIES

CITIZEN PRINTER ACCESSORIES:

- Citizen 120D+ Sheet Feeder £69.95
- Citizen 120D+ Parallel Interface £49.95
- Citizen 120D+ CBM C64 Serial Interface £49.95

- Citizen 124D 32K Buffer £13.95
- Citizen 124D Semi-Auto SheetFeeder £39.95
- Citizen 124D Automatic Sheet Feeder £79.95
- Citizen 124D Printer Stand £24.95

- Citizen Swift 9 Semi-Auto SheetFeeder £39.95
- Citizen Swift 9 Automatic Sheet Feeder £79.95
- Citizen Swift 9 Printer Stand £24.95

- Citizen Swift 9X Printer Stand £34.95
- Citizen Swift 9X Automatic Sheet Feeder £139.95

- Citizen Swift 24 32K Printer Buffer £13.95
- Citizen Swift 24 Semi-Auto Sheet Feeder £39.95
- Citizen Swift 24 Automatic Sheet Feeder £79.95
- Citizen Swift 24 Printer Stand £24.95

- Citizen Swift 24X Auto Sheet Feeder £139.95
- Citizen Swift 24X Printer Stand £34.95

HEWLETT PACKARD PAINTJET PRINTER ACCESSORIES:

- Hewlett Packard PaintJet Black Ink cartridge £25.95
- Colour Ink Cartridge £31.49
- Single Sheet Printer Paper £17.95
- Z-Fold Printer Paper £15.95
- Transparency Paper - Pack of 50 Sheets £52.95

STAR PRINTER ACCESSORIES:

- Star LC-20 Mono Printer Automatic SheetFeeder £74.95

- Star LC24-10 Mono Printer 32K Buffer £67.95
- Automatic SheetFeeder £74.95

- Star LC-200 Colour Printer Automatic SheetFeeder £74.95

- Star LC 24-200 Mono Printer 32K Printer Buffer £34.95
- Automatic SheetFeeder £74.95

- Star LC 24-200 Colour Printer 32K Printer Buffer £34.95
- Automatic SheetFeeder £34.95

- Star XB 24-200 Colour Printer Pull Tractor £34.95

- Font Cartridges - Styles To Be Announced £29.95
- 128K Centronics Printer Buffer £89.95
- Automatic SheetFeeder £114.95
- Dual Bin SheetFeeder £429.95

- Star XB 24-250 Colour Printer Pull Tractor £34.95

- Font Cartridges - Styles To Be Announced £29.95
- 128K Centronics Printer Buffer £89.95
- Automatic SheetFeeder £174.95
- Dual Bin SheetFeeder £469.95



GENUINE CITIZEN & STAR REPLACEMENT PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON X6	COLOUR RIBBON	BLACK RIBBON X6
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
CITIZEN SWIFT 24	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10/20	BLACK ONLY	£4.95	£24.95	N/A	N/A
STAR LC200 C	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200 M	BLACK ONLY	£8.95 Z24	£49.95 Z24	N/A	N/A
STAR LC24/200 C	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL

BOOK SHOP FOR BEGINNERS & EXPERTS ALIKE



AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS, £12.95

From unpacking your Amiga to creating your own icons, includes first use of basic and extras disk.

AMIGA BASIC INSIDE AND OUT - VOL. 2 ABACUS BOOKS, £18.95

Definitive step by step guide to programming Amiga's in basic.

AMIGA MACHINE LANGUAGE - VOL. 4 ABACUS BOOKS, £14.95

Practical guide to learning 68000 assembler language.

AMIGA DOS INSIDE AND OUT - VOL. 8 ABACUS BOOKS, £18.45

Guide to Amiga DOS & CLI. NEW Edition inc. DOS v 2.0

AMIGA HARDWARE REFERENCE MANUAL-Addison Wesley, £21.95

Written by technical experts at Commodore Amiga Inc, USA.

People who designed your Amiga. Hardware level machine code programming at advanced level.

AMIGA, BEST OF TRICKS & TIPS Vol. 17, £32.95

A complete set of tricks and tips that enable you to do MORE with your Amiga and as simply as possible.

WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS BOOKS...Phone us for details!

MONITORS & MONITOR TV's

Harwoods stock a complete range of both Monitors & Monitor TV's to give you your perfect solution to the type of display to buy.



PHILIPS CM8833/II Stereo High Resolution Colour Monitor

NOW WITH FREE...F19 STEALTH FIGHTER!!!

The ever popular 14-inch Philips CM 8833 MkII, is the most versatile multipurpose colour monitor available. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR or optional tuner, you get an amazing 600 pixel TV picture. It's this 600 pixel resolution, that makes the 8833 essential for the serious user who wants to use his computer for a text based application. With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, a full 12 Months on site service warranty, and inclusive of a FREE Superb F19 Stealth Fighter Game!!!

★ RGB/AD, TTL, Composite, Video & stereo audio inputs Can be used as a TV with VCR or Tuner Also as a Video Camera display monitor Retractable stand
★ Twin Stereo Speakers Headphone Jack Socket FREE lead for your computer FREE 12 Month on site service warranty.

THE MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE

£249.95

CBM 1084S STEREO COLOUR MONITOR. Commodore's Own Stereo High Resolution Colour Monitor with... RGB/AD/TTL, Composite, Video/Audio Inputs Can be used as TV with VCR or tuner. Twin Speakers for stereo output Supplied with cables for A500, CGA PC, 16-64-128.

£269.95

PHILIPS TV TUNER. ALLOWS ANY MONITOR WITH COMPOSITE VIDEO & AUDIO INPUTS TO BE USED AS A TELEVISION. SUPPLIED COMPLETE WITH AERIAL FOR USE INDOORS ALSO HAS STD EXTERNAL AERIAL SOCKET AND COMPATIBLE WITH MOST MONITORS INC. PHILIPS CM8833 MK I & II, CBM 1081/4, & 1900/1/2.

£79.95

It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

NEW!!! PHILIPS 15" TELETEXT REMOTE CONTROL 40 CHANNEL MONITOR TV. BRAND NEW SUPERB DEFINITION PHILIPS MONITOR TV. IDEAL FOR AMIGA OR CDTV USERS, GIVING FOR THE FIRST TIME TRUE MONITOR QUALITY FROM A FULL FEATURE TELETEXT TV AT AN AFFORDABLE PRICE!!! JUST LOOK AT THE FEATURES... Direct Scart Connector for Amiga, CDTV, VCR OR SATELLITE RECEIVER RGB/AD, Composite Video & audio inputs FULL TELETEXT FACILITIES (FOR THIS FACILITY EXTERNAL AERIAL SHOULD BE USED) Headphone Jack Socket FULL TWO YEAR GUARANTEE
★ 2000 CHARACTER HIGH DEFINITION FST TUBE SUPPLIED WITH LOOP AERIAL REMOTE CONTROL
★ FREE lead for YOUR computer

IF YOU WOULD LIKE THE MONITOR TV IN OUR PACK 2, 3 OR 7 TO REPLACE THE 8833, PLEASE SIMPLY ADD £20.00 AND STATE WHEN ORDERING YOUR PREFERENCE FOR A PHILIPS TELETEXT TV.

ONLY...
£279.95

AMIGA ACCESSORIES

Shown here are just a few items from our massive stocks of extremely useful Amiga accessories, and all at terrific prices!

MEMORY EXPANSIONS

HARWOODS PRO-RAMPACK **£29.95**

512K Memory Expansion for the Amiga A500 that SIMPLY plugs in! Same configuration as CBM A501 for full compatibility with latest 8327A Amiga Blitter. Enable/Disable switch & real time battery backed clock.

SUPRAMEM RX 500 (512K to 8Mb. RAM Expansion)

Features include 512K, 1, 2, 4 or 8Mb. fast RAM for Amiga A500 computers. Easily connects externally to sidecar bus on left hand side of Amiga. No dismantling of computer required. Amiga bus pass thru' allows other devices to be connected. Uses 256K x 4 ZIP DRAM chips (120ns or faster) for 512K, 1Mb. and 2Mb. configurations. Uses 1Mb. x 4 Zips for 2, 4 and 8 Mb. configurations. Four layer board to reduce bus noise and increases reliability. Zero wait states & hidden refresh. Test mode & software simplify trouble shooting. Enable/Disable switch? Increase your capacity at with a great expansion!!!

512K RAM Version **£129.95** 4Mb. RAM Version **£329.95**
2Mb. RAM Version **£199.95** 8Mb. RAM Version **£549.95**

IBM PC EMULATORS

KCS POWERBOARD **£234.95**

Features Include:

★ Hercules, CGA & Monochrome Video Support. Supports Both 3.5 Inch & 5.25 Inch Diskettes. Fits Into A501 RAM Slot, 8088 XT Processor. Clock/Calendar Included. Acts As 512K RAM Exp. When In Amiga Mode. Includes MS-DOS 4.01, Shell & GW-BASIC. ★ Supports A590 Hard Drive, Mouse Driver Software Included.

REPLACEMENT MOUSE

NAKSHA MICROSWITCHED MOUSE **£24.95**

Amiga/ST/Amstrad PC compatible.

GOLDEN IMAGE OPTICAL MOUSE **£32.95**

For the Amiga.



JOYSTICKS

COMPETITION PRO 5000 Black **£7.95**

Good quality, no frills solid stick. Microswitched movement controls.

ZIPSTICK **£12.95**

A regular favourite. Fully microswitched "easy action", triple fire action.

COMPETITION PRO STAR **£14.95**

The ONLY joystick to obtain a 100% rating from a magazine review!!!

The ultimate! Fully microswitched, triple fire fully featured stick!

MISCELLANEOUS

3.5" DISK HEAD CLEANER **£2.99**

Essential maintenance for your disk drive. Keep clean & trouble free.

BLANK DISKS with labels **Only £9.95**

10 Genuine Commodore 3.5" branded

10 Unbranded with library case 3.5" certified

200 Unbranded 3.5" certified **Only £72.50**

Easy Ordering

Before you choose from whom to purchase, please give us a call. We are always happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard or Lombard Creditcharge Card quoting number & expiry date (most Debits, Curnys, NASCR and other "low" cards are Lombard Creditcharge and are accepted by us).
ORDER BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7 days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: FREE within 14 working days, UK Mainland only. OR **COURIER SERVICE:** Add £5.75 per major item for next working day delivery, UK Mainland most regions.

EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting / export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE.

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only) and a FAST turnaround is GUARANTEED by our OWN ENGINEERS.

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. EAOE.

FINANCE FACILITIES... tailored to suit your needs. Written details on request.

Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 25.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel. Showroom visitors, please ask for details of our in-store "Instant Account". Written quotations on request.

If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit).

VISIT OUR SPACIOUS SHOWROOM:

Please pay us a visit where our full range of advertised products, at the SAME COMPETITIVE PRICES, & MORE, is on sale. 'ALL UNDER ONE ROOF', in pleasant surroundings at our purpose built showroom (See note below map). There's plenty of FREE parking close by.

OPENING TIMES: 9.00 til 5.00 Monday to Saturday
9.00 til 1.00 Wednesday
Closed on Sundays



We have several specialised systems on permanent display. However, should you require a 'special' specific product demonstration we will be happy to oblige. Just phone us in advance to make the necessary arrangements.

GORDON HARWOOD HARWOOD HARWOOD Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AMP, G1, NEW STREET,
ALFRETON, DERBYSHIRE, DE5 7BP
TEL: 0773 836781 FAX: 0773 831040

The Closer you look, The Better we look.

STAFFORDSHIRE'S FINEST COMPUTERSTORE!!

(PROBABLY)

DISK DEALS

10 KAO bulk unbranded 3.5"	£4.95
50 KAO bulk unbranded 3.5"	£22.45
100 KAO bulk unbranded 3.5"	£39.95
100 Capacity box/when bought with disks	£5.00
Labels included, 2 for 1 guarantee	

JOYSTICKS

MAVERICK, Micro-Switched	£13.95
PYTHON, Micro-Switched	£10.99
APACHE	£6.95
ZIPSTICK Autofire	£14.95
MANTARAY Autofire	£14.95
STINGRAY Autofire	£15.95
KONIX Navigator	£13.95
KONIX Speedking	£10.95
TOPSTAR	£23.95

SPECIAL OFFER

Python joystick +
mouse mat + ten blank
disks + mouse pocket +
50 capacity disk box +
3.5" disk head cleaner
+ dust cover + Joystick
Splitter only
£29.99

ACCESSORIES

NAKSHA UPGRADE MOUSE (with Operation Stealth)	£23.50
SQUIK MOUSE (Naksha Spec)	£18.50
CUMANA CAX354 Amiga External Drive	£64.95
AMIGA A590 20 meg hard drive	£299.00
AMIGA CD Rom drive	£90.00
AMIGA 1/2 Meg upgrade with clock (16 chip)	£29.99
AMIGA 1/2 Meg upgrade without clock (16 chip)	£27.99
AMIGA 1 1/2 Meg upgrade with clock	£99.99
Mousemat	£2.99
AMIGA dustcover	£4.50
Mouse pocket	£1.95
10 capacity disk box	£0.99
50 capacity disk box	£4.95
100 capacity disk box	£5.95
250 capacity disk box	£24.95
3 1/5" disk drive head cleaner	£3.95
AMIGA stereo audio cables 3M	£5.95
AMIGA 4 player adaptor	£5.95
Automatic joystick/mouse switch	£16.95
Joystick splitter	£3.99
Printer cables from	£9.50

Loads more leads in stock call for prices

MAIL ORDER OR VISIT OUR SHOWROOM

COMPUTERHOUSE

86 GEORGE STREET, NEWCASTLE, STAFFS ST5 1DN

CREDIT CARD HOTLINE AND ENQUIRIES (0782) 711237

Lots of discounts on software and hardware instore Public Domain available over the counter for ST and Amiga. All prices include VAT. Please add £2.50 P&P on orders under £25.00 orders £25.00 and over P&P free. Please allow for cheque clearance. Orders despatched same day where possible E&OE.



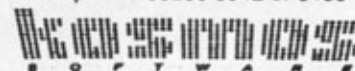
For the best in Educational Software

Subjects	
☐	French, Spanish
☐	German, Italian
☐	Science, History
☐	Geography
☐	English Words
☐	Spelling
☐	Arithmetic
☐	Football, Sport
☐	First Aid
☐	General Knowledge
☐	England, Scotland
☐	Natural History

Kosmos are specialist producers of Educational Software designed to help you enjoy learning from your computer. Versions are available for most popular home & business computers. Many of our programs even allow you to add your own lesson material.

Write or telephone for a **FREE 20-page BROCHURE** of our Educational & Leisure software
Please state your computer type

Kosmos Software Ltd, FREEPOST (no stamp needed in UK)
DUNSTABLE, Beds. LU5 6BR
Telephone 05255 3942 or 5406



Credit Card Hotline

Tel: 0734 890588

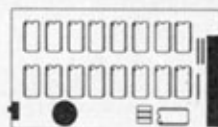
Virgo

DEVELOPMENTS

Sapphire House, Fishponds
Road, Wokingham,
Berkshire, RG11 2QJ.
Fax: 0734 891646



Amiga A500 RAM CARDS



V500: 1/2Mbyte expansion.

Upgrade your Amiga A500 to 1Mb. Chip/fast ram compatible, gold plated connector, On/Off switch.

ONLY £23.99

V501: 1/2Mbyte expansion + Clock. As V500 + Battery backed real time clock

ONLY £27.99

V2000: 2Mbyte expansion + clock. Upgrade your Amiga A500 to 2.5Mb. Expandable in 1/2Meg stages, compatible with Kickstart 1.2 & 1.3, On/Off switch, gives 1Mb of chip ram + 1.5 Mb fast ram if required. Comes complete with Gary connector & full installation instructions.

V2000 bare board **£37.95**
V2000 + 2Mbyte **ONLY £104.95**

V4000: 4Mbyte expansion + clock. Upgrade your Amiga A500 to 4.5 Mb. Same as V2000 but gives an additional 4Mb of fast ram or 3.5Mb fast + 1Mb chip ram

V4000 bare board **£63.00**
V4000 + 4Mbyte **ONLY £198.00**

External 3 1/2" Disk Drive
Top quality, low noise, high reliability 1meg drive.

£50.95



Ram chips 256Kx4
A590 compatible
£17.59 for
1/2Mbyte



3 1/2" DSDD
2 for 1 guarantee
£4.45 for 10



AUDIO SHOP

Midi Interface **£19.50**
Stereo Sound Sampler **£29.00**
Sound Demon

Quality stereo sound from your Amiga, featuring top quality amplifier with 2 superb 3-way 30W speakers & jack for headphones. **£39.95**

Dispatch within 24 hours
12-month guarantee.
Cheques, Postal orders to Virgo Developments at above address.
Express Courier delivery (UK mainland only) **£5.50**

All prices include VAT, postage & packaging. No hidden charges

Questions (like "What is a virus?") answered, complaints (like "Whatever happened to the ECES?") responded to, reader reviews (like this one on *Player Manager*) published, prizes (like £50 of free software!) awarded and more! All this and we've only scratched the surface of the column they're all calling 'Do The Write Thing.' Plus! The return of Stuart Hardy!

● Address your letters to **AMIGA POWER**, Beaufort Court, 30 Monmouth Street, Bath, Avon, BA1 2BW

Dear AMIGA POWER,

I recently purchased *Moonwalker* by US Gold and I was disgusted! If I had purchased this for TWO POUNDS it would still be a complete waste of money. How can US Gold do a CRAP game like this but then come up with a well amazing game like *The Secret Of Monkey Island*??

Yours disgustingly (sic)
Jason Watts, Poole

So *Moonwalker's* crap, is it? (Yes folks, we bring you the most up-to-date news as it happens!)

Dear AMIGA POWER,

I won't carry out the usual praising of your magazine, but I will admit it is one of the, if not the, best type of magazine on the shelves (Er, thanks, I think -Ed). Anyway, I'll get to the point of the letter. My colleague and I have stumbled upon a potentially blockbusting idea for a new genre of game.

However, we cannot proceed further without outside aid. We have done our best with our humble PC and Amiga 3000, but we must admit defeat. Please could you advise us upon what we should do now? Can anybody help us?

Yours,
Toby Seth and John Buckley

Well, can anybody? (You could always try talking to a friendly software house, I suppose).

Dear AMIGA POWER,

I am writing in response to Gary "I couldn't play any game in the entire universe to save my life" Taphouse (Issue Five, p.90). He praises nearly all his 'Top 20 Worst Amiga Games' for audio/visuals but his only complaint is that he can't actually play them (That's not strictly true, but never mind -Ed). My advice to you, Mr Taphouse, is to try practising a little with these games, especially *Kick Off 2*.

I was particularly annoyed about his first comment in the bit where he was slagging *Brat* off, the one about *Gods*.

Grumbles aside, good work AMIGA POWER. Keep going.
Love and kisses (not really),
'Jam The Man', Farnham.

PS Chris Millkins, Stuart Campbell may be a loss, he may be a prat and he may be a tad queer, but that doesn't change the fact that he's the best reviewer at present in AMIGA POWER.

But Stuart hates *Kick Off 2* as well, 'Jam' -Ed.

Dear AMIGA POWER,

Please could you clearly state whether or not each game you review is hard disk compatible. And all software developers please make a note, a lot of Amiga owners have hard disks and we would like to use them for loading all software, so please put this option into your games. This option comes with virtually all PC software, so why not Amiga software?

Yours faithfully,
Kevin Howell, Bristol

PS What's happened to Ocean's *Epic*?
PPS I hate *Kick Off 2*!

A fair point Kevin - there's no reason why software houses shouldn't state it themselves on their boxes alongside the information about which Amigas it works on - but it would simply take too much time for us to faff about trying to check out every game we review each month for compatibility ourselves. Remember though, if a game doesn't work with the hard drive in, all you have to do is take it out...

Yo! AMIGA POWER,

Having been a great fan of Future Publishing's computer magazines for some

time now, I was glad to see the release of AMIGA POWER, and AP has lived up to my expectations apart from one thing...

Way back in 1987, I thought that my Amstrad Action costing £1.25 with a free tape (instead of the usual £1) was ludicrous! Mind you, I didn't mind because the tapes were always good. Anyway (get to the point), the only reason I have stopped buying Amiga Format over the last few months is because the coverdisks were getting more and more disappointing. So nowadays, the deciding factor in whether I buy a magazine is how good the coverdisk is, so what I'm suggesting (at last!) is that we, the readers, should be given a choice as to whether we want the coverdisks, varying from month to month. So AMIGA POWER by itself would cost £1.95, and with the disk would cost £2.95. This idea has already been put into practice with Amiga Fun (the magazine can be bought separately, even though it is a load of rubbish!).

Keep up the good work with the mag,
Adam Baird, Harpenden

Dear AMIGA POWER,

I am writing to complain about the terrible organisation of this year's European Computer Entertainment Show, and the

misleading information printed in your mag. Having travelled to Earls Court from Surrey with a friend, I was most surprised that Saturday's show was 'TRADE ONLY'. Since when have Saturday shows been trade only? Saturday is the only time when some people can attend because of work commitments or school. Apart from the disappointment of not being allowed in, I felt very embarrassed as I had brought a friend all this way for nothing.

We had wasted our train fares and our Saturday and this was all due to the wrong information printed in your magazine. You clearly stated that the show was open to the public between Friday 6th September and Sunday 8th September on page 13 (unlucky for me) of the September issue.

We were not the only people to be upset and angry about this, as several others were turned away by the security guard (who must have been quite fed up with it himself). So then, not only should AMIGA POWER accept some responsibility for this debacle, but also the CES organisers for arranging the show in this way without giving any prior warning. They, together with the companies who are stall holders should show more respect for the punters who pay their wages.

Yours faithfully,
Paul Elphick, Wallington.

£50 SOFTWARE WINNER

Dear AMIGA POWER,

I have just bought your magazine, and can I just say that your reviews are extremely honest, and unlike most magazines you look at every detail to bring us the most accurate opinions around. Enough praise though, the real reason I've put pen to paper to write this letter is because I've just bought a new Amiga after a year of C64 owning. What a move! And switching from Commodore Format to AMIGA POWER, mega move! (Better not let the CF boys see this one -Ed) Anyway, I've heard of these things called disk viruses, they worry me. I don't know what they are, what they do, who's responsible, or how to get rid of them. Every time I load a game I am worried about disk viruses. Hence, I am asking you what I should do, what I need to do to get rid of them, or even better, how do I prevent them?

Also, if I write a program, am I likely to be putting a disk virus there by accident? And what about Public Domain software, which I enjoyed on my C64, and cover mounted demos - are these free from disk viruses? Please help me, before I go mad! Maybe I'm making a mountain out of a molehill (or a virus out of a bug), but I'm concerned.

Yours faithfully,
Paul Allen, Thetford

First off, Paul, you're in no danger of 'accidentally' creating a virus when you program. Now, for you, Stuart Williams of Cornwall, and several others, here's the story on viruses. Viruses are programs written by sad little people in order to make lots of other little people sad too, just like them. They are programs which duplicate themselves onto your disks while the disks are in your Amiga's disk drive (the virus code lives in the Amiga's memory after you unwittingly load up a disk containing a virus), and after a certain period (usually after duplicating themselves a set number of times) they 'come to life', either printing messages on screen, wiping disks, crashing the machine, or doing any of a number of other destructive acts.

Happily, there are a number of things you can do to prevent viruses spreading, the safest of which is to always switch your Amiga's power off for at least 30 seconds before you load a game. You can also write-protect your disks (move the little black tab so that you can see through the hole) which stops the virus from transferring itself to that disk, or you can check all your disks with a virus-checker (various versions of these are available commercially or in the Public Domain) before using them. If you do get a virus, then you can get rid of it by using a virus killer (usually part of the virus checker program), but beware, if you use a virus killer on professional games, it may mistake their special bootblocks for viruses, and kill them instead, making the disks unusable. As for PD and magazine demos, most PD companies make sure their disks are virus-free before sending them out, as do magazines, so you shouldn't have any problems there. Basically though, if you always switch the power off between loads, you should never have any virus trouble. Hope this sets your mind at rest.



DO THE write THING

Now hold on a minute, Paul. I can quite understand your being miffed at not getting into the show (although as it happens you didn't miss much – it was crap), but you're a touch confused when it comes to laying the blame. When we ran the CES story in our news pages, it was completely correct. The decision to abandon the consumer side of the show was taken by the organisers (EMAP Exhibitions) after the issue went to print, so there was absolutely nothing we could do about it.

The main reason the public side of the show was pulled was because not enough software companies were bothering to show up, so directing your anger at the ones who DID have stands there is also way off the mark. The responsibility for the debacle, as you put it, lies squarely at the door of the organisers, for staging the wrong sort of show at the wrong time of the year – even if you had managed to get in you would have hated it for being so small.

What we suggest (of course) is that you come along to the World Of Commodore show in November instead – not only is it DEFINITELY a public event, it's about eight or nine times as large as the CES and is 100 percent Amiga too. (But of course, if you've read this issue you'll know about it already).

Dear Sir,

I am a compulsive reader of your magazine and would not miss it for the world. I used to get The One, but no more. To get to the point, though, I'd like to say a bit more on the issue of complete games on magazines. The two games I got off your first two issues were the first full games I've had for my Amiga for over a year. I thought 'Great, a way of getting good games without paying through the nose', but then what happens? ELSPA (the Nazis of the computer world – let's hope they don't start burning the magazines next) stick their noses in and stop them. So people like me, and believe me there are lots of others like me, have to go back to PD games. You see, people like us don't matter to them, all they care about is money, money and more money. I mean, we can't take the caviar out of their mouths, can we?

Yours faithfully,

J. Noble, Whitby.

P.S. Stuart Campbell's great, OK?

Hello AMIGA POWER!

Well, after four issues, I decide to write to

you and voice a few of my opinions/gripes about you and related subjects. I bought your first issue after reading the blurb and took out a sub immediately. Reason? I thought it was great! Mind you, now I'm not so sure...

I take it that most of the staff must be on holiday and there is a lack of interesting stories to print? I mean, who really wants to read yet another magazine doing the film tie-in report? Next you'll be doing a bloody joystick test! Do all you mags pass on these stories and print them when you can't find anything better?

Now, the full games on disks argument. To be honest, most of the stuff that has been put out so far is real crap stuff that won't be missed. I like the old games and the PD but obviously you are limited by availability of decent material. What about some Speedball 2 goals of the month or similar? My main reason for writing this letter though, is not to moan about your mag. What really made me write was the Autumn Preview. If that is a cross section of what's to come in the world of software then God help us!

I've had an Amiga since '89 and I reckon the software houses are getting worse. The majority of them show no imagination. Why must we continually have age-old game ideas revamped with a few extra frills? The Executioner is a prime example, old 8-bit game with a new but ridiculous storyline. The software scene is packed with Thrust, platform, arcade adventures, but you can count the good games on one hand. Please, software houses, spend more time on 'game idea' development and less on thinking up some mind-boggling crap story line for an age old game.

Yours faithfully,

D. Bragg, Leamington Spa

Actually, D., you'd be surprised at the number of people who've written in actually asking us to do a joystick test... I guess you just can't please all the people all of the time. As for the disk idea, Speedball 2 goals might well be interesting, but only to people who already own Speedball 2. At AMIGA POWER, we try to make sure that our disks can be used completely by all our readers. Even putting that aside, I think it's a bit of a dubious concept. You'd watch them once, go 'Ooh, that was a nice goal', then never bother again. What do other readers think?

Dear AP,

Disappointing, very disappointing. I refer, of course, to your continued indulgence of the ubiquitous Stuart Hardy. To be honest I expected a little more from a publication which, to my mind at least, has quickly established itself as by far the best Amiga games magazine on the market.

I mean, I can understand why some of the lesser, lack lustre Amiga mags publish

Mr Hardy's intensely dull missives, but AMIGA POWER?! Come on, you set yourselves up as ground-breaking and somewhat radical, and yet you succumb, along with your rivals, to printing Mr Hardy's treatises on such novel and never-discussed topics as the size of software boxes and how the recession is affecting the software retail market (the latter being a particularly redundant topic – how the hell do you think a recession will affect the market?)

Sorry to harp on (my, am I in a negative mood!), but not only is the subject matter of his widely distributed letters well worn and predictable, but the delivery is so pedestrian and earnest (literate, possibly, but so is the back of a cornflakes box, and I know which I find more interesting).

It's time to do yourselves, your readers and most importantly Mr Hardy a favour by not printing any more of his yawns (crap pun, sorry), thereby discouraging him to do something a little more constructive with his life (such as going out, making friends, getting drunk and all that good stuff). Anyway, griping over.

Yours

Paul Connolly, London SE19.

PS Despite the temptations of irony I have not sent a version of this letter to any other magazine.

Blimey, Paul, that's fighting talk where we come from! Don't you think you're (just maybe) getting a little carried away? You may find Stuart's letters a little annoying, but surely not enough to inspire such vitriol? Does anyone want to leap to Stuart's defense, perhaps? Anyway, in the interests of irony of course, there was only one possible way we could follow this letter...

Dear Sir,

While reading the 'And another thing...' column in Issue 6 of AMIGA POWER magazine, I noticed with interest the comments made by Adrian Pannett concerning a games opinion page. Therefore I would like to say a little about Anco's footy game *Player Manager*.

Without a doubt, *Player Manager* is one of my favourite games of all time! I use the realistic 'in position' game style, preferring to see my team do some of the work, although others may prefer the more arcade variation. A randomising feature brings us an unlimited number of players, each one an individual with a long list of attributes. As well as in-game skills (shooting, passing etc), these attributes also include such things as Height, Weight, Ability and Aggression. These attributes aren't just for show, though – they DO actually influence how the players will act while on the pitch.

Every new season and everyone will be older. Although old players will rapidly deteriorate, a young signing (if given the proper training) will improve and hopefully

become a future star player. The transfer market is the liveliest I've ever seen, so much in fact that a player may be for sale one week and gone the next! Transferring a player will reduce his morale (unless he requests it!) but interested clubs will haggle to gain the best deal. I like to watch the matches in full, although there is an option to see an accelerated version or the result only.

Long-term interest is maintained due to the time factor. No player lasts forever, but new arrivals will change the style of your team to ensure each match is different, no matter how many you play or watch! My only complaint is that putting on sub No14 will usually add 15 (false) goals to his score sheet – very annoying for someone like me who enjoys keeping notes on each sessions top scorers! All in all, an excellent game – the more you put in, the more you get out.

Yours faithfully,
Stuart N. Hardy

PS This letter is unique, I have now erased it from memory!

Well, people? Now you've seen an example of it, do you think having a section where you write your own little reviews of games is a good idea? Anyone who does, send your review of a recent(ish) game you feel particularly strongly about, less than 200 words please, to 'You got it all wrong!', AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

Dear Amiga Power,

I'd like to complain about your coverdisk on issue six. When I removed the coverdisk, the magazine cover did not rip. Can you ever realize how depressed this had made me. All my other copies of AMIGA POWER have that fantastic rip right across them, and sometimes even on the back page. But this one does not. I tried to get the sellotape to rip the cover, but it just doesn't work.

I've tried to get the same look using scissors, but it just doesn't look the same. Please in future could you stick the disk down with industrial strength tape so that it rips the cover. If you want to produce another issue which doesn't rip the cover I might even stop buying the magazine. Or something like that anyway.

Anyway, I'd also just like to say that the actual coverdisk was really good. The colour scheme, the yellow label on the blue disk, was an excellent choice and the pictures on the label were very interesting as well.

Thanks for listening,
Alex Finch, Reigate, Surrey.

Comedians. We love 'em. And that's all we've got time for this month, folks. As always, send your opinions, suggestions, rants and so on to the address on the previous page. Even if you don't win a prize, we may still print your letter, or you may get your name in this bit... ●

AND ANOTHER THING...

- Iron out inconsistencies in the Bottom Line, eg two games with the same review score getting different numbers of stars, says Leon Calvert of Slough.
- Print a chart or table which mentions the marks given to games by your competitors, suggests Didier Wittesaele of Brussels. It'll spare us from having to buy everyone else's crappy mags.
- Steve Nicholls of Swindon feels that surely the Bitmaps could have managed to squeeze some kind of animated end sequence into *Gods*, but at least he's glad that unlike

other mags, he's sure AMIGA POWER wouldn't print level codes for the game (since they're unique to each individual copy). Too right, Steve! (On both counts).

- Carl Wesley of Stockport wonders if anyone out there's ever thought what a good game the role-playing adventure *Stormbringer* would make on the Amiga? Has Sean M. heard of it?
- 'What's an analogue joystick?', asks Daniel Maharry of Westbrook. Well, Daniel, it's a stick which registers not only direction of movement but also the size of that movement, allowing for much greater control precision. Unfortunately though, they're not currently usable on

Amigas, although Suncom are working on a converter which allows PC analogue joysticks to be used.

- Stuart N. Hardy (!!) of Sheffield would like to see a computer yearbook similar to the Guinness Book Of Records produced, with up-to-the-minute information on software houses, lists of labels, complete software histories, information on future projects, programmer interviews and lots of stuff like that. We suggested it to Mark and he ran out of the room screaming and hasn't come back. Thanks, Stuart.
- And finally, Karen Elliot of Edinburgh just wants to say 'Hi' to everyone on the team. Hi, Karen.

CAREER OPPORTUNITIES

with a leading computer distributor

SDL ARE APPOINTING PRODUCT MANAGERS

To join their purchasing team. Specialists are required to cover each of the following product areas.

PC & Peripherals
Atari ST
Commodore Amiga

Each Product Manager will be responsible for:

Developing existing manufacturers accounts and keeping abreast of product developments.

Attending appropriate product shows in the UK and overseas and sourcing new manufacturers and products.

Negotiating buying terms, warranty and supply conditions.

Preparing initial sales and marketing literature.

Assessing stock requirements, placing orders and maintaining stocks at optimum levels.

Developing promotions, offers and incentives with manufacturers.

Monitoring development of product lines and instigating action when required.

You must be successful and self-motivated with good computer skills and market understanding.
Able to work at a fast pace with strong oral and written communication abilities.
A comprehensive salary and benefits package awaits successful applicants.

Applicants should write with a full CV
and current salary details to:

David West - Personnel Manager,
SDL, Unit 10, Ruxley Corner Industrial Estate,
Edgington Way,
Sidcup,
Kent, DA14 5SS (Tel No: 081-309 5000)

SDL

PUBLIC APOLOGY

M.D. Office Supplies would like to apologise to all its competitors in this magazine. As ever we shall be offering diskettes, storage boxes etc. at simply incredible prices.

HOW ABOUT THESE TWO AMAZING OFFERS

OFFER ONE

80 Double Sided, Double Density,
880K 3.5" Disks

PLUS

80 Capacity **BANX**
Stackable Disk Box
ONLY

£39.95

All disks 100% certified and tested error free, supplied with colour coded labels at no extra cost. Banx stack horizontally or vertically.

OFFER TWO

200 Double Sided, Double Density,
880K 3.5" Disks

PLUS

2 of our Deluxe 100 capacity
lockable storage boxes

£74.95

All disks 100% certified and tested error free.
Over 4 million a year sold, you cannot buy better. Free colour coded labels supplied.
HURRY! HURRY! HURRY!

ALL PRICES INCLUDE V.A.T. AND CARRIAGE

MD OFFICE SUPPLIES, 18 CRESCENT WAY, ORPINGTON, KENT, BR6 9LS



0689 861400



AMIGA REPAIRS

JUST £44.95 inc.



- ★ Commodore registered
- ★ Over 10 years experience with Commodore computers
- ★ 20 qualified technician engineers at your disposal
- ★ We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing
- ★ Most computers should be repaired within 24 hours of booking in.
- ★ Prices include full service check, overhaul, soak-test and replacement of power supply unit if necessary
- ★ Repairs to keyboard and disk drive also included (£25 extra if these units are unrepairable and require complete replacements)
- ★ All repairs covered by a 90 day warranty



**Upgrade your Amiga from 512K to 1Mb of memory for just £25.00
SPECIAL EXCLUSIVE OFFER:**

If you submit your computer to ourselves for repair, enclosing this advert along with just an additional £25, we will supply and fit a 512K memory expansion at no extra cost.

How to take advantage of this exceptional offer: simply send or hand deliver your machine to the workshop address detailed right, enclosing payment and this advert and we will do the rest. (If possible please include a daytime telephone number and fault description).

** If you require 24 hour courier to your door, please add £5 else your computer will be sent back by contract parcel post.*

WTS ELECTRONICS LTD

STUDIO MASTER HOUSE

CHAUL END LANE

LUTON, BEDS, LU4 8EZ

Telephone (0582) 491949 - (4 lines)

WTS reserve the right to refuse machines that in our opinion are tampered with, to an extent beyond reasonable repair



AMIGA

STAND-ALONE 500 COMPUTER

- 512K AMIGA £329.99
- TV MODULATOR FREE
- MOUSE CONTROLLER FREE
- PLUS! - FREE FROM SILICA**
- ARCADE ACTION PACK £229.78
- PHOTON PAINT 2.0 £89.95

TOTAL RRP: £649.72

YOU SAVE: £320.72

SILICA PRICE: £329

PLUS! FREE HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

NEW! CARTOON CLASSICS PACK

HARDWARE:	SOFTWARE - PRODUCTIVITY
512K AMIGA 500 £329.99	DELUXE PAINT III £79.99
AS20 TV MODULATOR FREE	PLUS! FREE FROM SILICA
AS01 RAM EXPANSION £99.99	ARCADE ACTION PACK £229.78
SOFTWARE - ENTERTAINMENT	PHOTON PAINT 2.0 £89.95
BART SIMPSON £24.99	TOTAL RRP: £906.67
CAPT PLANET & PLANETEERS £25.99	YOU SAVE: £507.67
LEMMINGS £25.99	

PLUS! 16 NIGHTS FREE HOLIDAY ACCOMMODATION

£399

SILICA PRICE - INC VAT + FREE DELIVERY



FREE! FROM SILICA EVERY

AMIGA

TOTAL FREE PACKAGE

ARCADE ACTION PACK - £229.78:	
Asterix - By Coktel Vision	£24.99
Chess Player 2150 - By CP Software	£24.95
Drivin' Force - By Digital Magic	£24.95
Live & Let Die - By Elite	£19.99
Onslaught - By Hewson	£24.99
Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
Rock 'n' Roll - By Rainbow Arts	£19.99
Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95

ART PACKAGE - £89.95:	
Photon Paint 2.0 - By Microlussions	£89.95

TOTAL RRP: £319.73

FREE! WORTH NEARLY: £320

PLUS! FREE HOLIDAY ACCOMMODATION

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH £219.78



FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH £89.95



FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of Amiga technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your Amiga requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open	Mon-Sat 9:00am-6:00pm	No Late Night Opening
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours	Mon-Sat 9:30am-6:00pm	Late Night: Thursday until 8pm
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours	Mon-Sat 9:30am-6:00pm	Late Night: Thursday until 8pm
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours	Mon-Sat 9:00am-5:30pm	Late Night: Friday until 7pm

To: Silica Systems Ltd, Dept AMP0W-1191-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), if any, do you own?

EACE - Advertised prices and specifications may change - please return the coupon for the latest information.



AMIGA POWER BACK ISSUES



Copies of AMIGA POWER are still available – though perhaps not for long! Each one costs £3.50 including packing and postage within the UK. To order yours simply fill out the form opposite and send with a cheque or postal order. (The rest is explained on the form).

1 May 1991 Who do Renegade think they are?; Work In Progress: Birds Of Prey; The game I wish I'd written – veteran coders speak; Rainbow Islands Players Guide; over 40 new games reviewed, including Exile, Gods, Cybercon III, Eye Of The Beholder, Railroad Tycoon...

Plus! On the disk: *Bombuzal* – the complete game!

2 June 1991 Creation, 'Bob', Populous II – Bullfrog interviewed; 20 Amiga classics for £10.99 or less; Eric Matthews; over 40 new games reviewed, including Monkey Island, Switchblade II, Wonderland...

Plus! On the disk: *Kid Gloves* – the complete game!

3 July 1991 Thunderhawk, Retro, Frenetic – Core interviewed; What's so special about CDTV?; Powermonger in the style of Salvador Dali; 10 pages of tips; over 40 new games reviewed, including F-15 Strike Eagle II, Deuteros, Toki...

Plus! On the disk: *Exile* special world, *Prehistorik* preview, three top PD games!

4 August 1991 The Ultimate Autumn Preview – 11 pages of forthcoming games; Zen And The Art Of Film Conversion: why some work, why some don't – everything revealed; The Assembly Line; 11 pages of tips, including Gods and Prince Of Persia; Over 40 games reviewed, including R-Type II, Jimmy White's Snooker, Hunter...

Plus! On the disk: *Beast Busters* preview, *The Executioner* preview, three first rate PD games. Plus! Giant sized tips poster – Kid Gloves and Bombuzal solutions.

5 September 1991 Lotus II, Harlequin, Videokid and more – giant Gremlin Work In Progress; Populous II, Realms, Castles – all the new god-sims previewed; DMA

Design talk about Lemmings; 9 pages of tips; Over 40 games reviewed, including Mega lo Mania, Simpsons, Thunderhawk, Elf, Nebulus 2...

Plus! On the disk: *Barbarian II* demo, five great PD games!

6 October 1991 Indy Atlantis, Another World, Bonanza Bros and more – giant US Gold Work In Progress feature; Why are French games so weird?; Over 40 games reviewed, including Midwinter II, Cruise For A Corpse, Magic Pockets...

Plus! On the disk: *Rolling Ronnie* demo, *Captain Planet* demo, *Bullfrogger* and more. Plus! Five great AMIGA POWER postcards – FREE!

Amiga Power Binders



ONLY
£4.95

Now you can keep your copies of Britain's best-selling Amiga games magazine pristine and perfect in these gorgeous white binders, finished with a smart royal blue logo. Your precious copies will never get ragged or dog-eared again!

Amiga Format back issues with complete games

18 January 1991

300 page Christmas special! Games of the year revealed; Top coders make their predictions for games of the future; All the big Xmas games reviewed. Plus! Two disks! *Interphase* – the complete game! *Total Recall* – playable demo! *Lemmings* – playable demo! And more! £5.00



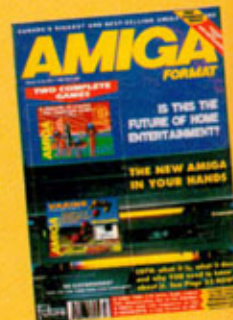
23 June 1991

236 page giant! 3D special: How 3D games are created – The Assembly Line tell all; massive guide to 3D graphics, and more! Plus! Two disks! *Balance Of Power* – the complete game! *Atomino* – playable demo! 3D *Construction Kit* – useable demo! And more! £5.00



24 July 1991

220 pages! CDTV special – is this the future of home entertainment?; Graphics special report, and more! Plus! Two disks! *Archipelagos* – the complete game! *Vaxine* – the complete game! And more! £5.00



JIMMY WHITE'S

'WHIRLWIND'
SNOOKER

BY ARCHER MACLEAN



Save
£7

SUBSCRIBERS' CLUB

You not only receive an excellent free gift when you subscribe – you can also take advantage of our exclusive subscriber offers! An extra bonus or what? Just take a look! This month's special offer to subscribers is...



Jimmy White's Whirlwind Snooker

Arguably the best sports sim EVER, *Jimmy White's Whirlwind Snooker* (AP rated 90 percent) features some of the best (and fastest) solid 3D ever seen, an assortment of clever features and proves to be an absolute joy to play. Not to be missed.

SUBS CLUB PRICE £22.99 • SAVE £7 ON THE RRP £29.99

Receive one of these 3 games when you subscribe to Amiga Power

Don't run the risk of missing the latest news, reviews and hints and tips on Amiga games. Complete the coupon below or call our credit card hotline on 0458 74011

EXILE

We presented an excellent playable demo on last month's cover disk, now here's your chance to get completely embroiled in the fascinating world of Audiogenic's incredible *Exile*, the future of arcade adventures.
AP rated at 89 per cent.



MEGA-LO-MANIA

This month's highest rating game, the incredible *Mega lo Mania* from Image Works, makes the 'god-sim' genre more accessible than ever before. Fast, engrossing gameplay, hilarious sound and an incredible hook factor make it perhaps the most unputdownable game of the year!
AP rated 90 per cent



SWITCHBLADE II

Gorgeous pseudo-Japanese graphics, wonderful scrolling and playability coming out of its ears – that's Gremlin's simply stunning *Switchblade II*, perhaps the Amiga's best ever arcade-style platform game.
AP rated 87 per cent.



Just look at all the benefits you get when you subscribe

- You save time
- You save trouble
- You guarantee your copy
- You get it delivered
- You receive one of these superb games – as a gift!

All this for just
£34.95

RETURN THE COUPON BELOW RIGHT AWAY OR CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to AMIGA POWER and send me the game of my choice...

Tick as appropriate

☐

EXILE

☐

MEGA-LO-MANIA

☐

SWITCHBLADE

☐

UK £34.95

☐

EUROPE £56.10

☐

REST OF WORLD £76.75

N.B. To ensure you receive your magazine and disk quickly and undamaged, all overseas subscriptions are sent Air Mail

PLEASE ALSO SEND ME:-

AMIGA POWER BACK ISSUES AT £3.50 EACH tick issues required

☐

1

☐

2

☐

3

☐

4

☐

5

☐

6

PLEASE ALSO SEND ME:-

AMIGA FORMAT ISSUES AT £5 EACH tick issues required

☐

18

☐

23

☐

24

☐ JIMMY WHITE'S SNOOKER AT THE SUBS CLUB PRICE OF £24.99

Existing subscribers please quote your reference number on your address label

TOTAL COST £ _____ please remember to include all items that you have ticked above

METHOD OF PAYMENT please indicate

☐

VISA/ACCESS

card no

Exps

☐

CHEQUE make payable to Future Publishing Ltd

NAME

TELEPHONE NO

ADDRESS

POST CODE

Enclose this coupon (together with your cheque if applicable) in an envelope to: Amiga Power Subscriptions, FREEPOST, Somerton TA11 7BR.

THIS COUPON IS VALID UNTIL 30TH NOVEMBER 1991

AP/MAG/1191

MAIL & TELEPHONE ORDERS ONLY.... NO PERSONAL CALLERS PLEASE!

AFRIKA KORPS
Impressions £29.99

Uppers – Intelligent opponents set it apart from the standard wargame. **Downers** – But not enough to give it any flair. **The Bottom Line** – Just because it's a wargame, it doesn't mean it has to be this primitive. ★

AH37-M THUNDERHAWK
Core £30.99

Uppers – The fastest, slickest 3D graphics yet to grace the Amiga. **Downers** – The lack of real elements may put some off, and the mouse control is a bit unwieldy. **The Bottom Line** – A brilliantly executed arcade-simulation crossover, which captures the frenetic helicopter feel quite excellently. ★★★★★

ALPHA WAVES
Infogrames £25.99

Uppers – Nice 3D bouncing romp. Bizarre, but endearing. **Downers** – It tends to feel like an executive toy, and a very expensive one at that. **The Bottom Line** – A novel diversion but no great shakes. ★★

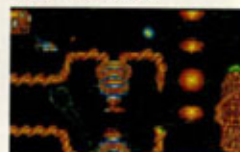
AMIGA ENCOUNTER
Novagen £20.42

Uppers – Very fast and atmospheric. **Downers** – It's just Battlezone yet again. Incredibly thin gameplay for a full-price 16-bit. **The Bottom Line** – Good old-fashioned zooming 'n' blasting fun, but it really should have been a budget game. ★★★

ARMOUR-GEDDON
Psygnosis £25.99

Uppers – Lots of tanks, lots of planes, lots of places to go. It's deep and wide and tall (and good-looking to boot). **Downers** – Takes a lot of self-discipline to play properly. **The Bottom Line** – A natural successor

to *Carrier Command*, and – it has to be said – a worthy one too. ★★★★★

ARMALYTE
Thalamus £25.99

Uppers – Enjoyable in an old-fashioned sort of way. **Downers** – Sloppy presentation and inadequate design. **The Bottom Line** – Totally eclipsed by Activision's *R-Type II*. ★★

ARNHEM
CCS £19.95

Uppers – A 8-bit classic wargame finally brought to Amiga owners. **Downers** – ...but nobody really wanted it anyway. **The Bottom Line** – Primitive beyond belief – even wargamers should give it a wide berth. ★

A-10 TANK KILLER
Dynamix (Sierra) £35.75

Uppers – A wealth of typical flight sim-style detail, and a genuine feeling of taking part in a major conflict. **Downers** – Gameplay suffers due to the sluggish frame rate and lack of a real flying 'feel'. **The Bottom Line** – A interesting but flawed attempt at taking the flight simulation genre a stage further. ★★★

ATOMINO
Psygnosis £25.99

Uppers – Easy to pick up, with thousands of levels to keep you going. **Downers** – Can covalent bonding be fun? We're not sure. Rather samey; very tough; crap music. **The Bottom Line** – Slightly similar to *Pipe Mania* in some ways – if you liked that, try this. ★★★★★

BACK TO THE FUTURE PART III
Image Works £24.99

Uppers – Variety, neat animation, some decent jokes. **Downers** – But film licences nearly always feel too thin to be

worth 25 quid... **The Bottom Line** – ...and this one's no different. Fun but slight. ★★★

BADLANDS
Tengen (Domark) £19.99

Uppers – A close conversion... **Downers** – ...of a crap overhead-view arcade race game. **The Bottom Line** – So workmanlike its jeans hang over its arse. ★★

THE BALL GAME
Electronic Zoo £25.99

Uppers – Based on the excellent but un-released *Infection* puzzle game. **Downers** – The concept is spoiled by senseless changes to the rules. **The Bottom Line** – Interesting, but ineptly executed. ★★

THE BARD'S TALE III – THIEF OF FATE
Electronic Arts £24.99

Uppers – A satisfying bout of monster bashing to appeal to the usual *Bard's Tale* mob. **Downers** – New ideas and fancy programming are sadly lacking. **The Bottom Line** – Monumentally unspectacular, but kinda nice all the same. One for the hardened D&D freak. ★★★★★

B.A.T.
Ubi Soft £29.99

Uppers – Intergalactic intrigue in a novel interactive comic book style. **Downers** – Perhaps a little too left-of-centre for some. **The Bottom Line** – Very different, and actually very good. ★★★★★

BATTLE CHESS II – CHINESE CHESS
Electronic Arts £25.99

Uppers – Cute graphics, and a new angle on the chess theme. **Downers** – The animations soon become tiresome, and Chinese chess isn't half as interesting as the standard game. **The Bottom Line** – Good as a showpiece, but a failure as a piece of playable software. ★★

BATTLE COMMAND
Ocean £24.99

Uppers – Loads of missions, atmospheric solid 3D graphics (ie lots of green), plus a good mix of strategy and blasting.

Downers – Takes a while to get into; some odd (and impossible to complete) missions. **The Bottom Line** – If you've got the self-discipline to persevere past an uninspiring start, this is a worthy follow-up to the classic *Carrier Command*. ★★★

BEAST BUSTERS
Activision £25.99

Uppers – Graphically close to the original. **Downers** – Slows down when there's a lot happening, and it's far too easy. **The Bottom Line** – Doesn't compare too well with all the other *Op Wolf* games on the Amiga. ★★

BIG BUSINESS
Magic Bytes £25.99

Uppers – Well-programmed and a fairly original concept. Would you believe, a 'humorous business simulation'? **Downers** – It's true, though the humour is feeble-witted stereotyping, and the business part is tedious number-crunching. **The Bottom Line** – Some nice touches, but at the end of the day it just isn't any fun to play at all. ★★

BILL & TED'S EXCELLENT ADVENTURE
Capstone (Accolade) £24.99

Uppers – In our humble opinion, a most excellent subject for a licence. The game even manages to capture some of the flavour of the bodacious film too. **Downers** – But that doesn't stop it being a strong contender for the 'Weakest Gameplay In The World' award. **The Bottom Line** – Something of a missed opportunity. Let's hope for better things if they make a game of the film sequel... ★★

BILLIARDS II SIMULATOR
Infogrames £25.99

Uppers – Plenty of variations, including 'crazy pool' with an octagonal table. **Downers** – Neither the 2D or 3D modes allow a decent shot to be made, and the 'feel' of the sport is lost completely. **The Bottom Line** – Another game which crumbles in the face of its competition, this time in the form of Jimmy White's *Whirlwind Snooker*. ★★

BLADE WARRIOR
Image Works £25.99

Uppers – Pretty breathtaking graphics, with plenty of action and puzzling too. **Downers** – The gameplay is unlikely to be to everyone's taste. **The Bottom Line** – Possibly the most atmospheric game ever. ★★★★★

BLUE MAX
Mindscape £34.99

Uppers – Less techie than most flying things. Some rather spilling sound compliments the WWI feel nicely. **Downers** – Not a winner in the user-friendliness stakes, and the slow and sloppy main game never (ahem) really takes off. **The Bottom Line** – Dull. Not the definitive bi-plane game for Biggles buffs it should have been. ★

BOTICS
Krisalis £19.99

Uppers – Nice sound; futuristic graphics. **Downers** – Absolutely dire Pong-style gameplay. **The Bottom Line** – Get the hell out of here! ★

BRAT
Image Works £24.99

Uppers – Very pretty, very smooth, very challenging. **Downers** – ...and very, very irritating indeed, especially if you hate the central character. **The Bottom Line** – Okay if you play it with the sound off. ★★★★★

BREACH 2
Impressions £24.99

Uppers – Stick with it and you'll find an immensely rewarding space/strategy blast with loads of levels. **Downers** – Scrappy graphics and some awkward quirks will deter many. **The Bottom Line** – Loved *Laser Squad*? Then you'll probably take a shine to *Breach 2*. ★★

BRIGADE COMMANDER
Electronic Zoo £25.99

Uppers – Desert Storm scenarios give it a nice touch of topicality. **Downers** – The usual crap graphics. **The Bottom Line** – Friendlier than the average wargame, and more playable too. ★★★★★

CADAVER

Image Works £24.99
Uppers – gorgeously atmospheric graphics; a good mix of puzzling and hacking. **Downers** – One or two irritating moments and it's all a bit lacking in the excitement department. **The Bottom Line** – A nice blend of 3D graphics and adventuring (but it's not a classic). ★★★★★

CADAVER – THE PAYOFF
Renegade £16.99

Uppers – A wonderful add-on for fans of the first *Cadaver*. **Downers** – Not a lot of use for anyone else though. **The Bottom Line** – If you've got the original, this isn't such a bad price to pay for more of the same. ★★★★★

THE CARDINAL OF THE KREMLIN
Accolade £24.99

Uppers – Reasonably captivating and accessible strategy. **Downers** – Ridiculous arcade sequence dropped slap bang in the

Welcome to what may well prove to be the last Bottom Line in its current form – try as we might, the battle to cram a full year's games into a mere eight pages is one we've been gradually losing (we're currently down to the last ten months or so) so as of next issue we're going to go up a page size – to a full seven pages. (Mark, who puts *The Bottom Line* together each month may complain, but it can't really be helped). Back to this month, and our constantly updated guide boasts a good number of new entries, the best being Delphine's *Cruise For A Corpse*, Gremlin's *Utopia*, Storm's cutsie *Rodland*, and two MicroProse games, *Silent Service II* and *Flames Of Freedom*...

THE BOTTOM LINE

RATINGS: ★★★★★ Excellent ★★★★★ Nearly there ★★★★★ Very good ★★★★★ Has its moments ★★ Flawed ★ Dire





middle of the game almost totally destroys the atmosphere. **The Bottom Line** – Alarmingly stupid design blows what could have been a winner. ★★

CARTHAGE

Psygnosis £24.99

Uppers – Excellent graphics and some nifty arcade sequences from the masters of slick programming. **Downers** – But underneath it's a distinctly average strategy game. **The Bottom Line** – Despite appearances, not one for the joystick junkies out there. ★★

CENTURION

Electronic Arts £24.99



Uppers – Fairly interesting management sections with some nifty battle sequences. **Downers** – Two appalling arcade sections blow its chances. **The Bottom Line** – Unbalanced. ★★

CHALLENGE GOLF

On-Line £24.99



Uppers – Easy to get into, and up to four players catered for. **Downers** – Mind-numbingly unrealistic putting sequence, and loads of unnecessary little bugs. **The Bottom Line** – Lack of playability makes this a seriously below-par golf sim. Go for PGA Tour Golf instead. ★

CHAMPION OF THE RAJ

Image Works £25.99

Uppers – Arcade sequences break up the heavy-duty strategy action. **Downers** – Even more ridiculous disk accessing than usual in this type of thing. **The Bottom Line** – Potentially good game ruined by complete lack of playability. ★

CHAOS IN ANDROMEDA

On-Line £24.99



Uppers – Lots of character interaction and plenty to do. **Downers** – Crap fight sequences and tiny graphics. **The Bottom Line** – Enjoyable Ultima-style adventure slightly spoiled by sloppy programming. Still good fun though. ★★

CHAOS STRIKES BACK

Mirrorsoft £24.99

Uppers – Complex and ingenious puzzles; very user

friendly; great sound. **Downers** – Slightly old fashioned looking. **The Bottom Line** – Engrossing role playing adventure using the Dungeon Master game system. ★★

THE CHARGE OF THE LIGHT BRIGADE

Impressions £29.99



Uppers – Visually impressive wargame, with instant appeal and plenty of user-friendly presentation. **Downers** – Things fall down in the wargaming aspect of things, with some rather silly rules. **The Bottom Line** – A very brave try, but it doesn't quite reach the heights to which it aspires. ★★

CHUCK ROCK

Core Design £24.99



Uppers – A first class cave man romp, with some innovation in the gameplay for once. **Downers** – A touch shallow and a touch easy. **The Bottom Line** – Pretty brilliant platformer, one of the Amiga's very best. ★★

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0

Electronic Arts £24.99

Uppers – A veritable air force of planes to fly, with piles of options, missions and the obligatory load of external views. There's even the opportunity to fly the Space Shuttle. **Downers** – A complete lack of speed, bad disk access and naff perspective put the dampers on the whole affair. **The Bottom Line** – Low flying flight sim – fails to stay with the competition. ★★

CHIP'S CHALLENGE

US Gold £24.99

Uppers – Lots and lots of levels; typically well thought out console-style gameplay. **Downers** – Simplistic graphics; lack of depth. **The Bottom Line** – Good, but not the most characterful of puzzle games, and not the cheapest either. ★★

COHORT

Impressions £29.99



Uppers – (Relatively) excellent graphics and helpful user-interface make things accessible. **Downers** – The game is not without flaws, and the controls system isn't as good as it should be. **The Bottom Line** – A fine off-beat wargame, but overpriced. ★★

THE COLONEL'S BEQUEST

Sierra £24.99

Uppers – Mildly intriguing whodunit, with that ever so

familiar Sierra style of presentation. **Downers** – Terrible graphics, hours of tedium. **The Bottom Line** – Overpriced and over here. Sierra can do much better than this. ★★

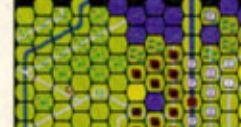
COMMANDO

Elite £19.99

Uppers – Lovingly recreated coin-op blast-'em scroller. The game that launched a thousand scrolling war blasters (Mercs, Warzone et al). **Downers** – As fashionable as an anorak. **The Bottom Line** – Classic stuff, but not a good indication of the Amiga's capabilities. ★★

CONFLICT MIDDLE EAST

SSI/US Gold £30.99



Uppers – A wargame in the traditional sense, but executed very well indeed. **Downers** – The wargame label is no longer a valid excuse for a program looking so dated. **The Bottom Line** – Of limited interest, even to hardened wargamers. ★★

COUGAR FORCE

Tomahawk £19.99

Uppers – The box is quite interesting (actually that's a bit of a lie). **Downers** – Everything. The sound, the graphics, the gameplay – all die in the extreme. **The Bottom Line** – A perfect present for pyromaniacs. ★

CRIME DOES NOT PAY

Titus £25.95



Uppers – Er... reasonable(ish) graphics? **Downers** – Terrible gameplay, pathetic humour, atrocious design, useless plot... shall we go on? I think not. **The Bottom Line** – Crime doesn't pay. This game is a software crime, so work it out for yourself. ★

CRIME WAVE

US Gold £24.95



Uppers – Gore galore; the numerous video interludes spice it up a bit. **Downers** – The actual game is dull in the extreme, and the waiting between levels is monstrous. **The Bottom Line** – A bog-standard blast-'em-up with knobs on. ★

CRUISE FOR A CORPSE

Delphine/US Gold £27.99

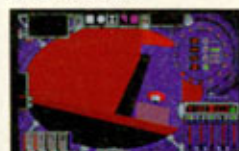
Uppers – Superbly-designed plot, lovely graphics, and the usual compulsive quality you expect from Delphine. **Downers** – Loads (and loads) of disk-accessing, and even when you've got the solution it seemingly takes eight hours to play it through to the end. **The Bottom Line** – Not flawless, but still an



absolutely lovely game, and a worthy companion to Monkey Island. ★★

CYBERCON III

US Gold £24.99



Uppers – Brilliant sense of 'being there', and better Freescape than Freescape. **Downers** – Predictably, not all that accessible to your average game player. **The Bottom Line** – Well worth the effort of getting into. ★★

DARKMAN

Ocean £25.99



Uppers – The driving section is imaginative and fun. **Downers** – Everything else is hackneyed, licence-by-numbers rubbish. **The Bottom Line** – Not quite as bad as Total Recall and Nightbreed, but not very much better either. The worst film game for quite some time. ★★

DAS BOOT

Mindscape £29.99

Uppers – The most accessible sub sim to date. **Downers** – ...but that still doesn't make it particularly accessible. **The Bottom Line** – Playable, but overpriced. The best in its field. ★★

DEUTEROS

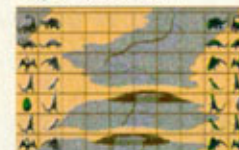
Activision £25.99



Uppers – An incredibly huge and absorbing game, with challenges that seem perfectly paced to be in tune with the developing game-skills of the average player. **Downers** – Visually it can be a bit of a yawn. **The Bottom Line** – Don't be fooled by the strategy exterior – this is a game that everyone should try. ★★

DINO WARS

Magic Bytes £25.99



Uppers – A novel chess variant, including a great 'two players at once' option where you don't have to wait for the other player to move. **Downers** – The central beat-'em-up section is a bit crap, and the game as a whole is over-simplistic. **The Bottom Line** – A nice idea, but asking £25 for it is a bit of a cheek – there just isn't enough to it. ★★

DISC

Loricel £24.99



Uppers – A few nice graphical touches. **Downers** – Appallingly-designed gameplay with very little actual action. **The Bottom Line** – A crappy Discs Of Tron rip-off without most of the original's good features. ★

DISCOVERY

Micro Illusions £25.99



Uppers – Good graphics for an educational game. **Downers** – For a game which relies heavily on speech synthesis, the speech quality is terrible. **The Bottom Line** – Tricky to play and educationally dubious, this is a bit of a flop. ★★

DRAGON BREED

Activision £24.99

Uppers – A near perfect arcade conversion; niftily animated main dragon sprite. **Downers** – The zillionth sideways scrolling shoot-'em-up of last year. **The Bottom Line** – One instinctively knows when a conversion is right. ★★

DRAGONS OF FLAME

SSI (US Gold) £24.99

Uppers – Almost instant playability – not something you'd expect from a role playing game. **Downers** – A bit simplistic for real Dungeons & Dragons fans. **The Bottom Line** – An excellent introduction to the new breed of fantasy RPGs. ★★

DRAGON'S LAIR II

Readysoft £44.95

Uppers – Really incredibly gorgeous cartoon graphics. **Downers** – Minimal player interaction and a ridiculous price tag. **The Bottom Line** – Not the best value game in the world. ★★

ECO PHANTOMS

Electronic Zoo £25.99



Uppers – A nice line in H.G.Wells sci-fi theatrics and some unusual sub-sections give Eco Phantoms a highly original flavour. **Downers** – The parts don't actually add up to very much, and the copy protection system could induce bouts of violence. **The Bottom Line** – A reasonable 3D routine masquerading as a game. ★

EDD THE DUCK

Impulze £24.99

Uppers – Rainbow Islands-inspired gameplay ensures some level of interest. **Downers** – But the whole thing just doesn't inspire, and the difficulty is placed too high for a young audience. **The Bottom Line** – Your granny might buy you one. ★★

ELF

Ocean £25.39



Uppers – An excellent arcade adventure romp, with enough interesting little extras to make it fresh. **Downers** – These things are getting just a little bit old-fashioned, aren't they? **The Bottom Line** – A good solid game from the Ocean stable, but not a world beater. ★★

ELVIRA – MISTRESS OF THE DARK

Accolade £24.99

Uppers – Elvira's gorgeous; the graphics really draw the player in. **Downers** – Pity the game itself is high on impossible – and it takes five disks! **The Bottom Line** – Falls apart due to disk swapping and infuriating gameplay. ★★

EMLYN HUGHES' ARCADE QUIZ

Audiogenic £24.99

Uppers – Just like a pub quiz machine. **Downers** – ...but with Emlyn Hughes in it (and no real cash prizes). **The Bottom Line** – Oh dear. ★

ESWAT

US Gold £24.99

Uppers – As conversions go, it's not a complete nightmare... **Downers** – ...but let's be honest, the arcade original was duff, duff, duff. **The Bottom Line** – A reasonable conversion of a terminally average game. ★

EUROPEAN SUPERLEAGUE

CDS £24.99



Uppers – A surprisingly involving footy strategy thing in the Football Manager vein. **Downers** – They're not still making these things are they? **The Bottom Line** – A dated idea – it sounds tedious but it's actually executed quite commendably. ★★

EXILE

Audiogenic £24.99

Uppers – Real-world physics incorporated into an arcade game; it's more of a true arcade adventure than most games bearing that tag. **Downers** – Rather primitive graphics, and not the most instantly playable game ever. **The Bottom Line** – A great arcade adventure, but not for you if you're an action fan. ★★

EXTERMINATOR

Audiogenic £24.99

Uppers – Very original (read 'very, very odd indeed') arcade thing, well converted to retain the original's feel. **Downers** – Confusing initially, but once you've played it for a while it's...confusing. **The Bottom Line** – Great fun, but it doesn't really make it in the longevity stakes. ★★

THE EXECUTIONER

Hawk £25.99

Uppers – A playable enough Thrust-variant, with one or two extra bits tacked on (such as the tasteful torture scenes). **Downers** – The



core of the game just isn't exciting or different enough to give *The Executioner* that 'one more go' appeal. **The Bottom Line** - Fine if you don't mind the slightly repetitive gameplay, and significant lack of action. ★★

EYE OF THE BEHOLDER



SSI (US Gold) £29.99

Uppers - Takes *Dungeon Master* a step further. Excellent atmosphere and graphics. **Downers** - Despite being better than *DM*, it's not actually very different to it at all. **The Bottom Line** - The best D&D game yet for the Amiga. (Or, indeed, for anything else.) ★★★★★

F-15 STRIKE EAGLE II

MicroProse £34.99



Uppers - Graphics to make you gasp, sound effects to get your adrenalin pumping and gameplay to leave you in a quivering heap on the floor. **Downers** - Despite the shoot-'em-up nature of things, it can all be a touch too much for the less ambitious games player. **The Bottom Line** - Quite possibly the last word in flight sims (so far, anyway). ★★★★★

FIGHTING SOCCER

Activision £24.99



Uppers - The coin-op was mildly amusing(ish). **Downers** - You are accused of producing an utterly dull game of the lowest calibre. How do you plead? **The Bottom Line** - Guilty as hell. ★

FINAL FIGHT

US Gold £25.99



Uppers - Context-sensitive controls, arcade-true graphics, generally an excellent conversion. **Downers** - Then again it's a conversion of a fairly dull formulaic coin-op. **The Bottom Line** - Technically impressive and loads of fun to play, this might even knock it off its 'best Amiga beat-'em-up' perch. (But then again it might not). ★★★★★

FLAMES OF FREEDOM - MIDWINTER II

MicroProse £34.99



Uppers - There's loads to do, and the whole thing looks lovely. Hours of fun to be had from the character-designing section alone. **Downers** - Lots of stupid holes in the logic, and an uncomfortable balance between the strategy and action aspects. **The Bottom Line** - Works better in theory than in practice. *Midwinter* fans will love it, but the rest of us are likely to get very bored very quickly. ★★★★★

FRENETIC

Core Design £20.99



Uppers - Fast and good-looking. **Downers** - You've seen this all before, and done rather more excitingly into the bargain. **The Bottom Line** - Slick programming only serves to make *Frenetic* tedious in a professional kind of way. ★★

GALAXY FORCE II

Activision £24.99

Uppers - An ambitious attempt at a visually stunning coin-op. **Downers** - Everything else. **The Bottom Line** - If you know you can't do it why bother trying? ★

GARFIELD - THE WINTER'S TAIL

The Edge £24.99

Uppers - Brilliant Jim Davis graphics. **Downers** - Crappy Steve Davis gameplay. **The Bottom Line** - What a wasted licence. For die-hard fans only. ★

GAUNTLET III

US Gold £25.99



Uppers - A new angle on the arcade classic gives some novelty value, and makes proceedings sufficiently different this time around. **Downers** - The pace is ponderous, there aren't enough baddies, and the speech is badly missed. **The Bottom Line** - Fine, but it doesn't really live up to the legend that is *Gauntlet*. ★★

GAZZA II

Empire £24.99

Uppers - Gazzia doesn't actually appear in the game much. **Downers** - Juddering sprites, poor control (just like the man himself), terrible sound - take your pick. **The Bottom Line** - It's enough to reduce you to tears. ★

GEISHA

Tomahawk £25.99

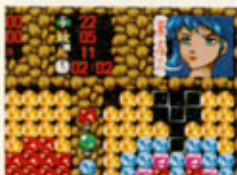
Uppers - Um...you get to see some girls' bits. (Sorry, female readers). **Downers** - Tacky and fatuous 'plot', giving way to some of the most



unplayable sub-games ever, with presentation of a kind that people used to get arrested for. **The Bottom Line** - Could this be the worst full-price game ever reviewed in AP? A 5 percent mark would seem to suggest so... ★

GEM'X

Demonware £24.99



Uppers - Gorgeous graphics, exquisite sound, beautifully simple mental torture. **Downers** - Won't change your mind if you're not into puzzles. **The Bottom Line** - One of the best puzzle games to date. ★★★★★

GERM CRAZY

Electronic Zoo £25.99



Uppers - Not quite as expensive as *Mindscape's Life & Death*. **Downers** - But with little else in its favour. **The Bottom Line** - Another half-baked idea, not followed through properly. (Where do they all come from?) ★

GHENGHIS KHAN

Infogrames £39.99

Uppers - Stylish and fairly deep historical strategy game. **Downers** - Ridiculously expensive though, and requires a fair dose of manual reading. **The Bottom Line** - A bit of a cliché, but 'good if you like that sort of thing'. ★★★★★

GHOST BATTLE

Thalion £25.53



Uppers - The sound's quite good and the graphics are okay. **Downers** - Everything else is utterly awful. **The Bottom Line** - Badly-designed and executed *Ghosts'n'Goblins* clone that's so bad it's scary. ★

GODS

Renegade £25.53



Uppers - Lovely aesthetics, quite involved for a platform game. **Downers** - Not quite as good as it's made out to be. **The Bottom Line** - Don't believe the hype, but pretty damn good all the same. ★★★★★

GOLDEN AXE

Virgin £24.99

Uppers - Perfect arcade conversion, with every last feature implemented. **Downers** - There never really was a lot of variation in the gameplay. **The Bottom Line** - Visually stunning, but not different enough to separate it from the usual beat-'em-up. ★★

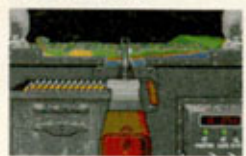
GRAND PRIX MASTER

Dinamic £19.95

Uppers - Endorsed by Jorge Martinez (apparently famous on the 80cc motorcycle circuit). **Downers** - Handles like a Reliant Robin. **The Bottom Line** - Not to put too fine a point on it, useless. ★

GUNBOAT

Accolade £29.99



Uppers - A sim which actually does something different. **Downers** - The action doesn't really convey enough excitement, and the graphics are a little on the primitive side. **Bottom Line** - A highly complex sim, this takes quite some time to get drawn into. ★★

HALLS OF MONTEZUMA

Electronic Arts £25.99



Uppers - Almost unlimited lastability, thanks to the huge numbers of scenarios and variables. **Downers** - Off-puttingly complicated, and offers nothing new to the unconverted. **Bottom Line** - Well put together, but still strictly for diehards. ★★

HAMMERFIST

Vivid Image £24.99

Uppers - Graphically adept arcade adventure with tons of playability and plenty to keep you going. **Downers** - Itty bitty sound. **The Bottom Line** - Thoroughly enjoyable (if you like that sort of thing). ★★

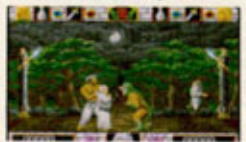
HARD DRIVIN' II

Tengen (Domark) £24.99

Uppers - Refined version of the original - less bugs, a track editor, a neat 'head-to-head' option if you link two machines... **Downers** - ...but still glitchy and not a patch on the arcade machine. **The Bottom Line** - Souped up, but not souped up enough. ★★

HEART OF THE DRAGON

Avatar Computing £25.99



Uppers - Lots of colours, and an (almost serious) attempt to do something new with the fantasy beat-'em-up. **Downers** - Beyond the almost impressive technical trickery lies not very much at all really. **The**

Bottom Line - If your friend has bought it, give it a go. Then laugh very heartily at him. Entertaining in an embarrassing sort of way. ★

HERO QUEST

Gremlin £25.99



Uppers - Easy to get into, and deceptively addictive. You don't think you've been playing it for long, but suddenly it's Thursday and you're a week late for dinner. **Downers** - Not so good as a one-player game. **The Bottom Line** - Perhaps surprisingly, a highly entertaining game, and absolutely ideal when you've got game-playing friends round. ★★★★★

HILL STREET BLUES

Krisalis £24.99



Uppers - A good feel for the TV series; characters (both player and others) that you can identify with. It's certainly an interesting way to handle a licence. **Downers** - Gets repetitive pretty quickly, and it's not the slickest game around. **The Bottom Line** - A good next step for someone who's played *Sim City* to death and fancies a new challenge. Limited appeal, though. ★★

HORROR ZOMBIES FROM THE CRYPT

Millennium £24.99

Uppers - Unusual idea; suitably spooky graphics. **Downers** - But let down by the dull platform nature of the game. **The Bottom Line** - Funny to watch, but fairly average to play. ★★

HUNTER

Activision £25.99



Uppers - Stunning 3D graphics and loads to do. **Downers** - The odd little graphical glitch or two. **Bottom Line** - Enormously absorbing game - you'll find yourself completely captivated by it for hours on end. ★★★★★

HYDRA

Domark £24.99

Uppers - Um, nice moving-water effect. **Downers** - Terrible control feel; dull, unclear graphics; feeble gameplay. **The Bottom Line** - An almost-competent conversion of a useless game. ★

INDIANA JONES ADVENTURE

US Gold £19.99

Uppers - More fine-tuning gives *Indy* the friendliest control system yet. It's pretty faithful to the movie too! **Downers** - Waiting for *Indy* to trek across the screen all the time can get annoying and some of the puzzles are just a wee bit too abstract. **The Bottom Line** - One of the very best Amiga adventures available. ★★★★★

INDIANAPOLIS 500

Electronic Arts £24.95

Uppers - An immensely playable blend of true racing sim and quick track blast, with a nice line in remote camera views (if you've got a 1 meg machine). **Downers** - Track repetition hinders lasting appeal. **The Bottom Line** - Just fabulous. ★★★★★

INTERNATIONAL CHAMPIONSHIP ATHLETICS

Hawk £25.99



Uppers - Tons of fun for those who miss the days of joystick waggling. **Downers** - Terrible presentation, and a highly questionable price. **The Bottom Line** - If only it had been a tenner cheaper... ★★

INTERNATIONAL SOCCER CHALLENGE

MicroProse £24.99

Uppers - Soccer in 3D? A very brave attempt to do something new with a tired old game-style... **Downers** - ...which unfortunately falls flat on its face. **The Bottom Line** - Foul. ★

I PLAY 3D SOCCER

Simulmondo £25.99



Uppers - The most dynamic and visually convincing representation of the sport yet. **Downers** - The realism is so high that you hardly ever get to kick the ball, and the 3D display system can be downright confusing. **The Bottom Line** - Brave, but ultimately flawed. ★★

IRON LORD

Ubi Soft £24.99

Uppers - Cinemaware-style medieval epic with plenty of sub-games and atmospheric presentation. **Downers** - It's just too tough for most, and with little real depth. **The Bottom Line** - Ultimately repetitive, but fun for a while. ★★

ISHIDO

Accolade £24.99

Uppers - Take *Othello*, add some Go, then throw in a few herbs and spices and heat until brown. The result is one piping hot Chinese board game called *Ishido*. **Downers** - Irritating dialogue boxes, and the luck element can infuriate. **The Bottom Line** - An engaging piece of Chinese culture, which should really be played with a good strong cup of tea. ★★

JAHANGIR KHAN'S CHAMPIONSHIP SQUASH

Krisalis £25.53

Uppers - Easy to play, closely adheres to the rules of the real thing, and there's plenty of options on offer.



Downers – There's not really a lot you can do with a squash game, is there? *The Bottom Line* – The best squash game around for the Amiga. (Not that there's much in the way of competition). ★★

JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin £24.99



Uppers – Stunning 3D camera-style view on the action, and the actual rules and physical mechanics of the game are re-created beautifully. **Downers** – Well, it's still only snooker. Some extra stats would have been nice too. *Bottom Line* – A veritable corker. A classic. A 90 percent. Need we say more? ★★★★★

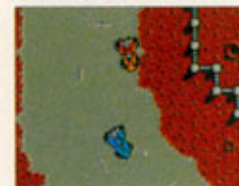
JUDGE DREDD

Virgin £24.99

Uppers – Two ancient sub-games offer a real rave from the grave. **Downers** – Another Judge Dredd game screwed up totally. No humour, no graphics, no game. *The Bottom Line* – One day somebody will do justice (ahem) to the legend of Dredd. One day. ★

JUPITER'S MASTERDRIVE

Ubi Soft £24.99



Uppers – Surprisingly playable race game. More fun than a packet of Jammy Dodgers. **Downers** – Unspectacular and overpriced. *The Bottom Line* – Not sure why, but it really is jolly good fun. ★★

KEEP THE THIEF

Electronic Arts £24.99

Uppers – Excellent hack, slash and puzzle solving with some superb stylised graphics. **Downers** – It still plays like your average role-playing adventure. *The Bottom Line* – Respectable Tolkien-esque fare. ★★

THE KILLING CLOUD

Image Works £24.99

Uppers – Fast-moving and pretty graphics, bags of depth, and a great creation of atmosphere. **Downers** – Riddled with inconsistencies and badly-executed ideas. *The Bottom Line* – Could have been a contender, but badly let itself down in the logic stakes. ★★

KING'S BOUNTY

New World Computing £25.99

Uppers – Accessible and tidily presented, and far more playable for the non-expert than anything in this



field we've seen. **Downers** – Nothing beyond the fact that some people won't ever get to grips with this sort of game. *The Bottom Line* – Superb D&D-style adventure that's fun for everyone but the most narrow of mind. ★★★★★

LAST NINJA 2

System 3 £24.99

Uppers – Excellent 3D isometric graphics and a genuine attempt to inject some strategy into the martial arts genre. **Downers** – The game just isn't cohesive, and it plays like a pig. *The Bottom Line* – Not really in the Bruce Lee league (barely scraping Jackie Chan level to be honest). ★★

LANCASTER

Actual Screenshots £24.95

Uppers – Fairly impressive 3D polygon graphics. **Downers** – Lack of variation and any real excitement means it barely gets off the ground. *The Bottom Line* – Elevates averageness to an art form. ★★

LEISURE SUIT LARRY III

Sierra £34.99

Uppers – Ridiculous, over-sexed plot. Adventuring for consenting adults. **Downers** – Slightly obtrusive command parser, and as usual it's over-priced. *The Bottom Line* – Check it out – but only if you are over eighteen. ★★

LEMMINGS

Psychosis £24.99

Uppers – Utterly bizarre, pleasingly original and totally addictive. Invents a totally new category – the 'save-em-up'. **Downers** – As is the norm with such strikingly original concepts, some may wonder just what all the fuss is about. *The Bottom Line* – Love it or loathe it, you can't ignore it. *Lemmings* rule. ★★★★★

LIFE AND DEATH

Mindscape £25.53

Uppers – Excellent packaging (the surgical mask and gloves are wild), and some fairly amusing gameplay keeps things on the boil for a couple of hours. **Downers** – Repetition soon sets in – as a long-term challenge it all falls apart quite alarmingly. *The Bottom Line* – What's there is quite good, but there's just not enough of it. ★★

LINE OF FIRE

US Gold £24.99

Uppers – Imagine all the Rambo films back-to-back on fast-forward, and you have a good idea how much violence this game contains. **Downers** – You also have a pretty good idea of how intelligent it is. *The Bottom Line* – An impossible arcade conversion proves totally and utterly impossible. ★★

LIVING JIGSAWS

Miles Computing £24.99



Uppers – Likely to appeal to the younger Amiga users. **Downers** –

Unlikely to appeal to anybody else, anywhere. *The Bottom Line* – Lacks any charm whatsoever. Quite silly and pointless all round, really. ★

LOGICAL

Rainbow Arts £19.99

Uppers – The ease of play makes this a nicely accessible puzzler. **Downers** – But the amount of time each move takes also makes it a seriously tedious one. *The Bottom Line* – In a crowded world of puzzle games, Logical is very blunt in the mustard area. ★★

LORDS OF CHAOS

Blade £24.99

Uppers – Great control system, comprehensive and logical. Lots of levels equal great lastability. **Downers** – Very little action; not much compulsion to reach your rather abstract goal. *The Bottom Line* – A disappointing game from Julian Gollop, not up to his usual standard. Wait for Laser Squad 2. ★★

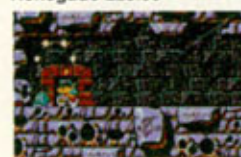
LUPO ALBERTO

Idea £25.53

Uppers – Charming characters, a terribly translated manual, and goofy gameplay make it ideal for kids of all ages. **Downers** – The animation is funny for all the wrong reasons. Loveable but really rather crap. *The Bottom Line* – A game sure to cause argument. A case of try before you buy. ★★

MAGIC POCKETS

Renegade £25.99



Uppers – The usual Bitmap standards of technical excellence, and a veritable mountain of clever ideas. **Downers** – The graphics don't suit the game style, the design is too clever for its own good, and the pacing is hopelessly wrong. *The Bottom Line* – It'll sell a million, but everyone we've met finds it seriously boring. As a cute arcade platform game it's a disaster. ★★

MANCHESTER UNITED EUROPE

Krisalis £25.99



Uppers – Fast, pretty, and hugely playable. **Downers** – The strategy section is largely superficial (and what there is is optional). *Bottom Line* – Great control makes this just about the best football sim so far. ★★★★★

MASTERBLAZER

Rainbow Arts £24.99

Uppers – Excellent two player mode, fast 3D action – all in all a respectable updating of the original future-sport game. **Downers** – Despite the new features, Masterblazer looks and feels dated. *The Bottom Line* – Fun for a few hours, but too simplistic to hold any lasting appeal. ★★

MAUPITI ISLAND

Lankhor £25.99

Uppers – Pleasantly different, and packed with loads of character interaction. **Downers** – Just too small to really justify the price. *The Bottom Line* –



Charming and interesting, but there just isn't enough of it. ★★

MEGA LO MANIA

Image Works £30.99



Uppers – Brilliant sound effects, gorgeous speech, jolly nice graphics, completely compulsive gameplay. **Downers** – Perhaps just a tad frustrating at times. *The Bottom Line* – The most accessible and arguably the most enjoyable god-sim to date. ★★★★★

MEGA TRAVELLER 1

Empire £30.64

Uppers – Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action. **Downers** – It might all seem a bit too familiar to Elite players; occasional long disk-access pauses can irritate. *The Bottom Line* – A wonderful piece of role-playing software that everyone should play at least once. After that, you're unlikely to want to stop. ★★★★★

MERCUS

US Gold £24.99

Uppers – Faithful conversion of the coin-op, good-looking and fast-moving. **Downers** – ...but still just another Commando clone. *The Bottom Line* – Great at what it does, but you're likely to want rather more from a game in this day and age. ★★

METAL MUTANT

Silmarils £25.99



Uppers – A simple concept (exploration, fighting and puzzle solving) which works well, and has a perfect difficulty curve. **Downers** – Lacking any really exciting features, and too simple for some. *The Bottom Line* – A middle-of-the-road game, which achieves what it sets out to do, but doesn't really astound. ★★

MIDNIGHT RESISTANCE

Ocean £24.99

Uppers – Well-balanced gameplay with a smooth difficulty curve makes it stand out from a hundred similar coin-op conversions. Actually more playable than the arcade original. **Downers** – Control is awkward at first; could be a touch faster. *The Bottom Line* – Best of its type. ★★

MIGHTY BOMB JACK

Elite £24.99

Uppers – Classic gameplay with added 16-bit features like, erm, power-ups. **Downers** – Sprawling levels lose the original's frantic urgency. *The Bottom Line* – Dull, dull, and then again dull. ★

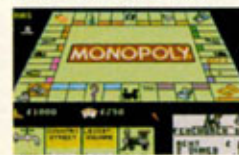
MIG-29

Domark £29.99

Uppers – So real you'll be hanging pictures of Gorbys on your wall. **Downers** – Only five missions, with little in the way of excitement. *The Bottom Line* – Brave, but ultimately too techie for most Amiga owners. ★★

MONOPOLY

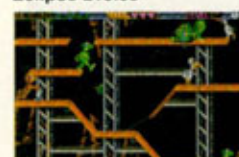
Leisure Genius £19.99



Uppers – A faithful version of the classic (to say the least) board-game. **Downers** – Who the hell wants to play a board-game on their computer anyway? *The Bottom Line* – Competently done, but arguably quite pointless. ★★

MONSTER BUSINESS

Eclipse £19.99



Uppers – Tons of character and classically simple Dig Dug-meets-Snow Bros gameplay make this endless fun for nostalgic arcade fans. Great music too, and a halfway-decent price tag. **Downers** – Once more, 'simple arcade fun' translates directly as 'shallow and transient kiddie rubbish' for some. *The Bottom Line* – A superb arcade platform game with more life in it than a hundred copies of Magic Pockets. ★★★★★

MOONBASE

Mindscape £35.99



Uppers – Entertaining and addictive game in the best Sim City tradition. **Downers** – Just a bit too close to Sim City for comfort, though. *Bottom Line* – Fairly short-term entertainment, and more than a touch overpriced. ★★

MOONSHINE RACERS

Millennium £24.99

Uppers – Erm, great hillbilly music. **Downers** – Slow, graphically horrible, totally derivative. *The Bottom Line* – Almost as bad as Amiga Chase HQ, and you've got to admit that's pretty damn bad. ★

MUDS

Rainbow Arts £24.99

Uppers – Quite funny. **Downers** – Do we really need another rugby/basketball/ violence-based future sport? *The Bottom Line* – Giving everything silly names doesn't make this game different to the dozen others it's just the same as. ★★

MYSTICAL

Infogrames £24.99

Uppers – Fresh graphical approach to the usual fantasy scenario. **Downers** – Really badly-thought-out two-player mode. *The Bottom Line* – An uninspired Gauntlet clone. ★★

'NAM

Domark £24.95

Uppers – Heavily researched, convincing and (dirty word) educational strategic war game. **Downers** – Very hard to win, the whole serious look to the thing could be a turn off. *The Bottom Line* – Political as well as tactical decision making gives a new dimension to war games. ★★

NARC

Ocean £24.99

Uppers – Great blood-spattering action; very close to the coin-op. **Downers** – Very dodgy on the playability front (not to say morally). *The Bottom Line* – Limited. ★★

NARCO POLICE

Dinamic £24.99

Uppers – Looks excellent. **Downers** – Computer takes a 'creative' attitude towards obeying control commands. *The Bottom Line* – Loud and action-packed blaster for expert commandos. ★★

NAVY SEALS

Ocean £25.39



Uppers – Quite good fun in a mindless arcade run-and-gun sort of way. **Downers** – Technically unimpressive (to say the least), and there's very little to it. *Bottom Line* – Looks like an ST port, but if you can forget you paid £25 for it, it's pretty enjoyable. ★★

NEBULUS 2 - POGO A-GO-GO

21st Century Entertainment £25.99

Uppers – The winning formula of the original is at the core of the game. **Downers** – The addition of power ups ruins the beautiful simplicity which made the first such a classic. *The Bottom Line* – A real waste. This is the worst kind of sequel, one which just regurgitates the ideas of its predecessor, but in a far less playable way. ★★★★★

NIGHT SHIFT

Lucasfilm (US Gold) £24.99

Uppers – Graphically innovative and full of character. **Downers** – Detail-packed background can make it hard to see where the actual platforms are; more time spent loading than playing. *The Bottom Line* – A few instructions would work wonders, but the game's overwhelming charm pulls it through. ★★

NINJA WARRIORS

Virgin £19.99

Uppers – Novel 'Cinemascope'-esque screen layout. Dynamic Loading System is a boon but doesn't get rid of irritating swapping. **Downers** – Extremely repetitive action palls quickly. *The Bottom Line* – Even for a game of this type, the gameplay is too limited to hold the attention for any length of time. ★★

NITRO

Psychosis £24.99

Uppers – Groovy graphics, smooth scrolling, excellent car-handling. **Downers** – A practically infinite-credit system means the game has little sense of urgency. You have to guess the course on later levels. *The Bottom Line* – Needs more in the way of



immediate danger to be addictive, but (unlike many similar games) is as fun in one player mode as with a couple of chums. ★★★

OBITUUS

Psygnosis £34.99

Uppers – Intro would make a great Amiga Deathchase game. **Downers** – Obitus itself is a dull Dungeon Master rip-off. **The Bottom Line** – Boring and ridiculously priced. ★★

ONSLAUGHT

Hewson £24.99

Uppers – Lovely sound and music; lots of depth. **Downers** – Very confusing graphics and gameplay, and the main sequences are technically below the level of your average budget game. **The Bottom Line** – Caught between the two stools of wargaming and platform zap games, this isn't a very good example of either. ★★

OOOPS UP

Demonware £24.95

Uppers – Arcade fun in the Pang, er, 'tradition'. **Downers** – Colossally inferior to the real thing. **The Bottom Line** – The excellent sampled music isn't enough to save this bare-faced rip-off. Check out the real thing instead. ★★

OPERATION THUNDERBOLT

Ocean £24.99

Uppers – Utterly mindless genocidal slaughterfest; perhaps the best Op Wolf style game to date. **Downers** – More of the coin-op's appeal is down to the cabinet-mounted Uzi than you might think, leaving the Amiga version somewhat 'flat'. **The Bottom Line** – Everything you could expect a conversion of Operation Thunderbolt to be. ★★★

PGA TOUR GOLF

Electronic Arts £24.99

Uppers – Excellently presented, comprehensive, and easy as pie to get into. **Downers** – There's a limited amount of scope to any golf game, and PGA doesn't even try to transcend it. **The Bottom Line** – The pinnacle of Amiga golf so far. ★★★

PICK'N'PILE

Ubi Soft £19.99

Uppers – Fascinating mix of Puznic and Boulder Dash. **Downers** – 8-bit graphics don't help visual clarity any. **The Bottom Line** – Not enough variation to sustain it for long. ★★

POLICE QUEST 2

Sierra (Activision) £34.95

Uppers – Er, very realistic sim of a policeman's lot. **Downers** – ie half the game is form-filling. **The Bottom Line** – Too much like a tedious day at the office. ★★

POPULOUS

Electronic Arts £24.99

Uppers – Totally unique gameplay and smooth 3D isometric graphics add up to a game with depth and sparkle. **Downers** – The icon control system really is very confusing. **The Bottom Line** – An essential for all open-minded Amiga owners. ★★★★★

THE POWER

Demonware £24.99

Uppers – Heaps of levels and a screen designer keep lasting appeal up, and the music is excellent. **Downers** – A touch derivative, and lacks that indefinable something that makes a puzzle game great. **The**

Bottom Line – Try before you buy, you might like it, but rather average to our eyes. ★★

POWER DRIFT

Activision £19.99

Uppers – All the arcade's tracks, characters, and secret features. **Downers** – The graphics can get very confusing, and the gameplay isn't really that close to the original. **The Bottom Line** – A good stab at a very difficult conversion, but not quite good enough. ★★★

POWERMONGER

Electronic Arts £29.99

Uppers – The brave new face of wargames... **Downers** – ...which looks suspiciously like Populous. **The Bottom Line** – Despite similarities to a certain other title, Powermonger really is an excellent game in its own right. ★★★★★

PP HAMMER AND HIS PNEUMATIC WEAPON

Demonware £25.53



Uppers – Nicely old-fashioned platform action. Plenty of scope for double entendres too. **Downers** – Annoying giggles and a tendency towards over-complication spoil it a bit. **The Bottom Line** – Good, but it could easily have been a lot better. ★★

PREHISTORIK

Titus £25.53



Uppers – Some excellent cartoon graphics and humorous touches make it an instantly likeable game. **Downers** – Suffers in comparison to Toki and Chuck Rock. Needs a number of rough edges polishing up. **The Bottom Line** – A nice enough little caveman romp, but it's not really an essential purchase. ★★

PREDATOR 2

Image Works £25.99

Uppers – Lots and lots of zapping to be done and, er, that's about it really. **Downers** – Poor colour choice, unimaginative gameplay, bad control feel. **The Bottom Line** – Not as good as Operation Wolf, and now some £16 more expensive. Don't bother. ★★

PRINCE OF PERSIA

Broderbund £24.99

Uppers – Phenomenal animation, loads of atmosphere and some good old-fashioned gameplay. **Downers** – Control is initially tricky, and getting sent to the start of a level every time you die is always annoying. **The Bottom Line** – Technically stunning and great fun at the same time. Why can't all games be like this? ★★★★★

PROFLIGHT

Hi Soft £39.95

Uppers – Terrifyingly accurate – possibly the most accurate flight simulator ever. **Downers** – Such a good simulator that there isn't really room for any game at all. **Bottom**



Line – Miles too realistic to be any fun to play. Still, it's less expensive than a real flying lesson. ★★

PRO TENNIS TOUR 2

Ubi Soft £24.99

Uppers – Possibly the most realistic sports sim to grace the Amiga, with features galore. **Downers** – So if you hate the real thing, you won't go for this. **The Bottom Line** – Nothing short of wonderful. ★★★★★

PURSUIT TO EARTH

Exocet £19.95

Uppers – Reminiscent of Gyruss, the classic arcade zapper. **Downers** – But completely crap. **The Bottom Line** – About as much fun as getting hit by a real Exocet. ★

PUZZNIC

Ocean £24.99

Uppers – Classically simple and very addictive, not to mention original. **Downers** – Infuriatingly tough on later levels. **The Bottom Line** – Don't be put off by the useless graphics, this is a wonderful brain teaser. ★★★★★

QUEST FOR GLORY II - TRIAL BY FIRE

Sierra £40.85

Uppers – Sorry, can't think of any. Oh no, wait, you do get lots of disks for your money. **Downers** – But no game to put on them. Incompetently programmed, dreadfully-designed, staggeringly-overpriced trash. **The Bottom Line** – Possibly the worst Amiga game you will ever see. Avoid it like an bad-tempered tiger with toothache. ★

RAILROAD TYCOON

MicroProse £29.99

Uppers – Frightening amount of depth. **Downers** – Very slow to get into (and very slow even when you do get into it). **The Bottom Line** – If you've got a lot of time to invest in it, well worth a look. ★★★★★

RALLY CROSS CHALLENGE

Anco £19.95

Uppers – Well-programmed Super Sprint clone that's great fun with multiple players. **Downers** – Limited lastability. **The Bottom Line** – Still one of the best in its field, but that's more down to lack of competition than anything else. ★★

RANX

Ubi Soft £24.99

Uppers – Totally ideologically unsound. **Downers** – Totally ideologically unsound. **The Bottom Line** – Brilliantly-presented but ultimately limited comic strip beat-'em-up. Ideologically unsound. ★★

RBI TWO BASEBALL

Domark £29.99

Uppers – Excellent simulation of baseball, and beautifully presented to boot. **Downers** – Over-priced and not all that hot on lasting appeal. **Bottom Line** – Very good, but a



bit limited, and not quite a classic. ★★★★★

RENEGADE LEGION INTERCEPTOR

SSI US Gold £24.99



Uppers – Military hardware a-go-go gives it instant RPG appeal. **Downers** – The strategy isn't deep enough, and the action sequences are way out of date. **The Bottom Line** – Tales of galactic empires and warfare are a good idea, but this one just falls flat. ★

REVELATION

Krisalis £19.99

Uppers – Neat idea – a puzzle game based on safe cracking. **Downers** – Too complex to just pick up and play – bad news for a puzzler. **The Bottom Line** – Not bad, but could have been better presented (and who thought up that utterly meaningless name?) ★★

ROBOCOP 2

Ocean £24.99

Uppers – Great graphics, generally excellent presentation. **Downers** – Awkward controls, some infuriating gameplay traits, and it's all a touch too formulaic. **The Bottom Line** – Could have been a good deal better. ★★

ROBIN HOOD

Millennium £25.99



Uppers – Witty and cheerful game that makes you love it almost in spite of itself. ★★★★★

Downers – Tiny graphics can get irritating, and there are lots of silly little quirks. **The Bottom Line** – Likeable game that's a long way short of classic status, but damn good fun all the same. ★★★★★

RODLAND

Storm £25.99



Uppers – Too-cute-to-be-true graphics, wonderful presentation, a near-perfect arcade game in the traditional sense. ★★★★★

Downers – If you're looking for depth and complexity, look somewhere else. **The Bottom Line** – A magnificent conversion that actually improves significantly on the original coin-op. Loveable and extremely addictive, you couldn't ask for a better platform arcade game. ★★★★★

ROGUE TROOPER

Krisalis £24.99

Uppers – Fairly entertaining arcade adventure with devious but logical puzzles and an excellent free collectors' comic. **Downers** – One life – one mistake and you're all the way back to the start of the first level (Aaarrrgh!) **The Bottom Line** – Good fun for the persistent, and a good licence for a change. ★★

R-TYPE II

Activision £25.99



Uppers – 99.99% arcade-perfect, and a beautiful and addictive shoot-'em-up in its own right. **Downers** – A couple of tiny bugs, and maybe off-puttingly difficult. (For wimps, anyway). **Bottom Line** – The best space blast for the Amiga yet, and possibly the best coin-op conversion too. Absolutely superb. ★★★★★

SARAKON

Virgin £19.99



Uppers – Brilliant Shanghai-inspired gameplay, make this a strategy classic, and the price is a nice surprise. **Downers** – Slightly indistinct symbols can occasionally confuse matters. **The Bottom Line** – A supremely addictive puzzler, in the finest 'takes over your entire life' tradition. ★★★★★

SEARCH FOR THE KING

Accolade £34.99

Uppers – Superb Elvis gags and attention to detail (particularly in the graphics) mean graphic adventure fans will take to it immediately. **Downers** – Accolade blow it to a certain extent with their inefficient parser system. **The Bottom Line** – Still a long way to go before it competes with the likes of Monkey Island. ★★

SHANGHAI

Activision £19.99

Uppers – Based on an ancient Chinese tile game, so you know it's going to torture your mind, and it does. Friendly presentation too, and the multi-player against-the-clock games are action-packed enough for the most frenzied blasting fan. **Downers** – Slightly fiddly graphics can play havoc with your eyes. **The Bottom Line** – Scarily gripping for a game with no moving graphics. The first time you do it you'll want to take out an advert in The Times to tell everybody. ★★★★★

THE SIMPSONS

Ocean £24.99



Uppers – A good licence AND a good game. Brilliant console-like scrolling arcade platform sort of thing. **Downers** – The main game doesn't really rely on the Simpsons theme, and a bit too complicated for

Barf's younger fans. **The Bottom Line** – The licence of the year, probably. ★★★★★

SIRIUS 7

CRL £24.99

Uppers – Technically adequate. **Downers** – No thought, no imagination, no game, no fun. **The Bottom Line** – Almost as action-packed as Xenon 2. In pause mode. ★

SLIDERS

Palace £25.99



Uppers – Clean 3D isometric graphics, with loads of sporting and Marble Madness overtones thrown in for good measure. **Downers** – The result is frankly less enjoyable than it sounds. **The Bottom Line** – Buy yourself Spindizzy Worlds or Speedball 2 instead. ★★

SKI OR DIE

Electronic Arts £24.99

Uppers – Skate Or Die but with snow. **Downers** – Skate Or Die but with snow. **The Bottom Line** – Fun (for a while) with friends, but basically an old fashioned, patchy collection of unimpressive sub games. ★

SKULL AND CROSSBONES

Domark £24.99

Uppers – It's all reasonably true to the coin-op. **Downers** – Pity it was so crap then, isn't it? Appallingly slow, critically limited and bug-ridden. **The Bottom Line** – You'd have more fun being keelhauled. ★

SPEEDBALL II

Image Works £24.99

Uppers – The ultimate future sport game to date – fast, brutal, enormously playable. The Bitmaps' finest moment. **Downers** – Teams can be hard to tell apart in the heat of the action. **The Bottom Line** – Buy or die. ★★★★★

SPELLBOUND

Psychapse £24.99

Uppers – Well-drawn backdrops, and, erm, the packaging is nice. **Downers** – Almost no in-game sound, practically nothing in the way of action. **The Bottom Line** – Hugely boring arcade adventure thing that's overpriced by £20. ★

SPINDIZZY WORLDS

Activision £24.99

Uppers – Another example of an 8-bit classic brought bang up to date with a sprawling play area and loads of new features. **Downers** – Bizarre controls to get to grips with and the graphics could be better. **The Bottom Line** – Superlative game design, and total addition. Frustrating as hell, but nonetheless a masterpiece. ★★★★★

SPIRIT OF EXCALIBUR

Virgin £24.99

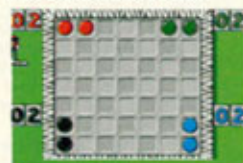
Uppers – Plenty of variation, and it certainly all looks lovely. **Downers** – Pitifully slow, and the different sections don't really seem to gel together. **The Bottom Line** – If you've got a few hours to kill while



you're waiting for a train, this is a game that you can load up without fear of it causing you to miss it. (On the other hand, standing on the platform might be more fun). **

SPOT

Leisure Genius £25.99



Uppers – Brilliantly designed Othello based board game which still manages to offer something new and different (and even supports up to four players). **Downers** – The presentation lacks polish in places. **The Bottom Line** – A class board-like strategy act. *****

STARGLIDER II

Rainbird £24.99

Uppers – Instant 3D blasting appeal, with extra depth for those who want it. **Downers** – Slightly too repetitive in the long-term. **The Bottom Line** – Still one of the best Star Wars-inspired releases on the Amiga. ***

STELLAR 7

Dynamix (Sierra) £24.99

Uppers – Appealingly old-fashioned blast from the past in the form of (yet another) up-dated Battlezone. **Downers** – Ever-so-slightly sluggish vector graphics and optimistic pricing make it a bit of a luxury. **The Bottom Line** – Satisfyingly mindless – but that's both a strength and a weakness. **

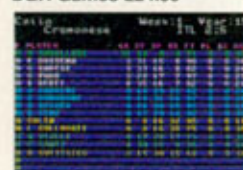
STORMBALL

Millennium £24.99

Uppers – Reasonably passable graphics. **Downers** – Utterly dire game design, no feeling of speed or excitement, highly confusing and largely pointless. **The Bottom Line** – If you're looking for a good way to waste £25, throw it down a drain rather than buy this. *

STRIKER
MANAGER

D&H Games £24.99



Uppers – From the people who brought you Football Director (yes, that's its only good point). **Downers** – Statistic frenzy with absolutely no gameplay whatsoever. **The Bottom Line** – Could push the boundaries of computer games backwards by ten years. *

STUN RUNNER

Tengen (Domark) £24.99

Uppers – Er...the music isn't entirely crap. **Downers** – Hopelessly slow, graphically primitive, plus there's a very terminal lack of excitement. **The Bottom Line** – We'd rather see a great conversion of Galaxians than someone make a pig's ear of a game they knew they couldn't convert in the first place. *

SUPER MONACO
GP

US Gold £24.99

Uppers – Well-programmed and fun. **Downers** – Bears very little resemblance to the coin-op. **The Bottom Line** – A very good racing game, but don't expect the arcade. ***

SUPER SKWEEK

Loricel £19.99

Uppers – Cute Defusion/Painter-based game with power-ups and add-ons galore. **Downers** – Perhaps a little too French for most of us. **The Bottom Line** – Could do with having another fiver chopped off the price, but otherwise great fun. ***

SUPER WONDER
BOY

Activision £19.99

Uppers – Perfect difficulty curve lets you get just a little bit further every go. Cute graphics add to the charm and the shops where you can spend your gold give it a little extra scope. **Downers** – Slightly lacking in action, too slow for some. Not exactly modern looking. **The Bottom Line** – Great game in the Mario vein, but with less enemies and more depth. ***

SWAP

Palace £25.99

Uppers – Interesting and new idea for a puzzle game, programmed perfectly competently. **Downers** – It just isn't captivating, and never rises above the averageness.



The Bottom Line – Fails to inspire any emotions at all. It's not good, it's not bad. It's just a bit bland. **

SWITCHBLADE II

Gremlin £25.99



Uppers – Gorgeous console-like graphics, tried-and-tested gameplay, packed full of detail and lovely touches. **Downers** – Perhaps just a little too simple. **The Bottom Line** – Absolutely superb. Arguably the best Amiga platform game to date. *****

SWIV

Storm £24.99

Uppers – Looks good, sounds good, comes with a neat two-player option – and all in one (massive) level too! **Downers** – There aren't any (unless you find all those drab military-style colours a bit depressing). **The Bottom Line** – Frantic – one of the best shoot-'em-ups we've seen. *****

SWORDS AND
GALLEONS

Idea £25.99

Uppers – Uses the classic trading game style to great effect. **Downers** – Easy to complete and the stupid omission of a save game option. **The Bottom Line** – A minority interest sort of affair. **

TANGRAM

Thalion £25.53



Uppers – Perfectly adequate computer translation of the classic Oriental puzzle. **Downers** –

...unfortunately it's a really dumb idea for a conversion, and the extras (time limit and suchlike) are intrusive and pointless. **Bottom Line** – Getting a real wooden Tangram set would be more fun, as well as much cheaper. *

TETRIS

Infogrames £19.99

Uppers – Well, it is still Tetris. **Downers** – But it's probably the worst version yet seen on the Amiga, and that's saying something. **The Bottom Line** – Completely stinky. (Stick with the PD versions). *

THEME PARK
MYSTERY

Image Works £24.99

Uppers – Great feel; looks and sounds lovely. **Downers** – Arcade sections are fairly pointless. **The Bottom Line** – Games which mix adventures with arcade sequences always suffer for it. **

THE SECRET OF
MONKEY ISLAND

US Gold £25.99



Uppers – The closest thing yet to a fully interactive story. Enormous playability, pleasing puzzles and great dollops of – yes! – genuinely witty humour come together to form something very glorious indeed. **Downers** – Despite the five disks, you'll still need a full meg, and once the game is completed you'll probably never come back to it again. **The Bottom Line** – An adventure that looks and plays better than almost any arcade game. Software heaven. *****

TEAM SUZUKI

Gremlin £24.99

Uppers – Very fast, with some pretty hairy track views. Unintentionally hilarious replay feature. **Downers** – Insanely sensitive to control. **The Bottom Line** – Enough fun to keep you playing until you can at least stay on the road for five seconds at 60mph, but a bit too unrealistic to compete with Indy 500. ***

TEENAGE
MUTANT HERO
TURTLES

Mirrorsoft £24.99

Uppers – It doesn't have the word 'Ninja' in the title...**Downers** – ...but even that doesn't save it from being utterly awful in every way. **The Bottom Line** – You'd have more fun playing with a real turtle. Or a real mutant. *

TERMINATOR 2

Ocean £25.99



Uppers – You get exactly what you'll be expecting – Another Ocean Movie Licence With Lots Of Sub-Games And No Depth. **Downers** – Only one of the sub-games has any real merit of its own, and the rest are even worse than the norm for this kind of thing. **The Bottom Line** – Pretty hopeless run-of-the-mill effort for real diehard Amiga fans only. **

TOKI

Ocean £25.39

Uppers – The (latest) definitive coin-op conversion. Beautiful



platform action to make you go ape. **Downers** – The sound is slightly disappointing, and the game is simply too small. **The Bottom Line** – What's there is brilliant, if only there was more of it. *****

TOTAL RECALL

Ocean £24.99

Uppers – A fair bit of gameplay variation. **Downers** – Unfriendly controls, uninspired design. **The Bottom Line** – Solid but unexciting. No feel for the movie. (And couldn't they afford the rights to use Arnie's real face?) **

TOURNAMENT
GOLF

Elite £24.99

Uppers – Authentic arcade port. **Downers** – Nobody ever played the arcade game. **The Bottom Line** – Completely average golfing yawnerama. **

TOWER FRA

Thalion £24.99

Uppers – Yes, you guessed it, it's an air traffic control tower simulation. Not as boring as it sounds. **Downers** – It's still fairly boring though. **The Bottom Line** – Good training for the next generation of air traffic controllers. **

3D
CONSTRUCTION
KIT

Domark/Incentive £49.99



Uppers – Creating your own games (or simply designing little worlds) is great fun. **Downers** – Well, it's not really a game as such, is it? It's pretty slow too, and making anything really worthwhile gets very complicated. **The Bottom Line** – Expensive and of limited appeal, but if you've always itched to create a Freescape game you can't really complain. ***

TURRICAN 2

Rainbow Arts £24.99

Uppers – Enjoyable mindless blasting. **Downers** – Erm, has there been some mistake here? Someone appears to have sent us a copy of Turrican. **The Bottom Line** – Better than the original, but that's the only way in which it's different. ***

ULTIMA V

Origin (Mindscape) £29.99

Uppers – The scope and depth of Ultima V goes way beyond other role-playing adventures, even previous Ultima releases. **Downers** – Not a bit of joystick action in sight; some may find the size of the game daunting. **The Bottom Line** – Ultima V offers arguably the best in graphic fantasy (at least until Ultima VI comes along). *****

UMS II

Rainbird (MicroProse) £34.99

Uppers – The pinnacle of tech-head wargames, with more user-definable bits than you could ever need. **Downers** – Atrocious

documentation could mentally scar beginners for life. **The Bottom Line** – It won't win the wargaming fraternity any new members, but it'll put some in seventh heaven. ***

UTOPIA

Gremlin £29.99



Uppers – The appeal of this kind of city-building thing is timeless, and the war side gives it a new dimension. **Downers** – ...but neither side is particularly well-designed, and it can easily end up a touch on the dull side. **The Bottom Line** – A good game, but it needs a lot more depth to make it a true classic. ****

VECTOR
CHAMPIONSHIP
RUN

Impulze £24.99

Uppers – Pretty speedy. **Downers** – Uncontrollable. **The Bottom Line** – What's the point of a game you can't play? (c.f. Rhetorical Questions For Journalists, Vol. 1) *

VIZ

Virgin £24.99

Uppers – Very true to the comic. **Downers** – Very shallow and limited. The jokes only really work the first time you see them. **The Bottom Line** – All the elements of a good game are there – they just haven't been tied together properly. **

WARLOCK THE
AVENGER

Millennium £24.99

Uppers – Playable and quite engrossing scrolling arcade adventure romp. **Downers** – An 8-bit game in 16-bit's clothing. **The Bottom Line** – Druid slightly updated for the 90s, and not by any stretch of the imagination worth £25. **

WARZONE

Core Design £20.99

Uppers – Graphics have a degree of character to them, and it's pretty tough. **Downers** – Adds very little to the hackneyed Ikari Warriors format. **The Bottom Line** – Competent but deadly dull shoot-'em-up that you've seen a dozen times before. **

WHITE SHARKS

Demonware £24.99

Uppers – Exceptionally good graphics, novel 'choose-your-own-power-ups' weapon system. **Downers** – Too fast to have any decent feel, and incredibly unimaginative. **The Bottom Line** – The game that put the 'bog standard' into 'bog standard shoot-'em-up'. Duff. **

WILDLIFE

MD Production £19.99

Uppers – Ideologically sound. **Downers** – Operation Wolf without shooting is like swimming without water. **The Bottom Line** – Utterly desperate. *

WONDERLAND

Virgin £24.95

Uppers – An evocative telling of the classic Lewis Carroll tale utilising a pretty advanced user-interface. **Downers** – Unless you've got a very powerful Amiga with a screen that can handle interlace, the whole thing is very unwieldy. It's not got the best parser in the world either. **The Bottom Line** – Brave, but after all

the hype the product is something of a let-down. Not a patch on Monkey Island. ***

WORLD
CHAMPIONSHIP
SOCCER

Elite £24.99

Uppers – Very good copy of the coin-op (sob). **Downers** – Poor playability, you never get two seconds on the ball. **The Bottom Line** – Knocked out in the first round. **

WRATH OF THE
DEMON

Readysoft £29.99

Uppers – Cheaper than Shadow Of The Beast II. **Downers** – Almost exactly the same in every other respect, even down to inclusion of a spitting intro sequence. **The Bottom Line** – If you liked S.O.T.B. II you'll already have bought it, so you won't need this. Otherwise a good alternative. **

WRECKERS

Audiogenic £24.99



Uppers – Some refreshing game ideas add a new angle to the old 'aliens-overrun-space-station' story. **Downers** – The whole thing feels far too much like an 8-bit game. **The Bottom Line** – All the elements of a good game are there – they just haven't been tied together properly. **

XIPHOS

Electronic Zoo £24.99

Uppers – Silky smooth and subtle. **Downers** – Takes far too long to get into the action. **The Bottom Line** – Only for the dedicated space trader. **

ZARATHRUSTA

Hewson £24.99

Uppers – The Thrust gameplay is timeless, and it's been updated with 1990s graphics, resulting in something very special indeed. **Downers** – At heart though, it's still a game that used to sell for £1.99 going for £25, which isn't a bargain in anyone's language. **The Bottom Line** – Good fun, but to be honest, not really very good value. ***

ZIRIAX

The Software Business £24.99



Uppers – Pretty Scramble variant. **Downers** – Seriously overloaded in the difficulty department. **The Bottom Line** – Stupidly difficult, too much for almost everyone. More suited to a budget release. **

Z-OUT

Rainbow Arts £24.99

Uppers – A huge improvement on X-Out. **Downers** – The horizontally scrolling shoot-'em-up with knobs on thing has already been done to death. **The Bottom Line** – A better R-Type than R-Type, but it isn't different enough to make it stand out from the crowd. ***

AMEAGRE PRICES FOR AMIGA USERS

GAME	PRICE	GAME	PRICE	GAME	PRICE
3 Stooges	£7.95	Golden Axe	£15.96	Power Up (Comp)	£18.95
3D Construction Kit	£32.95	Grandstand (Comp)	£18.95	Powermonger	£18.95
3D Pool	£7.95	Gunboat	£18.95	PP Hammer	£15.96
A.P.B.	£6.70	Halls Of Montezuma	£15.96	Predator 2	£15.96
Addicted To Fun - Rainbow (comp)	£12.95	Hard Drivin'	£6.70	Prehistorik	£15.96
Advanced Fruit Machine	£5.99	Hard Drivin' 2	£15.96	Premier Collection (Comp)	£15.96
Afrika Korps	£18.95	Harpoon (1 Meg)	£18.95	Prince Of Persia	£15.96
After Burner	£6.70	Head Over Heels	£7.95	Pro Tennis	£4.49
Amnios	£15.96	Heroquest	£15.96	Pro Tennis Tour 2	£15.96
AMOS the Creator	£32.95	Hitchhikers Guide To The Galaxy	£7.95	Proflight	£29.45
Aquaventura	£22.95	Hollywood Collection (Comp)	£18.95	Projectyle	£8.95
Arkanoid II - Revenge Of Doh	£6.70	Hostages	£6.70	R-Type II	£15.96
Armalyte	£15.96	Hunt For Red October	£15.96	R.B.I Baseball 2	£18.95
Armour-geddon	£15.75	Hunter	£19.95	Railroad Tycoon (1 Meg)	£21.86
Atomino	£15.96	IK+	£6.70	Rainbow Islands	£15.96
Back To The Future III	£15.96	Impossible	£6.70	Rambo III	£6.70
Barbarian II	£6.70	Indiana Jones And The Last		Red Heat	£6.70
Barbarian II (Psygnosis)	£15.96	Crusade	£12.95	Rick Dangerous II	£15.96
Batman - Caped Crusader	£6.70	Indianapolis 500	£15.96	Robin Hood	£15.96
Battle Chess	£15.96	Insector Hecti	£5.99	Robocop II	£15.96
Battle Chess II	£15.96	It Came From The Desert (1 Meg)	£18.95	Rocket Ranger	£7.95
Beastbusters	£15.96	Jack Nicklaus Unlimited		Rod-Land	£15.96
Billiards 2 Simulator	£15.96	Golf (1 Meg)	£18.95	Rolling Ronny	£15.96
Bionic Commando	£6.70	Jimmy White's Whirlwind Snooker	£19.95	Secret Of Monkey Island (1 Meg)	£15.96
Blade Warrior	£15.96	Kamikaze	£5.99	Secret Of Silver Blades	£19.95
Brat	£15.96	Kick Off + Extra Time	£6.70	Shadow Dancer	£15.96
Cadaver	£15.96	Kick Off II	£12.95	Shadow Of The Beast II	£21.86
Cadaver - The Payoff	£10.95	Kick Off II (1 Meg)	£15.96	Shufflepuck Cafe	£6.70
Captive	£15.96	Killing Cloud	£15.96	Silent Service II	£22.95
Cardinal Of The Kremlin	£15.96	Killing Game Show	£15.96	Silkworm	£6.70
Carrier Command	£7.95	Kult	£6.70	Sim City/Populous	£18.95
Carthage	£15.96	Last Ninja II	£6.70	Sim Earth	£18.95
Challenge Golf	£15.96	Last Ninja III	£15.96	Simpsons	£15.96
Challengers (Comp)	£18.95	Leather Goddess Of Phobos	£7.95	Sky Chase	£7.95
Chaos Strikes Back	£15.96	Led Storm	£6.70	Sliders	£15.96
Chase HQ II	£15.96	Leisure Suit Larry II	£25.96	Soccer Manager - Multi Player	£15.96
Chips Challenge	£15.96	Leisure Suit Larry III	£25.96	Speedball	£7.95
Chuck Rock	£15.96	Lemmings	£15.75	Speedball II	£15.96
Cohort - Fighting For Rome	£18.95	Licence To Kill	£6.70	Spindizzy Worlds	£15.96
Continental Circus	£6.70	Life And Death	£15.96	Steve Davis Snooker	£8.19
Corporation + Mission	£15.96	Line Of Fire	£15.96	Super Hang On	£6.70
Crazy Cars	£6.70	Lombard RAC Rally	£6.70	Super Monaco G.P.	£15.96
Cricket (1 meg)	£18.95	Loom	£18.95	Supercars	£6.70
Cruise For A Corpse	£15.96	Lotus Esprit Turbo Challenge	£15.96	Supercars II	£15.96
Cybercon III	£15.96	Lotus Turbo Challenge II	£15.96	Supremacy	£18.95
D.T. Olympic Challenge	£6.70	M1 Tank Platoon	£18.95	Swap	£15.96
Darkman	£15.96	Magic Pockets	£15.96	Switchblade	£6.70
Das Boot	£19.95	Magnetic Scrolls Collection (Comp)	£18.95	Switchblade II	£15.96
Death Knights Of Kryn (1 Meg)	£18.95	Manchester United Europe	£15.96	SWIV	£15.96
Defender Of The Crown	£7.95	Maupiti Island	£15.96	Team Suzuki	£15.96
Defenders Of The Earth	£6.70	Mega-Lo-Mania	£18.95	Terminator II	£15.96
Deluxe Paint IV	£59.95	Megatraveller I (1 meg)	£18.95	Test Drive II Collection (Comp)	£18.95
Deuteros	£15.96	Mercs	£15.96	Thunderhawk	£18.95
Double Dragon	£6.70	Metal Mutant	£15.96	Toki	£15.96
Driller	£6.70	Miami Chase	£6.70	Toobin	£6.70
Elf	£15.96	Midnight Resistance	£15.96	Total Recall	£15.96
Elvira (1 meg)	£18.95	Midwinter	£18.95	Treasure Island Dizzy	£4.49
Enchanter	£7.95	Midwinter II	£21.86	Turrican II	£15.96
Exile	£15.96	Mig 29 Soviet Fighter	£5.99	Ultima V	£18.95
Eye Of The Beholder (1 Meg)	£18.95	Moonbase (1 Meg)	£22.95	Ultima V	£18.95
F-15 Strike Eagle II (1 Meg)	£21.86	Moonwalker	£6.70	Utopia	£18.95
F-16 Combat Pilot	£15.96	Myth	£15.96	Viz	£15.75
F-16 Falcon	£18.95	Nam	£18.95	Warlock The Avenger	£15.96
F-19 Stealth Fighter	£18.95	Navy Seals	£15.96	Warzone	£12.95
F-29 Retaliator	£15.96	Nebulus 2	£15.96	Waterloo	£7.95
Fantasy World Dizzy	£5.99	Nitro	£15.96	Wheels Of Fire (Comp)	£18.95
Fast Food	£5.99	North & South	£6.70	Wild Wheels	£15.96
Final Fight	£15.96	Operation Stealth	£15.96	Wings	£18.95
Fist Of Fury (Comp)	£15.96	Operation Wolf	£6.70	Wings (1 Meg)	£18.95
Flight Of The Intruder	£21.86	Outrun Europa	£15.96	Wizball	£6.70
Flood	£8.95	Overrun (1 Meg)	£18.95	Wolfpack	£18.95
Forgotten Worlds	£6.70	Pang	£15.96	Wonderland (1 Meg)	£18.95
Frenetic	£15.96	Panza Kick Boxing (1 Meg)	£15.96	Wrath Of The Demon	£18.95
Full Blast (Comp)	£18.95	PGA Tour Golf	£15.96	Xenon	£6.70
Gauntlet II	£6.70	Pit Fighter	£15.96	Xenon II	£6.70
Gauntlet III	£15.96	Platinum (Comp)	£15.96	Xybots	£6.70
Geisha	£15.96	Populous	£15.96	Z-Out	£12.95
Gods	£15.96	Power Pack (Comp)	£15.96		

3 1/2"

Double Sided
Double Density

QUANTITY	PRICE
10	£4.30
20	£7.80
25	£9.95
30	£11.50
35	£12.95
40	£14.25
45	£16.00
50	£18.25
80	£27.60
100	£32.90
120	£39.40
150	£48.95
200	£61.95
300	£91.90
400	£119.90
500	£149.75

FULL NO QUIBBLE
REPLACEMENT
GUARANTEE

100% ERROR
FREE

WITH
LABELS

BOXES

(with keys, labels, dividers)

10 £0.94	40 £4.95	50 £5.60
80 £6.30	100 £6.80	120 £8.75

Cumana CAX354 External
Disk Drive.....£59.95
Cortex 1/2 Meg Memory
Upgrade with clock£31.75

All Prices include postage and VAT and are effective until December 2nd 1991

Credit Card orders:
(9.00am - 10.00pm, 7 days not an answer phone)

071- 608 - 0624

Cheques/Postal Orders to

DataGem Ltd, Dept AP, 23 Pittfield Street, London, N1 6HB

Showroom open Monday - Friday 10am - 6pm

Exit 2, Old Street Tube

2ND opinion

RICHARD YAPP OF O.D.E

Objective, honest and informed as all AMIGA POWER reviews are intended to be, we admit it's sometimes nice to get a second opinion on things – after all, no two people ever fully agree about anything, and that's certainly true as far as games are concerned. That's why we're occasionally getting what we like to think of as 'top industry professionals' to sit here and spout off about other people's games, tell us what they like, and where their colleagues went wrong...

Richard Yapp started out programming for the C64, but after working on a number of ambitious (but not particularly successful) projects ranging from *Macbeth* for Creative Sparks (a text-based adventure based on the story of the play) to *Time* (one of Empire's less successful early Amiga releases), he turned his hand to production management. At Oxford Digital Enterprises he oversees the development of most of Empire's games, where they recently completed the coin-op conversion *Volfied*, and are currently involved in the final stages of *Deathbringer* and *Eye Of The Storm*. His biggest success to date has been *Trivial Pursuit* for Domark: "We did 91 versions in all, if you count all the different configurations for each machine, and the different languages." All well and good, but what does he think of other people's games?

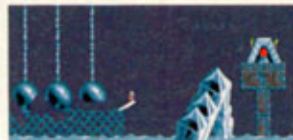
'To make something believable in a game, it's best to make it completely unbelievable'

LEMMINGS

Psygnosis

I didn't get into this at all. I felt that, far from being original, it was just following on from what Bullfrog did with *Populous*. Once again you're controlling the destiny of lots of little people, except with *Lemmings* you just have to stick one character in the way of an obvious danger, or whatever, in order to save the others. To be honest, I'd rather just blow the whole lot of 'em up – I think there are plenty of other games which are just as addictive as *Lemmings*, but don't have the advantage of the hype or the cute little characters.

One important thing about these sorts of games is that you really have to enjoy watching and playing around with the characters, and I really couldn't get used to – or care less about – little blue people with green hair.



Lemmings from Psygnosis

The thing about *Lemmings* is that it was so immediate for many people – they really loved it after about ten minutes of play, whereas I didn't, and I didn't want to give much more time to it. Perhaps I should have – it might have hidden depths of which I'm unaware.

PRO TENNIS TOUR

Ubi Soft

I play a lot of sports sims but *Tennis Tour*'s my favourite. It had such a superb control mechanism that you tend to forget about the joystick and hardware, and you feel like you're actually serving the ball. You have so much control over the ball that the simulation element is almost forgotten. It's a nice feeling to lose yourself in something like that.

I also like to play golf simulations, but I'm still waiting for one that's really special. *PGA Gold Tour* was good looking but I didn't like the control. There was *Leaderboard* too, of course, but that's so old, and it's been copied so many times.

I loved *TV Sports Football*, and I don't know why. At first I thought it was just flash, but after learning all the moves, it becomes really engrossing.

I know a lot of people talk about *Kick Off* too, but I found the first one too unwieldy. I was

running too fast for the ball, and never really perfected control. *Kick Off II* got over that, and in many respects lived up to the publicity. For me though, the best soccer game is still *International Soccer Challenge* for the C64 which is very old, but still just beautiful.

TEENAGE MUTANT HERO TURTLES

Mirrorsoft



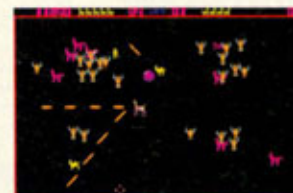
Image Works' *Mutant Ninja Turtles*

There are some games that just don't live up to expectations, and this is one of them. It's always the same at Christmas. A couple of years ago we had *Afterburner* which could never have lived up to the standards set by the arcade machine, and didn't. *OutRun* was another Christmas number one that came in for a lot of criticism, but for once I don't think it was nearly so bad as people make out. Think about it – it could have been a good deal worse.

LLAMATRON

Llamasoft

We all play it around the office, because it's such simple fun. I think there's still a lot of room for mindless blast-'em-ups, and it's no bad thing to get rid of your aggression like that. It's a bit like having a game of squash, really – you're just unwinding in a harmless way. I wouldn't say that this is a good game as such – it's too simplistic in every way – but it does serve its purpose, even for someone like me who would usually go for a game with a bit more substance.



Jeff Minter's *Llamatron*

OPERATION WOLF

Ocean

The thing about *Llamatron* is that it's totally detached from reality. There's no fix in the real world, which I believe is important. *Operation Wolf*, and all in its genre, are disturbing because

they attempt to emulate what goes on in real life, presenting real-life violence in a glamorous fashion. It's one thing killing aliens, but it's something else to... (At this point Richard loses his thread a bit, but you get the general idea - Ed).

FAERYTALE ADVENTURE

MicroIllusions

This was one of the first games ever for the Amiga, and it's still my favourite. It cost £55, and came on one disk, but it was worth every penny. I like games that involve exploration and puzzles, and this is full of all that, and has some great atmosphere. The music is especially pleasing because it reacts to the gameplay. For instance, when the skeletons attack you, the music goes all spooky, and the game is totally seamless like that. You can lose yourself in it completely. There's none of that disk changing, or hanging around for ages for the disk to access, either. You're forever finding new areas of the game.



MicroIllusions' ancient *Faerytale*

PRINCE OF PERSIA

Broderbund (Domark)

This showed just how far you can go with animation using little more than a few pixels. If you look at the background of the game, it's really quite bland, but the character movement is something special. Despite what everyone says, they haven't actually tried to emulate real movement, they've emphasised and exaggerated it in a cartoony way, and that works. In the '30s and '40s, when Disney was getting big, they tried to get human animation right by filming people, and then drawing over them. But the results were bland. You have to exaggerate movement to make a cartoon special, and it's the same with computer games.

It's no good trying to emulate what the camera does, or what you see in real life – that's not what the computer is good at. You have to make it theatrical, like in *Prince of Persia*. I know it sounds like I'm contradicting myself, but to make something believable in a game, it's best to make it completely unbelievable. ●



AMAZING STEREO EFFECTS ON YOUR AMIGA IN FANTASTIC...

Creative Eye 3-D have released a series of 3-D picture disks. Each disk contains 6 interlaced Ham pictures in stunning 3-D.

Each disk comes complete with a pair of 3-D glasses, when these pictures are viewed through these special glasses the pictures stand out from the screen in full stereoscopic depth.

The following sets are now available:

1. 3-D DEMO DISK
2. 3-D EFFECTS
3. JAPANESE 3-D SET NO.1 (1900 to 1910)
4. EUROPE IN 3-D (1890 to 1910)
5. VINTAGE GLAMOUR GIRLS (1850 to 1920m)

ONLY £2.99 per set or £9.99 for all 5 sets

include 50p P&P with each order and send cheques/P.O's to:

CREATIVE EYE 3-D, 14 Javelin House, Farmborough Road, Castle Vale, Birmingham B35 7BS Tel: 021 749 5109

BITS & BYTES

COMPARE
OUR
PRICES!

*4D Boxing	£19.89	Jimmy White's Snooker	£18.49
Blade Warrior	£16.49	Lord Of The Rings	£18.49
Codaver - The Payoff	£9.89	Magic Pockets	£16.49
Centurion	£16.49	Manchester United Europe	£16.49
Cruise For a Corpse	£17.49	Mega-Lo-Mania	£19.49
Das Boot	£19.89	Nebulus 2	£16.49
Elf	£16.49	PGA Tour Golf	£16.49
Eye Of The Beholder (1 MB)	£19.89	Railroad Tycoon (1 MB)	£21.89
F15 Strike Eagle 2 (2 MB)	£21.89	R.B.I. 2	£18.49
Final Fight	£16.49	Rise Of The Dragon	£24.89
Full contact	£7.49	Robin Hood	£16.49
Gauntlet III	£16.49	Rodland	£16.49
Gods	£16.49	* R-Type 2	£16.49
Gunboat (1 MB)	£18.49	Simpsons	£16.49
Heroquest (1MB)	£16.49	Stack-Up	£6.49
Heroquest - Data Disk	£9.89	S.W.I.V.	£16.49
Hunter	£18.49	Thunderhawk	£19.89
I Play 3D Soccer	£16.49	Toki	£16.49

IF IT ISN'T LISTED HERE PLEASE ENQUIRE

Tel: (0902) 336582 or 0831 272450

* Titles will be despatched on day of release.
Please include £1 P&P per item.

Name	Software Title	Qty	Total Price
Address			
Postcode			
Tel No.			
Please make cheques/postal orders payable to: "Bits & Bytes", Dept AP, 1 Bruford Road, Pennfields, Wolverhampton, West Midlands, England, WV3 0AY			Total

ADVERTISERS INDEX

Accolade	130,1BC	Mirrorsoft	50,63
Amiga Mouse	101	NRG Software	104
Anco	64,78	Ocean	2,3,13,49,56,72,75
Bits & Bytes	129	Poste Haste	120
Byte Direct	104	Premier Mail Order	82
Computer House	112	Psychosis	9
Crazy Joes	96	Rombo	61
Creative Eye	129	Saturn Software	94
Datagem	127	SDL	53
Date! Electronics	68-69	Sharrow Electronic Supplies	129
Dial a Disk	129	Software City	92
Domark	20-21	SPD	101,117
Eagle Software	88	Telescan	101
ESP	120	Tronsoft	101
Global	94	US Gold	53,59,132
Harwoods	105-111	Virgin	22,54
Kosmos	112	Virgo	112
MD Office Supplies	116	Voice Line	86
Mindscape	19,41	WTS	91,116

AMIGA FOR business

To advertise in the biggest selling Amiga games magazine call Susanne Mansfield on 0225 442244 (or fax her on 0225 480325) now!

For
RELIABLE COMPUTER REPAIRS
you need



Amiga repairs - any area at competitive rates
ALSO

COMPUTER SALES
PHONE US NOW ON **0765 607887**
Access/Visa orders welcome

BULK DISKS AT CRAZY PRICES

3.5 DSDD AT UNBEATABLE PRICES

100 for only	£34.00	250 for only	£75.00
50 for only	£19.95	500 for only	£145.00

All certified 100% error free supplied with labels

SPECIAL 200 DSDD 3.5"
XMAS DISKETTES
OFFER PLUS
2 X 100 CAP BOXES **£69.95**

Banx boxes 90 capacity	£8.95
Universal printer stands	£7.95
Re-ink the wonder product	£12.95
Amiga/Atari dust cover	£3.95
3.5" cleaning kit	£2.95
Mouse mats	£2.95

3.5" HD	60p*
5.25" DD	22p*
5.25" HD	35p*
*each	

REMEMBER ALL PRICES INCLUDE VAT & P&P
100% PRODUCT SATISFACTION OR MONEY BACK

DIAL A DISC
6 Walsingham Road,
St. Pauls Cray, Kent, BR5 3BW



Tel: 081-309 5556



YOU BELIEVE



ACCOLADE PRESENTS...THE

Screenshots from various formats



**AN ABSOLUTELY ENORMOUS SUCCESS AT THE BOX
OFFICE-NOW SET TO BE JUST AS BIG ON COMPUTER.**

HOME ALONE™

Now you can play eight-year-old Kevin, trying to foil the break-in of those two inept burglars, Harry and Marv. Armed with imagination and a BB-Gun, you can create a wealth of clever contraptions, but time is limited. Will you be ready for the Wet Bandit Gang?.

Computer program © copyright 1991 Intracorp, Inc. All rights reserved. Home Alone™ and © 1991 Twentieth Century Fox Film Corporation. All Rights Reserved. All other trademarks acknowledged.

*Amiga and PC Duel version available
November 1991*



WON'T YOUR EYES



TEARAWAY, AND THE TEMPTRESS.



Screenhots from various formats

THEY DON'T COME MUCH BIGGER THAN ELVIRA UNLESS IT'S ELVIRA II.

ELVIRA II: THE JAWS OF CERBERUS™

The incredible sequel to *Elvira: Mistress of the Dark™* -last years mega hit. Now five times bigger, you have to rescue the Dark Queen herself from the ghastly Cerberus, the 60 foot tall, three headed demon who holds her captive in the depths of a huge Hollywood film studio. **Remember -there's nothing bigger than Elvira!.**

Elvira image ©1991 Queen "B" Productions. Elvira and Mistress of the Dark are the trademark of Queen "B" Productions. The Jaws of Cerberus is a trademark of Accolade, Inc. All other trademarks and registered trademarks are properties of their respective owners.

**Amiga and PC version
available November 1991**

ACCOLADE™
The best in entertainment software.

Wandsworth, London SW18 1PE. Tel: 081-877 0880.

WANTED

BRAVE ADVENTURERS

NO PREVIOUS EXPERIENCE NECESSARY

If you've ever pictured yourself as a Brave Adventurer but have been put off by the complexity of Role Playing Adventures this is the game for you.

Shadow Sorcerer has all the excitement and intrigue of AD&D's more complex adventures and also features the following "gamer friendly" innovations:

Shadow Sorcerer

- 100% "point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control on the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid map aids strategic planning.
- Combat action adventure.

This new concept in role playing adventures means that in minutes you could be confronting the Shadow Sorcerer, the down side is that within minutes you could also be dead!!



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



ADVANCED DUNGEONS AND DRAGONS, AD&D, DRAGONLANCE and the TSR Logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. © 1991 TSR, Inc. © 1991 Strategic Simulations, Inc. All rights reserved.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

NEXT MONTH! The delicious, delightful and quite possibly deviant December issue of AMIGA 700 to newsgroups up and down the country (and beyond!) on the 28th of November 15 Thursday in case you're planning ahead). Expect to see within its numerous pages - this'll be the biggest mag yet! - lots of platform games, including the definitive review of Parasol Stars, the sequel to Rainbow Islands and just possibly the best

It'll be delivered T, at's a bit about cutside ja game ever!



Parasol Stars:

really quite unmissable!