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WHERE IT'S AT! #0

PREMIER ISSUE

PHENOMENAL PHEATURES:

INTRODUCTION

6 "Hello, good evening and well done!" Find out who we are and what we're about — but not what colour undies we wear!



34 WIN £1000 OF SOFTWARE!

Are we barmy? You bet! Ten wise winners'll walk off with one hundred pounds worth of Amiga goodness! *Are you feeling lucky?*



TOTAL RECALL



START YOUR ENGINES...

The best ever driving games for the Amiga rounded up and reviewed by our very own Phil 'Lead Welly' King.



WIN A NEW LOTUS CAR!



68 Okay, so it's only a model... but we've got 50 of them to give away, any one of which could be yours! *Wmooooo!*

UN-USUALS

READ ALL ABOUT IT

All the nifty snippets of news can't be seen able to dig up... a valuable gold mine of information, read this option!

JUST AROUND THE CORNER

What's new, pussycat? No new Toni James songs are in the offing, so here's about a peek at forthcoming Amiga releases instead!

RICH PICKINGS

The very latest full-priced product takes the stand — the Amiga Prime crew act as judges, try... and exorcise it!

BARGAIN BASEMENT

Biggy bargains at the ready as we descend to the depths of the Bargain Basement. What special deals are on offer, then, gus?

PLAYING TIPS

Declare got you bogged? Train your hair out over it! Tip! Then read your wares and forget your woes with the biggest, baddest and bestest tips in town!

LEMMINGS LIFELINE

If you're stuck on a level of Lemmings and simply can't see out what to do, let Sam & Eric show you a lifeline!

ENTER THE DOMAIN

The Robot Domain offers a selection of software every month — most of it absolutely free! Find out what's new in the zone.

CUT OUT 'N' CHEAT

No more rummaging through old issues searching for elusive cheats — clip out and keep these copiers with the game disk!

WHATEVER NEXT?

Find out what the A-Team have in store for you in the next incredible issue of Amiga Force.

PLAYING TIPS

Gobliiins

One of the weirdest, wackiest and most wonderful games ever released for the Amiga features a trio of troublesome Gobliiins. On a mission to save their beloved king from an evil curse, the cheerful chappies must negotiate a plethora of puzzles while conserving as much of their precious energy as possible. A tough game (to say the least!), here's an annotated solution to get you through the early stages...



THE CAST



GUPP: Picks up and uses objects - but can only carry one at a time...



ASGARD: Not only can he climb, he also punches a mighty punch - a handy way to have around!



ROB/TURK: Wacky wizard with a spell up his sleeve - magic!

1



Make Asgard punch the arch here - this will knock the horn off the hairy bull's head at the top.

SCREEN ONE: The object here is simple - find a pickaxe to progress to Screen Two. Getting your hands on it, though, isn't as easy as it sounds! Here's how to do it...

4



Finally, send Gupp to grab the pickaxe and then proceed to Screen Two by clicking on the 'GO' icon.



3



...which together can then turn into a pickaxe by casting a spell on it!



2



Gupp can now pick up the item and blow it! The notes will make a branch fall from the tree...



4



After a short wait(er?) the party arrives on **SCREEN TWO** - an apple tree, a broken bridge and a diamond mine. Hm... this should prove entertaining...

1



To get the ball rolling here, Ignatius needs to cast spells on the second and last apples from the left. This will double their size...



2



After the wife has done his bit and enlarged the apples, Agard can punch 'em outta the tree so's Dugs can pick 'em up...



3



Now send Dugs to collect the apples - you'll notice he drops the pickaxe in order to do this, but don't worry. Carry the apples to the gap in the bridge and drop 'em in. Hey presto, you've just bridged the gap!



4



Go back and get the pickaxe, cross the bridge and smash the diamond out of the cave using the fist icon - careful positioning is required if you want to avoid an avalanche! Now pick up the gems and Screen Three will follow...



SCREEN THREE: Now you've got the diamond you'll find yourself back at the magician's house (Screen One). Simply walk Dugs to the front door and have him use the diamond - try anything else and you'll receive a real reception!



ICONS



ARROW: Used by all three characters to move around screens, also enables the player to switch between characters.



FIST: Allows each character to access their special functions - makes Dugs use his current object.



HAND: Only available to Dugs - allows him to pick up and drop items.



TO ENTER THE GAME
YOU MUST NEGOTIATE
TUMBLE DRYERS, DO
AVOID WASHING MAC
SIDE-STEP GRANNIES



MASTER ZONE,

GE FRIDGES,

INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of these. The latest and the greatest.

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And more good news, buy any one of these and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously handy on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games so it might be a good idea to check out the Comet Top Ten Charts for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

PLAYING TIPS

SCREEN FOUR: Inside the magician's house, and all you've got to do is give him the diamond. Easy? Not on your life!

3



Zoom! Ignatius must cast a spell on the left-hand plant.



1



Forget the jar on the right (it's a whole different can of worms!), but get the left-hand jar and take it to the plant on the right of the magician's desk...



2



...then open the jar to release a fly. Gulp! As the plant munches away switch control to Ignatius.



4



Once the Wizard's work's been done, Ignatius can climb the stem to reach the desk top. Now walk him over to the large book on the far right.



6



The way is now clear for Ogo to collect the diamond (he'll have dropped it to pick up the jar), and take it to the magician by climbing up the book cover. Drop the gem into his hand and you'll have completed the first stage of the game. Well done!



5



Punch the book off the little table.



Well! The wizard had asked us to bring back from the depths of the Earth Ringin's Mushroom, Archside's Elixir, and the Bald Knight in order to cure a King.



PHEW! IF YOU THOUGHT THAT WAS TRICKY, DICKIE, YOU AIN'T SEEN NOTHIN' YET. WAIT TILL YOU SEE WHAT'S COMING! TUN IN AGAIN TO THIS CHANNEL NEXT ISSUE FOR MORE GREAT GOBLIN TIPS...

6

CUT-OUT 'N' CHEAT!

CHEAT CARDS

If you've ever wanted hours of good game time looking for a cheat you saw printed in a magazine three months ago, this section is for you — just cut out the cheat-sheets and keep them in your game box. If you haven't got the game, keep them anyway — it's your birthday this year, and you never know what you'll be getting!



CHEAT CARDS

1. SHERMAN M4
2. NORTH & SOUTH
3. TOTAL RECALL
4. HORROR ZOMBIES FROM THE CRYPT
5. FALCON
6. EXILE
7. ROGER RABBIT IN RAGE RAISING HAYOC
8. DISC
9. SUPAPLEX
10. EPIC
11. BORDOOP 3
12. THE SECRET OF MONKEY ISLAND 2
13. THE WIZ
14. STEVE AND THE MAGIC BEARD
15. THE LEGEND OF ZELDA
16. GOBLINS 2
17. UNIVERSAL SOLDIER
18. RUBBER KING



TOTAL RECALL

OK, it hasn't got much to do with the film, but when the product's this good, who cares? It's an essential purchase that'll have you thinking you're really there! Hold down the 'shift' key, then type **THE DIDDY MAN**. You can then press **ESCAPE** to skip levels.



NORTH & SOUTH

This has got the lot — graphics, playability, atmosphere — if you only splash out on one strategy game this year, buy this one because it's brilliant! To possess God-like attributes in every department, type the following code in the usual place: **ADRTANDYGLRWZ**.



SHERMAN M4

The graphics are pretty good, but nothing outstanding. Will appeal to fans of the genre, but certainly not a ground-breaker. Type **SOULPSYCHEDOLIDE** on the title screen to gain infinite extras. Type **THE PERFECT** **0000** for infinite ammo to kick ass!



EXILE

If you've already got the first one, and have enjoyed it, then get this superb sequel for more of the same! Go to the music menu, and select the first option twice (forward), press keys 2 and 4, then escape twice. Iny time will then be yours to waste at will!



FALCON

Three years in the making and the game's a pile of tosh! And they ripped off Battlefield Gate for the plot! Level codes, if you need 'em: 1 - AURGA 2 - CEPHEUS 3 - APUS 4 - MUSCA 5 - PYRIS 6 - CETUS 7 - FORNAX 8 - CAELUM



HORROR ZOMBIES FROM THE CRYPT

"Zombies have entered the building! They're coming up the stairs..." Thanks to Zombie Flesh Masters for the closing dialogue... During play type **CHEATMODE**, then use F10 to skip levels.



SUPAPLEX

If you haven't got this already, don't miss out. On the title screen, type: **SURBSSSL** — Permanent fast shoe. **RUSSESR** — Permanent double rainbows. **LSBFLSL** — Continue after island 5. **RLLSBLS** — Hidden food turns into money bags.



DISC

Disc is one of the most sadly neglected coin-ops ever. Now it's out on budget it won't be neglected by Amiga owners for very long! Type **WHAT A MICE CHEAT** on the map screen — if successful it'll turn purple, allowing you to start the game at any level.



ROGER RABBIT IN RAGE RAISING HAYOC

There's something fishy about this game... a post-perfect collect-em-up in a budget label! On level one free all the lobsters and approach the entrance pipe. There'll be a green rock to the left of it — pull yourself down on it to access level six!



LEMMINGS LIFELINE

Not all Lemmings are suicidal suckers — this lady ain't for leaping! She's SUE E SIDE, and she's here to help you...

PLAYING TIPS

3



When the Lemming is on the fourth peak, from the sanctuary heading right, build a bridge. Keep replenishing his brick supply until he hits his head on the short length of brickwork below the platform.



4



He'll turn round

and

come

down again. About

two thirds of the

way down, build

another bridge —

two lots of bricks

are sufficient.

He'll then

walk off the

end and head

for home.



Depressed? Lonely? Suicidal? Phone the Samaritans! If you're stuck on a level of Lemmings though, write to: SUE E SIDE, Asquid Farm, European Impact, Ludlow, Shropshire SY8 1JH. We'll need to know which game you're playing (the original Lemmings or the sequel), the level you're on (Fame, Crazy, etc), the screen title and access code. Requests for full solutions will be ignored.



Level: CRAZY. Screen: 3. Game: Oh No — More Lemmings. Screen: Dolly Dimples. Password: FLOMFTGEM.

2



Now your Lemming is on the ground, make him a BRICK BUILDER in a dip close to the Sanctuary.

He'll then lay one brick and, as he's in a trough and can't build upwards, he'll turn around.

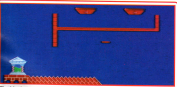


5



Release the rest of the Lemmings

by selecting VERTICAL DIGGER, and place the cursor as far to the left as possible. Hit the left mouse button and send our blue-suited buddies plunging to the ground, all heading left. If you've done it correctly, the bridges will break their fall and they'll all head for home!

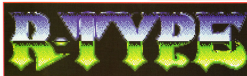


The blank curves, so to speak, mislead enough you may think — but first impressions can be deceptive...



PLAYING TIPS

Use rapid single-shot fire to kill the red ships, as they seldom fire up — unlike the yellow ones which can be dispatched by holding down fire to activate the beam weapon.



Watch out, your drone won't protect you against these huge fireballs. There's a couple of methods to deal with the creeps that fire them: either send the drone into them (hit the space bar), or keep moving up and down, using your beam weapon.

Once again, these elites can be dealt with by sending your drone out in front, or just keeping it attached to the front of your ship and ramming them. Trouble is, die soon after and you restart here without your drone. In this case, use rapid fire and watch their bullets.

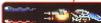


If you have the orb, use it to crash into these guys. If you haven't, then some delicate aerial manoeuvres are in order!

Shoot this power-up ship to collect missiles. By now you should be heavily armed with drones and lasers, so the big jetpackers are no problem.



Old classics never die, they just get rereleased. R-Type is still one of the best shoot-'em-ups around, so get blasting with these red-hot tips!



1100



1100



You're usually already heavily armed by the time you get these missiles, but they frame in an enemies so can be useful.

The least of the powerful lasers, you normally only get these when you've picked up a red power-up after dying and losing all your weaponry.

ICONS



Pick up this orb and it floats just above your ship — just the job for knocking out gun targets.



This speed-up makes your ship move quicker and speeds up activation of your beam weapon.

Shoot this to reveal a power-up — collect it and your helpful drone comes to join you.

PLAYING TIPS

If you've lost your drone, this section is very tricky. Shoot the first power-up ship, collect the speed-up and slip past the missile launcher. The second power-up gives you the drone, so you should then be okay.

Again there are two possible techniques here: use your drone (either in front or attached to your ship) to hit the vulnerable segment, or use the beam weapon. Either way, use the drone to deflect bullets.

LEVEL ONE

This big guy looks tough but he's a piece of cake to kill. Just position your ship level with his mouth, send in the drone and move to the top, just left of the eyeball to avoid his fire.

The top icon gives you the B-Type drone (below) which absorbs bullets, fires and can be attached to the front or back of your ship.



Diagonal lasers are great for getting at enemies hiding in rocks and corners. They even bounce off walls, so with clever aiming you can even do ricochet shots.

We reckon these yellow things are meant to be fireballs — whatever they are, they're very useful as they follow the contours of the landscape.



This is the business! The most powerful lasers leap over the biggest enemies and annihilate them with very few shots.



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RATES AND DATA

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AMIGA FORCE is in good company - sister publication to two other Amiga magazines with enviable reputations. **AMIGA COMPUTING** from European Enterprise is Europe's fastest growing Amiga magazine and **AMIGA ACTION** from European Interactive is officially Britain's best selling Amiga games magazine.

AMIGA FORCE from European Impact is set to share in as the perfect sister - providing the most detailed budget games and playing guide coverage available.

NATIONAL ADS

3

AMIGA FORCE is a new concept in magazine publishing as a national reader and trade promotional campaign will make sure our message is displayed loud-and-proud in the places where it matters. Watch out for NATIONAL RADIO, NATIONAL POSTERS and even PAN-EUROPEAN SATELLITE TELEVISION promotion!

PROMOTIONS

4

Advertising is only half the story. AMIGA FORCE will feature a unique discount and near-trade promotion programme designed to make AMIGA FORCE a compulsory purchase. Backed by the massive resources of European Sales & Distribution and COMAG, AMIGA FORCE will be available - full face - where it matters most!

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Elsewhere we have described AMIGA FORCE as a "new concept" in games coverage. That's no hollow boast! We're sure you will agree AMIGA FORCE does have something special to offer in a market over-populated with boards of Amiga magazines all chasing the same readers.

AMIGA FORCE has no pretensions on being the "biggest", or the "fastest", or even the magazine with the most "attitude".

Quite simply AMIGA FORCE will be the best read around for anyone wanting to make the most of their Amiga - dedicated to providing the most detailed news and the best budget games coverage available anywhere.

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We have no market-leader position to chase and no one to grind. A good reader relationship is built on trust and that's what AF delivers.



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Getting your face in this space is as simple as picking up the telephone and calling the AMIGA FORCE copy hotline on 0584 878881 between 9am and 5.30pm Monday to Friday. Ask for Sheila, Michelle or Pete - but don't delay, space is strictly limited.

If AMIGA FORCE wouldn't be the same without an editorial feature on your game or product you had better pick up the phone pretty pronto and speak to Steve Shields.

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