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her Times). Multiple choice questions. Max possible cost £3.60. Please be sure that you
for 11, Sonic 2, Action Replay, Gladiators, Disney, Thunderbirds and Harley Davidson are all
panies. We are not related or endorsed by them.

amiga FORCE

W W W

■ ISSUE 4

■ APRIL 1993

READ ALL ABOUT IT

From Dynamics to shocking revelations, the news section makes a real rivetin' read.

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RAVE REVIEW

Lemmings 2 jumps into the A-Team's hands, and the crew try to blow them up (again!). Altogether now... 'Oh No!'

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BEATEN AT THEIR OWN GAME!

Sensible Software programmers in 'Beaten By Readers' Shocker.

12



TABLE 1: 17.000	
NAME	SCORE
1. J. B. B.	10000
2. J. B. B.	10000
3. J. B. B.	10000
4. J. B. B.	10000
5. J. B. B.	10000
6. J. B. B.	10000
7. J. B. B.	10000
8. J. B. B.	10000
9. J. B. B.	10000
10. J. B. B.	10000

DIZZY FEATURE

'Click Click Click Click Chickens... Lay a little egg for me'. Oh, and have a look at this feature too, eh?

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You've read the feature, now enter the competition and you could win a Dizzy game that's never graced the Amiga...

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Yep, and get some free games into the bargain.

CUT-OUT 'N' CHEAT
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RICH PICKINGS

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Make them! Make them! MAKE THEM! I'll show them 'Oh No!', little blue critters that they are...

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EUROPRESS
IMPACT

Creating
90s
reading

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ABC

READ ALL ABOUT IT!

In my Editorial column last month I took the opportunity to have a little about first eggs and their so-called 'policy' of reviewing finished games only. I was, if you'll recall, pretty pissed off with the whole situation... but this month I'm really mad!

Moving first telephones Atlantic to ask if review copies of their forthcoming releases *Alien 3* and *Blat It The World* were available. I was pleased to discover that neither game is finished yet. Most of the work has been completed, explained a very helpful Atlantic Executive, but developers are not prepared to release the games either commercially, or to magazine publishers for review purposes, until they are satisfied that they're as good as they possibly can be.

Now while this is a noble and welcome attitude for Atlantic to have, it still bothered me. How, for example, did one of our studio managers to come across a version of *Alien 3*, complete or not, then review and rate it before anyone else? That this simple answer is, they didn't! A demo of the game has been circulating for some time now (you used it as the basis for our *Weekend*, and the reviewers may well have all taken from this). As for the rest of the game, well, it does look as if it's going to be very close to the Sega Mega Drive version as it's altogether possible that they played and reviewed *Alien 3*, the cartridge incarnation.

As far as I'm concerned, that kind of practice just isn't worth taking. You may have read it before but, folks, for at least it was accurate is not the kind of boost you'd want to put on the front cover — but reviews of Sega cartridge games are equally inaccurate inside the mag, too.

That's the *Yong King* is similarly upset. They send me production details and all of their latest magazines. Lookback for a couple of mags. *Yong* was 'very upset' indeed! To discover that, and I quote, 'the magazines reviewed and rated the games in their promotional attempts to gain an advance! We didn't even receive the games (that's why we've not reviewed it) but I can guarantee you, and *Yong*, of this had not and the done there is no way on earth that we'd have written any more than a Preview of it.

So, it's unkind reviews of the games which actually go on sale you want, you know where to look...

May The Force Be With You

Steve

Steve Smith, Managing Editor

EXPLOSIVE LIQUIDATION

If you're an avid Watford fan, you'll probably have seen the page they did on Cygames Computers at the end of January. It seems that people were sending in orders left, right and centre, only to receive little (or nothing) in return. Cheques were sent, postal orders delivered, and still the requested software was conspicuous by its absence.

Well, sadly, it seems they've now gone into liquidation. While several interested parties are looking into buying the company, people are advised NOT to send any more orders. If you've sent a cheque or postal order to the company and still haven't heard anything, then write a letter detailing what you've sent and what you were expecting to receive, and send it to: Paul Ken Foster, 129 Charles Street, Leicester LE1 1LB. They'll check that you're not a con artist, and then do their best to help you. Loans and cheques will be struck down by Baring Pop-Tarts — so be warned!



COMICAL COMMODORE

Commodore have just announced the release of their new A1200 pack, which sees the thoroughly marvellous 32-bit jobsie bundled with the Ocean/Comix Relief game, *Sleepwalker*. The price will remain £269 but, for every one of the 25,000 available packs sold, £11 will be donated to Comic Relief. Commodore assure us that this will mean a guaranteed £250,000 going to everyone's favourite charity and, judging by the sales figures for the new machine, that's no idle boast (it sold by the tonny load over the Christmas period, and is continuing to turn a tidy profit for retailers throughout the land).

We've been playing the A1200-only version of *Sleepwalker*, and can assure potential purchasers that the game is pretty special — check out the review on page 34 for more details.

THE ART SQUAD

Electronic Arts have recently signed a deal with Ocean's Hit Squad budget label, allowing them to release several of EA's older titles. This should include (in time) other, more recent games but for the moment you can expect to see products like *Football*, *Populous* and *Hard Nine* reaching your Amiga for between £7.99 and £14.99.

The Budget Bargains section must be positively shivering with anticipation...



OUR PRICE

THE PRICE IS RIGHT?

Now you're in from Our Price record stores. Apparently the chain have finally decided to do the sensible thing and start stocking computer software, and would like us to tell you about their delightful decision. The music industry has been forced to



READ 'EM AND WEEP

Go these lattes out folks, coz it's ECTS time again! The European Computer Trade Show, held in Islington's Business Design Centre twice yearly, is one of the biggest, brightest and busiest software events in Europe. Trouble is, though, unless you actually work in the computer industry you won't be able to attend — yep, it's strictly trade-only, we're afraid. If you're not going to be able to sample the delights of this Spring ECTS, then, why bother telling you it's on in the first place? Er, good point...



Of all in the great computer-games boom — young people's pocket money used to keep the furmables spinning across the UK, but now pop stars are trading in their snazzy sports cars for more economical forms of transport as the audio recession bites deeper!

So now you can play the game, listen to the soundtrack, watch the video AND wear the T-Shirt...all without leaving the one shop!

Amiga FORCE



To boost my high scores...



I've devised a gadget to improve my hand/eye coordination...



...if it'll stop wriggling.

BRUCEY BONUS

NEWS

If you've recently purchased an A1200 and you're feeling lost, confused and generally bewildered by the operating system, worry no more. Help is at hand in the form of the A1200 Insider Guide by Bruce Smith Books. £28 are renowned throughout the Amiga world for producing well-written and informative manuals, and this one is no exception.

With 256 pages crammed full of useful information and helpful illustrations, it's an essential buy if you want to know more about your 32-bit wonder and its accompanying Workbench disks. Retailing at £14.95, you can either look for it in your local book store or order it straight from the company. In fact, Bruce is a big fan of

AMIGA FORCE, so when we phoned to confirm that we had the correct address, he suggested a special £2 OFF deal exclusively for our readers (extra fill books, eh?). So, just fill out the coupon, and send it with a cheque/postal order for just £12.95 made payable to Bruce Smith Books Ltd.

If you don't have an A1200 and, obviously, don't want the book, feel free to write to BSB for details of their extensive range — similar User Guides for the A500 are available, as well as a wealth of other volumes detailing practically everything Amiga. As are presented in Bruce's no-nonsense, user-friendly style, and are highly recommended by our good selves.



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THE BIG BREAKFAST

MASTERBLASTER MANIA!

PSYCHEDELIC SENSATION!

It may look like someone's lost their lunch over your computer desk, but the all-new SplatMat from B&B Dust Covers is just the job for mouse manipulators who thrive on individuality. You see, due to the manufacturing process no two SplatMats will ever be the same!

Made from the latest high-density compounds, this unique accessory not only looks good, it works well too. A 'carpet-like microscopic pile' is how the makers describe the working surface of their glabre product, all we can say is that it feels as good as it looks. In practice, the mat performed exceptionally well, sticking to the desk with a tenacity usually reserved for James's bogey. Its non-slipability is matched only by the excellent 'trackability' factor (so the mouse's ball rolls really well on it).

Don't take our word for it, though, why not enter our mini competition in an effort to win

one of your very own B&B haven't decided how much to charge for the SplatMat yet, but tell us if it be not too far off the 59.95 mark. Further details about this, or any of the B&B range of accessories can be obtained by phoning this company on (0257) 425026, or you can write to them at this address: B&B Dust Covers, The Stanish Centre, Cross Street, Stanish, Wigan WN4 9HQ.

EKK! 25 FREE SPLAT!MATS UP FOR GRABS

To reap a SplatMat mouse mat of your very own from B&B, simply answer the simple question below, and put your answer (along with your name and address) on a postcard - or better down another - and send it to: **SPLAT! MATTER COMP. AMIGA FORCE**, European Impact, Luton, Shenington SP8 1JW. Entries to arrive no later than 18 April '93, when the first 25 correct entries outside the bag will win...

THE MOST TAXING QUESTION

None see other computer-related product available from B&B Dust Covers (and if you get this wrong, such medical help www.dafatyj).

Every month in AMIGA FORCE, Ben The Berlin from Channel 4's Big Breakfast computer-games section (Master Blaster, Mondays and Thursdays, 7.45 am) will be providing terrific tips on the game of YOUR CHOICE! How will this work? Easy...

Here are four screenshots from new releases, with the titles of the games and a telephone number. To vote for tips on the game of your choice, simply dial the number, listen to the message, and your vote will be registered! Whichever game gets the most calls will be tipped in the next issue, it's as simple as that.

Now before you start sneering in a cynical what-a rip-off! fashion, let us point out one very important fact: Each call will cost no more than 10p. Yes, that's right, just 10p!

PERCE is the only charge. We could have asked you to write in with your choice, of course, but the cheapest stamp would set you back 10p so, instead of getting tipped off, if you DO want to vote you'll actually be saving money!

STOP PRESS! The closing date for our special Master Blaster competition (see the card on the front cover) has been extended to April 18th 1993. Eek, whaaaa!



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1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2433	2434	2435	2436	2437	2438	2439	2440	2441	2442	2443	2444	2445	2446	2447	2448	2449	2450	2451	2452	2453	2454	2455	2456	2457	2458	2459	2460	2461	2462	2463	2464	2465	2466	2467	2468	2469	2470	2471	2472	2473	2474	2475	2476	2477	2478	2479	2480	2481	2482	2483	2484	2485	2486	2487	2488	2489	2490	2491	2492	2493	2494	2495	2496	2497	2498	2499	2500	2501	2502	2503	2504	2505	2506	2507	2508	2509	2510	2511	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540	2541	2542	2543	2544	2545	2546	2547	2548	2549	2550	2551	2552	2553	2554	2555	2556	2557	2558	2559	2560	2561	2562	2563	2564	2565	2566	2567	2568	2569	2570	2571	2572	2573	2574	2575	2576	2577	2578	2579	2580	2581	2582	2583	2584	2585	2586	2587	2588	2589	2590	2591	2592	2593	2594	2595	2596	2597	2598	2599	2600	2601	2602	2603	2604	2605	2606	2607	2608	2609	2610	2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639	2640	2641	2642	2643	2644	2645	2646	2647	2648	2649	2650	2651	2652	2653	2654	2655	2656	2657	2658	2659	2660	2661	2662	2663	2664	2665	2666	2667	2668	2669	2670	2671	2672	2673	2674	2675	2676	2677	2678	2679	2680	2681	2682	2683	2684	2685	2686	2687	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751	2752	2753	2754	2755	2756	2757	2758	2759	2760	2761	2762	2763	2764	2765	2766	2767	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847	2848	2849	2850	2851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879	2880	2881	2882	2883	2884	2885	2886	2887	2888	2889	2890	2891	2892	2893	2894	2895	2896	2897	2898	2899	2900	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Abstract

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Action Point	98.000
Art Collection: Kuros	98.000
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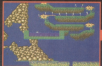
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■ **Psychosis,** **£29.99**

Lemmings 2 is a distinct improvement over its predecessor. Whereas *On the Move* Lemmings was merely an extra-levels package, *Tribes* is a mixture of old ideas with a whole lot of new. At the end of the day, there's still the same game behind all the fresh cosmetics, but this is a sequel that moves forward, as opposed to the usual original clean all over the board, and does a stopper all over the rest of the competition.

If you've never seen (or heard) of Lemmings, then you've been missing something special. There's some argument as to whether it was a 'bad' game or sticky puzzle, but essentially it had you saving the little furry guys from certain death. This was done by clicking on icons along the bottom of the screen, representing different abilities, and then awarding them to the appropriate sorts. Using a mouse, you'd have a limited amount of time to get a set quota into an evil portal. Fail, and you'd have the pleasure of nuking the level and watching the little ones explode. It really was an innovative idea, and soon you were hooked, with little Lemmings digging, floating climbing and exploding all over the place.

The sequel's story line tells us that after the original game, the surviving Lemmings discovered an island. Splitting up into groups, our furry friends colonised various areas, and took up characteristics unique to that section (hence the 'Tribes' title). However, after living happy and relatively suicide-free lives for a period of time, a dark shadow was cast across their land. A disaster was about to happen, and the only way this could be stopped would be to use a special amulet.

Sadly, it wasn't as easy as that. The amulet was split up into several different pieces, scattered among the different tribes. To save the Lemmings and their land, these pieces had to be collected and assembled...

Solo salvation

One of the biggest departures from the original is that only one Lemming has to be saved per level. The idea behind this is that the Lemming carries the amulet piece — simple, really. Of course, puzzles will want to save them all (Psychosis assure us that it's possible) and Lemmings 2 seems for and positively encourages this.

Nonetheless, even if you've ploughed through the screens on one section, that amulet piece is safe and ready to be joined to the others.

Each tribe (and their design or so-screen) can be accessed through the wonderfully drawn map screen. Believe me, the variety is great — we've got Space Lemmings, Circus Lemmings, Highland Lemmings (yep, red hair!) and many

“ Even if you didn't like Lemmings, this will convert you ”

■ What can you say about a game so compelling and compulsive as this? It's no short a season's addictive, amusing, order-saving, reforming and graphically stunning would be good for games, but none of these suggestions really do justice to such a monumental milestone in computer-gaming history. Taking a good idea and improving upon it is a skill rarely reserved for our friends from the Land Of The Rising Sun — maybe the DMA Design team responsible for programming Lemmings 2 have been an accidental 'natural'? Either way, may you look at it, the game is a winner from start to finish... I just hope that the slightly inflated price-point won't leave many potential buyers to be charmed. ■



■ It was easy to see how the original *Lemmings* could be improved upon by adding more variety and extra abilities — the real difficulty was in doing so without totally ruining the brain-bending gameplay. First, the good news is that programmers EA's Design team managed to change enough things to make it distinctly different from its predecessor, but they haven't thrown the baby out with the bath water. The heart of the game remains intact, but it's even funnier and more fun to play. Some of my favorite new *Lemmings* are the Archers (the outside aiming system is dead easy to use), Fillers (who pour cement into holes), and the more violent Flame-throwers and Money-fists! There are over 50 such talents to be discovered throughout the levels, making progress even more satisfying than before. If you miss *Lemmings 2*, you may as well jump off a very high bridge! ■



■ Is it a bird? Is it a plane? No! It's Super Lemmings! One of the most hilarious characters in the game, this guy'll have you in fits.



none, each with special abilities essential for their survival. I won't list any of those — I had so much fun discovering them for myself that I'd be a no-and-so to spoil it for you — suffice it to say that the Super Lemming is absolutely hilarious.

With *Lemmings 2*, you can access any tribe at any point, with your achievements in each area recorded in memory. Obviously, this makes a password system impractical, and so a 'save game' option has been included. Other additions include a 'fun' option to blow floating flurries in the appropriate direction, and a 'fast forward' switch to speed up the game (as seen on the Macintosh version of *Lemmings*). Also, the levels are accessed using multidirectional scrolling (as opposed to simple left-right). This means larger (and ultimately more complicated) levels. Great stuff.

Even though I liked *Lemmings*, I grew tired of it after a while, because things began to get a little repetitive. With *Tribe*, though, you've got an excellent (not to mention amusing) spread of levels, each offering just as much as the original did. I'd even go as far as to say that even if you didn't like *Lemmings*, this will convert you. The graphics are superb, with the best miniature sports animation I've ever seen, and the sound is as catchy as it is irritating (when you lose terribly, that is...). Man, I've just got to go play it again!



TIP TIME! Pause the level before any of the *Lemmings* drop, so you can have a good look around the landscape to see what must be done.



■ Look familiar? That's because this area of the game is called 'Classic' and it pays homage, in a manner of speaking, to the game's initial inspiration.



■ The new Grappling Hook. Lemming (right) is essential to reach all those awkward places...



BEATEN
OWN GA

At last, the eagerly awaited **Sensible Soccer Challenge** kicks off. In Issue Two we invited readers to send in disks containing highlights of their most glorious victories. The best two won a trip to the A-FORCE offices for a special league involving the programmers of the game, and the A-FORCE staff. **JAMES 'OWN GOAL' PRICE** commentates on the action...

After throwing down the gauntlet in Issue 1, we were inundated with disks containing highlights of our readers' soccer exploits. It seems many of you followed your chances against the Sensible Soccer programmers and, after a lengthy bout of professional juggling, we decided upon two talented individuals, namely Tom and Michael. They arrived just after the specified 12 o'clock naming time, but the programmers were loathsome to let them. After roughly an



■ Phil hangs in a corner from the half way line, while James is half way to the humiliation of a lifetime!

hour and a half of waiting, they crashed into the car park with all manner of angers, revving and apologies, introducing themselves as Phil, good and Jan, they agreed the victory back and lobby straight into the challenge room.

After choosing our favourite teams, we plunged straight into the action, with Phil's Rangers against Michael's Dortmund. It's widely agreed in the office that Phil King is, consistently the best Sensible player, even though he's never finished by both Steve and me on certain occasions. With this in mind, it came as something of a shock when our demands for Phil was held to a 4-0 loss by the plucky young reader.

Next in line was my illustrious self (Rangers) and Sensible Software's James (Dortmund). In a match involving every explosion imaginable

JAMES: 'I hope you all die horribly in a freak yachting accident!'

and a high mortality rate due to some excruciatingly bad English football, I found myself at the wrong end of a crushing 5-0 defeat.

After finding a steady center to rule in, I started out the attack by Cardiff supporter and Managing Editor, Steve Shields (Holland). He's obviously done the hard work for his first match, but opponents were none other than Chris, the guy who actually coded Soccer.

Steve (predictably) lost 3-1 by the end, and our other visiting reader (Tom) was the engineer of a surprise victory over Sensible's resident guru, Jan. With this final score of 3-1, the first group of matches were finished, and the AMIGA FORCE crew found themselves in the green area of the league.



■ **NAME:** Steve Shields
■ **AGE:** 38
■ **OCCUPATION:** Managing Editor
■ **TEAM:** Holland



■ **NAME:** Phil King
■ **AGE:** 34
■ **OCCUPATION:** Deputy Editor
■ **TEAM:** Belgium



■ **NAME:** James Price
■ **AGE:** 18
■ **OCCUPATION:** Staff Writer
■ **TEAM:** England



■ **NAME:** Tom Yates
■ **AGE:** 16
■ **OCCUPATION:** Student
■ **TEAM:** Russia

AT THEIR GAME!

CHALLENGE

My man, this Phil character sure is a tough cookie...

God, this guy's completely out-of-control! What a novice...



■ Tension mounts as the *Benelux* Soccer League rolls on to its season's conclusion.

We were robbed!

I was incredibly tired. I'd be at house judge matches, but for some reason when Phil and I played I thought I was playing *Street Fighter II* and spent most of my time hacking down his Belgian forwards. After 90 minutes my team were 3-0 up, depleted in numbers, three men sent off, his full back — Man Ed, and Phil romped home to a 4-0 victory. Michael took his Danish side to a 2-1 win over a Danish team that had been unrepentant in its first match, and Steve took us to Jon.

"Surely this designer and graphic artist could give us a better performance than he had in the first round? After all, he knows what those little guys can do — he drove and controlled them — but sadly his enormous knowledge did little to help the Lithuanian cause, and he let one goal in



towards the end of a tight match, so 1-0 to Steve (a very a-corny, tall — NAA-H).

Shocking, but other reader guides his. Perhaps to an unbelievable 2-1 victory over God himself (a progressive Chris). How could this have happened? It seems we'd seriously underestimated young Tom and his little Cuban (possibly his first-time goal-scoring position in the challenge. Could he keep his place until everyone else desperately tried to find better than?)

Phil seemed to have discovered his, as the best Germany an emphatic 4-1, Holland and 2-1 to a well-positioned Denmark, but the shock came during the following game.

I was playing Italy.

Chris, and had been dismissed as a no-hoper. However, some really hotshot and a scintillating shot from just past the halfway line later, I found myself in charge of a 1-0 lead. After a

hazy match, the final score told the tale of England's first victory, 4-1. The Benelux came (crashed) even better when Jon insisted on using his previous tactic of losing.

...OVER TO YOU, STEVE

■ I was over the moon when I took the amount of entries we received for this challenge, but soon let us kick in a second when I witnessed the sheer volume of those. Surely no one could score from that angle? Obviously, the league was going to be tough. Very tough.

As it happens, I was entirely correct in my assumptions, but what I didn't count on was the magnitude of the programmers themselves! Okay, so the boys were playing away from home turf — but they brought their own systems and (minor point that) they did program the game. At the end of the day, the best man won (congratulations again, Tom, you deserved it, and a good time — plus a few pints) — was had by all. Would I do it again? Watch this space, for plans are already afoot! ■



Phil had no problem with that, the 2-0 drawing out him in a fairly comfortable second place.

Pressing on, Tom continued his amazing the fight with a 2-1 win over fellow reader Michael. Steve managed to scrape a 0-0 draw.

■ Goals flung handily with the controls as his on-field attackers wonder aimlessly about the pitch...



STEVE: "Too much time in the coffee shop, and not enough time drinking coffee!" (H)



■ NAME: Michael Dren
■ AGE: 15
■ OCCUPATION: Student
■ TEAM: Denmark



■ NAME: Jon Hare
■ AGE: 37
■ OCCUPATION: Computer Programmer
■ TEAM: Lithuania



■ NAME: Jens
■ AGE: 34
■ OCCUPATION: Computer Programmer
■ TEAM: Germany



■ NAME: Chris Chapman
■ AGE: 39
■ OCCUPATION: Computer Programmer
■ TEAM: Italy

...OVER TO YOU, PHIL

The championship went right down to the wire in that final match against Tom. The icy pitch certainly suited his long ball game, with those cross-range headers proving decisive. He did play consistently well for a man who isn't, though, and thoroughly deserved the title. Michael was another tough opponent. I thought I had him beaten at 3-1 up, but he made a determined come back. In the end, I only just managed to grab an equaliser in the dying seconds.

Despite losing (sad!), I enjoyed the challenge enormously — it rates a change to have good opposition for once! I even found out a few quips about the game from the Sensible guys. Did you know that if you have five players suspended, the ref won't send another off (as you'd be unable to field a full side in the next match). Another gem came up when I was awarded a dubious penalty against Jon. My fouled player was obviously outside the area, but it's the position of the ball that determines whether it's a penalty or not — much to Jon's disgust!



against me by stealing my joystick, leaving me with a horrible tangle of plastic that owed more to door-wedges than a aid to control methods. Chris went down once again in a 2-0 hammering at the hands of Joshi's Germany, and Michael made up for his previous defeat by well and truly destroying Jon and his little green Lithuanians. Also, even though it appeared to have found form in my two previous matches, I was still hammered by an obscenely talented Tom. Muttering under my breath, I took down the (just over) halfway league positions...

	P	W	L	D	GD	Pts
Russia	4	4	0	0	+8	8
Belgium	4	3	0	1	+9	7
Germany	4	2	1	1	+3	5
Denmark	4	2	2	0	+5	4
Holland	4	1	2	1	-2	3
Holland	4	1	2	1	-1	3
Italy	4	1	3	0	-6	2
Lithuania	4	0	4	0	-6	0

With a mere three matches left to play, the main competition seemed to be between Phil and the two readers, Joshi and his Lithuanians. Had sadly eliminated themselves from a possible league championship by being, quite frankly, crap. As for Chris — we were rapidly coming to the conclusion that he wasn't quite as holy as we'd initially expected...

After a (mostly liquid) lunch, Steve returned to get a 1-1 draw with Joshi. Both teams performed in the lacklustre manner that their league positions suggest, and neither of them could now feasibly win the championship. Phil's Belgians met their maker and proceeded to start Chris in a 3-0 display of beautiful blasphemy, while Jon got his first

victory (3-1) against (cough) England, with my compassionate time god behind the joystick. Really, I only let him win because I felt sorry for him — honest!

The Cold War may be over now, but when Tom and his Russians stride onto the pitch, there was a definite arms war. There was also a legs war. Well, war, heart war and he struck Joshi down with all the force of an atomic explosion in a tender-dry moment. 3-0 was the result, and I'm afraid Joshi's comment was unfortunate.

'Ere we go — there they went!

Another AFPGCE grudge match was the Phil vs Steve game. Phil was on top form and seemed almost unstoppable, but, even though Steve lost in the end, Phil was kept to a moderate 2-1 victory (my winner was a cracking goal, though — Dep did). Michael went into receiving in his confrontation with Chris — not satisfied with two or three goals, he plumped for a whopping six, and Chris seemed destined for the murky depths of last place.

Joshi's goose stepped his German team onto the pitch, and after 90 minutes finished them off again with a functional 1-0 victory over helper Sensible team member Jon. Steve took to the joystick against an exceptionally unified Russia and got sent to Siberia (quelle surprise) in the inevitable 4-1 defeat.

Well, with everyone having one match left to play (and all to play for in some cases) here's how things looked...

	P	W	L	D	GD	Pts
Russia	6	6	0	0	+16	12
Belgium	6	5	0	1	+13	11
Denmark	6	4	1	1	+13	9
Germany	6	3	3	1	+0	5
Holland	6	1	3	2	-1	4
England	6	1	4	1	-12	3
Lithuania	6	1	5	0	-6	2
Italy	6	1	5	0	-17	2



CHRIS:
'The only winner on the day was the Staller' (Joshi)

The first tie-or-death match was between Chris and Jon, with their respective Lithuanian and Italian teams desperate to avoid the wooden spoon. It was certainly a colossal struggle as they fought an end-to-end battle, with neither giving an inch until the second half, when Jon got the proverbial chocolate combe while the big stone ball squashed the almost suicidal programme.

Aright you two, stop up there, take us back now, how you in the car park later?



■ Smiles and handshakes all round after a thrilling final — golly, what a sporting fellow Phil is, eh readers?

4-2 was the verdict, with the punishment of first place for poor old Chris. Sigger.

The biggest match of all was the long-awaited Tom vs Phil confrontation. 'Tasty' Phil needed a win to finish top, for Tom a draw would do. In what could only be described as the tightest match in the competition, Russia just scraped through in the end, as the AFPGCE knight failed to vanquish the draconian student. 4-3 to Tom, said the final score, and Phil was heard commenting 'SIGHANT'.

Finally, I had to beat Michael's Denmark to give Phil a comfortable second place. However you know how things go, so I decided to let the reader win (is that why you had team in your eyes, then?) — Dep did. 3-1 was the final tally.

At the end of the day (Brian), the table told a sorry tale. Two readers upstaged three professional games reviewers, and three programmes! Luckily, everyone was pretty chuffed with how the day went and all in all I'd do it again. Next time though, I'll play properly...



DIZZY

MY HEAD IS SPINNING!

BRAINWASHING JAMES

To provide an impartial judgement on how Dizzy games have evolved on the Amiga, we needed someone who'd never played one before. So, we grabbed James, hybridised him, and infused all knowledge of 16-bit Dizzy shenanigans. We then fed him the games one by one in the order they were released. Here's what he made of them...



FANTASY WORLD DIZZY

Probably the largest progression over Treasure Island Dizzy (apart from a couple of gameplay tweaks) is the addition of the 'fantasy' theme. While this isn't an earth-shattering development on the theme, it provides a little more opportunity for character interaction. As well as Dizzy, we now have Dinky, Doki, Grand Dizzy, Demit, and Dopey (or was he a deer?) — who all help in defeating the evil wizard Zixx.

Apart from a few graphical tweaks (and the use of full-screen pictures of eggs for character interaction) FWD is pretty much the same game as TID. However, two little improvements make a world of difference — namely cross-link and a better system for object manipulation. You can choose between the two objects carried, and are consequently able to drop them in the right place (at the right time).

Even though the improvements are welcome (and I mention stuff), I still prefer Treasure Island Dizzy.

TREASURE ISLAND DIZZY

Dizzy's first Amiga appearance takes a little dated these days. I loved the Spectrum version and the 16-bit game is just as much fun (even if it's positively predated when compared to more recent releases).

Dizzy gets onto the desert island after a veritable comedy of errors. For a start, he finds the captain is Long John Silver. Unperturbed by his taunts and many parrot. Dizzy decides to organise a game of cricket on the deck. In what the instructions describe as 'a bit of blind stupidity' he uses Lyle's spare leg collection as makeshift stumps, and ends up losing their overboard. After being made to wash the plank, our hero finds himself all washed up on an unknown shore...

Exploring the caves and tree-houses (among other locations) really is a great deal of fun, although the object manipulation system is a little suspect. Rather than being able to choose any one of the three items carried, Dizzy can only drop the last one to be picked up. For example, Dizzy picks up the spork, then the dynamite and then the spade. He goes into the water, presses fire (wanting to use the spade), drops the spork and drowns. Intuitating? You bet. Also, these were the days when eggs only had one life, so one chance collision can end all your hard work. I can almost hear the screams now.



That blasted egg gets everywhere! Not satisfied with the occasional review, Dizzy has wiggled his little ovoid body into this eggstra-special feature, detailing the life and times of the most famous character ever to come out of a chicken's bum.

THE EGG HIMSELF

Dizzy's anonymous debut was greeted by a rather frosty reception. In the platform-inundated Spectrum world, it seems the antics of yolk little-egg were not enough to please, and everyone saw it as just another budget release.

Years later, after console and 16-bit releases, the egg is still 'soddling' on. It has to be said that each game-fan game from strength to strength, but you've got to admit they've all followed the same formula. Some people are perfectly happy with this, and can't get enough of Diz, whereas others tend to complain and say 'why don't Cokettesters ever do anything original'. Well, YA BOO! SUCKS TO YOUR life like Dizzy games. If you don't like them, don't buy them — and stop writing in to complain. Honestly, some people...

MAGICLAND DIZZY

■ After escaping death in previous Dizzy games, the baddy Dizzy returns to cast a spell over the Yolkfolk, imprisoning them in a strange rock called Magmafolk. After dodging all the evil spells, our eggs here is the only one left to save his friends.

Magicland Dizzy follows the trend of improvements first seen in Fantasy World and uses better graphics with more detailed (and enjoyable) gameplay. I'd even go to the extent of saying it's better than his Treasure Island escapeade.



DIZZY — PRINCE OF THE YOLKFOLK

■ Dizzy and Daisy decide to make Grand Dizzy a cherry pie to cheer him up. However, when Daisy looks into the cupboard to find the specified red fruit, she finds (gasp) they've been pinched by a certain naughty rufly.

Without further ado, the young couple decide to go into the forest to find some more. After a while they realize they're quite hopelessly lost, and enter a nearby castle to ask for help (or to use the telephone — whatever eggs do these days).

Disaster strikes when Daisy catches herman on a mystic sewing wheel and falls into a deep sleep. Double-terrible disaster with pig-balls on its hat strikes as the evil rofl Rookwain stomps in, grabs Dizzy and locks him in an underground cave.

Yolkfolk is easily the best-looking of the series. Sumptuous graphics and excellent animation complement an altogether smart egg game.

Sadly, this prince is no future king. While POTYF is an impressive adventure, it lacks size and consequently has less replayability. We counted roughly 15 puzzles set across 36 screens. Originally released on the Excellent Adventure compilation, Yolkfolk was a nice bonus game. However, to quote from the 4-FOURCE #2 review: "...As a stand-alone product, its lack of depth is all too apparent."



SPELLBOUND DIZZY

■ Take the graphical excellence seen in POTYF, tack it to a great deal more puzzles and personality, and you've got Spellbound Dizzy. Perhaps my only real criticism is there is occasionally a little too much walking back and forth, with not much progress being made. Nevertheless, I'd still rate this as the best Dizzy game yet.

At this point it may be worthwhile to look back at Treasure Island Dizzy for a comparison. Strange, isn't it? Even though the formula hasn't changed much, there is still a great deal of improvement.



CRYSTAL KINGDOM DIZZY

■ The most recent Dizzy game, and yet not quite the best, in terms of puzzles and size, it's quite an admirable attempt but sadly suffers from basic graphics and a few nagging glitches.

On the plus side, the game introduces a password system, splicing the program into four separate levels. Each is roughly the size of Prince Of The Yolkfolk, with its own puzzles and scenery. However, the game doesn't give you the password for Level 3 (a very annoying glitch — it's actually G&I T&O territory).

This is also the first Dizzy game to give controllable jumps. Our fave egg can now change direction in mid-air, so brooding and jumping into things is a lot easier. It's also a full-price release, retailing at a penny under 20 quid.

It's a decent enough game in the long run, but one for the absolute Dizzy enthusiast. If you want to see a classic egg adventure, get Spellbound.



DIZZY IN THE ARCADES

■ I've been brutally honest, the Dizzy arcade games don't really have much to do with the eggs. In fact, you could almost say that they're refreshed versions of old coin-ops (that's, S&S). If people enjoy them (and many do), then why complain? Not us!

KWIK SNAX

Dizzy and the Yokohs (and have just returned from a successful world tour and decide to go on holiday to recover. Unfortunately, they can't agree on where to go, and find themselves arguing about possible destinations. Given more information, they make the well-studied Zuko while he's trying to get some sleep, and in a fit of rage he casts spells upon four key Yokohs citizens. Dizzy has to save them — he wants them to see the great farewell gig he's got planned at the local club.

Remember Flango? The old arcade classic caused many a headache in it heyday, and this is a particularly good (not to mention well-presented) version. If you haven't seen the original, you won't know that it involves pushing blocks around while squashing monsters and collecting goodies. It's all good clean fun, although the seasoned gamerplayer will find it a little too easy (as well as mentally un taxing).

BUBBLE DIZZY

Bubble Dizzy is the only Dizzy arcade game to use his proper spiky. It's also the most interesting.

Basically, Dizzy has to ride bubbles to the top of a vertically scrolling area. However, he can't stand on a particular bubble for too long, otherwise it pops, leaving Dizzy to fall back to the bottom. So, Dizzy must jump between the ascended bubbles. It's not a particularly impressive jump (rather feeble and ineffectual, in fact) but it serves its 'purpose' well enough.

Matters are complicated further by the addition of nasty fish and an oxygen limit. This makes matters exceptionally tricky in places, and, as mentioned earlier, becomes infuriating. Climbing all that way just to fall back down to the bottom... AGGGGGGGGGG!

FAST FOOD

Possibly the least inventive (but most easily accessible) of the Dizzy arcade games, Fast Food is a straight-up Pac-Man with attractive graphics and a few power-ups. While it remains enjoyable for a while, you can't quite get it out of your head that there's not that much to do.

Still, it's a great game for younger players, as they're not going to be bothered by awkward controls or tricky gameplay. I really can't fault out the Dizzy connection though — it's a wee bit tedious here...



DIZZY DOWN THE RAPIDS

Another water-related game, but this time you're fortunate to be floating on it (as opposed to drowning). Soaring down the vertically scrolling levels, you have to reach the end of a section while avoiding (and avoiding) crocodiles and other aquatic beasts.

Ever heard of Tootsie? The arcade version was moderately popular but the official convention received fairly average reviews in the computer press. Amazingly enough, Rapids is a tribute to the aforementioned game, but with a better control method and — of course — the egg.

You won't usually be stunned by this one (it's totally simple, and not too difficult), but there's certainly a good afternoon's entertainment in its water-filled levels.



PANIC DIZZY

This time we've got Dizzy in a puzzle-game situation, with the title being curiously apt, and yet hopelessly inaccurate. Panic is very true — that's exactly what happens. Dizzy? Nah! He's no more a part of this than I am the boss guitar for Fuzzbox.

Regardless of the other bubble, I can't quite make up my mind about Panic Dizzy. It's very simple — perhaps overly (simplistically) so — but still very competitive. Four tubes are shown at the top of the playing area, and underneath are four slots. The idea is to fit the falling shapes into the appropriate holes to progress onto further, more difficult levels. Miss a shape and the game moves closer to the holes, eventually creating the 'panic' mentioned in the title.

As with Prince Of The Yokohs, this is a game that evolved a lot better on the Excellent Adventures compilation. There's not really enough there to keep anyone but the most ardent puzzle fan interested in the long term, but it's still a damn enjoyable game.

CONSOLE YOURSELF

■ WITH A NINTENDO CONSOLE AND SPECIAL DIZZY CASE!

There have been a fair few Dizzy games released on the Amiga, but no doubt you've all heard of one that you can't get (excluding the original Dizzy, which was a bit useless anyway). Yep, The Fantastic Adventures Of Dizzy has been praised from the rooftops for being a rather smart NES cart, with a large amount of adventuring complemented by some excellent arcade sequences.

Sadly, not many people could afford to buy a Nintendo (just to play this... so, we're offering the rather tasty price of the aforementioned console and cartridge, and we'll even chuck in The Dizzy Collection and Dizzy's Excellent Adventures for good measure. Five runners-up will be grazed in an altogether special way with their own Dizzy T-shirt.

All you have to do to enter is pen a picture of the infamous egg himself. Allegedly, one of the Dizzy coders called our snail-drum Mr Dizzy 'I'd Draw' so, to make it a little more tricky, we want to see him doing something out of the ordinary (the funnier the better). Simple enough for you?

Send your artistic entries to: DIZZY WIZZY LET'S GET DIZZY COMP, AMIGA FORCE, Europress Impact, Luton, Bedfordshire MK18 1LM. The egg-timer runs out on 18 April, so don't overcook it.



SURVEYING THE SCENE

SURVEY

(Your chance to put Steve to shame or put James on the back!)

(7) Overall, how much would you say you like **AMIGA FORCE**?

- 4002 ☐ Like it loads
4003 ☐ It's OK, I suppose!
4004 ☐ Don't like it much
4005 ☐ I dislike it

4006 ☐ I've never really given it much thought!

(8) What do you like best in **AMIGA FORCE**? (please write in)

(9) What do you hate most about **AMIGA FORCE**? (please write in)

(10) Turn to the cover of this very issue and tell us if you...

- 4007 ☐ Like it a lot
4008 ☐ Quite like it
4009 ☐ Don't like it
4010 ☐ Hate it
4011 ☐ I've never really given it much thought!

(11) We asked the people in the **AMIGA FORCE** office what they thought of the cover. Below we have put some of their comments. Tell us which one you agree with!

Agree Disagree Don't Agree Or Disagree

- Cover is eye-catching 4042 ☐ 4043 ☐ 4044 ☐
It makes AF look value for money 4045 ☐ 4046 ☐ 4047 ☐
It gives a good idea of what's inside the A-FORCE 4048 ☐ 4049 ☐ 4050 ☐
Makes me want to look inside 4051 ☐ 4052 ☐ 4053 ☐
There's too much on it! 4054 ☐ 4055 ☐ 4056 ☐
Love the artwork 4057 ☐ 4058 ☐ 4059 ☐
I think the cover looks out of date 4060 ☐ 4061 ☐ 4062 ☐

BE WHAT DO YOU THINK OF AMIGA FORCE?

Only real! Now I do not believe you really wanted to do that. No, you didn't want to do it like that... you want to do it like this, seat Officers, ah? Well, we can take it in fact, we at **AMIGA FORCE** positively encourage constructive comments and suggestions on how, exactly, we should be doing things. To make things a little easier, here's a simple reader survey (for simple readers!). If you would be so kind as to fill it out and mail it off to the address printed at the end, the chances of getting a better mag for your money will be greatly increased. Oh, and by the way, free subscriptions to **AMIGA FORCE** will be awarded to the first ten surveys drawn from the bag on 10 April...

A: GETTING YOUR COPY OF AMIGA FORCE

(Tell us how you came to be filling out this questionnaire)

(1) How did you first hear about **AMIGA FORCE**?

- 4001 ☐ Saw it advertised in another magazine
4002 ☐ Heard about it on radio
4003 ☐ Saw it on TV
4004 ☐ Saw it in newspapers
4005 ☐ Friend told me about it
4006 ☐ Some other way (please write in)

(2) How often do you buy **AMIGA FORCE**? (It now comes out monthly)

- 4007 ☐ Every issue
4008 ☐ Every other issue
4009 ☐ Less often
4010 ☐ This is the first time

(3) How likely will you be to buy the next issue of **AMIGA FORCE**?

- 4011 ☐ Very likely
4012 ☐ Quite likely
4013 ☐ Not very likely
4014 ☐ No chance

(4) How did you get this copy of **AMIGA FORCE**?

- 4015 ☐ I have it on subscription
4016 ☐ It was delivered to my house by the local newspaper
4017 ☐ The newspaper keeps it for me behind the counter
4018 ☐ I saw it in a shop and bought it on impulse
4019 ☐ I went into the newspaper specifically to buy it
4020 ☐ I didn't buy it — it was given to me
4021 ☐ Some other way (please specify)

(5) How often do you visit your newspapers to buy or check out magazines?

- 4022 ☐ Every day
4023 ☐ A couple of times a week
4024 ☐ About once a week
4025 ☐ About once a fortnight
4026 ☐ About once a month
4027 ☐ Less often than once a month

(6) What do you do with any back issues of **AMIGA FORCE** you have?

- 4028 ☐ Chuck them out
4029 ☐ Keep them in case I need them for info later
4030 ☐ Lend them to a mate to read
4031 ☐ Other (please specify)

(12) Below we have listed the sort of things you are likely to find in **AMIGA FORCE** every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion...

	Too Much	About Right	Too Little	Don't Know
News				
(Read All About It)	4063 ☐	4064 ☐	4065 ☐	4066 ☐
Load Reviews (Have Review)	4067 ☐	4068 ☐	4069 ☐	4070 ☐
Features (Just Around The Corner)	4071 ☐	4072 ☐	4073 ☐	4074 ☐
Budget Reviews (Budget Bargains)	4075 ☐	4076 ☐	4077 ☐	4078 ☐
Full-Price Reviews (Rich Pickings)	4079 ☐	4080 ☐	4081 ☐	4082 ☐
Features (Drops, Boosts, etc)	4083 ☐	4084 ☐	4085 ☐	4086 ☐
Competitions	4087 ☐	4088 ☐	4089 ☐	4090 ☐
Features	4091 ☐	4092 ☐	4093 ☐	4094 ☐
Letters (Force It Mail)	4095 ☐	4096 ☐	4097 ☐	4098 ☐
Playing Guides (Time For All)	4099 ☐	4100 ☐	4101 ☐	4102 ☐
Learnings (Lifeline)	4103 ☐	4104 ☐	4105 ☐	4106 ☐
Cheat Cards (Cut-out TV Cheats)	4107 ☐	4108 ☐	4109 ☐	4110 ☐
Big Breakfast Column (Masterblaster)	4111 ☐	4112 ☐	4113 ☐	4114 ☐

SURVEY

(13) AMIGA FORCE currently does not award percentages to games it reviews. Should it? (please read EVERY option before you get ticked!)

- 4113 ☐ Yes — for all games
4116 ☐ Yes — but only for full-price games
4117 ☐ Yes — but only for budget games
4118 ☐ No — not for any games
4119 ☐ Look, I really don't care!

(14) If you DO want percentages, how should we do them?

- 4120 ☐ Overall percentage only
4121 ☐ Individual percentages split into categories (sound/graphics/playability etc)

(15) In percentage terms which overall mark would you expect a dead average game to be nearest to?

- 4122 ☐ Below 50%
4123 ☐ 50%
4124 ☐ 60%
4125 ☐ 70%
4126 ☐ 80%
4127 ☐ 90%
4128 ☐ 100% (1)

(16) If you have seen/bought any of the games reviewed in AMIGA FORCE how does our review compare with your opinion of the game?

- 4129 ☐ AMIGA FORCE got it spot on
4130 ☐ AMIGA FORCE gave me the impression it was better than it is
4131 ☐ AMIGA FORCE didn't like it as much as I do!
4132 ☐ I haven't bought/seen any games reviewed in AMIGA FORCE

(17) Who do you trust most when reading reviews and comments?

- 4133 ☐ Steve Shields
4134 ☐ James Price
4135 ☐ Phil King

(18) (a) If AMIGA FORCE is not your favourite AMIGA magazine tell us which one is... (write in)

(b) Why is it better than AMIGA FORCE?

(c) What is your second favourite Amiga magazine?

(19) Who is your favourite writer on AMIGA FORCE?

- 4136 ☐ Steve Shields
4137 ☐ James Price
4138 ☐ Phil King
4139 ☐ Ben the Boffin

(20) What do you think of AMIGA FORCE screenshots?

- 4140 ☐ They're great
4141 ☐ They are OK
4142 ☐ They are too bright
4143 ☐ They are too dark
4144 ☐ Other (please write in)

(21) What do you think of the game maps and playing guides in AMIGA FORCE?

- 4145 ☐ They are really really useful
4146 ☐ They are quite handy
4147 ☐ I don't mind them (but don't use them much)
4148 ☐ They take up too much space
4149 ☐ They are a complete waste of time!
4150 ☐ Other (please write in)

ABOUT YOU

(When we get messy you'd better watch out!)

(22) Sex: (do not reply "yes please")

- 4151 ☐ Male
4152 ☐ Female

(23) Age: (please write in)

(24) How long have you had your Amiga?

..... months years

(25) Which sort of Amiga is it?

- 4153 ☐ A500 4158 ☐ A500 Plus
4154 ☐ A500 4159 ☐ A1000
4155 ☐ A1200 4160 ☐ A1500
4156 ☐ A2000 4161 ☐ A3000
4157 ☐ A4000

(26) Do you plan to upgrade to a better Amiga model in the next year?

- 4162 ☐ Yes
4163 ☐ No

If YES, which one? (write in)

(27) The AMIGA FORCE crew are starting a very special panel of readers who will be invited to take part in the production of the magazine each month. The panel members will be contacted from time-to-time to answer questions

about how to improve AMIGA FORCE and to give opinions for use in news and features. There are only 10 panel places available. Would you like to be considered for the AMIGA FORCE reader panel?

- 4164 ☐ Yes
4165 ☐ No

(28) What is your telephone number? (If you are under 13 years old we won't contact you unless the last section on this form has been signed)

(29) People wishing to join the panel should enclose a colour photograph if possible. Have you?
4166 ☐ Yes! My photo is enclosed
4167 ☐ Nope, I haven't got any photos of myself
4168 ☐ Nope, but I don't want to join the panel anyway!

AFFIX PHOTO HERE

(30) What's the best time to contact you by telephone? (please write in)

(31) Please write your full name and address here (NEATLY!)

Name.....
Address.....

Postcode.....

(32) If you are under 13 and want to join the reader panel, please get your mum, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...

If I consent to the applicant being contacted by the editorial team of AMIGA FORCE from time to time, and I don't mind AMIGA FORCE writing directly to him/her now and again.

SIGNED.....
DATE.....

That wasn't so difficult now, was it? Don't forget, ten free subscriptions are up for grabs and you don't even need a stamp — so mail it today at this address: AMIGA FORCE SURVEY, EUROPESS IMPACT, FREEPOST, LUDLOW, SHROPSHIRE SY5 1BR. Then you can sit back and relax, safe in the knowledge that your views and opinions are being scrutinised.

JUST AROUND THE CORNER

The A-Team refuses to review any games that aren't 100% finished. We're not in the business of claiming a game's 'the best release of 1993', after playing just the first level. The following products are NOT finished, so we're PREVIEWING them and leaving any judgment till we get the completed versions. If you see REVIEWS of them in other Amiga magazines' April issues (released around the middle of March), you know the score...

KID PIX

■ Electronic Arts

OK — It's not a game, and it won't appeal to the vast majority of AMIGA FORCE readers, but Kid Pix is still worth a mention in view of its considerable merits. Essentially, it's an art program for kids, with a variety of games, pre-defined pictures and functions to make these scribbles more interesting. There's also a large amount of sampled speech and FX for the further amusement of little people everywhere.

We've had the Apple Macintosh version in the office for a few months now, and 'wonderful Michelangelo' Phil King tried to create his masterpiece with the help of the aforementioned utility and his trusty mouse. A while later, after being given a harsh ZIO — See Me! for his efforts by our Art Ed, he retired to sulk in the coffee area. Perhaps he meant he'd like to be a turtle instead...

Nevertheless we look forward to the Amiga version — after all, who says it's just for children?



YO! JOE!

■ Hudson Soft

Easily the winner of the Strangest Title Of The Month Award, Yo! Joe! is yet another platform game but, by thunder, it's good. With excellent graphics, foot-tapping sound, and sleepless nights addictively, we're really looking forward to seeing the finished version.

Perhaps the most interesting feature is the addition of many novel power-ups. Normally, these are kept to the unimpressive levels of temporary invincibility, extra bullets, or a smart bomb. Yo! Joe! kicks these insignificant toys out of the window and gives its hero explosive Motorola cocktails and a wicked chainsaw, among others.

Extra features include the ability to catch the edge of platforms and put yourself up (Prince Of Persia style), and a rather enjoyable two-player option. While there have been some before, it's worth mentioning that Yo! Joe! implements them especially well. Look out for the review in a (hopefully not too) future ish.



FLASHBACK

■ US Gold/Delphine

Conrad G. Ham was preparing a particularly enlightening thesis. During his work as a Research Scientist, he'd discovered that certain individuals had a molecular density so high, they couldn't be harmed by even the most sophisticated equipment. The fact that made this matter even more depressing was that these individuals were top-ranking members of



HIRED GUNS

■ Pygmalion

Take a first-person perspective, split it into four different displays, and you're looking at Hired Guns. Taking control of your quartet of mercenaries (or inviting a friend to help you out), you get to stomp around in various missions, killing all and sundry with an impressive range of weaponry.

Perhaps the best feature we noticed (and the one that looks to make Hired Guns really special) is the need to manipulate scenery to solve certain puzzles, eg. pressing switches and pushing things around. Most games in this genre tend to miss this, but Hired Guns involved too much wandering around aimlessly for our liking, and the need for player co-operation in certain tasks makes for potential Rave Review material.

DUN NER

UNIVERSAL MONSTERS

■ Ocean

Split over six separate levels, *Universal Monsters* places you in the role of vampire hunter (and Kon Hobbins' nephew) and pits you against six scary monsters. To destroy these evil foes, you need to plough through the levels and collect a piece of the "Bloodstone" from each. It's not as easy as that, though, as the screenshots show... Isometric 3-D games have given sleepless nights to many a gamer/player, with the classic *Head Over Heels* being a particularly wonderful example. We remember spending hours ploughing through the various sections, captivated by every graphical twist and perplexed by the many enjoyably infuriating puzzles.

Universal Monsters follows the same theme seen in the aforementioned joystick-starrer, and we wait with anticipation to see whether or not it will be of the same quality.

■ Hey, Joe, where you goin' with that gun in your hand?
What? It's not a gun, it's a petrol bomb? Well excuse me!

only he could discover his true identity... Contrary to popular belief, *Flashback* is NOT the sequel to *Another World*. Granted, it follows the format of its exalted predecessor, but every aspect of the game seems to have been improved. Conrad can question characters to obtain clues, collect various high-tech gadgets, and earn money to buy items. Alas, there seems to be a little more of the gun battles that make *Another World* so special. Look out for a full review next month.

society — from multimillionaires to politicians and military strategists.

Conrad's investigations soon led to his kidnapping, the erasure of his memory, and his imprisonment in a high-security hospital. Remembering enough to know he must escape, he fled the establishment on a stolen hover-bike, only to be shot down over the planet of Titan, where the realisation that he was no longer on Earth was almost as bad as the artificially induced amnesia. If

PREVIEWS



THE ANCIENT ART OF WAR IN THE SKIES

■ Microprose

Take a strategy game, incorporate arcade action and you've got a product with a rather long name from the masters of the thinking man's (or woman's) software — Microprose.

Spread over 40 fictional and historically accurate campaigns, it requires the gamer/player to utilise their fighters and bombers to either destroy an enemy, or force them to surrender. Of course, this requires a great deal of careful thought but Microprose assure us it'll be easily accessible to everyone, while retaining a long-term challenge to more-experienced wargamers. Usability is further improved with the addition of a mission designer, allowing extensions of existing missions as well as total redesigns.

Priced in for an April release with a moderately hefty £24.99 price tag attached, could TAAOWT3 beat the legendary strategy action of *Laser Squad*?



■ War! What is it good for?
Absolutely everything, according to Microprose! Maximal captions abound on page 22 this month...



TOP 100 CHARTS



Welcome to our new, now regular charts page. Many of the letters we've received have asked for one, so, here it is!

1 STREET FIGHTER 2

US \$44 ■ £37.99



2 ALIEN BREED

SPECIAL EDITION '93
■ Team 17 ■ £19.99



3 SLEEPWALKER

COMIC RELIEF
■ Green ■ £26.99



4 PREMIER MANAGER

■ Grindall ■ £26.99



5 SENSIBLE SOCCER 92/93

■ Eversgate ■ £26.99



6. Wing Commander	Origin/Mindscape	\$4.99
7. NFL Quarterback Club	Electronic Arts	\$29.99
8. Zaxxon	Activision	\$29.99
9. Top Gun: Wings of War	20th Century	\$29.99
10. Power Rangers	4th Squad	\$29.99
11. James Bond	BMG	\$29.99
12. FBI: Confidential	Action 1st	\$29.99
13. Disney: Prince of the Castle	Castle Masters	\$29.99
14. Prince of Persia	4th Squad	\$29.99
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16. Lord of the Rings	Electronic Arts	\$29.99
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BUDGET BARGAINS

ROBIN HOOD
LEGEND QUEST■ CodeMasters,
£7.99

There are mediocre games, bad games, and then there are games that are bad for you — Robin Hood falls into the latter category.

It's a poor Code-style platformer (previously released on compilation), with Robin searching Nottingham castle for his beloved Maid Marian. There are ladders to climb and moving platforms to ride, puns plenty of traps and obstacles (er! I can't remember them



■ He steals from the rich and gives to the poor, what a silly seal!

■ Having seen (and played) the C64 version of this, I must say there isn't much here that the Amiga has bettered. Granted, the 16-bit graphics are on a larger scale, and the game scrolls with you as you move (as opposed to push-scrolling on the C64) but it's a tad jerky and hard on the eyes at times.

Why hasn't the Amiga version pushed and expanded the theme further? Don't get me wrong — I quite like the game — but I would have thought they'd have done a little more on a 16-bit machine. Still, if you like the anachronistic and clowny twist the old bit of traditional (dark) adventure suffer here then you'll undoubtedly want to Legend Quest. ■



BLADE WARRIOR

■ Zeppelin
Platinum, £7.99

Having played a raft of budget games of the same name some years ago, I wondered what Zeppelin's (completely unconnected) version would offer. Well, it seems they've left us in the dark. After selecting a new game from the title screen (which also offers a loadscreen option), I was greeted by what appeared to be a moody presentation screen with the hero and his surroundings silhouetted against a cloudy sky complete with circling birds. Hmm, not bad, I thought, as I pressed to begin the game proper... but all that happened was that the hero swung his sword... yes, this is the game proper!

Oh well, I'm all for innovation, and I've certainly never seen graphics quite like these before. They definitely lend a unique, mysterious atmosphere to the horizontally scrolling proceedings: is you can hardly see where you're going!

Murder in the dark

Endless baddies emerge from the shadows to engage you in sword fights which go on for too long, and involve little skill. You have too many thrusts at your disposal, but can

succeed simply by repeatedly using the right mouse for the current opponent. It's a great shame, as the fights look really good: combined with neat clanking sound FX, they reminded me of the final battle scene in the epic movie *Excalibur*. And some of the excellently animated movies really give you the creeps — especially those walking trees and giant spiders!

The constant fighting is a nuisance to your real quest: collecting magic spell ingredients (rogs, rats, bats, etc) and artifacts. By taking

these is one of the seven orders' towers, you can either concoct spells (and allocate them to the Amiga's function keys) or exchange them for Table Fragments.

Obtaining all seven Fragments enchants your sword, enabling you to take on your arch-enemy Mark. Until this point, he's better avoided: you can see his position on the handy map, which also shows all the towns.

Blade Warrior isn't quite the simple *Excalibur* (it first appears to be). Concocted somewhere in the gloom is an epic sword-and-sorcery arcade adventure. Trouble is, it's too well-obscured by its own preach-buckling and truly odd graphics.



TIP TIME: Save your position regularly — your one life is really lost.



■ Dark, mysterious, bloody hard to make out what's going on! An interesting idea, *Blade Warrior* is a noble failure we're afraid. Sorry!

■ While originality is usually considered a virtue in computer games, it's pretty much the downfall of *Blade Warrior*. When I first played the game, I honestly thought the black outline graphics were merely an atmospheric device, and things would become more detailed (not to mention colourful) in a few screens' time. Imagine my surprise, etc...

It's all very basic stuff, with the budget price complementing the decidedly budget design. I can't really recommend this to anyone, as the exploration element is almost as poor as the fighting. My advice is to save your pennies, and get *Carriage* instead. ■



OD:

least you can shoot them with your own bow (which appears from nowhere when you press fire).

What a jerk

As in *Gods*, treasure chests and doors can be opened with keys. Unlike *Gods*, the scrolling is appealingly jerky. Coupled with the backward-looking this is extremely uneasy on the eye. As you walk around, the graphics appear to blur as if you had double vision. It only took a few minutes' play to make me feel so uneasy that I just couldn't carry on! If certain flashing arcade games can

ruin epileptics (and photosensitive people) collapse, *Gods* knows what effect *Ripper Hood* would have on them.

I couldn't care if the gameplay was much cop (it isn't); the nauseating scrolling would stop me playing even if I wanted to. I'm absolutely certain Commodore's could release such a slowly blooming product — didn't they feel any ill effects during playtesting?

TIP TIME: Have a backslightly handy!

HERO QUEST

■ The Hit Squad, £7.99

10 days of old when knights were bold and computers weren't invented, they played their games with dice and things and drove themselves demented! Fortunately, the home computer revolution has meant that many long-rotted board games have made the transition to our TV screens, thankfully doing away with the need for blenders or public title counters and hours of mind-numbing calculations. *Hero Quest* is just one such conversion.

Presented as an isometric 3-D arcade adventure, the game combines elements of roleplaying and exploration with a bit of stylised tiddie bashing thrown in for good measure. The actual roleplaying angle isn't fully exploited, although this is something of a blessing in this instance as the game's edge declares that too much harping around would just get in the way.

Ooh, my hero!

Plans are pointless to outline in detail, but for those among you who feel the need here's an abbreviated version of the story behind the *Quest*. (Meh Forces games... blast blast... four Great Forces emerge... yeah yeah... the Earth is threatened... etc etc... the battle is joined... hee hurr... the good guys win... looney hurr... but the evil leader escapes to plot revenge... GGGOOO... that's where you step in, Okay?

Icon-driven, the adventure offers 10 different quests that one to four players can tackle in any order (but it's best to play 'em in sequence). Single players may manipulate any or all of the protagonists — Warrior, Elf, Magician, and Dwarf — but it's advisable to bring at least four into play.

Every turn, the player has a selection of actions available, each taking up a number of 'action points' which are awarded randomly. In any given turn the player may move, fight, search for traps, treasure, potions or secret doors, consult the inventory or map (the game's self-mapping), cast spells (if they're able) or simply stay put and pass to the next player.

Graphically the game is nothing to write home about, the sound too is a little lacklustre — but the gameplay remains involving and, once you've teased out how to manipulate the tricky cursor, isn't moving enough to cause off-balance.

One of *Hero's* earlier conversions, *Hero Quest* suffers some frightful flaws. Going objects to other players, for example, is just not possible. Once an object has been collected it cannot be dropped enabling another player to pick it up. I wouldn't recommend it to everyone. Most of the board game should be handled — especially at this price.

TIP TIME: Once you can afford a powerful weapon (like a crossbow) buy it. Now you can shoot enemies through open doors as they're too stooped to move unless you actually enter a room!

the scrolling is appealingly jerky



■ The crudeness of *Hero Quest's* roleplaying easily betrays its board game origins. That's not a problem, but this ten-year-old sequel isn't nearly so user-friendly as the more recent *Space Crusade* conversion. Annoying flaws include the inability to choose the order in which you move your characters, and the way they can often block the path to their comrades if standing in a corridor bend or next to a door. Having said that, it's good fun exploring the dungeons, searching for treasure, traps, and the many secret rooms. Early quests are really just training and character-building exercises, but later ones see the game come into its own with the increase in enemies requiring more careful tactics and efficient use of spells. Not perfect, but certainly a bargain on a budget.

■ If you're bored of your games, try this board game instead! Planned it may be, but it still works.



APRIL 1993 £1

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BUDGET BARGAINS



Life is funny stuff, isn't it? I mean, to you or me, a video recorder is a functional piece of equipment designed for the pleasure of the owner. However, to little Billy (and his name-unless, it's a gateway into adventures beyond his video dreams (most daring noise here).

To cut a long story short, our ordinary home was delighted when he had brought home a video player. (Mind, for moment I got stuck all those times from the top shelves in 'Interactive Video now.' So, Billy, from not in his, for while Billy sat watching his film, the screen exploded into millions of tiny bits and he was sucked into a weird world.

After a while the smoke began to clear, and our hero noticed that he was now descending a magnificent shaft. Before he even had time to wonder where he is, Turley T told him that he is a video magnet informing him that he got caught through his levitated video magnet began his freedom.

Video nasty

Video Kid is a strange shoot 'em up of all accounts. For a start, it doesn't move in any one pre-defined direction — the scrolling fields and turns, so there's no exposition. Instead you have to follow the set route while dodging the traps and making up against you.

Luckily, there are lots of varied power-ups to help you on your way. These can be anything from different weapons to direction add-ons and shields. These become essential after a while, and fortunately you don't lose all of them after



You find yourself wondering when something really interesting will happen

sustaining too many hits — their power is simply reduced by one. Possibly the best aspect of Video Kid is the graphics. They're both cartoonish and abstract, with some colourful backdrops providing lots of opportunities for pretty screenshots.

Don't be fooled, though. While it looks and sounds good on paper, Video Kid's a flawed concept. For a start, there's not enough variation — floating and firing is all very good, but you find yourself wondering when something really interesting will happen. Secondly, it gets boring having to slog through previously completed levels, only to get a little further than you did last time. I've always been a staunch fan of level codes — they take a great deal of tedious work. Sadly, Video Kid suffers from a bit of the latter. Frowns all round, I fear.



TIP TIME! If you can be bothered, learn where the store appears.

VIDEO KID

■ GBH Gold, £9.99

RBI2 BASEBALL

■ The Hit Squad, £7.99

It's a bit much, those Yanks calling their baseball championship the World Series, so I laughed my head off when a Canadian team, the Toronto Blue Jays, won it. That was, until I found out the 'jays didn't have a single Canadian player for them — they were all Americans!

An even bigger disappointment is RBI 2. I had hours of fun playing this one on the old C64, so the Amiga conversion comes as something of a shock (horror). It all starts promisingly enough, offering a host of options, (select from the Major League teams, skill level, one or two player game, change your pitchers and batting order, etc. On beginning a match, you're greeted by an attractive 3-D, behind-the-batter view, and some nice animation of the large spots. There's even some sampled speech, and the scoreboard displays (initially) amusing graphical sequences for various game situations.

Struck out

So far, so good. Trouble is, the gameplay is totally flat. Sometimes during the convention, the immense playability of the C64 game has been completely sacrificed. Batting is a hit

and miss affair, swinging the bat takes so long that you must anticipate the arrival of the ball well in advance. This turns batting into a frustrating guessing game, with the only skill being the psychological estimation of your opponent's tactics.

When you eventually do make a good hit — and the score switches to a tacky scrolling bird's-eye view — the odds are still stacked heavily in favour of your opponent. For some reason, the fielders can run at least twice as fast as your genuine base runners, so you have to hit the ball a mile just to get to first base. Even if you rocket a ground ball right down the line, your only chance of reaching second base is if the fielding team makes a catastrophic cock-up. Therefore the most likely method of scoring is to get lucky and hit a home run.

I'm afraid RBI 2 is as tacky as that awful organ music they insist on playing at baseball games (there's some here too). And compared to the likes of Baseball II, it doesn't even make it to first base yet.



TIP TIME! Vary your pitches to confuse the batter. If you get to two strikes, by throwing a wide curveball — he's usually using for it and miss.



Batting is a hit-and-miss affair

Full marks to The Hit Squad for producing a budget game incorporating comprehensive instructions, presented in an easy-to-follow fashion. A pity, then, that the game itself is

a bit of a let-down. Excellent animation and plenty of options impress immediately, but on getting stuck into a game of RBI 2 the shortcomings soon become all too apparent. The pitcher, for example, has by far and away too few special throws at his disposal. In real life, individual ball throwers have quirky and unpredictable techniques which are used to confuse the batsmen; left or right spins, fast and slow balls just aren't enough. The batsman, also, can do little but swing and hope — although it is possible to 'bunt' the ball with practice. Not a bad endeavour, but hardly as hard-hitting as it should've been.

Standard





■ Gorgeous graphics can't disguise the badly below-par gameplay in this odd shoot-'em-up. Fast and furious it may be, but it's still boring! Shoot, shoot, shoot, yawn...

■ Video Aoki's a whole lot worse than its fairly attractive graphics would suggest (even if the hero does look like a mutant Lemming). The blasting gameplay (if that's what you want to call it) is possibly the most tedious I've ever seen on the Amiga. It just goes to prove that fast-moving sprites and a lot of parallax don't make a good shoot-'em-up. The levels here are so ill-thought-out, that the resulting action is just hectic, instinctive zipping around the screen with your finger glued to the fire button. Worst of all are the end-of-level baddies, including a deranged cat, and a load of balls — that just about sums up the game.



■ For an Amiga game, T2's got surprisingly little gameplay muscle. It's fast, though, for hard, in fact. The first-level boss-thing's a piece of cake, but then you come against a brick wall with the ungranted bike chase. To stand any chance, you have to learn where all the obstacles are: a very tedious task. To make it worse, you only have a single life — and there are no level pass-codes or even continue-plays to ease the frustration. It's all the more disappointing after seeing the slick presentation and neat intro sequence (the dread T2's a typical case of Hollywood gits with no substance. By the way, forget what some magazines (and the *Clamscorper* TV show) said: Judgment Day is spelt correctly (according to Collins, so there!)



■ Standing between-level sequences, actually digitised from the film, can't compensate for a poor game.



TERMINATOR 2: JUDGMENT DAY

■ The Hit Squad,
£7.99

While *Terminator 2* was a fairly enjoyable film, I felt it was far too nice for its own good. Somehow, it lacked the gritty atmosphere of its predecessor and had a general feel of 'nice for the kids'.

Could the computer game make up for cinematic disappointments? After all, you can get away with gratuitous digitised violence, and the possibilities are almost endless. It wouldn't even have to be original — as long as there were lots of things to shoot and fight, everyone would be happy. Sadly, Amiga T2's consisting of a disaster, with almost exactly the same design as its insipid 8-bit counterparts.

The first section is a beat-'em-up where you have to stall the T1000 while John Connor makes his getaway. I'm sorry, but in my book, fearsome fighting machines don't shuffle gingerly — and they certainly don't make some of those awkward-looking moves.

On yer bike!

So, while we're already jaded by the first-level fiasco, the second level comes as something

of a kick in the teeth. The T1000 rides with John Connor on a Harley Davidson, with the T1000 giving chase in an articulated lorry. Various obstacles along the vertically scrolling track must be dodged, lest the heroes be crushed under several tons of metal. Sadly, while this may sound interesting, it's actually exceedingly tedious. It goes on for too long, for a start, and the only real skill involved is memorising where the turns have to be made.

As for the rest of the game — crack in a few basic puzzle sub-games and repeat the sections just mentioned but with different graphics, and you've got T2 in its entirety. On the G24 it was poor, but you didn't feel too bad about it because it's only an 8-bit machine, with a limited amount of memory. For an Amiga game, though, it's flippin' terrible. Second-rate graphics, sound and gameplay do not a good game make, and you'd be far better spending your pennies elsewhere.

TIP TIME! Don't use Issue #2's cheat — it doesn't work (sorry about that).



■ What an excellent screenshot, Mike. The way you've captured the batter just as he's about to miss the ball is quite staggering. In fact, James can get the base today...



“Almost exactly the same design as its insipid 8-bit counterparts”

BUDGET BARGAINS

■ Zeppelin, £7.99

It was inevitable really. With the vast amount of racing games available (and most of them on budget) someone had to come up with a truck-driving game. The imaginatively titled *Truck Racing* is the game that delivers the goods, but sadly it's second-rate stock.

After the mediocre introduction and minimalist options screen, the office work finally resumes with 'hey let's party.' It's a basic gamey screen. A quick glance at the packaging revealed that *Truck Racing* was an overhead

view and, as we all know, *Superman* chutes that field.

Following the selection of a one-two-player game, you get to choose your tyres. Once you're

satisfied, you race onto the qualifying lap, with a view to finishing as quickly as possible. The faster the time, the higher your place on the starting grid and the better your chances of winning.

Tracking ball

As soon as you start the actual race, it becomes instantly apparent that *Truck Racing* has very little going for it. The graphics are (and we've all agreed on this) the worst we've seen on an Amiga game for ages. Blame,

mostly featureless backgrounds do little to complement the poorly defined trucks, and while playability does make a game, it's a bit rough when you're mixed with graphics that a child could better.

Also, it's too easy to pass other trucks by ramming them off the road, leaving you with a clear stretch ahead. Therefore, you find a great deal of time is spent driving off your own, with the result providing little challenge to

A great deal of time is spent driving on your own

improve matters.

Usually, dull games manage to redeem themselves a little by including a two-player option. *Truck Racing* has a damn gooding at this, but rather than using a split-screen display



■ What the truck? Get your Yorkshire lorry ready, 'cos there's no time to stop at the grocery mall — not at this speed, anyhow!



RVF HONDA

■ Kixx, £9.99

I've never been a great fan of motorcycles, because I don't like the idea of having my legs crushed should some idiot driver (and there are a lot of them) decide to pull out of a junction too quickly. Also, can you imagine skidding in icy conditions? It really doesn't bear thinking about, and so

I'm quite happy fulfilling all my two-wheeled urges (what else there are) with biking games (*Road Flash* being my personal favourite).

RVF Honda doesn't have the violence of the aforementioned stomper, but there is a great deal of competitive action. With a host of tracks, the option to practise them, and (of course) the races proper, there's a fair amount to keep you happy.

While the game moves at a fair old rate at full speed, I'm a little disappointed by the roadside scenery. It's fairly simplistic — not to mention sparse — (and while it doesn't detract from the game in any great way, I've still got to mope because other games have performed better in this area.

Round the bend

As ever, racing is a fairly simple affair of manoeuvring your bike around the tracks and either overtaking, while clicking fire with forwards/backwards to change gears. This makes things a little complicated when steering down, but works well with practice.

Although *Honda* is an enjoyable and worthwhile purchase which improves with extensive play, I can't help but thinking it would have benefited from an analogue joystick option.

With the different gradients of bend, it would have eased the game's most major fault: the difficulty of cornering. Once you go off the track your speed drops at an alarming rate, and it's fiddly to get back onto the road, into the right gear, and moving forwards again. While you're messing around doing this, the other riders are disappearing into the sunset...



TIP TIME! If you change down the second gear while slowing down around tight corners it will give you extra acceleration once you're through the bends.



■ Personally, I prefer driving games to bike racers. Very often the latter are hard to control, especially the ones that use a mouse — *amazing!* However, *RVF Honda* is a user-friendly exception. In fact, if anything, cornering is a little too easy, your resident bike expert, Mike, reckons there's not enough centrifugal force. Mostly it's simply a matter of shifting down through the gears as you stop drifting backwards, then quickly back up to top as you exit the corner. After a few practice laps, you get to know the current track well enough to anticipate the bends. The graphics aren't in the same league as those of some racing rivals (most notably, the recent *Nitro Second Strike*), but at top speed, it's fast enough to be convincing. At balance, *RVF* was merely mediocre, but its simple playability makes for ideal budget fare.



I remember playing an ancient coin-up where you controlled a truck. It was slow and dull. Sadly, Truck Racings is no better. Even if they'd improved the appalling graphics and mind-burndingly monotonous moving, I doubt much could be made of such a half concept. It means the real sport's boring enough — the size of the tracks making overtaking virtually impossible — so why bother making it into a computer game? Apart from the obvious novelty (there are a dozen other car and bike games), the answer seems to be that the game's sluggishness is more suited to turn-based juggernauts. Whatever.



as in *Supercars 2*, it attaches an invisible sticky band to both human-controlled trucks. Should one player be scooped off the playing area, their vehicle is catapulted back onto the screen behind the other person's truck. Sounds stupid? You bet your hamster it is, but it created a few laughs in the office (then again, we didn't buy the game).

I'd advise you to avoid *Truck Racings*, as it's got so little going for it. Instead, check out either *Supercars 2* from GBA or *Carnage* from Ziggurat. Ironically, and live happily ever after.



TIP TIME: Run your opponents off the road to give yourself an easy quick lead.



And that's magic! Flipper's lock, I'd rather watch Paul Daniels!



PINBALL MAGIC

Kixx, £9.99

Pinball is (as the FRY9007 knows) a game that involves keeping a ball rattling around a table, using two or more button-operated 'flippers'. Lifted around the table area you'll usually find various objects that propel the ball in a different direction, drop it into a hole before spitting it back out, etc. — it all depends on the table you're using. Some of the newer machines even have mazes that one ball, with little ramps, allowing the silver ball to go up down and all over the place, scoring points as it goes...

Flipping feasible

If you haven't seen (or played) on a pinball table, you're probably not human and have far better sources of amusement back on planet Zog. However, computer simulations

have (with the exception of *Pinball Fantasies* and *Dreams*) been a rather mediocre business. *Pinball Magic* is sadly no different.

For a start, it uses static screens for tables. After *Pinball Fantasies*, with its wonderfully drawn scrolling areas, different-height levels (with a perspective effect that worked), and a choice between four radically different tables, each with a myriad of features, and its own particular theme — beginning to catch my drift?

Pinball Magic is very much like an 8-bit game, with nondescript graphics, poor table design, and a ball that moves as if it's made of polystyrene. If you want a decent computer pinball game, get *Pinball Fantasies*. It's as simple as that.



TIP TIME: Trap the ball with the flippers to aim it (more) accurately at the points!

Very much like an 8-bit game



Static tables belie the game's antiquated origins — nowadays there are far superior efforts around.

Some games are so atrocious it's difficult to keep what is say about them. In *Pinball Magic's* case, the word 'balls' keeps coming to mind for some strange reason. Comparing it with *Pinball Fantasies* is like comparing Willy Jones with Polo. Never mind the uninspired graphics, there simply isn't enough to do apart from roll over a few letters, and half your time is spent waiting for the score to tick up while the ball's stuck in a hole. Even the very earliest (real) pinball tables were more interesting than this: had they been the dull, the game would never have taken off.



BUDGET BARGAINS

■ Zeppelin, £7.99

There have been so many Superprint-style racers released over the years, you'd think the genre would finally cook out and die, but *Carnage* proves just why overhead racing games are still so popular: they're great fun.

No-one could argue that *Carnage* is anything but pure in the technical stakes, with its tiny little cars and modeless tracks. But for sheer playability it matches other similar games like *Top Heat* and *Sugar Crt Road*. Even better, it's got a four-player mode: the extra two either use the keyboard or two more playsticks. (If you've got an adapter, like the one given away with Ubi Soft's *Dyna Blaster*.)

Motoring mayhem

And the more the merrier. 'cos the racing action's a riot. As the title suggests, there's a fair amount of bashing and bunting going on between the racing rivals — you can even lay land mines! But don't get too carried away (with less than four players, at least) or the

computer cars will zoom off into the distance — a human driver must win or it's game over. This introduces a streak of cooperation into the play when things are looking tough, with both players trying to barge and blow up the computer cars to make sure they don't win.

Championship points are awarded after each race, before a visit to the shop where improved acceleration, top speed, and steering can be bought, along with mines and nitro boosts. The latter are particularly useful to establish a quick lead at the start of races, or to make a desperate attempt to catch the leader towards the end.

Carnage proves that the simplest ideas are the best. It's hardly any different from most other overhead racers, but, to extremely playable and competitive, that's worth a spin.

The racing action's a riot



© 1992 Zeppelin Games Limited

If we always enjoyed overhead race racing games, and *Carnage* is no exception. Although in some ways it resembles a poor man's *Superprint 2*, it still scores highly due to interesting track design and an enjoyable multi-player option. It's also a hand-drawn beauty that Zeppelin's other plan-view racer (reviewed this month).

As you can imagine, the one-player game tends to become a little boring after a while, with a steep difficulty curve leading to frustration and the odd case of heat finger twitch. However, if you like the genre and already own *Superprint 2*, I think you'll be disappointed with *Carnage*.



TIP TIME! If a computer car's way ahead, one of the human drivers can keep bumping into him to allow his rival to catch up and win, as both qualify for the next race.



QUATTRO POWER MA



■ CodeMasters, £7.99

Four games in one budget pack? What does that say to you? Does it scream **COOKING GAMES FOR MINIMAL EXPENSE** or does it mutter cheap marketing ploy, man. They're selling off their back catalogue to get a few extra pennies.

To be honest, neither of these is appropriate, but I do have to say that *Super Grand Prix* is almost reason enough to buy the pack. Take the basic ingredients seen in Superprint, include a plethora of different vehicles (including Lotus, tanks, and dragons) and well-thought-out gameplay enhancements (genuine skills around corners), and you've got an excellent little race game. My only possible criticism would be the difficulty level: it's a little on the high side, but at least it offers some long-term challenge.

Motocross is a surprisingly addictive shoot-'em-up with a steep difficulty curve. Right from the start, you're plunged into the thick of the action with bullets flying left, right and centre. The addition of progressive power-

RICK DANGEROUS 2

■ **Kixx, £9.99**

After heroic exploits in his first computerised appearance, Rick Dangerous returns to the Amiga in yet another tale of trap dodging and harem running away. However, things are not happy on the home front, as hostile aliens have landed in Hyde Park. Recognising these as the standard creatures from the end of his previous adventure, Rick slips into his superhero outfit and attempts to get rid of them (once and for all).

Our hero is rather like a squat Indiana Jones figure, equipped with laser gun (with limited charges) and a few explosives. Using these, he has to negotiate four varied levels (in any order, which is a blessing) while dodging traps and assailants, contact with which is fatal — although you do start with a generous six lives.

Rick's agility comes in handy: he can climb ladders, leap over chasms and crawl through tunnels. Sometimes he needs to manipulate scenery by hitting cleverly-placed switches, which can open previously inaccessible entrances. As you can imagine, things become ever more hectic the further you progress, and matters are made more difficult

by the division of levels into sections — lose a life, and it's back to the start of the past you're in...

Tricky Risky

The original Rick Dangerous was extremely frustrating to play because it relied too heavily on extensive memorising of the correct route. Although arcade skill was an integral element, many of the traps would catch you

but unfairly. As a result, each attempt saw you progressing a little further, before being caught unawares (again). Rick Dangerous II is pretty much the same game, with different graphics and attack patterns and, like its

predecessor, will have its ardent fans while leaving others cold. It quite like the game, even though the graphics are a little ST-ish and the frustration levels on the high side. Try it out first — you may be pleasantly surprised — but beware of the original beware, it's simply more of the same.



TIP TIME! Use your weapons sparingly — you only have a limited amount. If you can avoid an enemy, do so!



■ Many sequels are very similar to their predecessors and, though this is definitely the case with Rick 2, so too are when the action's less playable. Clinging under laser beams, pressing switches and blowing things up with dynamite is all handy fun. The only slight problem is the way you can get fooled easily: by pressing a switch indicated by an arrow, only to find it blows you head off with a laser. This only happens occasionally, however — the more usual way of dying is by failing to spot potential hazards quickly enough. You need a combination of good observation and fast reactions to do well in this well-designed, often funny, arcade adventure.



MACHINES

ups offers a little assistance in ploughing through the levels, but don't expect anything of R-type proportions — it's fun for a while but nothing special.

That sinking feeling

The Powerboat Simulator is a rather dodgy raceball game with a host of other faults to boot, and very little in the way of enjoyable features. Granted, the two-player option adds spice to the vertically scrolling action, but ultimately you'll find the lack of variety a real killer, and the iniquitous (almost 8-bit) graphics do little to inspire enthusiasm.

Finally, **Altro Boost Challenge** is a bit of a joke. Like Powerboat's, a vertical scroller, but places you in the driving seat of a high-speed vehicle. Teetering along the hazard-strewn arena, you soon come to the conclusion that this game has very little going for it, and the lability has somewhere around the five-minute mark.

So, there you have it. One good game, one average and two not titles in a compilation that deserves merit for the cheap price. My advice is to check *Super Grand Prix* out — if you don't like that, you'd be better taking your money elsewhere.



RICH PICKINGS



SLEEPWALKER

■ Ocean, £25.99

If there's anything worse than a dreaded charity record, I don't want to know what it is. The fact that it's for a good cause doesn't make me feel any better when hearing Ding and Cyndi Lauper wailing away—I'd have rather paid to stop them singing. So when I heard Ocean wants to release a Commodore 64 computer game, forgive me if I wasn't that enthusiastic.

However, *Sleepwalker* comes as an extremely pleasant surprise. Reminiscent of Zappatin's mildly amusing budget game of the same name, it takes the basic concept and turns it into a masterpiece. You play Ralph the dog, carefully

guiding your sleepwalking master (a boy called Lee) around multidimensionally scrolling levels. Hazards such as cars, open trapdoors, water, and noisy nightclubs all threaten to wake him. Some of these must be eliminated by going ahead of Lee before he reaches them. Poor Ralph has to endure much pain in the process, eg being trampled when blowing up dynamite, getting beaten up by a nightclub bouncer, and even being snatched by the local dog-catcher, though the latter can be knocked on the head with a baseball bat!

Stick-slopping slapstick

But don't leave Lee's side for too long, or he'll fall down one of the many gaps. You can either kick Lee over these or stretch out your arms between the walls and let him

walk over you! You also need to boot him up to higher platforms. It may sound all too tricky, but things are made easier by a very clever control system. By simply walking into Lee, you can hold him still, then press down to swap positions with him, or fire to send him walking the other way.

An essential aid to navigation is the map, which expands as you explore the level. This, plus the ease of control, prevents the game from becoming too frustrating—but with so many hazards it's no piece of cake getting Lee safely to the exit. Then there's the additional quest of collecting the letters of COMED to enable entry to a bonus level. This takes place in Ralph's wicked dreams,

where he collects combinations of objects to form the name of a hazard, eg LAMP plus POSTBOX minus BOA equals LAMPPOST. For each of these, you're rewarded with a comical sequence showing Lee meeting his sticky end. In that hazard. Collect them all and there's the premise of a

'surprise' at the end of the game. Not only is *Sleepwalker* very funny, with comical input from the likes of Richard Curtis and Rowland Atkinson (plus sampled speech by Larry Henry), it's also a darn good game.



TIP TALK: On the first level, that the first trapdoor and Lee will walk right till he gets stuck in a small pit leave him here while you go ahead and eliminate more hazards.

■ The thought of a charity game didn't exactly ignite fires of excitement. After all, previous attempts at linking good causes with computer games haven't been classics by any stretch of the imagination.

Therefore *Sleepwalker* is surprisingly good. Stick graphics and gameplay are all there (in force) and what the game may lack in being a little annoying is made up for by sheer addictiveness. There's also the odd moderately funny visual gag thrown in for good measure.

This game is pure Rave Review material, so in a way it's sad that *Sleepwalkers 2* arrived at this time. Nevertheless, rush out and buy *Sleepwalker*, and enjoy the game while helping a worthwhile cause.



A1200-ONLY VERSION

■ What a crony game! Excellent entertainment in its 16-bit incarnation, what exactly does Ocean's *Sleepwalker* have to offer owners of Commodore's 32-bit master? Well not a lot more, is the simple answer. The game doesn't appear to run any faster on the 1200 (which is no great shame as it already runs quite fast enough, thank you), and the sampled speech and spot effects in both versions are identical (crystal clear, too). What the A1200-only version does have, though, are far more detailed backdrops. Multidirectional parallax-scrolling is difficult to achieve on a top-of-the-range super-duper PC, but the A1200 takes it all in its stride—smooth, sharp and colourful. Gameplay and, indeed, foreground graphics are identical in both versions, so just don't wait for a dedicated, specially developed for-the-machine A1200 game comes out so we can see just what this baby can really do!



LEGENDS OF VALOUR

■ US Gold, £39.95

Not the best way to begin a review, I know, but this game is so utterly brilliant that I'm practically speechless! It's not that I don't know what to tell you, it's just that I don't quite know where to start — there's just so much to it.

Just listen, how about the instructions? Beautifully presented and written in a flowing, easy-to-follow form, for the first time in my gaming life I actually read them from cover to cover before loading the game. (Sensibly funny, relevant and thoughtfully laid-out, they set the scene very well indeed, detailing all the info you need to get up and running (or waking if you've only got one map to play with) without going too much awry.)

The game itself is the closest any home computer has got to the virtual reality experience. Stunning 3-D graphics really give the impression of 'being there', while a choice of control methods allow the player to gradually get into moving about before being off to explore in earnest.

Set in a sprawling Tolkien-esque city, the aim of the game is purposefully vague. Basically, you play a character (either human, elf or dwarf) who has come to town initially in search of a wayward cousin. On your arrival, however, you soon discover that locating the missing member of your family is not going to be a walk in the park. Placed in the back-alley with hoodlums and redemptive of every description, this town demands caution at every turn. First of all, though, you'd better find a bed for the night...

Work, rest and pray!

Adding to the 'realty' factor, the player must ensure their character has enough to eat and drink on a daily basis, as well as catching an adequate amount of zzzz's (a tired and hungry adventurer does not a Great Warrior make). A multitude of townies are dotted

about the enormous city, but it's prudent to shop around. Prices vary enormously, it's often best to lodge in one place and eat at another.

Generally, the aim of the game is to remain alive for as long as possible — but so difficult if you're careful — but the long-term challenge can involve almost anything. You'll meet people who offer rewards for certain tasks, for example, which you can accept if all feels plain sailing in many unpredictable games, and the reason for your cousin rapidly looks like

turning into a wild goose chase of epic proportions.

It's even possible (essentially) to join various guilds and temples which, once you've successfully completed a given task and handed over the required cash, will furnish the character with enhanced skills, fighting for the mercenary guild, stealing for the thieves guild, etc.

Well I'm nearly out of word-space, and still don't feel I've really scratched the surface. What about those graphics (soundings), sound (resembling), the underworld below the city (dangerous but rewarding) and city mists (or ****)? One thing I must point out, though, is this: if you've only a single floppy drive it can be very awkward, and hard-drive installation is highly recommended.



TIP TIME! Don't hang about in one place — you'll be looked up for loitering!



■ Design your own character (or your dream woman!) (Above), inserting guards is not a clever idea (Below)



There are loads of RPGs around, but many of them look and play very similar. Part of Legends Of Valour's attraction is that it breaks the mould. For a start, the 3-D graphics are extraordinary. At first, it seems like you're wearing blinkers, your 'field of view' is restricted. But once you get used to this, you begin to really appreciate the immense detail in the buildings, trees, and characters who roam around. Particularly impressive (and unique, to my knowledge) is the ability to look through windows to see what's inside a house — though too much of this can get you arrested! Another of my favourite features is the way you can insult people, eg 'You're the child of a diseased bear!'

Undoubtedly the game's greatest asset, however, is its open-ended nature. Although you're searching for your cousin, you're constantly sidetracked by various sub-quests as you explore the vast city, doing odd jobs to earn cash. The latter can be spent on food, accommodation and, of course, alcohol — drink enough and the view goes all weird! The freedom to find your own way through the game, rather than having set objectives, makes it something really special. It really is like stepping into another world.



RICH PICKINGS SPACE CRUSADE — THE VOYAGE BEYOND

■ **Gremlin, £14.99**

This (ten) extra-levels disk requires the original *Space Crusade*. For those of you not in the know, the latter is a conversion of a futuristic board/roleplaying game. Although the Games Workshop-produced board game has its fans, you've got to admit that making the necessary calculations eventually becomes a little tedious, and that's where the computer version scores highly. With a series of missions to complete, it pits you against aliens and wrong-doers, taking turns with the computer and (if you have any) friends, with a view to achieving the mission objectives.

A series of actions is displayed in the lower screen section, and each can usually be performed once a turn. With these you can locate and destroy assailants, as well as make your way around the (rather large) maps. Once you've moved your five troops, you end your turn and pass control to the next in line.

Combat either involves firing a weapon along a corridor, or hand-to-hand scuffles. Results are calculated using dice rolls, with attacking and defending scores influencing the outcome.

As a rule, most characters can only receive one hit before death; more powerful individuals (such as your (ex) Commander or the baneome Dreadthought) can sustain more. As you can imagine, the more powerful the weapon used, the more lethal the result — and the higher the probability of an offensive hit being scored.

Matters are complicated further with the addition of random 'events'. These are calculated and implemented during the computer's turn, and could have devastating effects in certain situations. For example, a booty trap could be triggered, a gun could become jammed or occasionally good fortune could be awarded. A particularly good example of this is the remote controls that allow you to control the opening and closing of doors in the complex. This can be quite handy, as the doors stop for nothing and it's possible to exploit your assailants, should they be stupid.



■ **Alaric Designer Mark Handrick** drops an atomic bottom bump — just look at those suckers blow!



enough to stand in an entrance.

Gremlin's graphics

Graphically, *Space Crusade* was good enough to look at, with the option of viewing events in isometric 3-D a nice touch. However, at the end of the day I felt the game's title-based, with random events leading to frustration. After the classic *Laser Squad*, which required genuine skill and thinking while retaining easily accessible, I've expected a little more from strategy games.

Space Crusade's primitive board-orientated control method left me cold, and the extra-levels disk has done little to convert me. Ten new levels that I find

distressingly similar to their predecessor's are not what I'd call an improvement. Granted, they've incorporated a few changes, including some new weapons and aliens, and the graphics have been tweaked a little, but oh boy — isn't the price a little much for an add-on? You can buy budget games for less, and I'd advise you do just that. Only ardent fans of the original will get value for money here, though non-*Space Crusade* owners get a pretty better deal from a pack containing the original and this extra-levels disk for £25.99.



TIP TIME: Put the guys with the fastest weapons to the front first and fire (they don't move very fast), so the other guys don't get in the way.



■ The best board-game conversion ever has just got better. Gremlin's *Space Crusade* was a welcome breath of foetid alien air when it arrived on the Amiga almost a year ago (and yes, I have played *Laser Squad*). And now this of this tactical mega-beat have the option of tackling ten new missions. Released as both a stand-alone product (incorporating the original game plus the expansion disk) and as a later-levels add-on, those who missed it when it made its dynamic debut can have the best of both worlds. I can't help thinking, though, that £15 for the expansion disk alone is a bit steep.

So what's new? Well the graphics have been tweaked (slightly — there is more detail in general, but most of it's in the 3-D views only), and new monsters/weapons have been included. Thankfully for us sea-kicking devotees of the original, previously saved Commanders can be deployed to blow the sun outta anything that moves in the later levels, and the game's gritty, atmospheric playability has been fully retained. The new missions have been deviously assembled to provide the maximum challenge, and anyone who's got anywhere near completing the original 12 levels shouldn't hesitate.



“Levels that I find distressingly similar to their predecessor's”



JAMES

100

100

100

100

100

100

100

100

100

100

100

WING COMMANDER

■ **Origin/
Mindscape,
£34.99**

After Wing Commander's well-packaged and presented set of instruction sheets and booklets, it was hoping for quite a lot. Ray-traced graphics, a host of shots to pilot and varied missions to fly... there was even a weighty section on combat tactics and how to co-ordinate with your wingman. Can you believe that? A fight-control game with actively intelligent CPU-controlled assistance? This is the sort of stuff I dreamed of as a one-time Spectrum gamer!

With a great deal of imagination, I sorted up the code and waded through the film-like presentation. Although it's not too smooth or speedy, you can pretend not to notice — it's the game's the matter, after all.

You're a pilot for the Terran space fleet, assisting in keeping the warping Khlaki aliens at bay. The game begins with you at a fairly low position in the fleet's hierarchy, but by completing missions you begin to climb the ranks. A successful game would be one that you returned alive from, having fulfilled the objective (rescuing a carrier craft, on patrol, or leading an offensive strike). With persistence you can begin to use more powerful spacecraft with better armaments — be they missiles, lasers, neutron guns... (There really are a lot of them, you know).

As I've already mentioned, Wing Commander gives you a computer-controlled wingman to assist in combat. Should an alien threat close in with unrelenting intent, you can either let your

comrade give you covering fire (allowing you covered to take pot shots at assaults), or allow him to disengage and flight away, leaving you open to attack (but doubling your contained attack capability).

The manual entails the value of keeping your wingman close in certain situations, and gives handy hints on the various attack orbits as well as setting the scene. Atmosphere is something Wing Commander has in bucket-loads — and it's enhanced even further by a soundtrack that follows the action.

While (nearly) everything that the manual details is present, I wasn't expecting it to be so slip-slop! Not only is it graphically sluggish, but movement and functions are also hampered by the fact that they happen a few seconds after you wanted them to. This makes the action a little frustrating.

The assorted missions available (as well as the weapons systems and wingman) help to stop Commander being a total 16-bit failure, but when you think about it (in the 3-D space class of yesterday) you begin to wonder...

If you can take the pedestrian pace and response, you'll be as happy as an Inverse Submarine at a Miss Lovely Legs competition. On the other hand, you've adjusted to look elsewhere — unless you're an A1200 owner. Take it easy. Slowly...

TIP TIME! Don't confront enemies head-on — you'll find it much safer to get behind them and use your thrust function to keep close. Fly at will!

“Atmosphere is something Wing Commander has in bucket-loads”

A1200-ONLY VERSION

■ Having had a fair old blast on Wing Commander on the office A200, I can't honestly say that I was overly impressed. Graphically slooting (in places) it may well be, but the jerky, unresponsive flight controls left, I thought, much to be desired.

On slipping it into the floppy drive of my home-based A1200, however, the game's enormous appeal was suddenly unlocked. The ray-traced bitmapped graphics suddenly launch themselves into a league of their own and, while I'm still finding the ship's control method a tad awkward (oh, for an Elite-style flight system and radar!), the double-fast screen update all but did away with the sudden-death syndrome prevalent on the 16-bit machines — having an asteroid appear before you with no time to take evasive action is a serious flaw, fortunately the 32-bit owners won't have to suffer.

All in all, I wouldn't hesitate to recommend the game to owners of the A1200 and, while the movie-style element still remains undeniably compelling in the game's 16-bit incarnation, I would point out that it's the actual flying and fighting which provide Wing Commander with its appeal, and these elements are sadly lacking on the slower machines (sob!). ■



RICH PICKINGS

Yes, we know these four Ocean games have been in the shops for a while now. Trouble is, we previously had difficulty obtaining review copies. But now we've got 'em, we thought we'd better do a quick roundup — especially for those who never buy a game until they've read the AMIGA FORCE review first!

■ Ocean, £25.99

While the most animated intro of a cartoon Kim Basinger dancing provocatively had the whole office literally drooling over the monitor, it's all downhill from there.

Trying to convert the film's silly plot into a game was never going to be easy... Jack Denno, an artistic convert, invents an alternative animated reality called Cool World, populated by Doodles, including the delightful Holly World (Kim Basinger). Of course, the obligatory world's-at-war, to life and the Doodles are victims in real the real world and risk a few consumer durables. The increase in crime is nothing compared to the instability caused in the cosmic balance, threatening the very existence of the universe.

Made of that what you eat, but Ocean came up with a very dull platform shoot-'em-up. You play the policeman Hanko, who must use the voiceless to slip between the two worlds, retrieving stolen objects from the Cool one and, in reality, shooting Doodles and sucking the resultinginky babies into a pen. Too many Doodles is really, and/or too many stolen objects in Cool World, and a life is lost. It turns out to be a tedious balancing act as you

COOL WORLD



try to survive for the required amount of time. The 10 levels get gradually harder, but all play identically.

The one aspect you'd have thought would have been well-implemented would be those cartoon characters, but the graphics are inexplicably poor. You're first greeted by a tacky-looking mass of streets populated with badly animated sprites. You must shoot the latter to reveal coins: collect enough of these and you can enter the door to next laborious level. Seriously uncool.



WWF EUROPEAN RAMPAGE TOUR

■ Ocean, £25.99

If you thought real-life wrestling was crap, you ain't seen nothing yet! I mean, the first WWF game was pretty dull with all its arm-wrestling jiggling, but it looks like a masterpiece compared to European Rampage.

It's poor from start to finish. The presentation's unspectacular (not even any pre-match ratings), while graphics utilise a dodgy pseudo-3-D effect with a far too low viewpoint (why didn't they retain the original games' angle?) and small, poorly animated sprites. Worst of all, gameplay is about as exciting as watching the entire series of Galt Black Win one thing... Boy, is it bad.

Your wrestler can perform flying kicks, dives, rolls, holds, and throws. Trouble is, the computer opponents are so thick that most manoeuvres aren't required. All you have to do is stand in the corner and keep pressing fire. After hopelessly trying to get behind you, your stupid opponent walks straight into your slaps and kicks, then falls onto the floor where you can stomp on his head. Better still, by standing on top a corner post, very often the other wrestler will go charging into it and fall flat on his face! The only thing the computer wrestlers are any good at is tagging their partner when low on energy. Still, it doesn't take long before they're both so tired that you can pin one down for the required three seconds and win the bout.

This faiso continues against each of the three teams, before repeating the process in another European location. There is a two-player mode, but with such little skill involved it's hardly any improvement.

If you thought faiso lancers were a thing of the past, think again. This is an insult to the good name of the WWF — and that's saying something!



LETHAL WEAPON

■ Ocean, £25.99

Why the first two films didn't spawn their own computer licences is a complete mystery, but *Lethal Weapon* apparently an amalgamation of all three movies. Sadly, there's no two-player mode; you must choose between Riggs or Murtaugh. However, at least the two characters are different in ability as well as appearance: Riggs is better at unarmed combat, while Murtaugh packs more firepower.

The action takes the same form on each of four missions (you can play the first three in any order). It's a multidirectionally scrolling platform shoot-'em-up, with your smallish

character running and jumping along, shooting at gunfymeats-oring villains while looking for evidence. However, collectable (ammo's in short supply, so the ability to kick badies at close range comes in useful. There are also doors leading to rooms, and lifts to take you higher. The hero can even swim under water in the harbour — but watch out for patrolling sharks!

It's not the most innovative of concepts, but the basic gameplay is designed so that you always want to get just that bit further. On the other hand, if you do get frustrated you can always try another mission.

It's nothing near flashy or special enough to be a true blockbuster, but *Lethal Weapon* is an enjoyable romp.



■ Above: Hectic platform shoot-'em-up action in Ocean's *Lethal Weapon*. Below: More hectic platform shoot-'em-up action in *Lethal Weapon*



■ Platforms, lifts, guns and bombs — nothing new but beautifully implemented.



ROBOSPORT

■ Ocean, £25.99

Calling it to be the thinking man's shoot-'em-up, *RoboSport* is actually more of a strategy game in the style of *Lunar Squid* (where the later reviewed in water). However, though, *RoboSport* is very hard to get into. You use instead of simply taking turns to move your things there, they're robot around, you must program all their moves, wait for your opponents (up to four human/computer players can participate) to do the same, then see what happens by playing

the 'movie' of all the sides' simultaneous movements.

While this is more realistic than simply taking turns, it does create a few problems. For instance, you never get to fire directly at targets — instead, you have to fire at areas of the multidirectionally scrolling map, and hope you hit something! Thankfully, there's a 'scan' & 'fire' function which enables your robot to automatically fire at any enemy entering its line of sight (as in *Lunar Squid*). Even so, there's a lack of satisfaction at not having 'hairs' or control of your firing and movements — watching a movie of pre-programmed manoeuvres doesn't have quite the same immediacy. And multi-player games suffer from the classic boredom during your opponent's turn syndrome.

RoboSport isn't a bad game. Most impressive is its host of options, including five different 'weapons' (or objectives), five formations (defining the types of robots on each team), four game lengths, three battle arenas, and (best of all) up to four sides. Be warned, though: you're likely to tear a bit of hair out while getting to grips with it.



■ Awkward to get to grips with, and frustrating when you do, this licence-driven *RoboSport* could (and should!) have been a lot more fun to play.



THE DREAM TEAM

■ Ocean, £25.99



■ Above: Bart will stop at nothing in this mission to paint the town red. Below: Garfield, Jerry, and Grumpy (translation: take that, you fighter!)



Three big bosses in one package? It could be a bargain — or something nightmares are made of.

The package kicks off to a moderately good start with *Bart Simpson vs The Space Mutants*. Horrible aliens have landed in Bart's home town of Springfield, and are attempting to take over the world with a special super-weapon. However, they've still got to collect the various elements needed to assemble it (ranging from hats to purple objects and nuclear notes). The only way they can be stopped is for Bart to hide the necessary items...

Space Mutants isn't the best game I've ever played, but its tricky platform action proves moderately compulsive for a while. The problem is that the game's a little too infuriating for its own good, and you eventually wonder why you bother (and then subsequently don't). To enjoy this fully, you'd need the patience of a saint and nerves of



steel, as well as a nice padded cell to retire to afterwards.

The dream is I do

WWF Wrestlingmania is a game of fighting, mixed pin match insults and scolding rings. It's also far better than its successor (reviewed elsewhere this list) but that doesn't mean that it's particularly wonderful. For a start, it relies heavily on joystick wiggling to winning bouts is a simple matter of how fast you can wiggle, and how long you can keep it up. By the time you reach the second or third round, your arm aches so much that you really don't feel like carrying on, and the only thing that could possibly cheer you up is to see the programmers toadish with burning joysticks.

Lucky, even the two-player game does little to improve affairs. As I've already said, it's more of a test of strength for both you and your joystick than an opportunity for gaming skill. **WWF** was far better on the 8-bit machines, where such mixed gameplay can (just about) be excused.

The last game on the pack just happens to be the terminally mediocre *Terminator 2*. I've already had to review this once this month, and I'll be blown if I'm going to do it again. Look to page 26 (and the budget review) for an infinitely more detailed account, and draw your conclusions from that...

As for *The Dream Team*, need I say more?



SUPERFIGHTER

■ Ocean, £25.99

After *Street Fighter II*, my attitude towards other Amiga beat-'em-ups has been a little negative. The *Superfighter* compilation hasn't done a great deal to alter that.

PH-Fighter (reviewed in its budget incarnation last month) is an exceedingly violent rendition of an illegal fighting competition. With a host of different opponents to fight and furniture to smash them round the head with, it really is a great way to pass the time. The action gets even hotter after a friend joins in, as the two-on-two battles are almost as much fun as the occasional 'Grudge Match' where you're actively encouraged to smash your opponent's teeth down his throat. It's not as good as *Street Fighter II*, but it's certainly a fair bet (and infinitely better than the SNES version).

WWF Wrestlingmania has already appeared on a compilation this month. It wasn't much to go on that, and surprisingly enough it isn't

particularly hot on *Superfighters*. The less said the better, I feel.

Not worth fighting for

Final Fight is a beat-'em-up in the classic *Double Dragon* / *Target Renegade* mould. Taking the part of one of three characters, you've got to plough through endless thugs to save (depending on which character you're choosing) your girlfriend, daughter, or friend.

While it remains enjoyable for a short while, you soon become aware of some rather nailing inadequacies. For example, the game tends to stop in the middle of the action and ask you to change disks. I don't know WHY this happens. I just know that it DOES and it's VERY ANNOYING! The control response seems a little on the sluggish side too, and there's no feeling of weight behind the movements. It's not what you'd call a terrible game, but I've seen a lot better...

If you want a decent beat-'em-up, nip out and buy *Street Fighter II*. If you can't afford that, get *PH-Fighter* on budget.



■ I've been thrown-in for good measure on this rock 'n' compilation — but it ain't canvass many votes in the office 'healthy poll'. (You're fired — Ed).



BIG BOX 2

■ **Beau Jolly,**
£29.99

Compilations are often used as an excuse to make money from insipid back-catalogues, but occasionally a company will buy software from other producers and come up with something special. At this point, certain philosophical questions spring to mind, such as 'do ants scream when cornered by an ant-warrior', 'did Archimedes get into the bath 'cos his wife said 'curse it'', and 'will Big Box 2, with its ten titles, fit into the aforementioned "special" category?'

R-Type is an exceptionally good MSX to a compilation. This classic coin-op conversion does have its fair share of critics and is perhaps looking a little dated, but I still maintain it's one of the most enjoyable and satisfying shoot-'em-ups available. One of the more impressive features is the wealth of colourful power-ups — they're as useful as they are powerful, something I'd say is lacking in so many otherwise great games. Possibly the only criticism I've got about this being included is that most people will already own a copy, as it's been released on other compilations as well as full price and budget.

Demolition's a new one on this. It's a puzzle game requiring the joystick wielder to carefully detonate bombs on destructible tiles. Careful thought is needed to do this, and it's all up against a tight time limit. It's a simple concept that, while unimproving, proves to be a worthwhile (although occasionally infuriating) way to pass the time.

BC's is another classic, but looks a tad flat compared with more recent beat-'em-ups — especially *Street Fighter 2*. Taking the standard one-on-one fighting theme, it injects

an innovative twist: an additional character for three-cornered fights (with one or two humans participating). You can be battling away with the one opponent, only to have the other sneak up and kick your brains through your nose. As if that wasn't enough, there's also a couple of interesting sub-games that break up the beatings and give you the opportunity to score extra points.

However, this is one of those unusual Aringo games that worked better on the C64. (Strange as it may seem, **R-Type**'s 8-bit counterpart had more realistically defined characters (the Aringo sprites look too chunky) and gave a greater feeling of weight behind the various moves.

And the rest...

You may be noting that it's getting to the end of the review, and I still haven't covered the other games included in the pack. Well, basically they're not really worth the space. **The Real Ghostbusters** is a poor overhead-view shoot-'em-up (a conversion of the full coin-op), while **Defenders of the Earth** is a not sideways-scrolling shooty affair with nice parallax but an astounding lack of

gameplay. **Shanghai's** a boring tile-oriented puzzle game that's decidedly uninvited to handle, while **Sinked And The Thine Of The Falcon** is a joke to all non-hard-disk owners. **Amazyle's** an average shooty game (not a patch on the C64 classic) and **Back To The Future II's** a curious mix of inspired sub-games. Finally, **TV Sports Football** isn't bad, but will totally bewilder anyone but ardent gridiron fans.

So (before intake of breath), there you have it. Big Box 2 is hardly the greatest compilation around, and only worth the cash if you haven't got the first three games.

RICH PICKINGS



■ **Top:** **R-Type** is probably the best game on the collection. Above: **But Demolition's** not bad either. Below: **The Real Ghostbusters** — 8-bit clone for ghostly Aringos.



“Hardly the greatest compilation around”

■ A couple of classics rub shoulders with some slightly less prestigious titles in this packed package.







PROGRAMS / DATA DESIGN

amiga
FORCE

RICH PICKINGS

■ Kablam! Special weapons play an important part in *The Chaos Engine*, here's a particularly handy example.



■ Comprehensive options and data screens keep the player updated between levels — and don't they look neat?



■ No, not the Man of Steel's family album — these ugly mugs are all that stand between the end-of-the-world-as-we-know-it and salvation. It won't take long before you've found a favourite among 'em.



■ After seeing a few too many plan-view shooters, I wasn't exactly hopping with joy at the prospect of another. How happy I was when *The Chaos Engine* proved to be — undoubtedly — the best the genre's had to offer so far. Everything you'd hope for from a computer game is there: pounding soundtrack and FX, brilliant graphics, and gameplay that's enough to corrupt young minds everywhere (I write to believe what the tabloids tell us).

It even manages to do away with one of my major bugbears in arcade games today by including a password system. Really, I could spend all day extolling the virtues of the Bitmap Bros epic but I think there's more important things in the world. (Sounds of puerility in the AMIGA FORCE reading hierarchy: Could he mean solving the crisis in Bosnia? Or perhaps he's going to lead Sterling to a horrendous recovery? Or perhaps he's going to play it again (and again, ad infinitum)...

■ Left? If you go down to the woods today you'll be in for a BIG surprise — and it's certainly no picnic! Below: *World Two's* a real toughie...



THE

■ **Renegade, £25.99**

A t last! Finally a complete, debugged copy of *The Bitmap Bros' Chaos Engine* makes its office debut — we've had the demo for ages but I've steadfastly refused to review the game 'till then — but has, all the waiting been worth it...?

You bet! Like *Real Wildcat* on- and off, this one or two-player multidirectionally scrolling tomo has the Bitmap stamp of quality plastered all over it. From the typically minimalist intro sequence right through to the final showdown, this game oozes professional, polished class. Atmospheric FX, a pounding soundtrack and sampled speech accompany the on-screen mayhem exquisitely, while the graphics themselves are, predictably, first rate, detailed, clear and all firmly adhering to the game's style (even the word 'pause' is a graphical delight).

The story line, too, has been carefully considered: set in an H.G. Wellsian Victorian period, the plot sees two mercenaries (if you play alone, select an intelligent computer-controlled character to accompany you) desperately attempting to reach the anarchic



■ You've got to hand it to the Bitmaps, their sprites are weird!



■ Those golden 'nodes' perform a number of different functions — here they both need to be shot before the exit opens.



■ After the disappointment of *Magic Pockets*, the Bitmap Bros are back with a bang. The *Chaos Engine* is easily their best game yet, simply oozing quality. You choose and equip your character via attractive menus, and the full statistics are shown after every level, even incorporating the characters' separate tales. Coupled with mindy music, it's sets the scene for the multidirectionally scrolling action. The isometric backdrops are gorgeous, and the characters animated in great detail — I love the shotgun's authentic pumping action.

Thoughtful design is even more evident in the gameplay. The difficulty level's proved perfect, enabling you to get used to the umbrishing baddies, and the process of shooting nodes and collecting keys, before the action really gets up. And doesn't it just? With two players, you must really co-operate well to stave off swarming enemies, covering each other's backs all the way. At the same time, greed comes in when collecting the cash, food, and special weapons. And for once the solo mode is just as engrossing, due to the addition of a computer-controlled companion who behaves surprisingly intelligently. Combining stunning programming and excellent game design, *The Chaos Engine* is a true masterpiece. ■



CHAOS ENGINE

'engine' of the title. Devised by, you guessed it, a potty professor, the machine is hopelessly out of control and is drawing all manner of weird and wicked monsters into the surrounding environment.

It's the love of hard cash and not any perverse sense of ecological conscience that drives the gun (and Molotov-cocktail)-toting dudes ever onwards, though. There are six 'aid-as-thu follows to choose from, each differing in a number of areas. The character's 'Skill' rating dictates when and how special weapons/abilities may be used. 'Stamina' is bloody obvious (when you run out you've croaked); 'Speed' indicates how quickly you can leg it away from particularly insistent critters; and 'Wisdom' only affects the computer-controlled player in 'one-player' mode (the higher his rating, the more enemies he's likely to annihilate and the less his help likely to take).

Anarchy, chaos, Stanley Ogden!

Apart from the flashy graphics and superior

sonics, what really sets *The Chaos Engine* apart from the crowd is the sheer playability of the thing. The careful working out of learning curves is something that's all-too-often absent in software nowadays, but that's certainly not the case here. The instructions give only enough information for the player to get up and running (mostly away). The game's early stages take care of any further education.

Also, the way that the levels have been devised is frankly flawless. The difficulty level climbs ever higher as progress is made, of course, enabling just that little bit further to be reached each go. All this combines to provide a very messy game — I was up till gone three this morning having just one more go!

Other little quirks that genuinely add to the pleasure of playing include the fact that every monster leaves something behind (it's usually just cash, but often power-ups, keys and special weapons are discarded). This fact alone introduces a huge element of

competitive spirit to accompany the co-operation angle — sure, he's your buddy and, naturally, you'll defend his ass against attack... but if you can scoop more cash than he does it'll be your weapon that upgrades into a super blow-'em-all-to-bits mega-flamethrower. The game's occasional 'stop-screen' (found after every second and fourth level), intelligent adversaries also add to the fun — hang about for a minute and they'll stomp you mercilessly; if you run away they give chase.

Anyway, look, it's a good game! It's funny, though, as although the game is definitely '80s in design it really took me back to the 'good old days', when games offered more than just a handful of flashy devices and seemed to engross the player to a far higher degree. Buy it.

TIP TIME! Only took rush in. Take your time, gradually scooting the play area to reveal the next few baddies. Deal with these before moving on — running past them is not recommended, as they'll follow you! Also, make sure to buy the next issue of *AMIGA FORCE* for some stunning *Chaos Engine* maps and tips that'll knock you over!



FORCE mail

As our popularity grows, so does the mailing. A diverse bunch of topics are covered this month and no mistake — if you'd like to air your own particular points of view, the address is shown at the end of the column. Occasional freebies will be awarded as and when the Ed sees fit, but he's a bit of a tightwad so don't expect the Earth...

AND TO TOP IT ALL

Dear AMIGA FORCE

Could you please send me a copy of the top ten games on the Amiga? For example the top ten videogame games, top ten shoot-'em-ups, top ten simulations, top ten fighting, top ten driving, top ten platform, top ten sports. I hope you can help me as I've just purchased an Amiga and missed the first two copies of AMIGA FORCE.

Mr G J Whitehead, Liverpool

PS If you can't send me the info I need, could it would you be publishing it?

■ Shame on you, G. J., how could you have missed out on issues 1 and 2? Issue One featured a fantastic Phil King feature detailing the 15 best-ever driving games on the Amiga, while last issue (see The Month of Channel 4's The Big Breakfast here) rounded up the all-time top 20 shoot-'em-ups. Back issues of AMIGA FORCE are always available through

our mail-order company; phone Database Direct on 021 337 2651 or, if you're lucky to have a fax machine, their Fax number is 021 337 2612.

The other games you mention will be tackled in future issues, so keep 'em posted. In fact, why not take advantage of our generous subscription offer (page 72)? That way you're guaranteed to get all the crucial blah blah blah every month without having to etc etc! Steve

A MEAGRE AILMENT

Dear Steve

I've been a reader of ZDAP! 64 since February 1990 (issue 56) to the last (issue 66, November 1992).

I acquired an Amiga 500+ in April 1990 for my 14th birthday.

Due to the ZDAP! 64 connection I was thrilled when you said you were releasing AMIGA FORCE. I own a Game Gear and have also bought SEGA FORCE from issue One.

I have a problem though. When I turn on my Amiga the screen light flashes on and off and the screen changes from black to a sort of Sheffield United away strip green.

When I put a disk in nothing happens, but if I play with the modulator in the back of the computer it affects the picture, sometimes resulting in a blackout in power to the computer, with the television just being unfused and fuzzy. I feel this could help other

understanding of having the game.

In other words, I have a few pages aimed at younger children who I'm sure enjoy reading a small, brief, but to the point review (a worth having isn't better reviewing).

Mr G Miller, Tingley

PS In issue 2 (page 15) the picture of Barbarian it is that the Wolf of The Gladiators fame? If I'm right could you give me a copy please. Best! Best!

■ Well I do hope that any of our younger readers skimming this column weren't overly confused by your letter. Mr Miller — I certainly was! What you're driving at, I assume, is some kind of 'Kids Column' — but what would be the point? Pretty soon we may start

rating the games anyway (see the reader survey on page 19), which will mean a quick glance at the scores will tell 'em all they need to know in the 'worth buying' department. And besides, most kids that I know are a good deal smarter than they're given credit for. Did you know, for example, that the average reading age in the UK is just that of a nine-year-old? (Down as low as five in America). So no, a column for kids is out of the question — I wouldn't dream of insulting their intelligence.

And as that 'Wolf on the Barbarian it cover? Whoever he is, he looks a right palook to me (although I wouldn't say it to his face). Besides, I ignore all begging letters, so what takes?

Steve

YOUNG TEARAWAY

Dear Sirs

In October we bought your magazine which we found great.

What we would like to know is, in the magazine there is a game advertised called Tearaway Thomas which, according to the write-up, was meant to be released in October 1992. My son, who is nine, got an Amiga 500 for Christmas and really would have liked Tearaway Thomas too, but we can't get it anywhere. Nobody has heard of it, and the odd one who has, has no idea when it'll be in the shops.

Could you please tell us if and when it might be in the shops as my son is still patiently



waiting. It's happened to some of my friends.

Please reply, Best Wishes,

Paul Fowling, Tonbridge Wells, Kent

■ Ooh, nasty. Sounds to me like you've got some serious problems there, Paul. My advice would be to try this first: Switch off the power supply then plug it in from the wall socket in the double sure. Then carefully inspect all the pins that protrude from the modulator as one of them could well be a bit sticky (dust, broken, etc). If one is show-off, you can always try twisting it back with a bit; but if they're all looking good, move into the actual power lead. I suffered similar symptoms to those you describe with my own A500, the cause being my connector from the transformer was a bit loose in its socket... a tiny piece of sticky tape around the square cladding of the plug and a good shove soon sorted it out. Please note, though, that I'm certainly no technical whizz so 'You can say that again!' — The Rest Of The A-Team, and my sticky tape tips should only be attempted at the owner's risk. I nor (purse-pink) impact, can be held responsible for any damage (but may arise from following these suggestions). Okay?

If all else fails, you're looking at a trip to the hospital for sick Amigas, I'm afraid. There are several good places to try, but one of the best are Hasekord Electronics in Essex (tel: 0702 307460). They run a collection/repair service and give free estimates into the bargain. Happy Zapping!

Steve

A WOLF IN LITTLE CLOTHING

Dear Sirs

May I add my congratulations in respect of your first two issues. Impressed so far!

Have the ideas of magazine format ever been addressed (in regard of AMIGA FORCE), that some of the pages (sections) could be printed a little larger and simpler; the reason being many children buy your mag, look at the large picture section in reviews, think 'Oh they look good', and don't bother to read the review because it looks full of big words, irrelevant (see here) to their

waiting to obtain it.
We wait for a hopeful reply.

**Mr. Jane Deary, Richmond, North
Yorks**

■ Okay Jane, here's the deal. *Teenage* (Thames) is being distributed by a company called DM, who release their products under the banner of Global Software. The game will have been in the shops for a few weeks by the time you read this so it's altogether possible that you may have bought it. If you're still having trouble, though, DM's ever-so-efficient mail-order department would be delighted to supply you with a copy. Give 'em a ring on (0753) 880088 for further details...
Steve

INTEREST RATES

Dear Steve

Thank God there is finally a magazine that is completely devoted to games. I must admit, AMIGA FORCE is a great read — so please don't mock it up with a load of technical naff or coverdisks. And by the way, what the hell is a 'poker' (in the chess section, issue 2)?

I really think what AMIGA FORCE needs is to give a percentage mark to each game. It would give us a good idea as to whether it is recommended or not. If A-FORCE had this system I would give it 100%!

I wish you all the best of luck in the future.

SWIVEL HIPS

Hello, good day and yipped!

I am soon going to be a new AMIGA owner and was looking at your magazine (very interesting) when I came across the Force Nine Mail section. I read the first letter with the four questions, but when I came to question three and it said 'When will software companies make games like *Swirl* compatible with the A600?' I was astonished, because I was going to buy an Amiga 600 so I could play *Swirl*. So I rang up The Sales Curve to make sure, but they said it was out for the A600 so I would just like to correct Gareth Foster, and say that maybe there's something wrong with his disk!

**Hugo Wilkinson, Brockley,
London**

■ Did you know that *Swirl* was removed to make room for *Silverburn 47 Spies* (The Sales Curve) categorically denied this, but when you look at the game — especially the way some of the sprites assemble themselves — it's easy to believe the hearing.

Anyways, idle gossip and trivia aside, you're right. *Swirl* will run on the A600, but NOT EVERY COPY! Try before you buy to ensure compatibility, and if you're ordering the game (one of my all-time fave shoot-'em-ups), try the way through a mail-order company, make sure you emphasize which machine you own.

Steve

and I'm sure that AMIGA FORCE will be a big hit.

Brendan O' Callaghan, Thurles, Eire
PS I thought your reply to a letter entitled 'Disgraced of Sheffield' was a real beauty — I was laughing for about ten minutes after! Keep it up!

■ Nice to hear from you, Brendan, here's what you want to know. Pokes are basically cheats which are usually issued to the computer via a special cartridge (in Data Electronic's Action Replay etc.). Clever dicks can actually avoid using a cart by writing their own routines, but this is mind-bogglingly complicated; that's why we use the Action Replay! We find pokes essential when playing games for the reviews, as it allows us to see far more of the game — usually ALL! — enabling us to give balanced opinions on what the game has to offer. What the pokes does is change certain values in the game code. For example, say a game gives the player three lives to start, well somewhere in the code a life will appear instructing the computer to ensure that only three lives are ever available at the start of a new game. With the correct poke installed into the program this value can be changed to practically anything you like, so 999 lives isn't out of the question. They also work with nearly anything that has a definite value — jamies, shitties, smart bombs etc. The one problem, though, is that Commodore neglected to include a cartridge port on the A600, so users of the cut-down marvel can't utilise 'em. Sorry! If you own an Amiga with a cart port and want further details on Data's Action Replay, give 'em a ring on (0752) 743107.

And as for rating games goes, see the reader survey for details on how to make your feelings known...

Steve

HOLIDAY READING

Dear Sir

I am writing to say thanks for a good mag. I got hold of the first issue when I was on holiday, and to see an Amiga mag with no cover disk for £1.95 is very good. Also, please keep the Cut-Out N Chest section — I like it, and it's a new thing for a computer mag.

Also, please could you let me know when I have to look out for the next issue because the first one had 'Autumn/Winter 1992' on the cover.

I am a 50-year-old disabled person and I like to get all types of Amiga mags. The ones I get and save are Format and Power and, what I do is, get the hints, tips and cheats from the mags and put them on to a database. Then if anybody wants one from me I can just access the database and print out the lot of what they want.

Mr J M Pearson, Mansfield, Notts

■ Thanks, J.M., it's always nice to hear from a fan. By the way, any chance of your phone number? We could do work with access to a tips database such as yours! Especially for the Tips Bits at the end of this column...

Steve

TIPS BITS

Most letters that wing their way to our luxury offices (often) have at least one request for help tucked away among the ramblings and rantings. This is where they end up. We haven't played every Amiga game to its conclusion, stickers that we like, but you can tell your bottom dollar (or just your bottom if you're short) that someone, somewhere, has. If you're stuck, be specific, this isn't a net for full solutions. And if you can help write in, You won't win anything, but we can personally guarantee good. Sometimes a cushy place in Amiga heaven if they supply the answers to these heart-bet pleas!

■ I am writing in because, on *Silly Putty* I can't get past the first level on Techno Fear (the one where the robots have to be put in the pits). I think it is hard because I do try to get the robots.

Tim Budd, Clyfford Rd, Riddip, Gdn

■ I would be most grateful if you could tell me any cheats or secrets on how to complete *Countries* II and *Fire And Ice*.

**Stuart W Lippin, Donminton,
Glasgow**

■ I wonder if you can help me with a number of things, because I can't get past the third level of *Magic*. Packets and I'm completely hobbled on *Fantasy World* (Disc). I've thrown the two rocks in the water at the broken bridge, but I can't make it to the other side.

Andy Arch, Halsbury, North Yorks

■ On *International Ice Hockey* the cheat is this, when you score a goal, keep pressing F1 and you will be awarded about 30 points. Also, on *Ice* when you get past the final, tell you go up the ladder and jump onto the side at the outside the ground where you stand. Then you will be in a place with birds and pigs. If you want to know you go into a word box and you will be back on the ground.

**Bronck Carr, Southport,
Merseyside**

■ In *Dragonquest* by Gasteria I can get to the castle but I get stuck here. I can't figure anybody out there who can help me?

Also, in *Dark* W. The Space Mutants can anyone tell me how to get the head of Jacobson Springfield on the first level?

**Brendan O' Callaghan, Thurles,
Eire**

GOING PUBLIC

The Public Domain scene is always full of surprises — most of them welcome! Wading through the sea of value-for-money games this month, JAMES PRICE discovered some priceless games and an excellent utility to make your A600/1200 much more compatible with old Amiga software...



POM POM GUNNER

■ **Shoot-up PD**

Missile shoot-'em-ups have been popular for a fair few years now. Missiles themselves have also been around for a bit, and it's curious that a game should pop up that incorporates the two.

After the nauseating 'God Bless America' statement on the title screen, I respected little. After all, it's a programmer is deluded enough to



DOWNHILL CHALLENGE

■ **Shoot-up PD**

I've always been a fan of going on the pine, but skiing seems a little contrived to me. Skiing is a tedious condition, waiting to bustle yourself down a slope at breakneck speeds only to embed yourself in a nearby tree is not my idea of a good time.

However, Downhill Challenge is a worthwhile way to pass the time, without the skull-cracking, nose-melting discomforts of its subject sport. Controlling your man down the gradients is a simple matter of moving left and right to avoid the assorted objects, while a quick click of the fire button results in an unimpressive jump. Crashing into obstacles such as trees and assorted debris results in the skier tumbling to the ground with a terrible lack of grace (and not a dry eye in the house, I'm sure). All in all, Downhill Challenge is an enjoyable PD outing. I can't promise that you'll be playing it into the small hours, but there's enough to keep you happy for an hour or two, at least.

believe that the US of A is the embodiment of beauty and tasty apple pie, then the game's going to reflect his madness by being a little naïf.

Pom Pom Gunner is a game of mindless violence with the emphasis firmly on 'defence' (?!). The levels are orientated around WWII attacks on American forces: you (as a God-fearing soldier) sit at the helm of a huge gun, trying to destroy the airborne enemy. This is displayed (and implemented) along the same lines as Operation Wolf, but with static screens and a plethora of rusty planes. Moving the target sights around the playing area, you have to shoot down as many enemies as possible, ensuring you pick your targets correctly so as to not harm friendly aircraft.

It's all good fun, but comes a \$7 Shareware fee, and I doubt everyone would want to pay that much (or have the hassle of exchanging the currency) for a game that lacks sensibility. It's certainly worth a look, though...



TOWER HILL

■ **Shoot-up PD**

Text adventures tend to be rather limited. It's so infuriating typing commands in, only to be answered with 'You can't do that.' Perhaps this is why text adventures often work better: everything you can possibly do is there at your disposal, resulting in a minimum of fuss and bother.

TBAG GAMES DISK 01

(1 Disk)

■ **Roberta Smith DTP**

Garmed, this compilation's been around for a bit now, but new Amiga owners deserve to hear about it, don't you think?



Missile Command is (as you'd expect) an Amiga version of the old arcade classic.

Defending cities from a fearsome nuclear assault has never been so much fun and it's a well-programmed tribute that does the original proud. Despite only having one missile base to command! — Ed.

For another PD recreation of an old game, this time the subject matter is CDs. For those of you who've never seen



QUADRIX/ TUMBLER STREET ■ Best-up PB

Titled as by far the best puzzle game to rise its head on any computer format, *Quadrix*'s successor *Wetrix* won't half as addictive.

Quadrix is a resolution on *Wetrix*, in which the same four-sided "well,"



into which fall the "stones," but this time they're in three dimensions. To fit them in the appropriate spaces you have to use the

numerical keypad to rotate them. Once your piece is facing in the right direction, you can use the cursor keys to position it correctly for the drop.

Whereas I dabbled *Wetrix* with a passion, *Quadrix* is more fun than a freehouse full of intoxicated monkeys. The extra dimension really does add an extra dimension — if you use what I mean — and the difficulty level is raised on the right side or at 8000. It's a lot of a shame for Atari owners. Bought the keypad, see?!

Tumbler Street is a simple concept implemented with style. Your digitized host invites three tumbler legends in a confusing fashion. You have to watch his juggling carefully and pick the tumbler with the ball inside.

This is made a little more interesting by the

Tower Hill is an icon-driven adventure on LucasArtsware, with a familiar mythical theme. At the necessary icons are displayed on a single screen, with a central box graphically depicting the room you're in, while a text box at the bottom tells you about it. Exploring the many rooms and solving puzzles is great fun, and for the decidedly budget price you'd be a fool to miss it.

PUBLIC DOMAIN



addition of bats, which can be increased or reduced, depending how confident you are. Lots of money can be lost this way, and you even get the instruction for this money do-and-to taking your cash and putting it in his pocket pocket!



the original, the game involves filling the screen with boxes while avoiding nasties traveling the lines. Confused? Relax, rise, it's a simple concept which plays well — although I've seen other superior versions before now...

Concentration is a puzzle game based upon the TV series of *Concentration*. Across the screen is a board of blocks:



clicking on one reveals its hidden picture, and the idea is to match the pictures to show the word concealed beneath the idea. Every time you get a correct pair, you get given the opportunity to guess the word, until you finally get it right or run out of time. As simple as Hangman and surprisingly enjoyable.

Concentration is an interesting little game. *Flora* is VERY strange. It's an attempt at creating pseudo-intelligent responses to sentences typed into the Amiga. Flora is, in fact, a psychoanalyst who makes you to tell for your problems. After getting the A-Piece class to think of every imaginative experience and insult, we all dutifully typed them in only to be confronted with polite incomprehension. As we all know, swearwords are hard and clever (Y) and if it can't recognise those, it must be a bit thick.

Rope is a great little puzzle game to be played against either the computer or a friend. On the 4 x 4 board of squares, the idea is to use your four pieces to either (a) get to the other side of the squares, or (b) take all your opponent's pieces. It's like a cut-down version of draughts, but with seven skill levels it's a nifty little challenge.



Everyone's fiddled with jokers, and *Snake Game*, *Simple* and *Pond* are three computerized renditions. Each one comes with three difficulty levels, and I defy anyone to solve *Snake Game* on the hardest setting — it's not possible, I'm sure.



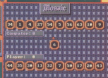
Sliders is an interesting one-on-one duel, played either against the computer or a friend. Speeding around the mazes, you have to take

out the opposition by using the rockets fired to the front of your cat, while avoiding its. It's all very simplistic, but enjoyable — especially with two players.



So, *Montana* and *X-File* (apparently pronounced creatively) aren't of such high quality. *Montana* is an over-the-top one-player card game, and *X-File* seems like *Mac-Man* meets a mad programmer.

Overall, however, this is one of the best packages of nine games available. It's worth getting for *Microsoft Command* alone, and for £1.40 you certainly can't complain.



ELEVATION

■ 17-Bit

Elevation is a particularly simple (if unimpressive) concept that deserves a mention because it's so much fun. All you have to do is get to the top of each screen, using the assorted platforms and ladders, while avoiding enemies. Sounds easy? Well yes it is at first, but soon gets hair-raising tricky.

The graphics and sound both serve their purpose well enough, and even though it's not going to astound you, Elevation's certainly worth a quick blast.



THE VIKING SAGA

■ Deja Vu

Strategy games may not be everyone's cup of aggro, but when they're as good (or as cheap!) as The Viking Saga, you can't go far wrong. After loading I was practically

snowed under by a deluge of options — something I'd anticipated — but what surprised me was how easy they were to use.

Taking control of your army, you have to gain total dominance of the surrounding towns, ports and islands. However, it's not just a case of sending out troops and hoping all goes well — you have to aim them first and, to do that, you have to be financially solvent.

MONEYSPINNER

■ Deja Vu



'Space Trading Game' it said on the disk. This inspired me in the same way a kick in the teeth would. After seeing almost endless amounts of text-oriented games that took the bartering elements of the old classic, D&D, and discarded the enjoyable fight sequences, I wasn't exactly hopping with joy.

Well, Money Spinner does have a large bartering element, but the arcade section is one of the most enjoyable I've seen in a

while. Space is viewed from above and you control your craft with simple left/right/thrust controls. Between trading and hyperspacing to different areas, you can engage in all manner of dogfights — you can even destroy friendly traders and pinch their stock.

If I had to recommend just one game this month, this is it. With the excellent graphics and gameplay resulting in fairly more expensive commercial releases, you'd be a caffeine-soaked sardonic to miss it.



ESCAPADE

■ 17-Bit

Yet another game that deserved a quick mention. Look at the screenshots and you'll see it's a *Breakout* clone. Usually, this would be enough to fill the office with unquipped howls, but *Escapade* is one of the better ones we've seen. With power-ups, a detailed backdrop and mouse control, it scores highly on the playability scales. One to get if you're unfamiliar with this game and want to see what the fuss was about.

Money is accrued by owning towns and trading ports, both of which can be captured or lost. The more of these you own, the more money you get... and the more equipment you can supply to your armies.

Sluggish by no means (in *epic*), but there's an admirable amount of detail included, and it's a perfect option for those who don't want to be bogged down by complex instructions and rules. It'd also suit it's an absolute bargain for the asking price.

17 BIT SOFTWARE

First Floor Offices
310 Market Street
Waltham
West Yorkshire
WF1 1DS

17 bit ask for £3.95 per disk copy with an additional 50p in cover postage and packaging. They also do special offers for large orders. Hurrah!

KICK 1.3

■ 17-Bit

As all you A600 and A1200 owners know, incompatibility can be a nightmare. If you've upgraded to the aforementioned and have old software that doesn't work, or ordered PD that refuses to boot, *Kick 1.3* is the disk for you.

Essentially, it's a 'downgrader', making the computer ignore all hardware additions and use the basic elements that previous Amigas utilise. 17-bit reckon that 75% of incompatible software will work after installing this marvel (by simply booting it up before inserting your game disk). What more can you say?

GhostRider
of
Slipstream
Presents
kickstart
1.3 Dec 72

PUBLIC ADDRESS

DEJA VU

7 Hollinbrook
Beech Hill
Wigan
WA9 7SD

Deja Vu only deal in Locomotion, so the charge is a little higher than usual. However, the quality is top, so £3.99 + 50p P&P is rather a stiff deal. If you ask me.

BOOT-UP PD

30 Burnings Lane
Luton
Essex
RM14 2QQ

Avoid was perplexed. Surely they didn't charge a mere £1 for disk & duplication, with the only additional cost being the price of the stamps? They did, you know. And they still do.

ROBERTA SMITH DTP

100 Faboden Way
Hampstead Garden Suburb
London
NW11 6UE

Hele Maureen, did you get the shopping in? What's that? PD for 50p + 50p p&p? You're going mad, m'love? But she wasn't, because it *was* true.

Well, that just about wraps it all up for this month. If you run your own PD library, feel free to send disks in for evaluation. We've always got the time to look, and we're not going to say nasty things — if we don't like the game, we won't give it coverage. See you next month...

OBLIVION

■ 17-bit

A lot of PD games seem to be rehashed representations of old 8-bit or arcade games. However, that's not an especially bad thing — doubly so where *Oblivion*'s concerned. We've seen a few *Contra* clones before now, the most noteworthy being *Defender*. Software's trouble in Spain: *Contra* took the basic formula and tweaked it a bit, ensuring only to write a totally meiotic plot and give the main sprite a large chest. *Oblivion* can't quite match that (you should have seen them!) but it fits snugly into second place because it's so damn enjoyable.

If you've never heard of *Defender*, you've been missing something special. One of the original Williams coin-ops, it placed the hero in the seat of a lone spaceship. The idea was to fly left and right, destroying the aliens trying to kidnap people on the ground. It's rarely managed to carry a human to the top of the screen, it turned into a lethal mutant that usually destroyed you in ten

seconds flat. As the game scrolled in a loop, a scanner was thoughtfully provided to show the human and alien positions, making life easier. After all, you can't be everywhere at once, can you?

Oblivion takes all the winning elements from its parent game and improves them, giving large explosions to the gore-hungry masses and additional up-down scrolling to the claustrophobic. I can't see how anyone would fail to enjoy this exceedingly violent and loud game. Miss it at your peril.



OUR PRICE IS RIGHT!



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TOP 20
COMPUTER
GAMES!**



**amiga
FORCE**

OUR PRICE

GAME ZONE

Name
Address

Answer 1: a b c

Answer 2: a b c

Answer 3: a b c

...And if I'm a runner-up, I'd like a copy of..... please!

Send coupons (or a photocopy) to: **THE (OUR) PRICE IS RIGHT COMP, AMIGA FORCE, European Import, Ludlow, Shropshire SY8 1JH.** Just for the record, the closing date is 15 April.

Our Price have always been the right people to go to if you're looking for listening and viewing material. Well now you can watch the video, listen to the soundtrack, wear the T-shirt — and play the video game! Yep, Our Price have finally made the decision to stock computer software (including Amiga titles), and to celebrate they're offering some rather excellent prizes to those clever enough to answer the following three questions.

1. Who recently released a newer version of the song 'I've Got a Secret'?
A: Julie Gooden
B: Steve Nicks
C: Whitney Houston

2. Which series of horror films feature a character called Pin Head?
A: Police Academy
B: My Little Pony
C: Hellraiser

3. Where can you now buy good-value computer games from?
A: The Body Shop
B: Phil King's Underwear Drawer
C: Our Price Records

OUR PRICE PRIZES!

One lucky winner will win the top 20 selling games, as of this month. Just in case your arithmetic isn't as good as it should be, here's our 1990 worth of top-quality software — and here's that list in full...
Street Fighter II, Alien Breed, Second Edition, Strepococcus, Premier Manager, Sensible Soccer '89/90, Ming Conqueror, Nekk Paetz's Cost 2ool, Indiana Jones And The Fate Of Atlantis, Trivial Pursuit, James Bond, P-16 Combat Pilot, Dicky, Prince Of The Yolkies, Prince Of Persia, Royal Flush, A190 Harrier Assault, Fast Division Manager, Campaign, Indiana Jones And The Last Crusade, The Graphic Adventure, and Monkey Island 2 (given).

Ten runners-up can win any one game from the list, so remember to specify your choice when sending off the form (included somewhere on this page).

One of the most colourful games of all-time, we reckon Flair's platform romp is even better than Zool. It's got great playability and a host of very different levels. One of the most enjoyable is the Fairground, whose three areas make up a giant pier. Have all the fun of the fair with our multi-coloured maps!

AREA 1

BABIES TO RESCUE: 9

SPECIAL ITEMS

Heart

Improves your health.



Toys

Great for swinging up to otherwise unreachable platforms, and for basking baddies.



Sees

Should be avoided as it lowers your Troll's responsiveness.



Snail & Chains

Use to avoid it slows you down.



Shields

Temporary invulnerability.



Wings

Temporary ability of flight!



Springy Shoes

These allow you to jump high into the air.



Balloons

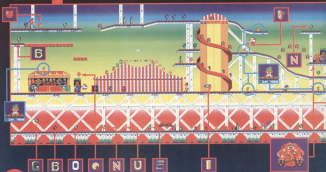
Pop these to reveal points, bonus gems and coins, or special items...



Letters: Spell **BOGUS** and you get to play a special bonus level on completing the current

area. But spell **BOGUS** and you'll have to find a pair of objects in a tough extra level or lose a life.

B G N O S U



Trolls

FEATURES



Restart: Knock off the elephant and when you die, you return here rather than the start of the level.

Spring: Just let yourself bounce higher and higher! Now you can reach those top platforms.



To enter the Fairground level, jump on the rising platform and take the first door on the left.



Secret Platforms: Only seen when you jump on them. They usually form a route to extra bonus items.



Pigstop: If you reach this point with the required quota of babies, the flying pig carries you to the next area.



Collapsing Platforms: Either run and jump straight over them or, much safer, take the long route round the top and through the Tunnel Of Love.

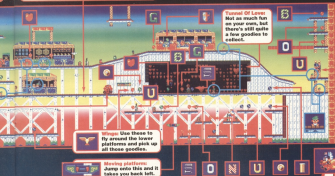


Tunnel Of Love: Not as much fun as your own, but there's still quite a few goodies to collect.

Wings: Use these to fly around the lower platforms and pick up all those goodies.



Moving platforms: Jump onto this and it takes you back left.



PLAYING TIPS



Spring: Use this to reach the top platforms.

B

B



AREA 2 Bubbles To Recover: 17



Use the yo-yo to swing up onto this platform.



AREA 3 Bubbles To Recover: 12



Rollercoaster Car: This constantly travels between here and underneath the big tent.

Yo-yo: Use it to swing up onto the top-left platform.

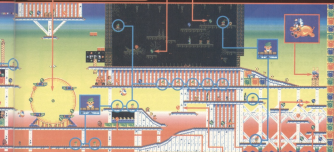
Falling Platforms: It's safer to avoid them by going over the top of the tent and jumping to the right.



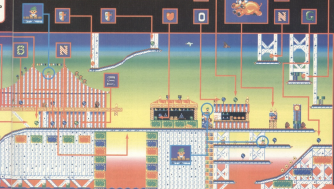
B

B

Rotating Platforms: Ride on them and take a running jump onto the desired platform.



Collapsing Platforms: You can only run over them once; after this you'll need to jump and swing across on the yo-yo (collected from the balloon shown). This requires split-second timing or it's instant death — the good news is that you can get enough babies elsewhere, without needing to take this precarious route.



It's
Action Replay
time again! After
Issue 2's plethora
of pokes, we've
been hectorically
hacking yet
more top games
to save you the
trouble...

HOW TO POKE

WIN A
REPLAY!

The Atari Action Replay Mk III is an essential piece of kit for the serious gamer/player. As well as helping you find game-busting pokes, it can be used to grab game saves and save them out as standard PP files — and it can do the same with sound samples, too. Sadly, it won't work on the Atari, which lacks the required expansion slot (Atari say there is no way round this problem, but are currently developing a version for the AT205).

To stand a chance of winning one of these feindish devices, just tell us the answer to this simple question:

What shape is the Freeze button on the Action Replay Mk III?

Just down the answer, along with your name and address, and send it to: REPLAY COMP #2, AMIGA FORCE, European Impact, Loddon, Shropshire SY8 1JW. Entries must reach us by 18 April 1993.

REAL
ACTION!

First, press the Freeze button on your Action Replay! If the game has 'TFD' before it, type this followed by the address (eg TFD 34AFD) and press Return. The cart will take a few seconds to find and delete the decrement instruction, so you'll get infinite whatever. Once it's done this, press Esc and then X to return to your game.

If the poke doesn't have 'TFD' before it, instead type M and then the address (eg M 7C85). A row of two-digit hexadecimal numbers is displayed: change the first to the desired value (ie number of lives/credits etc required — maximum FF), press Return, then Esc, and finally X to return to the game.

- Bubble Bobble
- Bubble Diary
- C.J.'s Elephant Antics
- Cool World
- Defenders Of The Earth
- Final Fight

- GemX
- IK+

- Laser Squad
- Magicland Diary
- Mousetrap
- Narnia

- Ninja Warriors

- Pegasus
- Plotting

- PP Hammer

- Rainbow Islands
- Real Ghostbusters

- Simpsons: Bart Vs The Space Mutants
- Sleepwalker
- Smash TV

- Space Blob
- Trails

- WWF Wrestlingmania

0201EE	Lives
TFD 21A	Lives
TFD 16C71	Lives
TFD 16F9	Lives
1EPE	Minutes
1FD0	Tens of seconds
1FD1	Seconds
887F	Danger
TFD 86C3	Health
TFD A3FA	Lives
1A17	Credits
5A31	Lives (p1)
5AF8	Lives (p2)
TFD 86F8	Lives
7D2	Fight pts, white
7D3	Fight pts, red
13AA5	Credits
171	Lives
00782F	Lives
139647	Lives (p1)
13A2B	Lives (p2)
1567D	Shulkens
15A09	Credits
002868	Lives
9FAD	Zapper blocks (p1)
9F0B	Zapper blocks (p2)
13F53	Lives
13F57	Treasure left
E337	Lives
82BD	Lives (p1)
82D7	Lives (p2)
TFD 73D9	Lives
125	Lives
1A7D	Lives (p1)
1A8F	Lives (p2)
C1C47F	Lives
TFD 748	Energy
TFD 758	Lives
921F	Credits

GOBLINS 2

When we asked whether you wanted more *Goblins 2* tips after last month's epic playing guide, the response was incredible. We were planning just to tip maybe a couple more game sections, but so many of you are stuck in various places we just had to compile the rest of the complete solution...

GUARDS

Get the Mayennaise, put it to the right of Gerson (as in pic). Put Fingus on the shelf above and make him jump onto the Mayennaise. While Gerson is drenched, Winkle can pick up his sword. Pick up the Mayennaise again.

Activate Winkle on Basilik, and when Stalpis's mouth is open, take the Chewing-Gum with Fingus, use the Chewing-Gum on the Cupboard lock to take the imprint.

1



FORGE

Give the Blacksmith the imprint, then the Sword. He asks for the bellows to be activated. Use the Steel with Winkle on Oto to make him grivious. When he shakes his Lame, hang Fingus on it. Fingus is propelled to the left and then

jumps on the bellows. The Blacksmith forgets a Key, take it. Use the Mayennaise on Fingus with Winkle. While the meat is lowered, Fingus can use the Steel to grab a piece. Take the Arvl before leaving the screen.



GUARDS

Make Fingus use the Meat on Arvid to get his False Teeth! Use the Key on the Cupboard. It



4



WELL

Enter the Tunnel with Winkle. He presses the button which reveals a Door in the monster. Lift the Hatchet with Winkle to reveal a Switch — press it with Fingus before the Hatchet drops back. The monster's Door opens.

Enter the Tunnel with



Fingus and, when the monster's mouth starts moving, send Winkle through the Door to imitate the monster's voice. This stuns Schwarzky for a short while. Fingus must quickly use the Steel on the Meat to hit Schwarzky to it.

Now get Winkle to use the False Teeth on Schwarzky, who'll hang for a moment. Throw the Arvl at him before he comes back up; he goes down, lifting the Well cover. Both goblins use their Diving Suits on the Well.

2



Use the Mayennaise on Fingus with Winkle. While the meat is lowered, Fingus can use the Steel to grab a piece. Take the Arvl before leaving the screen.

5





WRECK

Go on deck and through the Door with Winkle. While Winkle is standing on the Mast, light the Lantern with Fingus: a Fish-Lamp arrives. Catch it with Winkle. Use the Fish-Lamp on the 100 coins (top right); a Chest appears.



Place Fingus on the big shell (bottom right). Light the Lantern with Winkle. When the eel appears, activate the Sudden; Fingus is thrown by the big shell to the Statue.

Use the Starfish on the Statue with Winkle, and activate the Statue with Fingus while the Chest is open, to get the Sword. Use the Sword on the Skull, and pick up the Diamond that falls out.



GO TO THE
100 COINS
TO GET THE
SWORD



MERMAID

Use the Glove on the Shell to neutralize it. Go past it and grab the Bottle with Fingus: it

contains a Parchment which is an SOS message from Prince Buffoon. Get Winkle to take the Bottle: he finds a Pearl. Give this and the Diamond to the Mermaid, and she opens part of the Passage at the top of the stairs. With Fingus, give the Parchment to the Octopus and he opens the rest of the Passage. Recover the Glove from the Blob, and the Sword, before going into the Passage.

MERMAID

Yes, we know you start in the Wreck location, but you need to visit the Mermaid first...

Use the steel on the Sea Horse with Fingus. From now on, use the Sea Horse directly to go up. Go with Fingus through the Hole going up on the right. Activate the Shell with Winkle, who throws it; catch it with Fingus (just as it reaches him).

Send Winkle through the Hole on the right. Activate the Gnatly with Fingus: a gloved Hand emerges. While the Hand is stopped, drop the Shell on it with Winkle. Pick up the Shell with Winkle. He can now take the Glove with a Starfish inside.



STOREROOM

Activate the Swordfish with Fingus and take the Salt. Lift the big pet Cover with Fingus. While he's holding it, Winkle can pour the Salt on the little guy inside. Take



the File in the Pots with Winkle.

While Fingus holds the Rope on the right, get Winkle to grab the left Rope: he swings down, lifting his friend up onto the top-right shelf. Fingus can then use the File on Colibri's Chain to free him (he flies off with his cage!), then take one of the Thumb Tacks on the wall.

Get Fingus to stand on the shelf above the Cook, then Salt the Meatballs with Winkle. Now move Winkle to

the right of the Cook. When Gumbagok's hand grabs the Cook, Winkle can place the Thumb Tack on the Case. As soon as this is done, click on Fingus, ready for the next tricky bit. When the Cook, in pain, throws the Meatball up, Fingus must quickly use the Kindekiki on it — this takes some doing, so keep trying! Gumbagok (in the adjacent Throne Room) is now neutralized. Exit.



THRONE

Pick up the Pepper. To get to the Comics, use the Scool on it with Winkle, and Fingus can climb up via his clown's outstretched hands. To get Winkle up, Fingus presses



the Switch, and Winkle enters the door that opens in the eye (middle right).

To take America's Crown, Winkle enters the left Box, and Fingus immediately activates the Tongue.

To make a Cockroach emerge, Fingus enters the left Box, and Winkle immediately activates the Tongue. You now have to be quick to catch the Cockroach before Goltzok cuts it. Send Winkle down to the right of the Office (middle left), while Fingus goes to the left of the Hole (middle right). Activate Winkle on the Office, then immediately make Fingus use the Glove on the Hole (see it right) and he catches the Cockroach.

Put the Cockroach in front of the Hole (use it on Hole) and pour Kindekiki on it. It crawls through the Hole: Goltzok cuts it and is neutralized. Make another Cockroach come out and catch it (as before).



PLAYING TIPS

10



ARMOUR

The Cockroach must be disguised as a ladybird and coated with Kieselstein for Amoralak to eat. To do this, first take a Painted Feather and dip it in the paint Can to make a Brush. Put the Cockroach in front of the Hole (by using it), and paint it red with the Brush. Pour Pepper on it, then Kieselstein. It crawls through the Hole and is eaten by Amoralak, who disappears.



PARCHMENT



Click Finges on the knife Handle, then immediately make Winkie grab the Point (he must be near enough to do it in time). The two goblins move the knife a short distance repeat this operation. Finges can now get the Page-Marker and use it on the Gandle to make a wick.



Pick up the Match with Winkie, and use it on the Eye (it pops out). Get the Buffoon to kick the Eye: it bounces around and breaks the glasses. Pick up the Glass Splinter and use it on the light Ray with Finges. This melts the Candle, producing a lump of Wax. Use the



Wax on the Seal (on the letter), then use the resulting imprint on the Lock. A Seed falls out: use it on the map Village to make a Plant grow — make the Buffoon and goblin climb down it.



PLANT

The Buffoon has fled up the tree, doesn't want to come down, and is hungry. Kael, the tree, offers its apples but a container is needed.

Go through the Hole with

Winkie to get to the Buffoon. He reacts violently, and a Bean drops — get it. Click on the Stone to make a Mole appear. Use the Bean on the Hole with Winkie while they struggle. Finges can steal the mole's Cap.



While Finges stands beneath the tree, use the Match on the Apples with Winkie. Finges can use the Cap to catch the bouncing Apple. Winkie uses the Apple on the Hole to give it to the Buffoon. The little chap comes down and rushes to the (magic) Mushrooms, eats one and disappears into a dream! The two goblins eat the Mushrooms in turn.

11



THRONE

Amoralak has gone, while his henchmen are pacified. You can now get the Buffoon, before going back to the Armour room.

ARMOUR



Put the Buffoon near the Striking Machine. Put Finges, under it. The Buffoon starts the Machine which chinks them both.

12

then follows them. They all jump out of the Scientist's window.

13

62



14



IT'S **ALMOST** ENOUGH TO MAKE YOU WANT TO OWN A CONSOLE!



**100% NON-STOP
NINTENDO!**

ON SALE NOW



**100% SEGA
SENSATION!**

ON SALE NOW

impact
MAGAZINES
CREATING 90s READING

PLAYING TIPS

15



TOYS

Make Winkie go up the little ladder, then act on the Skittles with Fingus. As the Bowl hits the Skittles, make Winkie go to the Star; he jumps off the edge and catches the Bowl. Get him to use the Bowl on the box Cover (left), and leave him standing on the Cover. Now activate the bottom Flagstone with Fingus; Winkie and the Bowl go flying and knock the Safety Pin onto the umbrella. Catch another Bowl (as before), use it on the Cover, and place Winkie on the catapult (bottom left). Activate the bottom Flag with Fingus to send Winkie flying up to the rainbow.

This next bit's tricky, so it's a good idea to save your position here. Use Winkie on the Feather to make a Bubble quickly get Winkie to jump on the Bubble. He floats down towards the Cover; you must activate the Flag with Fingus at the right time, so that the Cover flies open just as the Bubble lands on it. The Bubble is then blown towards the umbrella, and the Safety Pin can be taken by Winkie.

Keep trying — it can be done!

Winkie can't get back over to the left, so you must catapult him up, as before. Now put Fingus on the rainbow's end, and put Winkie on the top Flag — Fingus flies up to join his pet.

Put Fingus just to the right of the Feather. Activate the Switch with Winkie to make the Buffoon fall in the short time he's in the bubble-blower's circle, make Fingus operate the Feather. Time it right and the Buffoon is enclosed in a Bubble — quickly make Winkie go and burst it with the Safety Pin, to free the Buffoon.



MOUNTAIN

While one goblin lifts the Stone the other, placed just above (and to the right), takes it and puts it on the second level.

Repeat this operation to put the Stone on the third level.

Place a goblin on the Lion, and throw the Stone from level three with the other goblin. The first goblin is thrown onto the giant's right shoulder. Make him act on the red Head, which falls off. Come down.



Take the Stone to level two. Place Winkie on the Lion, and throw the stone with Fingus. Winkie lands on the giant's left shoulder. Make him enter the Shoulder Hole; he emerges near the fallen Head. Put Fingus on the Lion, and push the Head with Winkie; Fingus lands on the 'teivating' rock. Move Fingus to the rock's centre of balance (the H zone); he starts jumping, the rock descends. When it gets to Winkie's level, make him jump on it. The rock goes back up.

You're advised to save your position here... Use Winkie on the small Rock near the bird cage and, in the brief time he's bridging the gap, make Fingus walk over him. Use the Rite on the Cage to free the bird and get back the Key (and Buffoon).



16



PLANT

Place the Buffoon on the Catapult. Press the Switch with one goblin and, once the boy emerges from the statue's eye, activate the

Catapult with the other goblin. The Buffoon is thrown, unlocks the key, and is taken off by a bird. Back at the back.

17



64

PLANT

Use the Key on the Door, and enter.

18



THE DOGBLINGS WERE RETURNING TRIUMPHANTLY TO THE VILLAGE WHEN THEY SAW THAT THE BUFFOON LOOKED STRANGE...

THIS CHILD IS POSSESSED! I'LL TAKE HIM TO MY LABORATORY. HE MUST HAVE HIM DRINK THE WATER OF MY FOUNTAIN. GET SOME AND COME RIGHT BACK!



PLAYING TIPS

KINGDOM OF DEATH

20



LAB

19



Use the Magic Water on the Buffoon. A demon appears, and takes him to the Kingdom Of Death. Grab the Pencil (top right) with Winkie and use it three times on the Blackboard. Take the Sledge which the ferocious Taxman throws at him.



Make Fingus use the Pencil on the Magician's Portrait; get Winkie to jump up on the Armchair to catch the Boomerang that's thrown.

When Winkie uses the Mug on Taxman, the wizard bangs on the table, knocking a Toothpick to the other side of the room; quickly make Fingus throw the Boomerang at the Toothpick while it bounces.

Winkie can use the Toothpick on the Skeleton to open the rib cage. A bottle smashes on the ground — use the Sledge on the resulting Pool. While Winkie smokes the Pipe, get Fingus to use the Wet Sledge on the Snake. A portal to the Kingdom Of Death appears. Enter it.



Make Winkie (placed on the top-right platform) throw the Boomerang at the Teeth, timing it so that it knocks the splinter into Ameriah's hand, just as it grasps — do it too early and the splinter misses.

Get it right and the Buffoon falls, but you must be quick to stop the Demon taking him back up. Immediately make Winkie jump from the 12 zone the eye flies over and hits the Demon. You can now get the Buffoon.



Put the Sledge on the Rock with Fingus. Place the Buffoon

on the eye, then make Winkie jump from the 12 zone; the Buffoon is thrown onto the Sledge, which wets the Rock. While the water flows, make Fingus use the Pencil on the Rock to draw a door. It doesn't last long, so quickly get Winkie to operate the Handle,



opening the door. The goblins and Buffoon can now leave — hurrah! hurrah!



Sleepwalkin'

LEVEL ONE KIPSVILLE

Leave Lee in this "pit" while you explore the rest of the level unhindered.

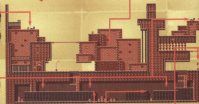


You can jump over and shoot the first trap door, but it's easier (and funnier) just to fall down it.

Shut all of these gushing drains.



Hold Lee to the right of you, at the edge of the platforms. When the barrel stops, turn him round and — if you've timed it right! — the barrel takes him over the water.



You need a run-up to kick Lee over this gap.



Hold Lee to prevent him getting run over... then push him past when the road's clear.



PLAYING TIPS

Blow up the dynamite by walking into it!



Bridge the gaps and let Lee walk over you. It's safer than kicking him!



You need a decent run-up to kick him over this gap or he'll fall short.



You can leave Lee here while you deal with the later hazards.



You can now pay a visit to Kippsville zoo...

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Again take a run-up and kick Lee off the edge. He bounces back up to the top-right platform. After you hear the bounce, follow him.

Push the block off the platform and towards the hydrant to stop the water.

Take a run-up and kick Lee from the edge of this platform. He'll bounce on the wire below and fly up to the top-left platform. Very tricky indeed!

Push the lollipop lady into the middle of the road to stop the traffic.

Either hit the dog warden or kick Lee over him.

PLAYING TIPS



Push Lee past the falling boulders when the coast is clear.



Push the barrel onto the spike.



Collect the dance's hat for a whole level map, like the one on the right.



Hit the snake on the head so Lee can pass without incident!



Get the whopple cushion from here for limited invulnerability. Don't fart about now!

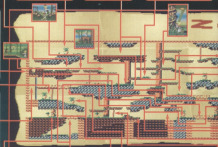


Watch out for falling coconuts.

As the monkey reaches the edge of his spring (on the left) start pushing Lee past.



Roll the barrel down and push it into the crocodile's mouth.



Kick Lee past the electric nets.



Collapsing bridge — watch out!



Push Lee backwards past the tree and a hand comes down to turn him round. Very handy (ho ho ho).



Hit the snake on the head, and leave Lee here while you go off to the right...

PLAYING TIPS



Kick Lee into the giraffe, who tilts his neck to fling the ted up to the platform.



Hit the monkey to stop him rolling the barrels down the hill.



Leave Lee here while you explore the rest of the level. When you do want to move him, kick Lee from the left of the giraffe, so he lands on its neck. When he springs up, he'll be

walking right and so won't fall off the edge of the platform. Follow him.



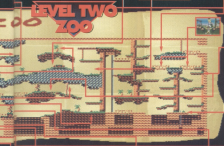
Kick Lee over the crocodile.



Hit the porcupine before Lee treads on him.



Walk into the lower to drain the water... then roll the barrel into the small gap below.



Hit the elephant's trunk to stop him squirting water.



Push the barrel left into the water.



Collect the custard pie to build a bridge over the water. You can leave Lee here if you like.



Hold Lee to the right of you, near the edge. When the barrel stops, turn him round: he should land on it.

Phew! No time to rest, though, as Lee walks straight into the ghost-filled graveyard. If enough people write in, we'll set one foot in here next month!



PLAYING TIPS LEMMINGS LIFELINE

Timing's the name of the game in the two levels solved this month — both from the *Oh No! More Lemmings* data disk. Robert Kwak from Kent has been having trouble with *It's A Tight Fit*, while Liverpool's Phil Holt is completely stumped by *Flow Control* — and (rather quizzically) refuses to play any later levels, even though he's got the codes. If you're stuck on any *Lemmings* level, please write to: *Lemmings Lifeline*, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name and code of the level (either from the original game, *Oh No! More Lemmings*, or even *Lemmings 2* when it finally arrives).

IT'S A TIGHT FIT! (Wild 9; Code: CKLWUEMQCP)

It certainly is. If getting all ten Lemmings safely down to the exit weren't a hard enough task, a tight time limit ensures near impossibility!



1 Make the first Lemming a climber and parachutist, then immediately turn the flow up to about 60. Now turn the other Lemmings into climbers and parachutists — to avoid much icon-swapping it's best to make the first four climbers, then parachutists (as they climb the wall) then repeat for the last five. Keep an eye out for the lead Lemming, though...



2 When he gets to here, make him build from the tip of the rock (very important!). If you haven't yet given the last five Lemmings parachutes, slip back up to the top and save them!



If all goes well, all ten Lemmings will parachute down, turn round at the end of the bridge, and reach the exit with a few seconds to spare.



PHEW!

Oh No! What Went Wrong?

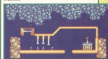
If you ran out of time, you didn't increase the flow soon enough. However, if a Lemming goes over the bridge before it's finished, you increased the flow too soon — you need a longer gap between the first and second Lemmings. Or you may have built the bridge in the wrong place — it should be only four segments long. Keep trying! It can be done!

FLOW CONTROL (Haver 10; Code: IHSUFLGKPG)

At first it seems impossible with all the Lemmings getting sucked up by the three tubes. Some can get through if you turn the flow to maximum, but then there's not enough time to build a bridge over the gap. However, as is often the case, the clue is in the title...



1 Immediately increase the flow to 95, then straight back down again to 50. This may seem strange, but the initially high rate gets just one Lemming safely through, which is what you want...



2 He can then build a bridge, and you can immediately put the flow back up to 95. This allows a couple more Lemmings past the tubes and over the newly completed bridge.



SUCCESS!

Only three Lemmings make it to the exit, but it's just enough to make up the 14% required!

CUT-OUT 'N' CHEAT!

CHEAT CARDS

Get your scissors out, 'cos it's cheatin' time again! 30 of the hottest cheats and level codes have been compiled for your convenience (no, not the larry!). A few quick snips and you can store them in the best place: the relevant game boxes — or maybe even your own home-made filing system!



CHEAT CARDS



1. ALIEN BREED
SPECIAL EDITION '93
2. APS
3. ARMALYTE
4. ASSASSIN
5. ATOMINO
6. AWESOME
7. BEACH VOLLEY
8. BLOOD MONEY
9. BRAT

1	2	3
4	5	6
7	8	9

ARMALYTE (Thalassia)

Included on the recent *Big Box 2* compilation, this is a disappointing conversion of the classic C64 horizontal blaster. It should have been a lot slicker. Pause the game and type DELTA 3 for infinite lives.

APS (Hexagray)

Chasing criminals is fun in this fair coin-op conversion. But if you're always getting in trouble with the surge, this should help: Simply press fire and push the joystick up while the music's playing — you'll be able to start on any level.

ALIEN BREED SPECIAL EDITION '93 (Team 17)

This neat little corrects the flaws of the original — and all for a budget price. Play they didn't show that run even spins.

Here are the level codes (enter by typing onto a computer): GADDA, STAG, LATERA, LITTE, PHEAS, Area, try typing in AREA F0000 for a special message.

AWESOME (Pygmalion)

This space trader shoot-'em-up was certainly described by some as a 3-D Splat! It's not a bad idea, though. On the cargo-energy display, move the cursor to the top left of the screen and press + on the keypad. The screen flashes to indicate infinite lives and shields.

ATOMINO (Pygmalion)

One of the most brain-bendin' puzzlers around, bonding those atoms is no easy task. Here are some level passwords:

10 — EYLL	50 — ARTHAL
20 — TAUROS	70 — FOSOL
30 — NEPTUNE	80 — POSCOM
40 — PHOTON	90 — SOUP
50 — PLANKTON	100 — SULPHATE

ASSASSIN (Team 17)

One of the most enjoyable arcade adventures for some time, with gorgeous graphics and plenty of action. Try typing these names into the high-score table for some interesting effects: AGGASGON, ALIEN BREED, PROJECT X, PSYCHIC EXTREME, SUPERFROG, THE ONE AND ONLY.

BRAT (Hexagray)

The mouse-and-joystick control system is an added complication in this arcade puzzler. Some codes:

1 — BRANARD	7 — MORRISITO
2 — MINEMOTO	8 — FOOTOMO
3 — LABUTOOQ	9 — MORTIEMO
4 — SUMATOWE	10 — SUBORATO
5 — MORTIEMO	11 — SHANATU
6 — ITANORNO	12 — BRAGATU

BLOOD MONEY (Bloods)

One of Ben The Baffin's Top 20 shoot-'em-ups in the last list, and rightly so. Despite the slow pace, it's very playable — even more so with two players.

To cheat, simply pause the game and type HELP. Infinite lives are yours — for free!

BEACH VOLLEY (Green)

Not one of the better sports sims around, but then perhaps the sport wasn't suitable for conversion. Whatever next — sailing tennis?

During play, type GADDDY BRACEY and the screen will flash. Now press F1 to skip levels.

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



LETHAL WEAPON

(PlayStation)

Met Gibson and Danny Glover get computerized into rather stumpy characters, but the platform-leaping action's not bad.

Hold down Alt and F together (the numbers on the numeric keypad allow you to choose your level) (sadly this doesn't work on the PC).

DALEK ATTACK

(Atari)

Exterminate those Daleks with this cheat.

For invulnerability, during play type in **ROCKY MOUNTAIN AND LUTHER** **REED WILHE MEYER GOOD SINGERS** (including spaces). If it doesn't work, try substituting **JAMES BOND** for **ROCKY MOUNTAIN**, or swapping the names round. Note that the Doctor can still die from a long fall.

CYBERNOID II

(Atari)

This enjoyable shoot-'em-up can still be found on completion. The cheat's on the slider side....

On the title screen, type in **NECRO-HOMERON** (the title of that banned devil-raising book) to gain infinite lives. Pause the game and press R to skip to the next level.

STORMLORD

(Atari)

One of the few games with graphics worth watching! An arcade adventure platformer that's well worth getting hold of — if you can find it.

Type in **DRAGONHIDEAL** before starting the game. Pause the game and press L to advance a level.

OUTRUN

(Atari)

Without the slick graphics and sounds of the original, this poor conversion reveals the weaknesses of the Atari's simple gameplay.

During play, type **REO BARCLAY**. T.A. Now press: 0 — skip to next level, 1 — extra 10 seconds, R — restart current level.

NIGHT SHIFT

(Atari)

A unique game style has you manipulating a massive machine, making *Star Wars* toys. It may be dead old, but it's still great fun.

Here are some level codes:
1 — Phoenix, Phoenix, Lemon, Cherry
10 — Lemon, Banana, Plum, Plum
12 — Plum, Cherry, Banana, Phoenix

X-OUT

(Atari)

Not as good as the sequel (*X-Out 2*), mainly due to the fact that the pre-game smoking screen usually lasts longer than the playing screen! This should help....

Choose the smallest ship and the smallest enemy, then click on the ship-leaper's face — you get \$88,000 credit.

WWF EUROPEAN RAMPAGE TOUR

(Atari)

What a terrible game — so bad just how poor it is, see the review in this issue's *Game magazine* (page 38). And it's dead easy too, but if you're still stuck.... Simply press F10 ten times during play to freeze your opponents. Note that if you knock them down, you can't pick them up again.

TIME MACHINE

(Atari)

Programming team World Image has come up with some innovative concepts — this one's even stranger than *Hammerfall*. Zipping between time zones is made easier with this cheat.

Type your name in as **DEEZ** on the high-score table for infinite lives.

CUT-OUT CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



10. CRACKDOWN
11. E-MOTION
12. FORGOTTEN WORLDS
13. GEMINI WING
14. GHOSTBUSTERS 2
15. HUMANS
16. INDY AND THE LAST CRUSADE (ACTION GAME)
17. LOTUS TURBO CHALLENGE 3
18. NEVERMIND



FORGOTTEN WORLDS (Mac)

Another enjoyable two-player blast! Now out on budget. On the title screen, type **ARC**. Then press the **HELP** key to start a two-player game. Press **S** to go straight to the shop; **N** to advance to the next level.



E-MOTION (MS-DOS)

One of the oddest, but most compulsive puzzlers around, if your balls keep exploding, try this... When Einstein appears (during the game's attack sequence), type **MOOSEHIT**. During play, press: **F1** — forward a level; **F2** — back a level; **F3** — forward ten levels; **F4** — back ten levels.



CRACKDOWN (Mac)

Great! meets Dynal Master in this maze-negotiating, bomb-planting coin-up conversion. Great fun with two-players, it's a steal on budget.

Pause the game and press **S**, **M**, **U**, **R**, and **F** together. Now press **1** for 999 lives; **2** for 999 units of ammo.



HUMANS (Atariage)

In the same vein, but not as good, as Lemmings. Fruity controls make it a real pain to play, so here are the first five level pass-codes:

- | | |
|-----------------------|------------------------|
| 1 — BAKERS | 6 — MOBILE |
| 2 — ARCH PAIN | 7 — ITL |
| 3 — SET A LIPS | 8 — THE VAMPIRE |
| 4 — SARS ON | 9 — ONE |
| 5 — HOWE | 0 — PUSS |
| 10 — RELECTION | |



GHOSTBUSTERS 2 (Atariage)

Lengthy loading, janky presentation, and mediocre gameplay make this one a turkey. Nevertheless, you may as well try out this strange cheat.

Insert disk 2 first, then when the "Insert disk 1..." message appears, insert disk 1. When the game loads, press **RETURN** to skip levels.



GEMINI WING (Atariage)

This mediocre coin-up conversion plays better than it looks, but with graphics like these, that's not saying too much!

The level pass-codes are:

- | | |
|---------------------|---------------------|
| 2 — MR WIMPY | 6 — GUNSHOTS |
| 3 — CLASSICS | 6 — DOODGUIT |
| 4 — WIZKID | 7 — D.GIBSON |



NEVERMIND (Macintosh)

This 3-D puzzler's fairly playable once you get into it — which takes some time.

On the title screen, type **326079** and the message "Cheat now on, Steve" should appear. During play, press the right mouse button to skip levels.



LOTUS TURBO CHALLENGE 3 (Atariage)

Here are the codes for the Rand tracks (enter these via Define menu and select random track on Course screen):

- | | | |
|------------------|-------------------|-------------------|
| 1 — MOOSE | 6 — SCUBA | 11 — GRAND |
| 2 — SCUBA | 7 — SLASH | 12 — GRAND |
| 3 — SCUBA | 8 — SLASH | 13 — GRAND |
| 4 — SLASH | 9 — SLASH | 14 — GRAND |
| 5 — SLASH | 10 — SLASH | 15 — GRAND |



INDY AND THE LAST CRUSADE (ACTION GAME) (Mac)

Not as good as the adventures, and not a particularly accurate conversion of the movie. On the title screen, type **INDYAND** and the screen flashes. During the game, press **1** — skip levels; **1** and **2** — reach instant points in level. Enter your high-score names as **ILLUSION** for infinite lives.



CUT-OUT TV CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. SWITCHBLADE
29. TEST DRIVE 2
30. THUNDER BLADE
31. UGH!
32. VIGILANTE
33. VOYAGER
34. XENON 2
35. XYBOTS
36. Z-OUT

282930
313233
343536

THUNDER BLADE (Atari)

Fidly controls make this creditable conversion of the famous hydraulic coin-op. Love it or hate it, the Amiga version's certainly a lot better value than its expensive arcade counterparts.

The level codes are: 2 — RECOVERY; 3 — ALCHIBUS; 4 — ANDERSON

TEST DRIVE II (Atari)

One of the most realistic racers around, outturning the cops is particularly enjoyable.

During play, type GASE — jump to gas station with starting time and score; GAST — jump to gas station with real time; KEF — better acceleration and braking, plus an extra life.

SWITCHBLADE (Atari)

This labyrinthine arcade adventure is great for mugging, but eventually gets repetitive. Enter your name in the high-score table as POKY. During play, press 1-5 to skip to that level.

VOYAGER (Atari)

A solid 3-D blaster exploration game that was slightly overrated at the time, but still pretty playable and good value on budget.

On the options screen, type WHEN THE SWEET SHOWERS OF APRIL FALL and a cheat menu should appear.

VIGILANTE (Atari)

An accurate enough conversion of the mid-80s coin-op beat-'em-up. Knock 'em dead with this cheat:

Enter your name in the high-score table as GREEN CRYSTAL. During play, you can now press F1 repeatedly to add lives, and F5 to skip levels.

UGH! (Play Boy)

Yaku, daku, daku! For more level codes for this corking caveman-cabre game:

8 — BULLDOG	9 — KROG
9 — FOURWHEEL	0 — TROD
0 — CLAMPOUS	1 — M. M. M. M.
1 — BULLDOG	2 — KROG
2 — DOWDUP	3 — KROG

Z-OUT (Atari)

Better than its predecessor Z-Out, this is an enjoyable twin-player blast, though the power-ups are a bit puny in this mode. During play, hold down J and press 1-5 to jump to that level. Hold down J and R for infinite lives.

XYBOTS (Atari)

Good conversion of one of the best two-player coin-ops around, featuring neat 3-D shoot-outs in maze-like levels.

Enter your name in the high-score table as ALF. On your next game, you'll have infinite lives.

XENON 2 (Atari)

The classic shoot-'em-up (featured in Ben The Belfer's Top 25 blasters, last year) is shortly to appear on the Amiga (see Vol 2 compilation).

Pause the game and type RUSSIAN APT. Unpause and press M to skip levels.

JOIN THE A-TEAM EVERY MONTH!

What do you want to hear first: the good news or the great news? Well, the good news is that from issue 3 (on sale 18 February), AMIGA FORCE will be published every month! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tip!

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LOTUS ESPRIT TURBO CHALLENGE

It beats more playable than its two closest sequels, this is the two-player driving game. The rollercoaster 3-D action is superb! The competitive fervour, as you bump and burgle past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

SWITCHBLADE

It's a cracking arcade adventure with the best punching and kicking battles game as far as thrashers for the fragments of a mythical vessel. The innovation of showing unexplored areas as you removes the risk of backtracking in the extensive underground levels.



MANIX

A souped-up variation of the classic Q*bert on ice, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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I want to join the rapidly growing AMIGA FORCE family. I understand I must be of sound mind and prefer purely games reviews and tips — and no technology. I don't have an attitude problem and I can't wait to get my hands on the explosive equipment every gamer needs. That's a year's supply of AMIGA FORCE, please!

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COMING NEXT MONTH!

The cake got towed by the producers and so waterlight on it could have been. Standing in the dock, Geoffrey began to moan — surely they couldn't get 1984.1 an item? After all, the punishment involved was universally regarded as a nasty affair, just as hard done was, go into the newspaper. With the benefit of hindsight, our condemned friend began to see the day he ever decided to waste four pounds of his hard-earned cash.

Before him on a table near the jury lay the evidence: **AMIGA FORCE** in all its resplendent glory and, alongside it, a 'lesser' magazine with cheap plastic rings affixed to the cover. He knew his crime; how could he not? He'd bought an altogether better excuse of a read at a high price because of two stars that had probably last once, then, stuck in a cupboard. Why hadn't he bought **AMIGA FORCE**? After all it was a far better magazine than its competitors, and with a mere £1.95, retail cost it meant he'd have more money towards the collection he read about.

■ You want more tips like these? We've got 'em! The best lookin', most ever-freely playing guides in Amiga Land...

In the end, the verdict was a unanimous 'Guilty', and poor old Geoff had his Amiga impounded and replaced with a 10K Spectrum. Afterwards, as he strolled into his now-redundant insurance hut, he promised himself that the world at large that from that day, he'd buy **AMIGA FORCE**, and **AMIGA FORCE** alone...

Sad story? You bet, but it doesn't have to happen again. You can join the Force crew every month in Britain's brightest and most exciting Amiga magazine. For example, next month we'll have a roundup of

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the top 20 arcade adventures, Budget Bargains, and Rich Pickings will be as plentiful as they are reliable, and all the best PD will grace the Doing Public section. Need more? Well, you can expect all the best tips, maps and playing guides, (and as ever) Lunninge Lining will help cure the terminal 'Oh No's'.

■ We don't need over every new release, you know! But you can bet your last red cent that whatever we DO pick is worth the sporadic!



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2



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