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amiga FORCE

WWF

■ ISSUE 6

■ JUNE 1993

READ ALL ABOUT IT

We tell you what's going down in the Amiga world — and what's going up in the ELSPA/Penguin Top 100!

6

RAVE REVIEW

The Mega Drive masterpiece finally flies onto the Amiga and blows other chopper games to buggy.

10



BUDGET BARGAINS

Lower prices don't always mean good value for money — we sort out the wheat from the chaff.

12

SENSIBLE WORLD CUP

'Ere we go again! After defeat in Issue 4's challenge, the A-FORCE crew vow to win the Sensible Soccer World Cup.

19



JUST AROUND THE CORNER: SPECIAL ECTS REPORT

All the top companies were showing off their upcoming titles at the recent European Computer Trade Show — we preview the lot!

22

DESERT STRIKE DISCS

Win a Sony CD ghettoblaster to blast out Hendrix while you bomb the base in Desert Strike!

31

LETTERS

Call it 'Force 9 Mail' or even 'Force Mail 91' — after all, it's your chance to have your say.

34

THE A1 200 SOFTWARE GUIDE

At last, what owners of Commodore's 32-bit dream machine have been waiting for: a complete guide to the A1 200-compatibility of over 500 games.

38

GOING PUBLIC

More hot Public Domain offerings, including a truckload of puzzle games.

48



4

AP ■ JUNE 1993 ■ ISSUE SIX ■

HAT'S HERE?

CONTENTS

CUT-OUT 'N' CHEAT

36 more cheats and level codes to add to your collection. We supply the dotted lines, you supply the scissors!

73

81

SUBSCRIBE!

Get your AMIGA FORCE sent every month, save money and receive free games into the bargain!

NEXT MONTH

Find out what's in store in the next issue of AMIGA FORCE.

82

LEMMINGS LIFELINE

We solve yet another fiendish Lemmings level. Coming soon... Lemmings 2 Lifeline: The Revenge!

72



RICH PICKINGS

Does B17 bomb? Is Superfrog so super? Does Sink Or Swim sink or swim? Find out in our full-price review section.

51

Impact MAGAZINE

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90s
reading

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ABC

PS SECTION 62

Leap about with our super-duper Superfrog magazine, learn how to be a true hero in Arabian Nights, and don't get in your helicopter before reading our special briefing on Desert Strika.



READ ALL ABOUT IT!

It is with a heavy heart and lumpy throat that I bring you this issue's words of wisdom. It had to happen sometime, I suppose, but leaving is never easy. Yes, I'm afraid the time has come to bid you a fond farewell and head for pastures, if not greener, then certainly faster to load! Okay, I know I'll be denounced as a traitor to the keyboard cause, but the Sega market beckons and I am but a weak and humble servant to my bank manager...

It's not all doom and gloom, however, as I'll be handing the reins of this esteemed organ over to the more than capable Phil King. He of the phenomenal toilet talents and bungalow-sized lunch box has been appointed Editor, and will be looking after things from next issue on. A computer journalist for the past five years, and an Amiga owner for almost as long, what Phil doesn't know about Amiga software he'll worth loading! Seriously, I have every confidence in Phil, and I'm sure you'd like me to give him a hearty 'congratulations' on your behalf — aah, you ought to see him blush!

Well, it's been hard work but rewarding in the extreme. Thanks to all those who've written to me (yes, I DID read all your letters), and long may your function keys continue to err, function!

See Ya!

Steve
Steve Shields
Managing Editor

THE TWILIGHT ZONE

Hot on the heels of Team Yankee, Pacific Islands, Campaign and the forthcoming War in the Gulf, Twilight 2000, Empire's latest blockbusting military sim.

A tank-driving, roving-warfare based on Marek's military title-top buffing, you control a team of soldiers based in Krakow, Poland. Build up your forces and challenge the supremacy of the evil Baron Czarny and his Black Legion.

Twilight 2000's a game of two halves: an isometric 3-D section where individual soldiers move around the Polish countryside, and a dynamic 3-D tank simulation featuring eight different vehicles, ranging from a Hum-Vee to an M1A1 tank.

According to Empire this is their most sophisticated sim to date, with detailed displays of roads and terrain and separate gunnery/diver views on some vehicles. An M2000-specific version is also planned.

WHOOOPS!

Last month's AMIGA FORCE contained a rather odd cock-up regarding XBox XL games. P-19 Stealth Fighter costs £16.99, and M1 Tank Platoon £14.99, not £12.99 as reported last ed. Oh well — no one's perfect (though we're a bit closer than most)...

COMMODORE IN BOARDROOM FURORE

The General Manager of Commodore UK, Kelly Sumner, has resigned from the company after holding the key Commodore position for the past ten months.

This parting was entirely amicable, and in an exclusive interview with AMIGA FORCE the postal bogey told of his plans for the future.

'I'll be joining a company called Game Tech', he informed us, 'who are a huge US-based software house worth, incidentally, over \$70 million.'

'They're heavily into Nintendo and Sega game development, with additional interests in Apple Mac and PC software. As they're an American company there are no plans to

UNCLEAR USER

The prospect of 16-bit stereo sampling on the Amiga will excite many bedroom musicians. Moradeval's Clarity 16 sampler is the first to offer such a capability. The smart-looking device plugs into your Amiga's serial and parallel ports via two ribbon connectors. And before you ask 'but where will I plug my MIDI keyboard?', the Clarity incorporates MIDI In and Out ports, as well as stereo inputs and outputs (all phone sockets).

As this is the first Amiga stereo 16-bit sampler, none of the currently available sample sequencers (Music X, Soundtracker, Octamed etc.) can use its stereo samples or even benefit from the improved 16-bit resolution, as none use the Clarity's AVR 16-bit format; samples can be saved as IFF files, but that reduces them to standard 8-bit.

Who knows, maybe new and updated sequencers may feature stereo and 16-bit options, but at the moment the Clarity must rely on its own software. This features the now-standard waveform displays, easy editing, looping and plenty of special effects including flange, echo, distortion and stereo

AMOS-T WELCOME DISCOUNT

Express Software have reduced the price of their popular programming package AMOS Professional by almost 30%, from £89.99 to £63.99.

AMOS has long been considered one of the most versatile programming tools around. PD libraries are full of first-class releases created using the language, and when used in conjunction with AMOS Compiler they run almost as fast as machine code!

Express have also released an up-dater disk, making AMOS Professional compatible with the A1200 and A4000 machines.

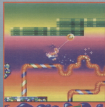
This disk is Public Domain and can be obtained from most PD libraries.

develop for the Amiga,' he lamented, 'although one of my first duties in my new job will be setting up their UK office, so the Amiga situation may well change...' He added tantalisingly:

'Meanwhile, Commodore have appointed two replacements from within the organisation who will act as joint general managers. Unknown to us at this time, the only thing that remains to be seen is whether this new dynamic duo will manage to do or fail on the revolving fiscal belt. Seriously, though, we wish Kelly all the best in his new role, and if Game Tech can spare you for a few weeks over the summer months, we'll see ya down Bangkok's Pat Peng Road!

pairing, it's not in the same league as Audiomaster 4, but adequate. The real problem lies with the incredibly crude sequencer, which only allows you to play a single sample at a time! Obviously this is useless for most musical purposes — indeed, the demo sequence is a 'sound storyboard' of a lion-tamer getting eaten.

It's a shame as the 10-bit sample quality is pretty good, if memory-expensive (especially in stereo). Yet again, some promising hardware has been let down by its accompanying software. The inability to use the Clarity's improved sound quality from other programs makes its possible musical uses unclear — at least until a compatible sequencer's released.



**amiga
FORCE**



Microprose have sent us exclusive screenshots...

HAIR-RAISING UPDATE

Fear Bellwether's Tools has become the latest Amiga cutting to get the A1200 treatment. The original (as featured in Issues 3 and 4) was a colourful caterpillar romp, more than a match for even the best console platforms. Taking advantage of the A1200's faster processor, the Fear team have replaced the background blending with detailed parallax

backdrops, adding to the overall flavour of the game without choking the sprites. Zool-style.

Though THE definitive A1200 update has yet to be written, Walls has to rate as the best yet. It doesn't push the new machine to its limits, but neither does it try to be clever for the sake of it — a great update of a fine game.



...of their latest plans min.

NEWS

THE BIG BREAKFAST

MASTERBLASTER

TELEPHONE TIPS

Heady — Don the Doffin here. Hope you like the month's helping of Arabian Nights tips — a great game and a wise choice from our phone voters last month.

So much for this issue's breakfast tips, what about the next lot? Should I like Microprose's B17 Flying Fortress, Kelly from Core Design's Chuck Rock II, dream Supporting Sirs Dr Seuss or keep ahead of Loliciel's Entity? Your device, 'cos the MICROPHONE is with you... and while you're at it check out MASTERBLASTER on Channel 4's Big Breakfast show on Mondays and Thursdays, 7.45pm.

B17 FLYING FORTRESS

(Microprose)

0839 007 895

CHUCK ROCK II

(Core)

0839 007 896

SINK OR SWIM

(Zappella Premier)

0839 007 897

ENTITY

(Loliciel)

0839 007 898

The game that gets the most votes will be topped next ish. All calls cost a maximum of just 15p. Cheaper than a stamp!

GARETH FORSTER



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EUROPE



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EVER

DESERT STRIKE

Below right: the map screen shows the locations of all targets and collectables, and also acts as a pause function.



At first sight, Desert Strike looks like another gun-'n'-shoot-'em-up. However, though it has its fair share of blasting and mayhem, it's by no means mindless. Far from it: indeed, the tactical aspect of using the map to plan attacks on targets — and find fuel and ammo when needed — is the game's greatest strength. The only way to succeed is to carefully pick off anti-aircraft guns and missile-launchers one at a time — go straight in with guns blazing and you're no chance. Unlike most games of a strategic bent, however, Desert Strike is extremely easy to get into, with its simple, intuitive chopper controls and user-friendly map. Play it cool and you should soon complete the first, introductory mission — the others are a different story as you help a jail break, attempt a daring embassy rescue, and even stop an oil spill (with a well-placed missile). Cooling playability, Desert Strike's as competitive as they come. ■



Electronic Arts, £29.99

If you can ignore the blatant propaganda elements of this exciting (yet tedious) tank 'em-up, there's an absolutely phenomenal game to be found lurking underneath. To remain aloof to the political overtones is impossible, however, as the entire package is initially saturated with over-the-top in-game movie sequences and the like, which blatantly denounce the 'enemy' as an entity unworthy of its title (Saddam Hussein, by any other name). Ah, what the hell. Practically every game released features a politically incorrect story line of one description or another, so I suppose we should simply concentrate on the game itself, eh?

Desert Strike is a one-player game, placing you in the cockpit of a sophisticated Apache attack helicopter. The control methods simplify itself while the chopper's movement remains surprisingly realistic.

There are four progressively more difficult missions to complete, each requiring a number of different assignments to be accomplished. These range from taking out a few radar bases and command centres, to preventing the onslaught of an all-out nuclear war! Easy? No. Breathtaking? You betchul!

Scintillating cartography!

At the start of each mission, a summary of which targets to aim for (and the best order in which to tackle them) is detailed in the 'bribe room'. A wonderfully accurate map is



THE MACHIN BUILT HIS REPUTATION BY SHOWING NO MERCY FOR THOSE WHO STOOD IN HIS WAY.

■ **Left:** More MIA's are loaded onto a boat. This is a good time to collect some extra fuel and ammo for your next raid.



■ **Tip:** Don't try to fly through power lines! After taking out AAAs, you can attack your target. Left: Dropping off rescued MIA's at the Landing Zone earns you much-needed armor points.

■ The bearded MIA before is an enemy commander. He's the genius you must capture to find out the location of your missing agent.



■ I must admit, when I first saw *Desert Strike* being played it looked a little simplistic and shallow. Hope wrong I was. A few seconds at the joystick are all it takes to get you destroying SAM sites and blowing away Middle-Eastern cities to great satisfaction. Far from being mindless blasting, there's a fair amount of strategy involved. Check the map to plan your best route to each target, and when Iraq's running low, do you head back to camp to reform or will you try and take out that last radar station first? A variety of increasingly dangerous missions must be completed rather than simply blowing away everything in sight, making for more thoughtful play. Accidents, too, not thought. A wealth of enemy hardware will test even the most accomplished of trigger fingers. Some excellent sampled sonics really set it off a treat with things exploding to a pleasantly reverberating faboom.

Desert Strike gets a definite thumbs up from my direction. ■



provided which can (and should) be accessed regularly, this also acts as the pause function. As weapons and fuel are spent, so fresh supplies should be sought, and as objectives are met, so the next targets can be lined up for annihilation. Each element in the mission can be located on the map by

scrolling through the various items: fuel is a white dot, ammo a red one etc. All very straightforward, then, but the real beauty of the program only becomes apparent after extensive play-testing. Basically, what you have here is a thoroughly absorbing tactical shoot-'em up incorporating enough blood 'n' thunder action to keep any armchair Commander satisfied.

Weapons, fuel, even POWs are all collected by hovering over them, while your co-pilot towers a watch enabling the firm individual to be taken aboard. Ticky at first, when a fire alarm it becomes intuitive. At the start of the game the player must select their co-pilot, each possessing their own particular virtues and drawbacks which must be matched to the mission. Some, for example, are dead-eye sharpshooters with just a few shots — while others are armchair specialists (reducing the degree of accuracy needed when hovering over collection objects).

All these tactical elements add enormously

to the atmosphere, combining to provide that all-important 'being there' factor. As the missions (and the war) progress, for example, soldiers who are Missing in Action become fewer (due to being killed off by the enemy, starving in the desert, etc). This is a particularly nasty blow as each MIA collected and returned to a landing base awards 1000 essential armour points.

There's only one other way in which to increase the all-important armour rating: special crates are hidden in certain buildings, revealed by test and error. Once located and snatched aboard, though, the full 600 armour points are rewarded. Fuel's next on the list of things to watch out for and, even though the fuel dumps are clearly marked on the map, there are others belonging to the opposition which can be identified.

From the deliciously slick menus right through to the design of the later levels, there are few suggestions which could ruin up *Desert Strike*. If you've ever seen the *Baywatch* movie, all I can say is this is even better.



TIP TIME! Don't collect armour, weapons or fuel unless absolutely necessary — there are limited amounts of each and you can only ever carry a set amount.

DESERT STRIKE

■ ELECTRONIC ARTS

■ £39.95

■ 1 PLAYER

■ TACTICAL SHOOT-'EM-UP



■ Furious blasting action heavily reliant upon tactical decision-making

94%

BUDGET BARGAINS

MANIAC M

Kixx XL, £12.99

One of the original point-and-click adventures, *Maniac Mansion* looks blocky and is dated when compared with its modern counterparts. The graphics and general gameplay remain as absorbing and logical as ever, though, and it's a cost-effective introduction to the genre.

The story is simple: a dotty professor has kidnapped cheerleader Sandy, and it's all set to suck her brains out with the aid of his latest insane invention. It's up to the player (controlling three out of a possible eight characters) to save her.

All actions are performed via the mouse, by clicking on one of the verbs displayed at the screen base. Then an on-screen object can be moved between characters; some will use certain objects to better effect.

Crazy cottage

Thoroughly exploring the mansion is essential

If you want proof that the mad prof really is (mad, that is), then look at the screen shot on the left. He wants to SUCK her brains out!



What's this doing on Kixx's XL label? A higher-priced budget package is ideal for games with huge manuals or countless disks, but *Maniac Mansion* comprises two floppies and a firmly pamphlet! Kixx XL has huge potential and it's just what the Amiga needs, but charging extra dosh for games that could be on the standard budget label make it look a rip-off.

The game itself has certainly carved its niche in adventure gaming history, but by today's standards it looks crude and stodgy. The story line and problems are okay, but even at this price I'd look elsewhere. ■



BATTLE SQUADRON

Global Software, £7.99

Two spies with vital information concerning the evil Starline Empire have been kidnapped and are held captive on the fortress world of Terminus. The whole planet is a huge weapons development and testing complex so, to kill two birds with one power-up, the players that be decide to combine their rescue attempt with a low-level strafing mission.

Fortunately for the dandified pilot, as you and optional friend, there's plenty of beefy enemy weapons around to capture and use to your advantage. Every so often you'll come across teleport pads. Entering these transports you to new, more heavily defended areas. It's also, therefore, to collect as many power-ups as possible before entering. For really hairy situations there's a limited supply of mortar bombs — additional ones can be collected by destroying certain alien waves.

Shooting through

And there you have it: another vertical shoot-

ter-up in the vein of countless others. So what, you may ask, sets this one apart from the rest? Well, not a lot actually. Backgrounds are of good quality, packing in plenty of detail and variety, though depth seems to have been completely ignored. Zapping is time on the ground then a mountain-top gun emplacement with no noticeable difference is a little off-putting. Having said that, the main sports team depressingly towards the realms of dullness,

but that's forgivable (and seems to be obligatory with these things anyway).

For the nominal asking price *Battle Squadron* isn't a bad little game at all: one to play in short bursts when you want to let off some steam. Downers to the obviously repellent

gameplay and disappointing-looking weapons, but plenty of action keeps you on your toes.

A functional and graphically attractive outing but don't feel compelled to buy it unless you happen to be in a particularly mindless mood.



TIP TIME! Collect power-ups liberally before tackling the really tougher sections.



Space, the final frontier. Groomed to the gills with scum-suckin' aliens it's your task to annihilate them...



MANSION

for progress, and careful scrutiny of each location is advised as many items are fearfully concealed. By selecting the "what is?" option then moving the cursor about the screen, any useful objects will be described in the message bar.

Sandy's boyfriend, Dave, is permanently selected as one of your three characters, the other two are chosen from a motley crew of seven

(including a punkette, nerd and kid genius). Each character has their own strengths and weaknesses, and this is where the game wins out. Any combination of characters can rescue Sandy, but only

Effective
deduction to
genre

completing the game the temptation to replay with a different threesome will keep you coming back.



TIP TIME! Any combination will open the security door!

■ Not as good as other Risc XL games like *Indy* and *Midwinter*.

78%

■ After *Sally*, I thought it unlikely that I'd be even remotely impressed by a retro-style scrolling shoot-'em-up. *Battle Squadron* isn't an improvement over *Star Trek: Voyager*, but there's still a fair amount of fast-paced action to have you eating your shoes in frustration one minute, and breaking your eyelids another in action.

Perhaps the most notable element is the impressive power-ups — especially during a two-player game. More often than not you'll find the screen's crammed full of your firepower, and the well-drawn graphics don't slow down in the slightest. Sadly, it becomes all too repetitive after a while — but hey, it's a budget game, after all.



■ Not a bad blast, particularly with a friend to help you out.

68%

LOST DUTCHMAN MINE

BUDGET REVIEWS

■ Global, £7.99

Set in the days when a nugget of gold brought a happy smile to the person hoarding it with a pickaxe, *Lost Dutchman Mine* casts you in the role of one such prospector. Rumour has it that, in these there yonder

“Not as bad as its feeble graphics and sound may imply”

Starting in the play area's solitary town, there's a host of shops to enter and utilise in a fashion befitting their title... In other words you can buy food and equipment from the Mercantile, attempt to sell collected ore in the Assay office etc. You begin the game with a meagre amount of dollars, but cash can be amassed by leaving the town (with the appropriate equipment) and participating in some great, often gold-related, money-making activities.

In the right vein?

Whether it's panning for precious metals in the map's one river, or attempting to find mines, there's a fair amount of opportunities. There are hazards, though, in the form of bandits and the occasional rattlesnake. If you've a gun you can enter a shooting gallery-style subgame where you either kill or are killed. In the long run, it's far better to stand your ground, as heading for the hills crying for your mother loses you all cash and unstayable bags of ore. Mines can be healed — at a price — by the town's doctor, and you also need to eat and drink to keep your prospector in top condition.

There's a lot more I could detail about *Lost Dutchman Mine*, but there's a limited amount of space and I've got to come to some kind of conclusion. What I can say is that it's not as bad as its feeble graphics and sound may imply.

Granted, it's not going to

set the games-playing world alight, but its unique subject matter is interesting.



TIP TIME! Get a gun fairly quickly — otherwise you'll be robbed a little too frequently.



■ There may well be gold in them there hills, but finding it is no laughing matter — all that hard work could go down the pan at any moment!

■ This may seem like an accurate account of 19th-century days in the West, but I doubt real-life mining was quite as... ah... dreamt as this. While meandering across the land, space you'll be about as yourself why the main route is a plain black dot, why walking around becomes increasingly onerous and, ultimately, why you bought the game.

There's not much to do: a normal day consists of walking from the town, digging up a bit of gold, returning to town and selling it. The only adventurous aspect is playing cards now and then and drinking lots of whiskey. Shooting the odd rogue and rattlesnake is, at first, a laugh; as is the fighting sequence — patently personified. But if you're after a lasting software title, forget it.



■ A fair adventure, if you dig this sort of thing, but not worth its weight in gold.

63%

BUDGET BARGAINS

I can appreciate that its wealth of options and situations may offer testability, but *Strike Fleet's* far too awkward to get to grips with. If I'm to enjoy a strategy game, I expect it to be fairly accurate and playable without bumbling me with overcomplicated instructions.

The more-hardened wargamer may find *Strike Fleet's* various campaigns and well-presented front-end enjoyable. For everyone else, I'd recommend the superior (in ageing) *Commander* — it's better and easier to control, and boasts an excellent (spaceflight-sim) element to boot.



STRIKE FLEET

The Hit Squad Platinum, £12.99

They say war is 90% boredom, 10% terror. Lucaridin must've taken this notion to heart when programming the visual war sim *Strike Fleet* — it looks incredible, but underneath the great graphics there's not enough depth to sink a career, let alone a birthday.

Strike Fleet puts you in control of some seriously savage nuclear hardware — one nuclear missile at a time, unless you're a ship, submarine, helicopter, etc being added as you progress. Compared to many strategy games this power interface is pretty intuitive, with virtually everything needed to control your fleet on one screen.

Sinking ship

Also, after five it all goes down all — rapidly. There's a lot of waiting around to do, and the time accelerator (essential with this sort of game)

is all but useless as it doesn't switch back to real time when you're attacked. The enemy sail into range, release a volley of missiles, sink your entire fleet, ascend themselves a few medals and go home for a sticky-fist tea before you even know they're there! You can get round this by playing the entire game in real time or only using the accelerator at a very infrequent (myself), but you're in for a real yawn.

The game really runs around due to lack of depth. The only real strategy lies in seeking out which weapons kill which battleship etc — choosing equipment is never the least interesting part of a strategy sim.

Strike Fleet's no disaster, but is certainly showing its age. If it were a ship, it would've been decommissioned long ago. This is one C64 conversion that needed more than a graphics bolt.



You're in for a real yawn



TIP TIME! Use time accelerator with care!

For a strategy sim it sails perilously shallow waters

60%

THE PLAGUE

Global Software, £7.99

Research on a distant planet has gone badly wrong and triggered a genetic plague. Some citizens are transforming into aggressive mutants with hideous looks and even worse table manners, looting the land and savaging chain-living people. You take control of a large benevolent herd who's decided to look around the planet and kill everything that moves.

A long-standing platformer? No, just a bog really. You don't always expect a bad pig and a bad game to fuse together but also, *The Plague* is gifted in this very way. Considering its age, the graphics aren't too deplorable, though the pudgy main sprite is slow and awkward at times. At first, there's only a basic gun at hand, but hold down fire and it turns into a large cannon for one shot — and there are some basic power-ups to collect. It reads okay on paper but in reality it isn't overly impressive. The bullets are more red dots and the large cannon fire is a noisy red bar.

Beware the plague

And what about the creatures themselves? The only hint of mutation is a few eyeballs and bats that pop up, the rest consist of robot armies similar in style to the old Flash Gordon series. They're very unimpressive and little skills required to grow them — simply concentrating

where they appear each time is sufficient. It can't really be classed as a platform game — 'walk right and press fire' is more apt.

To my disbelief, *The Plague* does have a social element: the high-score table. Here you can enter your name into a simple chat utility, with a

small range of colour and options to experiment with. It's ludicrously basic, but fun for two minutes at least. The waste of time have taken their toll and reduced *The Plague* to nothing but dust. Draw your own conclusions, but when the high-score table's better than the actual game, you begin to wonder why it was released in the first place.



TIP TIME! Keep holding down fire to activate the big cannon, as this is more effective than rapid shooting.

There are some basic power-ups to collect

Heh... this game's greatest strength is also its major malfunction — those outsize sprites may look the part, but they reduce the playability something chronic. You're little time to move when a baddie's on the screen, so to make progress you must anticipate their arrival. This gets easier as you learn their attack patterns, but it doesn't make for a fun-packed game.



Overlarge sprites make for clumsy gameplay — avoid like the plague!

68%



[illegible]

BUDGET BARGAINS



POPULOUS & THE PROMISED LANDS

■ The Hit Squad,
£12.99

Ever wanted to play God? *Populous* enables you to do just that. The aim is to help your worshippers succeed while putting the kibosh on followers of the other god. You can raise or lower land, create earthquakes, swamps, and volcanoes, and even raise the water level, flooding much of the land. Your planets are dependent on your mama rating, a sort of power bar that improves as your people prosper.

Although you've no direct control over your duties, you can encourage them to build larger settlements by flattening the surrounding land. They always build as large as they can; but the bigger the building, the longer it takes to fill. When a settlement's full, it sends out 'warriors', who leave to seek their fortune in the real world. They might start a new settlement, look for enemies to engage or head for a religious device called the papal magnet. Depending on your instructions, the first one to touch the magnet becomes the leader — if you have enough power you can then knight him, turning him into an armoured killing machine who slays followers of the

rival god and burns their settlements. When the last of the opposing deity's followers is killed, the game is yours. If victory is desired you can speed the process by activating the specialtype, in which the entire population is drawn to the centre of the screen in a fight to the finish. There's a nearly 500 words to conquer while playing against the computer, and two-player games are also catered for.

For God's sake, buy it now!



"The controls quickly become intuitive"

In a review this size it's difficult to explain just how good *Populous* is — it's one of the most addictive games I've ever seen on the Amiga. The controls quickly become intuitive.

The action's nonstop and the artificial intelligence spot-on. Marks are deducted for the obtuse save-game system and cleverly disguised passwords (in censored mode, choose NEW GAME and enter the name of the word you finished on — you're never told they function in this way), but packaged with *The Promised Lands*, a data disk offering five new scenarios (Wild West, revolutionary France, Lego etc) it's a real bang. Buy it!



TIP TIME! If you're playing on a telly, turn the contrast down for clearer viewing.

■ Now you have the power to play God, what will you do? Your chosen people will only flourish if you make life easy for them.



■ One of the best 'god sims' on the Amiga — excellent value!

85%

SWOR



STORM

■ Games Worth
Playing, £12.99

Not many strategy games feature 3-D combat, but this isn't the only surprise in *Storm Master*. One of the weirdest story lines ever sees you as leader of an island kingdom, battling against a neighbouring isle with flying ships complete with missiles and sails.

On selecting one of five scenarios, you're presented with the main graphical menu screen showing your nine ministers. Clicking on each brings up menus for a different game aspect. One of the most important is the Master Miller, through whom you organise food production by placing farm icons on the vertically scrolling island map. This is also used by the Ecclesiast who predicts winds, realises land, and even places cyclones above enemy cities.

Commercial options — trading goods on the stock market and setting taxes for cities — are accessed via the High Constable. Slightly more sinister, the Inquisitor provides you with top-secret information about cities, and can murder enemy ministers.

Appliance of science

The Leonardo enables you to design your flying ships, by attaching engine equipment to one of four basic ship types. Armour's needed for battle, propellers increase speed, while iron is

RD OF SODAN

BUDGET REVIEWS

Global Software, \$7.99

Imagine a time when all is dark. A time of dragons, witches and sorcerers. A time of magic, death and evil. It can't be all that hard to picture, as it is the basis of all second- and third-person games. Conceiving ideas this small can't be in *Sword Of Sodor*, a one-weapon everything-but-the-kitchen-sink fantasy action but small fantasy slice of fast-paced.

The story is the usual fare: a twisted duke called Zoran the Necromancer has seized out the king and, taking charge of the throne, has plunged the entire land and its people into despair. Enter you, a bloody guy (or girl—depending on what mood you're in) and one very sharp blade—the legendary *Sword Of Sodor*. Being a person of honour, valour and a passion for strutting around in a tunic, you're devoted to end the wicked one's reign once and for all.

Walk right on

The game is made up of 12 levels, in which you battle against Zoran's minions. Walking along and slaying everything can become monotonous, and *Sword Of Sodor* is a prime

example of this. There's no platform jumping at all; it's just a matter of walking from left to right in every level. The big spikes are impressive, but so badly animated that any memorable first impressions soon disappear. Due to their questionable size, plenty of jumps are fatally mis-timed—take my word for it, controlling the fat buffers is nothing short of maddening. Fighting techniques are very limited. It's more a matter of juggling the fire button that figures out complex winning manoeuvres. Special collectable potions don't add any

interest and neither does the reality, showing the previous game from the start—why? It's bad enough playing once, let alone watching the tapestry a second time. Should your character die, play is restarted a few scrolls back, usually in the path of a rising spike you spent several long minutes trying to avoid.

The atmospheric sound and speech is superb in places, but without a game it seems a waste of paper (packaging).

TIP TIME! Save your special powers for the end-of-level battles.

“Nothing short of maddening”



Big chunky graphics are let down by dull animation and dead-end plot. Walking from left to right, dispatching badies with one attacking move (well actually there's three but they all amount to the same thing) aren't going to send judges racing—neither is the slow scrolling. Having to keep stopping for the screen to catch up seems a bit feeble, to say the least. A most odd feature is the ability to replay the whole of the previous game—I mean, why? Sordovise it's okay but that doesn't drag it from the realms of B-movie.



■ The mighty *Sword Of Sodor* fails to cut the mustard.

48%

MASTER

produced by balloons and sails. You then allocate maximum crew numbers (pilots, soldiers etc) before going for a test flight. Get it right and you can mass-produce identical craft.

Your aim is to destroy the seven enemy cities by bombing and booting them with flying ships. After assigning a launch vessel and recruiting men, your armada lifts off, controlled by on-screen arrows and bombs—why can't you use a joystick?

Meeting an enemy fleet takes you to the 3-D battle sequence. Again, you move your ship around with on-screen arrows, clicking on icons to fire crossbows (at three angles) and the central catapult. There's no chance to disengage—you must shoot down all enemies before your armada's destroyed.

Battles are fairly enjoyable, but the game's sheer weariness is initially off-putting. It took me ages to figure everything out and I'm not sure it was worth the effort. The economic/political aspect's okay, but the shallow warfare is limited to performing single bombing raids on enemy cities. The lack of more-detailed military options proves unsatisfying.

“Warfare is limited to performing single bombing raids”



■ The single strategy is just a wee bit dull plant crops to feed your people, raise an army and attempt to overrun neighbouring empires. A more interesting idea is the ability to modify, test and build various fighting machines from a set basic design. Tool fights are accompanied by an animation showing the craft taking off into the air blue yonder or blowing up on the runway, depending on your design. Unfortunately the animations are the same for all vehicles, right down to the battles. This game is very two-dimensional but is a game style which tries to immerse you in its computerized world. Butts should enjoy it but there's better about.



■ Not the complex and imaginative strategy game it first appears.

65%

TIP TIME! Use the Inquirer to keep an eye on your own cities.



BUDGET BARGAINS

WWF WRESTLEMANIA

■ The Hit Squad,
£9.99

With our muscle-headed mates from the States importing the charts with the worst songs since Don Pepe, we decided to skip this review to show us how it's done.

Forget the quality, check out the type. That's the way that you sell this thing. A Soccer Christmas Member One. But the playability's got up and gone.

Pick your fighter and hit the ring. That's where you get to do your thing. Or you nearly — there is little to do. Graphics are big but violent, are fine.

The interaction's really nice.

Just wuggle away and then hit 'fire'. The first person's a real stoddie to about. But your arm's too knackered for the second bout.

With much posturing and silly name-calling. The pro-fight interviews are quite appalling. Faking padding to unrepresented heights. They really are a waste of bytes.

Well whoopee do, there's a two-player game. But the playability's just the same. Too much wiggling, too little to do. And no choice of characters for Player Two.

■ Wrestling has never translated well to any computer format. Games tend to deteriorate into frantic wiggling matches in which the substitution of winning poses to serious shoulder cramp. WWF is an unfortunate example of this.

Plot and presentation's of poor quality. Its only saving grace some reasonable digitised pieces of the characters. In-game graphics vary between passable and durably unconvincing, eg a mass one frame of animation when picking up an object. With PX consisting of the odd belching noise and minimal action, we're left with a complete no-no, I'm afraid.

Too much wiggling, too little to do



Don't you think it's really sad. That software sells when it plays this bad? The perfect code for commercial greed. A big name license is all you need.

Incidentally they make loads of cash. From this pile of total trash. You want bad games? You know what to do. But if you don't, check the AF reviews.

Before I go I'll finish this tip. By telling you that this game is CRAP. As far as the best 'win-up genre goes. Take my advice — get Body Blows!

Remember folks — JUST SAY NO to busy software, and don't get taken in by the license. If you keep buying 'em, they'll keep making 'em. The future of Amiga games is in your hands.



TIP TIME! Forget it!



■ An really expensive way of buying blank disks

20%

ADRENALYNN

■ Global Software,
£7.99

Butal future sports are so dull. Surely the whole point of sport is its inherent fairness — take away the rules, and play degenerates into a free-for-all. Even the great Speedball 2 was marred by the omnipotence of the electro-ball.

If Adrenalynn were a spectator sport, it'd have trouble drawing a Wimbledon-size crowd. It's not much more enjoyable to play. It's fairly similar to EA's weird three-player Projectile.

nothing near as much fun. Matches are played by two teams of just two players, either of which can be computer/human-controlled — so you can have four players (with a joystick adapter).

The action degenerates into mindless bashing

Hover hover

Players control hovering discs, bumping and bashing their way around a futuristic arena, with the aim of knocking the ball into the opposition's goal.

They can also shoot laser; reducing an opponent's energy to zero renders him temporarily immobile. Collecting the floating

particle has various effects (extra/less speed, gravity, friction etc), depending on what coin it's shooting.

That's about all there is to it. You can play a 'cup' (more like a tiny league) and select from players with different attributes and portraits (though they all look the same during play), but the gameplay's such a total mess it's pointless. The action soon degenerates into mindless bashing with a total absence of skill. With the addition of the arena's magnetic fields and the particle effects it's often a complete lottery where the ball ends up. The lack of challenge presented by their computer teams doesn't help matters, and ultimately the game fails to jump any adrenalin round your bloodstream.



TIP TIME! If one of your opponents is low on energy, shoot him to knock him out of the game for a while.



■ Oh dear me, what do we have here? Another 'ultra-violent' future sport no less. Best of the 'misery' bunch around at the mo' is undoubtedly the infamous rather fine Speedball 2. Adrenalynn, it has to be said, falls squarely into the completely un-fine (bashed) Dodge backyards, awful spillops and gameplay which belongs in a bin marked 'poor'. Its two-player team mode doesn't little incentive for cooperation with both players earning around after the ball and invariably giving it away in the confusion. An eleven-egg-worth-of-a-dollar game.



■ A mindless future sport requiring little skill and no tactics

56%

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AFC

Beaten at their own Sensible Soccer challenge by the fancy footwork of two readers, the AF crew were only too eager to make amends in Sensible's own official World Cup tournament. PHIL KING reports...



■ The AMIGA FORCE crew are glued to their seats, watching Phil play the final (Above). The tension is relieved as Phil lifts his gleaming trophy (Right).



■ (Below) Chris thrashes Dominik in his very first match.



HOW WE THE WORLD

'When you win the cup, we're gonna win the cup... we'll win the cup on the A-Team channel through the doors of Sensible's spacious old HQ (what strange Cambridgeshire town of March, it was spiced stuff considering the epic journey we'd just endured — we turned up for the kick-off nearly two hours late). Quickly changing into our chosen colour of team T-shirts (Chris — Celtic, Miles — Arsenal, Steve — Celtic, Dom, James — England, Phil — Denmark) we were ushered into the "clubhouse" (basement of City, you're here at last!) Unintended, and after being out the free Sensible on offer, we stood up the opposition. There were many familiar faces from real magazine firms, most of the Sensible programme, and Manchester presenter Dominic Diamond, not showing the slightest trace of interest apart from his face. Sensible this, he was clearly followed by a TV crew who were filming the event for Sky TV's Global World programme (shown at 1pm on 11 April).

21 familiar players were competing, with three computer sides, making us the ninth-best team who would be drawn against in our

first group matches? The tension grew as numbered balls were rolled from a bag and the six groups were slowly filled with four teams each. Knowing Sensible's previous World Cup record, Chris was overjoyed to be drawn in the same group as Dominik.

However, Steve and myself were quite so pleased at being in the same group as each other. The all-given tactics were strained when Steve did manage a draw in his opening match against Rick Henderson (Cambridge) from Harefield TV Productions. Surely nothing over to the other tables. I noticed Chris doing slightly better. His arms went up as he finished Dominik (Queens) 5-1 despite the glare of the TV cameras. Cries of astonishment (and many cheers) went up as James and Patrice's Andy Nuttal 3-0!

Winning ways

Back in our group, I was up first against Frank O'Connor (Luton) from Euxine. His Space is a great team with super and I duly crushed him 4-0. Both Steve and I ended with our next matches against our two rivals, so were virtually assured of qualifying. Meanwhile,

Chris, Miles and James were dominating their groups.

However, the final matches in each group were to be played on Sensible's enormous TV, so everyone could watch. And to ensure there were no dirty tricks, the opponents sat at separate tables, each with their own monitor. The atmosphere was heightened by the bludge guitar playing of Jimi Hendrix blaring from the PA system. One by one, the final matches were played with the crowd booing and cheering accordingly. Unaffected by the pressure, Chris, Miles and James all won their games to top their groups. Dom (Domini) came good, if a little computer-controlled Sam Martin to qualify for the next round. Finally, Steve and I had to play a gauge match. Although the pressure was off, it was a really physical battle, ending up 3-0.

It's a knockout

It had all been relatively easy so far, but now came the real pressure: the knockout stage. One mistake and it could be tournament over.

“ At the end of football the v...



■ (Above-left) Phil bards a shot round the keeper to score in the final. (Above) After winning 3-0, Phil shakes hands with opponent, Jason Sutton of Eurogress.



eventually winning 7-0 on penalties. He was in the final, but who would he favor?

Winning each other the best of luck, James and I sat down to play the decisive game. Luckily it was I who got on top by scoring the all-important first goal. (Despite having a defender run off, I played well to win 3-1. It took victory against Jason in the third-place play-off to put a smile on James's face again.



On top of the world

Following the match I'd interviewed, James and I prepared for the World Cup final. (Thanks, Darius!) was doing a live match commentary and got carried away as the ball popped into the net. "Goal!" I yelled, and the ball was in the corner of the net! A cheer went up, followed by another a couple of minutes later as I knocked in a second goal. Surely it was all over now, and I felt... I vigorously defended my goal from James's spirited attacks, with goalkeeper Schmeichel making some important saves.

I collapsed into my chair at the ref blew the final whistle... I had won the World Cup! Holding the trophy aloft, to the cheers of Pavlov's, the emotion of the occasion got the better of me, and a classic cliché emerged from my lips. At the end of the day, football was the winner! Really, though, at the end of the day, AMIGA POWER was the winner. We all won our prizes (point from Steve) and went on to take first and third in the tournament, being modest folks, of course, we don't want to boast about our already proven gaming/playing expertise, but we'd just like to say to our media avatars, "We started you all, present!



WON LD CUP!

on Miles discovered when playing Sensible's Jack (Pavel). He let in a silly goal and spent the rest of the match doing poorly passing but didn't bother near scoring!

After watching Darius, there a dramatic improvement in him in tracing Sensible's Chris Chapman 7-4. I took the first test for the match against computer team.

Venezuela. Thinking it is easy, I substituted both my star forwards to prevent them getting any yellowed cards. This decision almost proved fatal as I struggled for most of the match without scoring. After surviving a few close computer attacks, I was with heart that I finally hit the union sack to win by a single goal.

The AI crew had their hopes crushed again when Chris went down 4-2 to Joe James's Uganda. (Thank you, Steve, for your message by beating Sensible's Chris Yates (Italy), before James walked to a 4-0 victory over Future's Matt Evans (Italy). The celebrations were described when, in the first quarter final, on just efforts (Chewer in

a couple of last goals by Paul Lakin (Italy) of Darius Publishing, to fight this (Okay, I admit it... I was a little bit... Darius).

Then there were two...

The hopes of the AMIGA POWER team now rested with James and me. (Thank you, Darius!) (Darius's Scotland, I was frustrated when he already admitted defeat in the TV test. However, I had the disadvantage of having the scores in my head... he was good to, I was then free good to score it quick goal to relieve the pressure. It was to follow me, however, and I was pleased to shake the big guy's hand after my 7-1 win.

James also moved into the semi-finals, winning Miles's defeat (and his own in the AMIGA challenge) by beating Jason's Steve 4-1. But dreams of an all-AMIGA POWER final were shattered when we discovered we were playing each other in the semi. First though, we had to watch the biggest match of the tournament, between tournament's Jason Sutton (Germany) and Darius's Paul Lakin (Italy). The match was unbelievable as the match went to extra time, with Jason

of the
of the day,
ball was
winner!

WE'LL SHOW YOU

One of the year's most prestigious events on the computer software calendar is the ECTS show. Everyone who's anyone in the computer industry (and quite a few nobodies) gather at North London's Business Design Centre for three days of wheeling and dealing, with a spot of winning and dining thrown in to lubricate the wheels of industry. As it's a 'trade-only' event you're unlikely to have made it along to this spring's little shindig, but don't feel left out — Steve 'Shurley Shome Mistake' Shields reports on what went down... and what's coming up!



ADVENTURESOF

The team who developed *Wizards* and both *Elvira* games on the Amiga, *Adventuresoft*, were exhibiting a PC version of their forthcoming title, *Simon The Sorcerer*. We're loath to preview any PC product here at Amiga Force, experience dictates that differences between PC and Amiga versions can be said too great for an accurate account of how the Amiga game will look/feel/play etc. In this case, however, we'll make an exception, especially as an A1200-enhanced version is planned which should duplicate the PCs pristine graphics right down to the last pixel. Anyway, in a point-and-click adventure such as this, it's the puzzles and characters which count... and *Simon The Sorcerer* has plenty of both.

Set in a fantasy world of dragons and trolls, the player takes control of 14-year-old Simon as he attempts to save the good wizard Calypso from impending doom. The *Monkey Island* games have obviously been the inspiration, as the same humorous approach and very similar control methods are evident throughout. Wacky characters lurk around the most unlikely corners, but the dreaded 'instant death' syndrome is, thankfully, missing entirely. In fact, *STW* is one of the most user-friendly adventures I've seen, and I for one eagerly await its Amiga debut towards the end of Summer.



CODEMASTERS

The bastions of budget software didn't have a lot to offer thirty Amiga owners at the show. Concentrating on the consoles for the time being (don't!) the best bit of news seemed to be that their fantastic NES hit, *Micro Machines*, is set for conversion.

For those who've never heard of it, *Micro Machines* is a viewed-from-above one or two-player racing game featuring a total of 27 different tracks and a range of vehicles to manoeuvre (including sports cars, dune buggies, helicopters and even speedboats). Each of the vehicles is based on one of the minute *Micro Machine* toys. As such, races take place over a variety of imaginative tracks, from bath-tubs (watch out for the plug hole!) to snooker and breakfast tables (yep, those *Brain Games* go right through you!). No release date has yet been set, but watch this space for further developments.

Other than that, the only Amiga game scheduled for release from the Codemasters catalogue was *Firehawk*. Previewed last issue, the game is a predominantly overhead-view helicopter gun type thing, with strategic elements thrown in. I had a little go and liked it, although from what I could see the gameplay still needed minor tweaking. Still very much 'in development' at the moment, look out for our fortnight, longest and in-depth review when the game is completed some time this summer.

HOW RS...

PREVIEW FEATURE

CYBERDREAMS

Relatively new to the UK Amiga scene, Cyberdreams have only released one game to date. They made their most auspicious debut with the H R Giger-inspired fantasy adventure *Darkseed* a while back, and now look set to follow it up with an absolutely

astounding space race game called *CyberRace*.

A rolling demo running on a top-of-the-range PC was all there was to show, as the game is still in development — but from what I saw it looks as if it'll be a blast and a half. Where as *Darkseed* relied heavily on Alien-creator H R Giger's input, *CyberRace* looks to futurist artist Syd Mead for its inspiration. Responsible for such cinematic smashies as *Blade Runner*, *Tron*, *2010* and *Star Trek: The Motion Picture*, Mr Mead's credentials couldn't be better — the illustrations you see here are just some of the ideas he had when thinking up the story line for *CyberRace*.

Featuring a variety of ray-traced vehicles (which can be customised by the player), super-fast Voxel landscapes and a host of eye-popping cinematic in-game sequences, this one looks all set to wow the Amiga gaming public when it hits the shelves towards the end of the year.



■ The first Oliver Twins shoot-'em-up is set to blast onto the Amiga very shortly. *Dirty Goes Mad With An AK47...* whoops, it's *Flashback*



■ Cyberpunk makes a comeback with the *Blade Runner*-style *CyberRace*, where conflicts are solved by futuristic motor races.

CORE DESIGN

Core Design's PR supremo, Richard Barclay, was as wistful as ever when I visited their stand at 10 am on Monday morning (or perhaps he, like many, was simply hung-over from the Awards Ceremony the night before?). Head(ach)e aside, though, he had some interesting news to report regarding their forthcoming title, *Darkseed*: it's still not ready!

Pretended my back in our phenomenal first issue, the entire team have been awaiting the release of this isometric 3-D slash-'n'-collect-'em-up with high hopes. And from the early preview version I played at the show, we're all going to have to wait that little bit longer — although lookin' good, *Darkseed* is a long way off completion.



Stated for a release some time in July, Core's *Blaster* certainly looks like one to watch. A fixed-view space-based shoot-'em-up incorporating a host of power-ups and different enemies, this one should appeal to all fans of the genre, who seem to have been sadly neglected of late...

Later this summer we can also expect to



see the weird (and hopefully wonderful) *Bubble 'n' Stix*. A horizontally-scrolling puzzle, this one has the player controlling a hapless delivery man (Bubba) as he attempts to find his way back to Earth (he was kidnapped by aliens, y'know).

Accompanied on his travels by a friendly alien robot, Bubba has to manipulate his twiggie pal in a number of ways in order to traverse the landscape. Not only can the stick be used to bash badkies around the bonce, it also comes in handy as a snooker cue, lever, tightrope balance, javelin, baseball bat and handy platform! Odd, but intriguing all the same.



Core's two September releases are *Wonder Dog* (a conversion of the Mega CD title) and *Curse Of Infinitia* (it is working time for the sequel to Core's absorbing-at-a-time-frustrating-polem-and-click adventure). Details are somewhat murky at the mo so, as ever, keep 'em peeled!





Utopia/PC is a dedicated tool kit featuring both the FA Premier League Championship and the FA Cup. A one or two-player game with unique parallel views of the pitch, only one question now remains — will it beat Sensible Soccer at its own game?



remove the princess-type tale either. I mean that I'm sure I've read it before (possibly a story by Michael Moorcock?). Anyway, the game looks like it's going to fulfil its promise of turning RPG dialogues into the vast and complex world of roleplaying with parallel.



renewed isometric 3-D playing area (not just caves and dungeons) either, the sales blurb is quick to point out. A special A1200-only version is already in development, which will feature 256 colour graphics, but the normal 16-bit game doesn't look like it'll suffer any problems during the downgrade. Over 120 creatures to interact with, around 100 (to) be said, up to seven members in each party, digitised sound and character speech are all promised. Let's hope they're as good as their word, isn't it?

STOP PRESS: Grandlam have just announced that, although *Reigns O.D.* and *Seventh-Sin C.M.* are both excellent games in their own right, they've got a better release planned that is... even better than both games put together! Naturally, this power that be over at Grandlam are being more than a little tight-lipped regarding specific details, but they've guaranteed that we'll be the first to know come the time. Arg! I later secret!

to take the standard 1 Meg Amiga and fit as much games into this configuration as possible," said a spokesman for the programming team. "Without paying too much attention to the current batch of Amiga platforms, we've tried to develop a unique style in *Woody's World*. From the graphics and music through to the layout of the levels, all of our design decisions were aimed at creating an expansive game environment to challenge the player."

Unique? That's no small claim in these console-games, platform-laden times, so will the game live up to it? We can only hope. *Woody's World* is to be marketed by DMG under their Global label, and will retail at £25.99.

GRANDSLAM

The message from stand G23 at the show had to be: ahem, barn, thank you Grandlam! A goodly number of new releases were being hyped. The following should all become available over the coming months:

labeled as 'The Role Playing game for people who hate Role Playing games', Grandlam's *Reigns Of Darkness* does indeed appear to be a somewhat superior piece of software. Incorporating a whole host of neat features (such as multicoloured views of the game world, arcade adventure sections, detailed conversations and realistic weather conditions), the only thing that seems at too familiar is the story line. And I don't mean it's just another 'kill the evil magician and rescue the princess' tale either. I mean that I'm sure I've read it before (possibly a story by Michael Moorcock?). Anyway, the game looks like it's going to fulfil its promise of turning RPG dialogues into the vast and complex world of roleplaying with parallel.

Tutorial (in the other hand, isn't it out to convert anyone. Set in a post-apocalyptic world literally crawling with mutants, the aim of the game is to locate them, yes you guessed, annihilate an evil madman. With beautifully rendered, parallel backdrops, a huge array of different weapons and a clever magic system, we're expecting great things of this.

Finally from Grandlam we have *The Seventh General Of Menzies*. Another RPG Adventure, this one too has a renewed isometric 3-D playing area (not just caves and dungeons) either, the sales blurb is quick to point out. A special A1200-only version is already in development, which will feature 256 colour graphics, but the normal 16-bit game doesn't look like it'll suffer any problems during the downgrade. Over 120 creatures to interact with, around 100 (to) be said, up to seven members in each party, digitised sound and character speech are all promised. Let's hope they're as good as their word, isn't it?

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PREVIEW FEATURE

ICE

Probably the most over-the-top no-holds-barred blast-'em-to-bits extravaganza we're going to see this year is *Total Carnage*. For those who've played the coin-op there'll be no point in harping on and on about just how mind-blowingly violent the game is, nor how hysterical. Yep, if you haven't played it in the arcades you've seriously dipped out — sorry, yes, not, though, as ICE should have it ready for release before you know it, so you'll be able to drop over its delights to your heart's content. And judging by its performance the last time I played it, it'll seriously work out cheaper to play it at home!



IMPRESSIONS

Further Command made a very good impression (groan) when it hit the Amiga a while back, now the company have completely overhauled the game and re-released it under the title *Air Force Commander*. Gameplay has been extensively tweaked, along with the graphics, interface, everything really. A data disk is also now included in the package, which has 28 scenarios ranging from 'Tom Ripper to the Gulf War. There's also a WWI module which enables the player to re-enact The Battle Of Britain, as well as a number of 'what if' situations. Fans of the original shouldn't hesitate...

In addition, Impressions are planning to launch an Amiga version of their PC smash strategy game *When Two Worlds War* — an absorbing space-based war game with a number of fascinating features. How the conversion will work out is anybody's guess, but it looks like it may have to be an A1200-only release due to the sheer volume of information that needs to be processed during play.

Two further releases are planned: *Rules Of Engagement II* and *The Blue Area! The Gray* — both will get the A-Fence treatment as soon as we see 'em...

KRISALIS

One of the biggest attractions at the Krisalis stand was, justifiably, Arabian Nights. We reviewed this pristine platform last issue (and are tipping it in this) so I'll concentrate on the newer...

Regular readers will know of Soccer Kid already. Krisalis have been running 'bazaar' ads in most of the Amiga mags for some time (ours being no exception), and we also previewed the title in Issue 5. Basically another platform game, where Soccer Kid jitters is in the control method.

As your character is 'armed' with a football it's not just running and jumping; probing, heading, bouncing on and even overhead-kicking the ball is all essential to your progress, and the character animation among the best we've seen. Most levels are near completed with only the odd minor adjustment to be made before it's ready for release. Over we go then, Krisalis, to the 'lead'!

Yet another PC-based RPG, *The Lord Kingsdome*, also looks likely to receive the Amiga conversion treatment. A sprawling fantasy world pitches the forces of good against the forces of evil... sorry, evil. Seriously, it looks like a real challenge — let's just hope they manage it.



MICROPROSE

Masses of mega-lookin' Microprose stuff is in development, some of it very near completion. Without further ado, then, let's see what they've got in the order they'll be coming...

Developed by the Knights Of The Sky-tam, *Gunship 2000* (promise) to be one of the fastest flight sims ever. Featuring up to eight choppers, you fly one while giving orders to the other members of your squadron.

A close conversion of the PC original, the programmers claim it runs at almost the same speed. Instead of doing a direct port they completely rewrite the game engine into something far more Amiga-friendly, giving it an update almost unparalleled in flight sims.

Another common complaint with flies is the scenery — all too often it's just a monochrome mass, with the odd road or other in it-ies made if you're lucky. As you can see from the screenshots, *Gunship* isn't having any of it and looks a real treat for the eyes.

Any Microprose flight sim is worth looking forward to, but short of a disaster *Gunship 2000* will, even by their standards, be outstanding. Watch this space for a full review — soon!

Also slated for a 'soon' release is *Ancient Art Of War In The Skies*, a peculiar yet oddly fascinating strategy-action game. Featuring 40 levels of fictional, and historically accurate scenarios (as well as a handy level editor so you can design your

own), the game combines military planning with arcade skills in equal measure. Select a route for your fighters and bombers over the scrolling landscape, then prepare for close-up gun battles and bombing raids. The Red Baron, Kaiser Wilhelm and General Fock all pop up in the proceedings — it's your job to pop them down!

Later this year we can hope to see what should by all rights be a true classic.

Darklight takes the simple premise that what flight sim fans love most is air-to-air combat, and the entire game has been developed around that premise. I think they're right, and just can't wait to select from a generous 12 planes (from the Sopwith Camel to an F-16A Falcon), which can be put into battle with one another, or you can fight with any combination. Sadly, it looks like it'll be a one-player-only game, but with the opportunity of attempting to outman a Harrier armoured with heat-seeking missiles in a BWS Spitfire, well, it seems a small price to pay.

Later still in the year our Amigas will be graced with the delights of *The Legacy* (an RPG being developed by Microprose and the magnificent Magnetic Scrolls, set in a haunted house), *Fields Of Glory* (a military action game, taking place in the 100 days after Napoleon regained the French throne), and *A.T.A.C.* (another strategy game with flight sim overtones, this time you're up against the combined might of five ruthless Columbian drug barons. High-flying stuff indeed, by the sounds of it).

LORICIEL

P erhaps I was a little worse for wear by the time I got round to meeting Loricel's charming PR lady (it had been a long day), or maybe her sexy French accent was pulling me off — whatever, I ended up back at the office with a copy of their latest release, *Loricel*, which comes on four disks. Chris Inoué, though, was that I had somehow managed to collect disk one, disk three, and two disk four! Intriguing, but at least I'm honest...

Anyway, the intro looks great and Loricel have promised to supply my missing second disk in time for review this ish. Fingers crossed, it'd get here in time (if only my eyes hadn't been crossed when I picked it up originally).



MILLENNIUM INTERACTIVE

If you're lucky enough to already own an Amiga 1200 then Millennium is a name you should be looking out for. If you haven't spotted it by the new 3D-bit named, though, then this company could soon be the catalyst you've been waiting for. Just check out these forthcoming titles:

Antimorphosis is the working title for a game that'll be released on both 16 and 32-bit formats, and takes the form of a platform puzzler. We're only seen static screen shots so far, but can tell you that there'll be five main sections divided into many subsections.



MINDSCAPE

God alone knows how people can wear ridiculous outfits, then strut about a busy trade fair all day without going totally insane. I don't know, but the pay-off here has to be that as Mindscape's *Atari Children* at the ECTS show deserves a medal — or a padded cell?

Despite the package's limited PR whorship, the game itself looks like a laugh-and-a-half. In it, you control Alfred as he roams about seven platform-like levels in search of young Billy Egg (who's been kidnapped by the mischievous *Mexico-Chickens*).

Ultimately, Pinola (Alfred's girlfriend), already out for the *Hillbillys* (*Samuel* [John], we anxiously

await its arrival on the *Amiga*...

Batterboads, too, is due out any time now, and plays remarkably well considering its turtle-type theme. Lots of colourful levels

demanding various different arcade skills should ensure a healthy reception.

Finally from Mindscape there's *Liberation*.

Programmers Tony Crawford and Ross Goodley were on hand to give me a sneak peek at their efforts thus far, and I



Crawford and Ross Goodley were on hand to give me a sneak peek at their efforts thus far, and I



OCEAN

Strange, but Ocean weren't talking about *FA Premier League* at the show. Originally titled *World Class Soccer*, Autodesk planned to publish this last summer, but after a few setbacks they decided not to release it at all. Ocean bought up the code, stepped on a big-name licence and... suffered more setbacks. Yes folks, this year's an hell year again!

Warily avoiding the *Rice CR2* approach cornered by *Sensible Soccer*, *FA Premier League* features *Mangroose Soccer*-style action where the ball sticks to your feet when dribbling. I also had two different perspectives: a *Sensible Soccer* 2D vertical pitch and an *Emlyn Hughes* Match Day horizontal scroller. You can change the viewpoint at any stage, even during a match.

Even after *Sensible* there's room for a blinding arcadey, *Mangroose*-style soccer aim. Whether this one hits the back of the net remains to be seen, but it can't play any worse than *Swansea*!



Universal Monsters was under discussion, though. Already previewed an ish or two ago, this is an isometric 3-D adventure using famous movie monsters from the Universal Pictures stable as its central theme. The Wolfman, Frankenstein's Monster and Dracula all make an appearance, as does the game at the end of this month.

16 and 32-bit versions of *International Open Golf Championship* are planned for mid-June, and I could say that if you've seen one golf sim you've seen 'em all. I could, but won't,



must say I'm suitably impressed. A gigantic 'cyberpunk' adventure utilising a unique 'Vectorial' imaging system (which allows high-resolution vector graphics to move at an alarming pace), the game is due out soon. With over 25,000 possible locations to discover in each of the randomly generated

cities, this ain't going to be gathering dust after a fortnight, no way!



because this one contains some pretty nifty features that look like they'll lift it out of the handicap league and glom it firmly into professional status. I only got to give the PC version a whirl at the show (pun), but if the *Amiga* incarnation plays anywhere near as well there'll be cities of *Yor* rebounding off the office walls for weeks!

Also from the mighty Ocean we find *Burnin' Rubber* — a

disk-based safe sex manual that... ah, there's no kidding you, is there? Besides, you've probably seen the screen shots by now. Released simultaneously (and both at £25.99) the 16 and 32-bit versions of this sex-looking driving game will present you'll be boy-races with a number of options. Set in both the UK and USA, drivers can select the vehicle of their choice (out of a possible six in each country), decide which route to take through each stage, personalise their number plates and select their own control method. Graphics look clear (and fast), while the various options available should practically guarantee a healthy reception.

Finally, Ocean are planning a 32-bit *Amiga* (light aim called *Intermo*, which promises to provide 'revolutionary' tightly complex 3-D environments, unique enemy combat intelligence and approximately 200 multiple objectives'. These different aircraft will be available over eight global trouble spots. We'll keep our ears to the ground, you watch the skies, okay?



and the 32-bit job will feature 256 colours. Due out any day now...

Millennium are also releasing up-dated specially enhanced *Atari* versions of both *James Bond* games (we prefer the first, and work is already well under way on *James Bond II* — Operation *Startline*). This promises to be the best *Bond* outing to date, and again two versions are planned.

Millennium's dedication to the *Atari* doesn't stop there, either. *Diggers*, *Dino-Mania* and *Demolition* are all set for the 32-bit treatment, only

Diggers will make use of existing 16-bit technology. Not much is known about these three at time of writing, but I can tell you that

Diggers is an arcade/shooting game which will pit your wits against four different races of 'miners' over (below?) 32 scores, while

Demolition will be a 'brutal sports' game for two players. Sounds great!



PSYGNOSIS

Bike games have a very checkered past on the Amiga. Sure, there was *Super Hang-On* and Microstyle's *RVF Honda*, but what about the disastrous *Red Zone*? A perfect simulation of riding a bike over polished ice! Electronic Arts's conversion of their Mega Drive marvel *Road Rash* was disappointing too. In fact, only *Thriller*'s excellent *No Second Prize* had any real guts to it, so *Psygnosis's Prime Mover* could be onto a real winner.

A racer isn't a racer without bags of speed (remember the cloth-like *Chase AQW*), and *Prime Mover* has plenty of it—it's even faster than *Knockout*! Unnecessary frills are dispensed with, leaving a great sense of pace, believable road effects and backdrops you wouldn't think possible on a game this fast.

Programmed by the Danish group Interdiscipline, *Prime Mover* hits the shelves this month. If the early demos are anything to go by it'll be a real killer, but with



Super Hang-On and *RVF Honda* both on budget it'll have to be.

Combat Air Patrol was

promoted last issue, and we still haven't got a finished copy, but *Choppers* is new to us. Another 'classic'

Psygnosis puzzle game, this time you're

attempting to save a bunch of

treacherous cat-eaters as they

swish (swim) around 70 devilous

levels. Difficulty levels are provided for

the pro and no-

vice, while

fans, transpo-

lines and the rest of the standard

Psygnosis devices must be used if

your words are ever going to turn

into beautiful butterflies. Sound familiar?



RENEGADE

Renegade are in a precarious position at the moment. Probably the only software house with no dodgy releases to blot their copy book, the Amiga world is watching with anxious anticipation, awaiting their next release. Hopefully, *Urlikum* it won't disappoint when it arrives in time for review next issue. Conceived and written by the hugely talented Andrew Braybrook, *Renegade* assure us it'll set the standards by which all other shoot-'em-ups are measured. 'We'll be the judge of that!' I told 'em and, after the steep job we did on their *Chase Engine* maps last issue, they said we were welcome to bet!

Much later in the year we can expect a



Do not pass go, do not collect \$200, do not kerb-crawl along the Old Kent Road. It's the best board game of all time! Monopoly!



console-style platformer called *Ruff &umble*, which promises to be a highly playable title number showcasing top-notch sound and graphics. Put together by programming teen Wunderkind, you'll have to wait till October for the loadout.

Last, but by no means least, we have *Sensible World Of Soccer*. Yes, it's sequel to the magnificent *Sensible Soccer* is on the drawing board, but not even our friends at Sensible Software will tell us anything about it. All I can say is that it's expected to appear in time for Christmas this year, and it'll incorporate a 'dazzling array' of new features. Check out Phil's report on our first meeting of the Sensible team (plus a few minor Amiga ragers) in the very issue... and you'll see we're not piling when we say that this is the game we've all been waiting for.

SUPERVISION

Set up as the computer arm of toy manufacturers Waddingtons, *Supervision* are a new company who promise to provide only top-quality software, and bring the first disk-based version of *Monopoly* to the Amiga (and this time I'm not joking).

To kick off, they're all set to release a brand new version of the winably board game *Monopoly* to our screens. Select any of eight characters and storm around town buying land and building houses. The graphics for each location reflect the asking price (the Old Kent Road appears as a run-down slum, for example, while Mayfair is a swanky luxury land of grand hotels etc), and a handy save-game feature has been included so you don't have to leave your machine running when rush (yay, it's time for tea). We're expecting a finished version soon, but the *Supervision's Lovers Guide* that most of the lads here at the office are looking forward to the most.

I told you not when I say that Dr Andrew Stammers's block-busting video is about to receive the Amiga treatment, so let's get all the three-and-a-half-inch floppy jokes over with before we begin, okay? Divided into nine 'chapters' which include all building Renos and Julius in the arts of classy booking, I've been assured that the program will be a 'sensitive yet forthright guide' to human sexual relationships (What? No animals? — The A Force team). Safe sex is fully explained, and an edit facility will even enable parents and teachers to use it as an educational tool (paran the pun). So the next time little Jimmy asks 'where do I come from?', you can answer 'go and play with your Amiga and find out'.

PREVIEW FEATURE

CANNON



FODDER

VIRGIN GAMES

Virgin have a hectic release schedule to follow over the coming months, with no less than five new games in various stages of completion. First of these is *Goal!*, a soccer game developed by Dina Dini of Kick Off fame. From what we've heard so far it sounds like a potential Sensible-beater, with afterthought, headers, scissor kicks and the ability to trap and dribble the ball. The game will also feature two views of the pitch, a close-up mode and more remote view can be toggled by the player, or left up to the computer which will automatically select between the two depending on circumstances. A rather nifty replay mode is also included, allowing for rewinding, fast forward and even frame-by-frame advance, while a management element has also been catered for which determines the ratings of each player in eight different skills (pace, stamina, aggression, etc.). All in all it sounds just too good to be true — but will it perform as well on the day? Over to you, Brian...

Comic-book genius Dave Gibbons has teamed up with Lure Of The Temptress programmers Revolution to provide Virgin with *Beneath A Steel Sky*, a highly stylized 100-odd location adventure, with a story line that (the critics) is genuinely gripping. Virgin

boast that the game will 'really be something special', and who are we to argue? Oh yeah, a special A1200 version is also planned...

Game II is currently in production, and the very able hands and minds behind the project belong to Westwood Studios (who gave us *Eye Of The Beholder* and *Kyrandia*). Described as 'a strategy-based resource management simulation with a heavy real-time combat element', this is the second adaptation of Frank Herbert's best-seller (let's hope it's better than the first).

Five levels of 'beefy blasting action' await your attention in Virgin's *Apocalypse*, a full-on all-out blastorama which sits the player at the controls of a sophisticated combat helicopter. Parallax scrolling, sampled multi-layered sound effects and gameplay worthy of an arcade machine are all faithfully promised. Let's pray that developers Miracle games keep their end of the bargain.

Finally from Virgin comes *Cannon Fodder*. Programmed by those madcap lads at Sensible Software, this one is expected to be 800/30 missions set over five different terrain types, sampled sounds galore and over 300 concepts (many with different abilities) all conspire to provide some of the hottest — and hardest — screen-based action around. Out in the future, our trigger fingers are already itching in anticipation...

As over, it was just impossible to get to see everyone who was exhibiting Amiga software at the show. My most humble apologies must go to all those whose games weren't mentioned in this feature. Sorry! If you'd like to submit any disks for evaluation in our preview section, though, please send them in and we'll try to redress the balance by printing loads of screenshots from them!

GETTING THEIR JUST AWARDS

Each year, the ECTS show hosts its own special software awards ceremony. This show's bash was held at the Lincolnton Club, and was a bit of a let-down to be honest. We reckon this industry still needs a 'proper', high-profile Awards Night — something like the Oscars — which would stimulate national media interest and act as a showcase for up-and-coming talent within the industry. Ah well, looks like we'll just have to make do with what we've got for the time being. So, in no particular order at all, here are this year's winners:

BEST SOUND TRACK

- *The Secret Of Monkey Island 2* — LeChuck's Revenge (US Gold)

BEST EDUCATION/PRODUCTIVITY PACKAGE

- *Where In The World Is Carmen Sandiego?* (Electronic Arts)

BEST ROLE PLAY/ADVENTURE GAME

- *The Secret Of Monkey Island 2* — LeChuck's Revenge (US Gold)

BEST GRAPHICS

- *Alpha In The Dark* (Infogrames)

BEST SIMULATION

- *Formula One Grand Prix* (Micrografx)

COMPUTED AWARD

- *Amiga 500 5th* (Access)

LOG IN AHEAD

- *Alpha In The Dark* (Infogrames)

BEST ACTION/ARCADE GAME

- *Street Fighter II* (Capcom)

ITALIAN GAME OF THE YEAR

- *Street Fighter II* (Capcom)

SPANISH GAME OF THE YEAR

- *Indiana Jones And The Fate Of Atlantis* (US Gold)

FRENCH GAME OF THE YEAR

- *Alpha In The Dark* (Infogrames)

GERMAN GAME OF THE YEAR

- *The Secret Of Monkey Island 2* — LeChuck's Revenge (US Gold)

GOING LIVE! VIEWERS AWARD

- *Sonic The Hedgehog 2* (Sega)

MOST ORIGINAL GAME

- *Alpha In The Dark* (Infogrames)

BEST COMPUTER GAME

- *Indiana Jones And The Fate Of Atlantis* (US Gold)

BEST VIDEO GAME

- *Street Fighter II* (Capcom)

BEST HARDWARE

- Super Nintendo (It's a bit Weirdabout the A1200?)

OVERALL GAME OF THE YEAR

- *Street Fighter II* (Capcom)

SOFTWARE PUBLISHER OF THE YEAR

- Electronic Arts



STRIKE IT RICH!

A Sony remote-control CD ghettoblaster and ten copies of Desert Strike must be won!



My mind was a turmoil, my stomach laid in a tight knot. If I hadn't been too nervous to eat this morning, I'd probably have soaked my underwear.

Whatever they say back at Mission HQ, no amount of training can prepare you for this.

"Yahhh... we're over enemy territory Sir... ahead." I'll never understand why Military Issue radios sound so booming bad. My navigator sits a mere ten feet away and can hardly hear him above the constant judda-judda judda of the rotor blades, yet our Sony remote-control portable CD system plays up broadcasts from all over the country with crystal clarity. Releasing the joystick, I casually point the infrared controller at the unit and press 'play'.

"You know that day destroys the night..."

The choppers have changed since Apocalypse Now, but the music's back in tandem.

"... night divides the day..."

A batch of sunlight flickers on the ground. The barrel of a gun or something less sinister? Is only the desert sun wasn't so bright.

"... try to run!"

Oh my God, it's an Iraqi with a bazooka. ARM GAMES! — Click click click. Oh no, we're empty!

"... try to hide!"

"Kahhhhh... Bazooka at One O'Clock, Sir

— SHAR! I know, you fool, I can see him! Pull back, PULL BACK! Incoming missile, take evasive action... we're hit!

"... break on through to the other side!"

"Turn that noise down" said mum, giving me a look more evil than even Saddam could manage. Since you won that CD ghetto thing in that Desert Strike competition we... I've been able to tear ourselves apart (you wouldn't believe it was HDR tape I was listening to, would you?).

And turn that bloody game off! We bought that computer to do yer homework on, not play 'emulator games'.

Could YOU blast your way through the evil dictator's forces while listening to your fave tunes on an ace remote-controlled CD ghettoblaster? If you think you've got what it takes, just answer this simple question...

Who led the BRITISH forces in the Gulf?

Answers on a postcard, and don't forget to slip your name and address on too. Send your entries to: **JUST DESERTS COMP.** AMICA FORCE, Impasy Machines, Ludlow, Shropshire BT9 1JW. And make sure it arrives by 30 June 1993.

WIN A DREAM ...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £1,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for

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If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



£1,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY

in the world!

WHICH MAGAZINE FOR YOU!

ACORN - One of Britain's longest-running computer magazines, Acorn Computing (£1.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE - Three magazines serve the dedicated Amiga fraternity. For games players there is Amiga Action (£3.95) and Amiga Force (£1.95), while Amiga Computing (£2.95) covers every aspect of this versatile machine. Owners of the C64 will find all they need in Commodore Force (£1.95).

ATARI - For the Atari ST enthusiast there are three magazines - ST Action (£3.95) for gamers, with Atari ST User (£3.49) and Atari ST Review (£1.95) satisfying the more general ST owner.

NINTENDO - The whole of the ever-expanding Nintendo scene is covered by N-Force (£1.95), while dedicated fans of the Super NES have Super Action (95p) and for Game Boy freaks there's GB Action (95p).

PC - Most desktop newsmagazines on the PC magazine scene is PC Home (£3.95), covering both business and leisure interests. PC Today (£2.95) is devoted to supplying practical solutions for the small businessman.

SEGA - All the Sega games machines have their champion in Sega Force (£1.95), with Mega Action (95p) serving the needs of Mega Drive owners (to be launched on May 26).



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GROUP OF COMPANIES

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Y IN PARIS FOR YOUR NEWSAGENT TOO!

FORCE mail

Building it may be, but the mail bag this issue appears to be crammed almost exclusively with cries of 'help!' We don't mind, of course: the Tips Bits section will simply have to get bigger — but a few decent missives regarding the state of the industry or mag wouldn't go amiss, y'know? Keep 'em coming for Force & Mail, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

BIG KIDS

We bought an Amiga 600 for our kids for Christmas (we all love it), and with it we received ten free games, one of which was *Dungeon Master* by Magic Tree. We're mega-mad on the drawbridge on the second disk! We've punched in every question we can think of, but to no avail.

On our way we've picked up a playing card, a coin, a bottlecap, a sword, a shield, an adventurer's belt, a candle, a torch, a silk robe, an oversized ring, a code wheel and a bag of eleven rps. We've used the coin to cross the river in a boat, and used the code wheel most. Two topics being mentioned and two leaves, a clue, but never the idea only. We've asked our friends and all the local computer shops but no one has even heard of the game. It would be brilliant if you could help us as we have been playing since October and are desperate to finish it.

Ray Margate & family, Bromley
PS. We think your mag's great, and sorry it's such a long letter.

■ **Yes another cry for help — anybody got the answers?**
Steve

GIVE MY REGARDS TO... BONDI!

First of all, let me extend my congratulations on a great new mag. I bought issue 1 and was thoroughly impressed. Your magazine only costs \$6.48 here, and the other retail from \$12.95 and upwards. Is your magazine issued monthly? I hope so. Your tip section is phenomenal, keep it up. My only gripe is that you don't cover the new releases as

PUBLIC APPEAL

Could you please tell me where I can get decent PD software, demos and utilities, as I can't find anywhere that sells them? Can you please reply, as I'm desperate to get some PD software?

P Overall, Chadderton, Oldham

■ Every month in AMIGA FORCE we run a PD section, and each column contains several 'contact points', usually giving the addresses of any PD companies whose games we're featuring (we don't cover utilities as we're a 100% games-only mag). Send an SAE to any of them and they'll happily post you their catalogue. So far we've given details on: Binary Zone, 17-8st Software, Datchet, 1632 Club, Roberts Smith PD, Boot-Up PD and Deja Vu (the addresses of which are in the post to you as I type). If anyone knows of any more — or if you ARE a PD company and don't already submit data to us for evaluation — we'd be delighted to hear from you.

Steve

SIMPLY STREETS AHEAD

In issue Three you told the dragon patch for *Ryu-Ken* (*Street Fighter*) it was hard to overcome — I sort of. All you do is put down on the joystick for two seconds, push up and press the fire button. Easy huh? If that's it's the dragon patch anyway...

By the way, for the car smashing I'm really easy if you're Blanka — just move to different

much as you could, and many here would rather not see reviews of PD stuff as most of it is half anything. I'm also hoping your later issues will include a letters section.

And now my request for help. I am in desperate need for some kind of cheat on *Pentagon Gulf Inferno*. Sure, the game's not one of the best, but I'd really like to finish it. Also, I'm having continual financial problems with *The Manager* — a huge influx of cash would make my day. Finally, could you also print how to do some of the fighter's special moves in *Street Fighter* (I? The manual is just too complicated to follow; eg Ryu's 'power ball' and Guile's 'sonic boom') — I

ON THE PULL

Correct me if I'm wrong, but don't you pull back on an aeroplane joystick to climb, and push forward to dive? Then why does the *Quickshot Aviator* stick work in the opposite way to a real one? Is it technical? Can I alter something to put it right? Also, I only ever use my A686 for games, especially simulations. Would a memory upgrade be of any benefit, and if so, in what way? Finally, why do programmers use mouse control instead of joystick even when the latter is more suitable, eg in *Epix*?

I'd be very grateful for your comments — and congratulations on a great mag.
Brian Mitchell, Stoke on Trent

■ **What** An interesting letter of last. After a quick call to Quickshot I managed to glean the following info: First off, you've bought a dud! Yes, a 'very small number' of Aviator joysticks were found to be faulty and, unfortunately, some of these escaped onto

positions around it and exactly yourself.
Martin Hounley, Salford, W. Mid.
PS. I like the games with your subscription offer.

■ **Cheers** Martin, well worked out. According to the instructions that particular move is entered in the extreme and, since your method appears to work perfectly, perhaps that is why we never actually managed to execute the move properly. Anyone know of any other moves that aren't included in the brochure?

Steve

LOOKING FOR SOME ACTION?

Dear Sirs,

I am writing to complain about the amount of advertisements in your magazine. Last month you printed Action Replay cheats, but this was quickly dropped. Please would you include this feature in future issues.

These are some of the games I need help with on the Action Replay — *Assault*, *Lionheart*, *Alien Breed*, *Project X*, *Wolfchild*.

Just can't do them!

Anyway, I hope you can solve some of my problems, and I can't wait for issue Two to hit the shelves here.
Adam, NSW, Australia

■ **Okay**, clobber, glad you like the mag. If anyone can help Adam out with the games he's stuck on, please do — I'll plot any tips in the Tips Bits section, okay? Oh yeah, we only cover the very best PD games each month, so if you're staggered for cash at least there'll be one decent blast on offer...

Steve

the shelves before the mistake was spotted. Your stick should, of course, respond in the way you expect it to (ie 'back' for 'up' and 'forward' for 'down'). There are two options open to anyone who's purchased one of the ill-fated first batch. You can either dismantle the device yourself and simply swap the wires over at home — a 'very simple procedure', Quickshot claim — or return the faulty stick, along with a brief accompanying letter detailing the problems (and clearly stating your own name and address) to: Graham Walker, Quickshot Europe Ltd, Turf Road, London NW7 9EH. A replacement will be sent by return of post, at no extra cost, and Quickshot would like to apologise for any inconvenience caused. Okay, you're forgiven...

A memory upgrade wouldn't make any difference, as the A500 already has 1Mb and, to the best of our knowledge, no 16-bit Amiga games utilise any more than that. And mouse-controlled games? Who knows the workings of a programmer's mind?

Steve

**Trolls, BO Kobb and Jnr And Mac,
Lee Mir, London**

■ When you complain about the 'amount of advertisements', I assume you mean that there are too many of them, and that the Action Replay feature was dropped in place of a feature called... Well this isn't, in fact, the case. The Action Replay feature is an occasional item

which, while helping A500 owners who also own one of David's little marvels, is wasted space for any A500-owning readers (there's no part on the A500 which will accept the card) or A500 owners who don't have a cart. Obviously, you're one reader who definitely benefits from the column, and as such I'll make you deal. If I receive over 250 requests demanding that the Replay feature become regular, I'll do just that. If not I'll remain an occasional 'drop-in'. If 250 readers write in to say 'drop it completely', I'll have to comply. Comprehend?

Steve

CHEAT CHATTER

I'd like to know if I can send in cheats if they're not intended for the 'Tips Bits' section? If so, please could you print your address in the next issue?

I have some cheats that may prove crucial to fellow games players. The first is for *Shinobi* (another good budget game). On level 2-3 when you get to the boss, a helicopter, pause the game and type:

helicopterboss@home. When you do you'll be transported to the next level. This cheat doesn't work on my A500; I think it might be something to do with the fact that I don't have a numeric keypad. Another thing... to pause the game use F10, not P as it says in the instructions.

In *MW 2* — European Rampage, when fighting any opponent, pressing F10 ten times increases the opponent. You always win.

If you want infinite lives for *Turmoil 2* you load the game and when it says press fire, don't — instead, press: **HELP, 1, 1, 4, 2, Esc, Esc, Esc**.

To get back power in a one-player *Street Fighter II* match, move the pointer over Blanka and type **PATIENCE**. Press F10, and there will be no red on your power bar.

To skip levels on *Turmoil 2* pause the game, press all the keys, and resume play. Esc now skips levels.

The winning code on *The Addams Family* is **BLU12**. Choose the letters carefully by selecting the password option, entering the code, then starting the game.

Can *Scrabble* be bought for the A500? If so, where?

Why don't you have demo disks on your magazine? Finally, why did Mike make *Turmoil 2* fit the same as its predecessor? Sorry about all the questions, and I hope you like my list.

Kevin Dickinson, Preston, Lancashire

F10, I like your magazine, it's just the right price and you get a good read! The cheat cards are a very good idea.

■ Thanks for the tip, Kevin, I've left them in your letter as an example to other readers — all tips are gratefully received, just send them to the usual address. If we can't use 'em for our Cut-Out W Cheat section (most of which are provided by readers, in very much) we'll bung 'em in the Tips Bits section. Tips bits are reserved exclusively for solutions that have

IF ANYONE CAN... TURRICAN!

I got the first issue of *AMIGA FORCE* and tried the cheat for *Turmoil 2*: Lo and behold, it didn't work. I kept trying for ages but it still didn't work! Can you explain this (preferably by post, because I sometimes forget to buy *AMIGA FORCE*)?

Mark Scharroff, Barnham on Sea, Essex

■ Er... yes. You're right, we got it wrong. Kevin Dickinson from Manchester (just his letter somewhere in this section) has sent in the correct cheat, though, as why not try that? Had you entered a SAE I would have gladly posted you the cheat — as you didn't, I haven't. Besides, how dare you miss an issue of this esteemed organ?

Steve

already been asked for... if it's a tip we'll use it. Here for your questions. An A500 version of *Just 60* available, check with your local stockist for further details, but don't forget to stipulate the version you want. We don't have demo disks on the cover because (a) we think they're a waste of time, and (b) as first they're a waste of money! We only cost £1.95, and that's because we don't carry disks. Okay? And *Turmoil 2* is NOT the same as the original. It's very similar, of course, but sufficiently different to warrant the asking price... if you liked the first one, in fact, we reckon the sequel just about hits the edge...

Steve

A WEAK POUND

Your mag is great, excellent etc. BUT... in issue 1 you said you wouldn't review a game in *AMIGA FORCE* unless it was good. You did — for example, *WWF 2*. I think the ones that aren't up to scratch should be put in a column called 'The Ones That Didn't Make It', with a percentage (maybe each one).

Your tips are good but they're for games I don't have! Poor old me, a 13-year-old Amiga freak who wants lots of good games, but only gets £1 pocket money per week! Life isn't fair, is it? Tell Oz they're keeping up the good work.

What should I say to my classmates when they bug me for talking about my Amiga and *Scrabble* 2000? Is it by the way, I didn't enter the *Scrabble* competition 'cos I'm too good (8-2 against Turkey, for example).

Gillie Scott, Scotland

■ The lead singer of my all-time favourite band is called Gill. Though he spells it differently. Anyway, last parties. You're right, we were going to avoid reviewing what we considered to be dull software, but public opinion made us think again. So now you can expect to read reviews of EVERY Amiga game released.

TOMORROW'S BATTLES

I've just bought the game *Future Wars* for my Amiga 500 and am having difficulty in getting anywhere. Not being one to read the manual, I immediately set about trying to save the world without the faintest idea why, never mind how. After I'd entered the building through the half-open window and collected the key, the inescapable, the plastic bag and filled the empty bucket with water from the tap, I found that I had a few problems. I can't get out of the room! I've tried everything, including using the inescapable on the boss, but to no avail. Eventually I actually resorted to looking at the manual only to discover that it gives you step-by-step instructions on how to get to the door and then says that you should carry on from there, easily where I'm stuck!

I know you must think I am a complete dunce but I'm at my wit's end. Please could you help by printing my letter, or at least the relevant part, in your Tips Bits section?

D J Wilkes, Limerick, Derby

■ A bit long for Tips Bits and, since I've played this one a hell myself, I'll help you out here. Basically, you need to get into the room on the right (not the boss's office). To do this use the full bucket of water on the door to the office. If you do it correctly, you'll see that your character places the full bucket atop the door (which is ajar). Now when you attempt to enter the room on the right, the boss comes out and gets a soaking... enabling you to slip in and see what's cooking (although it doesn't lead to a kitchen). This should see you firmly on your way, although if anyone has a complete solution I'd be grateful for it...

Steve

AMIGA FORCE (although we'll only donate loads of space to the games we reckon deserve it).

I should have serious tantrums about your pocket money if I were you. One pound a week is a shagger! Do any other readers spend ten or above receive such a pathetic sum? I'd be fascinated to hear — maybe we could have a serious parents' chat, or something. Oh says I intend to in response to your words of encouragement, and just tell your friends at school that if they think your Amiga's funny, they should wait till they see your piggy bank!

Steve

GET OFF MY BACK!

As many others have said, congratulations on excellent mag. However, I would like to make a comment as well.

I've just bought issue 4 of your mag and was delighted with the excellent *Lemmings* poster. I know just where to put that on my wall, I thought... but then I turned the page. Concern! I have lost the poster. I'd have to tear half of *The Chase* (Cryer and Big Bad Twohites). This also happened in issue 1 — the (bad) poster lost part of its full resolution on the back. I find this very annoying. Please could you put advertisements on the back instead of something which can be kept for future use.

Secondly, I think the business of giving games a percentage is a good idea, but (as it says in the survey) you should do a percentage for each aspect of the game, graphics, sound, gameplay etc. I also think that if you do decide to have percentages, you should still have different people giving their opinion on the game as this gives a broader view to the reader.

Anthony Edmondson, Ayrton, Lancashire

■ Fair point about the posters, Anthony, but what can I do? Advertisers simply will not buy space on the backs of posters, and without ads the cover price would have to increase.

BODGE-O-MATIC

Dear Steve,

Amazing! I can't believe the 'bodge-o-matic' cure you published in reply to Paul Fowling's letter in issue 4! Bodge (bodge-whiff) modulator pins with a bent! That's the surest way to get all of the pins bent, misaligned or broken (as an electronic technician I should know). The disclaimer you published won't stop some less technically qualified persons doing lots of damage trying to 'repair' a bent pin. Here is a qualified view of how to cure a slightly 'bodge-whiff' pin or two:

Central rule with plugging/unplugging any connection on your Amiga computer system is always, repeat — ALWAYS ensure the main power is switched off and disconnected.

(1) These pins are quite brittle — too much bending and they snap off, requiring a complete (and expensive) plug change.

(2) The best way to bend a pin straight is by sliding a small tube over the pin and easing it into position. You can get an appropriate tube by removing the collar and from a 'D' tip, as the body is a plastic tube. Slide the plastic tube over the bent

drastically. As such, something has to give — this month it was the poster itself! Check out the new ratings systems, which have been in place since last issue, and you'll see that you weren't alone in your opinions...

Steve

TWELVE HUNDRED HEADACHES

I got an Amiga 1200 for Christmas. I'd heard from friends what a powerful and totally excellent machine it was, so I parted with my hard-earned cash and Christmas money, and my dad of Sega Mega Drive and bought one. The only problem is I'm now wondering if I made the right decision. I recently bought the excellent Lotus II, but much to my dismay it wasn't compatible. I also tried Lotus II, Spreadsheet 2, Basic, Lotus Smart Suite, Street Fighter II, Amiga Writer and quite a few other things, but they didn't work either. I bought a disk from a PC library called a Redbook which was supposed to fit Amigas, but this doesn't seem to make a difference.

Please could you tell me if there's a way of getting these games to work on my machine, as I'm getting sick of being told what I am missing by my A500 and A5000 owning friends. Also, do you think any of these games will be converted onto the A1200?

Robin Foster, Thame, Oxon

■ This issue's special A1200 software buyer's guide should pop you up no end, Robin, but what I can't understand is how some of the games you mentioned haven't worked — has anything loaded up successfully on your machine? We've been playing *Street Fighter II* on the office A1200 for a while and never had any problems. All I can suggest is that you return the machine to the retailer and have them check it out... some of the early A1000s had minor faults which Commodore have done their best to remedy — could be that you've bought one of 'em.

Steve

pin and gently ease the pin back into place (the key word is 'gently'). Apparently A500 modulators are as common as reaching herby extremities so take great care of yours!

I'd advise readers with power plug or socket problems to take their Amigas to a repair shop. A friend in the trade says 'gigging' the power socket is the surest way to give your computer a terminal case of death.

A good tip is to have a 'permanent' set-up for your system, where you don't have to unplug it all each time you've done with using it. This is a far better way to use it and reduces the likelihood of strain on the various connectors.

Sorry to go on, but your 'cure' could cause readers to do major damage to their machines. However, I do like your mag. Only ten pages of adverts, extremely bright visual pages, no expensive, boring combeds and squallions of text/images and cheat cards! Perfect!

Dave Shroves, Carlisle, Norfolk

Dr. Franka Davis. Never will I bubble techno-tips in the mag again. Promise!

Steve

TIPS BITS

■ On *Relegue*, I'm stuck on the Dream Mile. It's a real nightmare! Isn't that a bad poem? Could any one give me a cheat or a hint?

Sam Harrison, Gwent

You're damn right it was a bad job — can anyone help this sad individual?

■ I am a Clary fan who loves *Prince Of The Yakuza*. Trouble is once I've given the motor to the ferryman and I've got the thorn from the lion, the boat moves too fast for me to board it and I can't get back to the castle!

Robert Langley, Galeswood & Tyne & Wear

Alright Bob, brace yourself, it IS possible to catch that boat, only your timing has to be peak perfect. Just get your teeth and knees ready, even if it is a wigglingly frustrating!

■ Loads of people seem to be stuck on *Shadow Of The Beast 2*, so we're eternally grateful for those tips from **Andy Hatchford**. Gilly just forgot to include his name and address, though, so the free issue of AFR stays in the office. **Adam Walcott** also sent some hints for the same game, although they weren't as comprehensive — thanks anyway, Adam.

After entering the cheat (ten pins), go left until you reach the man saying 'HELP! HELP!'. Rescue him, let him finish what he's saying then type TRAPS. He will tell you which lever to pull. Go down the branch and take first left — a first pass over you. Go back and left it before it cuts the rope. Wait at the end of the platform for the man with the rock with spikes. Kill him. Go left again running through the traps. Kill the other flyer, get the key, go left and up the cage. Use the key on the door. Keep going right. NOW pull the lever as instructed and go up in the cage. Go right to the chair, jump on it, go down, jump left and quickly flick the lower switch before going back up chair. Go right and get the key (I don't know if you need this) and back to the treasure. Go left and use the levers to pick up the rock, drop it on the spike and push it onto see-saw. Climb up the rope, jump off onto see-saw and run to the cage. The cage takes you up to all the monsters. Release the guard and he tells you the password.

To enter the gobble's cave you must go back past the men with spears. You see a bit of ink at time on the ground — jump on it. If you jump too high you land on a rock. If you jump too low it won't break. PS. Does any one know how to give the money to the snail?

Oh, I forgot — you need axes before you go to the gobble, they're up above you somewhere!

■ Do you know any cheats for *Fantastic Voyage* and *Moonlander*?

J. High, Rotherham.

PS. How about some more Action Replay cheats?

The only tip we can give for *Moonlander* is to enter Storehouse then click on 'strong' for an extra life. Hope it's useful, and if anyone's got any *Fantastic Voyage* tips, you know where to send 'em...

Get your queries AND solutions off now — mail your envelopes! Tips Bits and mail 'em to the usual address. If it comes on the tip, expect a full page next issue...

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Abstract

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A1200
BOOTS OUT

THE GUIDE TO THE GUIDE

Welcome to the AMIGA FORCE guide to A1200 compatibility! We aren't making ridiculous claims about featuring every game ever — this is an impossible task, and to claim otherwise would be cheating our readers. We'll leave that to the other mags, and describe this feature as exactly what it is — the most comprehensive guide to A1200 compatibility EVER!

Obviously we haven't had time to test all these games — we've relied heavily on information from the software houses, who've tested the games for their own records. Not all companies indicated whether or not the CPU cache must be disabled before their game will load. Whenever possible we've indicated when this is the case, but if your favorite blaster won't load even though the guide says it should, try using this method.

Even if your fave games seem completely incompatible, all is not lost. There's a Proto Domain program called *Retolock* that effectively downgrades your Amiga 1200 to a good old A500. Nearly all games load using this (the programmers claim 98%), though obviously they won't then take advantage of the machine's faster processor. Don't worry about it damaging your computer either — its effects aren't permanent!



HOW TO DISABLE THE CPU CACHE

1. Turn on the A1200 while holding down both mouse buttons.
2. Select 'BOOT MENU' and disable both the memory and the disk cache, then return to the main menu.
3. Select 'GRAPHICS MENU', select original graphics chip and return to the main menu.
4. Insert the game disk and select 'BOOT'.

1

Separate the guide from the rest of the magazine with a good, hard tug — if it tears, mash out and buy another copy of the mag immediately.

2

Fold the whole thing in half, making sure you've got the pages in the right order...

3

...Take a sharp pair of scissors (if you're as clumsy as Steve, get an adult to help you) and cut along the dotted lines as shown...

4

...and slap in a couple of staples to hold the whole thing in place. Hey presto, you've got a great guide to A1200 games!

THE A1200 GUIDE ASSEMBLY GUIDE

Amiga **FORCE**

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UnTouchables, The	Hi Squad	\$3.99	N
Utopia	Genelin	\$25.99	M
Venus The Rhytm	GBH	\$35.99	N
Video Kid	GBH	\$3.99	N
Vigilante	Klax	\$3.99	Y
Wings	Kruskal	\$23.99	N
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Test Drive	Alternative	\$7.99	Y	N	***
Throne —	Alternative	\$29.99	Y	N	Use joystick
Run With Wolves	Box	\$9.99	Y	N	***
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Titan	Titan	\$29.99	Y	N	***
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Stranger Frontier	Hot Squad	\$29.99	N	N	***
Trial Pursuit	Box	\$29.99	Y	Y	See review below
Tyres	Box	\$29.99	N	N	***
Turbo Car Race	Box	\$9.99	N	N	Double CPU, custom and change to original graphics display
Turkmen	Box				
Turkmen 2	Box	\$9.99	Y	N	***
Turkmen	Box	\$29.99	N	N	***
TV Sports Baseball	Alternative	\$14.99	Y	N	***
TV Sports Boxing	Box	\$14.99	Y	N	***
Twinlink 2000	Box	\$14.99	Y	Y	See review section
Twin Turboc	Playbox	\$7.99	N	N	***
Ultima V	Alternative	\$29.99	Y	N	***
Ultima VI	Alternative	\$29.99	Y	N	Double CPU
Ultimate Golf	Overseas	\$29.99	N	N	***
Ultimate Polo	Alternative	\$29.99	Y	N	***
Ultimate	Alternative	\$14.99	Y	N	***

TITLE **DISTRIB.** **PRICE** **A1200 SPECIAL COMMENTS** **VERSION**

Swelling Hair	Europeans	\$25.99	Y	N	***
Spherical	Alisco	\$25.99	M	N	***
Spies in Transylvania	Codemasters	\$7.99	Y	N	***
Sportsmen	Enigma	\$25.99	Y	N	***
Soak	Virgin	\$25.99	Y	N	***
St. Dragon	Kix	\$9.99	M	N	***
Stack Up	Zappell	\$7.99	Y	N	***
Stay The Day	Codemasters	\$7.99	Y	N	Double CPU cache
Striker	Alternative	\$7.99	N	N	***
Street Marblers II	USI Soft	\$35.99	N	N	Some games incompatible
Street Fighter II	US Gold	\$27.99	Y	N	***
Striker	Kix	\$9.99	Y	N	***
Strider 2	Kix	\$9.99	N	N	***
Striker	Rage	\$25.99	Y	N	Double CPU cache
STUN Runner	Hi Squad	\$9.99	Y	N	Double CPU cache
Supaplex	Action 16	\$7.99	Y	N	***
Super Blood Bros	Titus	\$25.99	Y	N	Performing several
Super Calculator	Titus	\$25.99	Y	N	***
Super Fighters	Ocean	\$25.99	2/3	N	Only WWF fails
Superfrog	Team 17	\$25.99	Y	N	***
Super Wing-On	Hi Squad	\$9.99	Y	N	***
Super Scramble	Samkox	\$9.99	Y	N	Not 100% compatible
Super Seymour	Codemasters	\$7.99	N	N	***
Super Tennis	PD	\$5	N	N	***
Supercan	GBH	\$9.99	Y	N	***
Support Cargo	Gemini	\$25.99	N	N	***
Swamp	Titus	\$25.99	Y	N	***
Switchblade	Kix	\$9.99	Y	N	Not
Switchblade II	GBH	\$9.99	N	N	***
Swir	Kix	\$9.99	N	N	***
Tennis Cup	Loriciel	\$19.99	Y	N	Double CPU cache
Tennis Cup II	Loriciel	\$25.99	Y	N	Double CPU cache
Terminator 2	Hi Squad	\$9.99	Y	N	***

TITLE **DISTRIB.** **PRICE** **A1200 SPECIAL COMMENTS** **VERSION**

Bahian —	Hi Squad	\$5.99	N	N	***
Dazed Crusader	Ocean	\$24.99	Y	N	***
Death Command	USI Soft	\$29.99	Y	N	***
Death Isle	PlayStyle	\$29.99	Y	N	***
Death Hill 2	EA	\$24.95	Y	N	***
Deathchess	Kix XL	\$12.99	Y	N	***
Deathlands	Gemini	\$25.99	Y	N	Double CPU cache
DES Seymour	USI Soft	\$25.99	Y	N	***
EC Kid	Hi Squad	\$9.99	Y	N	***
Eden Valley	Grandstand	\$25.99	Y	N	***
Emmers	Loriciel	\$29.99	Y	N	Double CPU cache
Best Of The Best	—	—	Y	N	Double CPU cache
Escape The Covenants	Codemasters	\$7.99	Y	N	Double CPU cache
Evil's Torment	Pygmalion	\$29.99	Y	N	***
Fists Of Fury	EA	\$24.99	Y	N	***
Black Crystal	EA	\$25.99	Y	N	***
Blade Warrior	Zappell	\$7.99	Y	N	***
Blade's	—	—	Y	N	Double CPU cache
Scary School	Zappell	\$7.99	Y	N	Double CPU cache
Blue Max	Mindscope	\$24.99	Y	N	***
Blues Bros	Titus	\$25.99	Y	N	***
Body Blues	Team 17	\$25.99	Y	N	***
Bonus Bros	US Gold	\$25.99	N	N	***
Boxing Manager	Latin	\$9.99	Y	N	***
Brides Of Dracula	Zappell	\$7.99	Y	N	Double CPU cache
Bubble Bubble	Hi Squad	\$9.99	N	N	***
Butterland	Loriciel	\$24.99	Y	N	Double CPU cache
Bumpy's	Loriciel	\$25.99	Y	N	Double CPU cache
Burgelman	Ryle Back	\$7.99	Y	N	***
Cabal	Hi Squad	\$9.99	Y	N	Double CPU cache
Cadaver	Perscape	\$24.99	N	N	***
Cadaver —	—	—	Y	N	***
The Payoff	Mindscope	\$16.99	Y	N	***

TITLE	DISTRIB.	PRICE	A1200 SPECIAL	COMMENTS	VERSION
Puffy	System 3	\$25.99	Y	N	***
Puzzle	Hi Squad	\$9.99	Y	N	Disable CPU cache
Quilts Fighters	CoolMasters	\$7.99	N	N	***
Quail Of Aggrain	CoolMasters	\$7.99	Y	N	***
R-Type	Hi Squad	\$9.99	N	N	***
Radio Control, Racer Style	Hi Squad	\$7.99	Y	N	***
Requiem	Mirage	\$34.99	Y	Y	***
Runners Warmer	MicroProse	\$32.99	N	N	***
Rumble 3	Hi Squad	\$9.99	Y	N	***
Rune	Stratus Business	TBA	Y	N	***
RBI 2	Hi Squad	\$9.99	N	N	***
Red Heat	Hi Squad	\$9.99	Y	N	***
Red Zone	Pygmalion	\$25.99	Y	N	***
Remigade	Hi Squad	\$3.99	N	N	***
Resolution 101	Greenline	\$25.99	Y	Y	N
Risk Dangerous	Kixx	\$3.99	Y	N	RAW, Disable CPU cache
Risk Dangerous 2	Kixx	\$9.99	Y	N	***
Robin Hood	US Gold	\$25.99	N	N	***
Robin Hood Longbow	CoolMasters	\$7.99	Y	N	***
RoboCop	US Gold	\$24.99	N	N	***
RoboCop	Hi Squad	\$9.99	Y	N	Disable CPU cache
RoboCop 2	Hi Squad	\$9.99	Y	N	***
RoboCop 3	Ocean	\$25.99	N	N	***
Robotopist	Coast	\$25.99	Y	N	***
Robotopist	Kixx	\$9.99	Y	N	***
Round The Bend!	Hi Squad	\$7.99	Y	N	***
Dec Con's	Zappelin	\$7.99	Y	N	***
Rum The Gauntlet	Hi Squad	\$9.99	N	N	***
RNF Horde	Kixx	\$9.99	Y	N	***
Salute Team	Kixx	\$25.99	Y	N	***
Santa's Xmas Caper	Zappelin	\$7.99	Y	N	***
Savage	Kixx	\$9.99	N	N	***
Scrabble	US Gold	TBA	Y	N	***
Second Front	US Gold	\$39.99	Y	N	***
Secret 01	Locusts Games	\$25.99	Y	N	***
Ministry Island	Locusts Games	\$25.99	Y	N	***

TITLE	DISTRIB.	PRICE	A1200 SPECIAL	COMMENTS	VERSION
Countdown	Kixx	\$9.99	Y	N	***
Crazy Cars 2	Titan	\$25.99	Y	N	***
Crazy Cars 3	Titan	\$25.99	Y	N	***
Countdown	Alternative	\$7.99	Y	N	***
Cruiser For A Corps	US Gold	\$27.99	N	N	***
Cross Of Encumbrance	Care	\$34.99	Y	N	***
Cytron	Pygmalion	\$25.99	Y	N	***
D-Day	Lofted	\$25.99	Y	N	Disable CPU cache
D-Generation	Microscape	\$19.99	Y	N	***
Sole Attack	Alternative	\$7.99	Y	N	***
Elroy Thompson's Olympic Challenge	Hi Squad	\$9.99	Y	N	Disable CPU cache
Dial Boot	Microscape	\$14.99	Y	N	***
Days Of Thunder	Microscape	\$14.99	N	N	***
Demol Strip Poker	CDS	\$10.99	N	N	***
Demol Blue	Microvision	\$7.99	Y	N	***
Devious	Activision	\$25.99	N	N	***
Duty Collection	CoolMasters	\$25.99	N	N	***
Duty Park	CoolMasters	\$7.99	Y	N	***
Deep Perichthys Fish	CoolMasters	\$7.99	Y	N	***
Deep Sea	Europress	\$25.99	Y	N	***
Desk	DNI	\$15.99	Y	N	***
Desktop	Care	\$25.99	Y	N	***
Dragon Herp	Hi Squad	\$9.99	Y	N	Disable CPU cache
Dragon's Lair II	Empire	\$44.99	Y	N	***
Dragon's Lair	Kixx	\$9.99	Y	N	***
Dragon Team (S)	Ocean	\$24.99	1.0	N	Only 12 weeks
Driller	Kixx	\$9.99	Y	N	***
Dungeon Master	Pygmalion	\$25.99	Y	N	***
Chaos Strikes Back	USI Soft	\$30.99	Y	N	***
Dyna Illusion	Europress	\$34.99	Y	N	Compatible from May 15!
Easy AMOS	Europress	\$7.99	Y	N	Works, but needs settings
Eat The Duck	Zappelin	\$7.99	Y	N	***
Eat The Duck 2 — Rock With A Quack	Zappelin	TBA	Y	N	***

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PUBLIC DOMAIN

GOING PUBLIC

Another month, another bumper bundle of cheapie wonders, packed to the brim with economical fun. After losing in the Sensible challenge, JAMES 'We wuz robbed' PRICE never walks alone when he's got his hands on some of the latest PD software...

HYPNOTIC LAND

■ Dots & Vex

At the end of the day, what is a 'tribute'? Is it a thinly veiled attempt to rip off another programmer's hard work and claim credit for a duplicate? Or is it merely bringing expensive (or unusable) software to an acceptable price, while making subtle attempts to improve gameplay?

Hyperbolic Lander's thoroughly the latter — and if you're wondering, it's this that it appears to borrow heavily from. From the top end of the single screen (glaring orb), various coloured balls roll towards the lower area, where different buckets are placed. Each



filled with a specific coloured sphere, achieved by placing two arrows to push the balls in the right direction. There's a set amount of points to earn before progressing to the next level.

Matters are complicated by creatures appearing and placing huge arrows in the path of oncoming balls. More often than not, this inconvenience is by putting the spheroids into the wrong pot. Luckily, you've a limited supply of bullets to shoot them with and it's all mouse-controlled, so their speedy dispatch is assured... at least until the action gets really frantic.

Hypnotic Land is a must-buy for puzzle fans, but if your attitude has cooled towards the game (as many people's have) you'll find yourself growing tired of it very quickly.

MIND GAMES

■ Boot-Up PD

To let and review every game included on the single Mind Games disk would take a great deal of space, and an equally large amount of time. There's a lot less of them; surprisingly, the majority are of a considerably high quality.

Drainy Pools is a well-programmed version of the classic Pipemania. Pigmantis Directing the flow of water has never been so fun, and one of these needs to be



filled with a specific coloured sphere, achieved by placing two arrows to push the balls in the right direction. There's a set amount of points to earn before progressing to the next level.

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ASSASSINS #59

■ Roberto Smith DTP

This three-game collection's most enjoyable offering is the (seemingly) original Turbo Thrust. It's a two-player-only game, requiring skilful timing and rapid joystick movement. The screen is split into two separate, horizontally scrolling areas, in which the spaceships are placed. Holding down the fire button gives a fair old burst of speed, from thereon you're in an interesting head-to-head



dash, slowed only by a considerable amount of needless crashes. Luckily, the ships you pilot are indestructible, and your ability to break the quota of laps isn't hampered by flying into walls at huge speeds.

However, attempt to fly into a wall while controlling the strange craft in *Q&A 200*, and you'll be confronted by a crude explosion. As well as being decidedly 9-bit in terms of graphical competence, there's also a distinct lack of gameplay to keep you occupied. Playing it is a simple matter of flying through the maze-like levels, shooting the occasional dodgy sprite and being careful not to collide with scenery. In fact, it's so bad that a passing

Spectrum had a chuckle behind its head before sending off into the sunset, content with its lot in life.

Finally, *Levelings* doesn't take the path trodden by most 'tribute', be they commercial or not. It's a blatant rip-off of the Lemmings theme with a touch of sauce from *Dot's*



Tomato Game — but I doubt the aforementioned sites will have much to worry about. *Levelings* is too badly in terms of graphics and too boring in terms of The Gospel According To James.

However, it doesn't get the whole top by using miniature creatures plodding towards a seemingly inaccessible exit; instead, it has miniature balls rolling towards a seemingly... you get my drift? Even the power used to manipulate your hapless subjects fail to bring a psychotic gleam to your eye.

However, credit where credit's due: because the programmer does say that for a moderate fee, he'll send out a more up-to-date version, with better graphics and more screens (this one has a mere six). For rapid

Lemmings fans looking for a change, it could (possibly) be worth the cash. For everyone else...

Assassins #59 isn't one of the best disks in the series, with one enjoyable game punctuated by two mediocre. Get it for Turbo Thrust.





it's lost none of the original charm during the conversion to PD. Likewise, *Checkmate* is another classic (but simple) game style that works as well on the Amiga as it did on

the Intel. Sadly, you can't throw the pieces at your opponent should you lose but, hell — you can't have everything, can you?

3D Maze and *Antigraviteer* offer two similar concepts with one major difference: the perspective. *3D Maze* offers a first person perspective for your quest to escape; *Antigraviteer* plays a mouse and a pan view. Both are moderately enjoyable, although

Amiga users will find a problem with *3D Maze* — movement is controlled by the nonstandard keypad. Oh well...

There's a lot more to be seen and done with Mind Games, as I've just picked out a few games of random to illustrate what you can expect. Possibly the best aspect is that you can visit from one game and return immediately to the selection screen: there's no need to reload every time you want to change games. In fact, *Mind Games* is a bargain that no-one should miss. I'd even recommend it to people usually unimpressed by puzzle games.



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Deja Vu only deal in Licences, so it's £3.99 for disk and duplication, with a 50 pence P&P charge. You can't say much lower than that, can you?

BOOT-UP PD

30 Sunning Lane
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Hants
SO41 2DG

A £11 charge for the disk with the only additional charge being the price of the stamps? The world's going mad, my friend.

ASSASSINS #25

■ 17 Bit Software



It is not exactly the most recent completion they've done, but with the amount of requests we've had for classic arcade titles on the Amiga, this early (ish) Assassins collection seemed to be the best one to offer the goods.

Assassins is a curiously entitled Asteroid game, and a particularly good one at that. There's not much more you can really say about it other than that... but what it does, it does well.

Copper is a mouse-operated Breakout clone. It's not the best you'll ever see, but neither is it the worst. As you expect, there are power-ups aplenty, but for some reason the extra level sets you're supposed to be able to load aren't on the disk. I'm not sure as to whether it's my copy at fault, or the fact they couldn't fit them on. Still, it's a damn good bit of block bashing, and a worthy inclusion.

Mr Waddy Lag Vs The Space Invaders is apparently regarded as a classic on the PD circuit — as did *Columbo* said in issue 1's Going Public. It's difficult to see why. Rather than just duplicating *Space Invaders*, the programmers have

made it so that you have to run Mr Waddy Lag across the bottom of the screen, collecting various

KLAKTRIS ■ 17 Bit Software

If any of you have seen *Columbo* on the Moon Drive, you'll know what to expect from *Klaktris*. It's a game of different coloured blocks falling into a well (of sorts), you have to line them into groups of three so they crumble... then, how DO you describe a variant of a variant? *Columbo* itself is a little similar to Tetris, trying not to use the words you've used before while explaining other similar games? To put it in a nutshell, *Klaktris*, although named terribly, is a right lovely puzzle that'll hook some, and leave others thinking 'why?'

seems to improve your craft and 'personal status'. However, while you're doing this, *Space Invaders* is upon you with relentless intensity and, horror of horrors, you can't fire back...

Once you've died a few times, you finally get to take on the *Space Invaders*, and give the worms a few bullets in the knicker for your troubles. It's very well executed, though hampered by the almost endless task it takes before you get to see some real action.

Mr Drick is a platform game with (didn't) *Mini Miner* overtones, though not half as good. Fiddly controls and dull graphics do little to



keep you amused. I'd say its total usability is roughly around the five-minute mark.

Finally, there's *E-Type Asteroids*; another *Asteroids* clone (obviously), only this time the programmers took the time to scribble up with different levels, sprites and collectable weapons. It doesn't really add much to the theme, though, as they've done the dirty and ditched the spaceship play area and replaced it with a scudly one.

E-Type Asteroids is fun to play for a while, but its main fault lies in the fact that it's a simple task of collecting a certain amount of mystery objects to advance onto further levels. Even destroying asteroids isn't really necessary — and that isn't blasphemous, I don't know what is!

If you want classic arcade games brought to your home, you've got four prime examples on one cheap disk in the form of *Assassins* #25. If you want originality, look elsewhere.



DELUXE PACMAN ■ 17 Bit Software

I'm sick and tired of Pacman games (as I've no doubt are you) but *Deluxe Pacman* gets a mention because it's the best to date, and even offers novelties such as power-ups. It's Shareware, which is perhaps asking too much considering the original game's age and lack of gameplay, especially when compared to releases of today. Nevertheless, if it's a all-munching game you want, you'll get all that and more — it's also graphically excellent, an aspect usually ignored by its rivals.



So that's it for another month. Send in any PD, Shareware and Licenceware that you'd like to be featured, and who knows? Perhaps I'll squeeze it in. See ya!

RICH PICKINGS

■ Check out the boys. Worn great bunch of kids, eh?



■ Phew, just made it. After crawling back across the Channel on two engines, our heroes crashland back on the shores of Blighty.



The fat corporal has been hit

B17 FLY FORTRE

■ Microprose,
£34.99

The latest epic simulation to take off from the ever-productive Microprose hangar turns back the years to 1943. The big

fight is in full swing as Hitler's armies amass for the planned invasion of Britain. Armadas of allied bombers fly night and day attempting to break the German war machine, or at least buy a little time to prepare for the inevitable. With the RAF handling mostly nighttime operations, daylight raids are the main responsibility of USAAF squadrons based in southern England, spearheaded by the aptly named 'Flying Fortress'.

B17 places you in command of one such airborne arsenal, complete with a full ten-man crew. The duties of such men, be they gunner or radio-operator, must be learnt inside out if you're to hit your assigned target(s) and get home in one piece. However, prior to the action you get to customise your plane in true 'all-American boy' style: decide on a suitably stacy name and choose a nose illustration from the

available selection consisting mainly of girls in various states of undress. Clicking on the crew icon brings up a nice sepia-effect 'photograph' of the chaps in front of their machines. From here you can view each man's service record, abilities, and edit names.

When happy, it's time to tackle your first mission. You'll be given a number of briefs: decide which suits you best then you're presented with a film of the target taken from a reconnaissance plane. Studying this carefully is important, so you can recognise it easily when you get there.

The fight commences, with a view from the pilot's seat, your first job being to get the engines going and to get the plane into the air. Taking off is, as with most flight sims, relatively simple — just increase throttle to the max and pull back on the joystick. When in the air, quickly get into formation with the other planes (each mission involves three bombards, two under computer control) for the trip across the channel.

Tells off

Packed with excellent details (especially the outstanding title tune, swoooooo atmospheric!), superb static screens and all backed up by a manual of which Shakespeare would have

**A
game of
very limited
appeal**

■ (Right) There they go, on their way to war. What a glorious sight. (Below) Here you can see the success rate of your bomber with a complete record of missions flown.



FULL PRICE REVIEWS



ING SS

been proud, B17 maintains the facade of a real gem. All the tedious aspects of the art, to draw you in and create a real sense

of interaction. With the vast number of scenarios here available, you get the feeling you're looking at the ultimate flight sim.

Sadly though, beneath the polish and bravado, B17 disappoints big-time. Despite the amount of technical depth within the game, there's startlingly little to do. Set course, fly to target, drop bombs, fly back. Occasionally the odd German fighter shows up to cause some trouble, leading to the player dashing from turret to turret in a convoluted sequence owing more to the shooting gallery/Cp Wolf game, in-flight interest is hardly increased by largely barren landscapes — a few mountains, wouldn't have gone amiss. The instructions claim it's possible to fly low and navigate by landmarks. Puh! Anybody who's able to distinguish between one innocuous black line and another is a better man than I!

The depth and realism of the simulation is not in question, the problem lies firmly in the lap of its subject matter. With this level of accuracy, we're left with a game of very limited appeal. Enthusiasts of the period and total flight-sim freaks are the only people likely to get anything out of B17.



TIP TIME! Learn to switch quickly between crew members, especially during combat. Make use of the autopilot.

■ (Above) Steady, steady, left a bit, right a bit, steady, BOMBS AWAY. (Below) Relax, grab a little popcorn, and take a look at some cine-film footage of your assigned target.



■ Don't get me wrong, I love Microprose games. As far as flight sims are concerned the sun shines out of Bill Stealey's backside, but unfortunately B17 Flying Fortress finds itself firmly in the shade, eclipsed by previous offerings.

The game oozes depth, but in all the wrong places. It demands the same skills needed in a WWII bomber plot, especially discipline in not breaking formation and doing your own thing (the results would be disastrous), but in gameplay terms, you're left with too much falling about and no sense of freedom — you're just carrying out Bomber Command's orders, the game almost playing itself in places.

If you're an aircraft enthusiast with an interest in the period, B17's for you — the presentation and attention to detail is phenomenal. One or two of our competitors will no doubt say it's for snobs, while raving about the 3.87th version of R-Type over the page. At AF we're not so patronising, but we have to point out it's a very specialist interest sim. Personally I'd rather fly a fighter escorting the

■ **B-17 FLYING FORTRESS**
■ **MICROPROSE**
■ **£34.99**
■ **1 PLAYER**
■ **FLIGHT SIMULATION**



■ **Dull subject matter makes this one for ardent flight-sim fans only**

68%

RICH PICKINGS



SUPERFROG

■ Team 17, £26.99

Since the console hasn't been perhaps predictably a fair few attempts to out-*Smile* (2000, Team17/Thomas, etc). The newest kid on the block is Superfrog.

Having started out as a handsome prince, our hero's life was looking pretty rosy. When he was betrothed to a beautiful princess, it appeared the stuff of fairy tales, but, of course, the story took a rather twist. The obligatory wicked witch of the locality took an exceedingly dim view of all this

speedy platform land, brimming with colour, but, and cutesy babbles. The idea being to collect all the coins found dotted around the level, thereby opening the level exit. Most nasties can be killed by jumping on them but things are made easier by locating destructo-spud, a curious green creature who, when thrown, kills enemies on contact. Also available are wings, enabling Froggy to fly a short distance, and plenty of Luccoade to top up that all-important energy bar.

With six worlds, each composed of four sizeable levels, Superfrog offers very respectable VFM, though there are no historical-gaming breakthroughs. A fruit-machine subgame after every level breaks up the proceedings agreeably, also giving you the chance of boosting your score and winning bonuses. The option of an easy mode allows you to become familiar with level layouts, but real fun is derived from the normal game in which Superfrog dashes and skids around like there's no tomorrow.

“Superfrog dashes and skids around like there's no tomorrow”

toe-inducing luvviness and nipped a terrible revenge. Happening upon the cooing couple one fateful afternoon, she seized her opportunity. Sneaking down aboard her magic broomstick, she snatched the delicate princess, and with a resounding SHAZZAM from her wand, did turn the hapless romantic-to-be into (you guessed it) a slimy old frog.

Completely unhappy with his new existence on the river bank, he became an embittered depression for the croaksome one until, one day, a strange bottle floated by. Inscribed on its label was one mystical word, Luccoade! Drinking deeply of the orange liquid, our amphibious ally underwent a strange change... Superfrog was born!

Leap into action

After the amusing (though less than awesome) cartoon intro you're plunged into another super-

derful from the normal game in which Superfrog dashes and skids around like there's no tomorrow. Another welcome addition to the formula is the inclusion of level codes to avert the boredom of playing through stages over and over. With a little mashing thrown in for good measure, this is one embryo you can enjoy. Jolly frolic, it's a tadpole's derivative.



TIP TIME! Running into some walls opens up secret passages to treasure rooms, so keep trying it.

■ Neat touches abound in this leap around 'n' grab everything platform caper. The screen on the right is just such a clever graphical device we simply had to show it to you!

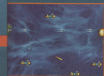


■ Below: The inter-level fruit machine can award extra lives... but there's no nudge feature as stated in, ahem, a rival mag. Maybe if they'd played the game (not just the demo) they'd have got it right!





■ *Talk about derivative!* Superhog borrows ideas from virtually every platform game going. Collecting coins, a sort of yo-yo, and jumping into mushrooms etc to reveal hidden coins is vaguely reminiscent of an Italian plumber's exploits, while the high-powered springs, tubes that suck you up, and (obligatory) balls on chains bring to mind a certain hedgehog. So it's crap, right? No way! The programmers quite happily admit it's intended to be a 'classic' example of the genre — and it really is. There are one or two innovations, like the way you can fall onto instantly lethal spikes after hitting a nasty in midair — or after jumping into the unknown. On the whole, though, it's extremely playable stuff, with plenty of new features on each world to keep you interested. The addition of pass-codes avoids the repetitive frustration of other platforms, prolonging long-term appeal. Fun, funny and furious, this is a prince among frogs.



■ **SUPERHOG**
■ **TEAM 17**
■ **£36.99**
■ **1 PLAYER**
■ **PLATFORM**



■ Head-butting walls is essential — hidden passages abound, taking you past obstacles like these...

■ The springs can elevate our hero to inaccessible parts of the map... If you bounce off this one, though, you'll find a nasty surprise at the top. Gushi!



■ **Forgot innovation and originality — playability is the name of the game!**

88%



RICH PICKINGS

CHUCK ROCK 2 - SON OF CHUCK

■ Core Design,
£25.99

Fashion is a fickle mistress, and it looks as if her taste have temporarily spared the popular teenage magazines from closing down. 'cos she's come to visit the world of computer games. Lucky old us, eh? No longer do we "Press Fire" — that's an old and outmoded concept, it would seem. No, these days we "Press Start", even though we're of the Amiga-caring persuasion of such a button. If we're tragically feline, it's still the same old case of clicking the fire button, upon which (more often than not) you dive into delightfully outsize platform games. Like Chuck Rock 2.

After the excellent (if inconsistent) Arabian Nights and the superior Lionheart (both reviewed last is), Chuck 2 is up against some hefty competition. I'll disregard the plot, as no-one ever takes much notice of them anyway, and vertebrae regeneration isn't fun for anyone. Instead, I'll just grab the tree by its lower branches and shout about Chuck 2, 'cos, really, it's not as good as I'd expected. It's by no means terrible, but the simple platform action is just too easy to scan off with, and too repetitive when you have to replay earlier levels.

Chuck's got a lot in his favour though. Most touches include Chuck Jr's ability to stand atop his club to avoid ground-based nasties, and being able to (occasionally)



manipulate the scenery to his benefit. However, even better are the fantastic graphics, with some monsters over two screens high and beautifully animated. There's also a plethora of bonus screens to add a little variation — not to mention the impressive end-of-level nasties.

Chuckling away

To add spice, the programmers have incorporated several creatures or objects to help you get through the many levels. These range from dinosaurs that can be incanted

and ridden on, to Raggle the Rock. Later, when it's eat or get out looks to ensure a (relatively) safe journey for Chuck Senior's plucky son. You'll soon find that the little one's club is your best piece of weaponry, although how he manages to swing it is beyond me — whatever he's been taking, I want some!

Graphically and sonically outstanding, Chuck 2 won't hold the attention of most seasoned gamers for very long. It's got a lot of positive points, but ultimately the lack of level codes results in too much plodding through unimpressive early levels. As the game progresses, the standard of the platform action increases — unfortunately, so does the difficulty. This aside, if you've got either of last month's stormers (mentioned earlier) and are hungry for more bouncing and stuff, you won't be too disappointed by Chuck 2.



TIP TIME! Try exploring the levels thoroughly to discover lots of extra lives.

■ Dreary, washed-out graphics do their level best to remove what little attraction this simplistic platform holds. I'm not saying it's dire by any stretch, there's just so little variety in the gameplay. Hidden bonuses make careful exploration a little more rewarding but a lack of passwords mean much bugging through already fully explored levels. This wouldn't matter with thrill-a-minute action, but duffing completely dense battles attacking in the same patterns every game gets seriously repetitive. Nice level-end guardians help proceedings, but not to the point of saving an occasionally boring, always average title. ■



- CHUCK 2
- CORE DESIGN
- £25.99
- 1 PLAYER
- PLATFORM



■ Not a bad bounce, but soon becomes tiresome

78%



■ Zepplin Premier, \$25.99

If you thought *Levinings* were a bit thick, you haven't met the dim passengers of the SS Lucifer. When the ship is holed by an iceberg near Greenland, the fare-paying cabin go-betweens, instead of heading for the lifeboats, they invade the hazard-filled engine room where 70,000 gallons of icy sea water are pouring into the hull.

Personally I'd be the little twerp down, but here Kevin Costner is made of game stuff. On each of the 80 vertically scrolling levels, he jumps around platforms, climbs up ladders and swings on chains in his effort to save the passengers from a rising water level — and other hazards. Like *Levinings* the passengers walk unhelpfully into fires, swim you and crawling pistons. To get them moving the right way, Kevin must press switches to operate conveyor belts, drop bombs to remove obstacles and even pick up crates with a magnet to form bridges over fires and icy water. The passengers must be guided to the exit before

the rising water catches up — the only hope then is to throw their emergency jackets on. If all else fails, press Space to activate your only rescue dinghy.

That sinking feeling

If this all sounds fun, that's because it is. Though not as tendentially perplexing as in many other save-'em-ups, the more arcade-oriented levels are generally well designed. Early ones get you used to the controls and the basic hazard-avoiding tactics, while later ones give you little time to think as you must perform several tasks very quickly or you've had it. This is fair enough — nobody likes a game to be too easy — but it ultimately causes frustration.

Although the game offers level passwords to try and avoid this problem, I got fed up with the lengthy disk-accessing after losing all my lives. It was then that I realised what a stupid idea this

“Levels are generally well designed”

was — what's the point of going back to the title screen, inputting a password, only to return to the level you just died on? It'd be much more sensible if you were allowed infinite attempts at each level, as in *Levinings*.

This might seem like a minor flaw, but when you reach a really tricky level it gets extremely annoying, and severely reduces addictiveness — instead of wanting to instantly try again, you wonder whether it's worth the bother. If the game were utterly brilliant it might be, but *Sink Or Swim* really isn't that good.



TIP TIME! To get passengers past cauldrons, switch the conveyor belt to reverse — then only change the direction when it's safe.

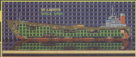


SINK OR SWIM



■ Right: Turn the green boxes red to win!

Below: This is what one of the early levels looks like — they get harder, though...



■ And verily did a game arrive, offering nearly a happy hour of wanton racing — or so it seemed. The people of the office where passed, as it boiled as if the demanding god of software publishing had smiled upon them, and their lusts for heroic antics could finally be quenched.

After first-hand experience of annoying flaws, the people began to wonder, could that be a feeling of hydra-headedness arising from the pits of their souls? Granted, it was a mild case, but everyone soon decided that the waters frolic *Sink Or Swim* offered were marred by frustrating gameplay and annoying design glitches. So they raised their hats at the sky and shouted: 'Why can't we stay on one screen until we pass it?' After all, we only have to disk access before re-entering the given password. *Levinings* let us, and that's years old. They had a point, you know... ■

- SINK OR SWIM
- ZEPPELIN PREMIER
- \$25.99
- 1 PLAYER
- SAVE-'EM-UP



■ Overpriced and weighed down by disk-accessing

72%

RICH PICKINGS



■ The backdrops are fairly attractive, but animation's a bit rough — particularly on these big superbuddies.



■ **Loricel,**
£25.99

The main character in Entity just happens to be a busy young woman with very little clothing. But with gameplay this poor it's bound to have its fair share of knockouts anyway. Whether you think it's sexist or irrelevant (personally I think it makes a refreshing change from all those muscle-bound heroes) it's pure pop.

If you're looking for crude humour, forget the graphics and take a look instead at the simplistic action. On the first of five horizontally scrolling levels, the leather-throated heroine (hereinafter called Loricel) zapping drowisers and pterodactyls with two energy bolts. It's strangely reminiscent of that controversial (and equally laugh) side, Moon — only then the busy girl was armed with a whip. If anything's easier it's the way most games with female stars turn out to be as dull.

Things get harder, but so does interest, for Arthurs on later levels, where she climbs a mountain, wanders through a forest, delves into a huge cave, before entering the apocalyptic ruins. Firing power-ups can be collected, along with temporary

ENTITY

invulnerability and 'flight', while parchments show where pieces of a magic scepter are hidden. This is needed to fight each and-plenty superbuddies — the first one is the handsome Entity itself.

Utter nonentity!

What makes Entity so frustrating is its unresponsive controls. The buttons are hard enough to avoid when impossible, never mind having to contend with a dubious jumping

There isn't much exploration

reflex. If you don't instantly obtain the joystick diagonal, Arthurs loses health up and falls left/right. This is bad enough when leaping between platforms, but incredibly infuriating when trying to jump the rocks over marshes — one slip and you sink to your death.

After a handful of goes, I completely lost interest. Apart from climbing the odd set of platforms, there isn't much exploration as you don't really have any choice where to go. Even the graphics aren't that impressive with simple pixels and fairly crude animation on most of the buddies. It looks very old hat — especially when compared to the likes of Jim Power (also by Loricel).

Some people may put Entity down as one of those Peach games that isn't too bad but a bit weird — I say it's simply poor.

TOP TIME! Be very careful when jumping over marshes; make Arthurs land on the middle of each rock or she may slip off.

■ **Be much for the foxy main sprite, Entity plays like a dog just endless trudging, shooting the odd badgie.**

Admirable graphics and passable sound don't make a game; after all, you can only observe for so long before losing the need for interaction. I've no doubt many Arthurs owners will feel the same about Entity's scantily clad sprite. I'll leave it to you to decide what I'm implying there...

In the long run, this shoot-'em-up/arcade-adventure hybrid offers little new or interesting on the playability front. Games that create situations where you're fit to put matter how skillfully you're manoeuvred annoy me — and Entity is a classic example of this woefully infuriating and unsatisfying category.

If you want a little adventure with your shooting, save many pennies for Delphine's Flashback — the English version will be released this summer, and we're really looking forward to it. Not so much that we'll review pirated copies of foreign versions, but still, not everyone's as scrupulous as us, are they? ■

■ **ENTITY**
■ **LORICEL**
■ **£25.99**
■ **1 PLAYER**
■ **ARCADE ADVENTURE/**
■ **SHOOT-'EM-UP**



■ **Don't be fooled by its front end, buy this and you get the best price!**

57%

INTERNATIONAL RUGBY CHALLENGE

Domark, £25.99

Must say rugby has never been a favourite sport of mine, ever since I was made to stand in a blustery field of a bitter November morn, an undeserving 14-year-old with glose piniked legs and growing resentment toward merciless games teachers. So, it was with more than a little apprehension that I undertook to review Domark's latest sport sim.

Cup competitions, scrums, line-outs and conversion kicks are all there and, naturally, a two-player contest for real gradee matches. During play, classic manoeuvres can be replayed in fast/slow motion and even backwards if you wish. At any time match stats can be viewed, showing possession, successful tackles, etc in percentage form to give a clear indication of how play is going. So that's all fine and dandy but how well does R/C recreate the rough 'n' tumble of the real thing?

Load of rugby balls
What a dismal offering this is! Minimal presentation leads you into a game which graphically astounds. An astonishingly feeble three-colour display for the match sequence, and how janky? Especially considering there's

no texture to the grass (giving a sense of playing in a strange other-worldly vacuum), it's just plain green — you'd think the programmers could have got a few horizontal and vertical white lines scrolling smoothly. How anyone can charge 25 quid for a game looking not unlike a noisy 4-bit'er from years ago is a mystery. Could it be that graphical hills've been sacrificed to produce a game of astounding depth, with dozens of play options, intricate passing and a myriad of options? You must be joking! Bottom-drawer visuals are complemented by equally

lowly playability — no passing is necessary, simply zig-zag your way to the try line as the opposition's tackles fall miserably in your wake.

This is undoubtedly one of the worst Atari games I've ever stepped my muddy

peepers on. Ludicrously overpriced when you consider the amount of quality software coming out for under a fiver, I wouldn't suggest even the most ardent of rugby fans part with the wads for a game offering poor VFM in all departments.

This is no newsworthy, in fact it brings lower than Chris Eubank in abnormally irritable mood.

TOP TIME Simply zig-zag down the pitch to score a try early later!

Bottom-drawer visuals are complemented by equally lowly playability

■ I reckon rugby league's a far better spectacle sport than union, the latter featuring far too much kicking to touch. Nonetheless, Audiogenic's *World Class Rugby* showed union to be a very playable game with plenty of tactics and special manoeuvres. Sadly *International Rugby Challenge* does the sport no justice, reducing it to a meaningless task: running the ball down the field over- and over. Once in possession it's all too easy to simply weave your way through the defence, as it's near impossible for your opponent (computer or player) to make a tackle. This is mainly due to unresponsive controls: two players can't even have a joystick each — one must struggle with keyboard (lucky) or mouse (impossible). Playing solo's no better as the computer teams are incredibly slow — there's absolutely nothing between their cauliflower warts! Add a mangled version of the hymn 'Jerusalem' and janky scrambling to this concoction and you have one very trying game.

■ (Below) Selecting your team for a friendly or to go on tour in exotic places that Judith Chalmers frequents in her tangerine jumpsuit.



■ INTERNATIONAL RUGBY CHALLENGE
■ DOMARK
■ £25.99
■ 1/2 SPORTS SIMULATION



■ (Below) The main menu has plenty of options. (Right) Kicking a conversion after a try.



■ C for achievement, B for effort — must try harder!

19%

RICH PICKINGS



- The fielding screen shows a player throwing the ball while the batsmen struggle to run. (Above)
- The first ball is bowled to England by a fast bowler, wiggling to increase speed. (Left)
- You can set fielding positions for each bowler. (Bottom left)



■ Hrrr, not bad. It's by no means brilliant, but it won't make you want to shove the disk up the programmer's silly mid-ot.

The animation's outstanding and the graphics are better than a cucumber sandwich with the crusts cut off, but the amount of wiggling involved left me stumped for words. The way the fielders throw the ball to the wrong wicket when going for a run-out is infuriating too — my language was cruder than an MCC tel it's not a bad representation of the sport, but maybe cricket isn't the best game to computerise. ■

WORLD XI CRICKET

Player	Runs	Wickets	Strike Rate	Wicket Rate
England	100	10	10.0	1.0
West Indies	100	10	10.0	1.0
South Africa	100	10	10.0	1.0
India	100	10	10.0	1.0
Australia	100	10	10.0	1.0
Pakistan	100	10	10.0	1.0
Sri Lanka	100	10	10.0	1.0
Zimbabwe	100	10	10.0	1.0
New Zealand	100	10	10.0	1.0
Ireland	100	10	10.0	1.0
Uganda	100	10	10.0	1.0
Netherlands	100	10	10.0	1.0
Kenya	100	10	10.0	1.0
Bangladesh	100	10	10.0	1.0
Malawi	100	10	10.0	1.0
Nigeria	100	10	10.0	1.0
Uganda	100	10	10.0	1.0
Netherlands	100	10	10.0	1.0
Kenya	100	10	10.0	1.0
Bangladesh	100	10	10.0	1.0
Malawi	100	10	10.0	1.0
Nigeria	100	10	10.0	1.0

WOR

■ **Audiogenic, £29.99**

Would class? Pahl Anyone interesting England's embarrassing performance in India will be shocked by that description. But if you think you could do better, this simulation offers you the chance to get 'Twin Billy' and the sun yourself.

Thankfully you don't have to play England — the major cricketing nations are available, along with a World XI, all featuring real players with authentic batting and bowling statistics. Teams can be edited or created and saved to disk.



■ Bowled out! The ball just clipped the off stump. (Above)

GRAHAM GOOCH WORLD CLASS CRICKET

You select one or two players, computer skill level (from Freezy, and the match length: one-to-two innings of 20-50 overs, or unlimited for a test match. After selecting your team from the squad of 20 (you can auto-select the best 11), the coin is tossed and the action begins...

Hit for six

You join us at The Oval with England already all out for just 57 runs. The West Indies have just come in to bat. And it's Devon Malcolm bowling to Desmond Haynes. See how he carefully places the cursor to aim his delivery while Haynes moves on the crease, then waggles his hand to set the pace. The batsman has only a split second to decide what stroke to play, by moving his joystick in any of the eight directions. And... he hooks the short delivery for four runs, as signalled by the umpire.

Several overs later... Well, the West Indies openers have dominated, so captain Graham Gooch has decided to try a bit of swing bowling himself. He chooses an out-of-swing. Then waggles to increase the swing.

A deceptive delivery there, but Richie Richardson drives it into the outfield, before vigorously waggling to run between the wickets. The England fielder automatically picks it up and throws it to his wicketkeeper...

After tea... "Now Gooch, I believe you've noticed something strange about the West Indies players today?"

Yes, their all-weather flame plastic sunglasses as Michael Jackson, by hook or by crook at all! That all white!

Nice animation, though. By the way, I see Pakistan, India and Sri Lanka play and they all looked as pale — in fact, they were even wearing those same blue England helmets! Anyway, back to the game, and England are going to try a touch of spin with Phil Tait. He can

reverse the ball both ways, but as an off-spinner he's better doing it in that direction, setting the spin by more waggling. Nice delivery... Haynes tries to cut it... and he's caught automatically by an England slip.

Howzat!

"About 350 for 1, Freddie!"

Sticky wicket

It's just not cricket, is it? I thought

this was meant to be a relaxing game, but bowling is very fiddly due to all that joystick waggling. After a few cents your arm's dropping off, so a test match requires an Armie-style brace.

Although you can set your fiddles' position, it's disconcerting that they're computer-controlled. They often do stupid things like dropping the ball or throwing it to the wrong wicket. Mind you, the batsman aren't without their problems, often taking foul of dubious line decisions (though this can be turned off). The worst flaw is their habit of going for another run when you don't tell them to, often resulting in frustrating run-outs.

World Class Cricket is a reasonably playable simulation of the sport, but its simplistic nature and lack of control is disappointing — apart from the graphics, it's hardly any advance over Gooch's first 5-bit forerunner of eight years ago. At 30 quid it's an expensive way to while away a rainy summer's day.



TIP TIME! With fast bowlers, don't just go for the fastest speed at the time — vary the pace to try and fool the batsman.



■ The umpire signals 'four runs' when the ball goes over the boundary.



■ The umpire signals 'six runs' when the ball flies over the boundary without hitting the ground first.



- GRAHAM GOOCH WORLD CLASS CRICKET
- AUDIOGENIC
- £29.99
- 1/2 PLAYERS
- SPORTS SIMULATION



■ Not bad, but not good enough to justify the high price tag

68%

RICH PICKINGS



LET'S GET (BEAU) JOLLY!

Between escaping from dungeons, waging war against Harkonians and smashing each other around the head with snooker cues, the AMIGA FORCE team have taken the time to be particularly impressed by *The Greatest*. The best compilation we've seen for many a blue moon, it's also the subject matter of this mini-competition. To win one of TEN copies of this altogether excellent effort from Beau Jolly, simply answer the following questions...

If you were involved in space mining, could aim for a maximum break and needed to free a jester, which compilation would you be playing?

Answers on the back of a postcard (or sealed envelope) to: IT'S JOLLY WELL DONE? COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY11 1UM. Entries must reach us by 18 June by the latest.

THE GREATEST

■ Beau Jolly, £32.99

The greatest, eh? It's a bold statement to make. Fortunately, it's not as embarrassingly inaccurate as it could be: this compilation is almost as good as its name suggests.

Jimmy White's Whirlwind Snooker is both a technical marvel and a dream to play. Being able to view the table from almost every conceivable angle is great. Likewise, the speed of your computer opponents makes for enjoyable, fluent gameplay. Get a friend round and things can really begin to take off — Jimmy White it sports a great two-player option. As with other Archer Maclean games, the presentation and speed are remarkable, though it's a shame that 1200 users won't be able to play it — dam and blast those incompatibility problems.

Tempting offer

Lure Of The Temptress is a graphic adventure very much in the vein of the Monkey Island and Indiana Jones games. Graphically it's top-notch, and the difficulty level's pitched just around the frustration mark — although regular saving of your position can help you avoid the annoying

scenario of having to restart the entire quest. There's a lot to do, and a great deal in the way of character interaction. In fact, the only real fault I could find is that objects tend to be rather small and at times obscured, so you spend ages locating the screen with the pointer. I hate doing that.

Nevertheless, it's large, interesting and offers you a lot of freedom in your quest — unlike the particularly linear *Dune*. Don't get me wrong, this conversion of the Frank Herbert book and the subsequent David Lynch film isn't dire, merely limited in its scope. Most impressive are the well-defined graphics, some of which have been redrawn from the film's images. It looks like a graphic adventure, but the gameplay owes more to strategy and war simulations than it does to exploration and character interaction (people give you information, but there's no conversation as such).

So there you have it, Jimmy White's is an excellent game, undoubtedly the best of its type to date. *Lure Of The Temptress* is a well-constructed adventure, and *Dune* is an above-average collection of varied gamestyles. This helps to make *The Greatest* the best compilation I've ever seen, and if you don't own any of the games included, you'd be a waste to miss it.

"The best compilation I've ever seen"



■ (Above) Graphic adventure *Dune*'s not great but it ain't a load of balls — like the brilliant Jimmy White's Whirlwind Snooker (below).



■ Jimmy White's is one of the best Amiga outings of all time, a spectacular demonstration of what the machine can do and a right good game to boot. *Lure Of The Temptress* is a polished, playable adventure, and *Dune*'s one of the most accessible strategy numbers in a long time. There's nothing here for hardened blasters and platform freaks, but they're spoiled for choice anyway. For games like this using their grey matter, this compilation is indeed *The Greatest*! It's not cheap at three-odd quid a three, but the games aren't exactly ancient — even at the price, it's a bargain.



■ Three high-quality games make up a great VFM collection

89%

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8/1/97

amiga FORCE

TIPS FOR ALL!

Welcome to the brightest, most colourful tips section in the galaxy. And it's as good as it looks, with massive maps, top-notch tips, and a whole section full of cheats. If you're still lost, here's where they all are...

THE COMPLETE INDEX

GAME	TYPE	PAGE
3D Pool	Cheat	80
Arabian Nights	Tips	80
Beast Busters	Cheat	80
Desert Storm	Tips	82
Drakhen	Cheat	78
Empire Strikes Back, The	Cheat	80
Heater Shooter	Cheat	78
Judge Dredd	Cheat	80
Ultrametal	Cheat	78
Lemmings	Tips	72
Leonardo	Cheat	74
Marble Miner	Cheat	80
Marble Madness	Cheat	80
Mickey Mouse	Cheat	78
Nebulus 2	Cheat	78
Out Run	Cheat	78
Paradise '90	Cheat	80
Platoon	Cheat	78
Predator 2	Cheat	78
Prince Of Persia	Cheat	80
RaidCop	Cheat	78
Shadow Of The Beast	Cheat	78
Shadow Of The Beast 2	Cheat	78
Sly Spy	Cheat	80
Street Fighter	Cheat	78
Superfrog	Maps	82
Teenagey Thomas	Cheat	78
Teenage Mutant		
Heroes Turtles	Cheat	78
Terminator 2	Cheat	78
Thunderbirds	Cheat	78
Thunderjays	Cheat	78
Trolls	Cheat	78
Turbo Out Run	Cheat	74
Ugh!	Cheat	78
Untouchables, The	Cheat	74
Virus	Cheat	74
Vio	Cheat	74
Viper	Cheat	74

SUPERFROG

Keep leaping into trouble in Team 17's bounciest arcade adventure? There'll be no more croaking with these spawny maps!

POWER-UPS



INVISIBILITY: Jump into baddies without harm — but watch out for spikes!



DESTRUCTO-SPUD: This is a yupe which you can send out to bash enemies.



RESTART COIN: Collect this and on dying you restart from this point.



SPEED UP PILL: This puts extra zip into your legs for mighty leaps.



SLOW DOWN PILL: The opposite of the speedup is useful for tricky sections.



COIN: You must collect loads of these to open the end-of-level exit.



FROG WINGS: Flip 'em to fly across huge chasms and spikes.



EXTRA FROG: These scarce items are often hidden in secret rooms.



LUCOBASE: Drinking this task replenishes lost energy Daley Thompson swears by the stuff — or is it Guinness?



Run into the wall to reveal this secret passage leading to lots of treasure.



Jumping onto these water springs propels you upwards to reach all these goodies and coins.

WORLD THREE LEVEL ONE

PLAYING TIPS

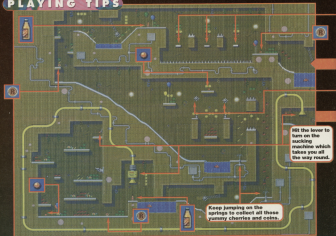
To activate the sucking device, jump into the lever on the top platform. You can then jump into the entrance and be sucked up and round to the exit on the right.

Stop here and the floor given way. You fall down and must go back through the sucker.

Hop through the exit to reach the next level.

Be careful, these platforms slide in and out of the wall — stand on one too long and you may fall into spikes or hidden waters. No watch out, young froggy!

PLAYING TIPS



COLLECTABLE ITEMS



JEWELLED CROWN
50,000 POINTS



CROWN
50,000 POINTS



GEMSTONES
2,500 POINTS



DIAMOND
15,000 POINTS



CHERRY
50 POINTS



EMERALD
10,000 POINTS



APPLE
50 POINTS



BLUESTONE
3,500 POINTS



BANANA
50 POINTS



TIGER'S EYE
2,000 POINTS



SPRING
50 POINTS



Run into the wall to reveal this secret passage which leads to loads of coins and power-ups.



Jump on the spring to get back up to the passage again.

Jump quickly from these instant-sliding platforms or you'll be spiked!

These spiked balls move up and down — don't touch!

The clown's mouth is where you start.

The floor falls away here and you drop back down to the start again — hold!

PLAYING TIPS

WORLD THREE LEVEL TWO

More spiky balls moving up and down — time your jumps carefully to pass them.

Collect enough coins to open the level exit.

Jump on the spring and collect the bananas as you jump up to the top.

Jump on the spring to leap high enough to reach the in-out-sliding platform — from here, jump left onto the ledge.

Having won last issue's Masterblaster phone-in tips vote, *Arabian Nights* gets the full AMIGA FORCE treatment with the first four levels solved...

LEVEL ONE

Open the chest for a key to the first three doors you encounter in the dungeon.



Fire this row of three arches; you can enter the leftmost for a secret room.



This arch leads to another of those elusive bonus screens.



All blocks marked like this can be smashed with the sword.



Occasionally you'll meet one of these mashers. Run towards him then slide and if he's before he can react, then run away and repeat until he's dead.



Lockpicks open all other doors on the level.



When in the get maze, use the djin to show the correct route.

Open the chest in the guardroom to find the maze djin.



Get snake from snake chamber...



...and use H as a winding handle to lower the prisoner. The lockpicks open all other doors on the level. Smash the left-hand wall to gain access to a bonus room.



LEVEL TWO

PLAYING TIPS



Stand on the slope between the first two trees and jump left to enter a secret treasure room.

Return the spool to Granny, take the carpet and jump onto the plant far right. When it's as high as it goes, jump up and then to the left through the trees.



Climb inside a tree trunk between the collapsing bridges to find hidden treasure. You can also drop down through the second bridge for some goodies.



Kill the hornets as quickly as possible, otherwise they follow you around and are a real pain in the neck (literally).

Talk to the tortoise...



...and his offspring dig you a path through the rock.

Don't enter the third well as it propels you into a swarm of hornets. The middle one contains a treasure room while the first takes you to Granny's house.



Granny gives you a thimble...



On the moving platform go as far right as possible, then jump into the trees. Here you'll find some treasure and Fred's spell. Be careful as there's hornets about.



Hot-air balloons can take a lot of hits but are easy to kill as they only shoot downwards.



Only a couple of hits to kill but fire rapid bullets.



Take the thimble to the crying bear and catch his tears. When full, the thimble icon will change to indicate this.

Use the full thimble to water the third plant, causing it to grow, allowing access to his platform.



LEVEL THREE

Destroy by hitting the gun. Alternatively fly beneath it as it can't shoot down.



Fast, dangerous, and best avoided.



Easily avoided, just stay away from the bottom of the screen.



Fairly easy to kill but be ready to take evasive action.



To defeat the guardians, knock his headlamps back towards him after he checks 'em. Avoid falling rocks.



PLAYING TIPS

Generally it's best to avoid rather than shoot — you'll need your lives for later levels. To complete the section, fly off right-hand edge when scrolling stops.



LEVEL FOUR

Jump into the wall here to find a hidden passage.



And another!



Both doors lead to the kitchen but the one on the right contains a bonus room as well.



These unpleasant little creatures are all over the place.

You can't kill 'em so wait till they explode before passing. Look out, they reappear when scrolled off screen.



Give the fishes to the cook (crab) and he'll direct you to the wall.

The octopus is very easy to defeat. Wait for him to come towards you, then hit him. Don't move, but jump vertically when he blows a bubble.



The exit — hooray!

There's five doors in the kitchen, each leading to a room containing an octopus. Bash has one of the five fishes which you require.

The last section of the level — hit these switches to open the exit door.



DESERT STRIKE

PLAYING TIPS

Is the deranged desert-dwelling despot driving you to distraction? Does your chopper always seem to be firing blanks? Then use these excellent tips and take the filthy tyrant to the cleaners!

Engaging the enemy is a dangerous business, and if you're running low on weapons it can spell disaster. Often, though, you'll find yourself just too far away from a fresh supply to make disengagement a viable option... so just how many more shots can that wretched take?

AAA

Weapon	Number of hits needed
Chain Gun	17
Hydra	2
Hottline	1



GUNBOAT

Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hottline	2



CHOPPER

Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hottline	2



RAPIER

Weapon	Number of hits needed
Chain Gun	25
Hydra	3
Hottline	1

VDA

Weapon	Number of hits needed
Chain Gun	34
Hydra	4
Hottline	1



M48

Weapon	Number of hits needed
Chain Gun	57
Hydra	8
Hottline	2

CROTALE

Weapon	Number of hits needed
Chain Gun	84
Hydra	10
Hottline	3



ZSU

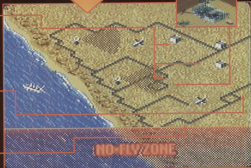
Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hottline	2

APHID

Weapon	Number of hits needed
Chain Gun	9
Hydra	1
Hottline	1



MISSION ONE



SPEED WINCH

All four levels contain a very handy Speed Winch — they're harder to find than a copy of Salman Rushdie's *Satanic Verses* in the Baghdad branch of Merviel's, though, so we've marked their exact locations on the maps for you. Once collected, the Speed Winch enables your dropper to pick up people and supplies in a fraction of the time.

ARMOUR CRATES

Regain lost armour points by winching an Armour Crate aboard — all 400 hit points will be restored instantly. Take care when picking them up, though, as most are located in places where buildings would make direct winching impossible. Destroy any obstructing structures before manoeuvring into position above the crate.



MISSION TWO



MISSION THREE

EXTRA LIVES

Nearly down to your last few armour points? Running out of expensive helicopters? Then make your way to the locations marked, where a carefully concealed Extra Life is yours for the winning! They look like Armour Crates only they flash...

COLLECTIBLES

AMMO CRATES

FUEL DUMP

BITS TO BLITZ!

RADAR

AIRFIELD

JAIL BREAK

BIOLOGICAL WEAPONS

CHEMICAL PLANT

COMMAND POST

POW CAMP

POWER STATION

MISSION FOUR

LEMMINGS LIFELINE



This month we're pleased to help a "hazled" G Peterson of WGC in Herts (what's with all the abbreviations?), at least on one of the three levels he/she is stuck on — sorry G, we simply haven't got the time to send solutions through the post, so please don't send us SAs! What we are able to do is help you on the Take Care, Sweetie! level from the Oh No! More Lemmings data disk. Finally, another request for everyone to send in their problems from Lemmings 2, as we're dying to solve them! If you're stuck on any Lemmings/Oh No! More Lemmings/Lemmings 2 level, write for Lemmings Lifeline, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level.

TAKE CARE, SWEETIE! (Oh No! More Lemmings/ Wild 14; Cedar CILYNACIL)



On this level you have to rescue 100% — not surprising when you only have one Lemming! You'd think the solution would be obvious, then, especially as you've only got one climber and four builders. So you build bridges over the two hammers and potholes, then climb the big wall and... the little bugger goes over the coil, climbs up the next wall and falls to his doom! A bit of lateral thinking (and many failed attempts) later, and the real solution turns out to take a completely different route...



1

Turn your first (and only) Lemming into a builder as he lands from the entrance. He stops at the block and turns round.



2

Build a bridge over the first gap.



3

Let him fall down the second gap — the way it's staggered means he won't fall too far.



4

He turns at the wall and walks right. When he gets here, start him building — in as far left as possible, but still be able to pass



under the wall corner as he builds. As he turns at the wall,

start him building again...

5

He should now be trapped, walking left/right



along the bridge. As he walks LEFT, turn him into a climber. He climbs up the left wall, walks along the top and falls down to the wall.

SUCCESS



Send your Lemmings 2 problems in now or we'll jump off the nearest cliff! Repeat!



CUT-OUT 'N' CHEAT!

CHEAT CARDS

Yes, yes, yes! Another magnum of bubbly cheats and level codes to add to your collection. Simply cut out the ones you need and store them in your disk boxes.



CHEAT CARDS



1. 3D POOL
2. BEAST BUSTERS
3. DRAKKHEN
4. LEANDER
5. JUDGE DREDD
6. HELTER SKELTER
7. MARBLE MADNESS
8. MANIC MINER
9. LEONARDO

1	2	3
4	5	6
7	8	9

DRAKKHEN

(Enhancement)

An ageing RPG... but can it still hold its own against today's releases? We have our doubts, but Intergames are convinced it is the RPG to try must have title in it.

Enter the character generation section and enter a character's name on F147-9597 (mathematicians will recognise this figure - it's pi). All character statistics will now be slightly higher.



BEAST BUSTERS

(Both/Added)

Hard-hitting Op-Wolf action. Not as good as its inspiration, but worth a blast if your mate's got it. When you pause the game, you can still move your characters and fire your gun. A load programming error, but useful if you're in a fix.



3D POOL

(Fixed)

Here's a few settings for the trickshots:

- 10 — 0948 091 63 20
13 — 0006 043 38 10
19 — 0617 100 57 06



LEANDER

(Paypenny)

Er... worst & really good platformer. A little derivative perhaps, but no less playable for that. Anyway, you'll have plenty of room for your cut-out-and-cheat in that outside disc box!

World 3 — XXSP
World 4 — LEFT



JUDGE DREDD

(Fixed)

What a waste! A potentially ace licence like of Joe Dredd is wasted on a lousy game like this. It's a crying shame...

On the computer screen, lag on as DREDD and type DRUCKEN PLAYING HERO GUEST. You can now press HELP to skip levels.



HELTER SKELTER

(Indisputable)

Wasn't that a song by The Beatles? Who cares? They were a very overrated band...

Level Codes:

- 11 — SPIN 41 — GOAL
21 — FLIP 51 — LEFT
32 — BALL 61 — TURN
71 — PLAY



MARBLE MADNESS

(Refined)

The *AP* crew should be good at this — we're all marbles! After Level One, stay where you are and wait, and see what happens.



MANIC MINER

(Refined Project)

There's nothing like an old 8-bit update, is there? The game includes two versions: the Spectrum original and the Amiga update. We didn't dare print a shot from the Spectary version... Pause the game and press * for nine extra lives.



LEONARDO

(Disputed)

It might be an oddie, but it's certainly a goodie. Here's some level codes:

- 10 EMMETALER
20 ALPHABORN
30 MATTERHORN

And for info lives, try typing FREEMING



CUT-OUT 'N' CHEAT!

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

CHEAT CARDS



CHEAT CARDS



10. MICKY MOUSE
11. NEBULUS 2
12. OUT RUN
13. PLATOON
14. PARADROID '90
15. PREDATOR 2
16. PRINCE OF PERSIA
17. ROBOCOP
18. SHADOW OF THE BEAST

10	11	12
13	14	15
16	17	18

OUT RUN (NE Bold/Black)

Another cheat to go with the one we gave away in issue Four. While playing, hold the keys STAMP-ON. Now press:

- B Extend Play
- G Get info about the game
- T Return ten seconds
- S Save screen as a Sega picture
- A Move through different scenes

NEBULUS 2 (Steven)

For weapons, enter the following codes — BLUEHOUSE for the 'down' towers and HOUSEBLUES for the 'up' towers.

Level Codes:

- L5 The Fun ICEHOUSE
- L8 The Alien LANDANDLOVE
- L13 The Winter GREENTREES

MICKY MOUSE (Steven)

While playing, enter 81315688. The border should flash. Hit the following keys:

- F2 — Open door to next subgame
- F3 — Start fight with witch
- F4 — Fill water pot

PREDATOR 2 (Dave/works)

More Op/Mother action, though this one's a devil to find since Miramax went down. And let's face it, the film was pretty lousy — an Arnie sequel without Arnie in it? Yikes...

For info levels, pause the game and type YOUR ONE LOVELY MOTHER. If that fails, try replacing YOUR with YOURS.

PARADROID '90 (Straight/Steven)

Another 8-bit update, this Andrew Braybrook classic has definitely stood the test of time.

On the title screen press F3 for the cheat mode.

PLATOON (Steven)

The first casualty of war is innocence... or should that read, 'the first casualty of computer games is sleep'?

On the title screen enter 1444444444. Press F1 to take you to the village. Move to the far left but, take the book from the round pot and go two buttons to the left. Shoot the guard and get the map, then walk through the trapdoor in the hut on the right to Level Two.

SHADOW OF THE BEAST (Peggy/works)

A shadow-box playbox has us up from the beds from Liverpool. A team-mating example of what the things could do in its day. But time hasn't been kind. For info levels depress both mouse buttons and joystick. See when you see the Shadow Of The Beast logo during loading. Keep them held until you're told to leave slot 2.

ROBOCOP (Green/The Hit Squad)

Most versions of this ageing colour conversion were reasonably good, but only the Spectrum version excelled. Makes you think, don't it?

For info power, pause the game and type BEST KEPT SECRET

PRINCE OF PERSIA (Bosworth/The Hit Squad)

This one split the AP office right down the middle — some of us love it, some of us hate it, but now everyone can cheat it... Hold Caps Lock and press L to skip levels.

CUT-OUT 'N' CHEAT!

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



CHEAT CARDS



CHEAT CARDS



19. SHADOW OF THE BEAST 2
20. SLY SPY
21. STREET FIGHTER
22. THE EMPIRE STRIKES BACK
23. THE UNTOUCHABLES
24. TEARAWAY THOMAS
25. TEENAGE MUTANT HERO TURTLES
26. TERMINATOR 2
27. THUNDERBIRDS

19	20	21
22	23	24
25	26	27

STREET FIGHTER (MS Gold/32bit)

Ass-kicking, hard-hitting coin-op becomes a slow-moving, yawn-inducing computer game. Still, it shifted loads on the hype generated by its sequel...

To access the cheat mode, on the title screen type **STREET CHEAT** then press **HELP**.



TEARAWAY THOMAS (SNES)

Whoopee, a fast, playable game that has stage Drive owners trying into their 330-a-throw Sonic carts they involved on their third attempt.

For infinite time, type **THIEFIES, LICKERAMAMA** at any point during the game.



THUNDERBIRDS (Super32bit)

These are the items you need to take with you at the start of each mission:

- 1. Jet — Lamp & Oil
- 2. Gun — Gun & Shell
- 3. Gun — Gun & Shell
- 4. Gun — Gun & Shell
- 5. Gun — Gun & Shell
- 6. Gun — Gun & Shell
- 7. Gun — Gun & Shell
- 8. Gun — Gun & Shell
- 9. Gun — Gun & Shell
- 10. Gun — Gun & Shell



SLY SPY (Dream)

Cartoon capers, and not a bearded Australian in sight!

Enter the level code as **907**. You can then type **SHAKEN NOT STIRRED** for infinite credits.



THE UNTOUCHABLES (Dream/The 16th Speed)

A more accurate film conversion would've been called *The Untouchables*, but the conversion has time to do with the film anyway.

To skip levels, type **THEOUTHAWK, TONGAETHE** while paused. Unpause the game and hit **F10** to access the next stage.



TERMINATOR 2 (Dream/The 16th Speed)

Sorry about Issue Two's less-than-perfect cheat, folks. Here's the working version. Pause the game, and press keys **F1** to **F10**, one at a time, and only once each. Press **FIRE** to unpause. Eat now skip levels.



SHADOW OF THE BEAST 2 (Playmate)

Issue Three's cheat doesn't work on every version of the game. If you're having no joy with it, try this.

When the game starts, go right to the first man with the spear, hit **A** (ask), and type **SUNSTONE**.



THE EMPIRE STRIKES BACK (Dream)

May the **AMIGA FORCE** be with you — always!

On the title screen, hold down **HELP** and type **EMPEROROTKEN**. Pressing **C**, **D** or **L** brings **C2P5**, **Darth Vader** or **Luke**. Keys **1-10** (not on the keypad) give speech synth.



TEENAGE MUTANT HERO TURTLES (Playmate)

Cowabunga dudes! Sensal Splinter here with a great place-poking cheat for jelly energy. Load up the game, and when asked for a password, type: **little** (first password), **rise** (second password).



CUT-OUT 'N' CHEAT!

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

CHEAT CARDS



CHEAT CARDS



- 28. THUNDER JAWS
- 29. TROLLS
- 30. TURBO OUT
- 31. RUN
- 32. UGH!
- 33. UGH!
- 34. VIRUS
- 35. VIZ
- 36. XENON

28 29 30
31 32 33
34 35 36

TURBO OUT RUN (VIC 2000/Atari)

After the countdown type **WHAPEE-EE**. You can now use the following cheats:

- B Restart game, but with same score
- D Refresh turbo boosts
- F See end sequence
- G Remove one credit
- H Go to next stage
- T Increase time by ten seconds

TROLLS (Atari Software)

More hair-raising antics from the Flair team. Plan for perfection to get your pants pounding! Start the game and walk to the 'soda pop' level entrance. Enter the level, and on the 'Get Ready' screen push the joystick UP, press K and FIRE. You can now hit 10 to finish each level.

THUNDER JAWS (Atari)

Cheat modes come and cheat modes go, but rarely do we see one as easy-peasy as this. During the game, press the left mouse button and left three are yours.

UGH! (Atari)

Level codes (part 1):

- | | |
|---------------------|---------------------|
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |

UGH! (Atari)

Level codes (part 2):

- | | |
|---------------------|---------------------|
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |

UGH! (Atari)

All level codes (part 1):

- | | |
|---------------------|---------------------|
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |
| A1 0000000000000000 | A2 0000000000000000 |
| A3 0000000000000000 | A4 0000000000000000 |
| A5 0000000000000000 | A6 0000000000000000 |
| A7 0000000000000000 | A8 0000000000000000 |
| A9 0000000000000000 | A0 0000000000000000 |

XENON (Atari/Atari)

Age blaster from the Bitrage — was the sequel any better? The jury's still out on that one... On Level Two, kill the first guardian and crash into the nearest wall. There should now be no baddees till the end of the level.

VIZ (Atari/Atari)

Sorry about this one, folks — we don't use level words in the mag, but there's nothing we can do about this one. Use your imagination and substitute the correct letters for the asterisks. On the character selection screen type: **WHA! A LARGE SET OF 8" LOCKS**, then use the keys 1-5 to access these levels.

VIRUS (Atari)

Hold down the Enter key on the numeric keypad (sorry, IBM users) till P to pause the game, and (with holding Enter) press G. You can then use the following cheats:
G — Unusual special effects on it — Reverse fuel
L — Extra life and missiles
P — Pause normal mode
Q — Access demo mode

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Even more playable than its two-dimble sequels, this is the two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

THREEBIES!



SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking badmen galore as he searches for the fragments of a mythical sword. The innovation of showing unexploited areas as well-rehearsed the risk of backtracking in the extensive underground levels.

MANIX

A souped-up variation of the classic *Q-Wert* coin-up, 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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FORTHCOMING ATTRACTIONS!



In the next continuing issue of **AMIGA FORCE**, we plan to review Ocean's spine-chilling isometric arcade adventure *Universal Monsters*, Microprose's historic flight sim *The Assault: Art Of War In The Skies*, plus Polygraph's *Combat Air Patrol* and *Mixed Guns*. Of course, we can't accurately predict what titles will be 100% finished — and that's the only state in which we'll review them. A typical example is *Ragnarok* which we planned to review this issue: sadly it still wasn't quite ready, so we're leaving it till next month — unlike other mags which have already reviewed an obviously unfinished version!

What we can promise is that the next **AMIGA FORCE** will be as barn-storming as ever with the world's best cheats, tips and playing guides for the latest releases. If you're serious about gaming, you just can't afford to miss it.



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