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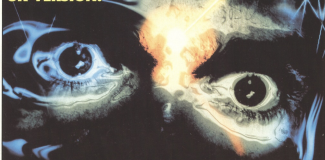
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# amiga FORCE

# WW

■ ISSUE 7

■ JULY 1993

## READ ALL ABOUT IT

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

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## RAVE REVIEW

We bring you the exclusive review of the official UK version of US Gold's stunning arcade adventure, *Flashback*.

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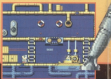
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With Victory, the spoils...



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ABC



# READ ALL ABOUT IT!

## THE GREAT REVIEW RIP-OFF

There's been a lot of words between some of the Amiga magazines recently, over whether they review unfinished games. We've decided to put an end to the discussion once and for all...

Amiga Action quite loudly claims to reviewing unfinished product, saying (in their June issue) they "don't want to be dismissed about such claims, as it is impossible to buy down such a claim". But no, AMIGA FORCE! It's absolutely to make a free policy. In the last few months we've presented opportunities to review many unfinished games that few computer magazines did review, eg. Combat Air Patrol, Flashback (only French or crude version reviewed by other mags), Gulf, The Chase Engine, Prime Mover, Universal Monsters — the list goes on...

In fairness, some mags claim to review only finished product, but obviously don't adhere to this "policy of truth". We spoke to Thriller's Tony King (no relation) about the situation. His comments were very enlightening. We were very concerned and very interested about it. I know clearly well that Thriller reviewed a finished version of Commander because they had it in a box and everything (as did AMIGA FORCE), whereas Amiga Power didn't. I wasn't a bit less (as they later claimed). I wasn't finished at all. What this happened was, of course, we said, "Look, go back and do it again because it's not finished". And their last reply was "Oh yes, well thanks to us, Thriller went back and they changed certain bits that didn't dramatically add to the effect of the game". The sound file search on there, there were two levels not on there... The extremely unfriendly about the professionalism of certain publications... Certain magazines out there do have very high moral standards.

Another example of how early "reviewers" can go wrong is that of Magazine, which Amiga Power "reviewed" in their March issue. Magazine's John Coleman told us, "They reviewed a copy that was supposedly 80% finished but not really there... They knew it wasn't pre-production." This probably explains why their "review" was so vague. We were shown the very same unfinished version of the game and it was not critical comments which prevented it from spending more time on the game's artificial intelligence. We still await a finished review copy.

And often mag's inaccuracy isn't the only problem with early "reviews". There's a tendency to give a game the "benefits of the doubt" and lump it back up — much better to have an "exclusive review" of a great game than a poor one. Then there's the question of the "bit end of the review" path how far will some magazines go to get an exclusive? At the rate some of them are going, they'll be reviewing testing systems next!

So there you have it, the debate is closed. If you want completely accurate reviews of completely finished games, you know where to come. After all, surely honesty is the best policy?

Phil King

Editor

## RUCKIN' HELL

**F**ollowing last month's savage review of International Rugby Challenge, Domark have informed us that the review copies they sent out had a bug that prevented the use of two positions in two-player matches. This has now been corrected, but otherwise the game is still as we said it was, ie. dreadful.



## MULTI-USER MAYHEM

**Q**uantum Software have updated their hit multi-user game, Global Conflict, a contemporary strategy wargame for six players. The aim of the game is to eliminate all other human rivals.

Played on a map of 21 countries, the computer picks six at random (which are never adjacent to each other) and assigns one to each player. The remaining territories are neutral, and will not launch offensive attacks but defend their borders to the death if threatened.

At the start of a game and at the beginning of each turn, the human players are given a set number of credits to spend on armaments, troops and other pieces of military hardware. The amount of cash you get depends on how many countries you occupy. When you've picked your forces the game starts its series.

During battle you can use the skirmishes from the cockpit of an attacking aircraft, or Gattai Command centre for ground offensives.



## TEAM WORK

**T**eam 17, probably the most exciting developers to hit the Amiga since the Commodore, have enhanced their smash hit best-seller *Body Blows*.

The new version allows you to play any of the ten tournament players in one-player mode, boasts even faster action, adds credits in one-player mode, and added graphic details such as character shadows.

Owners of the original version can upgrade to version two by sending disk one (384 K 105K CIVES) and a cheque/PO for £2.50 to **Body Blows Upgrade Offer, Team 17, Marwood House, Garden St, Watfield, West Yorks WF1 1DU.**

Also on the horizon is Project X, the enhanced budget version. The game is squeezed onto three disks instead of the usual four, though it's definitely not a cut-down version. The main criticism of the full-price was that you lost all your player stats when you died, which often proved disastrous — the game was too bloomer-ford anyway! Both of



There's a facility within the game to send messages to the other human players too.

After each turn, every human player sends a disk containing his updated position to Quantum, who processes information from all six players then return the disks, now containing a complete

game-position update. Players are free to miss a turn whenever they like, and can reject the conflict at any stage.

Because it's a multi-user game, you can't play it on your own, but with around 1200 players worldwide there's no shortage of opponents. Quantum are

constantly improving the game (the current version is 1.4) and provide free updates for contributors. They've also got a World War II game in the pipeline, and are seeking out other talented talents too.

Global Conflict v1.4 costs £12.99, including two free turns. Further turns are charged at £2.95 each.



these lately flaws have been corrected, so hopefully Project N will at last take its rightful place as king of the shoot-'em-ups. The enhanced version will set you back a mere £12.99 when it's released on 17 June.

Finally, a recent magazine article stated that Team 17 were abandoning the Amiga 500/600 in favour of the 1200. 'We've shrunk!' said a team 17 spokesperson. 'We'll be developing on and for the A1200, but we're not abandoning the 16-bit Amigas'. So there we have it — get it right, get it from AMIGA FORCE.



## I'M A BELIEVER...

Beyond Belief are to hit the Amiga market with *Murphy*, a 73-level puzzle to be released on the new Fair Dat label. Set for a late June release, the game will cost £25.99. Also on the cards is *Cool J* by Charlie from



Wii Design and a 'Sensible-busting' soccer game. More news as it's made...

# amiga FORCE



For annoying little brothers everywhere...

## THE BIG BREAKFAST

### WASTELAND HAVEN TELEPHONE TIPS

Wasting time, it's bespectacled both time again with them the Butler, everyone's favorite button-basher! I've got some great tips lined up for you — so noisy that the AF crew can't fit them all in the magazine, so it's up to you to choose which games you want typing.

## GRUESOME GOINGS-ON

If you thought 16-bit text adventures start and finish with Infocom's Infocom releases, you're very much mistaken — Borpheus Computers have unleashed *The Four Symbols* onto an unsuspecting public.

A text-only game written by the Grues on adventure-writing utility HAMMACKIE, *The Four Symbols* is set in a medieval town where superstition and witchcraft are rife. With the disappearance of the four sacred symbols that protected the village from evil, the dark arts are feared and you're the prime suspect! Only by finding and returning the symbols can you clear your name.

*The Four Symbols* is arguably the most celebrated text adventure since Infocom split up, and certainly the best home-grown outing (it won the 'Best 16-bit Text Adventure' award at the last Adventure's Convention). Thanks to AMIGA FORCE you can get it at a discount! Normally selling for £5, enclose this coupon with your order and get 50p off. Send your order to: Borpheus Computers, 64 County Rd, Ormskirk, Lancs L26 1QH.

## NEWS

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### FLASHBACK

(ISI Gold)  
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### MORPH

(Millennium)  
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### NIIPPON SAFES

(Global Software)  
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Calls cost a maximum of 10p, so it's cheaper than a first-class stamp.



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Fave adventure: \_\_\_\_\_

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## GARETH FORSTER



May we present the virtual reality...



paper page!!!



# TOP 100 CHARTS



What's that screaming like a missile straight to the Number 1 spot? Are we really surprised? Well, maybe not, *Desert Strike* is an excellent game. What's really surprising, though, is the news that it's outselling *Body Blows* by an incredible four to one!

## 1 DESERT STRIKE

■ **Electronic Arts** ■ £39.99



## BODY BLOWS

■ **Team 17** ■ £36.99

2



## ALIEN BREED

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3



## 4 THE CHAOS ENGINE

■ **Renegade** ■ £38.99



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ADVENTURE FOR  
MERE HUMANS**







■ It's not exactly *The Price Is Right*, but at least Leslie Crowther doesn't make an (unwelcome) appearance.



■ What a game. *Flashback* is. The way the plot unfolds as you play is terrific, and along with the nifty animated sequences really gets you involved. *Flashbacks* may seem a little low and far between but it's such a pleasure just watching the animation on your character, you won't mind playing through sections again. This is a game which needs in that elusive quality of inevitability. At times it'll have your toes curling in frustration but you still won't turn it off, each bit seems to get to the next bit and see what's in store. Thus the game holds you by the hand in many respects, but hugely varied objectives distract your attention from such irritating matters. Playing is like being in an interactive movie and, believe me, it is far more interactive than *Another World*. An engrossing (and relevant-to-the-game) story line, marvellous graphics, grade one FX and cutscenes beyond compare — what more could anyone ask for? Experience *Flashback* NOW! ■



■ Why do aliens always choose to live in shiny surroundings? Haven't they heard of January sales, where they could pick up a cabinet, some wallpaper and perhaps a few pots of paint? Strange, isn't it?



amiga  
POWER  
Fever!

# FLASHBACK

■ US Gold/Delphine  
£29.99

**W**orking in a company that produces six video entertainment magazines, I get to see a fair few games. Whether it's CD-i, Sega, Nintendo or Amiga, there's an almost endless supply of software for me to pick through during those (infrequent) spare moments. This isn't without its drawbacks though — you soon become jaded. As time goes by, it takes something really special to make you sit up and take notice. *Flashback* does just that.

In many ways, it's not your run-of-the-mill computer game, but an interactive film. Like *Another World*, it uses cartoon style graphics and animation to illustrate certain movements and occurrences. But that's where the similarities end. *Flashback's* plot is unusual in the way that it's actually relevant to the game, as opposed to a few cursory lines in the manual by way of an introduction. As the game progresses, the story line continues and becomes more complete.

## Animated magic

The first thing you notice, though, are the graphics. While the animated scene-setting sections aren't quite as good (or as fluent) as

*Another World's*, they're still impressive. But it's the in-game graphics that really shine. Using a technique known as Rotoscoping, the movement of the game's sprites is as realistic as you'll find in any computer game. Like *Prince Of Persia*, your sprite is capable of climbing and leaping over platforms and scenery, and generally moving in an authentic fashion. Initially, it's a little confusing — judging where and how to roll or jump is hampered by the fact Connal's animation slows the response slightly. This is by no means a bad thing though; if anything, it adds to the realism.

However, playing the game isn't a simple case of exploring the numerous screens and levels, as a lot of the action involves opening and the solving of puzzles. Connal has a fair amount of adversaries to either avoid or destroy, from mutants to Terminator 2-style tanks. There's enough to keep you on your toes. A quick stab of the space bar shows a suitably powerful firearm, and while this is in use Connal is unable to

“Playing the game is simple exploring numerous screens, levels”





Below Conrad climbing, although sadly you can't see that triffl animation...



A caption? To be written by me? Oh joy of joys! What can I write, I wonder...?



It's not often that I'm willing to sacrifice a good night's sleep for a computer game, but Flashback is just too captivating, you'll be unable to resist playing way into the early hours. Obviously, the first thing to grab your attention are the exquisite graphics. Beautiful, meticulous backgrounds and fantastically animated sprites blend seamlessly together into an astonishing masterpiece. Each level has its own unique look and atmospheric feel, from the tranquil setting of a forest to the unrelenting depths of an alien encampment. Around every corner there's a danger to encounter and a puzzle to pit your wits against, and it's this adrenaline-charging hell that urges you onward. Flashback stunned the industry with the faultless graphical images in *Another World* and yet again they've triumphed with a title that makes them the company to look out for. The attention to detail makes you appreciate the collective amount of work that went into the design. Flashback exudes quality to the highest extreme, and is one of the finest creations ever to grace the Amiga. If you're looking for a piece of software to show off your machine, this is the one. **A**

# FLASHBACK

jump or run. Instead, he moves stealthily and slowly in a fashion not dissimilar to your average 10-year-old worried about being chucked out of the pub — and it's incredibly handy when moving onto previously unexplored territory, where anything could be waiting...

## Discover yourself

I'm not joking when I say that this is one of the most difficult reviews I've had to write. Flashback is the sort of game where you want to discover everything for yourself — the last thing I'd have wanted was to read a review, and have all the secrets and twists explained in graphic detail. So I've tried not to give away too much.

As I mentioned earlier, it takes a lot to impress me these days — and Flashback has. The use of passwords and "save" points (storing your position and status in memory) alleviates frustration in mid, and the variety and originality of the design (especially in the second level) is a welcome

break from the recent rash of consoleque platform games.

If I had to criticise anything, it'd be the in-game sound. Rather than using a continuous soundtrack, Delphine chose to have pieces of music played at key points — triggered by walking at a certain point on a screen. This can be quite handy at times, as more often than not it indicates you're about to be ambushed. A1200 owners will be pleased to know the game's fully compatible, and the movie sections run significantly faster (appearing smoother). However, there's a drawback: the animated sequences and music don't synchronise as well as they do on the hi-bits. While by no means an earth-shattering disaster, it's annoying having seen how well the two worked together on the standard Amiga.

If you intend to buy one game in the next few months (and you already own *Sensible Soccer*), buy this. Flashback's one of the best games I've ever played, and if you don't at least look at it once, you've missed something unusually special. After hours and hours of play I'm just about to finish the Easy level — and there's Medium and Hard to get through yet. As Rüdiger Hauser said in the Guinness advertisement, "Talk among yourselves — I may be some time."

**TIP TIME!** Read the next issue of *AMIGA POWER* for the best Flashback tips (ie not codes for the French version that some other mags print).



**TIP TIME!** Read the next issue of *AMIGA POWER* for the best Flashback tips (ie not codes for the French version that some other mags print).

- FLASHBACK
- US GOLD/DELPHINE
- £39.99
- 1 PLAYER
- ARCADE ADVENTURE



This is simply one of the best Amiga games — ever.

**96%**



# COMPETITION

# BULLY FOR YOU!

**WIN A  
SPECIALLY  
MADE SET OF  
TUNGSTEN  
DARTS!**

**A**s the earned applause gradually faded, the overhead spotlight followed a biding comedian as he skipped to the front of the stage. Raising his hands to shoulder height, his subdued palms became an unspoken instruction — as if by command the audience became silent.

One catch phrase and amusing anecdote later, it was time for Britain's favourite quiz to begin. Turning to the first contestant, the host asked, "What computer would you like?"

"Can I have 'computer games', Jim?" he asked, followed by gasps from the audience. "Well, er, it's not one of our usual subjects, but for some reason I see it's up on the board this week. There's your dart, John."

Whooosh... that!

And he's hit the category. Here goes... What new Amiga computer game features a large bull mooring when you throw some good darts?

Er... well...

"I'll give you a clue: it's great fun to play with lots of different dartboard variations like football, cricket and snooker!"

"Ah, that's *Bully's Sporting Darts*, Jim!"

"Correct, it's just been released by Alternative Software (plug, plug)."

Twenty minutes later... "Well now, John and Pete," gasped Jim, "you've won through to *Bully's* prize round. Hit the bull's-eye and you take home *Bully's* special prize: a set of quality tungsten darts, specially made by our own Tony Green and presented in a lovely case. Not only that, but you'll also get a dashboard to chuck 'em at. Now take your time..."

The audience gasped as the first dart hit the bull's-eye!

"Well done!" enthused Jim. "And now I must tell those lucky *AMIGA FORCE* readers out there, they can also win this magnificent star prize (which money can't buy — they're usually only given to the TV show contestants) by answering a simple question. Ten runners-up will also receive copies of *Bully's Sporting Darts*. All you have to tell us is...

**■ Who hosts Central Television's *Bullseye*?**

Answers on a postcard to: **MT THE BULLSEYE COMP, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY9 1JW.** Make sure it hits our office dashboard by 30 August at the latest.





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HERTOR RECTUM, JULY 10 MATES AND ALL THE REST IN \*\*\* ZIT COMIC \*\*\* MORE FUN THAN A FUMBLE IN YOUR UNDERPANTS



## CEREBRA

**Puzzle games... don't you just luvve 'em? At their best they're fiendishly addictive and stupendously challenging, at worst irritatingly frustrating and downright depressing. If you're a fan of the genre, check out our ace roundup — by IAN 'BLOCKHEAD' OSBORNE — to separate the pristine puzzlers from the putrid pos. If you're unsure, try the PD variants for size.**

## DEFLEKTOR

## ■ Pocket Power

■ £2.99... you can't even get an 8-bit budget offering for that! This gemlike former Gemin cloning is certainly the cheapest commercial puzzler around, and a groovy game to boot.

You have to guide a laser beam into the exit port by rotating a series of mirrors. There are all sorts of devices to help and hinder you: teleports carry your beam from A to B, spheres explode on contact, coloured blocks send it careering wildly across the screen, mines absorb its power making it overheat, and there's a huge wall that blocks the exit until you've blitzed all the spheres!

There's a lot of trial and error involved at first, but as you progress lots of forward planning is required. Its only real drawback is the lack of a powersave system — an insane, ridiculous omission which destroys long-term usability and certainly costs the game an A+ rating.



## GEM-X

## ■ VFM

■ Now this is what puzzle games are all about — phenomenally simple gameplay that eats away the hours without you noticing.

The aim of the game is to get the gem pattern on the left of the screen to match the one on the right. Clicking the pointer on a gem causes it to move two steps down the colour ladder (red being the highest, yellow the lowest), while adjacent gems fall one rung. A gem that falls off the scale explodes, causing those above it to fall and fill the gap.

The joystick control's very irritating (a mouse would've been far more appropriate) and the glibulous bimboes do nothing to enliven the game to female Amiga-punks, but apart from that it's a gas.



## KLAX

## ■ Respray

■ Is it just me, or does anyone else think Klax is overrated? All that catching flies in your peckle and arranging them in vertical, horizontal or diagonal lines is fun at first but quickly gets boring. There's a few neat

tricks, like the 'wild die' that counts as any colour and the warp zones that take you to later levels, but for me at least it hasn't got that 'just one more go' quality that's so

essential to a puzzler. It's an okay game, but not the world-beater it's made out to be.



## MIND BENDER

## ■ Gremlin

■ The stunning sequel to Deflektor, it hasn't the endearing simplicity of its illustrious forerunner, but does have a groovy 'passcode' system. At the start of the game, you enter your name. The program then remembers which level you got to last time around and allows you to start at any stage up to and including that one.

The mouse control is a bit of a dog at first, but soon gets as instinctive as Deflektor's joystick juggling. So is it any better? Well yes... and no... um, ah I don't know — I suppose it depends what you like.





# ALFIX

## BILL'S TOMATO GAME

### ■ **Psychosis**

■ Why include Bill's Tomato Game and not Lemmings? Well, after much deliberation and a frantic exchange of views (and a few punches) we decided that the save-‘em-ups (Lemmings, Toolboxes, etc.) were a category in themselves, whereas the direct control over the game environment offered by Bill's made it more of a traditional puzzle.

The aim of the game is to bounce Terry Tomato (T) from one end of the screen to the other. All he can do is bounce straight up, so it's up to you to guide him to the exit using tans, trampolines, jack-in-the-boxes and blocking blocks. These can be placed anywhere on the screen — when you're happy, hit the 'jump' icon and go for it, kumquat may!

The tedious mucking about with equipment is frustrating rather than challenging, and some of it stinks if you fail — you have to lay out half the screen again even if you only wanted to adjust one loon. Awful.

## MIND GAMES

### ■ **PD**

■ A great compilation featuring no less than 31 puzzles, Mind Games is a PD bargain. There's a couple of re-release outtings, a dodgy Pipe Mania clone, computerised versions of Mastermind, Draughts, Hang-Man and Othello, and even a simple solitaire game!

Far and away the best game on offer is Interfezer, a close conversion of Nintendo's Tetris-inspired Dr. Mario. It's great fun and was featured on a Datacan disk, the highest achievement any PD game can aspire to.

Many of the games on offer are technically crude (but still fun), and ADOX owners will find a few of them unplayable because they use the numeric keypad too. As PD prices, though, it's a bang!

## ZYCONIX

### ■ **Accolade**

■ This, on the other hand, is shocking. Imagine playing Klax on the Tetris game-screen — that's Zyconix in a nutshell. Move the cursor over a coloured block, move it right or left and let it drop. Lines of four similarly-coloured tiles score and disappear, the effects of gravity causing pieces above to fall.

Despite pinching its theme from two classic games, Zyconix isn't as addictive as either. Why it's a full-price is beyond me. Its only outstanding feature is the music, but at this price you can buy two LPs and three far superior PD games — save your money.



## BOMBUZAL

### ■ **Grandlam**

■ A cutesy main sprite and simple gameplay — what more could you ask from a puzzler? Guide our blue buddy over a series of test boards, detonating the bombs without blowing yourself to bits in the process. They never blow while you stand on 'em, but you can only get one square before it goes, taking its four tile with it. Detonating dynamite also causes a chain reaction, setting off bombs on adjacent squares. As the game progresses new features are introduced, such as disintegrating tiles and extra large bombs.

Bombuzal's a patch of a game. The levels are so deceptively simple that every time you do you have to have another go — it's got a password system too (ha-ha). Originally released by Microsoft, it's now available on the Grandlam Collection compilation.





## FEATURE

## LOCOMOTION

### ■ DMI

Remember *Captain Zepp, Super Space Detective*? A great sci-fi wheedert show, the spontaneous hero always finished with, "You could've got away with it, but you made those stupid mistakes!" leaving the studio audience to snort out the villain after the commercial break. *Locomotion* is just like that.

The mistakes?

1. It's far too expensive as a full-price.
  2. An irritating playability bug allows a train to leave the station just as the one you're guiding is entering, causing an inevitable collision.
  3. The background graphics sometimes obscure the station indicator, making it difficult to tell where it's going.
- A fun game, but not a blockbuster.



## THE POWER

### ■ VFM

The things some people do for their sweethearts... Max, an ugly little baka, spends all his free running round large mazes collecting hearts before returning to his intended. There's nothing but there after him, but because he can only run in a straight line and can't stop until he hits a wall or obstacle, plenty of forward planning is involved. Only by safely delivering them all can he move on to the next level.

The Power has a potentially excellent soundtrack in the *Snarl* song of the same name, but the sampling is below par. Not so the game — at 50 levels it's only average-sized for a puzzle, but a pleasant system and level editor add to the long-term appeal. A worthy release on budget.



## SUPER TWINTRIS



## TETREN



## ATOMINO

### ■ Pygnosis

Can covalent bonding be fun? We say YES!

Atomino is like a computerized chemistry lesson. Build a series of molecules from various atoms, each of which has one to four electrons whizzing round it. If two adjacent atoms both have electrons spare, they will join — to complete each level you must complete one or more molecules, with added hazards such as nearby-placed atoms, immobile blocks and set shapes that must be filled on later levels.

It all sounds boring and tedious, but it isn't. Like all good puzzles it's polished, accessible and fun to play, our only real criticism being that it's far too easy.



## E-MOTION

### ■ US Gold

Well, is it or isn't it? A puzzle, I would it has all the usual problem-solving elements, such as the single-screen levels, clear-to-see gameplay (watch similarly coloured balls to make them disappear), and on-screen obstacles to make your task trickier but the main game is controlled using an Asteroidsque rotate-and-throw method! It's certainly more amusing than the average puzzle, but the tricky level designs and the Smokey-meets-Thrust gameplay make for a fairly cerebral outing. Watch out for the elastic connecting certain pairs of spheres too — it can help or hinder, the choice is yours.

If E-Motion has a problem, it's that it's too bouncer hard. The balls explode (as is their intent) far too quickly, leaving you little time to get to grips with the game. A gentler difficulty curve would've made it a classic, but it's still a highly original and playable offering.



## TETRIS CLONES

### ■ PD

Ah, Tetris... mind-bogglingly simple yet fiendishly addictive, the game that's been released uncounted times on most computer formats and even spawned a coin-op with cash prizes!

The aim of the game is simple. You control a series of falling shapes that can be rotated clockwise and anti-clockwise or dropped into place. When you complete a horizontal line it disappears giving points, but those resting on a don't fall. If the pile reaches the top of the screen it's game over.

The best Tetris versions are both Public Domain, namely *Super Twintris* and *Tetren*. The former is a version of the traditional game with the added bonus of a two-player mode, the latter tweaks the original by starting each level with blocks already in place — clear a set number of lines to advance to the next. Both available all over the official conversions, and they're free to boot!



## PUZZNIC

### ■ Hit Squad

■ Whoopie, this is what puzzle games are all about! *Puzznic* is one of the most addictive games ever to hit the genre.

Each level takes place on a single screen. The idea is to push around these little tiles, matching like with like and making them disappear. You can only push them right and left, and if there's nothing to support them they fall.

It's funny how the simplest ideas often make the best games. You're inevitably kicking yourself when you match a couple of tiles only to find you've made the level unsolvable, either through leaving only one of a certain piece or making it impossible for a couple to be matched. In an effort to stop the game getting linear they've introduced a system where you get two choices of screen group to attempt next, but personally I'd rather have a password system.

Also worth a mention is *PD Tribute: Zeus*, an incredibly close copy that does have a password system, but suffers from awkward mouse control. Its 40 levels won't tax you for long, but an *PD* price. It's well worth the dooh. *Buy both.*



## FEATURE

## LOOPZ

### ■ Audiogenic

■ Now this one really eats the hours — you load it up for a quick game, and before you know it it's Tuesday!

Again played on a square grid, you must use the pieces (all various shapes and sizes) to form loops, hence the title. The tiles can be rotated to suit your position, and there's a time limit for each. Fail to place the piece in time and you lose a life. Needless to say, the bigger the loop the higher the score, but watch out — try something too ambitious and you're left with a lot of useless pieces getting in the way.

So why is it so addictive? Erm... dunno, but it is! The only real fault with *Loopz* is its lack of focus. Differing levels (which you choose before starting) only affect the time limit, and you carry on playing until you're three are gone, it's as simple as that. A few *Acorn*-style levels with really-placed pieces to clear and set shapes to fill wouldn't go amiss, but it's still a killer.



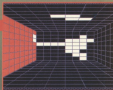
## WELLTRIX

### ■ PD

■ Welltrix, three-dimensional follow-up to *Tetris* was a fair beast in its own right, but lacked the compelling simplicity of its illustrious predecessor. It's incredibly hard to find nowadays, and has been rendered all-but-obsolete by *Welltrix*, a near-identical *PD* clone.

*Welltrix* has you guiding shapes as they fall, hoping to make complete lines. Unlike *Tetris* you have four faces to contend with, the pieces moving across any of the well's walls until they land at the bottom.

It's nowhere near as much fun as *Tetris*, but an *PD* price it's worth a look.



## DIZZY PANIC

### ■ CodeMasters

■ ... Or should that read *Panic Dizzy*? The title screen and packaging plump for the latter, but the disc label and menu option say otherwise. Either way, it's a real challenge — how long can you play before falling soundly asleep?

Move the toiled grid left and right, allowing the shapes to fall through as they slide down the tubes. It's as basic and boring as that. As the game progresses, an ever-expanding collection of shapes fail to raise the interest rate. It's got nothing to do with *Dizzy* either. On the 8-bit versions he sat in the middle of the screen and did nothing. In the *Amiga* game he doesn't appear at all! What a rip-off.



## STACK UP

### ■ Zeppelin

■ Hmmmm... it has all the makings of a groovy puzzler, but when the ships are down it doesn't quite cut it. Doing more than a passing nod to *Tetris*, *Stack Up* has you controlling a falling line of three images which you can move to the left and right or after the order in which they are arranged. When they reach the bottom of the screen each icon falls independently of the others — if the middle one hits a high point, the other two keep falling.

So what went wrong? Well, the playing area's too small, giving the game a claustrophobic feel. Thankfully it clears after every round, but I can't help feeling *Stack Up* isn't as good as it should've been.





## FEATURE

### PIPE MANIA

#### ■ Touchdown

Another 30-sided, this one has you building a pipeline ready to take the yellow ooze to, erh, nowhere in particular. You can place your pipe anywhere on the grid (even on another tile), but don't just scatter them — points are deducted for tiles that don't carry ooze. Guide the grunge both ways through a cross-shaped section for a bonus.

If the sounds are overly simple, that's because it is. On later levels there are "damaged" squares on which you can't build and "holes" in the wall to build through, but the gameplay remains the same throughout. Because you don't choose which tile to play next, much of the game is just trial and error with very little forward planning involved. Not a classic as many would claim, but not a bad game either.

Like many puzzles, Pipe Mania has spawned a few PD clones. Willie's Water Works is a Licenseware version, featuring almost identical gameplay and excellent presentation. Personally I think I'd go for the official release as a budget outing, but the choice is yours.

#### PIPE MANIA



#### WILLIE'S WATER WORKS



### WIZZY'S QUEST

#### ■ PD

It's a bit of Solomon's Key, it's a bit of Traddlers, it's... another peachy PD puzzler!

Another multilevel-with-passwords extravaganza, you (the red-cloaked wizard) must guide the old crane (in purple) to the exit door. You can jump the height of one block, but she can't — don't let her fall below the height of the door or it's curtains for one of your three lives.

The key to Wizzy's Quest lies in skilful use of an Wizzy's favourite party trick, creating stone blocks above, below or beside him. With these he can access higher platforms, guide the crane towards the door, block roving badsters, etc. You get an unlimited supply, and you can destroy them as easy as create them.

I could do without having to sit through the intro sequence EVERY time I load it, but in gameplay terms it's ace.



### DRAGON CAVE

#### ■ PD

Yes, these PD puzzles are blimmin' good, aren't they? Dragon Cave is a mega-marvellous maze-based monster maul (monoc — Eeh, and for once it actually has a plot!

Sinewig the dragon has a problem. He needs (for reasons unspecified) to push his treasure chests into certain places within his caverns. Trouble is he's too big to wend his way any way through the maze of corridors that is his domain — why he's hiding his treasure in places he can't even get into isn't specified, but muggins (that's you) has volunteered to help.

Set over unpolished single-screen levels, you must push the chests into the positions indicated. You can't push more than one chest or pull them at all, so it's very easy to slam one into a corner, making it intractable. Luckily there's an "undo" option for just this situation.

You get a choice of 2-D or 3-D perspectives — the latter looks far better, but is all-but-useless when playing the game. There's a level editor too, so in the unlikely event of you completing the game's many levels, you can design a few with your friends. There are no passwords, but you can peek your playing level.

The heart of a game like Dragon Cave is its layout, and this one certainly isn't board-tacking. An absolute no-shorter and a bargain at PD prices — buy it!









Once more the AF crew polish their crystal balls and gaze deep into the wonderful world of Amiga games to come.

# JUST AHEAD OF THE CO

## JURASSIC PARK

■ Ocean

**T**rust Ocean to pick up a big-budget film license... Jurassic Park is (according to Ocean) the most eagerly awaited movie of 1993, and as it's directed by Steven Spielberg, it's sure to be a hit.

In programming the game, Ocean have been allowed unrestricted access to the film's special effects, stills, storyboard and script so it should follow the plot very closely. Set in the near future, scientists have decoded the gene patterns of the dinosaurs (and from fragments of organic tissue, preserved for countless millennia) recreated the terrible beasts that once ruled the earth. Little did they realise the dinosaurs were so agile and intelligent — like Dr Fosterknein, in trying to play God they had created their nemesis...

Jurassic Park, the computer game, is coming to an Amiga near you... soon!



## 'ALLO 'ALLO

■ Alternative Software

Listen very carefully, I will say its only virtue. Michael of Les Resistantes here... I have asked

instructions from them, as I don't speak any of France. We must take the 'Allo Mademoiselle with the Big Boobies, replace it with an vagina, and escape.



Trouble is, as painting is in it. (Don't be safe!)

We will make our move on the day of the fall of Napoleon, when I'll drag the vine and Gauthier and as German officers will drink, while there moves around the town via the tavern. To drink, we can jump onto moving trains and seek out hidden dynamite in the woods too — you'll get 'lost' killed trying to play the big boys. Don't be still as to break into the chateau and steal the painting.

Voilà more, Alternative Software are making a computer game based on our mission, so you can try your 'hand at art too. Even so we've seen already, it looks like an art crasher of an arcade adventure, featuring five exciting levels. It will be released in July, costing a mere £79.99 (twice as much as Yuletide).

## JAMES POND 3 — OPERATION STARFISH

■ Millennium

**N**o, that's not a typo — it's really does say 'Mill' if it means to be a joke I don't get it, but it can't be any worse than 'Bludge' or 'Forever' (sic) to 'Gill'.

Pond's arch enemy Dr Mayhem is back, and this time he's patched a space shuttle. Initial reports suggest he intends to raise the moon's dress code, but contact with FISH agents was lost and their spacecraft disappeared from radar screens. Only one thing for it — send for Mr Pond!

A huge run-and-jump platformer (as the suggest), the third Pond outing features over 100 enormous sections, extensive use of parallax scrolling and up to twice



'super-sonic' speed — no prizes for guessing which game they're lampooning there. Just to keep up with the aforementioned blue initiation, Pond 3 also has a two-player

mode where if Jamie is helped out by his amphibian friend Flimble Frog.

To cap it all, specific A1200 and CD-ROM versions are planned too. Fish-ripped hedgehogs and fat Italian plumbers... who needs 'em?





# ROUND CORNER

PREVIEWS

## BEASTBALL

■ Millennium

**A** other A1200-developed game, there are no plans to convert *Beastball* to the 16-bit machines at all. A violent future sport in the *Speedball* mold, *Millennium* promises a whole series of future-sport sims to follow.

*Beastball* is a bloodthirsty battle between teams of genetically engineered bipeds (er, where's the dictionary? Bipeds... Any animal with two feet? Well why didn't they just say so?). Each team is made of one breed of player, each with his own special abilities and weaponry. The players are impervious to pain, which is just as well — each match is a no-holds-barred battle where injury time means just that!

*Beastball* will be blasting your way in November, so you've plenty of time to polish those knuckle-budlers and practice on your sister's teddy bear collection.



## SYNDICATE

■ Electronic Arts

**T**oo big, too rich and too powerful... by 1993 multinational corporations already had higher incomes than many small countries, and their position in the global economy allowed them to topple governments that didn't toe the line — even in the so-called democracies it was business, not government that called the shots.

If things were bad then, though, they're infinitely worse now. Since the invention of the CHIP, a revolutionary device that altered a person's perception of the outside world, numbing the masses to the poverty and equator forced on them by cost-cutting, low-paying corporations, others inserted into the head, the CHIP allowed a person to create an environment of their choosing, eg a person living in a dilapidated basement flat under a Chinese take-away could buy a mansion CHIP, turning their hovel into a palace. 'Why change your environment when you can change your mind?' ran the company slogan.

Like any new and potent drug, control

of the CHIP meant control of the people. Soon the corporations were at war with each other, fighting to monopolise CHIP manufacture, toppling nations and governments in the process. Where there's a will, there's a way — soon large crime syndicates got in on the act, infiltrating boardrooms and dominating the global economy. The age of the Syndicate was born!

*Syndicate* has you playing a young executive in one such Syndicate. From your smug high above the city, you scheme and control custom-built cyborgs as they hunt down rivals and cleanse territories. It's programmed by Bullfrog (of *Populous* and *Powermancer* fame) so it should be well worth waiting for. RRP cost £34.99 and hit the shops in June — as always, watch out for the full review in AMIGA POWER!



## DIGGERS

■ Millennium

**G**ay there, Brazil! It's really cool to see a hard-core, laser-action, convoluted-bobber game set Down

Under. There hasn't been an Australian outing since the Neighbours license, so this one should... what was that? Oh. Apparently, *Diggers* has chuff-all to do with our barbie-berry buddies, so I'd better slash that paragraph and start again.

It's the 411th day of the year on the planet Zarg (they have long years, don't they?), and the four races of diggers hurry towards the Zargon Trading Centre. Tomorrow is the 412th, the day of the great dig. Each team awaits the arrival of the enigmatic stranger who'll lead them to victory in the annual Zargian mining contest, and one of those strangers is you!

Success lies in dominating each of the 30 mining zones, digging against a rival company in each. Great riches lie ahead, but there's danger in them: there's mines — to rust your rivals you must avoid the planet's natural hazards as well as out-mining his dastardly diggers.

*Diggers* boasts 30 separate zones, each with its own map. The diggers themselves are highly intelligent and capable of independent

actions, but this can be a bane as well as a boon — they're often unruly and difficult to control. There are four species of digger to choose from too, each of which has its own abilities and characteristics.

*Diggers* hits the A1200 in June '93, with the standard Amiga version to follow in September, so polish those spades...



## PIERRE LE CHEF IS... OUT TO LUNCH

■ Mindscape

**T**his one could capture the 'loudest title' award (from 'Iron Man' *Silverball's Super Off Road* racer) was disqualified for having a much more manageable abbreviation).

Enough small talk, let's get on with the game. Pierre is an eccentric yet virtuous cook, renowned as much for his over-the-top personality as his culinary masterpieces. As is his wont, he cooks exclusively with hard-to-get ingredients which he must chase across the kitchen and capture in his cage. Watch out for the insects and diseases that afflict his roach too.

Like any computer hero, Pierre has an enemy, the evil Le Chef Hoir, a diabolical cook who's jealous of Pierre's international acclaim. He's dreamt up a plan to ruin the chef's reputation by releasing all the food from the cage, and only you can stop him...

*Pierre Le Chef* is... *Chef To Lunch* is a 48-level platformer set in six countries, each with its own culinary and musical character. Boasting sound tracks, over 1,000 frames of animation and exciting power-ups, it could prove a real corker. *Durger Cheese* for the '90s? We'll have to wait till the autumn to find out.



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Page 12

**Abstract**

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### Discussion

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**Table 1**

**Table 2**

**Table 1**

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Figure 1

**Abstract**

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## BUDGET BARGAINS

## BULLY'S SPORTING DARTS

■ **Alternative,**  
**£9.99**

**A** nyone fancy a bit o' bull? Thankfully there's no sign of Jim Bowen in this late effort — it's straight dart-throwing this time all the way with *Bully's*. Seven games are on offer, including the traditional 501 with the first player to reach zero and finish on a double winning the game. Round The Clock tests the participants' ability to hit all numbers in order, then there's a

**More fun's  
 derived from  
 playing against  
 friends**

few novelty games thrown in for good measure: tennis, cricket, football, snooker and golf.

Select your favourite game from the menu, enter players' names then it's into the action. A representation of a dartsboard fills most of the screen, with voices and stats displayed down the side. A picture of the thrower's hand, with dart grasped tight, wobbles around the playing area. Move it via a joystick (or arrow keys) and press fire when it appears to be lined up. Easier said than done, I assure you.

After a few grasped tight, wobbles around the playing area. Move it via a joystick (or arrow keys) and press fire when it appears to be lined up. Easier said than done, I assure you.



trying at times. Unfortunately it's not possible to throw darts at his back!

### Bully for you

As a simulation of the popular pub pastime, *Bully's* is okay if you don't mind the (inevitable) fact that all games boil down to the same thing, ie. aiming your pointer. It's a shame you don't get people moaning about going to retrieve the darts from the board yet. James? For more reason you can always stuff a pillow up your jumper and hold a pint of bitter in one hand while playing.

*Bully's* is aided by some sampled effects to accompany the various games — not essential, but a nice touch all the same. Obviously I got a little repetitive, especially against the computer, though nice skill levels help to prolong interest. More fun's derived from playing against friends. A reasonable darts game at a reasonable price.



**TIP TIME!** Remember — you don't get anything for two in a bed (or something).



## FINAL FIGHT

■ **Klaxx, £9.99**

**M** eto City — crime capital. But mobsters known as the Mad Czar' going as throwing the city into turmoil with violence and bloodshed as much as part of a tip to Woodies on cherry cobbles and a bag of yolk. It's his.

Mike Haggar, street hoodlum turned mayor, is not a happy man. Powerless against the Mad Czar due to endless red taps, he sits in his office fuming but unable to act. Unlike that, it, until the bad guys go one step too far. In an attempt to gain total control of the city they kidnap Haggar's beloved daughter. Their demands are simple — hand over all power to the Mad Czar or the girl dies. Now Mike's mad. No longer able to contain his anger, he tips off his shirt and prepares to take the fight out onto the

**Too  
 few moves  
 lead to two-  
 dimensional  
 action**

streets. The team only understand one thing, and Mike sprouts their language like a robot. Powerless called on the poor girl's father, Coby and Coby, who are only too pleased to help Mike in his quest.

### Animal magic

One or two players can join in, selecting from the three characters — each with a special attacking move, eg Haggar's pie-driver. After the intro sequence you're plunged into a chaotic, horizontally scrolling beat-'em-up world with only swift reactions, standing between you and a

nelly beating.

Final Fight's most striking feature is its big bulky sprites: fire in a still screen that animation is a little lacking, as is a parallax. Too few levels lead to two-dimensional action which, though improving some with a second player, is never going to sat pandemics swinging.

Some doubt also hangs over the talent of challenge on offer. It's not exactly a pushover, but reserved joystick veterans should have it kick but quickly.

Points in the game aren't generally down to the conservation, but simply earned over from an essentially dull arcade machine. That relies on its visuals for effect and as such was okay for a few games. Graphics on the Amiga version are fine but there simply isn't enough depth to fill it above the crowd.

A reasonable if limited cheapie best.



**TIP TIME!** Pause the game and hold **SHIFFER** **FALTMAN** for instant replay. Then whump those suckers!







# THE ADDAMS FAMILY

■ This isn't quite 'super, smashing, great' but it's by no means a load of bull either. The problem with most computer darts games is that it's far too easy to score 180s, time after time. However, Duff's is just that bit more difficult with the wobbly board and occasional bounce-outs (hitting the wire). Some of the game types are better than others (football's a bit flat, more like a single leg o'ham), but what happened to my personal favourite, Killer an Mickey Mouse? And while we're at it, I reckon a bit of sampled speech for the big scores wouldn't have gone amiss — Duff's mood is just not the same! **FAIL**



■ Gameplay just releases the bull from the bull's eye, but at least there's no Jim Boward

**73%**

■ Final Fight is arguably the best scenario-based beat-'em-up on the Amiga. The sprites are large and well animated, while the battles are interesting and can't all be killed using the same attack over and over again. Best of all, the contest-sensitive controls make the game easy to get into without making you feel the game's paying itself. It is Golden Age.

Like most Double Dragon clones, Final Fight is more fun with a friend — if you get bored, you can beat him up too! The difficulty curve could do with being a little steeper, but at budget prices there's easily enough playability here to justify parting with the cash. **LAN**



■ A good, solid beat-'em-up that should be a big hit on budget.

**79%**



## ■ The Hit Squad, £9.99

Why is so much time spent writing reviews that are, in essence, thereby repeating instructions (and plot)? At times it's necessary, but in The Addams Family is (well) an such an awful film (with its convoluted plot, concentrating on the game alone is a relief. Fortunately, the Amiga version of the fabulous family's exploits gives me the humble reviewer enough to write on about. Although it's a platform game, Addams is a

Mediocre platform game? For be it the rise to murder, but hasn't the category been trundled, seagulls, suburban and honest acts in games where you leap, jump and leap some more? What the hell, if they can be put together as well as The Addams Family III (apart from with retail, my professors is due to the levels — more to the point, the size of them. Lots of screens, and a plethora of traps keep the game on its toes at all times. There's a subtle usage of colour, as the three team story goes: not too much and not too little, but just about right. Similar to scores of games, but a prime leader of the platform clan.

**The game allows you to choose different routes**

particularly good examples of how, despite its relative unoriginality, the game's still as popular, after all these years.

With you as the hero, Gomez, there's a myriad of screens to explore and exploit, in his bid to recover his absent family (who are, apparently, hiding in and around the great Gothic mansion). Unlike other similar efforts, the game allows you to choose different routes — so it's up to you on how, when and where you fulfil certain objectives. This partial freedom stops the game from being too linear, as well as offering much potential for avoiding areas you can't (or don't want to) complete.

### Family fun

Lined around the play area are a veritable plethora of obstacles, all capable of reducing the hero's measly life counter. A vital move by him at this point would have involved obtaining a semi-automatic rifle and a few grenades, but no — like so many platform stars before him, the duty to slay and kill by jumping on, squashing with, or crushing through. So, here you have it — explore the levels, avoid traps (such as spikes and going thinned), and collect goodies on your way to rescue your socially deviant (and retarded, if the show's anything to go by) family.

Graphically, it lacks the fantastic backgrounds of the SNES version, but I suppose the absence of custom chips does mean we're going to lose something. However, I do have though a little more could have been done on some levels — plain black backgrounds lack character. One aspect that's definitely retained from our console chums' favourite, is the admirable playability. Platform games usually become tiresome after too much play; The Addams Family remains interesting for that little bit longer — and on budget, it's a treat.

Oh, yeah, could somebody please write to me and explain exactly what 'looky looky spooky' is?



**TIP TIME!** Sometimes the only way to reach higher ledges is to bounce on a badger's head.

■ Platform action at its best — one to really speak for.

**87%**



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**BUDGET REVIEWS**

# BUDGET BARGAINS



■ Better than Lotus Esprit is one-player mode but not as good in two, it certainly outdoes all over Lotus 3, which allowed you to virtually complete a course without touching the joystick! Lotus 2 still throws you back on the track if you hit an obstacle, but it doesn't steer the car for you like its sports sequel.

The Lotus games are known for their speed — if it's fast racing you want, that's what you'll get. For a more realistic drive get Vision, but hardened arcade freaks need look no further. **AM**

■ Two players can experience the superfast racing action with the split-screen effect. Overtaking requires Mansell-style steering. (Top right).



# LOTUS TURBO CHALLENGE 2

■ **GBH Gold, £9.99**

**W**elcome — the sequel to the best drive 'em-up ever is, um, better than the original, well almost.

The game kicks off with a cool/soundtrack and quality of options. Up to four players (with two linked Amigas) can race simultaneously on any of the eight progressively tricky courses. Choose from automatic gear shift (recommended for beginners) or go the whole hog with a full five-speed manual car. It's a helluva lot trickier but offers

greater challenge for seasoned drivers. Courses take you through all driving conditions imaginable. Level 1 is a nice jaunt through the countryside with cotton-wood cloaks in the sky, then you get a night time race through the city. Fog limits visibility on Course 3 before you get to rip it up in its snowdrifts — watch out for ice patches and snowdrifts. Subsequent tracks include desert, storm (complete with driving rain) and a midway with oncoming traffic to negotiate.

All courses contain a number of stages divided by checkpoints which must be reached inside a strict time limit. Each stage has its own password, given upon completion of the last, but that you'll get on all in a hurry. They start tough and get tougher.

**Going topless**

This time around you're not limited to the Esprit either, if it's a nice weather course, leap into your convertible Elan, fold back the hood and feel the wind in your hair. The two cars handle slightly differently.

Graphics are stunning, retaining the speed of the original but adding far more detail and variety. The night-time and fog effects have to be seen to be believed. Another bonus is that the single-player game now incorporates a full-screen

stopping area.

In the first game you stood tops of a circuit in

competition with the other cars. Here your only enemy is the clock. The upshot of this

is that some of the two-player competition's bite is lost. Nevertheless, it's still tremendous fun and the cars handle a little better than before. It's a great way to let off steam and infinitely better than the follow-up — now that was a letdown.



**TIP TIME** When overtaking, come up behind them, swing out to pass, orientated computer cars severe to block your way.



■ Sharp bends are tricky, especially in the fog (Left). You can also drive a Lotus Elan (Above).



■ Will it zoom to the top of the charts? — we'd say it's a racing certainty.

**92%**



BUDGET  
BARGAINSOPERATION  
STEALTH■ Kixx XL,  
£14.99

One of the most sophisticated and hush-hush pieces of military hardware in the world, the so-called Stealth Bomber has been nicked from its base by an unknown hacker. Obviously the authorities are eager to get their little toy back, so they turn to the secret service to locate and recover it. Naturally, you're the agent best suited to the task.

A scene-setting intro sequence gives you the lowdown on your mission and sees you presented with a novelty spy kit by your superior. This consists of a briefcase containing a passport folder, allowing you to travel freely about the globe. As the adventure progresses you'll uncover various other bits and bobs of equipment to help you out of the increasingly sticky situations which crop up.

You begin the mission proper in an airport foyer where your first task is to successfully make it past customs. Then it's out into the big wide world of international espionage. Control friendly agents, get shot at, arrested, escape in a cunning and heroic manner and hopefully restore peace to the world by averting a major international incident.

## Point to solutions

Control is by the good old click-'n-move method with your agent examining, using and interacting with the game environment — it's

all quite engaging. Plenty of locations are there to be explored, and loads of characters to help or hinder. There's even a swimming subgame in there to alleviate any possible monotony. I do have some reservations concerning one or two all-too-obstinate deaths.

You can save your game position at any point but even so, it's a bit tedious having to go through the routine every screen (and in case you go wrong. Another niggle is the way you occasionally have to comb the entire screen with the pointer for clues. Realistic if they be, but it doesn't

make for flowing play.

Grimes aside, when executed properly these games always have a great addiction factor for two main reasons. Firstly you just have to try and get that little bit further, and second, the satisfaction of solving a puzzle that's previously stumped you is hugely rewarding.

Atmospheric graphics and logical, if headbitch, puzzles make Op Stealth a must for any but the most die-hard of actionists. Big value at a refreshingly small price.



**TIP TIME!** It's a good idea to save your position regularly to avoid retracing steps.

■ The best thing to come out of France in recent years has been the stream of quality adventures from Daizine, most notably the just-released *Plan/Book* (see our exclusive review of the UK version in this ish). The tremendous care and attention to detail put into that game is evident in this earlier effort. *Operation Stealth* is a cracking adventure with graphics to match. The animation may not be as fluid as on the newer Cinematic games, but the film-like close-ups (eg when you open the suitcase) still add oodles of atmosphere. As with most point-and-click adventures there's a fair amount of trial and error involved, but most of the problems have logical solutions so plenty of lateral thinking's required. Great magnificence! ■

■ This slick animated adventure is a classic — that's no secret.

**86%**



■ (Above) Have you anything to declare? Passing through customs is tricky when your bag's packed with high-tech spying equipment.



■ Exploring is done by clicking on the ground to move your man, and on objects to examine them.





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## BUDGET REVIEWS

# BUDGET BARGAINS



■ (Above) Don't be deceived by that guy's age, he's a mean dude with a powerful chop.



# BUDOKAN

## ■ The Hit Squad £12.99

**T**he martial arts and their origins date back hundreds of years, resulting in many tales and unlikely tales being told.

Whatever the history may be, it's the unadorned, Americanized version that attracts many people. However, in Budokan, the fighting arts take on their traditional, Japanese role in a like-for-like prize-fight setting. The Budokan itself is a large building where tournaments, known as kumite, are held. Fighters trained in many styles and from many nations participate — now it's your turn.

It would be foolish to go heading into the tournament without training, so thankfully the various arts can be practised beforehand. The selection menu is represented by a dojiyari, where you, the student, can visit the various training halls. Each hall is dedicated to one of four arts: Karate, Kendo, Ninjutsu and So. When in a hall you have the option to either

practise or spar with another student. When good enough at your chosen skill you can take the ultimate test and enter the Budokan.

### Mastering your art

Budokan takes the best 'em-up theme and adds several unique twists. To begin with, the complex joystick combinations are a little offputting, but the steep up-and-down and practice the more confident you become.

In addition, controls differ between the four disciplines, so mastering all of them takes a lot of time. This may sound boring, but it's the main ingredient that makes Budokan so challenging and addictive. The graphics, though a bit gaudy, all flow together well (you spend more time

concentrating on your moves than gawping at the backdrops anyway). Extra touches such as consulting the wise sensei for advice add more depth, my only gripe is the disk accessing — lengthy to say the least.

Unlike recent loud, brash fighting games that, let's face it, become repetitive after a while, Budokan is just that bit more realistic, and the accuracy and precise execution make this one for martial-arts practitioners and casual potboilers alike.

**TIP-TIMES** Wait until you've an experienced fighter before entering the tournament, or you'll undoubtedly suffer defeat (and lengthy disk accessing).

■ A great martial-arts tale with plenty of computer opponents.

**85%**

# 4TH &

## ■ The Hit Squad, £9.99

**O**n dear, 4th & inches it, without a doubt, the worst Amiga game I've ever played and would be a rip-off at PD prices, let alone a bargain.

On loading you're faced with a bewildering number of options. You can EITHER play a two-player game, All-Pro's Vs. Champ, OR play the All-Pro's against the computer-controlled Champ, or EVEN the Champ against the computer-controlled All-Pro. Amazing — TWO whole teams, and no league or cup options. There's so little here it looks more like a crappy coverdisk demo (which our rivals make you pay through the nose for) than a complete game.

### Gridiron goof

After choosing your team it's on to the game proper, and that's where the real horror of it all slips in. The graphics are little short of a joke, with a pitch that appears to be reflected in an anti-shopping mirror, and badly painted Suburban figures for players. There are a fair few

■ To make a puzzle game really interesting, there has to be some certain reward or novel element, otherwise boredom sets in — fast. Stage is just too early, with very little skill required. In fact, I found the best tactic was to aimlessly point around the screen without even looking to see what colour blocks you're hitting. It works every time — now where's the brain-bending in that? For a game that thrives on taxing thought, you'd think a little more would be included. I'm not going to say the price justifies the absence of game, because it doesn't. Whether it's bargain or full-price, what is the point?



CONTROL: BACKSPACE, F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12, ESC, DEL, END, HOME, PAGE UP, PAGE DOWN, ARROW KEYS, SPACE, ENTER, TAB, SHIFT, CTRL, ALT, CMD, OPT, FN, F13, F14, F15, F16, F17, F18, F19, F20, F21, F22, F23, F24, F25, F26, F27, F28, F29, F30, F31, F32, F33, F34, F35, F36, F37, F38, F39, F40, F41, F42, F43, F44, F45, F46, F47, F48, F49, F50, F51, F52, F53, F54, F55, F56, F57, F58, F59, F60, F61, F62, F63, F64, F65, F66, F67, F68, F69, F70, F71, F72, F73, F74, F75, F76, F77, F78, F79, F80, F81, F82, F83, F84, F85, F86, F87, F88, F89, F90, F91, F92, F93, F94, F95, F96, F97, F98, F99, F100, F101, F102, F103, F104, F105, F106, F107, F108, F109, F110, F111, F112, F113, F114, F115, F116, F117, F118, F119, F120, F121, F122, F123, F124, F125, F126, F127, F128, F129, F130, F131, F132, F133, F134, F135, F136, F137, F138, F139, F140, F141, F142, F143, F144, F145, F146, F147, F148, F149, F150, F151, F152, F153, F154, F155, F156, F157, F158, F159, F160, F161, F162, F163, F164, 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# INCHES

frames of animation, but they look like they've been put together in the wrong order. The sprites behaving more like ravens on fishing powder than gridiron footballers. And the update... the screenshots on this page move only marginally slower.

You can control the game using a joystick or the mouse, but both methods are as bad as each other. It's almost impossible to effect what's happening on-screen. You end up casting the joystick aside and picking up the mouse to see if you chose the wrong control option by mistake, then swapping back again when this makes no discernible difference. The counterpane menus make picking the wrong option a definite possibility, and they look like they were ported from an ancient Spacezy program to boot.

4th & Inches is a lousy effort. After two plays you'll reform the disk and use the box to hold your corner collection. Or something. If you're still not convinced, take a look at the mark, our lowest ever...



**TIP TIME!** Simple! Get John Madden's instead.



■ **Hot hot hot!** Get lined up in your formation and get tough. Sadly this lame sports sim is so frustratingly slow, you're likely to snap, get a shotgun or try a few Hot Marys!



## BUDGET REVIEWS

■ The rules of American football are complex enough, and this abysmal rendition hardly offers enlightenment on the subject. Contrasting the team is virtually impossible, you can't make out a quarterback from a linebacker amidst all the clutter and confusion on the field and, to make matters worse, the entire game slows down after a few plays. Compared to the ultimately superior John Madden's, this looks appalling. Inappropriate and handles like an imbecilic wheelbarrow. More effort went into the packaging than into the game. Don't even pick it up.



■ This abhorrent effort stands out only inches high. Unplayable.



## FANTASTIC FEATURES

- **Supplementary Tile:** Pick up and place on the main board. If there acts as a normal tile.
- **Availability:** Usually takes effect on remaining tiles, often producing further restrictions.
- **Time Limits:** A problem on harder levels.
- **Credits:** Each move costs... two credits for a swap, ten for a supplementary tile, and 100 for an avalanche. Credits are gained by destroying tiles.
- **Undo:** Lets you go back a move. This is available on all levels.



## Fox Hits, £9.99

Look guys, I know the '70s are back in fashion, but the Habitat-style kitchen wallpaper on the front of this box is taking things a little too far. Dirty Gitter and platform heels we can handle, but this? No wonder they call it 'the decade with no taste'.

Thankfully, Swap looks far sexier than its box and plays really well. The aim of the game is to bring similar-coloured tiles into contact by swapping adjacent pieces. They then, of course, disappear.

The tiles themselves come in several shapes, including squares, triangles, hexagons and irritatingly tiny squares that are a mere quarter of the size of the usual piece. A few features are available on each level, too.

### Tessellating polygons

Clearing a level isn't easy at first, though after a few plays useful tactics emerge. You don't

# SWAP

Advancement through the levels is far too easy

have to complete a level to get onto the next, as progress is indicated by eight stars in the control panel which are awarded as you accumulate points. Grab all eight and you can exit the level and start the next, carry on or save your game position to play. You can exit to this menu any time. But you won't be allowed to advance to the next stage unless you get all eight stars.

For all its strengths, Swap is by no means perfect. Advancement through the levels is far too easy once you've got the hang of it and I'd prefer a password system to a save-game feature, but it's still a cool purchase on budget.



**TIP TIME!** Clear as much as you can before using an avalanche.

■ Press on the tile boundaries to make them swap — it's a lot of fiddling fun but is it tough enough to hold you for long?

■ Mixed opinions, but this puzzle's main fault is its lack of challenge.





## BUDGET BARGAINS

## CRAZY CAR



### Fox Hits, £9.99

The buzz are a broked bunch! In this particular instance it seems they're running a huge stolen-car racket and you're the special agent called in to bust 'em. Played across four US states, you've gotta race along in your Ferrari F40 to various towns, trailing the corrupt ringleaders. Obviously these guys aren't too hot on the idea of having their nice little

**Steering doesn't automatically centre itself**



corner tumbled and send out dozens of cops to stop and arrest you. In fact, there doesn't seem to be anything but police on the road. Just to make things doubly tricky a load of roadblocks have been set up (usually on bend bends) to give you extra headaches. Crazy Cars is a little

different to your average 3-D racer in that you're not limited to one basic route. Supplied in the box is a map showing actual highways for the different states featured, allowing you almost limitless choice of routes. However, you're

Not a patch on its slick sequel, Crazy Cars II is fast enough to drive you crazy. The 3-D effects are pretty primitive with very little scenery and some seemingly endless straight. When the action isn't mind-numbingly boring it's abysmally frustrating, mainly due to the abysmal non-centring steering that has you weaving all over the road. Also, if you get the car spinning you can pass through roadside objects unharmed, even at top speed, but if it's one head-on at a mere 15mph and your car explodes! Oh dear.

against the clock so going too far off course could prove detrimental to the completion of your mission. The screen-top status area shows your best route choice at the next junction as well as the distance and direction of approaching police cars.

#### Drift driver!

So it all sounds hectic and exciting so far, right? Strongly! I remember playing this on the Spectrum years ago and, if anything, that version was more playable. Landscapes are samey and bland, and hurtling along that often-empty highway can be extremely boring at times. It's a feeling worsened

## PREHISTORIK

### Fox Hits, £9.99

Shortly after finding out I'd got to write this review, something damned awful me. Once I'd loaded its subject matter and played it for a time, my worst fears were realised — Prehistorik is a dated, employable offering, and I'd have to end the review with a feeble gag relating to its title, and how the game comes its age.

Well, perhaps not, but the temptation's there. Appearing to be a platform affair from the early days of the Amiga, Prehistorik is a game of finding and decoupling food in, amazingly enough, a prehistoric setting. Travelling through its push-strolling landscapes, there's an assortment of creatures all susceptible to a good smack around the head with a caveman's club. Some need a little more beating before they're slain, but once they are it's a simple case of walking into them to top-up the hungry Neanderthal's food level. All I can say after collecting myriad bones and dinosaurs, is that it's one hell of a baroque he's planning, or he's in desperate need of double-strength working tablets.

#### Go clubbing

However, it's not all inflicting injury — there's a limited amount of energy and lives that traps and monsters are keen to relieve you of. Avoiding (or dispatching) these is, again, possible with the help of the handy club, but should spikes or a potentially fatal fall confront you, there's the added bonus of being able to 'jump' (in the loosest sense of the word).

Occasionally, the gameplay will diversify for a moment, and you'll find yourself floating across a gap underneath a balloon (or something like that), but all in all, it's all much of a muchness.

I played far better games than this on my Spectrum, it's graphically unimpressive, with some awful animation, and the sounds — well, they're probably better than anything the Eurovision song contest could offer, but that's not saying much, is it? There are other, more sophisticated and far superior budget games around — perhaps the gag about the title would be apt after all...

**It's all much of a muchness**

**Did you know that Prehistorik is technically incorrect because man didn't appear until 60 million years after dinosaurs became extinct!**



This crude and tedious platform effort might've looked good in its day, but I doubt it. The graphics are opaque in a minimalist sort of way, but the gameplay and animation are appalling. The flickscreen and lack of positive scoring rules it took like a lightly beaked 8-bit game, and there are too few devices and power-ups to retain interest.

As computer games go, this one looks like it belongs in the Stone Age (in more ways than one). There are much better run-and-jump outings on budget — get Offroad 'N' Offroad instead.

**TOP TIME!** Quickly walk into the scared dinosaurs or they'll get up again.





by the darned sound, apart from the odd police siren wailing into the distance, you only get an imitating number. Worse still is the car's handling. Steering doesn't automatically centre itself so you end up zigzagging wildly as if you've had about ten joints before setting out — no wonder the police are after you! Not only that, but crashing into the smallest railing, even at low speed causes your car to disappear in a (rather pathetic) puff of smoke. The only compliment I can grant this mediocre title is the possible spin effect. Save your money and get Lotus 2 instead.

MS



**TIP TIME!** Keep your speed down or the car's uncontrollable (although it's pretty uncontrollable anyway).

■ 'Crazy' is the right word for this very silly driving game.

36%



■ This platformer is extremely primitive — and that's no joke.

40%



## ■ The Hit Squad, £9.99

Recent research suggests that riding a motorcycle can cause premature ejaculation. I don't know whether or not it's true, but I certainly wouldn't mention it in a pub full of Hell's Angels.

On in the review. The Cycle boasts 10 tracks, five difficulty levels and a choice of three cycles. You can set the number of laps from 1 to 10. There's a practice option available on all circuits, or you can dive straight in and compete in the World Driving Championships, a grueling series against nine other racers set over all 15 tracks. Options are chosen through well-presented, easy-to-use menu screens.

So far, so good — racers don't tend themselves very well to outlandish plots, and this one's no exception. Everything you could want or expect from a Grand Prix bike sim is here, so the proof of the pudding is in the execution, if you'll excuse the mixed metaphor. Boringly enough, there's nothing here to set the world alight, though it's not that bad either.

### Born to be tame

As you can see from the screenshots, the graphics are okay but nothing spectacular. The sound's pretty good, with solid, meaty engine noises and realistic gear changes. At last, a bike sim that doesn't sound like a lion with

■ I love most driving games, skidding the car round corners and pushing the pedal to the metal, but bike games leave me cold. The only ones I've ever had much joy with are Mc Second Stage and, to a lesser extent, RVR Horde. Compared to these, The Cycle is like a push bike. The unresponsive controls often lead to oversteering as you realise there the bike isn't turning. But the real problem is a severe lack of speed — surely the most important aspect of any race. The screen update is far too sluggish and jerky to give any illusion of high-speed racing, and no amount of money presented options can make up for that.



## BUDGET REVIEWS



# THE CYCLES

toothache! When the game flies over the handlebars and spins helmet-over-leather-trousers is in the plausibility stakes.

Steering the bike is a joyless affair as it can't handle gentle turning. You either drift across the track or lean in and take it sharp. This makes hairpin corners extremely tricky. Some of the less demanding tracks are okay,

but most of them are more complicated than the game engine can handle, so the only way to get round them is to slow down further than you can really afford. The screen update could be quicker too.

On a more positive note there's an awful lot here and it's very well presented. I like the way you're unconsciously deposited out of the game if you crash your bike too, but personally I'd wait for Polygraph's *Motorbikes*, or get RVR Horde instead.



**TIP TIME!** Make sure you get a good qualifying time — it sets your grid position.



■ Sluggish 3-D and unresponsive controls? — yes, yes, yes, bike!

55%



# RICH PICKINGS

# MO

■ (Left) The elusive cog which Morph must find on each level, before heading for the exit. (Below & Right) Treasure chests contain extra items and transformations.



■ (Right) Arrows only let you pass one way, causing additional complications. (Below) The intro sequence shows how Morph was copped by the professor's machine.



## Millennium, £25.99

Remember the days of Morph, that little Platonic fellow who amused many a child between Tony Hart's patterning art lessons. Ironically, this new title has no connections with the clay-based one, but this is no bad thing, as Morph is very original and entertaining in itself.

Professor Krinkelpot, like many other inventors, is quite mad. But, after several dull attempts at designing new machines, the prof hits upon a fantastic discovery: a teleporter! Excited with his latest creation, Krinkelpot invites his nephew Morrie — Morph to his friends — to come and witness the teleporter in action. But disaster strikes: the gathering of Morph becomes so beset with the mad idea that he eagerly jumps onto the teleport platform. One freak bolt of lightning later (and the young) lad changes into a mass of transforming molecules, able to take the shape of various states of matter. Not at all perplexed by his new appearance, Morrie volunteers to reconstruct the teleporter which, courtesy of the lightning, has exploded. Your task, then, is to guide Morph through four areas, picking up the pieces of teleporter — it's his only chance of returning to normality.

### A time for change

Morph can change into four states of 'matter': Solid — a heavy control ball; Flexible — a rubber-bath-type affair; Liquid — a sloshing glob of water; and Gas — a floating cloud-like





# RPH

## FULL PRICE REVIEWS

■ (Below) Morph runs out of transformations — he only has a limited number of these for each level.



state. Each form is affected differently by the many everyday objects that alter the areas. Spikes, for instance, hurt Morph Flexible whereas Morph Solid can run over them without harm. Of course, the 'paper, scissors, stone' method works for and against the different states. Morph Solid will instantly sink in water, and yet Morph Flexible can float.

It's all a case of applying the (core) metamorphic transformation to each situation. Swapping between them is simplicity itself, thanks to an easy control method: to change shape, the is pressed along with one of four joystick directions. It's not all easy going though, as Morph has a limited amount of transformations per level, and if this amount (displayed in the status bar) is exceeded, Morph's stone go walkies. Extra 'joker' transformations are obtained by collecting stars, but even though these keep Morph intact, the level can't be properly completed if more than the prescribed number of changes are used.

### Flexible friend

The idea behind Morph is unique, and it's good to see these original concepts put into practice, to make both an interesting and highly playable arcade/puzzle game. There's so much more to do than what first meets the eye. Keys can be

found to open locks, switches flicked to activate devices, maps collected, and stopwatches glimpsed to freeze the time limit — a tight two minutes per level.

Graphics are both clear and detailed, with the four states of matter reacting differently to the various traps: they burn, sink, crumble, burst, plummet, evaporate — the lot, and all done with humour and style. Each area has its levels, which may not sound much but the large size and flexible difficulty setting areas in it's not one to be finished in a fluff.

Eventually, the difficulty could prove to be Morph's downfall. As time, it's very tough and although this is an essential element of addictive puzzles, your brain can only take so much before logical thought develops into frustration. This isn't helped by the absence of a password system, and getting through the 24 lengthy levels is no mean feat. Thankfully, you've infinite continues and have the option to visit any of the four areas, so it isn't too bad. And anyway, what's a puzzle game without some headaches? It's the essence of fun that matters, and Morph is delivering with it.



**TIP TIME!** You can go into the headers and freeters more than once, eg to change from a solid ball to a gas and vice versa.



Good level design is the name of the game with puzzles, and Morph benefits from some fantastically puzzling layouts that'll really have you scratching your head. Often, you think you've got it solved, only to realise you're stuck in a place without the necessary transformations. This could have been frustrating but for the 'joker' transformations which allow to at least see more of the level without being able to complete it — a really good idea. Morph looks as good as it plays, too, with bright, colourful graphics and some very amusing animated 'death' sequences. It's a polished puzzle that's a lot of fun to play. I reckon we'll be kept busy doing tips on this one in the next few issues.



**MORPH**  
■ MILLENNIUM  
■ £25.99  
■ 1 PLAYER  
■ PUZZLE GAME



■ Polished and extremely playable. Could even convert non-puzzle fans.

**87%**



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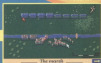
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# RICH PICKINGS

■ War can be brutal and inhuman, but nonetheless an exciting subject for films and games alike. Sadly, *Cohort II* is just plain dull.



■ The glib graphics try to increase the realism, but often end up in a confusing mess.



■ **COHORT II**  
■ **IMPRESSIONS**  
■ **£25.99**  
■ **1/2 PLAYERS**  
■ **STRATEGY**



# COHORT II

■ Impressions,  
£25.99

**H**ey, fancy screens... you don't get sprites like that too often in a wargame, do you? Things are looking up, eh? Wargames are losing their anorak reputation

and dragging themselves looking and screaming into the '90s, right? **WRONG!** That bloated battlefield view ruins Cohort II, turning a potentially neat (if limited) strategy outing into a protest wargame for Herman Schmeckelkopf wannabe-ies.

Cohort II features 12 set scenarios, a choice of terrain and compatibility with Impressions: *Dem City* clone *Caesar*. The set scenarios are simple battlefield affairs that don't recreate any historical conflict. Cohort II's only impressive feature is as a data disk — as a stand-alone event it's just too thin. More of this later, let's explore the game.

Your troops are controlled using a collection of icons. The user interface itself is extremely clumsy. You need to use the game clicking away, the real-time action conveniently stopping for you to give your orders. You have a choice of views, a large but sparse overview showing the whole of the battlefield, and a more localised screen highlighting the action at a specific point. In gameplay terms the close-up map is all-but-redundant as you see far too little of it to plan any realistic strategies. Good immersion can't hide the sheer uselessness of this section.

## Beauty is a beast

Cohort II's attempt to improve wargames graphics clearly shows why they were so

simple in the first place. With army icons you can tell at a glance whether the troops are archers, cavalry, infantry etc, but here all soldiers look the same on the main map (a cute little flag), and on the close-up you can't see enough of the battlefield to plan your tactics.

Perhaps the biggest fault is the way you control your troops. You can order them individually (which takes forever) or in groups as designated by the interface (which are seldom the ones you want), and when moving you can only march them in one of eight directions, or head directly to a chosen point on the battlefield.

To make a squadron march just an orderly group (by west of their position, turn to the right in a hook-shaped manoeuvre and attack their rear [standard military move]), you need to send them south, stop, turn them southward, stop, turn west, stop, turn northwest, stop and turn north. This is highly tedious and a big incentive against any real forward planning.

Don't get me wrong, I'm not saying wargames should look like they were programmed on a Commodore 64 in 1985, but Cohort II is a clear example of how NOT to update the genre. As a data disk for *Caesar II* MIGHT be worth getting if you hate the computer-controlled bellies. Though I can't honestly recommend it at all.

Lack of depth and an intrusive interface make this a real turkey.



**TOP TIME!** *Bay of Hysteria* instead.



■ Nice to look at, but the gameplay's a joke!

**39%**



# RICH PICKINGS

# WOODY'S WORLD



## ■ DMI, £25.99

**W**oody's World, Woody's World, party time, excellent! Oops — apologies for the poor-quality opening gag. First assured, this game has absolutely nothing to do with certain baseball-capped American teenagers: the star of the show is Woody, a little elf into dreams of competing in the next elf Olympics. A dream that's in serious danger of going outta the window now the magic crystal which protects the land has been lost.

In his hour of need, the king summons young Woody to his palace where he explains the terrible state of affairs to our little friend in hope that he might utilise his athletic abilities to retrieve the crystal and restore peace and tranquillity to the once serene kingdom.

Listening only vaguely to His Majesty's tales of woe, Woody's thoughts lie firmly on sporting glory: the elf-like fellow accepts the challenge and sets off on his adventure. An adventure that'll take him through 60 levels of mazes and platforms, not to mention rooms of nasty creatures out to halt his progress.

### Woody blocks

At first the only way Woody can dispose of badies is to jump on their heads, but various add-ons can be found to enhance his capabilities. These are revealed by jumping

up and hitting certain blocks (shades of Mario). Usually you only gain a points bonus but sometimes there's a star which can be thrown at badies, and a sceptre which transforms our hero into a prince, making him faster and able to execute a useful kick. The most powerful collectable is the crown which turns him into a king. The boss-vagabond can then run faster, jump higher and utilise a limitless supply of throwing stars. Another bonus is that he can now enter the throne rooms dotted around, to collect even more extras.

This is the first commercial release by a programming team previously known for their PD work, and borrows heavily from the Mario series. Scrolling is exceptionally smooth and graphics crisp clear, if

a little bland. Unfortunately gameplay simply doesn't match up. Boasting neither the speed of, say, *Zaxxon* or the addictiveness of *Troffs*, the game seems a bit characterless. True there's a lot in there, but it's been slapped with a very steep price tag for the enjoyment it offers. I can't see many people having the patience to sit and play through to the end when playability is so limited.



**TIP TIME!** Experiment with jumping into walls to find lots of secret passages.

**“The game seems a bit characterless”**

Both were it is, another platform game that looks like it's auditioning for a console. Unfortunately, it would be received just as badly on a cart as on the Amiga, as its entire structure is just so jaded and formulaised. There's little left in this game to improve on but Woody's World makes no attempt at generating sparks of originality. Consequently each level looks so familiar — surely there's some other way to gain points than collecting gold coins and hitting hovering blocks! Its influences are so obvious, Woody may as well be fitted out in blue spikes and dungeons. As it happens, the spikes aren't bad, but spoilt by pathetic backgrounds — void of detail in many areas. Woody's World is ideal budget material, but for a full-price release, the same old ideas just don't wash.



- WOODY'S WORLD
- DMI
- £25.99
- 1 PLAYER
- ARCADE ADVENTURE



■ Unoriginal and not very addictive — get Superfrog instead.

**58%**



■ ...And I think to myself, what a wonderful world... Well, maybe not. A mediocre platformer, Woody's isn't as polished as Superfrog.







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# RICH PICKINGS

■ Eat and sleep at the inn (right) or train characters (bottom-left) for combat against barbers (bottom).



## A1200 ISHAR

■ Silmarils/Daze,  
£29.99

**W**hen first released, Ishar amazed fantasy roleplayers with its innovative character system and absorbing atmosphere, but also irritated with needlessly frustrating flaws. Almost a year on, the game's been updated for the A1200, offering a perfect opportunity to correct those errors and create one of the best RPGs ever to fit the Amiga. Silmarils grabbed the opportunity with both hands, let it slip through their fingers and started up the graphics instead (which — avoid — isn't like the package).

Unlike most RPGs, you start the game with a single fighter and recruit other party members as you find them. There's no character generation at all. You can recruit up to five people (including the fighter) and dismiss anyone who's not pulling their weight. Again breaking from RPG notions, the characters don't always get along. Because, for example, don't like shops or recruiting members of both races is a recipe for disaster. This is a great touch, adding a whole new dimension to computer roleplaying. Look out for the excellent spell system too, where spells are read from various foul ingredients (eye of newt, tail of frog, etc), as advised in the 'recipes' found along the way.

### Subtle shading

As could be expected from an A1200

update, the graphics are little short of amazing. The extended colour palette means the trees look like trees and not painting-by-numbers integrations. The clouds are wispy and moorish, and the mist effects — wow! The 32-bit version also boasts improved sound and a faster running speed.

As stated earlier, the original version of Ishar contained two serious flaws. Firstly, the on-screen map is terrible. An anti-studied brown fiasco, tracing your path around the land of Kandoria is like orienteering with a piece of used toilet paper! Recognisable landmarks are few and far between, too. A full-colour map as part of the

packaging or an auto-map facility using far detail would prevent a lot of tripping around.

Secondly, the (real-time) combat system is fun but limiting. Like *Abandoned Pitfalls 2* you have to click on an

icon to make each character attack, let in effect they're taking it in turn — a 'universal attack' icon that allowed every available member of the front rank to strike would be a real boon. I don't appreciate being killed by an invisible creature either.

But for these two flaws, Ishar could easily be a steady performer... don't you just hate it when that happens?



**TIP TIME!** Follow the river to find a bridge (because the Kandorians don't like roads).

■ Annoying flaws spoil the original Amiga Ishar and it's disappointing that they haven't been corrected for the enhanced 1200 versions. In fact, not a lot's changed at all apart from the obvious graphical tweaks and a slightly faster running speed. Finding your way around the landscape is still a problem, as the dog-eared map doesn't even show your position. Another major annoyance is the way you can be attacked by invisible enemies, often losing characters before you can escape. It's a shame the combat system wasn't changed altogether, really, as clicking on 'attack' for each character is tiresomely simplistic — whatever happened to the overhead strategic combat used in earlier RPGs? If only such features had been corrected, Ishar could have been a great game. **M**

**ISHAR — LEGEND OF THE  
FORTRESS**  
■ SILMARILS/DAZE  
■ £29.99  
■ 1 PLAYER  
■ ROLEPLAYING GAME



■ A potential world-beater let down by a couple of flaws.

**74%**



A1200

FULL PRICE REVIEWS

## TRANSARCTICA

■ Silmarils/Daze,  
£29.99

**C**all me a transporter if you wish, but I like this game. No, really, I do — its combination of 3D-style trading and 3D-esque adventure makes a fine change from alien blasting. Though not without faults it's certainly on the right track (ouch) — Ed.

Set in a self-induced ice age, the Earth is a constantly frozen planet surrounded by a thick cloud layer — the Sun hasn't been seen in centuries. The aim of the game is to discover as much as possible about the disaster that belted Earth, and if possible reverse its effects. Success — the powerful Viking Union, a huge conglomerate that controls the world's railways (hence the only source of communication) will do everything in their power to stop you. Stealing a train, you begin your long journey, profitable trading keeping it on the rails while you explore the legend of the Sun.

Transarctica boasts some stunning static graphics, although few are interactive. The heart of the game lies in building up your train, establishing trading links with various settlements, and discovering more and more about your quest. There are many locations to explore, trading zones, industrial centres where you buy resources for your train, mammoth markets (literally), and a whole lot more.

## Enemy lines

It's not as trading, however. Viking Union trains try to blast you off the tracks — you did stock up on soldiers, mammoths and artillery weapons, didn't you? Long journeys require lots of coal, so keep those tenders well stocked, and you'd better get a greenhouse wagon to provide fresh food for the crew too. Certain routes are blocked by landfall, fallen bridges or sabotage. Have you

enough rats, slaves and mammoths to clear it? If not, you won't get through.

The game isn't without its flaws. Despite some outstanding graphics, you spend most of the time looking at the least exciting screen in the game, and driving the train (checking boiler pressure, feeding coal, etc.) soon becomes a

needless irritation. Not that these drawbacks stop it being a real time strategy number. Being mouse-driven it's easily accessible, and its back-back pace is enjoyable. The graphics combat sequences are a little too late back (yeah! But), but you can turn those off if you wish.

Aside from the improved sound, graphics and running speed, there's nothing new on the A1200 version. If you've got the game (and as A1200 already it's not worth upgrading, but it's a worthy purchase for strategy fans who missed it first time around).



**TIP TIME:** Carry some rats around to mend gaps in the track.



■ TRANSARCTICA  
■ SILMARILS/DAZE  
■ £29.99  
■ 1 PLAYER  
■ STRATEGY/ADVENTURE



■ An interesting combination of two game styles that works pretty well.

**78%**



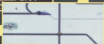
■ Transarctica's one of those games that's fun to play without getting you totally engrossed. The main annoyance is the tedious train-battle, suggesting it takes an absolute age for your little addlers to move across to the other train, then walk along its many wagons to dynamite the guns, and barbed — what happened to the A1200's superior speed? It's a pity this sector doesn't have a time accelerator like the main game. With this, scoring around the rail network, trading in such exotic commodities as mammoth dung, is an enjoyable pastime. Any A1200 enhancements are purely cosmetic, but then this game style doesn't really demand 3D-bit technology — I still long for a game to use the machine to the full. Though a good game, A1200 Transarctica is merely jumping on the 'slightly enhanced version' bandwagon. ■



■ Extra lignite can be obtained from one of the many mines discovered, but you need slaves and mammoths to haul it up to the surface (above).



■ (Above & Below) The scrolling map screen shows tracks, tunnels, bridges and cities.





# RICH PICKINGS

# NIPPON SAFES



## Global Software, £29.99

**A**dventures, eh? Don't you just jump and? I can remember when they consisted of screenshots of text, and you manipulated your environment by typing short sentences like GET SWORD or CLIMB ROPE. Then came graphic adventures, basically the same but with static illustrations, but the advent of the 16-bit computer brought on-screen animation and mouse-driven point-and-click interfaces. Improvement? Debatable? You decide, but there's one adventurous idea that will never change — a good game MUST boast strong, logical puzzles. Alas, the designers of Nippon Safes have taken very little care to bring behind excellent atmospheric graphics.

Nippon Safes is really three loosely connected adventures in one. Before starting you choose your character, a dumb dimes called Frennie Finkle. Doug the Suburban Tech Head, or Big Bold Bird — a former boxer who's as thick as two short planks and too nice for his own good. Each character starts fresh out of prison. You're given no indication of what you're meant to be doing, but as all three characters are down on their luck you can assume it involves a 'get rich quick' scheme. All three explore virtually the same locations but divine abilities make the adventure different for each. You can't swap between them during the game but you occasionally meet one of the others going about his or her business independently of the player, a neat touch that adds a real feeling of being there.

Unfortunately the game as a whole doesn't live up to its huge potential. The user interface is nothing short of a disgrace, with its clumsy clicking and limited options. It won't even let you drop an object! It's leave a location you click on the edge of the screen.

Fair enough, but in most games the pointer changes shape in some way to indicate an exit, but not here — be prepared to leap locations by mistake. It doesn't change when the door is being accessed either, a silly flaw that leads to untold irritation.

### Cryptic conundrums

Where Nippon Safes really falls flat on its ornate porch is in the puzzles department — they're just too obscure. When you play Doug, one of your first tasks is to open a door in a museum by pressing buttons in a set order. Not by what I can't imagine, but the only way of finding the correct combination is trial and error. When you're stumped if you enter a museum store room and find you can lift all the exhibits except one. Despite being told to look Silver there, the only way of getting it is to destroy one exhibit by abusing another, and to top it all, the solution isn't even logical.

As stated earlier, you start with very little idea of what you're supposed to be doing. This isn't a bad thing in itself, but you often manipulate objects and enter locations simply because they're there. You haven't a clue why you need the aforementioned museum exhibit, but you need to solve a problem to get it so

it must be useful. This destroys all sense of freedom and leaves you in no doubt you're brooding the path to the programmers intended.

Nippon Safes boasts some striking graphics, talented animation and some excellent atmosphere-enhancing touches, but the heart of the game just isn't there. I look forward to Dynabiter's next offering, though — there's no reason why it shouldn't be a killer.



**TIP TIME!** The code for the museum door is, (press the circle marked X).

Excellent graphics do not a good game make, though they do fool most of our rivals! Very average.



**NIPPON SAFES**  
**GLOBAL SOFTWARE**  
**£29.99**  
**1 PLAYER**  
**ADVENTURE**



A blindingly good game on the surface, but very weak underneath.

**50%**



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# RICH PICKINGS

# BEAVERS



■ Peaky rodents or lovable funny creatures? Wee knowed, but this one can't butt jump around.



■ (Left) Jethro prepares to jump over the water — I thought beavers loved the stuff! (Below) The Beavers rock band strut their stuff!



■ Well, there's one thing for sure, the score here to Beavers is definitely original: the Rappin' Rabbits and their rock sounds being knocked from the top of the charts. What is this, a statement from the program regarding his thoughts on current musical trends? So it's somewhat of a pity when the guy falls back on the age-old "saving the cartoonist in distress" formula.

The gameplay ideas are hardly fresh either, but additional humorous touches sprinkle the wacky platform mould of recent years. Unfortunately, despite some interesting concepts, Beavers becomes very boring, far too quickly — sorry. **CMS**

## ■ Grandslam, £25.99

Forger K&D/R, East 17, etc. The Beavers have the latest cool sounds to get you groovin'. Having taken the woodland music by by storm, the river-bank-dwelling superstars are on a sky rocket to big bucks city. Of course you don't get that kind of success without stepping on a few toes. Previous forest kings of swing, The Rabbits,

up on otherwise they run away out of reach. To get them, side up while they're not looking. If they see you, quickly push the joystick up; this causes Jethro to stop and begin whirling nonchalantly to himself. It's so excellently done you can't help but adore it.

### Nice beaver

It has to be said things don't get off to a particularly favorable start. Level 1 sees Jethro trying to get across a horizontally scrolling landscape as quickly as possible. The idea is to avoid the screen catching you up, otherwise wave bye-bye to a life. It may sound rather boring and pointless — and it is.

Gameplay-wise it's all pretty standard stuff from then on in: shamelessly shallow fun, jumping from platform to platform while dodging a plethora of nasties. These range from cute little Frankenstein lookalikes to sharp-edged bears with revolvers.

Passwords every six levels is a refreshingly welcome inclusion to the formula. They're far enough apart to keep up the challenge, yet just about right to avoid major frustration.

At this price Beavers just about does the biz, but if you're not an avid platform fan think carefully before you buy.

**TIP TIME!** Whistle while you work — Mike Jackson (editorial assistant). Er, thanks Mike.

“Shamelessly shallow fun, jumping from platform to platform”

So it came to pass that young Jethro began a cutdy platform quest to rescue his other 'arf and keep the band in business. His main task is to collect the racoon-skin hat on each level which is (apparently) the only way he can progress. Dotted around the levels are numerous gold stars which are collected to boost our hero's charisma rating and, a bit more practical this, for every eight you find your energy bar's topped up by one unit.

Occasionally on later levels, special red stars appear: pick up three and receive an extra life. It's not quite that simple, however, and this is where one of my favourite parts of the game comes into play. The red stars are quite hard things and must be kept

■ BEAVERS  
■ GRANDSLAM  
■ £25.99  
■ 1 PLAYER  
■ PLATFORM



■ A 'dam' fine game? — well, doesn't quite hold enough water.

**70%**



# CHAMPIONSHIP MANAGER '93

■ Domark, £25.99

**H**ave we got again, I thought as this one plopped its way into the beloved turf of the FORTNITE office: three data-mine heavy by the weight of innumerable

figures, stats and stat ranges. Manager games are a regular not with the A-Force as we fight to bring the top players to our respective sides, kind of. The Championship Manager experience begins with the usual options, last game, start new season etc. Happily avoiding the quickstart mode (I mean, who wants to be Man Utd anyway?) I selected the Wolves, but nothing could prepare for what was to come. Okay so it's got a dozen statistics for all current squad players in the league plus career records and reserve teams, but still the 20 mins (approx) the computer takes to initialise all its variables

**Matches are shown by a screen with three fluctuating bar graphs**

seems a bit steep to say the least. I thought I'd left all that behind me along with my beloved Spacy (sorry TIT).

So, having made a cup of coffee, wandered aimlessly down in thought and finished off the last of Today's Right Curry I finally sat down to begin my career as a footy manager.

## Manager or mouse?

The game is a perfectly mouse-controlled with menu-panels bringing up myriad different functions. In fact the level of detail in the game is little short of phenomenal. All stats tournaments, domestic and

European, are included. First, second and third division play-offs are catered for, as are minor competitions such as the Anglo-Italian cup.

Up to four human managers can participate, which really adds to the fun. Waiting till your

trade gets into financial straits then buying the star player at a knockdown price is highly gratifying. A comprehensive transfer system not only allows you to approach English league players, there's even a continental market as well. The easy-to-use tactics screen offers a vast number of different formations and strategies allowing you to make best use of players with minimal fussing around, although playing around can be quite fun as there's so much to see.

Matches are shown by a screen with three fluctuating bar graphs representing defense, midfield and attack. At any time during a game you can bring up the match stats screen displaying five individual players are performing, from here you have the option of making tactical changes and substitutions. All players are given a range of positions in which they like to play — putting them elsewhere means their performance will suffer accordingly.

CMA never lets down in the speed. Using gaps between matches while relevant data is organised can get on your work. Even so it's one of the most comprehensive games of its type I've seen and fans should lap it up.



**TIP TIME:** Establish a settled team and phew! In new players slowly, or you won't know where you're going wrong.



MAN UTD		Lazio	
Goalkeepers	1	Goalkeepers	1
Defenders	2	Defenders	2
Midfielders	3	Midfielders	3
Forwards	4	Forwards	4
Substitutes	5	Substitutes	5
Reserve Team	6	Reserve Team	6
Manager	7	Manager	7
Team Stats	8	Team Stats	8
Player Stats	9	Player Stats	9
Transfer Market	10	Transfer Market	10
Tactics	11	Tactics	11
Match Stats	12	Match Stats	12
Match History	13	Match History	13
Team History	14	Team History	14
Player History	15	Player History	15
Transfer History	16	Transfer History	16
Tactics History	17	Tactics History	17
Match History	18	Match History	18
Team History	19	Team History	19
Player History	20	Player History	20
Transfer History	21	Transfer History	21
Tactics History	22	Tactics History	22
Match History	23	Match History	23
Team History	24	Team History	24
Player History	25	Player History	25
Transfer History	26	Transfer History	26
Tactics History	27	Tactics History	27
Match History	28	Match History	28
Team History	29	Team History	29
Player History	30	Player History	30
Transfer History	31	Transfer History	31
Tactics History	32	Tactics History	32
Match History	33	Match History	33
Team History	34	Team History	34
Player History	35	Player History	35
Transfer History	36	Transfer History	36
Tactics History	37	Tactics History	37
Match History	38	Match History	38
Team History	39	Team History	39
Player History	40	Player History	40
Transfer History	41	Transfer History	41
Tactics History	42	Tactics History	42
Match History	43	Match History	43
Team History	44	Team History	44
Player History	45	Player History	45
Transfer History	46	Transfer History	46
Tactics History	47	Tactics History	47
Match History	48	Match History	48
Team History	49	Team History	49
Player History	50	Player History	50
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Tactics History	52	Tactics History	52
Match History	53	Match History	53
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Transfer History	56	Transfer History	56
Tactics History	57	Tactics History	57
Match History	58	Match History	58
Team History	59	Team History	59
Player History	60	Player History	60
Transfer History	61	Transfer History	61
Tactics History	62	Tactics History	62
Match History	63	Match History	63
Team History	64	Team History	64
Player History	65	Player History	65
Transfer History	66	Transfer History	66
Tactics History	67	Tactics History	67
Match History	68	Match History	68
Team History	69	Team History	69
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Transfer History	71	Transfer History	71
Tactics History	72	Tactics History	72
Match History	73	Match History	73
Team History	74	Team History	74
Player History	75	Player History	75
Transfer History	76	Transfer History	76
Tactics History	77	Tactics History	77
Match History	78	Match History	78
Team History	79	Team History	79
Player History	80	Player History	80
Transfer History	81	Transfer History	81
Tactics History	82	Tactics History	82
Match History	83	Match History	83
Team History	84	Team History	84
Player History	85	Player History	85
Transfer History	86	Transfer History	86
Tactics History	87	Tactics History	87
Match History	88	Match History	88
Team History	89	Team History	89
Player History	90	Player History	90
Transfer History	91	Transfer History	91
Tactics History	92	Tactics History	92
Match History	93	Match History	93
Team History	94	Team History	94
Player History	95	Player History	95
Transfer History	96	Transfer History	96
Tactics History	97	Tactics History	97
Match History	98	Match History	98
Team History	99	Team History	99
Player History	100	Player History	100

■ I first saw Championship Manager when the two local programmers paid a visit to the then-ZZAP! office. Even though it needed some tweaking, I was immediately impressed by the painstaking attention to detail. No other management sim offers such comprehensive player statistics and realistic human characteristics, eg a rebellious player may fall out with the manager. The '93 update offers even more realism than before, adding foreign players, player records, managerial job offers, updated team and player stats, to name but a few. Perhaps the game's only weakness is the match representation — just a few meters for defence, midfield and attack power — but the best messages have been improved for a better match atmosphere. At the end of the day, the engrossing playability ensures it's top of the league of footy managers. ■



Team	Start	Line	Play	Back	Def	Goal
Man Utd	1	2	3	4	5	6
Lazio	7	8	9	10	11	12
Goalkeepers	13	14	15	16	17	18
Defenders	19	20	21	22	23	24
Midfielders	25	26	27	28	29	30
Forwards	31	32	33	34	35	36
Substitutes	37	38	39	40	41	42
Reserve Team	43	44	45	46	47	48
Manager	49	50	51	52	53	54
Team Stats	55	56	57	58	59	60
Player Stats	61	62	63	64	65	66
Transfer Market	67	68	69	70	71	72
Tactics	73	74	75	76	77	78
Match Stats	79	80	81	82	83	84
Match History	85	86	87	88	89	90
Team History	91	92	93	94	95	96
Player History	97	98	99	100	101	102
Transfer History	103	104	105	106	107	108
Tactics History	109	110	111	112	113	114
Match History	115	116	117	118	119	120
Team History	121	122	123	124	125	126
Player History	127	128	129	130	131	132
Transfer History	133	134	135	136	137	138
Tactics History	139	140	141	142	143	144
Match History	145	146	147	148	149	150
Team History	151	152	153	154	155	156
Player History	157	158	159	160	161	162
Transfer History	163	164	165	166	167	168
Tactics History	169	170	171	172	173	174
Match History	175	176	177	178	179	180
Team History	181	182	183	184	185	186
Player History	187	188	189	190	191	192
Transfer History	193	194	195	196	197	198
Tactics History	199	200	201	202	203	204
Match History	205	206	207	208	209	210
Team History	211	212	213	214	215	216
Player History	217	218	219	220	221	222
Transfer History	223	224	225	226	227	228
Tactics History	229	230	231	232	233	234
Match History	235	236	237	238	239	240
Team History	241	242	243	244	245	246
Player History	247	248	249	250	251	252
Transfer History	253	254	255	256	257	258
Tactics History	259	260	261	262	263	264
Match History	265	266	267	268	269	270
Team History	271	272	273	274	275	276
Player History	277	278	279	280	281	282
Transfer History	283	284	285	286	287	288
Tactics History	289	290	291	292	293	294
Match History	295	296	297	298	299	300

**CHAMPIONSHIP MANAGER '93**  
**DOMARK**  
**£25.99**  
**1-6 PLAYERS**  
**FOOTBALL MANAGEMENT**



■ The most detailed footy manager around just got more complex

**85%**  
**45**



PUBLIC DOMAIN

## GOING

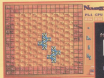
Hey,  
it's summer!

The time of  
year when love  
is in the air, the  
AMIGA FORCE crew  
down the pub, and  
the smell of dog  
-poo and mowed  
grass lingering on  
the breeze. If you  
can't stand the sun  
or smells and prefer  
to play on your  
Amiga, perhaps  
you need to see  
some PD?  
JAMES PRICE  
tells all.

## ASSASSINS #71

■ Roberto Smith DTP

The Assassins disks are becoming a permanent feature in this section every month. There's something new (and usually courtesy of Roberto Smith DTP). Nevertheless, the quality of at least one of the games on each disk is high — so who cares?



**Assassins** is the first offering, based on the board-game *Starad*. The board that the gamers played on is covered by a mixture of boxes — either blank or numbered. On the right-hand side of the screen is a collection of shapes for both players (be they human or CPU) to place on the board. Any numbers underneath are attributed to the person responsible for covering them.

Of course, if you could place these varied shapes on the game surface at any point, things would be too easy (and ultimately pointless). Therefore, any piece deposited must connect with another, retaining intelligent and careful play is required to force any sound-minded opponent — such as the clued-up CPU.

## SOCCER CARDS

■ Roberto Smith DTP

**S**ome gamers make the mistake of passing the controls of original and entering the ridiculous. Soccer Cards manages to fit all these bills, and all in glorious AMIGA vision. Halloo!

The gameplay itself is orientated around a typical English FA Cup competition, the most curious aspect of this being that the programmer is Australian! Despite his distance from our sunny shores, he's managed to include all the affiliated clubs (from non-league to premier division) and has devised a strange method for them to reach victory. Once you've chosen five teams to control (or more if you're a friend playing) you're



**Assassins** plays like the classic board game, and I've no doubt will attract a more mature-minded gamesplayer, leaving your typical pyrotech junkie (whatever that may be) stone cold.

Speaking of classics, it was inevitable that I'd get to see an Amiga version of *Butterflies* at some point — although the "major industry" titled *Butterflies* owes more to the pen-and-paper original than the plastic-and-peg cardboard version. After placing your









## PUBLIC DOMAIN

that direction.

Without any kind of objective, this would become rapidly tedious — and for your further entertainment I give you... *la daaa!* Perch. Steer your carnivorous piscine just into the path of those innocent victims (making sure his mouth is on target) and humph! the big-toothed one has a snack. It's different I suppose, but I can think of better ways to pass the time — *Shark's* too basic to be that enjoyable.

*The Gorbil Game* can only be described as both mad and useless. Moving your target on screen, you've got to shoot the bouncing fiery berrilles of fluff as they scooch around the display. Fortunately, it's not as vain as it seems, as there's two kinds of gorbil — *stab* and *normal*. Shoot a frothy, dishevelled little rodent and you're rewarded with ten points, but beware — if you get too trigger happy and hit a healthy fellow, 15 points will be deducted from your score. 'Oh great' you'll say, and shortly afterwards, you'll resent your Amiga to *load Star Trek — The Action Game*...

...even though that won't exactly bowl you over. For a *SEUCK* effort, it's not too bad (the stuff I've seen before now has been awful) but it's a limited shoot-'em-up at its best, and an annoying one at that. For instance, there's an asteroid belt near the



start where shooting the offending debris is essential to your survival. Sadly, questionable collision detection makes a mockery of the clever effect (I've not seen this attempted before) and, unless you're the patience of a saint, you'll be reaching for that reset faster than warp factor nine — even if the engines can't take it...



your control, different classes of ships can be purchased to help you outmanoeuvre your opponent. For example, a scout ship would be fine for scouting new planets (and speedy with it) but utterly lacking in any attack or defence capability. This is where the threateningly named *Dreadnaughts* come in handy, although they're almost painfully slow at interplanetary travel. The ships in between these two offer a compromise; for example, a cruiser could offer defence should its home planet be attacked, and yet still rush to the aid of another at a fair speed. While none of this will set the world alight, *LOC* is a fair effort... though arguably not worth the asking price.

*Shark* is a mouse-controlled game requiring the player to click on the screen to send their shark in



## ZALYCON

■ Roberta Smith DTP

Before I go any further, it's just like to compliment the people responsible for *Zalycon's* master score. While it's not really my kind of listening (I prefer something a little more sedate, like *Mulhoney* or *Miramas*) it's still far better than any other PD tunes I've heard to date, with the exception of *Crazy Sue*. It also complements the excellent presentation, even though most of it is tied to the rather convoluted plot. The interludic sequences are possibly the best heard, explaining what's in store for the next stage...

...which isn't very much. *Zalycon* may come on two disks, but during my tour of both I found little enjoyable action. Technical wizardry, yes — the speed of the scrolling during the first level dodge-'em-up is great — but unfortunately, it's not enough to save the inapid gameplay from turning off gameplayers' hormones into the second section (an incredibly Moon Buggy clone). Get it for the presentation and music — who knows, maybe you'll disagree with me and love it to bits?



## PUBLIC ADDRESSES

### ROBERTA SMITH DTP

Orders (or catalogue requests) can be sent to:  
190 Falconer Way  
Hampstead Garden Suburb  
London  
NW11 6JE  
Disk and duplication cost a milling 90 pence, with a 50p charge towards P&P. Yahoo!

### HEX HEROES PD

22 Woodland Lane  
Shaybrooke  
Cheshire  
SK15 2SR  
Prices are just £1.20 per disk (sdp included) and they also offer discounts on certain collections such as the *Soundtracker* one.

More PD please!  
Whatever you can offer, as little or as much as it is, I'd like to see it. Just bung it in an envelope (along with the appropriate information) and send it to: James Price, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. See ya!



# SEE STARS WITH FLASHBACK!

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My local cinema is a (UCI, Odeon, MGM etc).....

**W**hen you see the fluent animation in Dolphine's latest action adventure, Flashback, you can understand why they call the programming technique 'Cinematique'. The graphics are so good (surely the best yet on the Amiga), it really is like watching a movie — only you're the star! In this action-packed epic, only now released in the UK by US Gold, you play the lead role as a scientist trying to escape from an alien planet. Your character has an incredible number of beautifully animated actions: ranging from picking up and manipulating objects, to jumping across gaping chasms and shooting several shades out of the saddle. It's a mesmerising mixture of logical puzzles, interactive adventuring and all-out action that'll keep you hooked for months and months.

In fact, it's so involving you'll probably need to take a break every so often (if you can pull yourself away from the screen). And what better way to relax than see how the professional screen heroes and heroines do it? Yes, the lucky winner of this competition will receive £50 worth of vouchers for their local cinema, enough to see approximately 16 films! In addition, ten runners-up will receive US Gold goody bags, packed with games, CDs and posters.

All you have to do is unscramble the names of these three well-known movie stars...





# FORCE mail

## CHUCK THE CHEATS

Dear Phil,  
I think your magazine is fantastic. Since I've read issue 31 I have read the newspapers each month for the rest issue. I think you should cut down the number of Cut-Out 'N' Cheats. Really, what use are they? I think it's silly to fill the mag with cheats when it's already got enough of them. Keep them but throw away some of them. Also some of the

Welcome to the brightest and breeziest letters section around. As you can see, we've expanded the Tips Bits section to run along the bottom of these pages. Next month there should be more room, and if we receive enough Tips Bits it may even get its own section. In the meantime, keep sending those letters to **FORCE** & MAIL, **AMIGA FORCE**, Impact Magazines, Lutlow, Shropshire ST16 1JH. As an extra incentive, there's now a prize for 'Letter Of The Month'!

## CUT-OUT 'N' KEEP

Dear Phil,  
I am writing to you about a letter you had in issue 5. I was saying got rid of the cheat cards and it was written by Mark B. from London. I disagree with him completely. The cheat cards have helped me an awful lot. I do agree that if you cut them out they'd be a pain in the neck, but I don't say you have to cut them out, now do I?

Also I would like to comment on pages 6 and 30. On page 6 in the 'Zool Coin-Op' column on the 19th line you have made an error of putting off below. On page 30 with The Simpsons, why

do you give it 70% and you say 'There are more amazing things to be found down a sewer?' With Don Croc you say 'It's some thing but only give it 40%'. Why is that?

One more thing, I would like to know is, (and I bet I am the only one who doesn't know this) but what is a Replay? I would really like to know, and where would I get one from?

Apart from your little mistakes you have a good magazine, and a nice cheap one at that. Keep up the good work.

**William Evans, Caernarfon, Gwynedd.**

■ Sorry about those mistakes, but nobody's perfect (even from Marlon, our designer — or so he claims). Obviously, the comment underneath The Simpsons rating is the wrong one — it should read: 'Not quite "No Columbus" but a good arcade adventure with a great animated intro.'

An Action Replay Mk IV is a handy device that plugs into the side port of old Amiga 500s, though sadly there's nowhere to insert it on

an A300. Available from Data Electronics (0182 744324) for £29.99, it can be used to input infinite lives (ones like the ones we printed). It can also slow down the game action, and grab PF pictures and sounds from dance games.

**Phil**

## NEXT IN LINE?

Dear Phil,  
I have recently finished reading the May issue of **AMIGA FORCE**. As I expected it was excellent. This being the reason for me buying the magazine. The part which I enjoy the most in

the magazine is the review section. This is why I am writing to you. I am reading through the magazine I came across the review on *Historyline* 1914-1918. What interested me was at the end of the review, Phil (the reviewer) said he couldn't wait for the next instalment in the *Historyline* series. I am a great fan of *Historyline* and *Battle* too. What I am wondering is, what is the name of the next instalment, when will it



Birmingham's Andy Jones turns his hand to the **AMIGA FORCE** logo — he insists he didn't use a scanner.

## TIPS BITS

As requested, this month Tips Bits gets bigger so we can print more of your tips queries and answers. If you're having trouble with any Amiga games, send us a note detailing your problem, and (if we can't solve it ourselves) we'll print it for another reader to (hopefully) solve. Send your questions, answers and tasty tip tidbits to: **Tips Bits, AMIGA FORCE**, Impact Magazines, Lutlow, Shropshire ST16 1JH.

### ZOOL

■ I have been trying, without success, to operate the 'Chaps Cheat' (Issue 5, page 17) to get onto difficult levels of Zool.

Our machine is a new Amiga 600. (But try as we might your instructions will not work. Why?)

This is the second of

your magazines we have bought but the first 'cheat' we have tried, and to be honest it does not give us much confidence as to the content of the rest of the material.

**K Humbley**

■ Oh yes of little faith. Kevin/Kenn/Kenn/Kenn (I do wish people would use their first names). The Zool cheat most definitely does

work — we couldn't have done issue 2's mega maze without it. Let's go through it once more... On the intro sequence (the bit where Zool bangs from the game logo) type in **GOLF04H** — the screen should briefly flash blue to indicate the cheat mode is working. Now press F1 to select World 1, F2 for World 2, F3 for World 3, F4 for World 4, F5 for World 5, F6 for World 6. You can also press 1-5 to choose which level (on that world) you start on. Now press fire to start on the selected world and level. During play, press 1 — for a shield; 2 — to skip to the next level; 3 — to skip to the next world; or 4 — to lose a life.

### FANTASY WORLD DIZZY

■ I have compiled a partial Fantasy World Dizzy guide for Andy Arch of *Walsley*

(Issue 4) and anyone else who may find it useful. Here goes!

Collect the bread and water, which you have to use on the flames. Pick up the boulder and jump up to the platform where the rat is. Drop the bread in front of the rat and it will run away. You can jump up into the next room then. Jump onto the far left ledge and you will find a lever. Pull it and the portcullis (bottom left) will move up and down. For now, ignore this and jump up into the next screen. Jump over the gap to the right and you should be near a table which you can leap onto. Walk left as far as possible without falling off the table. Jump left and... 'Yessss! Just made it! Keep jumping! all you need some stairs. Just above here is a really bonny pick it up!

Now go all the way back to the portcullis and walk through till you get to the Amosung's den. Drop what you're carrying on the roof of the den.



reviews you do that have like 18% for their rating. I think shouldn't be put in the magazine. They're a disgrace to the Amiga.

**Christopher Bessant, Folkestone, Kent**

■ I don't understand your criticism of our reviewing poor games, surely we have a duty to inform our readers to avoid such titles and not waste hard-earned cash?

As for what you say about Cut-Out 'N' Cheats, nasty readers say it's their favourite section!

**Phil**

be released and what it is about?

I hope you can answer my questions as I enjoy playing strategy games and need a new one to finish.

**Jonathan Kilner, Barnsley, South Yorkshire**

■ Blue Byte say they haven't yet determined what historical era the next *Hasbrouck* game will be based on. The good news is that they'll shortly be releasing *Blade* (aka '60s Moon Or Cheesus). Not to be confused with the forthcoming sequel, '60 is an interim product to keep *Blade* fans happy. Selling at the lower price of £35.99, it's feature 25 two-player levels, 4 one-player levels, new maps, new music, new units and animated sequences. Watch out for a full preview soon.

**Phil**

## CHOC-ICE AND CHEATS

Dear Phil,  
I have been a reader of your mag since the very first issue, and eat my chestnuts out of every issue. Sadly while dishing for a no-cream whip, they magically split out into a puddle and were all ruined. Since feasting or playing the games featured in the Cut-Out 'N' Cheats section I have wondered how I could get hold of all these

useful pieces of paper. I wonder if anyone who lives in Blackpool would like to sell me them?

While playing a game in the last few days a system request came up saying "Not a dos disk in device c0:" I am not entirely sure what this means and wondered if this was a virus or a fault in the disk. Is there any way of recovering these programs easily and cheaply.

**Simon Cottle, Blackpool.**

■ If several games are doing this, there might be something wrong with your drive — it may need cleaning. However, if it's just the one game that's not working, you should be able to send it (with the packaging) back to the software house and ask for a free replacement — most companies offer this service.

Sorry to hear about your chest cache — can anyone help?

**Phil**

## REISSUED ISSUES

Hello Amiga Force.  
Okay, so Issue 1 is sold out, and meanwhile those of us who do not have that issue are missing out on some great game tips. Problem solved, how about saving one page per future issue to reprint chest cache also from issue 1?

All the best,

**James Laird, Falkirk**

Dear Phil,  
Could you please tell me if you have any back issues of *AMIGA FORCE*. I have just bought issue 5 and I wanted to congratulate you, to say what a superb Amiga magazine it is. I would be grateful if you could send me details on the back issues, eg price? I look forward to hearing from you.

**Nick Owen, Sealey Heath, Kent**

Dear Phil,  
Congratulations on your excellent magazine. I have got issues 2, 3, 4, 5 but missed issue 1.

and go all the way back through the portfolios and across to the the snappy happy 'gator, when his mouth is closed, jump on it and over the gap, then collect the Boulder. Go back to the Ammosaggy one and walk in!

Guido get the Boulder and let him get you! On your next life, get in front of him, drop the bomb and jump back up. Wait, then leap over. Proceed left, wait for the bird to get to the right then go. Drop the boulder in the water top stage the bridge, then leap across. Get the potion from Doxy and carry it over the 'gator and crack it on the dragon's head. Phew! Finished!

**Devo Meech, Darwen, Lancs**

■ Don't think it is yet, Mark. The cheat for *Dalek Attack* was printed in *AMIGA FORCE* #4.

■ Inevitably, during play type in *ROGER MOORE* AND *OLIVER NEED WERE NEVER GOOD SINGERS* (including the spaces between words), if that doesn't work, try substituting *JAMES BOND* for *ROGER MOORE*, or swapping the names round. Watch out, though: the Doctor can still die from a long fall.

## LEMMINGS 2 ■ RICK DANGEROUS II

■ On *Lemmings 2*: The Tribes, how do move all the cannons and catapults on

various levels? Please could you tell me how you do, because I've been trying to and wasting most of my money. I've tried it on the practice level, but I can't.

**Mark Buchanan, Burnham-on-Creech, Essex**

PS: When can you find the blues on Rick Dangerous if you know, Rick's Thunderbirds-style blues.

■ PPS: Could you do a player's guide on *Lemmings 2* or a *Lemmings 2* Update?

■ Oh? You don't need to fire arrows to move those cannons and catapults. Mark! Just click on the on-screen arrows on the platform underneath the device to move it left or right. Fair enough, though, the *Lemmings 2* manual doesn't even mention this.

Our complete *Rick Dangerous II* maps in issue 4 show the exact location of Rick's blue (there's only

## LETTERS

Sorry! I think that your Cut-Out 'N' Cheats cards are really good, so don't take them out of *AMIGA FORCE*.

By the way, I don't really like the Going Public pages, I find they are boring.

Please could you get Oliver Fry to draw a poster of *Desert Strike* as I love that game and

## ACTION REPLAY

Dear Phil,  
After investing in an Action Replay I found the pokes you print a real godsend, as trying to work them out by myself takes ages, if I can find them at all.

Is there any literature I can buy to help me use the Action Replay, as the instruction manual is very hard to understand?

As for your magazine it's the best value for money around and I love the format, especially all the tips, cheats etc. But please, please, please can you give some cheats or tips for *Night by Night*? System 3 as I can't get past the valley of the kings and it's driving me nuts.

Keep up the good work.

**Martin Webb, Macclesfield, Cheshire**

■ Glad you liked the pokes: we hope to print some more soon. Sadly there's no 'Action Replay guide' that we know of (and, but some of the Replay's advanced features are only really for accomplished programmers).

I haven't got a cheat or poke for *Night*, so if anyone out there does, send it in!

**Phil**

one) on Level 4. Basically, just make your way down through loads of screens until you get to a lift. Go down in this and you should see the blue on the very next screen, where you can ride it safely down to the bottom corridor.

## INDY HEAT ■ FINAL BLOW ■ BLUES BROS ■ SHADOW DANCER ■ ALIEN BREED '92

■ In the *Indy Heat* manual it says the CPU is the best stuff but they don't — all you have to do is get your engine and mpg up to full and you don't have to get when eventually else does. So you lap them 2-3 times.



I'm going to get it. I buy our magazine every month, but don't stick cover discs on the front of *AMIGA FORCE*. They get on my nerves!

**Dale Burman, Huddersfield, Norfolk**

■ These are just a few of the letters pleading for back issues. So you'll all be glad to see the new regular back issues section on page 22 this month, where you can order any issue, including the elusive #1.

**Phil**

## CHEAT REPEATS?

**Dear Phil,**

I have read your magazine since issue 2. Although I missed the first issue (stupid), I have enjoyed reading it. I adore the Cut-Out TV Cheat cards, but I wish you would also repeating the same cheats all the time. It really annoyed me when I want to know them out [but can't]. I've been waiting for a cheat on Double Dragon II. Also, could you put the poster on its own — not with writing on the back because when I want to read whatever is on the back, I can't.

**Adam Morris, Wales**

PS: The cheat for *Samurai on the Assault* Family didn't work, so could you put the cheat in the next mag please.

■ We don't usually repeat cheats, the only instance I know of being the *Ugh* codes — we'd previously only printed some of them, so we decided to do the lot. We haven't got a cheat for *Double Dragon II*, so if anyone knows one, please send it. I know including your magazine (by pulling posters out) is annoying, but obviously advertisers don't want their ads on the back of posters so we have to use it for editorial material. The best idea is to read the back before you take out the poster.

**Phil**

This *Final Blow* tip only works on Level 1 of the computer tournament, and requires an autofire joystick. Simply keep the autofire button down and pull diagonally down and right and the computer opponent only gets a couple of punches in. The rest does part you occasionally, but you just get stuck right back in there.

**Daniel Reid, Blyth, Northumberland**

PS: Do you have any cheats for *Shadow Dancer* and *Slime Bros*? The cheat for *Alien Breed '82* did not work, so could you tell me exactly where to type them in?

■ Thanks for those two tips, Daniel. Your guide requested a *Body Blows* guide, so I hope you like this issue!

The cheat for *Shadow Dancer* (as printed in AF#2) is this: simply pause the game and type GIVE ME

INFINITES for infinite lives.

The *Slime Bros* cheat (also in AF#2) is obtained by typing *HOLUQ* on the selection screen, then 1, 2, 3, 4, 5 or 6 for the desired level. On *Alien Breed '82*, you need to find a computer, log onto it and type in the codes (you don't have a cursor, so you can't see what you're typing on-screen).

## THE ADDAMS FAMILY ■ THE SIMPSONS ■ LEISURESUIT LARRY III



■ Type *COMBABLEQUA* on the title screen for infinite lives. To get rid of the bird on Jeremiah Springfield's head, buy some rockets from the Novelty Hut and shoot it.

Now I hope that somebody will be

## WOOLLY WIT

**Dear Phil,**

I have bought every issue of your magazine. I have read through No 5 a few times now, and I wait with bated breath for No 6. As to your reply to Craig Turner, why not change it from *Force 3 Mail* to 'Bag Of Wind' (I don't mean to sound over) as this is a great section — it's just another pun! Or you call it *Force Mail* if, because every seems to think that it's same anyway.

By the way, I am a sheep.

**Marcus the Sheep, Newton Abbot, Devon**

PS: I hope my breath isn't too bad as I don't want the sheepdog complaining again.

■ How about 'Mini Saurus'?

**Phil**

## BEST BUY

**Dear Phil,**

I have bought the first four *AMIGA FORCE* magazines and I've always looked forward to reading every issue.

As an Amiga owner I buy all sorts of Amiga magazines, but the best one I have bought yet is yours, *AMIGA FORCE*. I also wish to buy your future issues because they are cheap and a very good read.

I hope your magazine stays the best buy because I think it should. Oh, and one more thing: your magazine has good comps, it is well, I have entered the 'Our Price' one and I wish to enter more.

**Mr P Zakharovsk, Tverden, Leeds**

PS: Will you be publishing cheats more regularly as you said you would in issue 4 of *AMIGA FORCE*?

■ Thanks for the praise, Mr P. Our aim is to provide the best-value-for-money Amiga mag — and that means no rip-off coverslips.

You'll be glad to know that the Gallup charts are now a regular feature.

**Phil**

able to help me out with my queries.

First off, how do you exit Level 1 in the *Addams Family*? I finally managed to kill the end-of-level nasty only to find a locked door that I cannot pass.

Finally, *Leisure Suit Larry* II has been driving me crazy for the last three years! How do I get it? Do you cross the rope to get *Passionate Patsy* to the other side of the canyon in the jungle? She gets halfway but then falls off because she can't hold on any longer!

Please, please, please, please can you help me?

**Sean Day, Milton Keynes**

PS: How about expanding *Tips* to a whole page?

PPS: The level codes you gave for *Thunderbolt* on one of the cheat cards were actually for *Thunderbolt*.

PPPS: Yes, please do print the next level maps for *Sleepwalker*.

## NOT-SO-SUPER SONIC

**Dear Phil,**

I thought I'd send this to you: it is what a friend and I cooked up about console heroes. *Sonic* and *Mario*. We have also compared them with *Diddy*.

1. *Diddy* does not spend hours doing up his image, unlike a crickety-looking fellow with a blue-rinsed hair-do and red polo boots, or a pol-balled Italian with an appalling taste in clothes.

2. *Diddy* does not require deadly power mushrooms or suspect power pills to boost performance. *Mario* and *Sonic* are both great substance abusers who don't deserve to be computer heroes. If you ask me look them in to a doctor's centre.

3. *Mario* requires the help of his brother Luigi on

## PUBLIC OPINION

**Dear Sir,** I have enjoyed reading your magazine since its first issue and feel that it is well written and represents excellent value for money.

However, I would like to raise a point about your 'Gossip Public' section. Although I was very pleased to see that you had reviewed my game *Taken in the May* issue and found it to be probably the best version we've seen so far, I felt that the reviewer hadn't scored a great deal of time playing it.

For starters, you spent the space inexcusably throughout the review, despite the fact that you printed a screen-shot with the correct spelling and I also got the distinct impression that only the first level or so was played. If the reviewer had played beyond Level 5, I don't think that he or she would have said that it doesn't offer much different for people already owning a version (even mind comparing it to a *Game Boy*!), as there are over 25 totally original levels which are designed to stand out and partly progress to test the most hardened *Taken* player. Judging

■ Thanks for writing, Sean. We've already printed the *Simpsons* cheat, but thanks for your tip anyway.

Sorry we can't help you with *The Addams Family* or *Leisure Suit Larry II* — can anyone else?

As you can see, *Tips* bits has already grown — and the more letters we receive, the bigger it'll get! If you, sorry about the *Thunderbolt* code gaffe, but we'll make up for it by bringing you more *Sleepwalker* tips shortly.

## ELITE



■ In issue 5, in the cheat cards section, you gave a cheat for *Elite*. When asked for the password in the manual, type *SARFA*, then the correct code. During play, press + on the numeric keypad in game (sorry, *ARROW* means) to enter the cheat screen.

Well, for you *AMIGA* owners out there about to trade in your machine



# amiga Letter Fever

his trips around koopiland, so he's got to be a bit of a scally.

4. Sonic is a big g'd! Koopila who goes around chasing woodland animals. Obviously, he's making millions from merchandise and

has admitted to his handiness that 'All woodland animals really get on my spines. They twist and grope and ooze and then goe all over the place, like giant jellyfish' (he's still in *Clash* business).

5. Sonic has recently got scared (on his second adventure) and get help from a bodgyard (Tails) so this means Sonic is self as well.

6. Hedgehog has got pillars of flesh because they smell of soap all the time.

7. You can cook a hedgehog if you cover it in clay and fry it. Now try doing that with an egg.

8. Hedgehog's Hobern is really stupid! places like

from the letters I've received, this seems to have been appreciated by its users.

While I appreciate that you don't spend as much time testing PD games as commercial games, Philo (Dorian) is still a very important medium for a great number of people who can't afford the high prices of commercial software, and as such, I feel that the reviews should be more accurately researched.

I look forward to hearing your views on this subject, and I'm glad you liked *Tetris*.  
swt/whitely

**Andy Whitely, Bath, Avon**

Over to our PD correspondent, James Price...

Amazingly enough, I do try to play PD releases as much as I can before writing approvals (or otherwise), as it'd be unfair on readers if I didn't. However, there's a limited amount of space allocated to (going Public) every month, and I can't detail every aspect of every game included — otherwise, there'd be no space in the mag for anything else! I just assumed that I did see the later boards (with their added complications) but I must admit that in this case, I forgot to mention

them (oops!). Sorry about that, but send as some more PD and I'll make sure you get a more detailed review... maybe!

10. The letters are always changing their minds — this is shown by Mario.

11. Mario is not very careful, just look at *Manicland*! On the Game Boy, he has lost his girlfriend.

12. In order to play Mario or Sonic you have to part with at least 25 quid. Dory can be yours for a month's night.

**Mark Lambell, Bristol, Gloucester**

Two right, Mark. And for such shining wit, you win a year's subscription for *Letter Of The Month*.

Now if anyone would like to send in drawings or computer pics of Sonic and Mario getting battered/drop, pushed/mutilated etc, we'd be only too happy to print them.

**Phil**

from (oops!). Sorry about that, but send as some more PD and I'll make sure you get a more detailed review... maybe!

**James**

## NO PITSTOPS ALLOWED

Dear Phil,  
I would just like to congratulate you on your mag and to say thanks for your piece on Desperately Seeking Software. I saw Computer Games' number and managed to get hold of a game I have been after for a year. (do you know if an old C64 game, *Flatop 2*, is available on the Amiga?) How about having a bigger Tips this section?

Keep up the good work, your mag is brill.  
**Lee Saunders, Reading, Berkshire**

Really the classic (and anti-killing?) *Flatop 2* has never released on the Amiga. As you can see, Tips has grown, and may get bigger yet!

**Phil**

## DESERT STRIKE

Here's the definitive *Desert Strike* cheat. Type **BODGIEZ** on the password screen to start with ten lives. When you go to the map and then look to the game, all you weapons are replenished and our power is infinite.

By the way, the level passwords are:

- Level 2 — **ADCHMWM**
- Level 3 — **ALADIMJ**
- Level 4 — **WDFYUJM**

**Anthony Reynolds, Stockport**

Tis very much for those eternal Monax tips, Antony. And many thanks also to Southpaw's John Orr who sent in these codes:

- Level 2 — **EGARHJZ**
- Level 3 — **EHZHUJL**
- Level 4 — **JTKOCME**

As John notes, different codes are given depending on your score. He

also explains that you can enter the ten-level cheat, return to the main menu, select password again and enter the level code of your choice: you now start the desired level with the cheat activated. Cheers, John — and we look forward to receiving your full game guide soon.

## FIRE & ICE

Could you please tell me if there's an infinite lives cheat, or level cheats? Please, please pretty please.

**W Hedderston**

Sorry, W — does anyone else know of a cheat?

## LURE OF THE TEMPTRESS

Please help me! I have been playing for months and I cannot find the flask that I

## LETTERS



This doodle of the mighty U.S.S. Enterprise was done by Andy Jones, Halesowen, West Mids.

## WOT'S A BATTLECARD?

Dear Phil,

I think your mag is very good and I buy it every month, but I missed the first issue, I think that it would be worth reprinting issue one, you could put the price of the issue up so that you wouldn't be losing out.

I thought that Antony Ponsard was a total idiot, buying a black and white printer thinking that it was a colour one.

Your Cut-Out W Cheat cards are really good, keep them coming! Why not have a Letter of the Month, where the sender of the winning letter gets something free, eg one-year subscription to this mag, software or a joystick. And why not put something better on the front of the mag, eg stickers — what are those crappy Battlecards supposed to be? And what do you do with them?

**Carl Walker, Dronocher, South Yorkshire**

You can order issue 1 from the back issues section on page 32 of this very mag. From this month on, there's a free subscription to be won for the Letter Of The Month, so keep 'em coming! If you want to know more about Battlecards, read issue 3's feature on them.

**Phil**

for one with a keypad, you don't need to. Instead of pressing '+' on the keypad (that you can, anyway), you press the 'Help' button which does the same trick. Now you just continue with the codes.

Incidentally, here are some more if you still can't shoot up those nasty old Thoragons...

Byte	Value	Effect
25	02	large jumps only
1F	48	7 light years of fuel
1B	FF	loads of credits
79	01	loads of platinum
75	01	loads of gold
6C	01	loads of computers
6C	01	loads of slaves

Keep up the good work in producing the most excellent Amiga mag in the world!

**Dave GreenSmith, Cheshire**

Plattory will get you everything, Dave — especially with great tips like that. Keep sending 'em!

need for the potion to change me into Selma.

**L Clapp, Beccles, Nottingham**

Please help. I have been playing this for about two years, I can't get into the dragon's den. Could anyone help?

Do you know the answers to these two queries? Perhaps you'd like to send in a full solution.

## GOLD OF THE AZTECS

I cannot control the raft on the second level. And please, a cheat as well if possible.

**Peter Simmons, Kenilworth, Warwick**

Can anybody help? A full solution would be nice.



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# amiga FORCE

## TIPS FOR ALL!

Welcome to the **AMIGA FORCE** Tips Section. This month we bring you the first part of our comprehensive guide to Team 17's *Body Blows* — including the enhanced second version! We also give you tips on the Masterblaster phone-line winner, *Sink Or Swim*, an expanded *Lemmings* offering (with level solutions for the original and request), and a seven-page spectacular on *The Chase Engine*. All this, and 56 more cheats to cut out and keep!

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If Team 17's stunning beat-'em-up is knocking you black and blue, you can now fight back. **AMIGA FORCE's** own tough guy, Milo Jackson, has compiled this comprehensive guide for the first seven fighters — in the new enhanced version of the game, you can play any of them. With these tips, you'll be damn near unbeatable...

### DAN/NIK



Dan has learnt to control rage to produce bolts of pure aggression. Nik, being Dan's brother, has also spent years perfecting the use of inner energies.



#### SPECIAL MOVES

**Super Roundhouse Kicks:** This kick has

Dan/Nik coming at you foot first, with a bolt of energy for impact.

**Deflector Bolt:** Whilst jumping, a high-energy bolt surges from Dan/Nik, posing a potent attack.

**Inner Energy Bolt:** Powerful means of attack and impossible to defend against.

**Power Punch:** Effective move when the opposition is jumping at you.

# BODY BLOWS



#### DAN/NIK V MIKE

■ You need to do a lot of blocking in this fight. Try to chain in loads of Low Kicks, ducking any

Whirlwind Kicks. Deflector Bolts are extremely useful. Watch out for Mike's Whirlwind Punch — block it if necessary, then give him loads of body punches.

**Recommended Special Moves:**

Deflector Bolt



#### DAN/NIK V MAX

■ Beware of this guy, he fires everything at you. It's best to do a lot of blocking, and then use

lots of body kicks and low kicks. Punches are pretty ineffective on him. Roundhouse Kicks are very useful, but can leave you vulnerable. The Deflector Bolt is an easy way of draining his energy, but Max can catch you when you land.

**Recommended Special Moves:**

Deflector Bolt, Super Roundhouse Kick



#### DAN/NIK V MARIA

■ Maria is one hell of a woman: when she does her special move (Flamenco Fury), defend

yourself. Hit her back with a body kick and inflict some damage with sliding low kicks.

**Recommended Special Moves:** Power

Punch, Super Roundhouse Kick



#### DAN/NIK V NINJA

■ This Ninja's special move can be very painful if it catches you unaware. Use your

block to minimise damage, then kick the wind out of him.

**Recommended Special Moves:** Super Roundhouse Kick



#### DAN/NIK V TIEU

■ He's short, the computer will always do a special move, giving you no time to manoeuvre. Run in

meets to block, then punch, and pack in loads of low kicks.

**Recommended Special Moves:**

Deflector Bolt, Power Punch



# JUNIOR



Junior might have been favored from legal boxing, but he intends to show the rest of the world just who is the champion.

**SPECIAL MOVES**

**Iron Uppercut:** This allows Junior to get out of a corner if he ever gets stuck in one. Also helpful for breaking off opponents.

**The Blitz:** Adds this move, you get a full-face view of a hand pulling faster than a speeding bullet.

**Flat Of Fury:** This special move isn't much cop. It's just another glove coming at you at about four million miles an hour! Get ready to duck.

## Flat Of Fury



## The Blitz



## Iron Uppercut



## SPECIAL MOVES

# PLAYING TIPS



## JUNIOR V TITU

■ When Titu does his special move (Speed Of Light) just defend it with a low block, then punch continuously. Put a few sliding kicks in as well. Combine those techniques and you'll beat this guy. The Blitz is a very handy move, especially if he's got you cornered.

**Recommended Special Move:** The Blitz



## JUNIOR V KOSSAK

■ Instantly do a flying kick which will knock Kossak off his feet. If he starts doing Earthshakes, jump in time to avoid being knocked down. Stand clear if he drills into the ground, and when he comes back up punch him straight away. Flying jabs are also a good way of attacking. When Kossak jumps at you, duck then kick him when he lands.

**Recommended Special Move:** Iron Uppercut, The Blitz



## DAN/MIK V DUG

■ Due to his substantial weight, Dug suffers a maneuverability problem and a lack of speed. Just repeatedly fling flying kicks at his head. Give him a taste of your Power Punches as well. When he does fling his weight around, just jump and avoid.

**Recommended Special Moves:** Power Punch, Super Roundhouse Kick



## DAN/MIK V KOSSAK

■ This dude is hard: his speed may be slow but watch out for his Driller Killer, which can be very dangerous. Roundhouse Kicks are very useful. When Kossak starts to drill him self into the ground, build up for an Inner Energy Bolt: when he comes back up you'll find one straight at him. Jump around a bit to confuse him, then hit him with a normal body punch.

**Recommended Special Moves:** Super Roundhouse Kick, Inner Energy Kick



## JUNIOR V MARIA

■ Junior's most effective move is just a normal punch, sometimes followed by an Iron Uppercut. Flying kicks come in useful, especially when Maria's doing the Flamenco Fury, as she has no defense once she starts her special move.

**Recommended Special Move:** Iron Uppercut



## JUNIOR V MIKE

■ Fly and slug Mike from getting to close to you by using a Spinning Super Kick. However, if he starts to do his special move (Tornado), block it then do a low kick followed by a Roundhouse Kick.

**Recommended Special Move:** The Blitz



## JUNIOR V DUG

■ Tempt Dug into doing an Earth Tremor, then give him a few flying kicks to his head, knock his senses from here to kingdom come, and voilà, this bloke is history! Iron Uppercut comes in handy, especially when he's about to Body Slam you.

**Recommended Special Move:** Iron Uppercut



## JUNIOR V MAX

■ Fighting this near-invisible guy, you have to be aware at all times. Avoid his Energy Balls at all costs, and jump him when he flies at you on the ground. The Blitz is a very handy tactic if he gets you cornered. Normal punches are not very effective, but can also help you defeat him.

**Recommended Special Move:** The Blitz



## JUNIOR V NINJA

■ Keep repeating flying kicks, block his special moves, then give him a taste of your low kicks. Throw in a few body kicks too. The Blitz knocks him down for a few seconds, just enough time for you to do a Flat Of Fury.

**Recommended Special Move:** The Blitz

## SPECIAL MOVES

### Deflector Bolt



### Super Roundhouse Kick



### Inner Energy Bolt



### Power Punch





## PLAYING TIPS

### LORAY



He shows the way through Buddhism, with his lightning techniques learned from an ancient Shaolin Monk.

#### SPECIAL MOVES

**Arrow Hand:** Turns his hand into an arrow — dodge it like a bullet.

**Spinning Super Kick:** Turns Loray into a spinning deadfall.

**Flame Of Buddha:** Converts all his body energy into a flame — easy to dodge, very harmful if hit.



#### LORAY Y DUG

Use lots of Spinning Super Kicks, don't give him a chance to even fight back. Flying kicks

come in useful, especially when he's about to fling himself at you.

**Recommended Special Moves:** Spinning Super Kick



#### LORAY Y NINIA

Lure him to do a Ninja Death Fall, block this, then do a Low

Roundhouse Kick. If you have time, give him a Spinning Super Kick. Another good technique is to plant loads of high kicks, at him. But the most effective way to defeat him is to do lots of high kicks.

**Recommended Special Moves:** Spinning Super Kick



#### LORAY Y MARIA

Maria might look mighty, but can be defeated easily. Try and

turn her into a Flamenco Fury (special move) then hit her with a Low Kick — this should knock her down. Follow this with a Spinning Super Kick. Flying kicks can be effective if she's just recovering from one of Spinning Super Kicks.

**Recommended Special Moves:** Spinning Super Kick



#### LORAY Y KOSSAK

Comparing these two fighters' abilities, there's a lot of a difference. Kossak is big and slow,

whereas Loray is small and fast. Kossak will attack you straight away, so block any sudden moves he makes on you and hit back with lots of Spinning Super Kicks. Dodge any elbows coming your way, and plaster him with plenty of high kicks.

**Recommended Special Moves:** Spinning Super Kick



#### MARIA Y MIKE

Wait for Mike to approach: once he does, hit him with a Low Spits Kick. If he should try

hitting back with a Tornado, just jump or avoid it. Also, a Low Spits Kick should knock him out of the Tornado. Jaw Breakers are an excellent way of defeating Mike. If you do at some point get caught in a corner, jump while splitting your legs. He awakes at all times for roundhouse kicks and Whirlwind Puntches.

**Recommended Special Moves:** High Spits Kick, Low Spits Kick, Jaw Breaker



#### MARIA Y DAN/NIK

Block any threatening moves. Hit him with flying kicks, Low Spits Kicks, and after you've knocked

him down give him the taste of your Flamenco Fury. Pack in lots of Jaw Breakers, and defend yourself against any aerial attacks.

**Recommended Special Moves:** Low Spits Kick, Flying Spits Kick



#### MARIA Y DUG

Use your excellent abilities to walk all over Dug. Combine flying

kicks, plus Jaw Breakers to knock this weed off his feet. If, however, he attempts to hit you with a Barbating Ram, just defend with a Low Sticking Kick. High Spits Kicks are useful, especially if you're cornered.

**Recommended Special Moves:** Jaw Breaker, Low Spits Kick, High Spits Kick



#### MARIA Y NINIA

High flying kicks are a very powerful way of

quelling this fighter to his knees. Low Spits Kicks combined with Jaw Breakers are an extremely good method of defeating him. Use flamenco slashes: these are one hell of an attack, and also a good way of defending yourself, especially if he's performing a Ninja Death Fall.

**Recommended Special Moves:** Jaw Breaker, Low Spits Kick, High Spits Kick

#### Flame Of Buddha



## SPECIAL MOVES

#### Spinning Super Kick



#### Arrow Hand



#### LORAY Y MIKE

Try and avoid getting caught in his Taispecs. Pack in lots of your

special moves. Arrow Hand, block his special move, then do your Spinning Super Kick. Low Kicks and lots of Low Roundhouse Kicks can start to demolish his power bar. Also, high kicks come in handy if you're in a bit of trouble.

**Recommended Special Moves:** Arrow Hand, Spinning Super Kick



#### LORAY Y MUI

Don't attempt any slow moves against Mui, or you'll pay the price. Always jump

around try to confuse him, then apply huge amounts of flying kicks, and flying punches. Any ground attack should be attempted with your arrow hand.

**Recommended Special Moves:** Arrow Hand



## MARIA



**Don't be swayed by her fragile appearance, this Madonna packs a real mean punch.**

### SPECIAL MOVES

**High Spits Kick:** Maria flies up into the air like a missile, and comes back down like one.

**Low Spits Kick:** Just the same as the High Spits Kick except it comes at you lower.

**Jaw Breaker:** This is a nifty move. All of Maria's body weight gets forced into her foot, which makes it way towards your face.

**Flying Spits Kick:** The same as High Spits Kick, but Maria flies through the air so gracefully.

**Flemenco Fury:** What a novel Maria looks and feels like a spinning top, straight at you.



### MARIA V KOSSAK

■ Don't even dare to exchange punches; Kossak is mean. If he starts to drill into the

ground, be prepared for him to come up right next to you. When he does, hit him with a Low Spits Kick followed by a Jaw Breaker.

Flying kicks are a sure way to win.  
**Recommended Special Move:** Jaw Breaker, Low Spits Kick

### Low Spits Kick



### MARIA V TITU

■ This coward just keeps trying to plant flying kicks into you duck or avoid any.

Then hit him with a Jaw Breaker. Titu is a mixture of sliding kicks — the fool will just keep launching himself straight at you.

**Recommended Special Move:** Jaw Breaker, Low Spits Kick, High Spits Kick



### MARIA V JUNIOR

■ Use High Spits Kicks right next to him; this hits him twice. When you come back down do a

low sliding kick. Flying kicks are a very important tactic in this fight, especially as Junior can fire his gloves at you. Avoid any roundhouse kicks by just pulling up a normal block.

**Recommended Special Move:** High Spits Kick

### Jaw Breaker



### High Spits Kick



### Flying Spits Kick



## SPECIAL MOVES

### Flemenco Fury



## PLAYING TIPS



### MARIA V MAX

■ Always be alert, keep leaping from side to side performing flying kicks.

Jaw Breakers are essential as they give you that vital time to attack in midair. Make the best of every available move.

**Recommended Special Moves:** High Spits Kick, Low Spits Kick, Jaw Breaker



### MARIA V LOBAT

■ This block is a cinch. Start with sliding kicks. If he tries a Spinning Super Kick just defend with a

High Spits Kick. Then try and pack as many body kicks in as possible. Duck or jump away from flames of Buddha, and never stay in one place for too long.

**Recommended Special Move:** High Spits Kick

## T17, NIGHTMARE MACHINE!



Once you've battled your way through all these fighters you have the task of fighting and beating T17: one hell of a robotic fighting machine. The best tactic is to get in close with lots of punches — pull her far away and he fires missiles at you!





## PLAYING TIPS

### MIKE



Far from being just full of wind, this executive really means business.

#### SPECIAL MOVES

**Whirlwind Punch:** This is a punch that to you like a whirlwind hitting a town. Impact!

**Whirlwind Kick:** The title explains itself, a kick that's as fast as a whirlwind and as strong as a tornado.

**Tornado:** It's enough to make you dizzy, let Mike spin faster than a Catherine Wheel.

#### Tornado



### SPECIAL MOVES

#### Whirlwind Kick



#### Whirlwind Punch



#### DUG V MAX

■ This might sound silly, but try retreating to a corner, and then when he gets closer keep jumping and hitting him with Body Slams. Keep doing this until you wipe him off the face of this Earth. (I think).

**Recommended Special Moves:** Body Slam



#### MIKE V TITU

■ Keep on the attack with body kicks and Whirlwind Kicks. Whirlwind Punches can be very effective if you happen to have Titu cornered. But beware: if he's trapped for too long he'll use his Speed Of Light to bash his way out. Flying kicks are a very good way of attacking as Titu mostly attacks on the ground.

**Recommended Special Moves:** Whirlwind Kick, Tornado



#### MIKE V MINJA

■ Keep attacking in the air, but beware as this Ninja might just start a Ninja Death Roll. So it's best to hit him with flying kicks just after you've knocked him down. Tornadoes are a very effective way of defeating this dude, but it might just leave you exposed for a few seconds.

**Recommended Special Moves:** Tornado, Whirlwind Kick

### DUG



Dug's huge size enables him to do some very powerful moves, but the downside is a lack of manoeuvrability.

#### SPECIAL MOVES:

**Earth Tremor:** Thump Thump! Up, here comes Dug. What a move, it makes you groove, and then down with a thud.

**Battering Ram:** Chrrrrrr! It's large, it's Dug's shoulder charge.

**Body Slam, Super Body Slam:** What goes up, must come down, with one hell of a thump!

**Hammer Hook:** Watch out for this, give 'em a miss, two hands like a hammer, they will ruin your stamina.



#### DUG V KOSAK

■ Hit him with a flying kick straight away. But how the hell do you fight someone who's never

there? Always attack with low punches, and (as with Ninja) stay in one corner and keep repeating Earth Tremors. If he drifts into the ground be prepared for him to come up next to you, then punch him.

**Recommended Special Moves:** Earth Tremor



#### DUG V JUNIOR

■ Don't bother attacking, just repeat this excellent tactic: execute fens and sons of Earth Tremors.

**Recommended Special Moves:** Earth Tremor



#### MIKE V MARIA

■ Always be on the alert! Maria can pack a punch like Lorenzo Lewis. Attack her with flying kicks and pack in loads of Whirlwind Kicks. Always be ready to avoid Flamingo Fury by jumping and coming back down with a flying kick.

**Recommended Special Moves:** Whirlwind Punch



#### MIKE V KOSAK

■ These two fighters are an equal match. Always attack through the air.

Combine lots of flying kicks with Whirlwind Kicks. If he starts to drill into the ground, build up for a Tornado when he comes back up, you'll wallop him.

**Recommended Special Moves:** Tornado, Whirlwind Kick



#### DUG V MIKE

■ The special Earth Tremor tactic doesn't always work, so fly at him with your trusty foot and

punch in those Body Slams. Battering Rams are yet again a most excellent way of defeating Mike, but the Earth Tremors are still the best tactic. Just mix it up a bit.

**Recommended Special Moves:** Earth Tremor, Battering Ram



#### DUG V DAN/MIK

■ These men are pure wings, staying back to fire Energy Bolts at you. Use lots of flying kicks to

avoid, but never get too far away with these two. Stay close at all times, then you can stop any Energy Bolts, and hit them with loads of body punches.

**Recommended Special Moves:** Battering Ram



#### DUG V LORAY

■ Don't even bother trying aerial attacks, just trundle to the far corner of the screen and keep

your button pressed down and watch him fall. You could even rest something on it, and then go and play on a trusty Atari 512 is just a joke. lolol — GJ.

**Recommended Special Moves:** Earth Tremor



#### DUG V MARIA

■ Always keep on the attack. Maria will try lots of aerial moves, so you have to do is block any

kicks and attack with Body Slams. Earth Tremors are an effective way of knocking her down, especially if she's attacking with a Flamingo Fury.

**Recommended Special Moves:** Earth Tremor



**MIKE V DUG**

■ This bloke's a dinch. Attack with Whirlwind Kicks plus flying kicks. Follow up with low

punches and try to corner Dug and hit him with a Tornado. It's best to follow this up with Whirlwind Punches.

**Recommended Special Moves:**

Whirlwind Kick, Tornado, Whirlwind Punch

**MIKE V LOBAY**

■ This bloke is easy peasy. Start straight away with a flying kick. Force him to the far side

of the play area, then repeat absolutely loads of Whirlwind Kicks and body punches. If he's knocked down, follow your kicks up with a Tornado.

**Recommended Special Moves:**

Tornado, Whirlwind Kick

**MIKE V JUNIOR**

■ Once in the ring, you can defeat this bloke easily. Stay in one corner and wait for him to make

his way towards you, then repeat lots of Whirlwind Kicks and low kicks. Follow these up with a Tornado.

**Recommended Special Moves:**

Tornado, Whirlwind Kick

**MIKE V MAX**

■ Keep jumping from side to side with flying kicks — you have no time to do anything else. Try

to get him into one corner then just repeat loads and loads of body and low kicks. Finish him off with a spectacular Whirlwind Punch and Whirlwind Kick.

**Recommended Special Moves:**

Whirlwind Kick, Whirlwind Punch

**Earth Tremor****Battering Ram****SPECIAL MOVES****Hammer Hook****Super Slam****Super Slam****BUG V YITU**

■ Constantly keep leaping from side to side, bombarding him with flying kicks. Body Slam

will stop him from coming at you at the Speed Of Light. If, however, Yitu manages to trap you in a corner, use your Hammer Hook to extinguish his attack. Continually hit him with your Battering Ram, which gives you a few seconds to escape an Earth Tremor.

**Recommended Special Moves:**

Battering Ram, Earth Tremor

**BUG V NINJA**

■ Do alert at all times, this Ninja will do anything to stop on your conquest. He mainly attacks with

Ninja Death Flies: Body Slam him while he's doing this to prevent any damage on you. A few flying kicks are a useful element to give you the advantage — what goes up must come down with a thud!

Thanks to Chibi for this tip: stay in any corner and repeat Earth Tremors; the enemy will not attack you.

**Recommended Special Moves:**

Super Slam, Earth Tremor

**THE BATTERING CHEAT****VERSION 1**

■ On the main menu of the original *Body Blows*, hold Joystick 1 (player 1's) to the left and Joystick 2 to the right for a few seconds. A cheat menu appears, allowing you to fight as Max, and have infinite credits and energy.

**VERSION 2**

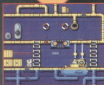
■ The enhanced version of *Body Blows* has a slightly different method for the same cheat. Hold Joystick 1 down and Joystick 2 down for a few seconds to make the cheat menu appear.

Well that's taken care of that lot. You'll have to wait till next month for our body-slammin' guide to the other three fighters: the mysterious Ninja, super-speedy Yitu and ground-drilling Kossak. Be there or be beaten to a pulp!



## PLAYING TIPS

### LEVEL ONE



1. Blow up this door.
2. Hit this switch once.
3. Here's the exit.

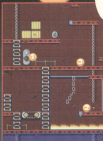
### LEVEL TWO



**PASSWORD:  
BISHOPS MOVE**

1. Hit this switch first (top).
2. Hit this middle switch.
3. Here's the exit.

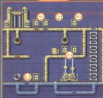
### LEVEL THREE



**PASSWORD:  
PATSY & KERMIT**

1. Blow up this door first (top).
2. Hit the far right switch.
3. Here's the exit.

### LEVEL FOUR

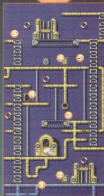


**PASSWORD:  
HOWHOWPOWPOW**

1. Release the oxygen tank.
2. Release the two here.
3. Release all tanks at this point.
4. Here is the exit.

# SINK

### LEVEL FIVE



**PASSWORD:  
KING OF THE WORLD**

1. Release your boat (space bar).
2. Release oxygen tank.
3. Release this tank here.
4. Hit this switch (far right).
5. Release top tank.
6. Wait for the right time, then hit the switch here to release the passengers to walk safely under the crushers.
7. Here's the exit.

**PASSWORD:  
TROUTON**



# OR SWIM

STARRING  
KEVIN CORDER  
& FEATURING  
DIM  
PASSENGERS



## PASSWORD: REDPLANET

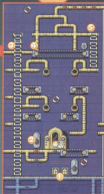
1. Release both oxygen tanks and boat straight away.
2. Blow up this door.
3. Race up to here, and wait for the passengers.
4. Hit this switch when it's safe to let them cross.
5. Here's the exit.

## LEVEL SIX



1. Operate the crane, and lift one crate to the far right.
2. Then lift this one next to it.
3. Then finish off by lifting this one into the gap.
4. Here is the exit.

## LEVEL SEVEN



## PASSWORD: MEGALITHIC

1. Hit this switch twice.
2. Hit this one once (left).
3. Then the one above it.
4. Race up to here, and control the crates by hitting the switch once or twice etc to guide them down.
5. Last of all, blow up the crate next to the exit. Voilà, that's the first eight levels done.
6. Here's the exit.

Mayday, mayday! The ship's going down and all the passengers are about to drown. Luckily, lots of them already phoned the Masterblaster number to vote for tips on Zeppelin's shipshape save-'em-up — so the AMIGA FORCE super-deluxe liner is on hand to give assistance...

## LEVEL EIGHT





# Lemmings™ LIFELINE

This month we have a double helping of suicide-supporting solutions for the original *Lemmings* and *Lemmings 2*. First up, Belfast's Christopher Clarke and his friend Conor have been stuck on *Lemmings* Taxing Level 22 for four months! We managed to solve this particularly perplexing level only after plenty of hair tearing. Next, David Sewall from Kent has a 'bugus problem' on *Lemmings 2*'s Highland Level 4. We fill a solution your way, plus a handy cheat to play any level you want!

If you're stuck on any *Lemmings*/*Oh No! More Lemmings*/*Lemmings 2* level, write to: *Lemmings Lifeline*, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level.

## COME ON OVER TO MY PLACE (*Lemmings*; Taxing 22; Code: UJLJFNGHY)

Yet another level where 100% must safely reach the exit. At first the solution seems to lie in parachuting one guy down to build a bridge up, so the other Lemmings don't fall so far. Putting a blocker on the starting ledge and then digging a small hole on the left holds the rest of the Lemmings up. After many attempts at this method, however, we went back to the drawing board and found a completely different way round...

Turn the fourth Lemming straight into an attractor (beagle player).



2

While his comrades stop to derive, the lead Lemming should carry on into the pit — if he doesn't, make him jump in.



1

Turn the first guy into a parachutist, then make him a blocker at the right end of the ledge.



2

Start the lead Lemmings building at the left edge, as late as possible — too early and the next Lemming goes past and falls to his death.



3

Turn the first guy over the bridge into a vertical digger here...



4

Then when the next guy has turned and passed him, make the digger into a builder to stop him digging.



5

Make a Lemming build to the right from here...



## A MERE STONE'S THROW

(*Lemmings 2*; Highland Level 4)

A pit and five cement pourers? A cliff and five fencers? It all seems so obvious, doesn't it?... until you discover the fencer can't get up high enough to clear the impenetrable brickwork at the bottom of the cliff. After unpleased attempts at elevating him with stones and cement, you go back to the drawing board. When you discover it, the real solution is painfully simple (and obvious from the level title)...

3

As he walks right, make



him throw when he's exactly in the middle of the pit. His stone hits the top of the cliff on the right.







4

Repeat this action and the second stone should stick on the first.



5

Keep throwing stones from the pit middle to build a long bridge into the pit and down as far as possible.



6

...So the others can reach the top ledge.



10

Turn the release rate up to about 85 (this is essential if you're to beat the tight time limit).

10

The Lemmings start streaming into the exit. Turn the release rate back down to 01 (this makes the next part much easier).



7

Make the lead Lemming into a vertical digger just after he falls onto here.



11

Watch out for the very last Lemming and start him mining (diagonal digging) here, before turning him into a parachutist.



6

Now pour some cement when the Lemming's on the left of the pit (you may need two buckets), so the little guy climbs up and goes up the bridge and over to the exit.



7

Finally, turn the attractor into a jumper so all the other Lemmings start walking right, up the bridge and into the exit. A gold-standard reason!



## PLAYING TIPS

8

**SUCCESS!**



## THE CHEAT!

It's 'Let's go!' all the way with this easy-peasy Lemmings 2 cheat. On the main menu, simply click the pointer in the four corners of the screen, starting with the top-left and continuing clockwise — you should hear 'Let's go!' You can now access all levels (using the arrows on the level intro screen) from any of the 12 trials!



9

Now turn one of the Lemmings in the little pit into a left-facing basher — it's best to do this before too many Lemmings are in the pit or you may get the wrong direction!



12

He should dig right under the blocker, so both of them parachute safely down and head towards the exit.



13

The last Lemming should reach the exit with just a few seconds to spare.









65



## PLAYING TIPS

**Still** asking for more chaos after Issue 5's massive World 2 screenshot maps? Well, here's the rest of the maps for Worlds 2, 3 and 4, as supplied by Renegade and Simon Knight — plus a whole loadsa tips!

### LEGEND

-  Start points
-  Nodes
-  Silver Keys
-  Gold Keys
-  Points of Interest
-  Exits

### CHARACTERS



**BRIGAND**  
Cost: 2,755  
Weapon: Rifle  
Specials: Silent  
Barricade, Molotovs,  
Attract

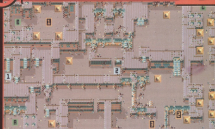


**PREACHER**  
Cost: 2,500  
Weapon: Lightning  
Specials: First  
Aid, Map, Shield,  
Freeze



**MERCHANT**  
Cost: 2,750  
Weapon:  
Golfing  
Specials: Bomb,  
Mines, First Aid

# THE CHAOS



## WORLD 2 LEVEL 3 — STEAM

- This level has three start points (A, B & C), which is used depends on which exit you took from the previous level. Traps.
- If you begin at start B, you must collect the gold rings, shoot the Firemen and activate the nodes to form a complete circle of marks around point 1. When you have complete the circle, a cotter will appear at point 1 which will teleport you to start A.
- If you begin at start C you must shoot all the nodes along the corridor to open the pipe

going at point 3. If you enter the pipe you will then be teleported to start A.

- From start A you must collect Silver Keys 1 which complete the parallel set of steps and allow you to continue into the level.

When you leave the area of the steam jets note that the pipe carrying the steam blows up and all the steam jets stop. This gives a vital clue as to how to leave the next area. The steam jet at point 3 must be extinguished before you can progress. Simply shoot the lead pipe directly to the north to turn it off.

- To reveal Silver Keys 2, you must activate the node which is round the corner to the west. This will generate a number of monsters including a Cowar Monster which runs off back the way you came. You must catch up with him and kill him to reveal the keys.



# ENGINE

## WORLD 3 LEVEL 1 — THE PITS

■ As you enter the level you're presented with a choice of five keys. All the keys marked as Silver Keys 2 create a bridge across the chasm. As soon as the bridge appears, a Hand monster materialises on the bridge and runs to the attack. The bridge disappears after short while but if you can manage to get across it before it does so, you'll have access to the secret area at point 2. If you fail to get across any of these

bridges you can collect Silver Keys 1 which creates a permanent bridge across the centre of the chasm. These keys make all the sets of Silver Keys 2 disappear and thus you won't be allowed to get into the secret area at point 2, though you will be allowed to pass through point 1.

■ All the StoneWatchers on the wall at point 3 can be shot. You are rewarded with a coin for each one you destroy.

■ The statue at point 4 is facing a different direction to all the other statues around it. Shoot it and you're rewarded with lots of treasure, but you'll have to kill a few Spiders first.

## PLAYING TIPS

■ The statue at point 5 is also facing a different direction to its neighbours. You have to shoot this statue to be allowed out of the area.

■ This route from both areas converge in the room by point 6. When you collect the Players Saved token at the top of the stairs into this room, the wall at point 6 is removed and you can thus progress deeper into the level.

■ The route forward is then blocked by the door at point 7. You must shoot the node in the room to the east to remove this door; you are then thrown to the maze of pits at the end section of the level.

To get to the centre of the maze, you must solve the puzzle in the eastern area first. Collect Gold Keys 1. Then collect Gold Keys 2. The latter set must be approached from the southern walkway. If you attempt to collect them from the east, they disappear before you can get to them, so you've failed to solve the puzzle. When you have both sets of keys you're able to reach point 8. After you've collected the treasure on the small island at this point you're teleported to point 9 in the centre of the pits.

■ If you fail to solve the puzzle or if you wish to go a different route through the pits, you may collect either Gold Keys 3 or Gold Keys 4 but not both sets. Each of these keys lead to a different route, each of which contains a different mix of monsters and treasure.

## WORLD 2 LEVEL 4 — QUARTERS

■ This level has three start points (A, B & C) which is used depends on which exit you took from the previous level, Stearn. The level, as the name suggests, is divided into 4 quarters. Each quarter has an entrance-way and an exit-way.

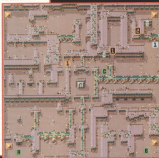
■ If you begin at Start A, you can't venture through the entrance of the southwestern quarter which means you miss an extra-life token. A metal pillar will be placed in the doorway of the secret room at point 1 which means you also miss out on all the treasure in the room.

■ If you begin at Start B you can't venture through the entrance of the southeastern quarter.

■ If you begin at Start C you may explore the whole level.

■ Silver Keys 1 open the northeastern quarter so you may activate the node and proceed.

■ Gold Keys 1 destroy the Stearn Jet so you may pass safely through the entrance to the northeastern quarter.



**GENTLEMAN**  
Cost: 2,500  
Weapon: Flamar  
Specials: Map, Attract, Repellent, Party Power



**NAVY**  
Cost: 3,000  
Weapon: Cannon  
Specials: Dynamite, Shot Burst



**THUG**  
Cost: 3,000  
Weapon: Shotgun  
Specials: Molotov, Air Burst





## PLAYING TIPS

### WORLD 3 LEVEL 2 — CONFUSION

■ As you enter the level you're presented with a choice of four corridors. You're sent along a different route depending on which one you choose:

Corridor 1 leads out into the western room to the north of the start point.

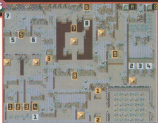
Corridor 2 loops back to the start point.

Corridor 3 leads out into the eastern room to the north of the start point.

Corridor 4 loops back to the start point.

■ If you take both corridor 2 and 4, when you finally arrive back at the start point, Silver Keys 1 will have appeared. When you collect these, one of the tiles on the floor next to you disappears as a small section of the floor rises up. If you step onto this section you're teleported to eastern room to the north of the main corridor. At this point you're back on the main route into the level. However, in the next room the statue at point 5 will be disappearing and reappearing. If you walk into the wall behind the statue you're teleported back to the start point once more, but this time the wall next to the position of Silver Keys 1 will have opened so you're able to access the secret area which leads to exit B.

■ Within this secret area, if you collect both sets of Gold Keys 1 and 2, a clue appears as to how to solve the puzzle floor within the next room. To solve this area you must follow the sequence of shapes on the floor: circle, square, plain. If you get it wrong you're



teleported back to the start of the floor. This room isolates you from the last treasure you'll find when you get to the end.

■ After you've shot the node in the next room, three sets of steps appears, each of which leads to a different set of silver keys. Each of these sets of keys produces a different bridge to the next area. Each one also removes some of the treasure within that area. Silver keys 4 gives you the reward when you cross the bridge, as you only have to collect one set of keys, although you might try the others to see what you can get.

■ If you do not get into this area you must follow the main route through the level from the start point towards exit A. If you pass through the western room to the north of the start corridor, only the node in that room exists and only Silver Keys 6 are in the room to the north.

start of the pathway and all the treasure disappears.

To be able to progress you must follow the lines on the floor and shoot the statue at point 6 and then collect the Silver Keys 6. If you collect Silver Keys 6 before you've been to point 7, you're able to get onto the island and get all the treasure.

■ Once across the island collect Gold Keys 3. These open the door at point 8. If you walk into the room via this point, some treasure appears. This only happens if you enter the room from the north.

■ Once you've collected the telephone at point 8, the bridge to the south of you disappears, thereby trapping you into the room. You must then shoot the Lobber that has appeared across the chasm, to open the door to the north and allow you to proceed towards exit A.

### WORLD 3 LEVEL 3 — REVERSE

■ The first thing to notice about this level is that it's made up from two virtually identical halves. This idea is reinforced by the numbering system used to identify the items of interest on the map, which are the same for each side. Which start point you use, and hence which side of the map you play, is dictated by which exit you want through on the previous level. Each side contains very similar puzzles, but which tend to operate in opposite ways from each other. The decoration on the walls is subtly different between the two sides, with statues facing opposite directions etc.

■ If you begin at Start A, you play the western side of the map. All the numbers below refer to items on that side of the map.

■ You can't get to Silver Keys 1, as an invisible force-field surrounds them. To get them you must shoot the plinths around them. Start with the southwest one, then the northwest and so on clockwise till you've destroyed all four. At this point the patterns on the floor disappear as the force-field is dropped, and you can

collect the keys which open the door from this room.

■ When you activate the node at the bottom of this section, Silver Keys 2 appear which, when collected, create the steps immediately to their west — thus you can continue into the level.

■ Both Silver Keys 2 and Silver Keys 5 create Silver Keys 4 which complete the western set of steps and allow you to get down from this plinth and further into the level. However, if you collect Silver Keys 5, as you set off down these steps you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with circular patterns, whereas on the eastern side square patterns are used. You must then continue to retrace up the middle channel of this section until you reach point 2 where you're teleported back to your original position in the western hall. When you reach point 2 on this side you can just pass through unaffected.

■ Silver Keys 6 open the door to the room containing Silver Keys 7 on the opposite side of the corridor.

■ Similarly Silver Keys 7 open the door to the room containing Silver Keys 5.

■ Silver Keys 8 open the door at the end of the corridor which allows you to get to the exit. It makes no difference which route through this set

of keys you take.

■ If you begin at Start B, you play the eastern side of the map. All the numbers below refer to items on that side of the map.

■ When you collect Silver Keys 1 you're trapped inside an invisible force-field. To get out you must shoot the Missing Link which has begun to patrol around the outside of the plinths. When this monster is destroyed you're released and the door out of this room is opened.

■ When you collect Silver Keys 2 at the bottom of this section, the node marked on the map at this point appears.

Activating this node creates the steps immediately to the west and thus you can continue into the level.

■ When you collect Silver Keys 4, both Silver Keys 3 and Silver Keys 5 appear. If you now collect Silver Keys 3, Silver Keys 5 will disappear. However, if you collect Silver Keys 5 first, you're able to collect both sets of keys in which case when you set off down the set of steps which have appeared you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with circular patterns, whereas on the eastern side square patterns are used. It is here that the first major







# PLAYING TIPS

## WORLD 4 LEVEL 1 — SEWERS



■ The first large room you come across in this level has lots of Revolving Domes bouncing back-and-forth across the room. These are invincible and thus cannot be shot; if you do shoot them you'll

merely which teleports you to point 3.  
■ As you approach the sewer pipes at point 4, monsters begin to generate in the easternmost of the two pits to the south of the corridor and start moving into the room below. Water flows from the pipe outlet, filling the pit to the west. To progress, you must shoot at the cracked pipe at point 4, which blows up and allows water to flow into the eastern pit, thereby cutting the supply to the pipe outlet. This simultaneously drains the water from the west pit, allowing you to carry on into the level and fill the east pit, drowning the monster generator. The sooner you do this, the less monsters you'll have to fight when you enter the room to the south.  
■ If, however, you choose to follow the corridor to the north, at point 1, you must activate both nodes at the top of the map and then carry on down the corridor at point 5, which is full of Revolving Domes. These are, again, invincible but in this case you can't simply dodge them as they move too quickly. You can push them down the corridor by firing at them and if you can get to point 5 you're able to collect a shield token and thus progress safely.

■ In the next room, the way forward is blocked by a pulsating force-field at point 4. You must shoot the node in the northeastern corner of the room so that the force-field drops and you can continue.  
■ The route to the exit is blocked by a water-filled pit at point 8. You must shoot the wheel at point 7 so it turns twice, thereby cutting the water supply and draining the pit.

## WEAPONS

Each character has a different weapon which changes in a different manner when it's powered up.

Note that Maximum Damage is the combined damage for the weapon. Thus, for example, the Lightning does all 27 damage with its one bullet whereas the Shotgun fires 7 bullets which do 7 damage each.

### FLAMER

Used By: Gentleman  
Start Damage: 5  
Max. Damage: 35  
Max. No. Bullets: 2  
Traced Through Monsters?: Always



### RIFLE

Used By: Brigand  
Start Damage: 7  
Max. Damage: 35  
Max. No. Bullets: 4  
Traced Through Monsters?: Depends on power-up level



### GATLING

Used By: Mercenary  
Start Damage: 5  
Max. Damage: 35  
Max. No. Bullets: 6  
Traced Through Monsters?: Never



### CANNON

Used By: Navis  
Start Damage: 9  
Max. Damage: 45  
Max. No. Bullets: 4  
Traced Through Monsters?: Depends on power-up level



### SHOTGUN

Used By: Thief  
Start Damage: 9  
Max. Damage: 45  
Max. No. Bullets: 7  
Traced Through Monsters?: Never



### LIGHTNING

Used By: Peasarch  
Start Damage: 5  
Max. Damage: 27  
Max. No. Bullets: 1  
Traced Through Monsters?: Always



just push them about and it's not a good idea to shove them all to one end of the room, so it's best just to avoid them. Collecting Gold Keys 1 and Gold Keys 2 reduces the number of Domes in the room.

■ At point 1 you can either carry on up the narrow corridor to the north or shoot the lever on the wall. As the lever drops, the water drains out of the pit beneath you; you can then get up to the room on the ledge above, which contains Gold Keys 3. When you collect these keys the narrow corridor is blocked and you're able to cross to the room marked as point 2. This room contains nothing but a open

## WORLD 4 LEVEL 2 — PUMP ROOM

■ There are two start points to this level (A & B), which is used depends on which exit you took from the previous level.

■ If you begin at Start B, you must collect Silver Keys 1 to exit from the first room. You then adventure along the corridor, to find an entry life of the eastern end. This route then rejoins the main one at point B.

■ If you begin at Start A, you must shoot the first node you come across, on the small island just outside the start room. When this node is activated, Gold Keys 1 will appear. If you go back into the start room and collect these keys, the manhole cover at point 1 will be removed, revealing the shaft below. If you step onto the opening you're teleported into the secret area to the north, which you must leave by walking into the large pit at point 2.

■ You must shoot the lever at point 3 in order to progress. This lever starts in the horizontal position; if you shoot while it's like this it drops and the western pipe closes, stopping the water flow and draining the pit at point 4. If, however, you spend too long in the room, shooting monsters and the like, the lever flips up. Shoot it at this stage and the lever drops, but this time the western pipe closes and the water drains out of the pit at point 5.

■ If you can cross the pit at point 4 this leads

into the short-cut area next to start B, but this time there are no extra life taken at the end of the corridor.

■ The pit at point 5 gives access to the main route onwards into the level.

■ When you reach point 7, the way forward is blocked by the water-filled pit to the south. You must shoot and destroy all of the pipe outlets which feed the pool at point 6, in order to drain the water

out the pit and allow you to continue. Start by shooting the one on the left, then the middle one and finally the right-hand one.

■ Once in the pit below point 7, you have a choice of routes. If you take the western ramp out of the pit, you enter a large room which contains some treasure. You must then collect Silver Keys 2 to exit this room and rejoin the main route.

■ In the next large room, at point 9, there are three switches on the wall. You must shoot the middle one, which is up, in order to flip it down. This flips the left-hand switch up. When you





## WORLD 4 LEVEL 3—THE HALL OF MACHINES

- This level is, basically, a long corridor leading to the single exit at the north. You've stopped from progressing along the corridor by pairs of activated nodes which project a barrier between them. These barriers are lethal and kill any character who walks into them; you have been warned!
- You must enter each room, before each barrier and solve the puzzle in that room to shut down the next set of nodes and open their barrier.
- Room 1 contains a circle of small pits. You must collect the Gold Keys in the centre of the circle to start a number of small rocks appearing in the pits around you. You must then shoot any of the rocks until you destroy one. As soon as one blows up, all the pits disappear and the puzzle is solved.
- At this point you should note that the light on the north wall of the room has stopped flashing and that a number 1 has appeared. This a clue for later. As a bonus, if you shoot this digit, it changes into a 4, which is another clue to a later puzzle in room 3.
- Room 2 contains a spinning wheel. As it passes a contact on its frame it speaks. To solve this puzzle you must simply shoot the wheel, at which point it stops spinning. If, however, you manage to stop it at exactly the



point when the contacts are touching, the wall to the east of the wheel cracks. If you walk into this section of wall it disappears and you open a short cut to room 4.

■ Room 3 contains a number of monster generators which produce extremely tough Half-Tracks. You must destroy all these and blow up the generators before you can activate the puzzle. At this point a set of numbers appears on the north wall. It's here that you use the clues you obtained in room 1. Shoot 1 to deactivate the nodes and open the barrier. If you've taken given the extra clue in room 1 you may now shoot 4 to open a short cut into room 5.

## PLAYING TIPS

- Room 4 contains a number of small dials, all of which have cracked except one. There is a small button next to this active dial. You must fire at this button to move the needle within the dial. When you've killed all the monsters that are generated, and moved the needle one complete revolution, this dial cracks as well and the puzzle is solved.
- Room 5 contains three animating pistons. When you enter the room, various Half-Tracks are generated to protect the pistons. As you kill off these guardians, the pistons stop animating - when all of them have stopped, the puzzle has been solved and you may continue to the final section of the level.
- The final section of The Hall of Machines provides you with an overview of what to do in the next level. The map of this section is a representation of the map of the last level of the game.
- You must first activate all the nodes in the four small rooms that surround the Generator at point 5.
- When the node counter drops to 0, you're informed that the exit is open, but on inspection you find that the door is still shut. However, a power cable joins the Generator to this door and if you shoot the base of the Generator it blows up, the cable dissolves and the door opens.



## WORLD 4 LEVEL 4— TIME FOR CHAOS

- The Chaos Engine is in the centre of the level and is protected by a force-field generated by four activated nodes. Before you can attack the Engine you must disable this force-field. Although the node counter says there are four nodes to activate in this level, there are no normal nodes, instead there are four electrical Generators, like the one at the end of the previous level. The positions of these Generators are marked as nodes on the map.
- You must destroy each of these Generators, by shooting them in the base. In order to do the power supply to the level and shut down the force-field.
- The control room at point 1 monitors your progress, as each Generator powers its own set of pistons as marked on the north wall of this room. When you shut down a Generator, its set of pistons will cease to move, its dial will be destroyed and the force-field surrounding the Engine will be weakened. You are also rewarded with a Players Saved token, which is placed in Room 1, for every one that you shut down. You may come back to this room at any time to bring a character back to life or just to



shoot this one, a set of steps appears immediately to the west and the right-hand switch flips up. You must flip this final switch to drain the final water-filled pit and allow you to enter the final (pump-room) itself. However, you must activate the two nodes on the ledge above the switches before you can open the final exit, so go up the steps and clear out this area before leaving the room.

- The node marked at point 1 (10) on the map, is only present if you began the level at start 0.
- You must collect Silver Keys 3 to open the door at point 1 (10) and allow you to get to the exit

- check how you're doing.
- When you've succeeded in destroying all four generators, you're informed that the exit is open, the force-field surrounding The Chaos Engine disappears and a pulsing ring appears at point 2. You must step into this ring so that you're teleported to the final conflict with the Chaos Engine.
- The Engine itself has two stages. At first it has a protective shell around it and you must hurt it sufficiently so that part of this shell dissolves away. Whilst it's in this phase it can't use the full force of its weaponry; however, once its insides are exposed it does everything it can to protect itself. All you have to do is destroy it to win the game and rid the land of Chaos. Simple isn't it?



## CHAOS THEORY

**T**he Naville and the Thug are the two most powerful characters. They move slowly but have very powerful weapons and destructive special, although they only get a few. They can take a lot of hits before being killed but are relatively stupid and not much use as a computer-controlled character to begin with.

The Brigand and the Mercenary are the best all-round characters. The Gentleman and the Prescher are relatively weak. They can only take a few hits but are very fast-moving and intelligent. They get a wide range of useful specials.

For the novice player it's probably best to select either the Brigand or the Mercenary as the human-controlled player (HCP) as they have the best balance of abilities. The Gentleman makes a very good computer-controlled player (CCP) as he's quick and intelligent and carries the Map — very handy for the first-time player. The Prescher's also very good as the CCP and he carries the First-Aid kit which allows the HCP to heal himself (by swapping specials). The more-experienced player should try the Naville as the HCP. He's a very strong character who has a very powerful, easy-to-use weapon and a very destructive special, the Dynamite. However, he does move slowly and can find it difficult to get out of the way of fast-moving shots.

## GENERAL PLAY

■ An extra life is awarded to either player, in either version of the game, for scoring a multiple of 7,000 points.

A novice player should use the Map as much as possible (the Gentleman has it on his first special). If you're not sure what a set of keys did, a quick glance at your map should help out. The First-Aid kit (the Prescher's) is handy to have at the beginning as you can heal yourself as often as you like. The Dynamite (the Naville) is also one of the best specials as it destroys all monsters on the screen, but you have to wait for the fuse to burn so be careful.

Silver keys are very important as they open up the main route to the exit or make vital items appear. You must try to collect all the silver keys on a level. Gold Keys, however, open secret rooms or bonus areas. Some of these can be quite difficult and so are probably best avoided until you get used to the game.

If a level has more than one exit, it's always to your advantage to go out of the higher-located exit (Exit B is better than Exit A). If you've heard 'Exit Open' (but the note counter still indicates that there are nodes to activate), try to find the extra nodes and then find the higher exit. These exits take you to bonus sections and secret areas on the next level.



In the earlier levels of the game, areas that you've completed are sealed off. Don't worry about trying back into them. You're done all you can, push on towards the exit. The music also gives you a clue as to how you are progressing. It picks up in pace as you near the exit, but becomes subdued if you go back into an area which you've cleared out. The music also becomes more pacy in difficult areas infested with lots of monsters, and more relaxed in regions where a bit more thought is required.

Passwords are awarded at the end of every World. Note that these record your character's status as well as their current position (including the number of lives they had left). Therefore you might be better off entering an old password or even starting again from the beginning to be in a stronger position with more lives at the start of the World.

Whilst you're playing the game, keep an eye out for background detail. Look out for shadows that don't look quite right and things out of place, rock pillars with faces or, a tell-tale geometric pattern of stones or something appearing just on the edge of the screen. Things are not always as they seem; don't be afraid to experiment, you can't hurt yourself.

Make sure you collect as much money as possible and quickly as the coins that the monsters leave behind will disappear if left for too long.

## ONE-PLAYER GAME

■ In a one-player game, all the money collected is automatically split 50/50 between the HCP and the CCP, so you don't have to worry about who shoots which things during play. If the clue, you'll have to play for him to be reconnected, so it's in your interest to share-out power-ups and such things as fairly as possible, so he stays alive.

In the game the CCP's actions can be influenced by the HCP. It's important to realise that the CCP can't see through the HCP, so won't run for things if you're blocking his line of sight. If he has nothing better to, the CCP will always attempt to get behind the HCP, so by a combination of moving and turning round it's possible to affect what he can see and what he'll do.

The CCP will only move towards food if he has less energy than the HCP. He will, however, collect it if he runs over it whilst on his way to something else. The same is true of extra lives.

He won't collect any object, no matter how much he needs it, if that object would affect the map in some way or generate monsters. Therefore he never picks up keys, booby-trapped food or the like.



## EQUIPPING A CHARACTER

■ Cash can be spent in the

Equipment section to improve a character's statistics. You have to make sure that a character's skill level is kept as high as possible, as this controls his current maximums for all his other statistics and dictates how many weapon power-ups and special abilities are available for purchase.

Try to keep his level of weapon power-up as high as possible and then spend any money left over on extra lives.

Intelligence is very important for computer-controlled characters as it controls how well they play the game, so try it for them whenever you can.

The slower characters, like the Naville and the Thug, would greatly benefit from a little boost in speed when you get the chance.

## TWO-PLAYER GAME

■ In a two-player game, it's best to stay away from the edge of the screen until you know the game really well.

The money is shared out, based on what each of the characters does. Nodes and keys are the most important things, so make sure you get as many of these as possible. The last node, the one which opens the exit, is the most important of all, since you'll be credited for opening the exit as well as activating the node.

You're awarded points for collecting keys and activating nodes, as well as for shooting monsters. Points are also awarded to the first player out of the exit.

In general, it's best to try to cooperate. Share out the power-ups and the special powers as evenly as possible and attempt to do an equal amount of work on each level. Decide which of you is going to cover the rear and which is going to shoot the monsters up ahead, as it's no good both of you shooting at the same monster. It'll be a lot easier to progress if both of you are as powered-up as possible.





# CUT-OUT 'N' CHEAT!

## CHEAT CARDS

Are'n't we just the coolest mag in the known universe? Not only do we give you the latest and greatest game tips, we also put the fiddly little ones on convenient cut-out cards! No more rummaging through endless dog-eared tomes just to find a level code for a game... ah, bliss!





# CHEAT CARDS



1. 3D POOL
2. ALIEN STORM
3. ROBOCOP
4. SWORD OF SODAN
5. TORVAK THE WARRIOR
6. LINE OF FIRE
7. OOOOPS UP
8. RAMBO III
9. FIGHTER BOMBER

1	2	3
4	5	6
7	8	9

## ROBOCOP (IBM Speed)

Don't laugh at Spectrum owners — he might show you his copy of *RoboCop*, which was—was—over cars. Hold down the Shift key and type **ALIE MURPH** (including the space), press fire, then press the left mouse button. Your energy is restored.

## ALIEN STORM (IBM Speed)

That's what you get for converting a game with blinding graphics and not-all-else — not recommended. To skip levels, press the 'I' key.

## 3D POOL (Plus)

More trickshot codes:

11 — 0751 100 14 20 15 — 0004 076 12 30  
12 — 0010 023 02 10 16 — 0000 040 30 20  
13 — 0004 064 54 20 17 — 0072 100 50 30  
14 — 0004 100 52 10 18 — 0072 100 52 10  
19 — 0071 024 02 20

## LINE OF FIRE (IBM Speed)

Not the greatest of games, but it's very **VERY** violent. Type **OPERATION FERRET** (including the space) on the joystick select screen. Whoopie, you're invulnerable!

## TORVAK THE WARRIOR (Home Design)

Another game with little to offer except muddy and atmospheric graphics. On the high-score table type **CHEAT...** (three full stops). On the pre-level map screen hitting keys F1-5 while holding fire takes you to that level.

## SWORD OF SODAN (Blackdown Arts)

A real blast from the past, and it's now on budget too! Type **NANCY** on the high-score table for lots of lives. You can then skip levels by pressing **RETURN**.

## FIGHTER BOMBER (Activision)

There's nothing like a really good fight sim, but what makes a good one is open to debate. This one is detailed but slow — you decide!

Enter your pilot's name as **BURCHARD** to allow you to attempt any mission. Hitting B takes you to your next target.

## RAMBO III (Brown)

Rambo's enough to make you **PURE!** This game's almost reamazingly bad...

Type **RENEGADE** on the high score table and press 1, 2, or 3 to access that level.

## OOOPS UP (Bromberg)

As 'tributes' go, it's a wonder this one stayed out of the courts. Stick to Pang, you know it makes sense.

Level codes:

4799 047E  
A234 0406  
F2T7



# CUT-OUT 'N' CHEAT!

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## CHEAT CARDS





# CHEAT CARDS



10. SUPREMACY
11. BATMAN
12. CONTINENTAL CIRCUS
13. DOUBLE DRAGON
14. DAMOCLES
15. DEFENDER OF THE CROWN
16. BATTLE SQUADRON
17. PIPEMANIA
18. THE LIGHT CORRIDOR

10	11	12
13	14	15
16	17	18

## CONTINENTAL CIRCUS (Virgin)

Did you know? This game shouldn't be kept called Continental Circus, but had translation and a dodge game line equipped it'll be the best to hit! To improve your starting, push the joystick forward and hold fire as soon as the first red light appears. When the second flicks on, release the joystick. But now as you get the green light push forward again.

## DEFENDER OF THE CROWN (Cloverware)

An aging classic which, alas, went down with Robert Maxwell. If you're stuck, hold K while the game loads. You'll start the game with 1000 knights and soldiers.

## THE LIGHT CORRIDOR (Infogrames)

Who says all breakout clones look the same? Level codes:  
Level 10 — 3005    Level 30 — 5018  
Level 20 — 6811    Level 40 — 1623  
Level 50 — 9932

## BATMAN (Demos)

Do believe the hype? Type

## JAMMMMM

on the title screen for infy lives.

## DAMOCLES (Horseware)

If you want the lowdown on this ace arcade adventure, check out our feature in issue 5. To find the first move trigger and move bomb, fly to Gaea and go to the Ur City. Professor Hankum's lab is at location 01 01 — use the 0 key to get in. Collect the skeleton, turn it on and it becomes the move trigger. The move bomb is at location 09 02.

## PIPEMANIA (Daphnia)

Building sewers was never so much fun! Level codes:

BALL	DOCK
BLOB	GRIP
WLD	TICK
OOZE	

## SUPREMACY (Virgin)

Not to everyone's tastes, but it's a great game nonetheless. Scrap a solar satellite on a planet with no fuel reserves and you get 20,000 tons of the stuff.

## DOUBLE DRAGON (Virgin)

Doesn't it drag-on? This saga must be one of the most overrated in computer history, and this is where it all started... Start a two-player game, press both the buttons and hit ESCAPE. Hey ho, you've got infinite credits!

## BATTLE SQUADRON (Horseware/Atishall)

A carrier of a vertically scrolling shoot-'em-up. At the depth of a puddle on a hot day, but who cares? To activate the cheat mode, type CASTER at any time during the game.



# CUT-OUT 'N' CHEAT!

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



## CHEAT CARDS





## CHEAT CARDS



19. DRIVIN' FORCE
20. THE SPY WHO LOVED ME
21. AFTER THE WAR
22. KICK OFF: EXTRA TIME
23. ARMY MOVES
24. DEFENDER II
25. TOYOTA CELICA GT RALLY
26. NICK FALDO'S CHAMPIONSHIP GOLF
27. SLEEPWALKER

19	20	21
22	23	24
25	26	27

## AFTER THE WAR

It's... It's... It's... just another boat-on-up. Competent, but pales next to today's offerings. During the first stage press Alt, B and I simultaneously for infly energy and Alt, M and I to jump to the second stage.



## THE SPY WHO LOVED ME

Better than previous Bond efforts, but six short levels and derivative *Spy* Monty-esque gameplay mean it's still only worth about 60%.  
Type **BSS MONEYFURY** on the title screen for info lives.



## DRIVEN' FORCE

An incredibly fast game that gives no impression of driving whatsoever — buy the excellent *Proton* instead. Wanna stop your car leaving the track? No problems — on the title screen, click on the two 'i's in *Drive*!



### DEFENDER II

An age-old ruse from the grant. The coin-op wasn't as good as its predecessor and you can get a near-perfect PD clone of it (Obsolescence) — buy that instead. Type G O A T F (including the spaces) for invincibility.



## ARMY MOVES

Sounds like a government environmental relaxation scheme. But it's not, it sounds like you're running out of ideas — **lie!**

In part one hold **Alt**, **D** and **I** for immunity. The code for the second part of the game is 101000. (Press **Alt**, **J** and **I** for immunity in the second round).



### KICK OFF: EXTRA TIME (Round)

To prevent the computer-issuing penalties, turn on your joystick's autofire and hold the fire button. Alternatively, just repeatedly hit fire.



### SLEEPWALKER

On the title screen type  
TOSADGADGANDMYDANGALC  
HOLNOLCOWE (honest). Ralph  
and Lee's noses turn green.  
From now on you can hit  
RETURN to skip levels or TAB to  
get nine lives, full energy, all  
animations, and all buildings.



## NICK FALDO'S CHAMPIONSHIP GOLF

**(Frustrating)**  
If Neil Armstrong can play golf on the moon, why couldn't you play a hole-in-one on Mars? That's today's bonus course (except instead that this greatly reduces all the normal game, so you have to control your own destiny).

Type **986-462** on the title screen. You have taken a bonus shot hole-in-one on golf — or

(over)



**TOYOTA CELICA  
GT RALLY**  
(Standard)

Pressing **2** at the beginning of a race starts the timer. When you reach, press **RECALL** (upside). This takes you to an optional screen. Exit **2** and you can restart the session immediately.





# CUT-OUT 'N' CHEAT!

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

## CHEAT CARDS





# CHEAT CARDS



28. BILL'S TOMATO GAME
29. THE CHAOS ENGINE
30. GEM-X
31. HISTORYLINE
32. HISTORYLINE
33. HISTORYLINE
34. SENSIBLE SOCCER
35. CRYSTAL KINGDOM DIZZY
36. LEGEND

282930  
313233  
343536

## GEM-X

(Miscellaneous)

Level Codes:

B — BARTHELEMY	E — EARTHQUAKE
C — CEMETERY	L — LUTHER
D — DUNGEON	M — MOUNTAIN
E — EARTHQUAKE	N — NORTHERN
F — FORTRESS	O — OCEAN
G — GEM-X	P — PAPER
H — HELL	Q — QUEEN
I — ICE	R — RAIN
J — JUNGLE	S — SANDS

## THE CHAOS ENGINE

(Miscellaneous)

On World 1 Level 2, join up the Party Power Item and double back to the entrance before it expires. This gives you everything.

Level Codes:

ONE PLAYER	TWO PLAYERS
W1 — 00000000	W2 — 00000000
W3 — 00000000	W4 — 00000000
W5 — 00000000	W6 — 00000000

## BILL'S TOMATO GAME

(Miscellaneous)

Press HELP to take you to the next level (don't bother sending us level codes either — each game generates its own personal set, which are bloomin' useless to everyone else).

## HISTORYLINE 1914-1918

(Miscellaneous)

Yet more level codes — Two-Player

1. FRANCE	2. GERMANY	3. AUSTRIA
4. ITALY	5. RUSSIA	6. JAPAN
7. USA	8. CANADA	9. CHINA
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## HISTORYLINE 1914-1918

(Miscellaneous)

More level codes — Allied

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7. USA	8. CANADA	9. CHINA
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## HISTORYLINE 1914-1918

(Miscellaneous)

Level codes — German:

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4. ITALY	5. RUSSIA	6. JAPAN
7. USA	8. CANADA	9. CHINA
10. INDIA	11. AUSTRALIA	12. SOUTH AFRICA
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100. FRENCH SOUTHERN OCEAN TERRITORIES		

## LEGEND

(Miscellaneous)

Maybe not quite a Legend, but a damn fine game nonetheless!

Remove enough armour so your AC is at least +11. It should suddenly become 345.

## CRYSTAL KINGDOM DIZZY

(Miscellaneous)

Not the best Dizzy arcade adventure, and an incredibly silly choice of games for a price hike.

Level Codes:  
Part Two — 054750 88K  
Part Four — 034500 12K

## SENSIBLE SOCCER

(Miscellaneous)

Phil won the cup, Phil won the cup, so-called, Phil won the cup! Loved CUSTOM TEAMS and saved England and Germany for a friendly match. The game will continue as normal, but in black and white — just like the 1986 World Cup final!



# JOIN THE A-TEAM EVERY MONTH!

SUBSCRIPTION

**H**ey! Do you want the good news or the even better news first? The good news is that from issue 8 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets **EVERY** 4 weeks!

The **even better news** is you can get AMIGA FORCE on a low-cost, recession-busting subscription. Not only do you receive 12 issues of the magazine for serious Amiga gamers, you also get **THREE** great Gremlin games (total original value: £74.87) for just **FOUR** pounds extra! It's brilliant isn't it?

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Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to: **Europeans Direct** (not the AMIGA FORCE editorial office). And may the FORCE be with you...



## LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy 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 baddies (and he searches for the fragments of a mystical sword). The innovation of showing unexplored areas as you remove the risk of backtracking in the extensive underground levels.

### MANIX

■ A slugged-up variation of the classic D-Dart coin-op. This has you juggling around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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NEXT MONTH

# FORTHCOMING ATTRACTIONS!

## REVIEW REVOLUTION

**N**ext month we hope to bring you the ultimate dogfight, with reviews of two flight sims:

*Ancient Air Of War In The Skies* and *Combat Air Patrol*. With any luck, we'll also have *Doki, Head Gears*, *Super Cauldron* and *Dino Din's* eagerly awaited *Doki* — can it beat *Sensible Soccer*?

As we said last month (and in this issue's editors), **AMIGA FORCE** can make no promises

to review games, as we don't know whether they'll be 100% finished. However, due to just missing our editorial deadlines, some games appear on the shelves well before their *AMIGA POWER* review (in the subsequent issue).

Indeed, some readers have told us to forget our firm rule of reviewing only finished products, as they want to read reviews of the big titles before they're released. Well, from next month we can satisfy this need and will stick to our principles. No, we haven't discovered a time warp, but instead a revolution in game-testing technique! All will be revealed in our next scintillating issue!



## ALSO IN NEXT MONTH'S AMIGA FORCE...

### CANNON FODDER

We pay a visit to the HQ of the legendary Sensible Software to playtest their ambitious shoot-'em-up, *Cannon Fodder*, due for release this autumn. We're shooting already!

### THINK AGAIN!

Do you long for something more than mindless blasting and platform leaping? You probably want something to test your grey matter, but maybe you're not interested in military sims and wargames? The Amiga has plenty of brain-bending 'god' games, where you have control of vast cities or worlds. We look at the best of these, and other non-military strategy games in a real thinking man's roundup!

### TIPS GALORE

We bring you part two of our brainier 'Body Blows

guide, unique tips for the epic *Flashback*, multicoloured maps of *Morph*, and much more!

**amiga  
FORCE**

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# BEAVERS

NOW  
AVAILABLE  
ON AMIGA

★83% AMIGA ACTION★

IS BEAVERMANIA about to come to an abrupt halt? Help Jethro defeat the fiendish plans of the Rabbits, rescue his wife and sustain Beavermania in this fast action arcade game.



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