

Over 70 games tipped!

**SNEAK PREVIEW OF SENSIBLE'S
CANNON FODDER & WORLD OF SOCCER!**

amiga

FORCE

**ALL THE LATEST
FULL-PRICE &
BUDGET GAMES REVIEWED
AND RATED!**

WORLD EXCLUSIVE!

**NEW CD
AMIGA
IS HERE!**



BULLFROG'S BRUTAL BLAST

SYNDICATE

THE MOST VIOLENT AMIGA GAME EVER?



Impact
AMIGA GAMES



£1.95 No.8
AUGUST 1993
PUBLISHED BY THE F&M GROUP LTD, BIRMINGHAM B1 1BB
CREATING SOUL READING

Inside: NEW CD AMIGA ■ SYNDICATE ■ GUNSHIP 2000 ■ GOAL! ■
DUNE II ■ ISHAR 2 ■ BODY BLOW GUIDE ■ & MUCH, MUCH MORE!

amiga FORCE

■ ISSUE 8

AUGUST 1993

READ ALL ABOUT IT

All the latest news, including Virgin's acquisition of Acclaim's licences — yes, *Alien 3* will be creeping onto your Amiga after all!

6

RAVE REVIEW

10 Bullfrog's new game, *Synthetic*, is a violent tactical shoot-'em-up that certainly ain't for the squeamish.



NEW CD AMIGA!

Yes, the industry rumours were true! At last, Commodore's CD baby is revealed in all its glory.

14

SENSIBLE SPECIAL

The inevitable Sensible Software reveals their two latest titles, *Golden Fodder* and *World Of Soccer*.

16

SCORE WITH GOAL!

£750 worth of special Goal! footballs are up for grabs in this kickin' competition.

18

RICH PICKINGS

Can *Shenmue* 2000 fly higher than the classic original? Does *Goal!* score? Find out this and much more in our full-price reviews.

19

FLYING FASHION

Win a cool Avroco flying jacket in this cracking 'copter game from MicroProse.

37

GET MORE KIXX!

A roundup of the whole range of MicroProse titles rereleased by Kixx, including new additions *F-15 II* and *Knights Of The Sky*!

39

THE TIPS SECTION

Hit back with the final part of our *Body Blows* guide, let us transform you into a brilliant *Morph* player, and be a hero with our *Flashback* tips.

60



4



FREE POSTER!

Put it out and stick it on your wall!

41

BUDGET BARGAINS

Cut prices don't necessarily make for bargains — we separate the cream from the cheese.

48

HAT'S HERE?

CONTENTS

REVIEWS INDEX

FULL-PRICE

■ 1689	28
■ Ancient Art Of War In The Skies, The	23
■ Dune II	24
■ Gail	26
■ Gunship 2000	22
■ Ishar II	30
■ Lost Vikings, The	34
■ Space Legends	30
■ Syndicate	10
■ War In The Gulf	27
■ Whale's Voyage	29
■ Worlds Of Legend	19

BUDGET

■ 688 Attack Sub	48
■ Boston Bomb Club	52
■ Crystals Of Arborea	50
■ Harlequin	51
■ Hot Rubber	48
■ Immortal, The	50
■ Mip-20 Fulcrum	49
■ Myth	53
■ Project X	52

LEMMINGS LIFELINE

This month, and every month, we solve the trickiest levels from Lemmings and Lemmings 2.



72

GOING PUBLIC

Even more priceless PD offerings, including a couple of interesting adventures and a corking new Assassin's compilation.

54

CUT-OUT 'N' CHEAT

Yet more cheats and level codes to cut out and add to your collection. Plus the all-new Tips Bits column, for all the hottest hints.

75



FORCE 9 MAIL

With Tips Bits getting its own separate column, our letters section is now a tips-free zone.

58



RACE RESULTS

PLAYER 1



81

SUBSCRIBE

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

NEXT MONTH

Find out what's cooking in the next tip-smoking issue of AMIGA FORCE.

82

Impact Creating the reading

- **EDITOR** Phil King
- **CONCEPT & DESIGN** Mark Kesteven
- **FEATURES EDITOR** Ian Osborne
- **STAFF WRITERS** Chris Hayward, James Price, Miles Gundry
- **EDITORIAL ASSISTANT** Mike Jackson
- **SCREENSHOTS AND MAPS** Mike Jackson & Phil King
- **ADVERTISING MANAGER** Neil Gysin
- **ADVERTISING SALES** Nicholas Kambou, Peter Playbould
- **PROMOTION TEAM** Patrick Frey, Jacqui Morris, Mike Parkinson
- **PUBLISHER** Victor Mullerstein
- **GROUP PUBLISHING DIRECTOR** Roger Rose

AMIGA FORCE is published by Impact Magazines Ltd, Ludlow, Shropshire SY8 2JL. Tel 0584 878851. The content is copyright and you can't reproduce anything without asking our publisher first!

© 1993 Impact Magazines Ltd.
The Big Breakfast are the contents of the copyright in certain of the illustrations, artwork, type, scripts, trademarks and representations used in this publication. These are used under licence to Impact Magazines Limited.

ISSN 0964-7005.

Printed in the UK and distributed by CDMAG

ABC

READ ALL ABOUT IT!

CD — COMMODORE DOMINATION!

The most exciting development in home entertainment is upon us. Everyone has said for some time that CD technology represents the future for the games industry, but previous CD consoles (including the C2-TV and Mega CD) have lacked the power to really impress. For a while, Philips CDD was the great hope, but its expense and lack of decent software put paid to that.

At under £300, Commodore's CDD2 will set the games world alight with its 32-bit technology and dual-speed CD drive. Not only that, but with its multimedia capabilities (it has a port for a Full Motion Video module) it will score in the video and audio markets too. Fairly soon, CD feature films will become available and audio CDs may even come complete with in-built pop videos! In time, this will undoubtedly lead to multimedia games with actual real-time film footage and audio. CDD2 is the only affordable machine able with such capabilities — and with its early release, Commodore have beaten the Japanese console companies to the line. With good marketing and software support, CDD2 is certain to be a rip-roaring success. For more information, see our feature — a world first — on page 14.

In AMIGA FORCE, we plan to cover the imminent CD software in full — in addition, of course, to our committed coverage of all Amiga games. Indeed, this month has seen a flood of great new releases, including the superbly syndicated and incredible *Gunsrip 2000*. Those worried about CDD2's impact on existing Amigas need not fret. Sure, in a couple of years time maybe all software will be on CD (the all-in-one attraction is obvious for the software companies), but the great news is that Commodore are set to provide attractive trade-in offers for existing Amiga owners. In fact, an offer already exists to upgrade to the A1200 — and there'll be a compatible CD drive for that machine.

The future of the Amiga has never looked rosier!

DOMARK WIN DRIVING LICENCE

In a major deal with Fuji Network Television, game publishers Domark have scooped the rights to market a series of official Formula One games for the 1993-94 season. An excited Mark Stephan, Domark's MD, said, 'This is the most important title Domark have ever published. The game's a winner on all counts — the licence is unbeatable, the program is superb and we'll use all of our development and marketing expertise to ensure that *F1* is our biggest ever hit.'

Whether or not it lives up to expectations remains to be seen, it's hard to be a real fundraiser to beat (admittedly) the blood-price-published *Formula One Grand Prix* in the depth department or *UBI Soft's* *Virgin* for speed, and neither of them had expensive licences tucked on. With other ratings like *Contender* and *Super Monaco GP* available on budget, Domark have their work cut out if *F1* is to stay out of the pits.

BUGS BYTE BACK

Conquest's brilliant Bug joystick is to make a comeback following an exciting redesign. The new model will have chrome 'eyeballs', a choice of four different sticks and a variety of colours. A plastic base is also planned.

ChaseIt have also discontinued their horrendous 'character stick' range, which were basically lame licences tucked onto some very average controllers.



GAME FOR A VIRGIN?

Following Acclaim's withdrawal from the home-computer market, Virgin Games have bought the rights to several of their Amiga titles.

Alien 3, the fun (if inaccurate) film licence, will now be programmed by the Probe team. Although almost complete, the original code wasn't deemed good enough and will be completely rewritten for the Amiga release (funny how it poked up new releases in lesser media, isn't it?).

Probe are also working on *Mortal Kombat*, an extremely blood-festively beat-'em-up, and the *Op. Thunderbolt*-inspired *T2* — The Code Op. Arc Developments will handle *Start Me Up*. The World's second game in the Simpsons saga. Also on the cards is a conversion of the *Quash* *Dunham* 3D-in and an *A1200* version of *Mortal Kombat*.

The completed but never released *Alien 3* *Fun House* will also be marketed under the Virgin banner. For the lowdown on this excellent game, see issue 2's game review.

GOAL-DEN OPPORTUNITY

Virgin Games are organising a series of Goal challenges between 22 July and 21 August. Taking place at all of the 14 Virgin Game stores

around the country, the lucky winner gets an all-expense-paid trip for two to the FA Cup and Coca Cola Cup finals, and the chance to see England get



OCEAN ON THE BALL (TWICE)

Despite losing the FA Premier League licence, Ocean are held at work polishing their footy game formerly of the same name. Now called *Olympique De Marseille*, Ocean have already tweaked the code beyond recognition, making previous coverdubs almost completely redundant.



Ocean originally intended to market the game under a different title in each European country, but decided *Marseille* (current European champions) are sufficiently well known to sell the game outside France. Out for a September release, start looking out for the review around August.

Also in the cards is a pure management game, *Super League Manager*. We can't tell you much about this one at all, except it's due to hit the shelves in October.



OPPORTUNITY

Finished by — sorry, play — Poland in September. There's also a boot-load (ouch!) of Activision goodies to be won.

You don't have to cough up for a copy of the game to enter, but if you do you get a free joystick. Contact Virgin on 081 980 2255 for further details.

PSYGNOSIS PRICE CRASH

Psychonosis, recently bought up by Japanese giant Sony, are mounting a massive summer blitz on the Amiga market by reducing many of their older titles to a mere £14.99. The titles involved are (just deep breath): Agony, Amnesia, Armour Geddon, Shadow Of The Beast II, Billy's Fomale Game, Assassins, Barbarian II, Lander, Celsius, Oni, Cyclone, On Air, More Lemmings, Shadow Of The Beast II, Air Support, Amnesia, and finally Killing Game Show. The cut-price games hit the shelves in groups of four, the last batch to be released on 21 June.

MANGA MAYHEM

ICE Ltd have snatched the licence for Japanese Manga video hero Akira. An incredibly popular cult figure, Akira (the video) has shipped 20 million copies worldwide, and 20% of goods sold at Forbidden Planet (London's premier comic shop) are Akira-based.

But what about the game? Clear to ICE spokesman Stuart Bell... 'It's a Flashback-type product with beat-'em-up elements,' he said. 'The cartoony graphics are identical to the video. This is definitely not a lame licence game, it's really play!'

The Manga series of ideas are famous for their quality and violence — most are 115 rated, some even 18), and they're soon to be launched over here. Previous attempts at cartoony games haven't really scored well (Gargu's Car, Space Ace, etc) but this one looks set to break the mould. Look out for mega-provinces of this and other forthcoming ICE games in the near future.

NEWS

THE BIG BREAKFAST



TELEPHONE TIPS

Don't be Boffin, everyone's favourite TV games reviewer is back with four more classic offerings to tip. Being a democratic sort of dweeb, he likes to ask AMIGA FORCE readers which they prefer before putting finger to keyboard, so pick your fave and phone the relevant number. Calls cost a maximum of 10p, which is cheaper than a stamp!

GOODBYE, DMU

Digital Marketing International have ceased trading, but their forthcoming releases live on through new distributors Komput! UK. Moody's Wonders now published by Vision Software, and Aggro Safari, from Italian publishers Dynabyte. Donk, the first commercial release of PD2 registers The Hidden, is still in the hands of DMi's receivers. Moody's Wonders Aggro Safari, the should be the shelves around now.



COMMODORE IN PC PULL-OUT

Commodore are pulling out of the hideously overcooked PC market in order to concentrate on the Amiga. They intend to push and develop their 32-bit range and looking towards 64-bit technology: the next obvious step, though currently too expensive for the home market. The good old 16-bit Amigas won't be neglected, however — contrary to speculation, there are no plans to stop manufacturing the machines in the foreseeable future.

Rumours about an A5000 machine based on the 68060 chip are also untrue — this was a lame April Fool trick circulated on American bulletin boards.

A1200-OWNERS JOIN THE CUE...

Those who bought Commodore's 32-bit wonder will soon be able to play the formerly incompatible Jeremy White's Shooter and Archer MacLean's Pool.

The older versions ran at 25 Hz most of the time, explained Archer, but the tweaked versions do so all the time, making them much smoother and A1200 compatible.

The new versions of the games go on sale in July. Virgin hope to offer an upgrade service for those who already have the game — more news as it's made.

GUNSHIP 2000 MicroProse 0839 007 898



WORLDS OF LEGEND Mindscape 0839 007 895



WAR IN THE GULF Empire 0839 007 896



DUNE II Virgin 0839 007 897



TOP 100 CHARTS



Having surged to the top last month, *Desert Strike* is knocked out of the sky by the incredible *Flashback*, which flashes straight in at Number 1. It's a hard game, though, so check out the terrific tips in this month's **AMIGA FORCE**, and future issues.

1

FLASHBACK

■ US Gold ■ £59.99



CHAMPIONSHIP MANAGER '93

■ Demarc ■ £35.99

2



DESERT STRIKE

■ Electronic Arts ■ £39.99

3



WORLD CLASS CRICKET

■ Audiogame ■ £29.99

4



5

A-TRAIN

■ Gower ■ £29.99

A-TRAIN



6. <i>Manic Street Preachers</i>	Team 17	12.99
7. <i>Search For The Sky</i>	Virgin	39.99
8. <i>Demarc: Soccer 93</i>	Penangate/Mindscope	25.00
9. <i>Power Manager</i>	Quanta Graphics	25.00
10. <i>Body Mass</i>	Team 17	39.99
11. <i>Fast Track Manager</i>	Codemasters	1.00
12. <i>Prolet</i>	Kix	13.00
13. <i>The Chess Engine</i>	Penangate/Mindscope	25.00
14. <i>Time Patrol</i>	4th Squad	1.00
15. <i>Hot Spots</i>	Kix	14.99
16. <i>Language 2</i>	Progress	20.00
17. <i>Superhit</i>	Team 17	25.00
18. <i>WW2</i>	4th Squad	1.00
19. <i>First Contact</i>	Adrian 15	29.99
20. <i>Popcorn & Pinwheel/Land</i>	4th Squad	12.00
21. <i>Steel Fighter 2</i>	4th Squad	27.00
22. <i>Wing Commander</i>	Origin/Mindscope	34.00
23. <i>311 Flying Fortress</i>	Mindscope	24.99
24. <i>James Bond</i>	Virgin	1.00
25. <i>Doom: Prince Of Darkness</i>	Codemasters	7.00
26. <i>4000 Miles</i>	4th Squad	12.00
27. <i>Final Fight</i>	Kix	9.99
28. <i>Latin Turbo Challenge</i>	Virgin	29.99
29. <i>War in the Gulf</i>	Virgin	29.99
30. <i>Manic Mountain</i>	Kix	12.00
31. <i>Ham Quest</i>	Adrian 15	9.99
32. <i>Body Mass: Graphic Action</i>	Kix	14.99
33. <i>May 28th</i>	4th Squad	12.00
34. <i>SWP: Wheelwreckers</i>	4th Squad	9.99
35. <i>Spellbound: Story</i>	Codemasters	29.99
36. <i>Scrabble</i>	4th Squad	9.99
37. <i>Secret Gun Up Gun 82</i>	Kix	9.99
38. <i>Prison of Fear</i>	4th Squad	7.00
39. <i>Monkey Island 2</i>	4th Squad	57.00
40. <i>Terminator 2</i>	4th Squad	7.00
41. <i>Interceptor</i>	Comet/Peter-Cohen	29.99
42. <i>Formula 1 Grand Prix</i>	Mindscope	34.00
43. <i>441 Tank Platoon</i>	Kix	14.99
44. <i>Top Gun 2</i>	4th Squad	7.00
45. <i>Interceptor</i>	4th Squad	13.00
46. <i>Jack Jones - Fate of Atlantis</i>	4th Squad	27.00
47. <i>Colossus</i>	Mindscope	34.00
48. <i>Operation Stealth</i>	Kix	14.99
49. <i>Fallen Knight</i>	Kix	13.00
50. <i>Secret Turbo Challenge</i>	Adrian 15	29.99
51. <i>Pat Turner: Tour</i>	4th Squad	7.00
52. <i>Pist Tur</i>	Electronic Arts	29.99
53. <i>Taylor Soccer Challenge</i>	Kix	29.99
54. <i>Patricia Rich Boring</i>	Kix	9.99
55. <i>Madison Avenue/Kodak</i>	Electronic Arts	39.99
56. <i>KODAK</i>	Virgin	39.99
57. <i>History Line 1844-1914</i>	Blue Byte	34.99
58. <i>Baroque Islands</i>	4th Squad	7.00
59. <i>Body</i>	Kix	9.99
60. <i>Jack Mountain Golf</i>	4th Squad	7.00
61. <i>The Greatest</i>	Adrian 15	29.99
62. <i>Superhit 2</i>	Virgin	9.99
63. <i>St. Patrick's Championship Golf</i>	Competition	25.00
64. <i>Road Race</i>	Electronic Arts	25.00
65. <i>WWII Hammer Assault</i>	Comet	24.00
66. <i>The Simpsons</i>	4th Squad	9.99
67. <i>Culture Games 2</i>	Kix	9.99
68. <i>Swat</i>	Quanta Graphics	25.00
69. <i>Pothead</i>	Kix	9.99
70. <i>Legend</i>	Mindscope Classics	14.99
71. <i>Robin Hood: Legend Quest</i>	Codemasters	7.00
72. <i>Flaming Bird</i>	4th Squad	25.00
73. <i>Campaign</i>	Virgin	24.99
74. <i>Barbarians 1942</i>	Kix	14.99
75. <i>Clayton Dynasty</i>	Codemasters	25.00
76. <i>Archie's Magma</i>	Kix	25.00
77. <i>Secret Fighter</i>	Kix	9.99
78. <i>Hot And Ice</i>	Penangate/Mindscope	29.99
79. <i>Midwinter</i>	Kix	12.00
80. <i>The Inevitable</i>	4th Squad	19.99
81. <i>The Cyclist</i>	4th Squad	9.99
82. <i>Kingmaker (Win)</i>	Mindscope Classics	14.99
83. <i>Magical Dicks</i>	Codemasters	7.00
84. <i>Treasure Island Dicks</i>	Codemasters	4.99
85. <i>Quattro Power Machines</i>	Kix	7.00
86. <i>Phenomena</i>	Cine Design	39.00
87. <i>Virtual Football</i>	2nd Century Ent.	29.99
88. <i>Party in the South</i>	Digital Integration	7.00
89. <i>Amos McGee's Post</i>	Virgin	20.00
90. <i>Goat Run Slumps</i>	Kix	9.99
91. <i>Crash Pack 2</i>	Cine Design	29.99
92. <i>International Truck Racing</i>	Virgin	1.00
93. <i>Operation Thunderbolt</i>	4th Squad	7.00
94. <i>Lambert PAC Rally</i>	4th Squad	7.00
95. <i>Pang</i>	4th Squad	7.00
96. <i>Badboy</i>	4th Squad	12.00
97. <i>The Quack</i>	Cine Design	39.00
98. <i>1st Rugby Challenge</i>	Comet	25.00
99. <i>Levinthal</i>		
100. <i>No More Lemmings</i>	Progress	29.99
100. <i>Handcuffed Places 2</i>	Kix	29.99

Eagle
Software

Abstract

[Home](#)
[About Us](#)
[Contact Us](#)
[Privacy Policy](#)



554-555

Abstract

110a Palmers Road
New Southgate
LONDON N11 1SL

[illegible][illegible]

**WEST COAST
SHOP**
at
**THE
SPECIALTIES
HOUSE**
WOODBRIDGE
LONDON
E15 3JG
(011)
886 81 73
886 81 73
886 81 73

Please make cheques and P.O.s payable to **Anglo-Banknote**. P&P is £1.00 per item in the UK. Orders under £10 please add 10p per item. Larger orders £3.00 per item. Overseas add £3.00 per item. New 100s will be sent in convenient envelopes to help you display your new notes. 1 A5

Computer	RAM/CD	Date
Time	Price	
	Price	
	Price	
	Price	
	P & P	
	Total	

Name _____
Address _____

Postcode _____ Tel _____
Card No: _____
Exp Date _____ Account No: _____
Access ☐ Visa ☐ Cheque ☐ P.Crd ☐



SYNDICAT

Electronic Arts,
\$29.99

If you think the future looks rosy, think again. In Syndicate's nightmare vision of times to come, people have become slaves to the virtual-reality-enslaving CHiPs, and the Crime Syndicates that produce them. These huge organizations now control the globe, fighting for territories using gun-toting cyborgs.

As an executive of the small European Syndicate you're in charge of a team of cyborg agents, watching and controlling them from your airship high above the city streets — a nice explanation of the isometric 3-D graphics.

There are over 50 missions to choose from, selected by choosing a territory on a world map. At first you only have one choice, but as the experts say you gain territories. Missions range from simple, "expel our enemy agents" jobs to trickier assignments and even espionage. A briefing tells you the bare bones of your task, but extra info can be too glib — as can entrenchments to the city map shown.

Before attempting a mission, you choose how many agents to send in (up to four), arm them up with a variety of weapons, and improve them with mechanical body parts. For later missions you'll need advanced weaponry and equipment, which only becomes available after accomplishing more missions.

Cash is earned by selling the tax rate for each conquered territory — if it's too high you're in for a rougher time than Norman Lamont, as the people revolt!

Total control

Once into the mission, your team of agents is controlled using the mouse. Move any agent by clicking on him/her and then on the destination. Moving the whole team together is achieved by clicking between the agents' four status boxes. Below these, the selected agent's inventory is shown, enabling you to click on a weapon for him to brandish — on most levels it's best to move around unarmed to avoid being attacked by police. Spot an enemy agent (a red dot on the scanner map) and, if in range, you can target the cursor on him and press the right button to open fire.

Agents' accuracy and effectiveness can be temporarily improved by injecting them with drugs. This is achieved by dragging

the three bars in the status boxes, representing Intelligence, Perception and Adrenaline (PA). Overuse leads to dependency, requiring ever-increasing doses to produce the same effects. Nevertheless, it's a good idea to crank up the drugs during combat (easily achieved by pressing both buttons together), sending the agents into a fighting frenzy, automatically gunning down attackers.

If your guys get hit, they lose some energy (depending on the weapon). It's a good idea to mend any serious damage with Medikit — treating an agent is a serious matter as you only have a pool of eight, once they're all dead it's game over.

Massacre appeal

The violence in Syndicate could easily earn it an "18" certificate in the cinema. The shootouts are straight out of a gangster film, with agents getting blown down in a hail of bullets. You can even get into cars and murder targets as you drive past! Or better still, why not run them over at zebra crossings?

The flamethrower is a sick sight, turning its victims into balls of flame, screaming as they run around in a dying frenzy. Then there's the impressive heavy weapons like the lasers and rocket launchers which can easily destroy whole buildings.

Taking of buildings, agents can often be hidden behind them.

An option of different viewing angles would have solved this, but I reckon it'd be an unnecessary complication. More surprising is that you don't get an internal view when your cyborgs enter buildings — instead you have to use the scanner map to guide them, and often have to click several times before they go to the right place.

This is a minor irritation, though, in a magnificently engaging game. It's a cracking 3-D shoot-'em-up and more. The tactical aspect of researching extra equipment and arming up your agents for the job in hand is enjoyable in itself. Maybe the future isn't so bad after all!



TIP TIME! Don't stand too close to cars during gun battles — if one explodes, your agents may catch fire and that wouldn't do, would it?

Is it me, or am Bullfrog going backwards? They started with Populous, which gave you control of a world. Then there was Powermonger, which put you in charge of a country. Now, their latest game is confined to mere cities! Nevertheless, Syndicate is a marvel of software engineering. The sheer atmosphere of the game is amazing, from the slick presentation to the fantastic is-game graphics. Also, the plot is noteworthy, mainly for the unusual fact that it's not total crap.

There's a fair few superlatives that you can use to describe Syndicate — and rightly so. Undoubtedly Bullfrog's finest moment yet, I can even say that I'm looking forward to a sequel! ■



Brain: Speeds up correct decision-making under pressure.



Arms: Permits an agent to carry more equipment without slowing down.



■ (Above) A re-trained intro sets the scene perfectly. (Below) Select the next territory to conquer on the map.



amiga force

RAYE REVIEW

Persuadertron

Brainwashing device enabling you to capture people and make them follow you.



Flame Thrower

A great close-range weapon, especially when being ambushed by several agents.



EQUIPMENT

Access Card

Plastic card that opens some security doors to restricted areas.



Time Bomb

High-powered explosive that explodes after a set time.



Long Range Rifle

Useful for picking off targets from miles away.



Auto Mapper

Enables you to zoom in and out of the scanner.



Energy Shield

It's protective beam withstands all projectile weapons.



Laser Gun

Extremely powerful with a very long range.



MedKit

Restores an agent's health.



Civilians often get caught in the crossfire.

Shotguns: More damaging than the pistol, but shots can't be fired in rapid succession.



Gauss Gun: This portable launcher has a supply of three rockets, producing a trail of smoke and a massive explosion.



DEVELOPERS: BULLFROG

DISK: 4

PLAYERS: 1

GENRE: SHOOT-EM-UP

100% COMPATIBLE: YES

HD INSTALLABLE: YES

Uzi: Produces a stream of bullets to splatter nearby enemies.



Scanner: Gives an aerial view of the Mission Zone. Also gives off a radar signal which leads you to the target.



Pistol: Not very powerful, but easy as a backup if other weapons run out of ammo.



Mini-Gun: With a longer range than the Uzi, this is the best rapid-fire weapon going.



Eyes: Improves an agent's awareness of danger, and help accuracy when firing.

Chest: Reduces damage from direct hits. Also contains an explosive charge allowing you to self-destruct!

Legs: Enable your agent to move at much greater speed.

Violent shoot-'em-up action with a tactical slant — a superb game.

94%

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty dish and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Read a page from a book by Charles Dickens

Play football in the street

Give £200 to a down and out

Put your change into a battle for a year and give it to charity

Make a statement

Visit Forest Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Throw away your watch

Cough

Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Write to Mother Teresa

Turn your radio up full blast

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Share at the clouds for a full ten minutes

Flag someone of the same sex

Put your change into a battle for a year and give it to charity

Visit Forest Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Help someone today

Wear a wig

Wallpaper the inside of your car

Go on holiday and don't take any language

Take a friend to the zoo

Take a friend to the zoo

**TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.**

Make a wish

Write someone you love

Run up a downward escalator

Visit a friend for the first time

Give up your seat on the tube every day

Get on a bus you've never been on before

Croon to your partner under a full moon

Run up a downward escalator

Take a bath in milk

Dance in the front garden

Do a jigsaw puzzle

Say yes for a day

Run up a downward escalator

Climb a tree

Shave your head

Get your hair cut

Put your name on a star

Watch 'It's a wonderful life'

Feed the birds

Dance in the rain

Stop someone getting AIDS

Get on a bus you never got on before

Visit an art gallery

Fast for a day

Learn to fly

Drink a glass of water

Write a poem

Buy a hat

Do a cartwheel

Clean your ears

Feed someone else's meter

Use a fountain pen

Tell someone your dreams

Dream for the day

Carry a flower all day

Walk home today

Walk on the grass

Visit New York

Paint your toenails

Feed the dog

Make a million pounds

Listen to Jazzy B's next show

Take your granny to the movies

Invite your neighbour to tea

Talk about food with a friend

Get up an hour earlier tomorrow

Stop saying no for a whole week

Give your favourite possession away

Work at someone's job

Do 100 press-ups

Put on a dress

Remember a Woody Allen joke

Buy the next record you hear on KISS

Eat something you've never tried before

Write to your MP

Tell the truth for a day

Buy your boss a present

Ride a Merry-go-round

Make a wish

Scream

Buy a friend your favourite book

Say hello to a policeman

Go home a different way every night for a week

Take up knitting

Take into Caesar tomorrow morning at 4am

Spend an hour in a place of worship

Learn to listen more

Photocopy this ad and get someone else to do it

Only hold as much water as you need

Send someone a telegram

Sing a song at the top of your voice

Listen to Radigan's next show, in the park

Learn a new word every day

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Go to a museum

Write a fairy-tale

Do one thing to make the world a better place to live

Go home a different way every night for a week

Learn to listen more

Photocopy this ad and get someone else to do it

Only hold as much water as you need

Send someone a telegram

Sing a song at the top of your voice

Listen to Radigan's next show, in the park

Learn a new word every day

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Go to a museum

Write a fairy-tale

Do one thing to make the world a better place to live

Do one thing to make the world a better place to live

Go home a different way every night for a week

Learn to listen more

Photocopy this ad and get someone else to do it

Only hold as much water as you need

Send someone a telegram

Sing a song at the top of your voice

Listen to Radigan's next show, in the park

Learn a new word every day

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Go to a museum

Write a fairy-tale

Do one thing to make the world a better place to live

Do one thing to make the world a better place to live

Go home a different way every night for a week

Learn to listen more

Photocopy this ad and get someone else to do it

Only hold as much water as you need

Send someone a telegram

Sing a song at the top of your voice

Listen to Radigan's next show, in the park

Learn a new word every day

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Go to a museum

Write a fairy-tale

Do one thing to make the world a better place to live

Do one thing to make the world a better place to live

Go home a different way every night for a week

Learn to listen more

Photocopy this ad and get someone else to do it

Only hold as much water as you need

Send someone a telegram

Sing a song at the top of your voice

Listen to Radigan's next show, in the park

Learn a new word every day

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Kiss 100FM

32-BIT CD AMIGA IS HERE!

Forget the rumours, forget the mocked-up 'artist's Impression' photos. AMIGA FORCE is the first magazine in the entire world to bring you the facts about Commodore's new Amiga CD32 console...

For some months, industry rumours have abounded over the possibility of a new Amiga CD console. Despite much speculation, Commodore refused to confirm the machine's existence... until now!

On July 15, Commodore launch the Amiga CD32, the world's first mass-market 32-bit games console and the only stand-alone CD console. As such the incredibly low price tag of £299.99 (including two bundled games) looks set to blow its CD rivals out of the water. For instance, the (16-bit) Mega CD retails at £299.99 and — as well as being utterly inferior technically — requires a Mega Drive to work.

David Pleasance, Commodore's general manager (sales and marketing) comments, 'The Amiga CD32 simply wipes out the opposition. It's considerably more powerful, has better software support and, best of all, costs less.'

'With this machine Commodore has once again proved itself to be the true pioneer of the games business.'

Dual-speed drive

Approximately A4-sized, the CD32 incorporates a top-loading CD drive capable of operating at two speeds: 1500/sec (like the Sega) or 3000/sec — essential for quick accessing of animations and motion video. Indeed the unit is already geared for Full Motion Video (to play feature films, pop videos etc), with a port for an add-on FMV module which will appear shortly.

The machine's internal 'engine' is based on the AGA chipset used by the powerful A1200, including a Motorola 68020 CPU, 2MB of RAM and all the custom chips. As well as high speed, this means it's also capable of displaying 256,000 colours on screen from a palette of 16.8 million. In fact, with the Workbench 3.1 operating system installed in its ROM, the unit can even be expanded into a fully functioning computer with the addition of a keyboard. The good news for existing A1200 owners is that a CD add-on device will be made available to effectively turn their machine into a CD32.

Games galore

However, technical excellence of the hardware is no guarantee for success. An essential ingredient is software support, and this is where Commodore have really excelled. Virtually all the major publishers are supporting the new format, including the likes of Ocean,

Peycoats, Virgin, Team 17 and Mindscape. There should be 16-18 titles already available at launch, only two of which are enhanced versions of previous Amiga games.

Even better news is that the average price of a CD game will be just £29.99 (compared to £40 for Mega CD titles), and there will even be some £19.99 titles. Part of this revenue will go as a royalty to Commodore via a software licensing arrangement. Anyone wishing to produce CD32 titles must pay to use a special patented piece of code, without which the CD won't work on the machine. David Pleasance explains, 'The reasons for this are twofold. By providing a platform for the publishing houses, we overcome on the format all but commercial piracy. The other reason is that we need the money!'

However Pleasance insists Commodore will not control the production and price of software, like Sega and Nintendo. 'We have no wish to do that. We believe that the software publishers need the freedom to determine their own destiny. We have no desire to control or manipulate their activities; they can develop what they like, when they like.'

This, along with the obvious attraction of very little piracy, ensures the CD32 should get the software support it needs. And if there's any justice in the world, this ground-breaking machine will be a massive success.

AMIGA VS MEGA

	AMIGA CD32	SEGA MEGA CD
CPU:	68020	68000
Power:	32-bit	16-bit
Speed:	14MHz	12.5MHz
Internal RAM:	2Mb	128K
Colour palette:	16.8 million	512
Max colours on-screen:	256,000	64
Full Motion Video capability?	Yes	No
Dual-speed CD drive?	Yes	No

■ Let's face it, the CD32 trashes the Mega CD in every department. One of the main advantages is the massive graphical superiority. Not only is the CD32 capable of producing many more colours, but the Mega CD's primitive character display makes for much blockier images. Another major drawback of the Mega CD is its single-speed CD drive — the CD32's enables much quicker accessing of quality animation and video sequences. Incredibly, the CD32 even wins on cost, as the Mega CD must be used with a Mega Drive. Also, the software is on average a better chapter.

The Philips CD-i is the only other real contender. Although this has FMV capability, it's still technically outclassed by the CD32 and has little software support — especially games.

STUNNING SOFTWARE

The major software publishers are united in their support for the CD32. Ocean's David Ward enthuses, 'The global interactive industry is convinced that CD represents the future storage media for



AMIGA

FEATURE



SOFTWARE



JURASSIC PARK

games. Commodore has developed the first low-price CD-video games machine and has stolen a lead over the competition. The Amiga CD32 provides a brilliant platform for software publishers, offering the cutting edge in graphics, sound and data storage. This new

product is destined to be a surefire winner.

Among the titles available at launch is *Jurassic Park*, with the prospect of cinematic sequences of those incredible dinosaurs — start drooling now!

Other games available include the eagerly awaited *Zoo Tycoon* from Grennle, Millennium's *Cliggins* and James Bond 007. Thalion's *Ambermoon*, and a special version of *Penegade's* *The Chaos Engine*. As yet unreleased CD32 titles are also being developed by Mindscape, Grennle, Team 17, Phynoxia, Flair, Galendstein, ICE and 31st Century Entertainment.

CD FUTURE

Everyone seems to agree that CD-ROM (compact disc read-only memory) represents the future of computer entertainment. High accessing speed and huge data capacity (up to 800Mb) make it the perfect computer storage medium.

Commodore's first attempt at a CD-ROM machine was the CD-Ti, comprising a CD drive, Amiga and monitor. However, a high price point of 1900 put off all but the most serious technophiles. Although the price eventually dropped, and a CD-ROM add-on drive was launched for the Amiga, by then the much-needed software support had been reduced to a trickle. Because of the low number of CD-Ti's sold, software publishers weren't keen on spending the vast amounts of resources and time required to produce CD software — the classic 'chicken and egg' situation.

This time it will be different. Not only is the CD32 vastly superior technically, it has the necessary software support and its sub-1000 price tag makes it affordable for gameplayers. In addition, its Full Motion Video expandability makes it a fully-fledged multimedia machine, capable of integrating games, films and music.



THE WACKY

Sensible SOFTWARE

After a humiliating away defeat in the AMIGA FORCE Soccer challenge, the Sensible Software lads are eager for revenge — and this time it'll be war. Thus PHIL 'FOOTY' KING is summoned to their home turf to play Cannon Fodder!

The small Cambridge-based team of March seems an unlikely base from which to plan world domination, but this is just what Sensible Software are set to do in the next few months. Already their masterpiece, *Sensible Soccer*, has nearly every Amiga owner addicted (as proven by its record-breaking run in the

Amiga Top 10), and they're now busily converting it to the 16-bit consoles. With such daunting body opposition on these machines, it will surely achieve phenomenal sales worldwide and captivate players from Tokyo to Timbuctoo.

In the circumstances it would be easy to succumb to megalomania, but the Sensible team have their feet firmly on the ground — and their famous series of humor intact. This is all too evident in their latest Amiga project, a tongue-in-cheek shoot-'em-up for Virgin, entitled *Cannon Fodder*.

"War has never been so much fun!" according to Sensible's co-founder, Jon Hare. And this military blaster has plenty of violent action mixed with stringently cutting graphics. It's an odd combination that produces a light-hearted atmosphere — aided by the inclusion of such touch features as 'booby-trapped' weapons!

Man and mouse

On each overhead-view level, you move a group of soldiers around the multidirectionally scrolling landscape via a Syntron-style mouse control system (although Sensible have never seen EA's masterpiece). Left-clicking on the screen sets a destination to which the soldiers walk (you can set a series of such points to negotiate hazards), while right-clicking sends a hail of bullets flying towards the cursor target, sending equally cute enemies to their bloody doom.

So far so simple, but there's a lot more to *Cannon Fodder* than first appears. Only six of the total 34 missions have yet been

programmed, but the great playability is already evident. Each mission comprises up to 10 separate phases, with multiple objectives such as blowing up tube with grenades or rocket launchers, destroying enemy factories, rescuing hostages, and capturing enemy leaders.

These bring into play the option of splitting your platoon into up to three smaller groups which can be moved independently. For example, one could guard hostages while another goes ahead to pick off enemies.

Besides, if grouped together your platoon could be wiped out instantly by an enemy grenade or rocket.

Bodies aren't the only problem: each of five terrains (jungle, desert, ice, mountains and swamps) and holds different hazards. While patrolling your platoon through the jungle, I notice some brown patches on the ground. "Try walking one man over one," gins Jon mischievously... so I do, only to witness the sad spectacle of my poor man glugging to his death.

"That's quackin'," by the way! beams Jon. "In the finished game you'll have to watch out for top mines and mines too."

Chilling accuracy

Adding greatly to the atmosphere are some impressive sound effects for each terrain. The chilling wind sound on the ice levels is enough to make you reach for your woolly hat and scarf — when I imagine where they got such a



SENSIBLE SOFTOGRAPHY

Original Sensible members Jon Hare and Chris Yates first teamed up on the pinging fied, *Soccer The Score*, on the C64, back in 1985. This was followed by work on several games for Electronic Arts and System 5, including the infamous *Twister*, *Mother Of Harlots*.

However, Sensible Software officially only started in 1988.

The first product was the C64 *Gokube* package, *Gokube-Indis*. This juicy budget release was followed by the much superior *Parallax*, an extremely playable shoot-'em-up with superb graphics. Their next game was even better: *Wishful* took nine months to develop and became an all-time C64 classic due to its highly original design and

competitive gameplay. It was later converted to the Amiga.

Next came *Shoot 'Em Up Construction Kit*, enabling amateur games designers to turn their dreams into reality, and later converted to the Amiga. After this another offbeat budget game, *Oh Nef*, was their only release of 1988.

In 1989, Sensible kicked off with the

seasonal *MicroProse Soccer* — still the best C64 footy game (the disappointing 16-bit conversion wasn't done by Sensible). Their final C64 releases were the *Defender* clone, *Insects In Space*, and the excellent *International 3D Tennis* (both later converted to the Amiga). From this point on, Sensible became 16-bit only, gradually acquiring the talents of programmers Jocko, Chris Chapman, Dave Korn and Sloc.

WORLD OF



■ **Rockin' all over the world!** Sensible's Chris Yates and Jon Hare in their early days (before they were rich).

SENSIBLE WORLD OF SOCCER

The bad news is that Sensible's other commitments have left little time to start developing the eagerly awaited Soccer sequel, which will be released sometime next spring. The good news is that it'll combine subtly improved arcade action with a complete management game, as Sensible's Jon Hare reveals. "You'll be able to play it in three ways: just playing the matches, as normal, managing the team (telling the computer [play for you], or playing and managing."

The planned scale of the game is incredible. There'll be about 1,500 international clubs with over 75,000 players available," says Jon. "If you do well at club management you'll be invited to take over a national squad like England, or second thoughts maybe that should be it if you do badly!"

The arcade section will be broadly based on the Mega

Drive version of Soccer, which I've had the privilege of playing. The most obvious of many subtle improvements is the way the ball sticks to your players' feet a lot more, making dribbling easier. And your star players (indicated by stars above their heads) have feet like glue.

If you think this should make things too easy, you couldn't be more wrong — the computer teams have been made much tougher, hardly giving you any time on the ball. And you have to be a lot more careful with your own kicking, you can now be instantly sent off for a foul anywhere on the pitch, including when you give away a penalty! Other improvements include substitutes running faster than the other players, and an arrow indicating which player it's best to replace.

It all adds up to much

more competitive matches. Even I (World Champion, ghost) only managed a narrow victory against the computer — after extra time, and with a lot of luck!



realistic sound from, Jon puts his lips together... "Phooooo!"

Such realism extends to the planned civilian inhabitants of the landscapes, including cannibals, cowboys who spin their guns, fishing Eskimos, angry farmers with shotguns (and those sheep!), and even bottle-throwing mafia strikers.

Jon is particularly enthusiastic about the planned vehicles — of which I'm shown an impressive rapam-dropping helicopter. There'll be jets, tanks, skates, flying saucers, even Sensible CIs and some Bond-style vehicles for the final underground levels. And you'll be able to get in and control all those.

We're also planning to include some special stages like helicopter dogfights, and phases where one of your soldiers becomes a "superman" and takes on a hundred enemies —

and vice versa. The final mission will be against the timer, where you'll have to blow up the enemy HQ."

So far 20 of the total 72 phases have been completed, but Cannon Fodder already looks to be a surprise success when it's released in November.

(Right) Before each mission, 15 new recruits will queue up on this screen to be your "cannon fodder". All 360 available soldiers are named, and the ones with most enemy kills go into the hall of fame — "But they can only become heroes when they die!" says Jon.



The first Amiga game was the Populous-beating puzzle game, *Mega-to-Mania*, followed by the Rich Off 2-beating *Sensible Soccer*. Next came Clavian's *Wicket*, a playable puzzle game about vegetables! Then, the improved *Sensible Soccer* (2093 made a great game even better).

With games like *Cannon Fodder* and *World Of Soccer* in the pipeline, the Sensible success story looks set to run and run.



COMPETITION

SCORE WITH GOAL!

£750
WORTH OF
FOOTBALLS
MUST BE
WON!

SAINT: Well Jim, this new Goal-game looks like a winner to me. I particularly like the different viewing angles.

GREASYBE: Yeah Saint, it's a fairly old game.

SAINT: And the things you can do with the ball, you can really score some world-class goals. Programmer Dino Din certainly knows his football.

GREASYBE: Yeah, the boy's done well.

SAINT: But it's so addictive, parents up-and-down the country might be worried about their own sons spending too much time sat in front of the computer.

Without adequate exercise they could become lacy and bloated, rather like a rejected striker.

GREASYBE: Stick at a point?

SAINT: Too right, Jim.

GREASYBE: Well Saint, I think we've got the cure then.

Those lovely kids and lasses at Virgin have donated 50 special Goal! footballs, so the kids can practise their skills in the back yard. 'Tis, on me head, Saint... (Compliment)

SAINT: Whoops, sorry about that, Jim. But how can they win one of these balls?

GREASYBE: Well... it's very easy, Saint. All they have to do is design a football strip by drawing on the blank kit on the special coupon below. Stripes and hoops are a bit boring, though—what we need is something really eye-catching, something to dazzle the opposing goalie as you head for goal. The 50 most imaginative ones will win the balls and be over the moon!

SAINT: Wise words, Jim.



amiga
FORCE

GOAL! DESIGN
A KIT COMP!

NAME
ADDRESS

POSTCODE

Send your kit design to **IT'S A GOAL! COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JX.** Entries must reach our goal no later than 14 September.

18

4P ■ AUGUST 1993 ■ ISSUE EIGHT ■

■ Mindscape, £25.99

P perhaps Mindscape have shot themselves in the foot with this release. Worlds Of Legend fits the criteria of a wallet-busting £25.99 just after its almost-identical predecessor (Legend) re-emerged as a budget offering. Although Worlds takes up a few of minor flaws, it's hardly going to tell by the boxload when there's a near-clone on offer for ten quid cheaper. Ho hum!

None of the original will find Worlds Of Legend instantly familiar. Some elements (3-D perspective, some four characters, some mini-N-witch spell system — the graphics are a little more content), but this is a minor detail. Those who've already played the big 'L' (or read my review in issue 5) can skip the next two paragraphs, but for everyone else...

Change of character

Like most TPOs the Legend games are events-and-scenery offerings. You start with four ready-made characters but can customise them to a limited extent. Each has his own special ability, the most interesting of which is the Runemaster's spellcasting.

■ The isometric 3-D graphics are just as attractive as those in the original Legend, and gameplay's very similar too.

■ Looking virtually identical to Legend, the sequel has much the same assets and flaws. The isometric graphics are all very attractive but, again, the scenery is largely uninteresting — usually just trees, clouds and doors to open. And as with many recent RPGs, the combat system is a letdown: you really just have to watch the characters get on with it and hope for the best. Personally I prefer the more strategic engagements in Hero Quest. ■

BERSERKER:

Special ability — Berserker Rage
A rough, tough Chippendale look-alike who'll put your arms off as soon as look at you.



TROUBADOUR:

Special Ability — Bardish Melody
Legend's answer to George Formby, his songs have weird and wonderful effects on the party.



ASSASSIN:

Special Ability — Hide In Shadows
Never turn your back on this guy, especially in the shadows.



RUNEMASTER:

Special Ability — Magic
The most fascinating character of all — he bows you away with some of the nastiest spells ever seen.



Instead of pre-designed spells, you have a collection of runes that are mixed (along with the necessary ingredients) to make a spell to your own specifications. For example, mixing a mind-damage spell creates a lot of energy with which you can zap your foe. Mind-damage damage is the same but twice as strong, but can damage/messle by mistake and it explodes on your fingertips and flies away to no real effect. When you're good, you can mix more complex enhancements.

So how does Worlds Of Legend differ from its predecessor? Well, hardly at all really. The Runemaster starts the game with a few ready-mixed spells, and the learning curve's a lot flatter, but the real-time combat's just as annoying. If you haven't got either game, get the new, cheaper original. If you've completed Legend and are eager for more, give this a try. It's a great game in itself, though it should really have been released as a data disk.



TIME TIME! Don't be afraid to use up spells, especially when attacked by multiple monsters.



■ (Below) Betting against Shin Fast ain't ideal!



RICH PICKINGS WORLDS OF LEGEND

The learning curve's a lot friendlier



- DEVELOPERS: TAG & PETE JAMES
- DISKS: 2
- PLAYERS: 1
- GENRE: RPG
- AT386 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ A great game, but too close to its budget predecessor to justify the price-tag.

70%

■ AUGUST 1993 ■ AT

19

GUNSHIP

am
PC
fan



Apache



Blackhawk



Comanche Gunship



Comanche Scout



Defender



Kiowa



Longbow Apache



Super Cobra



Planes, trains and automobiles... you get to trash 'em all in **Gunship 2000** (and more besides)...

MicroProse, £34.99

You've read the preview. You've played the pre-Christmas demo from our rivals' cover disks (ignore me, take, the game is nothing like that any more). You've heard the screams girls with PCs say it could never work on the Amiga (they've certainly got again-embarrassed egg on their faces now). It's been a long time coming, but wait it worth the wait? You bet — *Gunship 2000* is the best flight sim ever, and arguably one of the best Amiga games of all time.

A much-enhanced sequel to MicroProse's aging classic *Gunship*, *Gunship 2000* is a near-future helicopter simulation based on hardware expected by the turn of the century. Unlike most flight sims, it generates its own missions, so there's a near-infinite number available. You could find yourself on a reconnaissance flight, a seek-and-destroy outing,



CHOPPER SQUAD

Get off the enemy's feet supply by blasting his oil rigs — Red Adept couldn't fit this one!



Being a bottle-wussy veteran of the original *Gunship*, this is one game I'd looked forward to with considerable anticipation. Despite the PC version having been around for some months it gives me great pleasure to say the Amiga conversion has been worth every second of waiting. It combines the presentation excellence of *BT7* with a game to outlive any flight sim the seas, ever. Graphics are superbly detailed, yet shift at an astonishing rate — even sampled-in-game speech hardly covers the action.

And take it from me — action's never so tense. The thing about simulating a helicopter is that you don't need to worry about getting lined up with the runway, etc. Just take off, get stuck into some rip-roaring violence and come back, no messin'. The only lull (apart from some lengthy pre-flight disk accessing) is that it's come out three months after my birthday, so I'm going to have to buy it myself. Life's tough sometimes.



2000

RICH PICKINGS

Mega
Drive

chasing mobile tank units, blowing Scout helicopters, or maybe on a transport lift. Each mission has a primary and secondary objective.

Considered successes are rewarded by promotions, which in turn bring their own rewards — more of that later.

Starting the game as a Warrent Officer Candidate, you get your commission by attempting a training mission, though maybe "attempt" isn't the right word. You can't crash (well you can, but you restart on the ground safe and sound) and enemy fire has no effect on your chopper. It's an ideal way to get used to your craft, which handles very differently to fixed-wing aircraft.

"The landscape's so detailed you can fly under bridges and through narrow gorges"

choosing your chopper from the eight on offer (some are rank-restricted), you set the game parameters (that's a pretentious way of saying "difficulty level" — Ed). Your co-pilot can handle counter-measures (lifting you over

mountains), counter-measures and weapons (not advised — he wastes all your rockets, and it's no fun anyway), or nothing at all (bloomin' tricky). I won't waffle on about everything else you can adjust — check out the screenshot and work it out. Suffice to say that in "real flight" mode the craft's a buggier to handle for reasons explained in the excellent manual, but easy flight is, well, easy. There's something for everyone

here, from the ardent shoot-em-upper to the dedicated flight sim fanatic. A key feature of Gunship 2000 is that as the leader of a six-man squadron you have indirect control of up to four other choppers; you follow your instructions to the letter. Their ability

increases with experience. You can even send a couple of copters on a completely separate heading, eg you lead an assault team in the primary objective while your underlings go for the secondary target. This is no game-destroying gimmick, though. You don't need acute schizophrenia to control five helicopters, nor do you feel whole sections of the game are playing themselves.

But what toll has all this action taken on the running speed? None at all! MicroProse completely rewrote the code for the Amiga conversion (no lame PC port here) using their new "Hypergraphical 3-D" system, making Gunship 2000 one of the fastest flight outings ever, even though the landscape's as detailed as you can fly under bridges and through narrow gorges (when your target hides there, you have to). Even when a missile arcs towards a selected enemy, the action doesn't slow down a jot.

If you haven't got the message by now, I'll spell it out for you — GUNSHIP 2000 2-D-0-D-0-1-G (P-H-E-N-O-M-E-N-A-L). The original Gunships MicroProse's best seller to date, and if this one doesn't blast it out of the sky there's no justice at all. You'd be two plots short of an air force to miss it.



TIP TIME: Gun is close before using your cannons. Look out for the promised data disks too.

- DEVELOPERS: MICROPROSE USA
- DEMO: 4
- PLAYERS: 1
- GENRE: FLIGHT SIM
- 100% COMPATIBLE: YES (NO FASTER)
- HD INSTALLABLE — YES



■ If you don't buy this then you're nothing but a blue Thunder fan.

96%

■ How that's my idea of a cushy job — flying a desk in the GUNSHIP office.



RICH PICKINGS

THE ANCIENT ART OF WAR IN THE SKIES

■ **Microprose, £34.99**

The first page of the manual describes *The Ancient Art of War: The First World War I Strategy & Action Game*. Should a simulation of a war costing millions of lives be depicted in this way? All the more surprising is the word which 'fun' replaced: 'ultimate' has been crossed out. Surely, if anyone could create the ultimate World War I aviation game, it'd be Microprose?

After being greeted by the usual plethora of options, I was optimistic. Not only does the game offer several military campaigns, but you even have the opportunity to create your own with the campaign editor. Typical Microprose depth and attention to detail, I thought.

Before going to war, you can practise the two arcade subgames: bombing and dogfighting. I decided to try my hand at the latter, enjoying a lavish polygon 3-D sequence. I almost fell off my seat when I saw

two side-view airplanes circling around a plain blue screen. It's just like the old Atari console *Combat* game of some 15 years ago! The option to switch between friendly planes and attack bombers doesn't make it any more palatable.

Alas, your MicroProse... despite their reputation as THE premier strategy publishers, their last two efforts have been well below par. First *B17* is blindingly accurate simulation, but no game; and now this.

Ancient Art is primitive beyond belief. The arcade combat sequences look like PD games and the strategy elements are about as deep as a muddy puddle on a hot day.

The 'game' comes with the usual MicroProse in-depth historical data which, however welcome, fails to save this very poor offering. Look elsewhere. ■

Ancient Ideas

This bombing section is only marginally better, starting with a reconnaissance photo showing targets and anti-aircraft guns. During the raid, your view is an overhead one of the scolding landscape below. Game responsiveness makes the bomber realistically difficult to manoeuvre. It's not a problem, though, as you can usually plan a straight flight path to avoid flak and pass right over targets.

Unimpressed by the crude arcade sequences, I hoped for some deep strategy in the campaign. I was disappointed. On a scrolling map, you click an altitude to launch squadrons of bombers and fighters to attack enemy installations and aircraft. Apart from selecting altitude and formation, there's little else to do but wait for the next dogfight or bombing raid. The movement of the front line is influenced by bombing attacking troops

or nearby bases: advance it to capture airbases and depots. Take enough territory, or shoot down all enemy planes, and you receive an official surrender.

Perhaps if you had full control over ground units, it might make some sense. But controlling only part of your forces makes for shallow strategy indeed. This, even more than the awful arcade sections, sends *The Ancient Art* scurrying into the ground.



TIP TIME! Protect your bombers with the maximum three fighters.

- DEVELOPERS: EVRYWARE
- DISKS: 4
- PLAYERS: 1
- GENRE: STRATEGY
- 1350 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Unfortunate combination of lousy arcade games and shallow strategy.

39%



■ (Right) The zigzagging frontline is influenced by your bombing raids on enemy troops and installations.



Rubysoft

THE INTELLIGENT PERSONS CHOICE

PLAY CHARACTERISTICS

[illegible]

RUBY SERIOUS/EDUCATIONAL

Code	Unit	Hours	Prerequisites	Corequisites	Notes
101	Introduction to Psychology	3			
102	Developmental Psychology	3			
103	Biological Psychology	3			
104	Environmental Psychology	3			
105	Health Psychology	3			
106	Industrial/Organization Psychology	3			
107	Legal Psychology	3			
108	Physical Psychology	3			
109	Psychological Research Methods	3			
110	Psychology of Women	3			
111	Psychology of Aging	3			
112	Psychology of the Deaf	3			
113	Psychology of the Blind	3			
114	Psychology of the Mentally Retarded	3			
115	Psychology of the Emotionally Disturbed	3			
116	Psychology of the Gifted	3			
117	Psychology of the Physically Handicapped	3			
118	Psychology of the Socially Handicapped	3			
119	Psychology of the Sexually Handicapped	3			
120	Psychology of the Spiritually Handicapped	3			
121	Psychology of the Intellectually Handicapped	3			
122	Psychology of the Emotionally Handicapped	3			
123	Psychology of the Physically Handicapped	3			
124	Psychology of the Socially Handicapped	3			
125	Psychology of the Sexually Handicapped	3			
126	Psychology of the Spiritually Handicapped	3			
127	Psychology of the Intellectually Handicapped	3			
128	Psychology of the Emotionally Handicapped	3			
129	Psychology of the Physically Handicapped	3			
130	Psychology of the Socially Handicapped	3			
131	Psychology of the Sexually Handicapped	3			
132	Psychology of the Spiritually Handicapped	3			
133	Psychology of the Intellectually Handicapped	3			
134	Psychology of the Emotionally Handicapped	3			
135	Psychology of the Physically Handicapped	3			
136	Psychology of the Socially Handicapped	3			
137	Psychology of the Sexually Handicapped	3			
138	Psychology of the Spiritually Handicapped	3			
139	Psychology of the Intellectually Handicapped	3			
140	Psychology of the Emotionally Handicapped	3			
141	Psychology of the Physically Handicapped	3			
142	Psychology of the Socially Handicapped	3			
143	Psychology of the Sexually Handicapped	3			
144	Psychology of the Spiritually Handicapped	3			
145	Psychology of the Intellectually Handicapped	3			
146	Psychology of the Emotionally Handicapped	3			
147	Psychology of the Physically Handicapped	3			
148	Psychology of the Socially Handicapped	3			
149	Psychology of the Sexually Handicapped	3			
150	Psychology of the Spiritually Handicapped	3			

CREDIT CARDS PERMITTED ONLY ON DAY OF RESERVATION. Tel: 871 381 8888/871 618 1783 Fax: 871 618 1783

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

[illegible]

1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398</
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	--------

Please supply me with the following by _____

	Taken	Price
	P & P	
	Total	

Date _____
 Name _____
 Address _____

 Postcode _____
 Tel _____

PC AND
SEGA GAMES
ALSO SUPPLIED

HARDWARE

1. **Identify the main purpose of the document.**
 2. **Summarize the key points in your own words.**
 3. **Identify the author's tone and style.**
 4. **Identify the audience for the document.**
 5. **Identify the main argument or thesis.**
 6. **Identify the supporting evidence.**
 7. **Identify the conclusion.**
 8. **Identify the main points of the document.**
 9. **Identify the main points of the document.**
 10. **Identify the main points of the document.**

When service matters

MOST

MANGA MADNESS
- MANGA VIDEOS
NOW AVAILABLE

Variable	Mean	SD	Min	Max
Age	38.5	10.5	25	55
Gender	0.5	0.5	0	1
Marital status	0.5	0.5	0	1
Education	12.5	1.5	10	15
Income	3500	1500	1000	6000
Health status	0.5	0.5	0	1
Exercise frequency	2.5	1.5	0	5
Stress level	4.5	1.5	1	7
Work hours	40	5	30	50
Family size	2.5	1.5	1	5
Home ownership	0.5	0.5	0	1
Vehicle ownership	0.5	0.5	0	1
Travel frequency	1.5	1.5	0	5
Food consumption	2.5	1.5	0	5
Alcohol consumption	1.5	1.5	0	5
Smoking status	0.5	0.5	0	1
Overall health score	75	10	60	90

BURY BUDGET

[illegible]

COMPILATIONS

[illegible]

BARTHOLOMEW (Barry) APL
800 Little Road, Limerick,
NSW 2161, Australia
Tel:071 841 8000
on 071 810 1700
Fax:071 810 1703

Business Hours
 9am - 5pm
 Monday to Saturday
 After Hours & Holidays
 Answerphone or by Email
 074 706 0800

Phone calls (Chicago & PC outside) **\$0.00/minute**
Credit (all services) - collect only on demand
 (Phone toll and collect phone are charged for long distance service)
 Personal and 1-800 toll free rates: 1-800-368-8888, 1-800-368-8889
 1-800-368-8890, 1-800-368-8891, 1-800-368-8892
 1-800-368-8893, 1-800-368-8894, 1-800-368-8895
 1-800-368-8896, 1-800-368-8897, 1-800-368-8898, 1-800-368-8899
 1-800-368-8900, 1-800-368-8901, 1-800-368-8902, 1-800-368-8903
 1-800-368-8904, 1-800-368-8905, 1-800-368-8906, 1-800-368-8907
 1-800-368-8908, 1-800-368-8909, 1-800-368-8910, 1-800-368-8911
 1-800-368-8912, 1-800-368-8913, 1-800-368-8914, 1-800-368-8915
 1-800-368-8916, 1-800-368-8917, 1-800-368-8918, 1-800-368-8919
 1-800-368-8920, 1-800-368-8921, 1-800-368-8922, 1-800-368-8923
 1-800-368-8924, 1-800-368-8925, 1-800-368-8926, 1-800-368-8927
 1-800-368-8928, 1-800-368-8929, 1-800-368-8930, 1-800-368-8931
 1-800-368-8932, 1-800-368-8933, 1-800-368-8934, 1-800-368-8935
 1-800-368-8936, 1-800-368-8937, 1-800-368-8938, 1-800-368-8939
 1-800-368-8940, 1-800-368-8941, 1-800-368-8942, 1-800-368-8943
 1-800-368-8944, 1-800-368-8945, 1-800-368-8946, 1-800-368-8947
 1-800-368-8948, 1-800-368-8949, 1-800-368-8950, 1-800-368-8951
 1-800-368-8952, 1-800-368-8953, 1-800-368-8954, 1-800-368-8955
 1-800-368-8956, 1-800-368-8957, 1-800-368-8958, 1-800-368-8959
 1-800-368-8960, 1-800-368-8961, 1-800-368-8962, 1-800-368-8963
 1-800-368-8964, 1-800-368-8965, 1-800-368-8966, 1-800-368-8967
 1-800-368-8968, 1-800-368-8969, 1-800-368-8970, 1-800-368-8971
 1-800-368-8972, 1-800-368-8973, 1-800-368-8974, 1-800-368-8975
 1-800-368-8976, 1-800-368-8977, 1-800-368-8978, 1-800-368-8979
 1-800-368-8980, 1-800-368-8981, 1-800-368-8982, 1-800-368-8983
 1-800-368-8984, 1-800-368-8985, 1-800-368-8986, 1-800-368-8987
 1-800-368-8988, 1-800-368-8989, 1-800-368-8990, 1-800-368-8991
 1-800-368-8992, 1-800-368-8993, 1-800-368-8994, 1-800-368-8995
 1-800-368-8996, 1-800-368-8997, 1-800-368-8998, 1-800-368-8999
 1-800-368-9000, 1-800-368-9001, 1-800-368-9002, 1-800-368-9003
 1-800-368-9004, 1-800-368-9005, 1-800-368-9006, 1-800-368-9007
 1-800-368-9008, 1-800-368-9009, 1-800-368-9010, 1-800-368-9011
 1-800-368-9012, 1-800-368-9013, 1-800-368-9014, 1-800-368-9015
 1-800-368-9016, 1-800-368-9017, 1-800-368-9018, 1-800-368-9019
 1-800-368-9020, 1-800-368-9021, 1-800-368-9022, 1-800-368-9023
 1-800-368-9024, 1-800-368-9025, 1-800-368-9026, 1-800-368-9027
 1-800-368-9028, 1-800-368-9029, 1-800-368-9030, 1-800-368-9031
 1-800-368-9032, 1-800-368-9033, 1-800-368-9034, 1-800-368-9035
 1-800-368-9036, 1-800-368-9037, 1-800-368-9038, 1-800-368-9039
 1-800-368-9040, 1-800-368-9041, 1-800-368-9042, 1-800-368-9043
 1-800-368-9044, 1-800-368-9045, 1-800-368-9046, 1-800-368-9047
 1-800-368-9048, 1-800-368-9049, 1-800-368-9050, 1-800-368-9051
 1-800-368-9052, 1-800-368-9053, 1-800-368-9054, 1-800-368-9055
 1-800-368-9056, 1-800-368-9057, 1-800-368-9058, 1-800-368-9059
 1-800-368-9060, 1-800-368-9061, 1-800-368-9062, 1-800-368-9063
 1-800-368-9064, 1-800-368-9065, 1-800-368-9066, 1-800-368-9067
 1-800-368-9068, 1-800-368-9069, 1-800-368-9070, 1-800-368-9071
 1-800-368-9072, 1-800-368-9073, 1-800-368-9074, 1-800-368-9075
 1-800-368-9076, 1-800-368-9077, 1-800-368-9078, 1-800-368-9079
 1-800-368-9080, 1-800-368-9081, 1-800-368-9082, 1-800-368-9083
 1-800-368-9084, 1-800-368-9085, 1-800-368-9086, 1-800-368-9087
 1-800-368-9088, 1-800-368-9089, 1-800-368-9090, 1-800-368-9091
 1-800-368-9092, 1-800-368-9093, 1-800-368-9094, 1-800-368-9095
 1-800-368-9096, 1-800-368-9097, 1-800-368-9098, 1-800-368-9099
 1-800-368-9100, 1-800-368-9101, 1-800-368-9102, 1-800-368-9103
 1-800-368-9104, 1-800-368-9105, 1-800-368-9106, 1-800-368-9107
 1-800-368-9108, 1-800-368-9109, 1-800-368-9110, 1-800-368-9111
 1-800-368-9112, 1-800-368-9113, 1-800-368-9114, 1-800-368-9115
 1-800-368-9116, 1-800-368-9117, 1-800-368-9118, 1-800-368-9119
 1-800-368-9120, 1-800-368-9121, 1-800-368-9122, 1-800-368-9123
 1-800-368-9124, 1-800-368-9125, 1-800-368-9126, 1-800-368-9127

RICH PICKINGS

The planet Arrakis, known as Dune.

The House that protects the most Spice will control Dune.

Vast erols

STRUCTURES



Concrete Slab: Serves as foundations for buildings which, if built on bare rock, would need constant repairs.



Spice Silo: An additional storage area for harvested spice — if you don't have enough storage space, the spice is lost!



Outpost: Gives a radar picture of explored area, essential for spotting enemy raids.



Wind Trap: Provides essential power for other buildings.



Construction Yards: Required to build any new structures.



Light Factory: Makes small, lightly armored combat vehicles.

Barracks: Produce Light Infantry units.



Refinery: Comes complete with a Harvester vehicle to collect spice. On returning to the refinery this is converted into credits.



Other structures — available on later levels — include furnaces, factories to build heavy tanks and armor, and a Stargate for intergalactic trading.



■ Virgin, £29.99

Vanity is the spice of life. And on Dune, Spice is life. Those who consume it can live for hundreds of years. The strange stuff is also used to warp the fabric of space, making interstellar travel possible. As such, Spice is by far the most valuable commodity on the planet — whoever controls it, controls Dune.

In Dune II, three warring factions are trying to grab as much Spice as possible. The 'goodies' are the Atreides, a diplomatic people who prefer not to attack the other sides, but simply defend their own operations. The 'not-so-goodies' are the Ordo, cunning traders who are partial to odd bits of sabotage and terrorism. Then there are the real 'badies', the Harkonnens, a cruel people who'll stop at nothing to get what they want.

Unlike most games, you can play any of the sides, aiming to collect enough spice in each mission, set by your Master (leader). Your base is shown on an overhead-view scrolling map. Initially it's surrounded by blackness

— territory only becomes visible when explored by your forces. You start with just a handful of soldiers and small infra, which can be moved around and told to attack any enemies spotted.

Your base initially consists of just a construction yard, used to build other structures. It's best to lay down concrete-slab foundations for those, as building on bare rock means they'll need constant repairs. A wind-trap power plant is the first essential construction, providing electricity for further buildings such as barracks, vehicle factories and radar outposts offering a view of the entire (explored) map. Buildings cost credits: you start with a small amount, but need to earn more by harvesting Spice. This is done by

Can spend an extra part stre



have arrived



The noble Airbikes



The hellious Orks



And the evil Darkwings



Guard: Lightly armoured four-wheeled vehicle firing armour-piercing rounds.

Balidan: A quick-drive vehicle with less armour but more speed than a standard Trike.



Trikes: Lightly armoured three-wheeled vehicle. Fast but with limited firing range.



Harvester: Separates Spice from the sand. Once filled it returns to its Refinery.



Troopers: Armed with Heavy Cannons and wearing mechanised power suits.



On later levels, various tanks and aircraft are available, plus technologically advanced weapons utilising sonic energy, plasma, and even nerve gas.

Infantry: Lightly armoured foot soldiers equipped with assault rifles.

UNITS

A competent, playable strategy offering that has virtually nothing in common with its predecessor, *Dune II* manages to be both complex and accessible without falling between two stools. The interface is very good, with crystal-clear icons and attractive graphics. Though the delays involved in construction aren't welcome, the "Yes Sir" — accentuated speech samples get on your nerves after a while, but the game as a whole is a worthy release.



DUNE II

creating a Spice refinery, which comes complete with its own Harvester vehicle. When the lord's full, it returns to base where the Spice is converted into credits.

Defence budget

Credits can be used to create more buildings and units. Military hardware is needed to ward off attacks or maybe even capture enemy bases. The real-time nature of the action means quick thinking essential if you're not to lose costly units in useless forays. Building new units and repairing structures becomes impossible when the limited amount of Spice runs out, so careful spending is an essential part of the strategy.

The first two levels are a good introduction to the construction and harvesting aspects, with few enemies to worry about. On later levels, the military strategy gets more important with vicious (sometimes three-way) battles as more advanced weaponry becomes available — an added incentive to progress through the levels.

It's rare that a strategy game has me so engrossed as *Dune II*. Maybe it's the wonderful scenario, in particular the three-way nature of the war. Perhaps it's the easy-to-use controls or the combination of god-game-style construction and military conflict. Whatever it is, it thoroughly enjoyed playing.



TIP TIME! On later levels it's worth building several refineries to speed up Spice production.

- DEVELOPERS: WESTWOOD STUDIOS
- DISKS: 6
- PLAYERS: 1
- GENRE: STRATEGY
- 1250 COMPATIBLE: YES
- HD INSTALLABLE: YES



A sound strategy offering with a very atmospheric theme.

87%



AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive of parts, labour, VAT and return postage (packing)

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full acid-test to ensure optimum reliability

Return your machine to the experts, full 99 day warranty

Repairs to disk drive and keyboard also included (extra charge possible if found to need complete replacement)

Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

£44.95

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complete, address details below, enclosing this advertisement voucher. Payment, bank cheques, return address, along with your daytime and evening telephone numbers and we will do the rest.

Should you require Group 4 security return delivery, simply add £10.00 to the repair charge.





WTS Electronics Ltd 'Chad End Lane' Luton Bedfordshire LU4 8LT Tel 01582 600440 (9 lines)

(We reserve the right to reject machines which in our opinion, are beyond repair. Normal charge applies)

AFC



CDT



2000

WON'T YOU GUESS
IT'S A GAME OF
TWO HALVES!

50

■ You hah! Another Iraqi pig-dog eats warhead. Well actually that's my tank. Tough game!



■ (Left) An unsatisfactory campaign — you've trashed all your own tanks. Better start again rookie!

RICH PICKINGS



WAR IN THE GULF

■ **Empire, £29.99**

■ If you thought Desert Strike's thinly veiled Kuwait-invasion-inspired blasting was close to the bone, you're gonna love War in the Gulf. The follow-up to Team Yankee and Pacific Islands heads steadily in its ancestral footsteps with very little difference in graphics or play.

You're in charge of Team Kuwait — a crack division of 16 vehicles: four units of four. All can be manipulated simultaneously with the screen divided into four windows, one for each unit. Alternatively you can concentrate on controlling one platoon with a full-screen display.

Strategies are conceived and battles directed on the map of the war zone. It's also possible to track enemy movements from here as long as they're visible to at least one of your units. A zoom function allows you to alter survey the entire battlefield for a general idea of the situation, or magnify smaller sections to enable precise deployment and manoeuvring.

Oil be there

Combat takes place on a rather more impressive 3-D view. Tanks, friendly and hostile, whizz past very convincingly — as do good-looking, fast-moving polygon buildings. Attacking enemy vehicles is quite simple. Aim

with a mouse-controlled floating gunsight and click to fire. A range of shells and missiles are available, depending on the vehicles in the selected platoon, all of which have realistic loading times — guaranteed to drive you crazy. Taking out three from a squad of four opposing tanks and then having to wait

several seconds for reload while the remaining enemy takes careful aim will have you screaming blue murder at your monitor, but it all adds to the atmosphere. 25 difficult assignments offer considerable challenge. However, the emphasis is heavily on strategy so don't expect to roll around

mindlessly blowing away anything you see. Fans of the previous games in the series will find everything familiar with only a few minor tweaks, and it's easy enough to get into for the uninitiated.

As for a conclusion, this is a tricky little chestnut to sum up. Initial appeal is largely down to the excellent graphics as you watch tanks zooming around, really looking like they mean business. When you get down to actually playing, though, it's fast-moving strategy with arcade action taking a backseat. Try before you buy. 'cos this is no cheapie.



TIP TIME! Use the line up cover for movement whenever possible.

is this really in order? I'm not saying war games should always be set before long history, but War in the Gulf — it's a bit soon, isn't it? Dramatic exploitation of recent tragedy? Instant trivialisation of human suffering for entertainment purposes? Or is this a tool of upright (politically correct) hegemony designed to produce a mass cult hit? You decide.

Either way, the game itself's brilliant. Fans of Empire's earlier tank wars like Team Yankee and Pacific Islands will feel right at home, but this one's even better. ■



- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPATIBLE: YES
- NO INSTALLABLE: YES



■ A good-looking if ultimately limited war game.

79%

RICH PICKINGS

A1200 UPDATE

A special A1200 version of 1869 is being released at the same time as the normal Amiga game. An extra disc provides additional screens, more colourful graphics, and improved music and sound.



■ (Above) Drinking and recruiting new crew members in the pub. (Below) Would you buy a used ship from this man? Try him, you won't! It's the market, not the shopyard.



■ (Above) What a merchant banker — he won't stand a boat! (Below) Prepare for a life on the ocean waves: be run, soddened and the last!



Flair, £29.99

As you see, *The Captain's Log: Dreadful*, wasn't it? Flair's hands, light of touch comes that never get dry, and apart from the odd pot-reducer down the can was always sitting! What about the muddy biscuits and second dressing water? Why did the crew never suffer? And why were they never killed at sea? Get real guys, get 1869!

Set in the golden age of sea, nothing in particular, 1869 is a trading game covering the period 1864-1880. As a merchant-captain you buy goods, ferry them to where they're most needed and hopefully sell them at a profit (a sort of sea-faring Del Trotter). Each port has merchants who buy and sell produce, but are glibly about what they pay for — they always buy, but unless it's something they really want, you could easily make a loss. Trade profitably and you can buy from ships, mean being a greater and greater role in ocean trading as time goes on.

Unlike most trading games you won't have, if by finding a head-and-butt route between two nearby ports, getting rich by buying, say, loots in London, selling them for a profit in Calais and filling the ship with jewellery which you can sell for megabucks in London again (repeat until bored). This isn't possible in reality, and isn't possible here either. Merchants are reluctant to pay top

whack for large consignments, so the most profitable way to trade is to fill your ship with a variety of goods in smaller quantities, possibly from different ports. This game won't overvalue your ship, but wait too long between repairs and performance is seriously reduced.

Plain sailing?

1869 is the best port leader I've ever seen. It's a tough challenge to say the least, its attention to detail is superb, and in multi-player mode it's competitive enough to destroy the finest friendships.

Unfortunately the manual doesn't live up to the standards of the game. There's plenty of

history here (there has to be — world events play a major part in the game) and the illustrations are clearly laid out, but the translation from the German original is appalling. The standard of historical research is excellent, but don't let your history teacher Franco become independent after the 1930

war with Prussia — you'll never live it down.

1869 is an excellent game let down by a comprehensive but dodgy manual. Purists will appreciate the absence of lame arcade sub-games, though it is noteworthy, head-scratching approach won't appeal to everyone. Me, I'm off for another game...



TIP TIME! Make copious notes, and pay attention to your history. 1869, for example, is the year the Suez Canal opened, cutting the Europe-to-Asia trade route by half.

- DEVELOPERS: MAX DESIGNS
- DISKS: 3
- PLAYERS: 1-4
- GENRE: STRATEGY
- A1200 COMPATIBLE: SEE BOX
- HD INSTALLABLE: YES



■ An excellent trading game, but definitely one for the purists.

83%



■ (Left) It's Chris Lauer from the Phil Sneyd Band. And it looks like he's going S-H-I-T. PHIL SNEYD BAND: the gameplay's worse than his dress sense, but we can't all wear big pointy hats and still look cool!



WHALE'S VOYAGE

■ Flair, £29.99

Before you ask, this game doesn't involve aquatic, bubbly mammals. In fact it's an RPG-ish adventure set in a future age.

Play begins with you designing your four-man crew in quite a novel way. Instead of just selecting attributes for each character, you actually get to choose its mother and father from a choice of five. You then decide how your new team sibling grows up. Is he a street urchin or do you send him to the local catholic primary? Next choose from college or military school, among others, before finally selecting a university. All these decisions determine the kind of person your character grows into.

The voyage begins on the inhospitable slum planet of Cadria. Once the system's richest planet, years of neglect led to decay and now crime is its. To get away, your team pool all their money to purchase the 'Whale', a rusty old freighter with no fuel and dodgy tech.

Save the whale

Your first task, therefore, is to beam down to Cadria and obtain some cash. Only then can you fill the Whale's tanks and move about the galaxy. The ultimate aim is to make walls of money trading between planets and solving puzzles encountered along the way. Buying and selling of merchandise is all done aboard ship

using a hassle-free icon system. However, several items can be found and traded by hand at various shops. Progress through the mazes of streets is slowed in 3-D with a handy on-screen autounapping system to stop you getting lost — a welcome inclusion as most streets look identical.

Presentation, graphics and sound are fine. Unfortunately gameplay deteriorates into seemingly endless wandering and searching. Most locations contain nothing of use, and interaction with independent characters is a joke. Only a select few will give any kind of helpful response at all.

To interact with someone you've gotta choose the select icon followed by an action icon, eg talk to, attack. Unfortunately while you're fiddling around with these the person keeps moving. If they happen to wander off screen you'll have to catch them and start all over again. Not my idea of fun. Worse still, if you happen to attack someone you shouldn't, a squad of guards instantly appear from nowhere to blow you away — game over. Utterly ridiculous.

Whale's Voyage is too hollow to keep your interest up, there just isn't enough to see or do. Steer clear.

TIP TIME! Be methodical when exploring cities so you don't miss anything.

■ Whale's Voyage is a game that doesn't live up to its initial promise. The plot is okay, the setting is welcome change from all that demons and wizards guff, and the character creation — at least!

Unfortunately it plays like a brick. No real-time RPG should demand this much tapping around, and the incidental characters' lack of intelligence is irritating in the extreme.

Those with a lot of patience will enjoy Whale's Voyage, but personally I'd go for Jester 2 instead — it's not as original, but it's a damned sight more playable. **10M**



- DEVELOPERS: NEO
- DIRS: 7
- PLAYERS: 1
- GENRE: RPG
- 1200 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Excessive wandering with little too get the adrenalin going.

54%

RICH PICKINGS

SPACE LEGENDS



■ (Above & Right) The classic space trading sim *Elite* is still a great game, combining 3-D blasting action and buying/selling of commodities.



■ Empire, £29.99 (compilation)

When I was a young Spectrum owner, I owned a game called *Elite*. I'd first seen it on the Acorn Electron and, being suitably impressed by its depth and playability, had rushed out to buy it. Weeks were spent enjoying its wire-frame graphics, exploring its many star systems and blowing up everything I came across. To go as far as to say it's one of the best games I've played on an 8-bit.

I'd not seen it on the Amiga before the *Space Legends* compilation arrived in the office. To be honest, I'm rather disappointed by it. If you haven't seen *Elite* before, you probably won't know that it's a mixture of a space-flight simulation, trading and... oh yeah, lots of fighting too. Combat (be that with space pirates or police) is one of the game's better aspects; also, the decisions made in trading and travel do have a bearing on your success.

On the flats, everything is displayed in wire-frame 3-D, unless you're docked in a space station — in which case, there's loads of bit to look through and act upon. The Amiga version utilises solid 3-D graphics during the fight sequences, and they're impressively fast. For some strange reason the programmers ditched the text displays in the space stations, in favour of a supposedly superior icon system, but it's not as easy to use.

Warp Speed Zero

I reviewed *Wing Commander* back in Issue 4, and, as I said at the time, it's

a game that's limited on the standard Amiga. Sure, the graphics are impressive in places, and the atmospheric presentation adds so much, but it's tainted by a sluggish pace and unresponsive controls. On the A1200, it's a far more playable affair — everything just hangs together, and it's a fair space-orientated shoot-'em-up. All the same, I think the conversion from the PC original could've been far better.

Finally we've arrived at *MegaTraveller 1*, a game I've not encountered before. A space-based RPG with a wealth of options and areas to explore, it's limited unless you really dig this sort of thing. It does have a lot to offer, and controlling your team through the different situations has a definite charm — even I enjoyed plugging away at it for a while. Try it and see — you may be pleasantly surprised as I was.

So, that's *Space Legends* in its entirety. *Elite*'s a great all-round game, but not as good as it could have been — especially when you consider how great I was on other machines. *Wing Commander* is disappointing — even when speeded up on the A1200. As for *MegaTraveller 1* — well, it's a very good RPG, but only if you've got the time (and patience) to get established in it.

This compilation works moderately well. Apart from *Wing Commander* on the 16-bits, it's a fair collection of game-styles that will appeal, though it's hardly an essential purchase.



TIP TIME! See this month's Tips Bits for the full guide to *Elite*'s cheat screen.

■ (Below) You meet some interesting characters on your travels in *MegaTraveller 1*.



■ (Above) *MegaTraveller 1* is an enjoyable space-based RPG. (Below) *Wing Commander* suffers from slow speed, at least on normal Amigas.



■ A worthwhile package for budding space-farers

78%

DIAL -A-TIP

The original and best for
CHEATS, TIPS AND GAME SOLUTIONS

THE AMIGA GAMES LINE

DIAL 0891 445 786

CHEATS GALORE (SAY YES TO AMIGA)0891 101 234

THE AMIGA HOTLINE0891 445 985

ALL CHATLINES UPDATED WEEKLY
INTERACTIVE GAMES SOLUTIONS

CHUCK ROCK 20891 445 946

STREETWARRIOR 2 TACTICS0891 445 927

THE FIRST SAMURAI0891 445 926

SHADOW OF THE BEAST 1 & 20891 445 949

DESERT STORM0891 445 953

COMPETITION LINE

HYPER SPACE IS A BAD PLACE TO BE! THAT ABANDONED
SPACE LOOKS DANGEROUS!! HAVE YOU GOT WHAT IT
TAKES FOR...

THE ULTIMATE QUEST

DIAL 0891 101 255 AND PLAY THE GAME WITH
GREATEST PRIZES.

FOR OUR FULL INDEX OF HELPLINES DIAL

0891 445 904

PLEASE ASK PERMISSION BEFORE YOU USE THE PHONE. YOU WILL BE CHARGED INFO
REGARDING RELATED SERVICES. MAXIMUM CALL CHARGE £3.40

FOR FULL COMPETITION RULES SEND A S.A.E. TO:

BUILDING LIGHT COMPUTER SERVICES LTD

PO BOX 17, ASHTON-UNDER-LYNE, OL1 0WW

CALLS COST 30PMIN CHEAP RATE 40PMIN ALL OTHER TIMES

BUS STOP PD

85p PER DISK

DISK CATALOGUE

50p & S.A.E

GAMES

THEIR TRIP
FIRST MACHINE YEA
PROTECTED WARRIORS
TETTER
SQUAD CARBID
STRENGTH
BATTLEMAN
THE HILL GUN
GUNSLEY TETTER
DYNAMITE DICE
ETHOS
SHOOT SHIP
CHIEF
WEEK
TOP OF THE LEAGUE
ATON BRASSIER

UTILITIES

KICK 1.2 EMULATOR
BR M40
BROW LTD
MACHINES ETHRO
EXPRESS CRIS
TEXT ENGINE V4.0
FREEDOM V1.0
SOUNDING
AND LETTERS
PICTURE BOX
COPIERS
SPECTRAFAST
DEMOGORE & CAG
SD V4.0
5 MOVERS
BUS STOP UTILS 1

P & P FREE ON ORDERS
OVER 10 DISKS. UNDER
10 DISKS 10 50p.

ALL DISKS ARE FREE
FREE AND WILL BE
DISPATCHED WITHIN
24 HOURS

THE CATALOGUE DISK
INCLUDES GAMES
CHEATS, GOSIP AND
CLASSIFIED.

PLEASE MAKE
CHEQUES AND
POSTAL ORDER
PAYABLE TO:-
BUS STOP PD
AND SEND IT
TO:-
BUS STOP PD
& SMITHS AVE.
MARSH,
Huddersfield
HD3 4AN

MUSIC

CLASH & ROSES
BAND SEX
METAL MUSIC
DEPTIVE MUSIC
BEATLES
VOICE SAMPLES
LSD BEPPIN
PIANO CLASSICAL
TOP GUN

ANIMATION

IRON MASHIN
FIRST CLASS
S.D. LANG
GLEN BEE
ASTH CLAREDOY
DRACULA
AIRCRAFT

ADULTS ONLY

MARIA WHITTAKER
STUP-BLISTER
NATVY LLOYD
SACROING
GIRLS ON FILM
THE GIRL
CALIFORNIA GIRLS
BO DORIS
ADULT JOSSAYS

PLEASE DECLARE
OVER 18 WHEN
ORDERING ADULT
ONLY DISKS.
ALL THESE LISTED
ABOVE ARE
18+ ONLY DISK
COMPATIBLE

EUROPEAN AND UK INTERACTIVE LEISURE

AIR WARRIOR • FEDERATION II
INTERNET • INTERNECINE • MUD II



MODEM

081 539 6763 (8-N-1)

and fight reality!

On line

ENTERTAINMENT

TEL 081 558 6114

Dragon's Island

3 2 3-10



Myrionids of Shander...sacrificed...escaped
pendant...for you...birds...tales...
save Rander...sawh...It's all up with me.
sawh...Dus loel undt...sawh !!!



■ (Above) You find a fair few odds and ends as you travel through the islands. Use them wisely!
(Below) Oh balls — big steel spikes ones on chains. If that lands on your nut, it'll give you a right pain in the chessboard!



■ It's like Jason and the Argonauts, isn't it? First you get hammered by the three strategists, then you're up against a load of skeletons (the one in the middle looks like Ian's girlfriend).



■ Oh woe is me — I'm about to die! But, in true role-playing fashion, not before I give you a vital message.

ISHAR MESSENGERS OF

■ Silmarils,
£29.99

First there was *Crystals Of Ardore*. Okay it was the first, but there's no getting away from the fact that it wasn't that great. I ran too slowly and there was too much wandering around, a flaw which also cursed its otherwise-promising successor, *Ishtar* — *Legend Of The Fortunes*. The third game in the series takes up a few problems, polishes the overall gameplay and generally takes the *Ishtar* series one step further. Though not without its niggles, it's one of the best computer games this year.

Ishtar 2's big. Oh second thoughts, make that 34-G — really big! Boasting a massive 100,000 miles and 40,000 locations, you could say it's as big as a very big thing. Good job they included a decent map this time, isn't it?

The game's spread over seven large islands, each having its own map. The first two are given immediately, the others you have to find. Ishtar 2's maps are far more detailed than its predecessor's grotty effort, and boast a big horizon with a cherry on the

top; your current position is marked! The maps are far from perfect but they're a great leap forward from *Ishtar*, whose map was at-best useless. Maybe Ishtar 3 will contain maps on which you can place your own markers to show, well — anything you like, eh?

Single combat

Messengers Of Doom retains the real-time combat system favoured by *Legend Of The Fortunes* (a mistake in my view, but that's a purely personal opinion), but this time they've moved the attack icons. Unlike the previous game, where they sat above the character's heads, they're now all together in a little cluster. This makes them far easier to use, and allows much speedier attacks in the heat of the fight. Though there's still no 'universal attack' (soon allowing everyone in a position to attack stacks of foes).

Not retained from the previous game is the mousing-over screen. Click on that squiggly thing that looks like a thought and crowns and and you can alter your party's layout, maybe putting magic-users and priests together.

“ All
every
need
some
to

RICH PICKINGS



■ It may be dog-eared and torn, but don't grizzle — this map was hard won. Although not perfect, the mapping system is much better than in *Ishtar* — *Legend of the Fortress*.



■ Warm Tears, my fellow traveller. Click on a map section for a detailed close-up (there I am!)

2 OF DOOM

for their combat abilities) to the rear, and the macho fighters to the fore. Only the first rank can attack, remember.

Perhaps the best thing about *Ishtar 2* is the character generation — there isn't any.

You can use your party from *Legend of the Fortress*, but this isn't essential. Assuming you do, you start the game with a single character (Dobanet) who wanders alone until he needs a possible ally. He then invites him to join the team. As the party grows, all members get a say in who's recruited and who isn't (very democratic, eh?). For example Dobanet and Elies don't get along too well, so if you try recruiting a Dwarf your Dwarf mage-war will object. It's a majority decision though, so he might get overruled.

Party in-fighting
If you're in luck you must plan your party very well. As leader you have some control over the other characters, but they're still thinking things in their own right — don't expect an evil murderer to get on well with a

godly priest. At best this leads to in-party squabbles with some characters unwilling to help others, at worst, outright conflict. This is roleplaying in its truest sense, with each character a person in his or her own right and not just an extension of the player's ego.

As you can see from the screenshots, the graphics are excellent. For once the generic trees and grass actually look like they belong in a wilderness and not a toddler's playground, and if the visual atmosphere draws you in, the progressive storyline keeps you there! Almost everyone you meet has something to say, and it's usually relevant even though it may not seem so at the time. This is what adventuring's all about.

The game's not without its niggles. Although the disk accessing and swapping's as unobtrusive as possible, I could do without having to load in an animation from the boot disk every time I die — the option to just carry on would be a boon. Also, the old disk contains half a dozen or so intro sequences. Press ESCAPE to skip to the next, or RETURN to get straight into the game. Fair enough, but this isn't in the manual. Can anyone honestly say that when they first bought their Amiga they never wanted to know more for including a lengthy intro sequence, not realising they could skip it? I know I did.

Despite these minor means, *Ishtar 2* is an epic game. It's reached the zenith in user-friendliness and size, and has an atmosphere that blows you away. Have a go to *Ishtar 2* and hopefully a complete change of scenery...



TIP TIME! From the beginning, go North to the town. Wind the well for a pleasant surprise!



- DEVELOPERS: Pascal Einsweiler & Michael Perrot
- DISKS: 3
- GENRE: RPG
- 100% COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Atmospheric roleplaying at its best — a true epic

91%

THE LOST VIKINGS

■ Interplay, £29.99

The three Viking brothers must have thought they'd drunk too many flagons of mead. Only that day they were enjoying the autumn hunt and feast in their small village, but they were to awake in the night, a strange force lifting them from their beds and towards a metallic object in the sky.

It turns out that the intergalactic ecologist Tormar had visited Earth, searching for new and strange life forms to add to his collection. When he spotted the Vikings winning some primitive ritual he decided to beam them aboard his ship. Unfortunately for him his teleport was on the blink and instead of sending the Vikings to his specimen room, it materialised them in the ship's corridors. A lucky break for the brothers, but now they would need to pool all their special abilities to somehow escape...

Puzzling pilgrage

Their epic quest to return home comprises a series of 37 puzzling levels. In each, you have to work out where and when to use each Viking's special skills to bypass hazards and perform tasks. For instance, you might need Blegg to climb a few battlements with his sword, or use Olaf's shield to protect his buddies from enemies or laser bolts. Sometimes Vikings must be used in combination, eg Erik jumping onto Olaf's shield from which he can leap to an otherwise unreachable platform. The first few levels introduce the various skills and concepts, giving on-screen hints. From then on, you're in for a real helmet-scratching time.

Obects complicate matters: often you'll need to find and reach an item to be able to pass through another part of the level. For example, on one level you encounter a gravitational field which lifts your Vikings up towards a fatal electric charge. Sometimes a beautifully executed pair of gravity boots holds the solution.

Manipulation of objects is easy enough. Each Viking uses carry up to four times, pressing the Tab key enables you to

select (using a cursor) the item to be used. Objects can also be dropped (eg bombs) or given to another nearby Viking.

Viking hell!

The need to use the keyboard for certain actions arises from the game's console origins, where they were activated by the extra control buttons. You get a choice of keys to use, but I would have helped if they'd been user-definable. You often have to pore over your keyboard to find the right key to use an object (B), activate a switch (S), switch between Vikings (Del, Help, keypad 7 or 9) or use a Viking's secondary ability (D, keypad + or enter). A strange choice of keys, I think you'll agree, and the latter (activating

Blegg's bow or Olaf's headbutt) is the most annoying as you often need it in a hurry.

You get used to the keys after a while, but the needless disk accessing is a pain. When a Viking dies it's impossible to complete the level, so the option to give up is essential. However, doing

so results in the lengthy loading of an animated sequence (a burning Viking ship) before reloading the same level back in. As you often lose a Viking due to a silly error, this just becomes very annoying — when I feel a level, I want to go straight back to the start and try again.

At least a password system ensures you don't get too frustrated — added by the humorous nature of the game, with numerous speech-bubble comments from the Vikings. Most of all, though, it's the well-designed levels that keep you coming back for more. Okay, so you don't get as many special abilities as those found in the Lemmings games, but it's no less satisfying. An added attraction is the more-satisfying direct control of the characters. If you can afford the disk accessing, The Lost Vikings is a really playable puzzle.



TIP TIME! Explore new areas with Olaf first, as he can't usually get hurt. And watch out for some great tips in the new AMIGA FORUM!



Bomb Drop one by an item (eg a computer) to blow it up.

Feeds Heals 1 health point when eaten.

Keys Used to unlock doors of the same colour.

RICH PICKINGS



■ It's a puzzle game... no, an arcade adventure... or maybe it's a save-tem-up? One thing for sure, though — *The Last Viking* is one of the most original games seen in many a year.

Like *Learnings*, the aim of the game is to get your troops to the level exit, keeping body and soul together in the process. Like *ray*, *Stop* you have direct control over your other actors (though unlike *Stop* there's three of *ers*), and their differing abilities pay more than a passing nod to *Head On* *Hero*. Okay, the controls are a little involved and the disk accessing's a pain, but it's still a great game. Recommended.



■ **DEVELOPERS:** SILICON & SYNAPSE
■ **DAYS:** 2
■ **PLAYERS:** 1
■ **GENRE:** PUZZLER/ARCADE
■ **ADVISORY:**
■ **100% COMPATIBLE:** YES
■ **NO INSTALLABLE:** NO



■ A refreshingly original arcade adventure with bags of humour.

81%



CLAF THE SCOUT
Age: 23
Height: 6'2"
Weight: 200lbs
Specialty: Defence

Equipment: Defences
Although Claf cannot kill baddies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang glide safely down long drops, or let Erik jump on it to reach higher platforms.

CHARACTERS

ERIK THE SWIFT

Age: 19
Height: 5'8"
Weight: 100lbs
Specialty: Fast running, jumping
Equipment:

Planning shots, a strong head
Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed! His weakness is his vulnerability to baddies, having no shield or weapons.



BALEOG THE FIERCE

Age: 26
Height: 6'0"
Weight: 220lbs
Specialty:

Combat
Equipment: Bow & arrows, sword
Baleog can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way. Though brilliant on the attack, Baleog isn't too good at defending himself, so it's a good idea to hide him behind Claf's shield when fighting ferocious baddies.



ITEMS

Block: Resets 2 health points.



Smart Bomb: When detonated it destroys all enemies on screen.



Gravity Boots: Enable a Viking to walk normally in a gravitational field.



Buttons: Press them to open doors etc. Baleog can hit them with arrows.



Switches: Look different but act in exactly the same way as buttons.



Shield: Gives a Viking a bonus blue health point.



Flaming Arrow: Kills an enemy with just one shot.



RICH PICKINGS



NEW GAME: 2-PLAYER LEAGUE

NAME	W	D	L	PTS	GOALS
TEAM 1	0	0	0	0	0
TEAM 2	0	0	0	0	0
TEAM 3					
TEAM 4					
TEAM 5					
TEAM 6					
GOAL	0	0	0	0	0

GOAL GOAL

■ (Above) The Arcade Challenge pits you against successively better computer teams, earning points by multiplying the goal difference by the skill level.



amiga
FOR
EVER!

GOAL!

■ Virgin, £25.99

Well, let's get straight to the burning question: Is *Goal!* better than *Sensible Soccer*? Well, that's a tricky one. The fact that I'm even considering the possibility tells you that *Goal!* is one damn fine game.

It takes the basic elements of *Kick Off 2* (Dino Dor's earlier game) and transforms them into a much more playable, stylish exercise.

The tricky dribbling is still here, as is the ability to trap the ball by holding down fire. Not only can this method be used to stop and pass the ball to team-mates, it's a useful trick for controlling the ball before changing direction. This is great for wrong-footing defenders, as all the players now have realistic inertia. When you start running, it takes a while to get up to full speed, and the controlled player can't instantly zip off in another direction — he has an authentic turning circle, dependent on his speed.

Shooting is achieved by a quick tap of the fire button, and afterwards can be applied to serve the ball, lift or dip it. However, unlike *Sensible Soccer* (and *Kick Off 2*), it's impossible to send a massive lob down the pitch — long-ball merchants will have a harder time here.

Heading for goal

Other player initiatives include the scissor kick, chop down with effort, and header.

The latter is also bad news for long-ball players as it's a difficult skill to master — you have to be very accurate as well as timed with the ball, and power headers rely on running fast before jumping.

With all this complexity of control, you may think *Goal!* is too tricky. Well it is hard to get the grips with — perhaps not as intuitive as *Sensible Soccer* — but once you get the hang, you can put some really clever moves together and score truly great goals. I even enjoyed watching the optional action replays in

slow-up — you can play using this view, but I preferred the more traditional 'zoomed out' mode.

Where *Goal!* really scores against *Sensible Soccer* is in its challenge for solo players. The computer teams are really hard to beat unless you adjust their skill level down, and yours up. This handicap system also permits a novice player to stand a chance against an expert.

As to that initial question, I still can't decide, but — complete with reports crowd F1, a host of play options, league and the ability to visit teams — *Goal!* is an essential purchase for any footy fan.



TIP TIME! Against computer teams, try dribbling the ball all the way down the wing, then passing across to the centre-forward.



■ Not being a great fan of *Kick Off 2* (I HATE the damned game), I wasn't expecting too much of *Goal!*. It just shows how wrong you can be.

Allowing the players to turn on the ball when moving slowly is a brilliant idea, adding loads to the playability and realism. The arcade challenge (earning points by playing gradually better computer teams) is one of the nearest and most innovative ideas ever seen in a soccer game, and unlike *Sensible Soccer* it has a practice mode.

Goal! lacks the humour of the *Sensible Soccer* boys' offering, but it's certainly not short of playability. So which is the best? You decide, but at the end of the day the ball *Goal!* did well, leaving his detractors as sick as a parrot.

LAN
11

- DEVELOPERS: DINI & DINI
- DISKS: 2
- PLAYERS: 1-2
- GENRE: FOOTBALL SIM
- 100% COMPATIBLE: YES
- HD INSTALLABLE: NO



■ Extremely playable in one- and two-player modes — don't miss it!

92%

HAPPY LANDINGS...

COMPETITION

**A £250
AVIREX FLYING
JACKET AND
£350-WORTH
OF SOFTWARE
MUST BE
WON!**

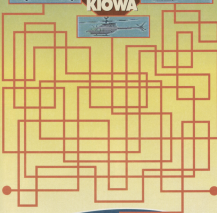
BLACKHAWK



SUPER COBRA



KIOWA



■ Ever wondered how those brave American airmen keep warm while flying through the air at Mach unknownwhat? Do you lie awake at night worrying how they make a fashion statement during their off-duty hours? No? Neither do we, but we do appreciate their crazy Aviator Nylon jackets.

Thanks to those authentic-nice MicroPurse holders, we've got one to give away! Yes, honest - an authentic Aviator flying jacket, worth around \$2500 (that's clothing, not US dollars). Available in Small, Medium, Large and PMI (that's Extra Large), this is the ultimate in pose - and just the thing to wear while enjoying the authentic atmosphere of MicroPurse's stunning Genesis 2000. Be the envy of all your friends, but don't wear it in bag - you'd probably get shot! Five winners will each receive a MicroPurse masterpiece: Formula One Grand Prix, while another lucky five get MicroPurse Soft.

So what do you have to do to win this marvellous prize? Fly a reconnaissance mission over Ludlow? Blast Baghdad to bits, and claim you were aiming at an intelligence centre? Wear your trousers back to front? No — just tell us which helicopter lands on the pad.

Answers on a postcard to: LOOK AT MY CHOPPER COMP. AMVCA FORCE, Impact Magazine, London, Singapore SPS 1JW, by 14 September of the latest. Remember, as well as the answer we need your preferred jacket size. Postcards that don't contain this information will be folded into paper darts and chucked out of the window.

NICK FALDO'S CHAMPIONSHIP GOLF



91%
CONTROL

90%
AMIGA FORMATT

89%
AMIGA COMPUTING

88%
AMIGA POWER

88%
AMIGA ACTION

IBM PC



CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS
STATE-OF-THE-ART GOLF SIMULATION?



COMMODORE 64



AMIGA



"A real class act, just like playing against Nick Faldo in real life" JOYSTICK

"As a true golfing experience it can't be bettered!"
AMIGA COMPUTING

"Golf purists will love this to bits"
AMIGA ACTION

"The best looking, user friendly and playable
golf game on the Amiga"
THE ONE AMIGA

MICROPROSE KIXX ASS!

What happens when one of the greatest budget software labels teams up with the undisputed kings of strategy? IAN 'CHEAPSKATE' OSBORNE thinks he knows...

There's nothing like a really good game. One you can get your teeth into and play for months without getting bored. Something challenging enough to make you work for your winnings, with an atmosphere that draws you in and gamelap that refuses to let go. Hold on... I think I just described most of MicroProse's back catalogue!

Boasting such classics as Geoff Crammond's *Stunt Car Racer*, the timeless *Carrier Command* and epic fight sims like *Knights Of The Sky* and *F19 Stealth Fighter*, the name 'MicroProse' has long been synonymous with quality games — as were *Freelord* and *Rainbird*, bought out by MicroProse a few years back. Just as well Kixx scooped the rights to some of their back catalogue, huh?

To celebrate their release at bargain budget prices, we're taking a look at the best Kixx/MicroProse games, and we've even got some to give away! Eyes down...

STUNT CAR RACER

■ What a game — four years old and it's still as much fun as the day that it was coded! Programmed by Geoff Crammond (of *Formula One Grand Prix* fame), *Stunt Car*



XL-ENT!

Kixx XL was launched in November 1992 to cater for more serious gamers. 'The XL label allows us to market quality products at budget prices,' said a Kixx spokesperson. 'These games retail at a much higher price when first released, so they're just as big a bang as the normal Kixx range.'

How true. Bigger boxes also allow nightier manuals and dozens of disks. At last fans of fight sims and adventures are served by a budget label! MicroProse especially have a reputation for comprehensive manuals: the size of small roofing slates, and it's a sacrifice to see 'em cut down to a budget-box-friendly sheet of microscopic print. Thanks to Kixx XL, they no longer have to be.

F19 STEALTH FIGHTER

■ When this game was first released the Stealth games were very hush-hush. The Pentagon denied their existence and half the Arizona desert was cordoned off when one crashed. This didn't stop toy companies selling model kits and die-cast versions, though. MicroProse used the photo on the F19 box as of the actual plane and not a Cessay toy, but we have our doubts — test moosey people blend holes a multitude of sins, but there's no hiding the sheer quality of this game.

Being near-invisible to radar, the Stealth can creep behind enemy lines, taking out strategic targets and photographing

sensitive military installations. A range of weapons are on offer, but choose carefully — if you haven't got the right tools for the job, you're in trouble.

Unlike *F19 Strike Eagle II*, this is a traditional flight sim with a high degree of realism and a far less keyboard controls. These are extremely well laid out, becoming instinctive after a few plays. A key control supplement is included so you don't have to pick through the entire manual to find which key controls the undercarriage.

It's games like this that prove the value of the Kixx XL range. Although more expensive than their usual output (it's £19.99), the MicroProse manual is reproduced in its entirety, though the keyboard overlay isn't included. A great game at a bargain price... well, what are you waiting for?



FEATURE



Racer is the wildest, wildest driving game ever to hit the Amiga.

Unlike most racers, you don't compete on a track or road — instead you're whisked into a rollercoaster-like descent. Take a corner too quickly and you fly through the air like a Microphone flight sim, but with a predictably heavy landing. If your car's not too badly damaged you can be whisked back onto the track, but you'll start little chance of beating your computer-controlled opponent.

It's difficult to describe just how good Stunt Car Racer is. It's fast, smooth, and its diverse mini-league offer a constant challenge. There's a real modern two-player mode on offer too.



CARRIER COMMAND



■ This caused a sensation when first released, the first game to show what the then-new 10-bit machines could do with solid 3-D. Set in the 21st Century, your task is to take over a strategically important archipelago threatened by an automated carrier bearing an uneasy resemblance to your own! That's been reprogrammed by terrorists.

Not only do you control your ship, you also have four Marines (aircraft) and Marines (sea-going launches) at your disposal. Arm them as you please, but choose carefully — the enemy have impressive hardware too!

The unique mixture of flight sim, boat sim and strategy cutting makes Carrier Command a real winner, and one of the few games to successfully cross genres. Its intuitive interface (intuitive after a few plays, anyway) stops it getting tedious, and if you don't want a

RICK DANGEROUS

■ Now here's an enigma... Rick Dangerous is highly acclaimed but seriously flawed. Its army of fans point out the silky-smooth scrolling, instinctive controls and laugh-a-minute presentation, its detractors say it's just a complicated memory test.

A platform game with arcade-adventure elements, your task is to guide Rick through the jungles of South America, battling bloodthirsty badies (or should that read 'incoherent Indians?') along the way with your trusty stick, faithful hand gun or sticks of dynamite. If you run out, there's a few ammo



dumps along the way (how they got there I don't know, but who cares?). Despite the amount of controls needed, the game demands so many pauses, and clever planning means the

KNIGHTS OF THE SKY

■ Ever wondered what it was like being a fighter pilot in days of old? Do you tire of letting rip with high-tech missiles as soon as the enemy comes into sight? Do you yearn for a flight sim featuring double-winged aircraft with no radar, no missiles and only a helm machine gun for weaponry? Great — get *Knights Of The Sky*!

tech. By the by, the feel of your pants' feel like no other WWII sim. The planes can be a bit of a case all times, but if Riggles can handle it so can you. After all, you don't have to worry about weapons systems, undercarriage retraction, flare and chaff masking or any of the complex keyboard-operated controls that put arcade-oriented gamers off most flight sims.

Knights Of The Sky benefits from an inspired choice of subject matter. Despite being deeper than Barry White's voice, it retains a degree of pick-up-and-play accessibility rarely seen in a sim. If you think flight sims aren't for you, this one just might change your mind.



Featuring brilliant 3-D graphics, a range of Allied and German planes and a genuine feeling of being there, *KOTS* captures the low-



F15 STRIKE EAGLE II



Take off: Release at 0900 090 1986
Armory: Turn Forward Tank ON OFF
Secondary: ON OFF Roll at 0900 090 1986

KNIGHTS *of the* SKY



PLAY NOT PAY! TOP GA



AVAILABLE FROM ALL
LEADING RETAILERS.
WHOLESALE FROM: PAPER AND
DRINK LIFT DISTRIBUTING
ANY TELEPHONE CONTACT
WILL BE LOST! LOST! LOST!
ALL INFORMATION USE
IS AT YOUR OWN RISK.
PROPERTY OF PAPER AND
DRINK LIFT.

[illegible]

Amiga
FORCE

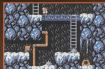
**FLYING HIGH
ABOVE THE
REST!**



long game there's an action mode on offer too, but make no mistake — it's NOT a shoot-'em-up! Buy it.



RICK DANGEROUS II



■ More of the same, this time with our intrepid hero exploring a chaotic underworld, the ice caverns of Friesland, the forests of Vegetabilia, the

FEATURE



atomic mud mines and finally the Fat Man's cavern on the planet Bart.

The subtle atmosphere and pointed control method of Rick's earlier offering are preserved, but AD&D is far superior in its presentation. The action deaths are far less common (though by no means absent), there's more to do (you get to affect things, rather than just reacting to them), and you can start on any level you like.

Again developed by Core Design for MicroProse's now-defunct MicroStyle label, Rick Dangerous II is a genuine budget bang.



numerous joystick positions soon become ineffective.

The main criticism of Rick Dangerous is that it relies too heavily on unseen deaths — walk along, make a leap in the dark, fall on

some spikes, die and restart a few screens earlier. Now you know the score

you can avoid the aforementioned spikes and play on until you fall the next unseen death. Repeat until completed. This criticism certainly holds water, but the game wins out because of its brilliant humour.



RVF HONDA

■ Another game formerly gracing the MicroStyle label, RVF Honda is one of the best sports-based bike sims ever seen.

Boasting a high degree of realism (quite genuine — it is a MicroProse game after all, for once you actually have to slow down to take a tight bend [don't laugh — it's amazing how many drivers let you rip round at full tilt]), the bike handles like a dream, but crash too often and performance is impaired. You can always climb back on your bike and let rip again, but you might find you're a couple of gears missing, minus a speedo, etc.

With practice you can really fly round the tracks, but the computer-controlled opponents

are no pushover — don't expect it to be easy. Even if you screw up, you keep coming back for more. RVF's blinding feeling of speed and grab-you-by-the-gonads atmosphere make it one of the most underrated games of all time.



■ Let's face it, flight sims aren't for everybody. There's no hope for dedicated shoot-'em-uppers who think Afterburner's a flight sim. However, if you like the idea but not the complex controls, F15 Strike Eagle is for you — it's as accurate as you can get while still being a 'proper'



combat. It still has a manual the size of Belgium (it wouldn't be a MicroProse game otherwise) and the mandatory military missions, making it ideal for potential flight sim fans who can't be



bothered to memorise complex keyboard layouts.

Criticism? Well a few punters might resent the lower priority given to accuracy, but they have only themselves to blame — you bought the wrong game, didn't you? A little more

worrying is the limited number of missions, but with four skill levels to master there's enough to keep you going for months. A worthy classic, filling a gap in the market and making a major contribution to flight sim accessibility.



M1 TANK PLATOON

■ This game's showing its age politically — it's not the Redic time (again), preferring the 'free world' over the Commies (and hence with not an Islamic fundamentalist in sight). It's showing its age in gameplay terms too, but this doesn't stop it being a worthy purchase.

Set in the early hours of World War II (why do we attribute wars and researches using Roman numerals? Just a thought...), you control up to four tanks that can be managed independently or kept together as a platoon. There are several stages on offer, with numerous missions per



FEATURE

MICROPROSE SOCCER

■ Not the most accurate of soccer sims, but it's fun to play and at the end of the day (Santitas), that's what really counts.

Designed by Simulated Software, the DOS original was converted to the Amiga by The Electronic Penalt Co. Although not as good as its 4-bit predecessor, it's certainly a respectable look-alike and king of the pre-Kick Off soccer games.

Pre-Kick Off? As the odds among us remember, before Dino Dini turned the footy-sim genre on its head most games

glued the ball to your feet as you dribbled. You could still be tackled, of

course, but there was no danger of leaving it behind as you moved from the wing. MicroProse Soccer's no exception. Although this takes its inevitable toll on passing (you rarely do — just take the ball, zoning up the field and shoot), the inclusion of banana shots (a real innovation in this day's fast-paced action and an American two-side version makes it a worthy purchase at budget prices.



JUST FOR KIXX! A BUCKETFUL OF KIXX/MICROPROSE GAMES MUST BE WON!

■ After reading about that little bit I bet you're just itching for a blast on 'em. This could be your lucky day. One lucky reader will win EVERY game featured in this roundup, with five runners-up getting a game of their choice. And what must you do to win this amazing prize? Climb on the roof, stand on your head and whistle "God Save The Queen"! Sit on a railway platform gathering train numbers, then send them to Atari for their latest ST game? Tell crappy jokes like "What's the difference between the Atari Falcon and the Loch Ness Monster? Some people say they've seen the Loch Ness Monster!" Hahaha... Just answer these simple questions...

1. Who programmed Stunt Car Racer?
2. Who designed MicroProse Soccer?
3. When was the Kick XL label launched?

■ If you're stuck, you didn't read the feature properly, did you? Go back and do it again. Answers on a postcard, to arrive no later than 15 September 1993. Any entries sent on plain black postcards with [sig] 'Blackpool by night' embossed across them will be recycled as firefighters. They were funny when they first came out, but the joke's wearing VERY thin.



Don't get me wrong, Midwinter's an excellent game, but doesn't quite live up to its world-beating reputation.



STARGLIDER II

■ A tiled polygon-based blaster in the Elite mould, Starglider II was once considered a classic among fans of the more cerebral shoot-'em-ups. Five years on it doesn't look quite so



impressive, but it still puts up a fair old fight. As the pilot of an iconic craft you patrol the planets and moons in the Solaris star system,



controls are a dream to use, and for once it's not all blast, blast, blast — maybe it's not quite as deep as it pretends to be, but it's far from being a mindless shooter. Oh, it's showing its age a bit now, but it's still worth a look — especially if you're a fan of Elite's control elements.

crossing lasers with an evil race of pirates called the Egonas. The extremely instinctive mouse



stage. After the easy, introductory training stage you face a series of small-scale skirmishes,



gathering in intensity until you're plunged headlong into the heart of the war.

You can manoeuvre your high-tech hardware around the map using the

mouse, or opt for an inside-the-tank simulation approach. A combination of both works best.

My Xara Platinum is far more strategic than the usual simulation. The map screens in particular look very war-gamey, and the introduction of indirectly controlled vehicles put a whole new perspective on the game. Signs of the game's age include the 3-D being a tad slow, and a lack of bells compared to Pacific Islands or War in the Gulf. For all the caveats, though, the heart of the game's there and that's what matters.



MIDWINTER

■ When first released, Mike Singleton's Midwinter scooped every award going (with the possible exception of the OBE). I can't think why it's a (good) game and a superb technical achievement, but not quite the classic it's made out to be.

Set on an arctic island, the aim of the game is to travel from town to town recruiting troops for your crack assault team. When you think you're strong enough you attack, hopefully freezing the enemy HQ. You travel between towns by skis, snow buggy, cable car or even hang-glider. Some modes of transport are quicker than others, but all allow you

to park in amusement at the use of light-sourced polygonal graphics.

Midwinter's really a series of gametypes that don't sit together entirely convincingly. Strategy fans will admire its depth and challenge, but there's no hiding the fact that there's often very little going on. Also, if you know the trick there's a very easy way of completing it.





Due to popular demand, here is the official AMIGA FORCE tuckshop, where you can order shorter clips, handbags... whoops, maybe not, but you CAN order all these AMIGA FORCE back issues that you might have missed, including that elusive Issue 1. Watch out for more special offers next month!

■ **ISSUE ONE:** Driving roundup, Gods poster and maps, complete R-type solution, 88 maps, CD in the USA maps, Goblins tips and more!

■ **ISSUE TWO:** Free AMIGA FORCE stickers! Full-colour maps for Zool and Prince Of The Yolkfolk, Shadow Of The Beast III playing guide and Rbox roundup!

■ **ISSUE THREE:** Free Battleground! Playing guides for Streetfighter II, Goblins 2 and Rome AII. The Top 20 shoot-'em-ups and more!



■ **ISSUE FOUR:** Every Dixy game reviewed, Sensible Soccer challenge, Sleepwalker tips, Troika maps, Goblins 2 guide and Action Replay pokes galore!



■ **ISSUE FIVE:** Free Battleground! Maps and tips for Chaos Engine, Zool, Lemmings 2, Risk Dangerous 2 and Sleepwalker! Arcade adventures roundup.



■ **ISSUE SIX:** Free disk, label! Special EGTS report, Sensible World Cup and the A1200 guide. Superfing maps, tips for Desert Strike and Arabian Nights.

BACK ISSUES

amiga FORCE

Back Issues!

■ **ISSUE SEVEN:** Morph and Flashback! Complete maps and tips for Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.



ONLY £2.00 EACH!

amiga FORCE BACK ISSUES!

It's like the following AMIGA FORCE back issues at £2 each. I enclose a cheque for the correct amount, payable to European Direct. Pop this in an envelope and send to: European Direct, FREEPOST, Elmwood Park, South Street, LBN 9BB (no stamp needed if posted in UK).

- | | | | |
|----------------------------|--------|--------------------------|--------|
| ■ No. 1 AUTUMN '92 | □ 6901 | ■ No. 4 APRIL '93 | □ 6904 |
| ■ No. 2 JAN/FEB '93 | □ 6902 | ■ No. 5 MAY '93 | □ 6905 |
| ■ No. 3 MAR '93 | □ 6903 | ■ No. 6 JUNE '93 | □ 6906 |
| ■ No. 7 JULY '93 | | □ 6907 | |

Name _____
Address _____
Postcode _____

Signed _____
Alternatively, ring your order through on 081 397 1273 (24 hrs a day, Access/Visa accepted). All prices include UK postage, the orders over £10 please add £3 for EuroDCC and £10 for overseas (after dispatched by airmail).



■ (Right) Watch your landing (and flying) from any angle you like.

MIG-29 FULCRUM

screen
feels fast
smooth

varied. Blast of wells and nuclear bunkers, engage in air-to-air combat in China, take a few snapshots in the Arctic and strike a convoy of terrorist trucks. The final mission (the nuclear reactor) can't be entered until you've built up your score on the first four.

Plain flying

There's a survivable pilot's record, but no weapons selection — you start with the same mix of cannons, unguided rockets and missiles every time (perhaps this is a feature of the MIG — I couldn't find out one way or another, but I doubt it).

The game itself is fun to play. The screen update's fast and smooth, the missions varied and interesting and the plane's instrumentation's an accurate interpretation of

the MIG's. You have to be fairly heavy with the controls, but again this is an attribute of its aeronautical inspiration.

One very serious flaw is that on an ordinary TV the HUD (that's Head Up Display — the green lines in the middle of the screen) is difficult to see. Keep twiddling the contrast and brightness controls and you get there eventually, but it's definitely a game that looks better on a monitor.

MIG-29's lack of missions is less of a problem at budget prices, and its lack of weapons selection's a positive advantage for beginners. If you're looking for a straightforward fight sim that's accessible without being too arcadey, look no further.



TIP TIME: Use a mouse or analogue joystick. Ordinary sticks just don't measure up.



Initially I was disappointed with the basic look to MIG 29. The main cockpit dials look like the interior of a Fiesta, and the scenery is, at times, seriously lacking in detail. Compared to other flight sims, MIG's just too shallow in many areas. In all fairness, the main game is very easy to get into — there's no encyclopaedia of instructions to burrow through — making it ideal for novice pilots with a fear of heights. Aerial veterans, on the other hand, will be soon get restless — especially as there are only five missions to undertake. It all depends on what type of person you are. If you want a simple — and very fast — fight sim then look no further, but if you like spending hours just rearing the boot-up into... be gone. ■



■ Not as complex as some flight sims, it's a great intro for novice pilots.

83%

RUBBER

Cold rhubarb

All well and good, as far as I progressed through the miles with the greatest of ease. Out then I went, onto the tarmac, for competition in convenience.

My first few races were to leave me in utter befuddlement as the joystick proved a less than satisfactory implement for influencing the movements of my bike. With resignation, then, I selected the keyboard and to my surprise things improved strikingly with far more subtle control available.

Despite the very odd-looking graphics, *Rubber* isn't all that bad, though the two-player mode is rather weak. Best only does one player have to muck around with the clumsy joystick, but player two's screen requires the one-player mode's map — vital for anticipating upcoming bends.

Plenty of tracks don't make up for lack of gameplay and graphical variety.



■ Hit the gas at speed and you fall off your bike.



Oh dear, I think this game has finally driven me completely round the bend. Maybe. It's not that everything when the bike goes wrong off the road at the slightest joystick movement. When I did get to grips with the controls, I found winning races a doddle. Your bike is much more powerful than the others, so you can even get away with a few crashes and still win. With gameplay so silly, the two-player mode's just as dull. The previous racer isn't a patch on *No Second Place* or even *RVF Honda*. ■



■ Not *Rubber* sounds very exciting, but your mouse is hard to control and keeps sliding all over the place.



■ Howhere near hot enough to burn any rubber.

51%



TIP TIME! Use the keyboard as joystick control is far too cumbersome.

BUDGET
BARGAINS

THE IMMORTAL

■ The Hit Squad
Platinum, £12.99

Befying its arcade-adventure appearance, The Immortal is an unusual blend of isometric graphics and borderline RPG elements and society adventuring. It's not a great fan of the aforementioned genre, I had a brief fixation with The Bard's Tale years ago, and I love Legends Of Katsou, but it's not something that grips me in the way it does others. So I think The Immortal's crap, right?

Well, not quite. Disregarding the plot, the game's a fairly linear adventure. Its gloomy rooms and corridors swirl with you as you roam, but should you go through a door the game flows into the next location. Littered in the manner that makes up The Immortal's seven levels are various objects and creatures, contact with which can have several different outcomes. For example, finding gold makes

you richer, bumping into a golden result in a fight — all fairly obvious stuff. There's a certain amount of object manipulation, but as a rule it's not too hard to figure out your next move.

Immortal looks

The Immortal's real charm is its graphics. They're hardly award-winning material, but seeing with character. Everything is animated, and the attention to detail is admirable. There's even an amount of gameable to match, but the entire package is almost crippled by a few annoying flaws. For a start, it's too easy to die. Combat is simple (when you know how), but traps and tricks catch you out with annoying regularity. Once you've got past one once, though, you'll know how to do it again — I used to think Dragon's

Lair (the interactive 'game/cartoon') was limiting in that respect, but The Immortal takes the cake, lawsuit and all...

So, there you have it. If you like games that involve lots of tedious repetition of actions and tasks to get to where you want before you die, well, you'll like The Immortal. Granted, there are codes for the seven levels, but it's all a matter of patience. I haven't got that much, so I'll

give this Hit Squad release a small recommendation, if ya like this sort of thing...



TIP TIME! If you get stuck, look at the screenshots in the manual, one of them gives away a code to a later level!



CRYSTALS OF ARE

■ Games Worth
Playing, £12.99

An RPG, at ya!
Another one of them flat-screen-driven wonders packed with unpronounceable place names and nasty goblins. He hum, I suppose the plot is always a good place to start so, in easily comprehensible fashion, I shall relate to you the background story one.

It's the aged-old evil magician, bringing down pestilence on the world and only by recovering some

mythical crystals can the land be freed from his power! scenario. And (black, horror) that's where you, as the elf prince Janet, come in.

Before your quest, you select a five-man team and customise each member to your liking. These types of character are on offer:

Magicians are comparatively weak but have the advantage of spell-casting abilities. Rangers are useful scouts, moving quickly across terrain to bring back news of potential dangers. Warriors are (obviously) best suited to fighting so it's essential to have at least a couple of these in your posse.

**Conflicts
are determined
by a 'dice roll'
system**

World of adventure

Your main 3-D view is always through the eyes of Janet, with the other members of the team manipulated on the map screen. Moving Janet around the game world is easily done by clicking an on-screen direction arrow. Some terrain is impossible to plan your route via the map for speedy movement from place to place.

Every so often a message will flash up informing you of an enemy close by. You're then asked to either run away or stand and fight. Choosing the latter takes you into the battle sequence. Conflicts are determined by a 'dice roll' system in which each player takes turns to attack. This will either be blocked or result in an injury for the victim.

Not being an avid roleplayer, Adams didn't really do much to change my mind. It all looks



■ More of an RPG than an arcade adventure, *The Immortal* features plenty of fighting (Left) and character interaction (Below).



■ Nice gloomy atmosphere, but too samey to be a classic... The battles are pretty neat but I can't help missing the gory battles added to the later Mega Drive version.

The game suffers from Rick Dangerousitis in that too many hazards are unseen until you fall foul of them, turning the game into little more than a memory test. Still, it's far less linear than the aforementioned game, and sudden deaths occur far less often.

Not the classic it once was, but a reasonable purchase at the price. **IAN**

■ Not a bad adventure — if you've got the patience.

70%

BOREA

pretty enough with attractive woodland graphics, but there's just not enough depth of play or character manipulation. For the money I can't see it appealing to the hardened fan. It may, however, provide an accessible introduction to the genre for the uninitiated, being easy to get into and simple enough to play.



TIP TIME! Use your team to scout the area — it saves time wandering around.

■ Hmm, not a great RPG by any means. It takes far long to respond to inputs, making exploration a chore rather than a pleasure. Still, its bulkier map is far superior to that in its sequel, *Magia*, and I prefer its more strategic combat without to later real-time efforts, though its presentation leaves a lot to be desired.

The graphics are adequate and the plot makes all the right Dungeons & Dragons-inspired noises, but the slow response time implies what could've been an acceptable game. **IAN**

■ Hardly the best RPG around, but not too bad for beginners.

60%

BUDGET REVIEWS



HARLEQUIN

■ GBH Gold, £9.99

In my time, I've played games that allow you to fire all manner of weaponry at assorted noodies. *Harlequin* arms you with harts. It's cute and it's weird. It's a platform game. Also, unlike others of its genre, there's more to say about the game than just that. It's still boring, though.

Harlequin's not as fast as *Zool*, colourful as *Totie* or as unrestricting as *Assassin*. It sees you bouncing around the levels, collecting power-ups, switched objects and flicking switches to activate platforms and more scenery. It's big, polished and complemented by a selection of novel power-ups. In fact, all the necessary ingredients are included.

Its most impressive offering is the ability to save and load your game position at any point. This saves endless tramping through levels already completed — something I hate — and the programmers should be firmly patted on the back for being so considerate. Speaking of which, congratulations to the person who included the option to turn the music off...

Don't shoot — we're cute!
The graphics, although a little bland in places,

are of a generally high standard. When your assorted assailants are dispatched, they explode in showers of stars or big pink bubbles (or that section's equivalent). Each level has its own feel and look, although the landscapes are a bit nondescript. Also worth a mention are the limited power-ups, from the Space Hopper (remember those?) to an umbrella that allows you to drift safely to the ground.

Harlequin includes all the classic elements of favourite platform games, and adds its own tuppenny-worth. Everything's there, from moving platforms to ropes to swing on — and switches galore. Yet, I'm bored. I've played it solidly for a while, and I'm not impressed. It just doesn't grip me in the slightest. I'm in a state of non-grippedness.

I'd expected so much from *Harlequin*. I'd heard people rave about it — some to the point that they believed it to be 'the best platform game ever'. If not liking it that much makes me a cold fish, then so be it. I like to be able to say what I think — and I think I'd like a game of *FlakBack*...



TIP TIME! Always save the game after completing a hard task.

■ (Below) *Harlequin* is dressed in a patterned Lycra catsuit from the new collection... we recommend Das Color for washing that one, Gerry!



■ 'The strangest game ever!' screams the packaging, but underneath the word screams *Harlequin*'s not that different from any other platform romp. There are some attractive weirdly spiky and strategically backdrops, but the leaping action is nothing special. Indeed I found the hero hard to control at times, especially in mid-air, and my frustration was only eased by the handy save-game option. *Harlequin* isn't a bad game for the money. It's just not that good.

■ Not bad for platform fans — just don't expect too much.

70%

BUDGET REVIEWS

BUDGET BARGAINS



Bonus squares — 100%!



Click here to move the silver suit



Turn through 90° at a time

Dodgy bridges — disappears when crossed

Bombs leaps said number of squares in direction of travel



BOSTON BOMB CLUB

■ Games Worth Playing, £9.99

Now there's a solid one and no mistake. A mouse-driven puzzle with distinct Pipe Mania overtones, the aim is to get at least one of the level's many bombs from the bomb-dispenser to the target. Let one explode on the table, either through collision or neglect, and it's "game over".

You get the bombs from A to B by clicking on the various tiles. Circular crates rotate through 90° repositioning the pathways, and on square tiles the silver barriers move to block another channel. Tiles cannot move horizontally or vertically, and you've no direct control over the bombs — they roll along relentlessly, Lemmings style.

Clever devices

Boston Bomb Club boasts some wonderful graphics effects, such as the man reading his paper over the table, blocking your view of a couple of pieces. Keep your eye on him and you could catch a glimpse of the as he turns the page. On later levels yet more devices creep in,

like a baby crawling across the playing area. Controls are intuitive and you get a definite sense of achievement (and a chuckle) as the fuse is extinguished on a bomb that's reached the target. Even so, the game as a whole is a bit of a missed opportunity.

There's hardly ever more than one or two bombs on the screen. A few more would offer a real challenge, trapping bombs while others jostle, etc. As it stands, you tend to follow a bomb until it hits an obstacle, remove the obstacle and wait for its return — repeat until you've got one through. Also, like most puzzles, gameplay can get repetitive after a while.

Boston Bomb Club is a fine game with heaps of thrills, but even at budget price it's by no means a classic.

TIP TIME! Keep your eyes two tiles ahead of the bomb — make sure it doesn't fall.

■ A fair puzzle game — at least it doesn't cost a bomb.

78%

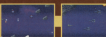
MYT

■ Kixx, £9.99

Welcome to a time long past. The story goes that a band of pagan spirits, wandering the universe for centuries in search of a place to reave their evil, have happened upon the Earth. Not the Earth we know today, of course, but the mystical world of the ancients, a civilisation ruled by superstition and higher forces. So, getchu self a snazzy Don King haircut, tipping tons and well — and affluence, then you're ready to tackle some of the nastiest myths in history, 'olde see the hero — that's you that is. For 'tis another of the 'only one man has the strength/courage/tenaciousness (delete as appropriate) to save the world' (delete of games.

This hack-'em-to-bits epic takes a disturbing journey through the legends of Greek lore as you do fence battles with walking skeletons, flying demons, not to mention Satan himself — and that's just Level One! Later confrontations pit you against huge dragons and the tempestuous Medusa (she-of-the-septilian-hair), to name but two.

PROJ



■ Team 17 Classic, £12.99

When first released, everyone expected Project X to be the wildest, wackiest, most wonderfully wicked blaster EVER. One or two awful maddies put paid to that: it was impossibly difficult, and when you died you lost all your power-ups. Bile the dust in a particularly tricky section (ie anywhere in the game) and you might as well quit — your once-more weedy draft has the life expectancy of Alan Sugar on the Spurs benches. So the game's a disappointment, right? WRONG — Team 17 have realised it for

H

Epic atmosphere

Play is of the leap, slash and pounce variety, fairly standard stuff but enhanced by sparkling presentation. In fact this is one of the most atmospheric games about as far as the mo'. Graphics in all locations are suitably luscious, especially around the longest with lightning flashes providing your only light. What really sets it off, though, are the swirling FX. From the hideous tentacles of the damned in Hades to that softly spoken maiden on Olympus, you'll not find a better array of scampers and sounds anywhere.

Having said that, I have my reservations about the puzzles. They're not all that logical, to put it politely. One very annoying feature is the way special weapons required for specific tasks occasionally run out and can't be replaced without losing a life to reset the level.

If you think you can stand occasional frustration and a little lack of freedom on the relatively small levels, then *Myth*'s more than worth a bash. If only for the marvellous aesthetics. Nevertheless be warned — it's as much a demonstration of the machine's capabilities as it is a game.



TIP TIME! Look before you leap — landing platforms don't always present themselves.



JECT X



budget release, making it a worthy contender for the Amiga version of the heavyweight shoot-'em-up champion of the world.

The hard stuff

Set across five lightning-paced levels, if *Project X*'s 32 colour graphics don't blow you away you've forgotten to switch your monitor on. Power-ups are awarded for blasting big badies or clearing entire waves of smaller foes. Collecting a 'P' advances the power-up indicator at the foot of the screen. To activate the currently lightnited weapon, hit space or (hush!) your joystick's second fire button. If you have one. You no longer lose your entire arsenal when you die, but if you've enhanced your chosen weapon by



claiming it over and over again, the improvements are forfeited. If you're exceptionally crap, the rookie mode now lets you get to Level Four, and Team 17 have committed it onto three disks to reduce swapping.

So does it make a difference to the gameplay? You bet it does — it's still harder than looking at James Price's hair without triggering, but now it's challenging rather than frustrating. Varied, well thought-out attack patterns and a whole host of excellent advantages make for rapid addiction. Is it the best Amiga shoot-'em-up ever? Does it outfly *A-Type 2* and blast the bugs out of *Apocalypse*? The jury's still out on that one, but *Project X* is now cheaper and better.



TIP TIME! Take the 'speed' power-up straight away — you'll need it.

BUDGET REVIEWS

It's no myth that this is one of the best arcade adventures on the Amiga — and at this price it's one of the bargains of the year. For once, slick graphics and first-class sound are complemented by equally excellent gameplay. The varied levels are incredibly atmospheric with some superb mythical monsters presenting a tough challenge. And I just love that nice woman who keeps saying 'come closer' — blimey, the Amiga was made for samples like that! *Myth* is a timeless classic to keep you playing for an era. Buy it.



■ A technically stunning arcade adventure with good, tough gameplay.

84%



■ Some would argue for this being the best Amiga shoot-'em-up ever, though it has its drawbacks. Sure there's the spring FX, gorgeous backgrounds and dandy sprites, but the difficulty levels are extremely large and, although you're allowed to start on the highest, reached so far, a lack of power-ups mean you've gotta slog through earlier ones again next time you load. Even so, there's some of the best power-ups you'll see (not lost when you die — praise the Lord) and it's immensely addictive stuff. Deliberate skill levels avoid frustration to earn a thorough recommendation. Buy it. ■



■ A prime cut and important enhancements? — are we dreaming?

90%

no no
gr lose
venture
and when
die

GROWTH

■ Bus Stop PD (85p)

Even with a blindingly executed game that plays like a turn-of-a-century rouser, that *Growth*'s not like that.

Your enemy is a huge brain sitting in the center of the screen, protected by a complex of squares growing outside like a virus. Your ship (the polystyrene-named "Inguener") is mouse-controlled and zips round all four screen edges, but can't move towards the center. The blue units within the goo are bombs that explode when hit, taking the surrounding squares with them. Watch out for the rising stone too, the brain's only line of defense.

It should be a fairly short one, with your sprite whizzing round the ring blasting away for all it's worth, desperately trying to hold back the monster. Unfortunately all you have to do to win is put your ship in line with the brain and



hold the left mouse button (first). In fact, if you Setpoint it down and make yourself a puppet, by the time you return you've got a respectable score! The near-invisible enemies are pretty annoying too.

Growth boasts perfect programming but a disastrous design. Get the far superior (and also PD) *Microbot* instead.



you were. A chance meeting with the mysterious Haspogin offers a deceptively simple task. Why does he want you to take a parchment across town, only to meet him again at your destination? If he's going there anyway, why doesn't he take it there himself? Something tells you there's more to this mission than meets the eye...

As you can see from the shots, the graphics are excellent, the small stills cut against a stone wall adding much to the overall atmosphere. The text's good too: long descriptive passages

you at all times!

A stupid game but a blinding game, this one kept the A-Force crew busy for ages. If only Phil wasn't so darned good at it...

All in all, *Assassins* #2 isn't a bad offering. The card games are fun (though of dubious use), the Onitoa done's great. The Gallows is, er... Hangman, and *Maze* is *Na'ma's* a real coner! *Army Miner* lets the side down, but it's only one game in six.

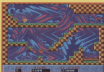


PUBLIC DOMAIN

where they've needed, short sentences when they're not.

On the minus side it's easy to lose the cells in the text, and should we really have to type OPEN (OOPEN) before walking through it? If you took this to its logical conclusion you'd end up typing (BARELY!) every other command to prevent autoaction. Perhaps free passage should be assumed where no obstruction (eg. a locked door) exists.

I didn't have time to play the game as much as I'd have liked, but I thoroughly enjoyed it all the same. Well worth considering.



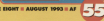
FRUIT SALAD

■ Bus Stop PD (85p)

A simple but addictive pastime, *Fruit Salad*'s a bit like *Miner Miner*. You must collect every object of a given type before you can up the wall, leaving you to the next static-screen level. There's a few power-ups and collectable letters on offer too.

Like all the best PD, *Fruit Salad* is ridiculously simple yet thoroughly addictive. The difficulty curve's a spot on, letting you get into the game before things get difficult, the graphics are amusing with psychedelic Godelrops and hilarious sprites, and although the mazes wander back and forth along set routes the game design means it doesn't look dated.

My only (very minor) criticism is that most of the goodies are more attractive than the main game, but this doesn't stop it being a near-essential purchase.



THE MIDNIGHT THIEF

■ Zenobi (£1.49 inc P&P)

Another adventure, this time a text-and-graphics offering from top adventure publishers Zenobi.

You are the midnight thief, a do-anything, go-anywhere tea leaf for hire, albeit currently 'between' jobs. Or at least



the next player is offered a further hint, and so on.

Replies are given via the keyboard (of course). You can edit your answer with the delete key, but not erase the first letter — no fiddling any key to freeze the timer while



PUBLIC DOMAIN

rehabilitation program and that your life
will be improved in high school.



HELVERA — MISTRESS OF THE PARK

■ **Amateur Productions:**
(53,000, 100,000,000)

I you think all 16-bit adventures are mouse-controlled, think again. There's a whole host of home-grown games in the Infocom mould: adventuring as it used to be, with short sentence inputs and no pretty pictures. Is this a good thing or a bad thing? I hear you ask? Yes, definitely.

After a quiet day in the park, you set off for home when the fog descends. You can't

Heaven's mansion, a dark and dangerous place that's full of magic and mystery. Author Bob Adams's wicked sense of humour is in evidence throughout — look out for a few tongue-in-cheek references to other games too. The puzzles aren't too difficult and are always logical, and the short location descriptions make the game ideal for those who don't like reading manuals or, of best

Unfortunately the programming utility (AGT) causes a few quibbles, eg you can't manipulate an object in the location description unless it's also listed as being present ("You also see..."). To make matters worse, the program insists that it isn't even there! There are a couple of minor bugs too, but nothing that interferes with the game.

Helping is an excellent adventure, with logical puzzles and strong humor (you'll see yourself when you realize what the spheres actually are). If you've never played a text adventure, now's your chance — at these quid you're hardly risking a fortune. www.sims2.com/

FWUFE

■ Robertson Smith (1817-1884)

Zzz... Zzz... Zzz... Uh, wasn't? Oh sorry, I fell asleep in front of my Arma2 again. Not surprising considering I was playing it all day.

A multicolored AMOS antirivalry, *Fluff* is basically Solitaire (the board game). At the start of each level, the board is filled with your troops — remove them by jumping one over another. Draughts style, the aim being to leave as few as possible on the board.

Personally I can't see the point in converting board games to the home computer unless you can offer CPU opponents or emulate the player from tedious table-checking, etc. Obviously, neither of those points apply to a simple one-player-only game like solitaire. To be fair to the author, he's tried to make it different by varying the shape of the board and adding extra life fuel to collect, but this doesn't stop it being a totally pointless recreation.



PUBLIC ADDRESSES

BUS STOP BO

5 Westbourne Rd,
Marsh,
Huddersfield
HD10 2JH

Charges payable to Max Stop (FO, And Stop P&P)

ROBERTA SMITH
DTP

180 Palladium Way,
Hampstead Garden Suburb,
London
NW4 3 8 8B

Debit: Accounts payable to Roberta Smith.
Credit: Cash, \$25.00

GENERAL

28. Spilled Taps,
Cigarettes,
Machetes,
Lungs

DOI: 10.1002/for

AMSTER
PRODUCTIONS

88 Splendoria,
Whitney Gardens City,
Hawaii
88 0 3044

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 109–116

Well that about wraps it up for this month. If you have written a great Public Domain game, or run a PD library, please send your disks in to the usual address. We're always on the lookout for new talent, and you could be a star!

FORCE mail

With **Tipz Bits** getting its own separate section (page 78 onwards), the letters column is now officially a tips-free zone — if you have any tips or queries, please bring 'em in a separate envelope addressed to 'Tipz Bits'. As usual, the sender of **Force 9 Mail's** best letter wins a year's subscription to **AMIGA FORCE**, so get scribbling for next ish. And while we're at it, more readers' art would be appreciated too, otherwise the **A-Team** have threatened to do a few doodles themselves — aaargh!

NO JOY(STICKS)

Dear **Force 9 Mail**
Could you tell me where I could get Mouse Trap? It came with my old Amiga 500 but is broken, and does it work on my new Amiga 1200?

I have been looking for some new joystick. There are only two I like, but I can't buy them without joining a club. I would be grateful if you send me their list free since I'm on a low budget. The joystick I want are the Quickshot 128F Mayfield 1 and the Quickshot 127 Starlight remote controller with two infra-red joysticks. Thanks you.

Sevin Joyce, Ealingdon, B'Ham

■ Cheeky scamp! If you want joysticks, you can buy 'em like everyone else. As for Mouse Trap, it's available on Priam's Pocket Power (at just £2.99 (Tel. 081 654 8105)).

Phil

DIY GAMES

Dear **AMIGA FORCE**
I am writing to ask your advice. I have just sold my Commodore 64 with all accessories and would like to buy a software package for my Amiga 500 which would enable me to attempt to make my own games. Please could you send me a list of the best, along with prices and addresses which I could get them from.

Also, I failed to buy the first four issues of **AMIGA FORCE** and was wondering whether you could send them to me a knockdown (about £1) price.

Oh and congratulations on an excellent magazine. Please could you reply as soon as possible. Thank you very much.

Lee Lightton, Newcastle, Staffs

■ You don't specify what sort of games you want to create, or whether you can do any programming. For non-programmers wishing to create arcade games, **Shoot 'Em Up Construction Kit** (CD-32, GSH, Tel. 0742 753403) is the best bet. A good adventure-writing utility is **4017** (available as shareware from various PC formats). If you can do a bit of programming, **AMCM Pro** (049-06,

Surgeon, Tel. 0625 899033) is an excellent programming language for creating all kinds of games.

AMIGA FORCE back issues can be ordered from the section on page 47 — so you can't have them at a knockdown price!

Phil

DISK-USTED OF MANCHESTER!

Dear **AMIGA FORCE**

At last a magazine without any free discs on the front, filled with useless demos of games I wouldn't dream of playing, let alone buying.

Anyway, when are software companies going to realise that the majority of Amiga owners don't have hard drives, extra drives and codes of memory (although I have).

For example, **Historyline 1914-1918** is a great game but if you don't have a hard drive you've had it. Even the makers of the game recommend you don't view the battles, because they take too long to load. All these

More artwork from Halesowen's prolific **Andy Jones**. If you want your pretty pics printed, please send them in for next ish!



**amiga
FORCE
Letter
FIVE**

YO HO HO — IT'S NOT FUNNY

Dear **AMIGA FORCE**

I wish to make a comment to the general public via your splendid publication.

The Amiga software market is currently under serious threat from what is sometimes considered too small a problem to worry about: Software Piracy!

I have approximately six Amiga-gaming friends, and know of tens of others, and is it of all these people I am the only one who refuses to copy games (I am sometimes ridiculed for this). The only original games that these people own are the ones that came free with the machine!

I speak as an ex-pirate who gave up the crime after going into a computer shop and finding

that it only sold console games. The shop owner said that his Amiga games just did not sell, but his console games sold in droves, so he dropped the Amiga software completely.

How take into consideration the fact that there are thousands more Amigas out there than Sega or Nintendo, and the fact that cartridges cannot be copied.

The way that games are played is as follows. Some clever person buys an original game, copies the protection code so that it can be copied, then copies it for all his mates. These subsequent copies are further spread between friends and through the post. If you read the classified adverts in some computer magazines, you will find

numerous requests for 'Amiga contacts'. I responded to many of these adverts, as a pirate, with the intention of acquiring pirated games, and ALL of them offered what I wanted!

Piracy is an Amiga disease worse than the measles virus, and it must be wiped out. Unfortunately the fact remains that whatever is done as regards enforcing the law, people will still copy games, either the opportunity is there, after all, something for nothing? What we need to do is remove the opportunity. The best way I can see to do this is to gradually convert to releasing Amiga games only on

compact disc. Of course this would be unthinkable at the moment, but I envisage a time when new Amigas will be sunded with CD-ROM, the same way that today's Amigas come with 'M0 as standard, whereas they used to have only half a megabyte. What do you think about this subject?

S Edwards, Aylesbury, Bucks

■ There's absolutely no doubt that the Amiga software market has been damaged by piracy. Some software houses and programmers have started to concentrate on console games, obviously not due to a lack of Amiga owners, but

COMPATIBLE CALL

Dear AMIGA FORCE

I treated myself to an early Christmas present last year, an A1200. It's the first time I have owned my own computer, and I think I've bought one of the best on the market.

Being new to the computer world I thought I'd buy myself some magazines to see about the software on offer. The first magazine I bought was AMIGA FORCE and I never

looked back.

I like the new percentage ratings for software and I know I can trust your judgement, but can we have a compatibility bar to see what the software does and does not work on? I know in issue 8 there's an A1200 software guide but some other old games work on the 1200, especially if the CPU is disabled and the original chips are used. Keep up the good work on the playing tips and

cheat cards (when will FGB be 95%? They're really useful).
J Brookes, Barnsley, 5 Yorkshire

■ Congratulations on buying an A1200 — and AMIGA FORCE! As you can see in this month's reviews, the info box now tells you whether the software is A1200-compatible.

A1200 tips are too long to be included on the cheat cards, but if you write into Tips Box with any problems on it we'll be glad to help.
Phil

great graphics for hard-drive owners only is a bit unfair.

Some computer magazines are just as guilty, when they review a game on their eight-drive, sixteen-valve wonder machine and say it's great, but when I rush out and buy it I spend the

rest of my life disk-swapping. What do you think?
Mike Taylor, Fallowfield, Manchester

■ A very good point, Mike. From this issue our reviews list you the number of disks the game comes on. And if there's a lot of disk

swapping/accessing we'll make sure we mention it. After all, there's nothing so annoying as staring at a static screen, listening to the horrendous musical sounds made by the Amiga data drive.
Phil

CRUSHING BLOW

Re: the Body Blow review in issue 5. Assassins! Better than STREET Fighter II, eh? Phil, this isn't a patch on Amiga Street Fighter II. Why didn't you tell us that you can only choose from just four characters? And as if that wasn't bad enough, two of them are the

same (Phil and Dan).

Yes, Phil. Chris and particularly Mike were all guilty of not simply saying 'unfortunately, you only choose from four in one-player mode'. I counted 21 screenshots on that review alone — come on guys, you could leave out one or two and fill us in a bit more.

Body Blow has less moves, less fighters, worse graphics and more frustration than Street Fighter II. In two-player mode it's only a good game, but solo players beware! Computer opponents can activate their specials immediately, causing maximum frustration. Lora's Flame Of Budha makes him invincible, because he is constantly using it. Hard to jump over. Hard to



It's Aston Villa versus Birmingham City — should be a few goals there! Thanks to Andy Jones.

because they're paranoid about their hard work going down the drain due to piracy.

But as you say, it's no good asking people to stop buying pirated games for the greater good — against human nature, I'm afraid. No, the only way to stop piracy is by fanatical copy-protection: to give the pirates a real headache trying to crack it. Although even the cleverest systems aren't uncrackable, at least they keep the pirates at bay for long enough that the game can achieve good sales. Perhaps the most inflexible system yet was the A500 smart card, without which the accompanying software wouldn't work. That mysteriously this was only used by the very first A500 owner.

If it all sounds depressing, take

heart from the fact that nearly every entertainment market in the world suffers to some degree from piracy — even console cartridges. Yet it can be controlled by good anti-piracy measures from software and hardware producers, in combination with tough law enforcement. Organizations like ELSPA and FACT are doing a sterling job to rid the Amiga of its piracy reputation. So it seems odd that a rival magazine has just gone against ELSPA's wishes and reintroduced a classified ads column — as you mention, these are often a harbinger for piracy.

As for your idea of a CD-ROM Amiga, take a look at the sneak preview of Commodore's new CD baby on page 6 of this issue.

Phil

LETTERS

side under — you can't even hit him when he's using it! The same can be said for Mike's Fireball. Rossini's Driller Killer and Yitz's Speed Of Light. You said they're not too dominant, well that's true in two-player mode, but haven't you tried one-player? It's infuriating!

Sorry about the length of this letter, but I was so mad with the quality of the review that a complaint was the least I could do to get it off my chest!

Brendan O'Callaghan, Co Tipperary, Ireland

■ Blimey, who edited your cage? Maybe if you showed this much aggression playing Body Blow, you might do better! I agree, the game is very tough — but then, a good challenge is what most game developers crave. As for the graphics, it's not that Body Blow looks better than Street Fighter II, it's that it looks like a little 'corrupted' cut-out, but their speed of movement is so much better. Yes, we should have made it clearer that you only have a choice of four fighters in solo mode, but anyone that has now been changed in the enhanced version of the game, allowing you to select all ten. I appreciate you take advantage of Team 17's upgrade offer by sending Disk 1 and a cheque for £2.90 to Steve Hynes, Upgrade Offer, Team 17, Manswood House, Garden St, Waterlooville, West Yorks WF1 1XX. And if you're still frustrated, by reading the AMIGA FORCE playing guide!

Phil

GOLF CLUB

Dear Sir

I have just started a club for players of Microprose Golf, called the Microprose Users Golfing Society (MAUGS) for short. I wondered if any of your readers would be interested in joining. I have permission from Microprose to use their name and they have agreed to donate a trophy for the national winner. It is only open at this stage to scratch players so that everybody competes at one level.

Providing I get enough support, I propose to run a regional competition over 36 holes and the final stage over 72 holes. I am running this on my own at the moment so finances are rather restricted. Any help you can provide would be greatly appreciated.

If you can see your way to printing this letter and ask your readers to send a SAE to me, I will send them details of the club and a registration form. If this venture gets off the ground I will inform you of its progress and credit you at the final stage with any help you care to give.

Thank you in anticipation.

Andy Jarvis, Hunsdon, Works

■ What a great idea, Andy. Sorry we can't be of any financial help but I hope printing your letter will encourage a host of entries from fellow computer golfers.

While we're on the subject, do any other readers run clubs devoted to games? We'd love to hear from you.

Phil

YITU



Training gave him discipline, the gods gave him speed.

SPECIAL MOVES

Super Leap: A leap that's so fast, he disappears for a few seconds and reappears some distance away.

Speed Of Light: This move enables him to come at you like a speeding train.



TITU Y JUNIOR

Junior will throw everything at you: jump and avoid any blows coming your way. Low sliding kicks are an effective way of demolishing his energy bar and give him low punches below the belt!

Recommended Special Moves: Super Leap



TITU Y DUO

Be ready for Duo to Earth Tremor, then fly at him with your feet first. The Speed Of Light is effective on him. Corner him then keep repeating flying kicks. Sliding kicks are helpful if you get stuck in a corner.

Recommended Special Moves: Super Leap, Speed Of Light

PLAYING TIPS



TITU Y NINJA

Make the most of Super Leaps to confuse this Ninja like a dizzy spider. After this, hit him

with flying kicks. Low sliding kicks are also very effective. A combination of speed punches should drain his energy like a defenceless ladybird (er, yes — Ed).

Recommended Special Moves: Super Leap

SPECIAL MOVES

Super Leap



Speed Of Light



TITU Y MAX

Try and stay in the air as long as possible — this most excellent duke is well and. Your

best means of attack are flying kicks. If you have time, hit him with low kicks. Super Leaps are a good way of confusing Max, giving you time to attack him back.

Recommended Special Moves: Super Leap



TITU Y MARIA

Combine a lot of low and high kicks to wear

her. If Maria responds with a Flamenco Fury, just defend it, then attack with sliding kicks. Flying kicks are another vital weapon.

Recommended Special Moves: Super Leap



NINJA Y LORRY

What a weed. Lorry just fires and fires Flames of Buddha. Duck these and react with Ninja

Death Rolls. Attack through the air, slapping him with your sword. Stay close to prevent him from firing more Flames of Buddha.

Recommended Special Moves: Ninja Death Roll



TITU Y MIKE

Avoid at all costs. Mike's Tornado and Whirlwind Punches — they're really painful. Use

your speed to knock him down. High punches and low ones can round off his ugly face. Be careful using your Speed Of Light; it can leave you very vulnerable.

Recommended Special Moves: Super Leap, Speed Of Light



TITU Y LORRY

Beware of Lorry, he'll fly at you like there's no tomorrow. He loves to throw Flames of Buddha

at you when he does. Super Leap them. Put in a combination of flying kicks and speed punches. If he tries any Spinning Super Kicks, avoid with a low sliding kick.

Recommended Special Moves: Super Leap, Speed Of Light



NINJA Y MIKE

Always keep your distance with Mike. If he comes at you in the shape of a Tornado, use

your Shadow to reappear the other side of him. Aerial attacks are a good method of attacking, especially if he's just recovering from a Ninja Death Roll.

Recommended Special Moves: Ninja Death Roll



TITU Y KOSLAK

Koslak is about the third hardest guy. Watch out when he dives into the ground: when he comes

back up, hit him with a body kick — this should catch him unaware. Combine lots of low and high kicks, and make full use of Super Leaps to avoid any attacks.

Recommended Special Moves: Super Leap



TITU Y DAN/MIK

I can guarantee you that when you plant, Dan/Mik will fire an energy ball straight at

you: when he does, Super Leap it and then hit him from behind. Duck or slide any Super Roundhouse Kicks.

Recommended Special Moves: Super Leap



NINJA Y MAX

Keep jumping around to confuse Max. Attack with flying swords and try to lure him into one

corner. Once you've got this far, keep repeating Ninja Sword Spins to defeat him.

Recommended Special Moves: Ninja Death Roll, Ninja Sword Spin

Ninja Sword Spin



Super Shadow



Shadow



Ninja Death Roll



SPECIAL MOVES

PLAYING TIPS

SPECIAL MOVES

Earthcharge

KOSSAK



This electric Russian wouldn't win any sprint races, but with his strength who cares?

SPECIAL MOVES

Sledgehammer Kossak's elbow comes at you like a mad sledgehammer, as if Kossak himself wasn't in control of it.

Earthcharge Have you ever accidentally touched an electric fence? Well that's what Kossak's special move feels like (but much worse).

Driller Killer Kossak drills himself into the ground, then reappears at the most dangerous place possible: right next to you.



KOSSAK V NINJA

Attempt to corner Ninja, then continually use high kicks and low sliding ones. Now hit him with your

Sledgehammer move to knock him for six. Drilling into the ground also confuses Ninja, but it could leave you vulnerable to any attack.

Recommended Special Moves:
Sledgehammer, Driller Killer



KOSSAK V DUG

Aerial attacks are the best way of defeating Dug. This then stops him from taking any energy from

you as he normally relies on ground attacks, which he can put his weight behind. Pound him with high and low body kicks, and also give him a taste of your Sledgehammer.

Recommended Special Moves:
Sledgehammer



KOSSAK V DAN/NIK

At all times try and stay close to your opponent. Keep him occupied with low kicks, especially at

he'll try and tap as many Inner Energy bolts as you as possible. Earthcharges will prevent any real attack.

Recommended Special Moves:
Earthcharge



KOSSAK V LOBOT

As soon as the fight starts, attack with a flying kick. Lobot will always try to defeat you with Flares

Of Buddha. Block his Spinning Super Kick, and attack with a Flying Elbow. Earthcharges are yet again a very useful attack, and also a good means of defence.

Recommended Special Moves:
Earthcharge



KOSSAK V MAX

Keep on the move at all times so you don't don't give Max a chance to get a shot at you.

When he does attack, walling him with your elbow. Flying kicks are an extremely good way of getting to Max, especially if you've already lowered his energy.

Sledgehammers are about the best way of getting out of a tight situation.

Recommended Special Moves:
Sledgehammer



KOSSAK V MIKE

These two men are evenly matched, but you have one advantage: you're heavier. Defend

any moves like the Tornado with a high kick to minimise damage, then produce an Earthcharge followed by a Sledgehammer. Keep repeating these moves to defeat this old dude.

Recommended Special Moves:
Earthcharge, Sledgehammer



KOSSAK V YIFU

Yifu is actually a very powerful fighter. If his Speed Of Light move runs into you, you're history. Always attack through the air, making the best of

flying kicks. Earthcharges stop Yifu from getting too close to you. Jump and avoid any threatening moves he attempts.

Recommended Special Moves: Sledgehammer, Earthcharge



KOSSAK V MARIA

Combine every single move that you have, from a low elbow attack to a flying kick. The best

and easiest way to defeat her is to trap her in a corner and just keep hitting her. Attack with Earthcharges: these are an extremely good way of demolishing her energy bar, and a good way of finishing her off.

Recommended Special Moves:
Sledgehammer, Earthcharge



KOSSAK V JUNIOR

This Junior biker is a right wing; just do a combination of high and low kicks and watch him

fall to his knees. There's only one threatening move to watch out for and that's The Bits, but you can easily block it. Earthcharges are a very effective way of attacking Junior: they'll put him on his back in seconds.

Recommended Special Moves:
Earthcharge, Sledgehammer



Sledgehammer



Driller Killer

Special thanks to our office bully, Milo Jackson, for compiling these tips. If anyone's got any more handy hints for Body Blows, or any other game, send 'em in to Tips Bits — you could win a subscription!

MIDWINTER

PLAYING TIPS

LAB AREA LEVEL ONE

Has Millennium's arcade puzzler got you in a hell of a state? If your liquid keeps going down the drain or your gas is out of control, this handy guide to the early Lab and Garden levels will make you a bouncing success!



1. Collect this Gas transformation.
2. Transform into the Liquid.
3. Collect this extra transformation.
4. Transform into the Gas.
5. Collect the Cog.
6. Float up to here for the Exit.

LAB AREA LEVEL TWO

1. Transform into the Gas.
2. Transform into the Solid.
3. Keep entering this Heater block until you transform into the Gas.
4. Collect this extra Flexible transformation.
5. Collect this extra transformation.
6. Change into the Flexible here.
7. Collect the Cog.
8. Bounce up here for the Exit.

LAB AREA LEVEL THREE



1. Collect the extra Gas.
2. Pick up the extra transformation.
3. Transform into the Flexible.
4. Flick this switch up once.
5. Bounce up on here.
6. Bounce off from here.
7. Collect the Cog.
8. Transform into the Gas.
9. Collect all bonuses.
10. Transform into the Flexible.
11. Fall down to here for the Exit.



PLAYING TIPS

LAB AREA LEVEL FOUR

1. Change into the Flexible.
2. Collect all of the bonuses.
3. Bounce to here.
4. Collect the Cog.
5. Continue on down here for the Exit.



LAB AREA LEVEL FIVE

1. Keep entering here until you transform into the Flexible.
2. Collect the extra Gas.
3. Change to Gas.
4. Transform to Liquid.
5. Continue straight through this Freezer block.
6. Collect Cog.
7. Bounce at maximum height then leap across the flame.
8. Transform straight away into the Liquid, and keep the joystick pushed up to the right.
9. Here's the Exit.



LAB AREA LEVEL SIX

1. Change into the Flexible.
2. Transform to Solid.
3. Collect the extra transformation.
4. Transform into the Liquid.
5. Collect the Cog.
6. Change to the Gas.
7. Change to Flexible.
8. Here's the Exit.

GARDEN AREA LEVEL TWO



GARDEN AREA LEVEL ONE

1. Transform into the Flexible.
2. Jump to this point.
3. Collect all these extra transformations.
4. Collect Cog.
5. Change to the Solid and destroy the wall.
6. Transform to the Liquid.
7. Change back to the Solid and break the wall without travelling above the water line. Collect extra transformation.
8. Change to the Flexible.
9. Collect all these extras.
10. Here's the Exit.

GARDEN AREA LEVEL THREE

1. Enter here until you change to this Gas.
2. Collect the Cog.
3. Continue on straight through here.
4. Transform here into the Gas by entering this Root Element.
5. Transform into the Flexible.
6. Here's the Exit.

START HERE



Flexible



Liquid



WOT A STATE!



Gas



Solid

More Morph tips next month. But in the meantime, many thanks to our own Milo Jackson. This is his last issue as our editorial assistant. From next month he'll be doing the image scanning for all Impact's mags, and we're sure he'll make as 'ergonomically sound' a job of it as he has with his tips and screenshots. Good luck, Milo!

PLAYING TIPS

flash

Pick up the Holocube, use it and observe the cinematic interlude.

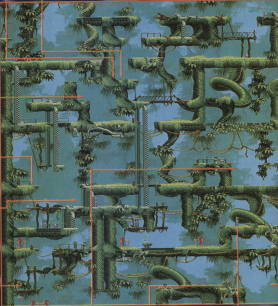
Stand on this switch. It doesn't appear to help but opens a door you encounter later on.

No matter how loudly you swear at it, the Ith insists on moving out of reach once you've moved away from the switch. However, if you drop a stone on the switch, the Ith stays down. Once you've done this, rip across and pick up the teleporter.

Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.

Use the ID to open this door.

Two ever-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to put yourself at risk: simply throw a stone over the edge and let their own gun do the rest...



Using the fully-charged cartridge makes an artificial bridge appear. Don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...

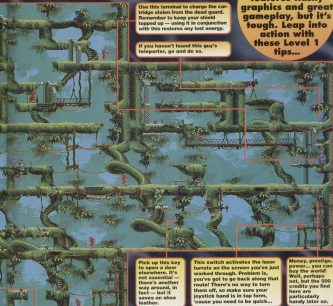
To exit this level and enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.

Don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.

Flashback

PLAYING TIPS

The best ever arcade adventure features flashy graphics and great gameplay, but it's tough. Leap into action with these Level 1 tips...



Use this terminal to charge the cartridge stolen from the dead guard. Remember to keep your shield topped up — using it in conjunction with this restores any lost energy.

If you haven't found this guy's teleporter, go and do so.

Pick up this key to open a door elsewhere. It's not essential — there's another way around, in fact — but it saves on shoe leather.

This switch activates the laser tunnels on the screen you're just worked through. Problem is, you've got to go back along that route! There's no way to turn them off, so make sure your joystick hand is in top form, 'cause you need to be quick...

Money, prestige, power... you can buy the world! Well, perhaps not, but the \$60 credit you find here are particularly handy later on.

To finish, select the ball attachment and leap over the edge. Don't panic when it seems Cornell's plummeting to his death: everything turns out okay in the end. Congratulations! Let's see how you manage with Level 2...

The stages which follow require even more dexterity and brain power. We'll bring you more Flashback level guides soon, but if there's a particular problem, write in and we'll try and help.





**THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16-20 SEPTEMBER**

IT TAKES AGES TO REACH THE END.

Check this out!

LIVE '93, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, in-car systems, cameras, camcorders, telecom, cable and satellite equipment.

And games. Plenty games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Impact's Forcefield Plaza for all the latest games, hints and cheats - and take part in their National Games Challenge.

Mega or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions - you name it.

Believe us, it takes ages to reach the end.

Tickets cost £7 or £14 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on 071-373 8141.



Tickets cost £7 each or £14 for a family of two adults and three children.
(If you're under 16, you need to be accompanied by an adult.)

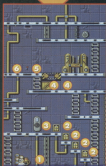
SINK OR SWIM

It could've been a disaster. The ship was flooding with water and the extremely dim passengers were about to drown. Thankfully, heroic Kevin Codner had clued up on the life-saving procedures in this guide...

LEVEL 9



LEVEL 10

PASSWORD:
TINNYBOPPERS

1. Release boat.
2. Release all three tanks.
3. Blow up this door.
4. Blow up blocks.
5. Keep hitting this switch until it's safe to cross.
6. EXIT

PASSWORD:
MYBREAKFAST

1. Release boat.
2. Hit switch.
3. Hit switch.
4. Hit switch twice.
5. Blow up this block.
6. Hit this switch.
7. EXIT

PASSWORD:
LOCKSALORDY

1. Keep hitting this switch to direct them safely under the crusher.
2. EXIT

LEVEL 11



WIM

LEVEL 14

PLAYING TIPS

LEVEL 16

LEVEL 13



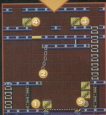
PASSWORD: NEWMODELARMY

1. Jump over these spikes.
2. Control the block with the crane to fall at the position marked X.
3. EXIT



PASSWORD: TIMEPIECE

1. Release as many of these tanks as possible.
2. EXIT



PASSWORD: KILLERWHALE

1. Hit this switch once.
2. Swing across.
3. Blow up this block.
4. Blow up this block.
5. Blow up all three blocks.
6. EXIT

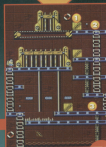
LEVEL 15

PASSWORD: LARRYNIVEN

1. Hit this switch.
2. Swing across on this swing.
3. Hit this switch.
4. Blow up the door.
5. Hit this switch.
6. EXIT



LEVEL 17



LEVEL 12

PASSWORD: HALLOWEENVIII

1. Release the boat straight away.
2. Hit this switch.
3. Blow up this block.
4. EXIT

PASSWORD: BLUEHORIZON

1. Blow up this block.
2. Hit this switch to direct the passengers over safely.
3. EXIT

PLAYING TIPS

Lemmings™ LIFELINE

Welcome once again to our regular readers' helpline, devoted to saving lives in Lemmings and Lemmings 2. On the latter, Peter Muscott of Devon is stuck on the fourth Beach level. It must be said, the original Lemmings level solved this month is much harder — it's the only one Nottingham's John Radford is unable to solve. As always, we can work it out.

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/side of the level. Sorry, we can't make personal replies.

COASTAL SUCTION FUNCTION (Lemmings 3; Beach Level 4)

One of the first levels to utilize a special device: a long chain with a windmill above it. But however do you get all the Lemmings across? Answer: you don't need to...



Make the runner jump onto the chain (the lower, the better).

NO ADDED COLOURS OR LEMMINGS

(Lemmings; Mayhem 20;
Code: AKGIUNOOIQ)

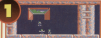
Possibly one of the hardest levels in the game, this requires plenty of lateral thinking to rescue the 100% needed. Obviously you need to block the rest of the Lemmings, while the lead guy bashes through the wall and builds a bridge to the exit. It's easy enough to mine under the blocker to release all the other Lemmings, but you can't stop the miner digging through the ledge and falling down — you can make him a climber, but he can't get past that bridge! However, there is a way...



Turn the first Lemming straight into a runner, then make him jump over the ball.



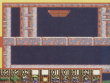
Hopefully, he'll fly over the liquidiser. If not, Make him jump past it (when he recovers).



Turn the second Lemming into a blocker.



Make the first guy bash through the right wall.



Use the fan on the windmill to make the chain swing left/right as fast as it'll go.



Click off the fan, and click on the switch between the two areas underneath the windmill to fling the Lemming onto the right platform.

3

When he's got through the wall, make him build

from the very edge of the ledge. Remember to turn up the release rate to 99.

4

When the builder's finished, he turns round and walks left. Now turn one of the trapped Lemmings into a climber.

6

The climber should lag behind the rest, but still make it past the mine, before the latter drops to the bottom level.

7

Make the last guy up top (the climber) a miner here, so he destroys the right edge of the bridge and falls down. He then climbs up the wall, past the bridge, to the exit.

PLAYING TIPS

8

Make the last remaining Lemming a climber, so he follows.

5

Make the lead Lemming a miner here. He digs underneath the blocks, releasing all the other Lemmings.

6

The Lemming falls off the right edge of the platforms, turns round and heads for the water. When he falls in, make him a kayaker.

7

After kayaking across the water, the Lemming runs up the side of the bucket and over it.

8

Make him a laser-blaster here (not directly below the entrance), to bore a hole in the ledge above.

9

All the other Lemmings fall down the hole and head for the exit.



Rock 'n' Roll, dudes! The Action Replay page is back, with more power pokes for all your favourite games. Take it away guys...

BEGINNER'S GUIDE TO POKING...

More Action Replay pokes? That's right — they said it couldn't be done, and without your help they'd be right! Thanks to Mike Longley of Gillingham, Kent, for sending in his favourite hacks.

Hopefully the *guy* will now go from strength to strength, but remember, if you don't send 'em we can't print 'em. We don't make them up, you know.

First, hit the freeze button on your Action Replay cartridge. The screen now displays a blue CLI-like offering, complete with cursor. For TFD

pokes just type it in and press RETURN — the computer then finds and displays the required decrement instruction, giving you infinite whatevers. If it's an M poke, the process is a little more complicated. Enter the code (eg M 1417) as usual. A row of two-digit hexadecimal numbers are

then displayed. Change the first to the desired value (FF being the highest) but remember, this is hex — no three-figure numbers please! The given extra lives, credits, etc. Press Return, then Esc to access the main AR screen. Finally, press X then Return to get back to the game.



'M' POKES

■ SPELLBOUND DIZZY	M 6468	Lives
■ 5 LIVES	M 5807	Lives (90)
■ ESCAPEFROM THE PLANET OF ROBOT MONSTERS	M 43613	Credits
■ PP HAMMER	M 12F53	Lives (FF)
■ RAINBOW ISLANDS	M E337	Lives (90)
■ DEFENDERS OF THE EARTH	M A657	Lives (90)
■ BLUES BROTHERS	M 48F49	Lives (FF) (90)
■ CAPTAIN PLANET	M C09549	Lives (90)
■ WOLFPCHILD	M EF1	Lives (90)
■ MAGIC POCKETS	M 179A	Credits (90)
■ LEANDER	M 70603	Lives (90)
■ TITUS THE FOX	M C07E19	Lives (90)
■ KID GLOVES	M 14C33	Lives (90)

'TFD' POKES

■ ASSASSIN	TFD C05D0C	Lives
■ ASSASSIN	TFD C05D09	Time
■ BACK TO THE FUTURE 2	TFD 18EFC	Lives
■ BATMAN	TFD 7C079	Lives
■ THE MOVIE	TFD 21A	Lives
■ BUBBLE DIZZY	TFD 6A6E	Lives
■ CRYSTAL KINGDOM DIZZY	TFD C848	Lives
■ DYNAMITE DUX	TFD 24C	Lives
■ ELF	TFD 48FEC	Lives
■ FAST FOOD	TFD 17E76	Lives
■ FLOOD	TFD 8794	Lives
■ GHOSTBUSTERS 2	TFD 224	Lives
■ GUNS	TFD 6358A	Lives
■ HUSSON HAWK	TFD 180	Lives
■ JAMES POND	TFD 540	Lives
■ JIM POWER	TFD 685A	Lives
■ KIRK SNAKE	TFD 841B	Lives
■ MEGA THING	TFD AC2E	Lives
■ NASTY SEALS	TFD 687C	Lives
■ PORTMAN PAT	TFD 11C6	Credits
■ RAINBOW ISLANDS	TFD 1734E	Lives
■ RICK DANGEROUS 2	TFD 44379	Lives
■ RICK DANGEROUS	TFD 20C29	Lives
■ TOKI	TFD 744	Energy
■ THOLLS	TFD 76A	Lives
■ THOLLS	TFD F36	Smart Bombs
■ WOLFPCHILD		

WIN A REPLAY!

There's more to the Datal Action Replay title II than just poking — it's the most comprehensive freeze/utility tool around. With it you can slow down the action using its great SloMo iniection, detect and kill viruses, save the computer's memory to disk, save out screens as IFF files (to load into D-Paint etc), and lots more besides. Unfortunately the A500 lacks the

necessary expansion port so is unable to support an Action Replay, but if you've got an A500 and haven't got an AR cart, you don't know what you're missing. Luckily, courtesy of those swifly-rice Datal ducks we've got five of them to give away! Just answer the following question...

Who makes the best utility cartridge ever to hit the Amiga?

Answers on a postcard to IF I DIDN'T PUT DATAL / GOT IT WRONG COMP, AMIGA FORCE, Impact Magazines, Luttrell, Shropshire ST19 1JW. Make sure your entry arrives before August 15.

FIVE ACTION REPLAY CARTS MUST BE WON!

TIPS BITS

PLAYING TIPS

Greetings, tips seekers and providers! Welcome once again to Tips Bits, now in its own special section above the cheat cards. If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll simply lengthen it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

SUPERFROG

Q Hello Phil, here's the first 12 level codes for Superfrog. Hope they help someone.

234944	584448	582544
747822	477844	081332
300822	745822	467464
440384	582311	818234

John C Adams, Antfield, Merseyside

A Thanks for supplying those super tips, John.

ELF

Q I'm stuck on *Elf* I followed our instruction in your first edition and they helped me a lot, but now I can't get past Level 8. I have given the

Man who is making the machine everything I've collected, but he gives me nothing in return. Likewise, the Dragon when I give it the Bone.

Please could you help me.

Kathy Hewlett, Arden Vale, London

A Sorry Kathy, we the word the help of the National Elf Service! Surely someone out there knows the answer — please let us know.

LURE OF THE TEMPTRESS

Q Please help me! I have been playing *Lure Of The Temptress* for months, and I can't find the Flax that I need for the potion to change me into *Sensia*.

L Clepp, Beeston, Nottingham

A I have been playing *Lure Of The Temptress* for about two years. I can't get into the dragon's den. Could anyone help?

Mr M McCabe, Rillwilling, Scotland

CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HARDY CHEAT CARDS! SO GET SNIPPING!

back to the future 3



battle squadron



big run



body blows



chip's challenge



corporation



cover girl poker



disk attack



dynamite dux



PLAYING TIPS

■ I'm in Tiddly House (Lane Of The Temptress). When I use the Tiddlybox on the Apparatus (Tip Box, Issue 3) nothing happens. I don't have a Flash — where is it and what is the Tap?

I only seem to last in Tiddly House for ten seconds before the Start games in and beats my brains out. Please give me the solution before I beat my own brains out.

Mike Eggleston, Windmill Walk, London

■ Are there any Temptress fans (or Tempresses) out there with the answers? A full solution would be even more welcome.

TURRICAN 2 ■ ELITE

■ I am writing to ask about the cheat for Turrican 2 (given by Kevin Downings in Issue 6).

I had heard of this cheat before, but when trying it again I found it didn't work. I own the budget version of Turrican 2 (Klax) and the reason the cheat doesn't work is that the full-price version of

the game has a different music selection setup. Does anybody know of any cheats to work on the budget version? I'd be really very grateful for an answer.

I would also like to know why the Elite cheat printed in the Cut-Out TV Cheat section doesn't work. What am I doing wrong? I own an Amiga 500.

Nick Welch, Panshanger, North

■ Well, can anyone help with the budget version of Turrican 2? As for the Elite cheat, it should work on any Amiga. However, on some versions you have to type in SUDANNE instead of SARA when asked for the password in the manual. You then enter the correct password and, during play, press + on the keypad (A500 owners can press Help instead). On the cheat screen, changing the byte values has various effects. Many thanks to John Stuart Jones of Barnack-on-Thames for providing this comprehensive list. He was a subscription for being our Tipster Of The Month.

Byte to change	New Value	Effect
06	Random	Takes you to a new planet

0F	Random	Takes you to a new planet
10	Random	Takes you to a new planet
11	Random	Takes you to a new planet
12	Random	Takes you to a new planet
13	Random	Takes you to a new planet
14	Random	Takes you to a new planet
15	Random	Takes you to a new planet
16	FF	Loads cash
19	Random	Takes you to a new planet
1F	48	7 light years of fuel (the game crashes if a higher value is entered)
21	09 to 0B	Up to 30 minutes (not shown on screen)
23	0A	Large cargo bay
26	0A	ECM system
27	0F	All pipes lasers
28	0F	All beam lasers
2A	0A	Fuel scoop

back to the future 3

ALTERNATIVE

Type the following during the pre-level story for Infy lives...

Level 1 —

ROTTEN CHEAT

Level 2 —

LOUSY CHEAT

Level 3 —

LOW DOWN CHEAT



You may notice a slight change this month — yes, the cheat cards have become more compact! Not only does this save space and thus helps the environment (erm, I think), but the extra space provided by this miniaturisation enables Tips Bits to get its own section at last. So you see, size isn't everything!

chip's challenge

US GOLD

Start the game as normal and press F. The screen then flips — type SAGITTARIANS MAKE BETTER LOVERS, for Infy objects, 09B1237 for Infy time, and I THINK THEREFORE I AM, to escape before collecting all the chips (don't forget the fuel stops). Press G to access the next level and F to return to the game.

body blows

TEAM 17

With a joystick in each port, pull Joystick One to the left and Joystick Two to the right for about six seconds. This calls up the cheat screen.

big run

STEAM

Pause the game and move the joystick Left, Right, Down, Up, Up, Left, Down, Right, centring it each time. The screen then flickers, and you've got Infy credits.

battle squadron

TTX

Type **ELECTRONIC** to enable you to customise your ship using the function keys.

dynamite dux

VERBON

Type **CHEAT**

on the title screen for Infy lives, press 1-6 to access levels, and for a funny effect type **NUDE**

dalek attack

ALTERNATIVE

To get to the next level, type one of the following while playing:

London to Paris —

SAY OF RECKONING

Paris to New York —

THE SLAYTRIN

New York to Tokyo —

TRICOLOR COFFER SHOP

Tokyo to Sarno —

DS GAMMA 2 ALPHA

cover girl poker

SAVED CURVE

To get the girls to strip, play the game — the computer opponents are crap. If you're even crappier, though, just type **DANGEROUSSEVENVEILS** during the game. You said individual!

corporation

COOL BUSINESS

When controlling a human player, click on the hand on the damage indicator. A spaceship will be destroyed. Click up to three times on each eye for various effects.

The first eye indicates the strength of the effect: 1 — weak, 2 — medium, 3 — strong. The second eye indicates the effect on you: 1 — Good, 2 — Bad. The third indicates distance: 1 — On you, 2 — Near you, 3 — Far away from you.

Click on the arrow combinations to cast the spell.

32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62

01 Escape capsule
01 Energy bomb
01 Energy unit
01 Docking computers
01 Galactic hyperdrive
0F All mining lasers
0F All military lasers
01 Retro rockets
Random Food
Random Textiles
Random Radioactives
Random Slaves
Random Liquor/Wine
Random Luxuries
Random Narcotics
Random Computers
Random Machinery
Random Alloys
Random Firearms
Random Furs
Random Minerals
Random Gold
Random Platinum
Random Gemstones
Random Alien items
01 You are clean
01 You are a fugitive

91 00
01
62 Random
03 Points
64 Random
05 Points
66 Random
07 to 07
9F 10, 20, 31,
40, 50, 60

You are clean
You are an
offender
Points
Points
Points
Points
Combat rating:
00 = harmless,
07 = elite
Six available missions.
To obtain one, type in
while docked, then
launch and immediately
retask.

PLAYING TIPS

BART VS THE SPACE MUTANTS ■ FIRE & ICE



■ I am writing to tell Brendan O'Callaghan how to win the head of Jonathan Springfield on Bart Vs The Space Mutants. Go into the shop and buy the rockets. When you get to the station, move back along the pavement until about the third crack in the pavement and fire a rocket. If it goes miss, and goes too high, move forward. If it's too low, move backwards. This is the same for the windows of the old people's home.

■ To defeat Mr Lazenby, who asked for some tips on Fire & Ice... On the second level, on the first ice after the caves, jump up and shoot left when you reach the top. Jump onto the platform that appears and shoot right. Then jump onto that platform and shoot left. Carry on doing this until there are no blocks appearing.

Now jump up and you should get a warp to the last level of the ice zone. On this level,

Note: For bytes 27, 29, 37 and 38...

value 01 = only front weapon, 02 = rear, 04 = left, 08 = right. Add the numbers to obtain any combination (0F = the lot).

Sometimes the amount of commodities will be shown as 0kg. This simply means the amount is too high for the computer to display. Don't worry, it's still worth a vast amount of money when sold.

To see how many points you have, press W when in space.



PLAYING TIPS

Now if anyone else does, they'd be a really good egg!

instead of going up the hill to the big boss, go into the cave. When you get near the end of the cave, jump up and shoot. A platform appears — jump onto it, and then jump up again. You should get a warp.

Thomas Bennett, Thorpe St Andrew, Norfolk

■ Great tip, Thomas. Thanks on behalf of the readers you helped.

SPELLBOUND DIZZY ■ MAGICLAND DIZZY

Qa ■ Help! First Spellbound Dizzy: do you know where the tippers are?
■ Now Magicland Dizzy: do you know which could you jump on to get past the volcano?

Kevin Serrisford, Huxton, Warks

■ Sorry, Ray, but we don't know the answers.

NINJA REMIX ■ WOLFCHILD ■ MYTH ■ SHADOW DANCER ■ SHADOW OF THE BEAST 3

Qa ■ I have some problems on a few games. On Ninja Remix, can you tell me how to pick up the things (eg sword, key, money) please?

■ Could you give me the cheats for Wolfchild, Myth and Shadow Dancer?

■ And about Shadow Of The Beast 3, could you print the parrot about the film on level 4?

Robert Gussel, Birckhams, Malta

■ You don't ask for much, do you Rob? Picking things up on Ninja Remix is a bit tricky: you must ensure your hands touch the item as you crouch, otherwise you won't collect it.

On WOLFCHILD type SOULPSYCHEDELICIDE

on the title screen for infinite extends. Type THE PERFECT KISS for infinite ammo.

On Shadow Dancer, pause the game and type GIVE ME INFINITES for my lives. We don't know a MYN cheat — does anyone else?

As for Shadow Of The Beast 3, do other readers want more tips? If so, we'll do some but you must let us know, so get writing!

CRUISE FOR A CORPSE

Qa ■ A couple of people have written in with full solutions to Daphne's Cruise For A Corpse, to help out Mrs Brown and her daughter (issue 6). Thanks to Craig Phipps of Melksham and Rachel Bush of Kings Lynn, who points out that not everything happens in a set order, so if you get stuck do one of the other things first. If you really get stuck, let us know and we'll try and sort everything and anything. The solution...

Take the piece of paper from the floor and smooth it out. Then read it. Go to the bar and show the paper to the barman. Take the book he gives you and examine it. Take the letter

gazza 2

SECRET

During the game, hit Esc while you're ahead to blow the final whistle. Holding fire lifts the ball into the air — do this from the centre circle to score every time.

fernandez must die

UNDISCOVERED

Pause the game and type
SPINYNORMAN
for infy shots at the enemy.

fantasy world dizzy

UNDISCOVERED

Type
IMMORTAL
on the high-score table
to access the cheat
mode.

119 stealth fighter

SECRET

Press Alt and M to get the lines on the Head Up Display. Turn the plane upside down, switch off the engines and keep the altitude at 10. You can now climb without losing fuel.

ikari warriors

SECRET

Type
FREERIDE
on the high-scores
table for infinite
energy.

hydra

UNDISCOVERED

Type KILLKILLKILL
during play to activate
the hidden cheat mode.
Hit F to return your fuel
to maximum and Return
to cycle through your
weapons.

the great giana sisters

BARROW ARTS

Hold keys
A, R, M, I, N
to access the next
level.

ghosts 'n' goblins

SECRET

On the high-scores
table type
(1).
to kill collision
detection.

lotus esprit turbo challenge

OWN GOLD

Enter the players'
names as
MONSTER
and
SEVENTEEN
for a bonus game.

karate kid 2

UNDISCOVERED

Type
MYAGI
on the high-score
table, then press P to
skip levels.

international rugby challenge

UNDISCOVERED

When in the lead,
pause the game. The
action stops, but the
timer doesn't — let
the time expire and
you've won.

impossamole

UNDISCOVERED

On the high score table, try
the following:
UNDISCOVERED —
Doubles Morfy's energy bar
HEING —
Three energy bars
UNDISCOVERED —
Turns up how energy
UNDISCOVERED —
Can walk on water
COMMANDO — only two

from the book and read it.

Now take a look around the ship so you can find out where everything is and speak to every character about everything. Visit the father's (vicer's) room and examine his suitcase. Go to the dining room and give the book back to the vicar. Now go around the ship asking everyone about the vicar and his gambling.

Go back to the dining room and pick up the paper from the floor. When you read it, it turns out to be a receipt for a diamond bracelet. Ask everyone about the receipt and bracelet. Go back to your room. Your roommate, Julio, should have gone. He will have left a key behind which you should take.

Go to the study where the murder took place. Using the key, unlock the roll-top desk. Inside is a bracelet. Examine the bracelet and its clasp. Take it and read the note with it. Ask everyone about the note and the bracelet. Then go to the rear hall. Talk to Dick about everything you have learned so far.

Go to the dining room where there's a drawer. Open this and you'll find some wedding invitations; examine and take them. Then ask everyone about them. Go to the

upper deck and watch Tom and Rebecca kissing. The time should be 10:50. Go to Hector's room and ask him about everyone and everything. Talk to everyone apart from Tom and Rebecca and ask about Tom's ambition and his plot with Rebecca.

Go to the laundry room and search inside the basket. You'll find a lipstick. On examining the pockets you'll find a necklace. Open the necklace and look at the picture. Ask everyone about the necklace. The picture is of Agnes.

Go to Sepina's room and search her wardrobe. Take the prescription from her cosmetic case and read it. Then go and ask Dick about Agnes. Go to the bar and take the glass and the bottle of whisky. Speak to Suzanne and give her a drink. Ask about the prescription. Agnes is dead and the will.

Open to the vicar and ask about Agnes and her son. The vicar will have a flashback. Go to Rebecca's cabin and look through her portfolio. Go to Daphne's cabin and search the laundry in her wardrobe. Take the envelope and read it. Then go back to Rebecca's cabin and ask her about everything. Go to the upper deck and ask her

PLAYING TIPS

about everything.

Go to the vicar's cabin and take the watch from his wardrobe, and examine it. Ask Julio, who is outside the vicar's cabin, about the watch. He will then have a flashback. The time should be 1:30pm.

Go and see Hector in the study. Then speak to the vicar and Daphne.

Go to the bar and ask Suzanne about Mercedes. Then ask everyone about Mercedes. Go to Daphne's cabin and ask her about everyone. Ask Suzanne about Rose and their side heater about everything. Go to the upper deck and you will find Rose's basket. Search the basket and read the paper clipping about guns. The time should be 2:00pm.

Ask Rose about the clipping and about Tom's love of guns and about Mercedes. It should be 2:10pm. Go to Tom's cabin. Open his wardrobe and search the sheets. You should find a letter. Read it. It should now be 2:20pm.

Go to the upper deck to find Suzanne falling

magic pockets



metal masters



midwinter 2



narc



ork



rome ad92



rome ad92



rome ad92



rome ad92



silkworm



wwf wrestlemania



zoo



PLAYING TIPS 4.10pm

into the sea. Click on the left Mobell and press on 'fing' to save her. Observe the guard rail. Suzanne will now tell you her suspicions and give you a letter. She'll then send you to her room. When you get there, it has been searched. It should be 3.10pm.

Observe the music box and open it. Then examine it (3.20pm). Go to the laundry room and search the pot to find a small key. Go to Suzanne's cabin and insert the key into the music box whilst blocking the figure. A secret drawer will open with a sheet of paper inside. Take it and read it.

Ask Petecola about the gun advert and Ross's revenge. Then go to Suzanne in the bar. You will be called away to use Petecola's freedom. Deal with a gun. Take Caprine's handbag and return it to her. Ask her about Agnes's will for a flashback (4.00pm).

Go to Petecola's cabin and she'll tell her suspicions to you. Go to Dagmar's cabin. Go to Ross's cabin (so you enter the screen with her sitting on the left) then walk to the star's cabin (the one on the right). The time should be

Talk to Osk about everything. Go to your cabin and take the note and read it (4.30pm). Go to Hector's cabin and hear his last words before he dies.

Go to the kitchen. Take the tin opener and then go down. Take the crowbar and use it on the case. Use the opener on a tin. Use the crowbar on the plank to find the missing reel of film. Go outside Hector's room and take the screwdriver (5.00pm).

Go to the smoking lounge. Put the reel of film into the projector. Use the screwdriver on the screen to remove the hood. Press the button and put the hood on again. Now operate the projector (5.10pm).

Go to the rear hall where Dagmar will give you a note. It should be 5.20pm.

Go to Suzanne's cabin and observe her corpse (5.30pm). Go to the captain's cabin and take Harbord's book (5.40pm). Go to the study and examine the books. Rearrange them so they spell out 'last'. This causes a secret door to open. It should be 6.00pm. Enter the secret passage where you will be attacked (left, left mouse button makes you duck, right button makes you punch).

Search the Mafia man and take the doll. It should be 6.20pm.

Go to the smoking lounge and show the doll to Dagmar for a flashback sequence. All the character's will be seated in front of you. Point to Dick, then watch the end sequence. Congratulations, you have finished the game.

TIPS WINNERS!

This issue's Tipster Of The Month, who gets a year's subscription to **AMIGA FORCE**, is—

■ John Stuart Swan, Darwich-on-Tweed TD15 3NY

All the other senders of tips printed (either in Tips Bits or Out Out W' Cheats) were put in a hat and the one drawn out also receives a subscription. The lucky winner is—

■ John C Adams, Anfield, Merseyside LS14 3UJ

narc THE HIT MAN

At the beginning, go right until you get to the first dustbin. Shoot it until it turns blue for info lives.

midwinter 2 JANUARIAN

To gain control of the islands, you only need take nine of them — LOBO, MOOLA, CAMARGO, MAKAT, DHAFIA, GHAZAL, DJOUM, SATARA, SIKASSO. Take them in any order.

metal masters MORPHOSES

Simply press F4 to freeze your opponent. That'll immobilise them so you can do the dirty on them!

magic pockets MORPHOSES

When you lose your last life, hold fire — the game restarts, but your score doesn't reset. After 100,000 points you become superpowered.

rome ad92 JANUARIAN

Effects codes — hold Alt and type the following: **ROME — TWO**

500 — Win level	520 — Start
501 — Cheats	521 — Cheats
502 — Cheats	522 — Cheats
503 — Cheats	523 — Cheats
504 — Cheats	524 — Cheats
505 — Cheats	525 — Cheats
506 — Cheats	526 — Cheats
507 — Cheats	527 — Cheats
508 — Cheats	528 — Cheats
509 — Cheats	529 — Cheats
510 — Cheats	530 — Cheats
511 — Cheats	531 — Cheats
512 — Cheats	532 — Cheats
513 — Cheats	533 — Cheats
514 — Cheats	534 — Cheats
515 — Cheats	535 — Cheats
516 — Cheats	536 — Cheats
517 — Cheats	537 — Cheats
518 — Cheats	538 — Cheats
519 — Cheats	539 — Cheats
520 — Cheats	540 — Cheats
521 — Cheats	541 — Cheats
522 — Cheats	542 — Cheats
523 — Cheats	543 — Cheats
524 — Cheats	544 — Cheats
525 — Cheats	545 — Cheats
526 — Cheats	546 — Cheats
527 — Cheats	547 — Cheats
528 — Cheats	548 — Cheats
529 — Cheats	549 — Cheats
530 — Cheats	550 — Cheats

rome ad92 JANUARIAN

Effects codes — hold Alt and type the following: **ROME — ONE**

500 — Win level	501 — Cheats
502 — Cheats	503 — Cheats
504 — Cheats	505 — Cheats
506 — Cheats	507 — Cheats
508 — Cheats	509 — Cheats
510 — Cheats	511 — Cheats
512 — Cheats	513 — Cheats
514 — Cheats	515 — Cheats
516 — Cheats	517 — Cheats
518 — Cheats	519 — Cheats
520 — Cheats	521 — Cheats
522 — Cheats	523 — Cheats
524 — Cheats	525 — Cheats
526 — Cheats	527 — Cheats
528 — Cheats	529 — Cheats
530 — Cheats	531 — Cheats
532 — Cheats	533 — Cheats
534 — Cheats	535 — Cheats
536 — Cheats	537 — Cheats
538 — Cheats	539 — Cheats
540 — Cheats	541 — Cheats
542 — Cheats	543 — Cheats
544 — Cheats	545 — Cheats
546 — Cheats	547 — Cheats
548 — Cheats	549 — Cheats
550 — Cheats	551 — Cheats

rome ad92 JANUARIAN

Effects codes — hold Alt and type the following: **ROME — THREE**

500 — Win level	501 — Cheats
502 — Cheats	503 — Cheats
504 — Cheats	505 — Cheats
506 — Cheats	507 — Cheats
508 — Cheats	509 — Cheats
510 — Cheats	511 — Cheats
512 — Cheats	513 — Cheats
514 — Cheats	515 — Cheats
516 — Cheats	517 — Cheats
518 — Cheats	519 — Cheats
520 — Cheats	521 — Cheats
522 — Cheats	523 — Cheats
524 — Cheats	525 — Cheats
526 — Cheats	527 — Cheats
528 — Cheats	529 — Cheats
530 — Cheats	531 — Cheats
532 — Cheats	533 — Cheats
534 — Cheats	535 — Cheats
536 — Cheats	537 — Cheats
538 — Cheats	539 — Cheats
540 — Cheats	541 — Cheats
542 — Cheats	543 — Cheats
544 — Cheats	545 — Cheats
546 — Cheats	547 — Cheats
548 — Cheats	549 — Cheats
550 — Cheats	551 — Cheats

ork PERSONAL

Enter a computer and press fire in all four corners of the screen. Hit the following: **A — Replenish Ammo F — More Fuel H — Full Health Return — Take off or Land**

zool GOLDEN

After loading, wait until the high-score table appears and type **GOLDFISH** (return). The function keys which Zool is that level. During play, hitting '1' makes him invincible, '2' skips to the next stage, and '3' to the start of the next level. And number '47' Try it and see...

wwf wrestlemania OCEAN

During a bout, pause the game and type **HULKHOGANWEARSTIGHTYELLOWKNICKER**. The fight then finishes with you as the winner.

silkworm TERRACE

Issue 4's Cheat doesn't work on every version — if yours is an early one, try this for size. Hold down **HELP** while pressing **FIRE** to start the game. You now have info lives, and can move through the levels by hitting the numeric and minus keys.

rome ad92 JANUARIAN

Effects codes — hold Alt and type the following: **ROME — THREE**

500 — Win level	501 — Cheats
502 — Cheats	503 — Cheats
504 — Cheats	505 — Cheats
506 — Cheats	507 — Cheats
508 — Cheats	509 — Cheats
510 — Cheats	511 — Cheats
512 — Cheats	513 — Cheats
514 — Cheats	515 — Cheats
516 — Cheats	517 — Cheats
518 — Cheats	519 — Cheats
520 — Cheats	521 — Cheats
522 — Cheats	523 — Cheats
524 — Cheats	525 — Cheats
526 — Cheats	527 — Cheats
528 — Cheats	529 — Cheats
530 — Cheats	531 — Cheats
532 — Cheats	533 — Cheats
534 — Cheats	535 — Cheats
536 — Cheats	537 — Cheats
538 — Cheats	539 — Cheats
540 — Cheats	541 — Cheats
542 — Cheats	543 — Cheats
544 — Cheats	545 — Cheats
546 — Cheats	547 — Cheats
548 — Cheats	549 — Cheats
550 — Cheats	551 — Cheats

JOIN THE A-TEAM EVERY MONTH!

SUBSCRIPTION

Hey! Do you want the good news or the even better news first? The good news is that from issue 6 (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 £24.97) for just **POUNDS extra!** It's brilliant isn't it?

BUT I'VE ALREADY GOT ONE!

■ However, you realise that some of you dedicated gamers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special **DISCOUNT price!**

Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to European Direct (not the AMIGA FORCE editorial office). And may the FORCE be with you...

SUBSCRIBE TO AMIGA FORCE FOR ONLY £22.99 AND GET THREE GREAT GREMLIN GAMES!

OR SUBSCRIBE TO AMIGA FORCE AT THE SPECIAL DISCOUNT PRICE OF £18.99!

LOTUS ESPRIT TURBO CHALLENGE

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



THREEBIES!

SWITCHBLADE

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



MANIX

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



I WANT TO SIGN UP!

■ I want to join the rapidly growing AMIGA FORCE army. I understand I must be of sound mind and prefer purely games reviews and tips — and no techy babble. I don't have an attitude problem and I can't wait to get my hands on the explosion equipment every gamer needs. That's 12 issues of AMIGA FORCE, please!

■ Tick where appropriate.

■ Please send me the next 12 issues of AMIGA FORCE with great Gremlin games bundle:

- ☐ 6501 I live in the United Kingdom (£22.99)
☐ 6503 I live in Europe or Eire (£24.99)
☐ 6505 I live outside Europe (£26.99)
☐ 6701 I don't forget to send me my three free games!

■ Please send me the next 12 issues of AMIGA FORCE at the special discount

- ☐ price, but without free games:
☐ 6501 I live in the United Kingdom (£18.99)
☐ 6503 I live in Europe or Eire (£20.99)
☐ 6505 I live outside Europe (£22.99)

Method of payment: ☐ VISA ☐ ACCESS ☐ POSTAL ORDER ☐ CHEQUE

Credit card number _____

Expiry date _____

Signature _____

Name _____

Address _____

Postcode _____

Make cheques and postal orders payable to European Direct. Send this form to a photocopy of it to European Direct, AMIGA FORCE, Subscriptions, FINELINE27, Leisureway Park, South Wile 145 939. No stamp needed!

OR!

Why not subscribe by phone or fax? Ring your order through on 081 357 1273, or fax it on 081 357 2813. For any enquiries regarding your subscription, telephone the even sexier people who deal with our subscriptions on 081 357 2881.

Please tick if you do not want to receive promotional material from other companies: ☐

NEXT MONTH

FORTHCOMING ATTRACTIONS

REVOLUTION REVISITED

Ahem. You may have been scowring this issue for the 'revolutionary games-testing technique' promised last month. Unfortunately an opportunity to use it didn't arise, mainly due to the sheer amount of finished software that flooded in for review. The new technique, to be known as a 'Playtest', will enable us to evaluate nearly finished games without actually reviewing and rating them. That way we won't be breaking our promise to you not to review unfinished games, but we will be able to fill you in on new releases before they reach the shelves.

IN NEXT MONTH'S AMIGA FORCE...

THINK AGAIN, AGAIN!

■ Due to the packed nature of this issue, we couldn't manage to fit in our promised roundup of the best non-military strategy games. This will now appear next month, so get your grey matter ready for some brain-bending action.

MICROPROSE SPECIAL

■ We infiltrate the top-secret HQ of the MicroProse organisation to bring you blueprints of their latest military projects. But don't tell anyone... *whoooo!*

JURASSIC PARK

■ It's big, it's hungry, it's going to eat you up and spit you out! We bring you a sneak preview of Ocean's game, and hopefully a behind-the-scenes look at the film, including interviews with the stars!

**amiga
FORCE**

**SPECIAL
RESERVE!**

Dear Mr Newsagent

Hi! Just dropping a quick line to say AMIGA FORCE is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amigagastastic affair it is! So...

MY NAME
MY ADDRESS

.....POSTCODE

I'd like my AMIGA FORCE

☐ Delivered

☐ Kept behind the counter

Just in case you didn't know, AMIGA FORCE is published by Impact Magazines, and distributed by COMAG. Thanks!



TERRIFIC TIPS

■ Crack Synclastic with our gangster's guide, leap ahead with more Flashback tips, and perfect your piloting with our *Loar Vikings* maps.

**AMIGA
FORCE
ISSUE 9 ON
SALE 12
AUGUST!**

**COMING
SOON**

1869

WHALE'S VOYAGE

SURE

RELEASE AUGUST 12



ASM HIT



PC
JOKER



DISCOVER THE ASIAN PLAYERS OF THE JEWEL CURSE, WITH YOUR OWN EYES AND YOUR OWN MIND. BY STORMING ASIAN THIEF HIDEOUTS, YOU'LL LEARN TO TELL FRIEND FROM FOE. AS YOU TRY TO SURVIVE, READING WITH YOUR MIND, THE COMPETITION CAN BE DEFEATED, BUT THE REWARD IS GREAT. AS YOU STRIVE TO FINANCIAL SUCCESS, YOUR RACE.



THE AGE OF THE GREAT CLIPPING AND THE STRUGGLE FOR SURVIVAL. BASED ON THE LEGENDARY ADVENTURE OF THE STEAM SHIP, ACCURATE HISTORICAL SIMULATIONS OF THE PERIOD BETWEEN 1864 AND 1869, INCLUDING MAJOR EVENTS SUCH AS THE AMERICAN CIVIL WAR, REVOLUTION AND THE OPENING OF THE GOLD RACE.



EVERYTHING WE DO - IS PLAYED BY YOU