

New Year Special THE PAST, PRESENT AND FUTURE
OF AMIGA AND CD32 GAMEPLAY!

amiga

FORCE



EXCLUSIVE!

MORTAL KOMBAT

**MORE VIOLENT BEAT-'EM-UP
ACTION THAN YOU CAN
STOMACH?** Find out inside...

STAR-STRUCK

**THE AMIGA GETS
INTERGALACTIC
WITH STARDUST!**

impact
magazine



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JANUARY 1994

FOUNDED FOR US BY PETER DIBB WITH US

CREATING 90s READING

Inside: **CANNON FODDER REVIEWED ■ FRONTIER GUIDE**
■ URIDIUM II TIPS ■ CD ROUND-UP ■ PD LOWDOWN

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

Turn 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 electronic

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 Griggs

Get your apple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

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

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Throw away your watch

Wear a wig

Laugh

Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Have a day without TV

Read a page from a book by Charles Dickens

Flag someone of the same sex

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a downward escalator

Visit someone's garden

Do a maths to 100 page

Run up a downward escalator

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Make a cake

Get on a bus you've never been on before

Dance in the front garden

Show your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy tale

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

Do a jigsaw puzzle

Get your hair cut

Dance to the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Murmure a Wanda Allen joke

Tell the truth for a day

Scream

Pat the kettle on

Take up knitting

Listen to Radio 4's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

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

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Turn into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only had as much water as you need

Learn a new word every day

100FM
Kiss

amiga

FORCE

■ ISSUE 14

■ JANUARY 1994

W



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The lowdown on what to expect in 1994, including a look at Deluxe Music.



JUST AROUND THE CORNER

Search and Destroy plus a Gremlin Graphics round-up.

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Chris returns with more answers to your letters.

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Another searcher! Stardust may not get the RR, but it still makes an AMIGA FORCE Rave!

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MORTAL KOMBAT RAVE REVIEW

Reviewed in full (really!). Is Mortal Kombat all that it's cracked up to be? All is revealed!

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RICH PICKINGS

Cannon Fodder...Globeate...D/Generation...Body Blows Galactic... a veritable plethora of top hits!

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MEAN ARENAS

Another 90+ Amiga Rave, Mean Arenas has had us at it since last month and it doesn't disappoint. Check out the full story on page 26 — it's a knockout!

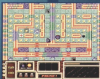
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Uridium II tips, Pinball Dreams guide, Micro Machines maps and tips!



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Another wonderful selection of the latest budget hits and flops!

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Two more stages played, tipped and solved.

CUT-OUT 'N' CHEAT

More great codes, cheats and tips especially for all those lovely new games you all get for Christmas!

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82 NEXT MONTH

What's in store for issue 15 of AMIGA FORCE?

Read all about it!



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- EDITOR Chris Marks
- DESIGN Ian Loxton, Mark Aspinall
- FEATURES EDITOR Ian Osborne
- GUEST WRITER Mark Smith
- DESIGN & ART Jason McEachern
- TIPS EDIT Marc Powell
- FINAL EDIT Nick Roberts
- SCANNING Ian Loxton, Colourscan Ltd
- ADVERTISING Neil Dwyer, Michelle Butler, Jackie Myers
- PRODUCTION MANAGER Franco Papp
- PRODUCTION EDITOR Matthew Unwin
- PUBLISHER Osamu Kaki
- EDITORIAL DIRECTOR Eddie McFarlane
- PUBLISHING DIRECTOR Roger Egan
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MAGAZINES

AN IMPACT LEISURE MAGAZINE

AMIGA FORCE is brought to you in the month also including:
COMMODORE FORCE
SAGA FORCE
SAGA FORCE MEGA
MEGA MACHINES

■ JANUARY 1994 ■

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FORCE

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Read all about it!

New Year Knockout!

When Christmas has brought with it a deluge of games, with many being real crackers (you intended!). Arguments aplenty over the rave review award were nearly inconclusive, simply because of the quality on show here. First off, we received *Stardust*, which, with its knock-out graphics and simplistic yet enthralling gameplay, was sure to get the award. Not so, though, when our final Mean Arena arrived. We'd already been bowled over by the preview game that we'd seen, and the finished version didn't let us down! The fight was on... With deadline rapidly approaching, and a decision still to be made, *Mortal Kombat* and *Cannon Fodder* crashed through the letterbox, sending reviewers into a state of shock. Four great games to choose from — life had never been so complicated! The victor? The Rave Review says it all...

The dust will still be settling around the Christmas sales of the CD32 by the time you read this, but the signs for a Commodore Christmas are good. Okay, the adverts aren't up to much, especially in the face of Rik Mayall and co, and the software support is still a bit lacklustre, but this is the machine of the future.

A few more stores stocking the machine and half a dozen or so really hot games and the story will be an altogether different one. Hopefully, 1993 will simply be seen as somebody putting the key in the ignition — 1994 should see the machine kick-started and running away from the competitors!

NODDY HITS IT BIG...



VIDEO NASTY?

Commodore UK have obtained a High Court injunction preventing Acorn Computers distributing their educational video, *The Home Computer Manual*.

Although presented as a 'beginner's' guide to using computers in the home and in the office, Commodore claim it has been produced as a 'means of knocking the performance of competitors such as Commodore and Atari', and seriously misrepresents the Amiga range of computers.

The A2000, for example, is shown running only games. Despite the huge range of productivity and art packages available for the machine. This, claims Commodore, is not a fair representation of a computer that's perfectly capable of running the office and educational packages shown in the video.

The injunction has been granted for a short while only, and Acorn deny liability. The case continues.

Their Jumping Bean Go Home released *Noddy's Big Adventure*, an educational game for three- to seven-year olds.

Based on David Byrd's Toy Town character, the game includes a Simple Simon-like sequence game, a series of mathematical exercises and even a fully-functioning word processor enabling children to create stories using words and pictures.

Noddy's Big Adventure costs £24.99 and is out now.



TREBLE TRI

Primos recently released a further three volumes of their Triple Action compilations, offering three games per package for just £14.99.

The first, volume 3, has *True the Fox*, *Ghostbusters II* and *Magnum Tusk the Fox*, a curious platformer, each of its 16 levels full of fun, tricks and... uh... funny things. From the points to construction sites, you have to guide the vixen fox past all manner of foes, using bottles, bullets and... the like to do away with them. Not everybody's cup of tea, but the pick of the bunch.

Ghostbusters II is a novel little game, not as good as the original C64 game, but worth it

for the music. The first level's a bit trash, but once you get going, it's not too horrendous. *Magnum*, on the other hand, is incredible. Hardly the kind of game that you would choose to play, let alone buy.

John and Elwyn, otherwise known as the Blue Brothers, are the attraction of the fourth volume.

It's hardly a better of a game, but some of the new levels of *AMIGA FORCE* weren't too turned off by the whole thing. The less said about *Slater the Seltzer* — it's truly appalling! Finally, *Maya* is the secret-obsession of the pack, which takes some getting into, but is quite enjoyable all



ALIVE AND KICKING

The LWF '93 event, held at Olympia in September of '93, proved to be a huge success. Over 140,000 visitors turned up, with more anticipated at the next show, which means a move across town to Earls Court.

For those who missed out, LWF '93 covered all manner of home entertainment and consumer electronics, including video and computer games.

With other attractions including a Real NFL Village and Home Cinema Promenade, it gave a glimpse of how things will be in the near future.

Those interested in LWF '94 should pencil in 20 to 25 September in their diaries.

MENZIES GET SEEDY

The latest store to succumb to the delights of the CD32 is John Menzies, who now stock

Commodore's 32-bit wonder. While not exactly earth-shattering news, the signs are that the machine is slowly being accepted by the industry and users alike, giving it quite a rosy outlook.



TRIPLE ACTION

the same. The graphics are good anyway!

Volume 5

features a couple of racing games as well as Shootouts. The joys of the bundle is Crazy Cars 3, which is much more than a racing game. Testing

entire and prize money, upgrades and some pretty fancy racing are just a few of the features, definitely worth the asking price for this alone. Crazy Fox Master starts off well, but, due to clumsy controls and poor presentation, it is a rather incomplete and unplayable Super Sprint



style motorbike racing game. Finally, Shootouts is a strange adventure cum action game, which looks fine, yet, if you have the patience to get into it, is a fairly playable game.

All in all, some varied and diverse selections available. Our publisher have in volume 5, you paid poor money, you missed poor choice...



Warning: These pages are a few years in last month's trouble calendar. Cut this one out and stick it over the dull one for a trouble-free 1994!

		JANUARY		FEBRUARY		MARCH		APRIL		MAY		JUNE																				
Mon		3	10	17	24	31		7	14	21	28		4	11	18	25		2	9	16	23	30		6	13	20	27	Mon				
Tue		4	11	18	25			1	8	15	22	29			5	12	19	26		3	10	17	24	31		7	14	21	28	Tue		
Wed		5	12	19	26			2	9	16	23	30			6	13	20	27		4	11	18	25			1	8	15	22	29	Wed	
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Sun	2	9	16	23	30			6	13	20	27				3	10	17	24			1	8	15	22	29			5	12	19	26	Sun

		JULY		AUGUST		SEPTEMBER		OCTOBER		NOVEMBER		DECEMBER	
Mon	4 11 18 25	1 8 15 22 29	5 12 19 26	3 10 17 24 31	7 14 21 28	5 12 19 26	Mon	4 11 18 25	2 9 16 23 30	6 13 20 27	4 11 18 25	Mon	
Tue	5 12 19 26	2 9 16 23 30	6 13 20 27	4 11 18 25	8 15 22 29	6 13 20 27	Tue	5 12 19 26	3 10 17 24 31	7 14 21 28	5 12 19 26	Tue	
Wed	6 13 20 27	3 10 17 24 31	7 14 21 28	5 12 19 26	9 16 23 30	7 14 21 28	Wed	6 13 20 27	4 11 18 25	8 15 22 29	6 13 20 27	Wed	
Thu	7 14 21 28	4 11 18 25	8 15 22 29	6 13 20 27	10 17 24	8 15 22 29	Thu	7 14 21 28	5 12 19 26	9 16 23 30	7 14 21 28	Thu	
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Sat	9 16 23 30	6 13 20 27	10 17 24	8 15 22 29	12 19 26	10 17 24	Sat	9 16 23 30	7 14 21 28	11 18 25	9 16 23 30	Sat	
Sun	10 17 24 31	7 14 21 28	11 18 25	9 16 23 30	13 20 27	11 18 25	Sun	10 17 24 31	8 15 22 29	12 19 26	10 17 24 31	Sun	

Top 20



Frontier stores to the top of the charts — don't say that we didn't tell you so (but we still).

- Frontier Elite 2**
Gamelink
- Frontier Manager 2**
Gamelink
- Alisa Good 2**
Team 17
- Micro Machines**
Code Masters
- Body Blows Selectio**
Team 17
- Championship Manager '93**
Domark
- Snail**
Virgin
- Scrabble Senior '93 / '93**
Pamagala/Mindscape
- European Champions**
Ocean
- Wind Guns**
Peyco
- Synthetic**
Electronic Arts
- Flashback**
US Gold
- Land of Power**
Liscart
- Streightlight 2**
US Gold
- Premer Manager**
Gamelink
- Comical Classics**
Empire
- Pool**
Gamelink
- Formula 1 Grand Prix**
Microprose
- Desert Storm**
Electronic Arts
- Gunship 2000**
Microprose

the cult classic collection



Commanders
Amiga
A500 12

ZERO 87%

"Superior game
of the back 'n' slash
genre."



Commanders
Amiga
A500 12

QUICKACK 90%

" superb graphics
and some of the
best animation
that you're likely
to see on the
Amiga. Great fun
and Core Design's
best game so far."

ACE 94%

"Core Design
takes a
graphic relay
journey
into the
world of
Cybernetics."



Commanders
Amiga
A500 12
1000 HC



Commanders
Amiga
A500 12

WAR ZONE 88%

"The swirling
animation and colour
are all of a high
standard, but it's the
play that wins the day.
This is particularly true
of the two player
version, but even for
one player, the action
is tough and just keeps
on going... War Zone
is an excellent arcade
shoot em up."

make the space

16 bit quality at only
£9.99

stay where
it's at

PRODUCTS TO LOOK OUT FOR IN 1994
WOLFCHILD & JAGUAR XJ220



core

Previews!

Just around the Corner

There's a host of great new titles coming out in the next few months. Kicking off with **Visions** new chopper game, then, for good measure, we've a round-up of gremlin's forthcoming attractions.

SEEK AND DESTROY

■ Vision

Fancy taking to the skies above hazy jungles, arid deserts and heavenly-bottled enemy compounds? If so, it's fun in the sun being a slush-of-the-art attack helicopter in **Seek and Destroy**. That's the message float **Vision** in their latest blow-'em-up which will be blasting its way into the shops very soon.

The game-style follows familiar lines for this type of shoot-and-destroy genre. There's a first-view perspective of your chopper as it flies through multi-stage hunting down the enemy bases. It looks good, with smooth scrolling, responsive control mechanisms and some excellent speech samples really setting you up in the frantic gameplay. Expect your killstreaks to really rise to the surface, as the action gets hotter and hotter!

There are loads of missions to complete, each with ground targets to seek, out and destroy before you can return to the safe haven of an allied base. Before each begins, you're given a detailed briefing pinpointing your targets and explaining the mission objectives.

To help reach your goals, there's a radar

showing the enemies' ground bases and helicopters, as well as your homobase. The indicator at the bottom left of the screen highlights the location your chopper's sustained.

It's also vital to keep a check on your fuel gauge, while there's only a limited supply of mood at the chopper's weaponry. Fuel can be replaced by landing on enemy supply depots after destroying their defenses. This also applies for your shields which are replenished at the same time.

The ship has a host of hi-tech weaponry. There are the standard machine guns, as-to-ground missiles and even a few rockets to name a few. Weapons can be accessed through the 'F' keys — they can also be replenished by collecting the coins, appearing after you've taken out some ground targets.

There's no doubting this high-velocity blaster's appeal — it's action all the way. Flying by the seat of your pants takes on a whole new meaning in a serious shoot-'em-up like this! Expect more news very soon.



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amiga

■ JANUARY 1984 ■

Under er!

GREMLIN'S GOODIES

Those busy devils down at Gremlin Graphics are hard at work producing a host of top titles — so wait your handy-trade and read on...as we take a peek at the goodies Gremlin are expecting to serve up soon!

Gone to the Devil!

Way back in issue five, we gave you the lowdown on a crazy new game, Gremlin had in the pipeline. Called *Lil' Devil*, it's now very near to fruition and looks to be a stunning addition to the Gremlin library.



This is definitely the game deserving most of our attention — since we got a look at it recently, it's been the talk of the Amiga FPGAs' official.

Taking the role of Morris Axel-Axeall Dooptopagus, (great name, mate!) you

stumble across the lost city of the underworld, Terratia, the entrance to which just happens to be in Mad Mo's cellar.

To make matters worse, Morris, overcome by a desperate thirst, takes a drink from a pool of water (yep, you're there). The consequence of this rash act's a remarkable

transformation — sweet little Morris becomes the crazy Lil' Devil.

This guy's one ugly demon! All pointy horns and wings. However, from what we've seen of him, he's also an incredible piece of cartoon animation. Gremlin describe him and his actions as "hottototally funny" seeing the game makes it easy to see why. It looks to be original, the graphics are stunning and the

traps, puzzles and evil monsters are devilously

cutting.
The three years of development that went into *Lil' Devil* look to be well spent. There are five levels and 90



puzzle rooms to battle through before Mad Mo can find the fountain of normality and rediscover his old looks. Expect us to be raving about all of them in the next issue.

Best of the rest

The other goodies coming soon from Gremlin include *AD&D*, *Zool 2* and *Legacy of Sorcery*, all of which have the potential to be big hits.

AD&D asks you to save the human race from destruction (yep, race on me, not again!), before it's overrun by alien forces. Doing this means exploring and conquering six different alien worlds.

It's vital to mine these planets for the natural

resources that can save mankind, while at the same time heading off alien attacks.

Gremlin call it: "The most complex strategy game ever!" We'll help you decide on the truth of this in the next issue.

Gremlin asked us recently if you were "Naps enough to Zool 87?" Strange question maybe, but they're pretty proud of the sequel to the smash hit *Zool*!

We (pretended) *Zool 2* last issue, but it's worthy of another mention (just so we can say we'll check out the super-smooth scrolling action. There we said it!

Finally, *Legend of Sorcery* is an adventure battling against the dark forces of evil in the world. You have to carefully choose a party of warriors to seek out hidden artefacts whose power destroys the evil that has the world in its grip.

Like all the other

forthcoming titles, expect more news in the next issue.

MISSION 03

THE GREMLIN GUY, RECOVERING FROM A CRASH LANDING, FINDS HIMSELF IN THE MIDDLE OF A DANGEROUS MISSION. HE MUST FIND THE SECRET TO THE



nine & mail

■ **AMIGA 6000**
You've really put the cat among the proverbial pigeons with that one, Mark — I've been

juggling it out with Mark 3 at this end ever since discussing the question! I'd pump for Sensi Soccer in all these questions, but Smith reasons that Goan's tops in open one and three. It's all a matter of taste — some prefer the slightly larger graphics on *Goal* while others go for the speed and control of *Sensible Soccer*. We asked Osborne for his opinions, but he mumbled something about balls and sticks and walked away. A bit of juggling is needed before you can make your decision.

Chris

A new year, a new letters page and the return of regular letters experts, and esteemed Editor, Chris Marks.

Not content with risking his own health by exercising and playing football, he's now decided to set up a team comprising many of the *AMIGA* writers. There's been boy Smith in goal, design boy Lawson and CMTK boy Jones in defence, and *SEGA FORCE* MEGA boy Stix in midfield, with Ed boy up front. The boy wanted to be manager, but he couldn't organise a brew up at a tea party (or something like that), and, anyway, he had to go to the doctors, when we played the first match (7.30pm in the freezing cold). He's now been relegated to sundul observer, biscuits and expert sundul next time.

In the meantime, give us something to chuckle and chortle about as we read our weary limbs by sending your letters, pictures and sundul to *FORCE NINE MAIL*, *AMIGA FORCE*, Impact Magazines, Loddow, Shropshire ST8 1JW.

FOOTBALL FANATIC

Dear *AMIGA FORCE*:

Firstly I would like to say that I am really pleased with December issue's hints and tips book and that your magazine is great. Please could you answer my questions:

- 1 Is *Sensible Soccer* 92/93 better than *Goal*?
- 2 Is *Sensible Soccer* 92/93 better than *Kick Off '93*?
- 3 What is the best football game on the Amiga?

Thank you if you print my letter.

Mark Palmer, Garsdon, Kent

SEASON GREETINGS

Dear Gupp, Dale and Rob Editors
Many kinas and a prosperous New Year! I hope your good work can continue for at least another glorious 11 months. Just one whine—how about a couple more *Action Replay* codes in the tip section?

Gupp! 'good will to all' Smith, Ransgate, Kent

P.S. Remember, Christmas isn't just about giving and getting presents, it's about getting scared and eating so much turkey that you puke!

■ Actually, I never remember much about Christmas at all, so I suppose you must be right. I'll crack the whip over Bill and make sure that he gets you some more *Action Replay* codes. Can't say later than that, can I?

Chris

Thanks to David Chapman for his cool photo of Bulha's 'n Stix, Alfred Chicken and co.



DUMBFOUND-ING D-PAINT

Dear *AMIGA FORCE*:

Congratulations on your totally brilliant mag (better than all those boring old mags with coverclips).

I drew a totally brilliant picture of Super-Pop, Zool, Galle (from *Street Fighter II*), Dotry, and Alfred Chicken on Deluxe Paint 3, but then when I had finished I tried saving it fine and time again, but it kept telling me I needed a user defined brush.

As I had only used D-Paint 3 a few times before I didn't know what one was, so I searched the D-Paint 3 booklet from front to back and couldn't find anything to save my work, so I had to give up. Could you please tell me how to save my work please?

Anyway I have included a picture that I think you will like (sorry!). Oh, and just one more thing, there is a man who lives across the road from me with a computer (the same as mine on Amiga 600). Is there any way that I can send messages to him using my Amiga?

David Chapman, Leamwood, Halifax

■ Your problem is that you are trying to save in the wrong menu — go to the picture view menu and save your creation there. Hopefully, that should deal with your problem — if you are having further difficulties then contact the letters and ladders at EA, who will be more than willing to help!

As for contacting your friend across the road, try a Comnet package and modem. It can be a bit expensive, though — why not just invite him round instead?

Chris

TO BUY OR NOT TO BUY...

Dear *AMIGA FORCE*:

I am in need of a bit of assistance. I am at present on a course of a C&A and happy to be receiving COMMODORE HQHOL every month for the past seven years.

I am now moving onto the legendary *AMIGA FORCE* for also, I'm buying an Amiga. My question... which? I know the A1200 is better graphical wise, but what about software? From what I've seen it's pretty sparse.

What about the A600, all games like *Silent Service* I run on this computer? And what is it like for graphics?

Kevin Collins, H. Inland

P.S. How about a situation round-up?

■ Now that you've moved onto bigger and better things, it will get a little more complicated. Gone are the 3-bit days of old, with their cassette multi-taps, memory limitations and some rather garish coloured 'four best' bit. If you have the money, is the A1200 — most of the games are compatible, with a few now coming out especially for the machine. You will also be able to link up Commodore's CD to the machine, effectively making it a CDS.

A bit round-up? Already done, teddy — check out Back issues time and ten for more info on how this comes lined.

Chris

LITTLE OR LARGE?

To all at A-FORCE

I just off thanks for producing the best Amiga mag on the market. I know everyone who writes in says something like that but it's the truth and I don't expect the Letter of the Month award for saying that!

However, I'm writing in with a complaint. Why, oh why, oh why do you bother printing letters like Goldish the Possum's crap rambling on issue 12? Who does this guy think he is? So he finds the letters of everyone else who writes into AMIGA FORCE dull and boring. What a conceited arrogant, not to say humourless fool he is!

He may find questions about the Amiga and prices of your magazine boring, but I know for a fact that most people don't. Personally I find people like this fool, with their sad attempts at humour in the Possum and Morthor mould, to be undoubtedly the most irritating fellows in the world. Next time Possum, take a good, hard look at yourself before being so eager to criticize others! Especially when you're too much of a coward to reveal your true name. Goldish the Possum indeed. For God's sake, grow up!

CIT Roberts, Rochester

■ Well said CIT. I thought that Possum's letter would get some responses, and you've supplied it in full! Interestingly, I find any attempt by Morthor and Possum to be funny either sad — apart from Morthor and Boddie. They're the two most ridiculous gits on TV. Bring back Little and Large, that's what I say!

Chris

POSTCARDS FROM...

Dear A-FORCE

Having a nice time, making hard, working hard and looking 'nd. Miss me?

I Osborne, Strathguthrie

■ Oh yes, please don't back as poor as poor. Our standard of English is as you might down since it left us. (Yes I know, I'm correcting it — Nick)

Chris

TWENTY QUESTIONS

Dear AMIGA FORCE

I'll start by saying what an excellent magazine AMIGA FORCE is. Could you please answer these questions?

- 1 Is Hordsworth V2 good on the Amiga?
- 2 When will Morthor be released on the Amiga?
- 3 What is A320 status on Amiga like (USA version)?
- 4 Why are Akaris so cheap?
- 5 Will there be Street Fighter Turbo on Amiga?
- 6 Will there be Jungle Strike or a sequel of Desert Strike on the Amiga?
- 7 Could you please do a review on A320 Amiga on the Amiga?
- 8 Could you also do reviews and previews of

Jimmy
anybody or
either send us
this coloured
panel
masterpiece.
Good on you
Jimmy — let's
have more!

THORN IN HER SIDE

Dear AMIGA FORCE

David Berry's recent comments over girls reviewing computer games has not gone down well in our household! I am, of course, referring to his letter you published in the December issue.

I would like David Berry to know that I'm a 10-year-old computer games fan (who happens to be a girl) and fully support the female reviewer's comments about Soccer Kick.

Why is it that girls aren't allowed to say anything about football without a torrent of abuse from the boys? Come on David Berry, wake up! These machines is dated in the extreme, we're out of the dash ages now.

Sandra Connors, Glasgow

■ Two right — each to their own when it comes to likes/dislikes with computer games. I'm not to sure if David's comments were borne from protection of soccer, though — maybe he could write and tell us in? I still think that Soccer Kick is a pretty cool game, though — all nice and casual, and rather innovative at that. Anybody else thinks different?

Chris



The latest
accessories
available on the Amiga?
**Russell Blair,
Harrow**

■ Thanks for the letter Plug — despite the listed questions, you're to be rewarded with the Letter of the Month, anyway! And, just to prove that I'm a good egg at heart (and everywhere else!), here's my list of answers...

1 Yet to see it, I'm afraid. Over to the readers on that one...



PRICING POLICIES

Dear AMIGA FORCE

The price of issue No. 10 was ONLY 18 PPMONARY. So can you tell me why Nos 11 and 12 are £2.25, and is the price going to stay?

P Bradley, Sully

■ Sorry P, indeed, the price stays. A matter of economics lies about — what, with all of the fees and the editorial costs to boot, we had little choice but to sustain the price increase. Hopefully, we still offer great value for money, though! We'll try to introduce a few more gifts in too, just for you (and thousands of other readers).

Chris

- 2 Pleased about how — read the review for further info!
- 3 See answer seven for the answer to this question!
- 4 Because they use early 80s technology and a pretty stupid name to compete with state-of-the-art Amigas from our friends at Commodore. Mind you, the Jaguar doesn't look so bad...
- 5 Yet to hear anything concrete, but you never know! Stranger things have happened and all that...
- 6 Other Desert Strike was rather successful on the Amiga, so there's no reason why they shouldn't convert the sequel as well.
- 7 As soon as we receive a game...
- 8 As and when we get something that we think will interest the readers, we'll cover it. Remember, though, first and foremost, we're a games mag, therefore we won't be identifying space for non-game related articles.

Chris

Letters!

EX CD-INGLY TEED OFF!

Dear Force Nine Mail

Why was the Amiga CD32 so extensively advertised on the telly — particularly during the run-up to Christmas — when the availability, or rather lack of decent CD games continues to be a pain in the butt?

The CD32 seems to be going the way of Sega's machine, i.e. it looks more than impressive when you see it on the telly with its flashy graphics and so on, yet when it comes to the meat — the games — where are they?

I suspect the 'editors' are reluctant to develop a game for the CD32 because, at present, it must

have a relatively small user base.

With profits linked to game sales, the software companies, quite understandably, must favour developing a game for the likes of the Mega Drive or Super Nintendo. These machines have a huge number of devotees — and consequently greater potential for sales.

But where does all this leave me and others who took the plunge and bought the Amiga CD32? I believed everything I read at the time, i.e. there would be no shortage of decent CD games at affordable prices.

I am now in danger of becoming a hampered cynic and will certainly treat all future publicity material, whether visual or written, with hefty scepticism.

It is fair to fogie a games machine to such a degree, without first having the software support to go with it? I've read plenty about what's coming up and so on, but having bought my Amiga CD32

some six weeks ago, I am more than fed up

NOW!

Matthew Trillido, Putney, London

■ I can feel the tremors from Putney about here in deepest Devon. Matthew — obviously, Commodore's showing at Christmas hasn't done much for you. Already, though, more games are appearing, some of which are reviewed in this very issue, and more featured in last issue's CD spectacular.

You also have to consider the performance of the other CD machines. The Mega CD could prove to be particularly embarrassing for Sega yet — it's hardly at the world's edge. Philips CDi is a bit of a non-starter, and Nintendo have yet to even acknowledge the market place. Just a little more patience, lad — it may all come together yet...

Chris

amiga FORCE Readers' Charts!

- 1 Frontier — Elite 2
- 2 Sensible Soccer
- 3 Premier Manager 2
- 4 Syndicate
- 5 Formula One Grand Prix

AMIGA FORCE Readers' Chart!

Problems came in abundance when totting up the results of the readers' chart — we sat around for ages trying to figure out why the calculator wouldn't work. Eventually, some bright spark suggested turning on the lights — it was later powered after all. Doh!

The top five looked a little predictable at first. Sensible Soccer leading the way right up until the final week of deadlines. We then had a deluge of votes for Premier — Elite 2, and suddenly there was a race on! Premier finally won out by the narrowest of margins (1360 votes!), yet the excitement has only just begun. It makes you wonder just how long it will be able to hold on to that top spot, especially considering the quality of the games that we've seen in this issue.

Sensible Soccer held on to make it to the second position, with Premier Manager 2 proving to be a real fave out there in Angeragers. Syndicate is obviously turning into something of an underdog, staying out at number four, while Deman's rising spectacular, Formula One (Grand Prix, slips a gear or two down to the fifth position.

Keep those votes rolling in — we're sure you'll agree, the results are worth the effort!

FRIEND OF A FRIEND

Dear AMIGA FORCE

I am getting the Desktop Dynamite A1200 pack for Christmas, please could you answer these questions?

1. My friend says that you can use A200 disks on the A1200 so he gives that offer with his friend.

2. Will Star Wars come out for the A1200?

3. In remembrance of the Golem out for the A1200 and can you recommend it. Christopher Hildingson, Maghull, Merseyside

■ Hope you had a good Christmas, Chart! In answer to your questions...

1. Does what else? Golem has friend in a disk drive? Or swaps him? Yes, you can use many of the A200 games on the A1200 — if you check out each ratings box in an AMIGA FORCE review, it will tell you just what games are compatible. Same goes for the 600.

2. If you mean Super Star Wars from the 6400, we don't think that there are any plans to convert it. There doesn't seem to be any reason why it couldn't be done — I'm sure the Amiga could handle the graphics and effects. If we hear otherwise then we'll let you know!

3. I've asked around, but nobody seems to have heard of the game! If anybody out there knows anything, then drop us a line.

Chris

SCORE FLASH!

The boys didn't do well. A 0-3 thrashing was the order of the day, although I did grab a goal for what it's worth. Next up is the Torquay United Supporters Club — if they're anything like the team, it should be a walk-over! More news next issue...

For the last four weeks, I've been hooked on:

1. _____
2. _____
3. _____
4. _____
5. _____

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ADDRESS: _____
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Rave review!

amiga FORCE rave!

MORTAL

Virgin, £29.99

Thanks to Mega Drive, Mortal Monday and mountains of marketing money, Mortal Kombat's stormed to the forefront of media and consumer attention. Slated for — and probably made popular by — the violence, Daily's beat-'em-up is the game to be seen with. Have Virgin repeated the success that Acclaim managed? You bet your bottom dollar they have!

The scenario remains pretty much the same — select your fighter from the seven on show, battle the remainder in a best-of-three bout, enter a few endurance tests and then face Goro and Shang Tsung in the final battles to decide the victor. No awards for originality, but there's no need; Mortal Kombat is considered by many to be the finest beat-'em-up of the decade.

With joystick in hand (where else?), we got ready to face the Amiga version. Reservations

were voiced all round — the loading time is questionable, even with two disk drives, while some, myself included, had to wonder if the lengthy delays between the action affected the game adversely.

Unfortunately, the loading's a bit on the long side, yet it doesn't detract from the game too much. Presentation's top notch, even featuring little video clips of each character; go to the options by mistake, though, and you'll be waiting around while the files load in again.

Mortal Reality

But the proof of the pudding's in the playing, and Mortal Kombat doesn't disappoint. The moves are more or less all evident, each carried off pretty effortlessly. Pushing back and right on the joystick and pressing the Δ carry out a sweep-kick isn't ideal, but the limitations of one-button joysticks have been relatively well dealt with. A two-button joystick does have its advantages, allowing you to perform certain moves that otherwise require a small joystick manoeuvre.

Also included are the special moves, from Kameo's convoluted to the powerful Raiden's

“There's only one choice”



■ Flying kicks, jump kicks, medium kicks, even the old low kick — yes, Mortal Kombat is butt-kickingly good!



■ (Right) Gross-out, gory and gratuitous — those finishing moves are a sight to behold! (Below) It's ninjas vs ninjas in a one-on-one brawl to the death!



■ Oh Goro, don't do the special move, otherwise, after a while, he'll perform a special move at exactly the same time.



KOMBAT

Rave review!

All movies have a power rating, including the pornography. Some of the punches are more powerful than the special moves, but you'll need to get in close to use them!

Most impressive is the speed — the Arcade version of *Mortal Kombat* plays faster than *Bay* on the Mega Drive, *Prize* having ensured smooth and parity gameplay without being so quick as to be unplayable. Two-player battles are even more intense now, occasionally being reduced to a mess of rapid button-pressing and frantic flying kikos.

Mortal Kombat

Of course, the no-good do-gooders will be up in arms about the deluge of tomato sauce on offer, ketchup spouting from wounds with just the slightest touch. Seriously, the blood element has been incorporated (although not at the game), but it's at much of a rushiness, not really adding anything to the gameplay, and always appearing at the most inopportune moments. Still, it'll give those horny people something to shout about.

Other aural features have also been omitted, including some of the speech, but all of the

important elements are still there, including the catch. Reptile and the pit. Scorpion shouts 'Get Over Here!' Kang punts and punts a lot and Cage is a load of crap — just as in the coin-op!

Rib-crushingly good

As you've probably guessed, we're most impressed with *Mortal Kombat*. These are *Bay* — that, accessing to a lot of a pain, especially if you're only using one drive, and getting a two-player game up and running is more laborious than it needed to be.

However, these are but small gripes. The sprites are wonderfully formed and animated, the backgrounds detailed and sharp. Even the music, what there is of it, is impressive. The speech is as crackly as on the other versions, but that's forgivable considering the quality on show.

Ready to see how good? Streetfighter? Inequality too. From *Rocky* River (Mabuse) flows most skill out of the water. But if you want the best, the most intense beat-'em-up on the Arcade, then there is only one choice — *Mortal Kombat*.

MEAT!



TEN THINGS YOU ALWAYS WANTED TO KNOW ABOUT MORTAL KOMBAT

- 1 Originally, the game was to include a *Joan Claude Van Damme* character.
- 2 The sequel, complete with bigger and better characters, is already in production. Seiya can now perform a kiss of death.
- 3 In the arcade game, the decapitated heads in the pit were those of the programmer and colleagues.
- 4 They used proper actors for the characters from which they digitized the moves, although Seiya was a ballet dancer, and for those special moves.
- 5 Scorpion, Sub Zero, Reptile and Lih Kang are all the same actor; Johnny Cage is the others.
- 6 Gore was omitted from a medal because Mark Smith refused to do it. Boo!
- 7 If you freeze with Sub Zero twice, it doubles back and freezes you!
- 8 There's plenty of merchandise available, including T-shirts, badges and a comic book.
- 9 Seiya is the most popular arcade character; Johnny Cage the least favored.
- 10 Boog, from *Virgin*, is the Games Master on *Games World*. And what a jerk he looks! Watch out for the Christmas special where he's seen leading two seven-year-olds (dressed as angels) up to the stage. The things people will go through just to be on the telly.



Rave review!

MORTAL KARACTERS



Johnny Cage

A movie star, martial artist and a bit of a useless git.



Raiden

Teleportation is his specialty — a bit useless against some of the better computer opponents, though.



Scorpion

He of the spear, Scorpion is a fave among the fans boys of this world. Lr a bit limited.



Sonya Blade

The most popular arcade character, with the most entertaining leg-grab we've seen!



Liu Kang

Taken from the clone. A bit dead really.



Kano

A little on the slow side, but has a pretty hefty uppercut.



Sub Zero

The coolest chap of the bunch, with a rather chilling special move! It even makes him turn blue for some reason!



amiga FORCE Rating!

DEVELOPER: PROPER

- DISKS: 2
- PLAYERS: 2
- GENRE: BEAT-EM-UP
- 1200 COMPAT: YES
- HD INSTALL: YES



The most addictive, playable and gruesome beat-'em-up out there.

94

it's a dog's life!



Amiga 2000 00000000



Amiga 2000 00000000



Amiga 2000 00000000



Amiga 2000 00000000

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Due to popular demand, here's the official AMIGA FORCE bookshop, where you can order shorter dips, handbooks... whoops, maybe not, but you CAN order all those AMIGA FORCE back issues that you might have missed, including that elusive issue one. Watch out for more special offers next month!



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



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20

amiga

■ JANUARY 1994 ■

mortal combat for real.

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IT'S MORE THAN JUST A GAME

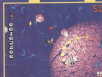


Reviews!

Rich pickings!



(Left) Grab the many bonus items to gain various power-ups.



STARDUST

■ Daze, £16.99

I set my stall out early on this one — I love if Stardust proves things don't have to be complicated to produce an excellent game. It's got bags of playability, heaps of add-on weapons and all at a bargain price. Can't be too, can it? Okay, so it's basically a shoot-up based on the Age of Asteroids theme, but so what? If it works, why shock it?

Stardust's one of those games arriving with little in the way of advanced hype. Despite this it's been greeted with delight in the AMIGA F10424 offices. That's because it's good fun, when, after all, is what gaming's all about.

Meteor masquerade

The armies of darkness await to take over your galaxy. Cunningly disguised as meteors they've already infiltrated two worlds and are determined to achieve their wicked goal (for it's a stupid plot, nothing's perfect you know).

Your quest is to blow your way through the world destroying all the different varieties of aliens you find. An on-screen map shows the levels you close to save a world. Each has a varying degree of difficulty, shown on the screen as a mark out of 100. Obviously, the further into the game the tougher the action gets.

The meteors come in a variety of colours — the amount of hits they can take before exploding depending on their size. Grey meteors are the roughest, have power few problems, but once you hit purple rocks things heat up and golden meteors are the real tough cookies!

Like that old favourite, Asteroids, meteors divide into smaller rocks upon exploding. Once down to their smallest size many release a bonus when obliterated. Each is a small icon depicting the type of bonus on offer — they take in a heart shape, returning you to full energy, an X, meaning extra life and a star, giving you a handy smart bomb.

Many of the tougher levels pitch you against alien spacehips. They take a lot of punishment

before dying, so prepare for tough battles. To keep overcome these exciting levels, your ship's equipped with a thruster, allowing you to move the screen avoiding tricky situations.

The ship's also got a shield, although this only has a limited supply of energy covering it. Running out isn't the end of the world, though, as there are plenty of power-ups available once you've blasted a few rocks.

Progressing into the game pitches you against ships releasing extra weapons to grab. Using the space bar accesses the weapon-select menu, allowing you to arm your ship with increasingly powerful shotguns.

The final task in each world is to build a big, bad megalith. These babies are tough cookies, so be prepared for a long war of attrition.

The warty factor

Stardust also has a sub-game for you to play. Once a world's been cleared, a warty face appears on screen — lying into this takes you to a new world. However, before normal gameplay

“It's been greeted with delight”

starts, you negotiate the warty-tunnel. In this game the ship hurtles down a coral passage, packed with mines and meteors — the object is to dodge anything coming near you. Mines cannot be shot, but any meteor getting too close can be blasted out of the galaxy.

Time also runs in the game. There are also special missions for you to undertake, in which you control the ship through treacherous terrain — a real test and a half!

Graphically, Stardust is very impressive, with fabulous backdrops, detailed sprites and stunning tunnel sequences, while the game design's been well thought out. On the sound front there are some muted speech samples, but again nothing particularly brilliant.

Stardust seems to keep through outstanding playability — as a cut-price bargain, this is one shoot-'em-up that's guaranteed to please. It looks good, it sounds great and it plays like a dream, yet it still won't cost you the earth. Can you ask for more?

Chris

You can't admire the scenery, there's too many extraterrestrials to avoid.



UST



Pay close attention to your mission briefings to gain success in the world of Stardust.



Look at all these lovely weapons!



Reviews!

Mark!

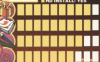
■ Even though Stardust involves a pretty simple concept, it's totally absorbing and always has a surprise or two up its sleeve. In many ways, it's reminiscent of Asteroids, with a good measure of Thrust who remembers that Old Starry's throne is the secret mission, and their more subtle, requiring a steady hand and a push for button, while the fireworks are not only mind blowing in the graphics department, they're also pretty hot on speed and challenge. Stardust is one of the most addictive games I've ever played. That said. ■

■ Against some of the toughest stars there's it's possible to blow them up by flying into them, with your shield on. Remember, though, it's always best to a careful eye on the energy gauge! ■

Tie time!

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 3
■ PLAYERS: 1
■ GENRE: SHOOT-'EM-UP
■ 100% COMPAT: YES
■ MS INSTALL: YES



■ A highly addictive shoot-'em-up at a surprisingly low price.

90

Reviews!

Rich Pickings!

SUBURBAN COMMANDO



**Alternative,
£16.99**

Not long ago, Suburban Commando, a truly deep firm starring Hulk Hogan, America's greatest wrestling personality, was released. In their wisdom Alternative released the game of the firm — surely the question has to be asked: Why did they bother? Suffice to say I find this a very poor game indeed.

Before explaining why, let's look at the game scenario. In the first, Hulk played the part of Shep Ramsey, intergalactic commando. This is your role. You control a rather short and squeal version of the famous Hulkster as he battles through seven different stages.

Shep's mission is to rid the galaxy of the dreaded General Sutor's evil forces — this quest begins deep in space with Shep behind his attack ship's controls. However, the battle is delayed the dastard General's power is concluded on Earth. You control Shep as he struggles against the General's forces and finally seems off the General himself.

Wrestling warrior

You begin deep in space appreciating Sutor's motherhood. At this stage the game's a horizontally-scrolling shoot-'em-up, and an extremely mediocre one at that. There are loads of alien ships to battle before you complete the stage — the problem's most of them take so many hits to destroy they're on top of you before you can avoid them. This makes it more of an exercise in dodging the aliens, as attempting to shoot them's simply too risky.

Along the way there are plenty of power-ups to collect including extra speed, extra lives and stronger weaponry. The weapons available are all from the usual shoot-'em-up arsenal and take in freeze-ray shots, homing missiles and tear shots. It helps to collect these as it makes the alien's destruction just a bit easier.

Once this stage's completed, the shoot-'em-up becomes a side-scrolling, beat-the-badles platformer as you enter the motherhood. These stages have to be finished before Shep can make

the journey to Earth.

You travel around the ship on foot, although you can also use the jet-powered boots Shep's wearing to reach otherwise impossible platforms. These boots don't have an inexhaustible fuel supply, though. They can only be used when you find one of the fuel cans dotted about this and future levels.

Getting to Earth means defeating Sutor's champion. He's a mean, hard-hitting bad guy who stops at nothing to block your progress.

Calling Planet Earth

Final levels all take place on the streets of Los Angeles, somewhere in the city, the parts you require to repair your ship are hidden. To help you get round the city it's imperative to make full use of the trucks at your disposal. These are springs in many of the streets (who knows why they're planted there), while monsters help your progress on stages such as the

sky-scraper climb.

Out to stop you are a host of badles ranging from Street Punka roaming the streets to Bearly-Hardens contracted by General Sutor to finish you off. To defeat them means using Hulk's wrestling skills. Your character can punch and kick opponents, he can also perform quick rolls to avoid attack. Attacks come from all directions, they can be in the form of a fist-fight, knife-attack or gangfire.

The problem with the fighting sequences on all levels is their lack of excitement and realism. For some reason, Hulk is so stubby his little arms and legs barely reach opponents. This means you often get bashed because you're trying to get in close enough to hit the enemy.

These faults aren't helped by poor quality graphics. Right from the beginning in the shoot-'em-up stage, the animation and movement are sub-standard. They're all very jerky causing the gameplay inevitably to suffer. Basically, if this game was a wrestler it would have submitted before even reaching the ring. A poor quality effort to reproduce a dull firm. *Steve Wall Clear!*

Hulk Hogan's going through the motions. All swinging, all dancing and all a bit disappointing. He really should have stuck to the wrestling!



Tip time!

To get through the doors find the control levers always placed nearby.

A poor quality effort

amiga
FORCE Rating!

DEVELOPERS: IN-HOUSE

CORES: 1

PLAYERS: 1

GENRE: SHOOT/PLATFORM

100% COMPAT: YES

HD INSTALL: NO



A mixture of genres that fails to excite.

49

amiga
POWER

JANUARY 1994

Chris!

REVIEWS!

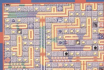
Rich pickings!



Pearman and Beale are your hosts for this double show.



(Right) Good the (B) bonus to earn yourself a handy bonus credit.



MEAN ARE

ICE, ETBA

It all begins with the scenario — it's the year 2010, and life's bleak for the world's population. Mass unemployment's been the inevitable result of the automation of every aspect of life. Television's no longer just a source of entertainment. Instead, it's the only industry available to the government to control unrest.

As the demand for spectacular programmes increases, gameshows become more and more desirable. This is taken to its ultimate conclusion with the creation of *Mean Amnesia*, where defeat results in death! However, success brings unimaginable riches for the poverty-stricken contestants.

I couldn't help but notice the remarkable similarity between the plot of *Mean Amnesia* and that of the Stephen King novel, *Running Man*, also a blockbuster movie starring dear old Arnie Schwarzenegger. The game also has more than a passing resemblance to the arcade hit, *Smash TV*. All I'm saying is this is not exactly an original

scenario, but then again so what? *Mean Amnesia* is one heck of a game, although just missing out on the coveted award of an AMIGA FORCE Have Review!

Mean and moody

In another sense this game's slightly similar to the classic, *Pearman*. Guardians patrol a grid made up of mazelike alleys and deadly hazards. Contestants rush around each arena intent on collecting all the coins from the grid to move into the next stage.

In most cases there are no time limits, so it's just a battle against the guardians and hazards. However, there are speed levels in which you lose a life if you fail to beat the clock. There are no level guardians here, but the arenas contain more hazards and puzzle elements.

The great thing about *Mean Amnesia* is its addictiveness. From the description given it seems to have little to it. This is far from the truth. There are 20 levels of frantic activity to battle through to claim the ultimate prize, each packed with loads of great features making the gameplay unbeatable. The speed

of the action and the hilarious spoken commentary add significantly to the game's overall atmosphere.

While coins may be the most important things to collect, it's vital to use the bonuses dished around each level to fend off the guardians and power up your character. These bonuses include extra weapons, such as a four-way fire and a smart bomb, killing everything on screen. The latter's spelling out bonus 'grant you extra credits when collected and speed boosts give you a greater chance to outrun the guardians.

The guardians are vicious robots, patrolling most of the levels and are programmed to kill anyone they meet. They can be taken out with the gun, but there are plenty of other ways to finish them a bit of humanity. Scattered around the levels are few objects for your character to collect, which destroy everything it touches. There are also clock symbols flashing the robots for a short period of time. Another tip is to use the blocks changing the grid shape when walked over creating the guardians. This takes time, but is an effective weapon if a guardian's standing by one of the

amiga FORCE have!

Reviews!

Mark!

■ When I first saw Mean Arenas last issue, I was completely taken in by it. It has the indelible line more gal appeal of Sinus TV, and it's promised to be H-O-T!

And it is. Mean Arenas, the Streetart, is appealing because of its apparent simplicity and hidden depth. Chasing around the mazes of the two hosts of the show, and the range of objects, obstacles and bad guys will leave you gasping for more. A thoroughly enjoyable, and addictive, blast! ■

Just a few more bonus shots and the extra credit will be yours for the taking!

No where to run, so where to... teleport!

■ As in Pac Man, only use the shields when enemies are near otherwise they'll scatter! ■

The time!

NAS

walls. Finally, you can return your character's energy bar to maximum by finding the small red-outlet bits left somewhere in the maze.

An added problem is actually getting to some of the better bonuses. For a start, the arena itself is no stroll in the park — there are hidden flame-throwers and rocket-launchers to contend with, while lethal acid pits and moving obstacles also pose plenty of problems. As if this wasn't enough, many bonuses are kept locked behind closed doors. The only way to get them is finding the right key to match the door. Rooms are labyrinthine enough, but why do the keys always seem to be in the most heavily guarded sections of the arena? It's just not fair!

Commentating elude!

If you thought John Motson and Elton Wesley were bad, wait until you meet Buzz and Bob!

These morons have somehow managed to become the network's top Mean Arenas commentators. While they did it is a mystery, but their stupid voices and cock-up add an extra, humorous ingredient to an already brilliant game.

As you progress, these fools discuss what's coming up on the next level and give a running commentary on your performance in each arena. They tend to get a lot of things wrong, though, as

well as bringing chaos to the television studio. It's all irrelevant to the gameplay, but it adds considerably to the overall quality of the game. I recommend Mean Arenas to anyone who's into fast-paced, action-packed and over-the-top. This game has it all. Well-designed graphics

complementing the gameplay, re-ringing addictive playability and brilliant, not to say extremely humorous, speech.

Mean Arenas awaits the brave and boisterous. Putting your computer character's life on the line has never been this much fun before!

Mean
Arenas
awaits the
brave

Chris!

amiga FORCE Rating!

DEVELOPER: INHOUSE

DISKS: 2

PLAYERS: 2

GENRE: ARCADE

100% COMPAT: YES

HD INSTALL: NO



■ Superb action makes this unbeatable. A must buy!

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Reviews!

Rich pickings!



Mark!

It isn't right — there's not a lot that hasn't been said about those games, but they're so good that it's worth saying it all over again.

To be quite honest, I really couldn't understand the fuss over the games when I first joined up with the A-FORCE team. Pinball is best in amusement arcades after all, where the first games from creating the ball-up chutes, the physical thumping on the flippers, the reward as a ball spins off towards a bonus... but then I played Fantasies and Dreams. They're both smooth, beautiful, blood-raising-head stimulating and lovely activities.

Tip time!

Check out this month's tip for the lowdown on Pinball Dreams!



Both games are great



PINBALL SPECIAL EDITION

■ 21st Century Entertainment, £34.99

What can you say about these games that hasn't been said already — at least 100 times? It's only pinball screens a second. Yeah, right. The Amiga's only a computer but it doesn't stop it being fed withingy brilliant.

The same goes for these games. If we've been progressing on every computer imaginable, both the humble Spectrum to the even more humble Mega Drive, but we've captured the table-top pinball feel as well as these two efforts.

There are eight tables on offer, each of the two games containing four tables each. They're about two and a half screens tall, the playfields with scrolling following the ball. All are packed with features and bonuses, so let's take a look at them in turn...

DREAMS

■ **Graphics:** With its Flash (anime-style) robot graphics and its 1930s cinematic images, Golden Balls like it table straight from Outlaw Night Fever. There aren't too many ramps, but look at the knock down targets.

■ **Steel Wheel:** One for the coin-spotters (hello Mac P), hit the ramps and you're on the right track, but watch out for leaves on the line...

■ **Dear Doc:** The most complicated of the Pinball Dreams tables, Dear Doc puts the emphasis firmly on ramps and chutes. With more lights than a 1973s disco, this one's funkier than Michael Jackson.

■ **Conquest:** No collection of pinball tables is complete without the traditional galaxy one. Perhaps Galaxyward was the inspiration for the later Stories And Bones.

FANTASIES

■ **Stories And Bones:** This is a game among the A-FORCE. Taking its theme from Gothic horror movies, this one's full of ramps and runways. High scores are achieved by hitting the tower (after lighting K-I-L-L to open it), and lighting the words STONE and DOOM.

■ **Million Dollar Gameshow:** There are points, games on offer in this tooter tooter up-aring based on all our favourite gameshows. A three-flipper table, the emphasis is on subtle targeting — hitting the correct combination of targets before using the ramps greatly enhances your score.

■ **Spooky Devils:** Put the pedal to the metal for this ultra-fast table, but stay in lane or the ball slides down the side chutes! Another three-flipper table, it's the winner of the Fantasy tables, though this is a tribute to the others rather than an nodman on this one.

■ **Paradise:** Probably the easiest of the four tables — for the beginner anyway. The chutes and devices are far more accessible than its predecessor's, so this is the ideal place to start.

The Fantasies tables are a definite improvement on the already-excellent Dreams models. The devices are stronger and the tables as a whole feel a lot fuller without being cluttered. There's still room for improvement: multi-ball would be ideal (and its coming — watch out for Pinball Dreams in 1991) and perhaps they could try something that could (ideally) be done in a computer table, like creating an opening leading to a bonus table, or stabilise on-dock targets.

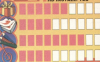
With games of this quality, I bet you're wondering why the collector got such a relatively weak mark. Easy — for two games of this age, one of which was packaged with many Amigas, a £34.99 price tag's quite horrendous. Even so, both games are great — if you're neither offering and can't find 'em cheaper separately, go for it.

Ian!

amiga
FORCE Rating!

DEVELOPER'S INSIGHTS

- SECRETS: 2
- PLAYERS: 1
- GENRE: ARCADE
- 1200 COMPAT: YES
- NO INSTALL: YES



■ An excellent compilation, although it really should be at least £10 cheaper.

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BREAK DOWN THE DOORS OF OUR

FORTRESS

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Call cost 15p per min (cheap) 45p (other times). Max possible cost £3.65. Please be sure you have permission to make this call. Where instant win is indicated there is no teleprinter and prizes/wins are decided instantly by playing a scratch game. Other competitions close 31.03.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga/Streetfighter II are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to Info Media Services Ltd, PO Box 26, Northampton NN1 5DS.

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■ Although initially a very ordinary-looking game, once you actually start playing Jet Strike, it's not such a bad game after all. No wonder for the graphics, although they aren't that bad — it's the gameplay and variety within that will grab you most.

The missions themselves range from simply flying over a target in order to take a snapshot to more dangerous rescue missions. With the number of aircraft on offer (none of which seem to want to fly in a straight line when I'm at the cockpit) and these missions, it's the kind of game that will keep you coming back time and again (piche alert). A good, solid game. ■

JET STRIKE

■ Rasputin, £25.99

Once again, the world's future is in your hands in the latest game from Rasputin Software. The evil organisation SPUD00 (made of those initials that you still remember to destroy the world as we know it. Your mission's to take out their operations before they achieve their goal. It's not going to be easy, especially when the controls on this game, but, if you're tough enough, prepare for the thrills and spills of a fast-paced flight game.

The first point is Jet Strike isn't a flight-simulation. It hasn't got loads of controls and buttons to understand and moulder before getting into the game. However, the controls do take a lot of getting used to. This point is almost too

responsive when you first begin to play — once the slightest correction sends the plane into a handy dive or spin, sending you plummeting into a mountain or splashing down into the sea. The sharks are always happy to get a pre-cooked meal.

Despite these early problems, it's worth persevering. Once you've got used to the controls, their responsiveness is an asset making for a flight game I actually enjoyed. The issue arises for this is that, after it has many flight-sim features, such as checking your status, speed and engines, the gameplay is actually more arcade than simulation. Your plane's represented on screen in a side-on-scrolling perspective, rather than the usual top-down view of most simulations. This makes for a much more immediate and action-packed adventure. Definitely more fun than a flight-sim, but then again I'm a fully paid-up member of the anti-sim brigade!

High in the sky

Once into the game there are a number of options — for example you can choose a two-player race against the clock with the only title of Aeroboproc.

There are ten missions to race through, the object being to outpace your opponent by completing the mission in the fastest possible time. The players take it in turn to attempt each mission, with a choice of planes in fly.

In the combat option there are 100 instant missions to complete across a wide variety of terrains. Expect to fly at night, in the fog, on spying missions and on rescue operations to name but a few.

These missions demand detailed knowledge of the control mechanisms. As I said, they're tough to master, so it's advisable to spend plenty of time practising in the training options. Learning how to fly the aircraft takes patience, but the practice missions are an excellent arena in which to learn.

Once into the combat, the different missions require specific planes to accomplish specialised operations. There's a choice of 45 aircraft and 40 combat weapons, so the skill lies in selecting the right combinations to succeed.

Jet Strike requires plenty of time to master and play. It's certainly not a game to complete in a couple of hours. Having said that, it's still a hell of a lot more accessible than most flight-simulations.

The graphics aren't exceptional but they complement the gameplay and make it easy to follow the game. Your plane is only a small image on screen while the backgrounds are fairly basic. There are some well-designed animations but these are peripheral to the game's playability. Basically this is a well-presented and, ultimately, satisfying game, even if it's a bit on the time-consuming side. Despite this, Jet Strike is enjoyable to both fans of flight-sims and arcade game alike.

■ Make sure you master the controls on the practice levels, otherwise entering the tougher combat levels is pointless!

Tip time!



“More fun than a flight-sim”

”Plenty of practice”

amiga
FORCE *Revenge!*

■ DEVELOPERS: IN-HOUSE
■ SERIES: 3
■ PLAYERS: 2
■ GENRE: ARCADE (SHM)
■ 1.2MB COMPAT: YES
■ HD INSTALL: NO



■ A difficult game to get the hang of, but worth persevering with.

Chris!

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Reviews!

Rich pickings!



(Above) The Globster's hanging wall!
(Below) The object of the game is to first give your slimy hero a good feed, we recommend a lot of fruit followed by some bugs, with alienbits on top! Once your hero's full it's time to go and collect some gems. Happy hunting...

GLOB

■ **Pygnosis, £25.99**

Take one slimy, boggy-like blob, throw in a huge mixture of platform-games with plenty of spikes and fences for good measure. Leave to fester, this could take some time, and you've created Globdude, the latest Pygnosis release. No more than an average life game, it has a cute central character and gameplay that promises for a short while.

Your mission is to guide the green of slime with eyes around several stages packed with levels to conquer and goodies to collect. The lad, a tough piece of ectoplasm, sticks to any surface, moving as easily across the ceiling as on the floor. Add to this a prodigious jumping ability, and you've created the ultimate boggy athlete.

When we attempted to recreate Globdude's heroic efforts in the AMIGA FORCE Boggy Olympics, only the fine efforts of the distant frontier's left nostril matched Globdude's achievements. Incidentally, since its success, Ian's boggy agent's favourite film, a deal believed to have guaranteed the slimy superstar earnings in excess of £3 million. This good fortune occurred, of course, amid growing rumours of rampant steroid abuse before the Olympic 100 metre flick finish!

Anyway, I digress. The quest in Globdude's to

collect enough objects dotted around each level is set off the fireworks highlighting the door to the next. There are loads of 'em including gems, but and tasty food buns. They're easy to find, every stage's jam-packed with goodies for the Globster to digest! Progress into the game and it gets harder as doors block the way or some levels. — Before reaching the goodies it's necessary to find the relevant key matching the colour-coded doors.

“ This game promised a lot ”

Of course, it's never that easy — there's always some obstacle just around the corner, taking shape in a number of ways. Spikes slide in and out of walls, fires blaze away and loads of weird creatures whizz by back and forth. Jumping on the smaller monsters usually gets rid of them, though it's probably best to avoid the larger

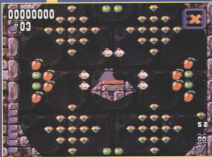
ones whenever possible.

■ **Globdude's gleam**

Globdude's the type of game that seems really hurried, well-designed and addictive when you first play it. However, this myth is quickly dispelled after a few more games.

The problem is the gameplay. Initially it all seems very funny but, as always, first impressions deceive. Play rapidly becomes repetitive, the early charm wearing off to be replaced by a growing sense of disappointment. This game promised a lot, but sadly, fails to deliver.

Chris!



BDULE

Reviews!



Tip time!

Take time getting the angle of a jump right, it saves your energy.



lan!

First impressions of *Buddle* weren't too bad, but the game soon became pretty repetitive, not to mention monotonous.

The problem seems to be that, after the first few plays, there's little left to see or do, and the urge to continue soon dies. I like a bit of humor in my life — fellow reviewers would laugh for that — but *Buddle* really failed to tickle my fancy, being slightly lacking in depth, enjoyment and, well, funness.

Hiccies aside, thumbs about the execution. Back to the drawing board all round, please!



(Above) The most interesting thing is trying to work out what the hell these creatures are meant to be!



amiga FORCE Re-thing!

DEVELOPERS: IN-HOUSE

DISKS: 1

PLAYERS: 1

GENRE: PLATFORM

1250 COMPAT: YES

HD INSTALL: NO



Looked to be a winner, but flattered to deceive.

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JANUARY 1994

amiga

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Reviews!

Rich pickings!



Collect more than one creature at a time for increasing your speed, but don't forget to dump them!



MAGIC BOY

■ Empire, £24.99

In every class there's always one young scamp knowing he knows it all. At the School of Sorcery, little Hewlett's just a touch too clever for his own good. Top of the class, passed all his magic exams with flying colours, he's the Wizard's golden boy. Until one day his steps behind after class to play about in the quiet cupboard, in his excitement he trips over the trap-door to the basement, releasing all the Wizard's weird pets.

You've got until morning to help little Hewlett round up all the magic creatures, returning them to the basement before the Grand Wizard arrives to take the day's lessons. That teaches you for being such a clever scamp.

Magic Boy has four worlds to go hunting in: Sand Land, Wet World, Plastic Place and Future Zone, each made up of eight levels. Beginning in Sand Land you're given the first four levels to complete in any order. Once these are finished the second four levels have to be conquered to progress to the next stage.

Magical, monstrous mayhem!

Counting a level means finding all the creatures, slaying them with a blast from your magic wand and collecting them in your sack. To send them back to the basement, simply pull down on the joystick and watch the magical monster whizz off the bottom of the screen. Touching any of the creatures before slaying them loses you one life. You've three to play with, so it's vital to take each stage with care. There are also three continues allowing you to return to the exact stage of the game you finished on, minus any bonuses you collected on the way.

These are collect animal each level and represented by books with engravations. Slodging them releases fruit, giving extra points and magical powers for Hewlett's aid. Among these powers are bubble-arcs, rapid-fire and upward shots for hitting creatures just out of reach.

There are plenty of chances to get a bonus and they're extremely easy to reach, so there's no real challenge. It means bonuses soon become more than a chore that's hardly worth bothering about. With so many to choose from, I ended up just getting the ones directly in my way. Anything else was simply too much trouble!

Hardly humorous

Magic Boy's let down by numerous problems. For a start, it tries to create a humorous scenario, populated by a cute central character and cuddly creatures. On all counts it fails. The graphics are very average while the theme tune can only be described as

an unusual rendition of the Popeye soundtrack. All these faults combine to ensure the gameplay rapidly becomes irritating. I hate platformers as such as this, mainly because they're all so repetitive.

The biggest gripe, however, concerns the game's playability. Nothing new ever really happens in Magic Boy. True, the further you progress the more varied creatures and backgrounds there are, but this isn't nearly enough to sustain interest. Consequently, you want to throw this away after a few goes. Well, I certainly did anyway!

Chris!

What a photogenic young chap, but sadly lacking in the brains department. It's fun to play with the Wizard's pets, until they all escape!



DEVELOPER: IN HOUSE
ENGINE: 1
PLAYERS: 1 OR 2
GENRE: PLATFORM
100% COMPAT: YES
HDD INSTALL: NO



Disappointing, even for fans of the platform genre.

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amiga

■ JANUARY 1984 ■

Reviews!

Rich pickings!



Lady Inferno's fireball attack causes real damage if it makes contact with the right body part.

BODY BLOWS GALACTIC



Team 17, £26.99

Relaxed in March '85, the original *Body Blows* was a massive hit — it contained better arcade-standard action and graphics to make the top Amiga best-seller. Now Team 17 have inevitably produced the sequel, continuing Dan and Junior's exploits. After defeating evil Miss, they've challenged top fighters from every corner of the galaxy to meet in a fight to the death!

Hated by Team 17 of course, as the most eagerly awaited best-seller of the year, *Body Blows* (double) has a lot to live up to. I am pleased to report it passes the test with flying colours. Great graphics, and slick gameplay make this a must-buy for any best-seller devotee!

This is the body of an epic intergalactic competition to find the ultimate Galactic Warrior.

There are 12 different characters, each with their own unique skills and attributes, to choose from. Every warrior has special moves inflicting the most damage on the opponent.

Rough and tumble

The player can opt for one of three modes — there's also a two-player feature for battling it out with a friend. Each player chooses a character to be his champion in a best-of-three knockout, or a one-hit bout.

In single-player mode you select one of 12 warriors, but this time you also pick a computer-controlled fighter to compete against. Battle through six planets, each with different, brightly designed backgrounds, against all the other



champions. Defeating a warrior means you move onto the next planet and a new challenge. Less and you see one of your comrades get a smooch and replace battered player!

Finally, there's the Tournament to compete in — a great option, inviting four or eight contestants to pit their skills against each other. All contestants can play with the same character, making the

competition completely even, or each chooses their favourite warrior. Give me the wicked Inferno any time! There are plenty of other options available before the real action kicks in. You determine the length of each bout, making it 50 or 100 actions. Alternatively, switching off the timer makes it a war of attrition!

Next, you can decide on one or three rounds, and whether players are forced to show mercy or not. This is a cool option: turning it on means the warriors stand back, allowing a felled opponent to recover his wits. Switch it off and sportsmanship flies right out the window! It's a no-mercy, no-stand-by-the-side-of-the-road, with the only rule being there are no rules — now that's the way I like it.

Bloody battles

Once players have selected their characters, it's down to the real business, namely sorting out mean from boys. Each character has roughly 20 different moves to choose from — the usual kicking, punching and jumping, but on top of these are a host of no-nonsense special moves.



The easiest way to activate one's to hold down the fire button. Watch the energy bar under the character's name, when it's full your warrior unleashes his toughest move. For example, Dan lets fly with a red hot ball. Junior lets loose some kind of energy ball and the mighty Inferno sends forth a torrent of flames.

Obviously the aim of the fight's to remove all the other warriors' energy. If you're in a tight bout, whoever's got the most energy left is the winner.

This is a bloody good best-seller in all senses. The characters are incredibly responsive, movement is smooth and there's no noticeable pause between moving the joystick and seeing the on-screen character give his stuff.

On top of this, the game boasts excellent animation of the fighters, with lots of great little extra features, such as the warriors' war-cries when they defeat an opponent. *Body Blows* (double) is a winner. If you love best-seller, get hooked by the exploits of the galaxy's greatest warriors.

Great graphics, and sizzling gameplay

The time!

During fights, warriors pause on their knees to catch breath after a real beating — the best time to use your character's special move. When a sportsmanship pot to do with it.

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amiga

JANUARY 1994

Chris!



A variety of wild characters are waiting to be beaten to a pulp.



(Above) Rai-TV's high kicks can cause you a real headache. (Right) Watch out for Phantom's sneaky spectre attacks.



Mark!

■ The original Body Blow was a fantastic game. 2000 looks to have gone one step further, possibly being the finest beat-'em-up on the Amiga!

Two player bouts are where it's at — there's nothing more satisfying than seeing the angry grin off Marc's face as pummeling him countless times without loss! The different characters add longevity to an already interesting product, and the various moves are both accessible and varied. Judon's ray nukes that — his special move is the fastest to carry off, meaning that you can get on-top-one with trouble and don't be victorious every time! ■

Reviews!



amiga
Force Rating!

■ DEVELOPING: IN-HOUSE
■ MODES: 2
■ PLAYERS: 2
■ GENRE: BEAT-'EM-UP
■ 1000 COMPAT: YES
■ HD INSTALL: YES



■ Superb, no-holds-barred action. A must for fans of the genre.

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■ JANUARY 1994 ■

amiga
POWER

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Reviews!

Rich pickings!

OVERDRIVE

Team 17, £25.99

Dramatic! Serious! Superhero! That's the really lovely forward to this one, hoping for an injection of Team 17's Victorian magic to turn the game on its head like *Brady Bunch* and *Planet X* did for their respective genres. After all our hopes turned to dust — the game's dross in the interim, and if there's any justice at all it'll be completely overshadowed by last month's brilliant *Micro Machines*.

Overdrive features four vehicles, two females, 20 tracks and eight characters to race against. Don't think all you get to face the Demon Driver in a one-on-one race against a specially configured track. The standard race has two CPU opponents at a time.

It's all colour! Superhero! essential as far as where did it go or really wrong? For starters, what's the point of including four vehicles and five females when they all feel so damned similar? Coughers, Jacks. I defy anyone to identify their car or course simply by playing the game. And the tracks... why do you see so little of them on the screen at any one time? By the time you spot the next bend you're practically on top of it.

Road to Ruin...

There's a mighty little scanner at the foot of the screen, but who wants to watch the who they're playing a game? Besides, to say your opponents anticipate every level brilliantly and drive like the wind. Even in road mode you end up throwing their exhaust smoke with little chance of getting ahead.

Drunk Driving...

Each race's held over a ridiculously long eight laps, after which you stop — instant! Notice that happens to the opposition. You can back away from the computer and come back ten minutes later and they're still doing round in an endless loop. Talking about endless! the disk swapping is incessantly intrusive if you're only one drive. You can cut it down by dispensing with the speech samples, but for a game that only comes on two disks, there's no need for that.

I can't think of anything positive to say about this game. It fails on almost every level. It hasn't the originality or the two-people mode of *Micro Machines*, the graphics look like they've come straight from

Playgroup's *Maze*, and the car handling's design beyond total.

Even as a budget release this couldn't really cut it — it's nowhere near as good as GDM's *Supernova*, and that's only eight quid. As a full price, it's a joke. Get *Micro Machines* instead.

It fails on almost every level

Mark!

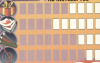
Oh dear — poor old Ian's rather uncomfortable at the moment. The car's been looking forward to this game for a while now, but it's turned out to be a bit of a sniffer (a bit like Mac Power actually).

The problems lie with the home computer oriented vehicles, which start off by doing rather well, yet come far to finish the race, simply dying over unrelenting. A game such as this has to be well presented, smooth and responsive — unfortunately, *Overdrive* simply runs out of steam within a few laps. It's *Mid* for real!

Ian!

amiga
Force Racing!

DEVELOPER: IN-HOUSE
DISKS: 2
PLAYERS: 1
GENRE: STRATEGY
1200 COMPAT: YES
HD INSTALL: YES



Disparately underplayed and no fun at all.

36

38

amiga

JANUARY 1994

Jim time!

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Kill....**

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Reviews!

Rich pickings!



■ It's safer to allow the aliens to come to you. Stand in a doorway and blast them before they get at you, preventing them inflicting any damage on your character. ■



Platform	Price
PC	\$29.99
Amiga	\$29.99
Mac	\$29.99
Linux	\$29.99
OS/2	\$29.99
Windows	\$29.99



ALIEN BREE

Team 17, £26.99

The original *Alien Breed* was a massive success and inevitably a follow-up is being created. *Alien Breed II* continues the tale of Inter-Planetary Corp's members, Jim Mann and Scott. Nine years have elapsed since they crashed on alien invasion on a remote space research station. Since then, the federation's land is peace, the IPC's grown ever stronger and our two heroes have returned, possibly drinking Tropicana smoothies and eating far too much. Anyway, this being a sequel, things aren't gonna be cool for long. Reports of problems at Federation Colony Alpha-Five, emergency SOS messages received — our heroes strike again go in where others fear to tread...

Alien Breed II is much more than your average run-of-the-mill baster. This is a game that's been expertly designed from start to finish. It's got some brilliant animation sequences both at the beginning and between levels. Graphics are also well up to scratch, while the sound effects add to the game's realism and bloody atmosphere.

Well that's a tag you make for the look and feel of the game, but what about playability? Happily, Team 17 have once again come up trumps. This is fast, furious and, admittedly, incredibly frustrating in places. Fortunately, the frustration's channelled in the right direction. Rather than wanting to chuck the game away, you're

determined to soldier on and find what's just around the corner.

Breeding tough

Alien Breed II takes no prisoners. There's no let-up in the game's speed, while even on the normal skill level the enemy opposition is enough to make progression's slow going to be easy.

The game's simple to get into. There's no messing about with huge instruction manuals and, thankfully, there's no struggle with an unresponsive control mechanism.

You start the first level searching for the compound entrance while avoiding enemy robotoplayers — you're also thrown into a really desperate battle for survival.

Before entering the game, however, there are options to consider. You choose a one or two-player game and then select your character. As before, Johnson and Stone are available. The one, though, they've a couple of friends along for the fun. You can select either Ruffetto, an intelligent lizard-like alien, or Zolox, a hard-assed war robot. All characters start with different weapons and combat abilities — basically it's up to you which character's attributes you prefer. There's not really much difference in their abilities,

basically it's all a question of taste.

Your objective is to complete the mission described on your monitor at the beginning of each level. The overall aim is to breach all enemy defences, thus destroying their grip on the Colony.

Along the way, however, you collect a wide variety of objects helping you complete the mission. Two essential requirements are ammunition clips and door keys. There are loads of each sprinkled liberally around each level. It's vital to ensure you don't run out of them — doing so leaves you at the mercy of alien hordes and these guys aren't friendly!

Most of the levels also contain 'treasures' giving you a list of items to purchase when occasion. To buy anything it's first necessary to grab plenty of credits. Again, these are found throughout every level. Once possessed, the Treasures offer a choice of new weapons, including laser-guns, grenade-launchers and rebounding bullets, which are bought if you've enough credits. Each weapon comes with three frequency levels — buying them obviously depends on your credit total.

If you haven't enough money for one of the more powerful weapons, there's always the tools menu to access. At much cheaper cost you purchase equipment such as extra ammo-clips,

“Well-designed from start to finish”

lan!

■ Another stunning offering from the Team 17 boys! *Alien Breed* was very successful yet the sequel looks set to take its place at the top of the charts!

Negotiating the mazes, even the first one, can take some doing, yet cooing the levels and adding the various predators is where the realisation lies, then if you do lose your patience in the process!

Plenty of variety, stunning action and a whole plethora of levels — *Alien Breed* it seems to have it all. A real corker! ■



(Above) Ignore the tank, it's useless.



(Above Left) Use the terminals you find to purchase weapons, tools and outlines of your current mission.

ED II



increased energy and extra lives. Of course, you can just use the Terminals to check on your mission brief and game statistics, or alternatively about the game. Having played *Alien Breed* so extensively, I found you want to make much use of the latter option!

All-action alien aggro!

The action is viewed from a well-implemented, overhead perspective giving a wide view of the terrain around your character. The action comes at you from all directions, so it's vital to be aware of what's going on. To help you there's a level map — you use it by pressing the B button on the keyboard. This allows checking out obstacles surrounding your character.

Alien Breed it's a smart blaster requiring the player to use a bit of thought. I've got to admit I had my doubts after a few go's. To begin with, the first level seems so incredibly hard to dispatch. The helicopters come at you low and fast — it's outside if you fail to blow them up or dodge out the way. The only problem is that it takes a lot of shots to eliminate them. This makes the gameplay difficult until you find a route to the next stage which is entering the base.

All in all though a highly addictive blaster — it's got a lot of appeal, is well-presented and, most importantly, manages to be incredibly addictive.

Chris!

HOPELESS MISSILES



EN: 100% 100% 100% 100% 100%

amiga

Force Rating!

- DEVELOPER: IN-HOUSE
- DEMO: 2
- PLAYERS: 2
- GENRE: SCIENCE-FI/SLIP
- 1200 COMPAT: YES
- HD INSTALL: YES



Plenty of action, numerous levels and very difficult. This one's a sure-fire hit!

88

88

41

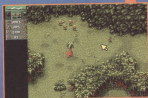
Reviews!

Rich pickings!



Quickened, rivers, big islands, houses — it has it all.

CANNO!



Make, kill, destroy, eat, shoot! There's no doubt that Cannon Fodder brings the best out of the AMIGA FORCE reviewers...



Chris!

■ Having already seen an early version of Cannon Fodder I know just what to expect. Thankfully, it's just as much fun as the beta version, challenging and standard for solid, straightforward, selective gameplay!

The most intriguing thing about Cannon Fodder lies with the "What Happens Next?" concept. Even as you and one mission, you're wondering just what the game will throw up against you next. There are even different vehicles for your troops to use. While each area gets bigger and bigger, the enemies get smaller and more powerful, and extra weapons less common as you get further in.

There's not much more to say except buy, buy, buy!



TEAM ENEMY 101

SHOOTING

WITH A 100% HIT RATE, THE ENEMY IS A REAL PEST.

GO FOR IT



42

amiga

■ JANUARY 1994 ■

Reviews!

amiga Force Have!

Be careful — when the men
leap from a mountain,
they can't get back up.

N FODDER

■ Virgin, £25.99

While What is it good for? Well, according to the Genesis ads, it's never been as much fun!

Carsten Fiedler isn't your normal, stodgy sword-swinger. Commanding strategy with the inevitable Genesee humor, you're put in charge of a group of new recruits. Leading them into battle, you undertake 24 different missions, spread over a total of 70 phases.

From the dangers of the bridge over the River Pit, where your small army has to wade through rivers to reach their targets, to the Automatic Advancing Units (called "Buggies" in the Genesee) where your brave soldiers flounder in the icy wilderness, destroying the enemy buildings and battling it out with the soldiers, there's action a-plenty and death galore!

“A
wealth
of fun”

Onward Virgin Soldiers

Not that Carsten Fiedler necessarily glorifies war — this is played strictly for laughs. The tiny soldiers amble about, breaching where the pointer takes them, and clashing with every new situation with courage belying their size (I think we'll see a sad case of some soldier here — but, no, it's not I tell you — I've come to love every little guy as it is). I hear even screaming down my cheeks on the demise of Pete and Hector, and when they get my wife Tazsue I felt like we'd no longer worth living.

Each mission requires something new from the little guys — soldiers must be overcome, buildings destroyed, civilians saved, and your own men spared if you're to move onto the next. Before you do, though, you're treated to a list of

those Lost in Service and those brave enough to survive. Make sure you pay your respects!

You receive the full troop by placing the pointer and clicking, firing with the other mouse button and throwing grenades, and the like with both. Yes, it's all very simple, yet each mission's spread over a large, scrolling area, presenting new challenges, foils, and a wealth of fun!

It ain't 'all hot, mum

It's not all about charging forwards, guns-a-blazing and hoping for the best; the strategy required is slightly more complex than that employed during World War One Battles. Here and the like can be used on roads, which only the heavy (slow), or more footsies would choose to wade through water in full sight of the enemy as you can't fire your guns during this time.

Once a mission's over, new recruits assemble at the foot of the hill, those killed during combat marked by a cross further up. If you lose men during a mission, the other recruits take their place. Lose them all and it's all over!

Graphically, Carsten Fiedler isn't that special, although there are a few nice details, managing to bring out a bit of humor (check out the wounded enemy soldiers). The sounds are pretty good, with an interesting musical score, looking off the proceedings, and the screams, gunfire and squeals adding to the atmosphere and fun of it all.

Many of the laughs come from the mission briefs, as well as those graphical effects, and it's this, along with the appealing, ray-shooting action, that makes this such a winner.

Mark!

Don't drop into the water when an enemy is in sight, otherwise your troops are liable to be picked off one by one.

Tip
time!



amiga Force Rating!

DEVELOPERS: IN-HOUSE
GAMES: 3
PLAYERS: 1
CONTROL: JOYSTICK/KEY-UP
1500 COMPAT: YES
HD INSTALL: YES



Another all-dancing,
all-singing and all-
laughing Secret Hit.

90

■ JANUARY 1994 ■

amiga
MAGAZINE

43

Reviews! Rich pickings!

Go!

(Below) I'd hate to meet the architect who designed this computer...



D/GENERATION

■ Mindscape, 25.99

Very new and there's games springing up, and manages to be brilliant almost despite itself.

D/Generation is such a game. It's not blessed with Amigaform's futuristic graphics, the animation's nothing to write home about (more like: write in and complain if you see red), and the sound effects are, er... let's be polite and say: unimpressive.

To add insult to injury, it doesn't seem to have been enhanced in any way for its CD release either. What it lacks in bells and whistles, though, it more than makes up for in sheer, unadorned playability — perhaps because of rather than in spite of its technical minimalism.

An arcade adventure par excellence, D/Generation isn't mean and moody enough to be truly Cyberpunk, but the plot wouldn't look out of place in a Bioshock-type fix. You play a courier, entrusted with a package destined for the Head of Crime, Inc.

Three security systems, based on Perceptics (a series of low-intelligence defenses created by the law themselves), has gone haywire and your package's intended recipient (he seems to require a rather desperately) is trapped on the 60th floor. You land on the 60th and light your way up through

120 levels of non-stop arcade action. Each room's a challenge in itself. The aim isn't to get from one end to the other and stay alive,

though later levels are less linear. Watch out for roaming sentries, electrified floor panels and even mobile power lines.

The Generation Gap

The Neogens themselves come in four varieties — the A-Generations look like big red bunnies and are easy(ish) to kill, the B-Generations being long blue cylinders crushing you without a second's thought. D/Generation hunkies disguise themselves as anything they choose and as for the awesome D-Generations... that's a classified project of which you have no knowledge.

The variety of puzzles is as minimalist as the graphics — by and large it's just opening doors and shooting Neogens, using Neogen resistance and guiding the evil (demig) employee to safety. By it's boring and repetitive, right? (WAGS!) The rooms are cunningly put together. No two are alike, and even with all the devices on offer they present a real challenge.

Simply finding which points (yellow triangles) open which doors is tricky enough, and open the wrong barrier at the wrong time and it's curtains for you or your intended rescuer. Some doors need codes or keys to open, and others won't budge until a room's secured.

“Each room's a challenge in itself.”



Perhaps the beauty of the game is it has just the right mixture of linear and chaos. You always feel you're making progress — some of the puzzles are based on trial and error, and even when you get stuck you're compelled to have one more crack at it until you're through.

Love all your lives and you're only just back to the beginning of the floor you're on, so there's no tripping through half the game just to see how nice rooms a couple of hours later. You can save your game position to the CDROM's internal file of non-volatile memory — a password system would make more sense, but this is better than nothing.

A Room with a View...

The Minotaur-inspired 3D perspective allows a crystal-clear view of the playing area, though moving diagonally to stay parallel with the walls is annoying, especially using the CDROM's awkward joystick. This makes beating Neogens with the laser you find early in the game a little tricky too. But that this stays it being fun. The game's minimalism is its strength, as limitations provide its attraction. Mindscape resisted the lot's use when

the machine can do: apparently and produced a solid, playable game with the emphasis on playability not technology.

The main game's animation's inexcusable and the lack of level codes makes the game apart from that, it's all.

lan!





Mark!

■ Although a direct port of the floppy version, D-Generation's still worth a look — its excellent arcade-adventure atmosphere and gorgeous gameplay stand out like an eight-bit center of a computer fan.

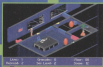
With so few works up its sleeve, the game relies on clever design rather than flash graphics and gaudy gimmicks, and it works — D-Generation is a game you won't be able to put down.

If you've already got the floppy version, there's nothing here worth buying, but if you haven't... ■

Reviews!



Watch out for computer terminals — tag on for some interesting facts about life, the universe and everything (except Smiffy's greasy quiff).



Tic time!

■ Try shooting the yellow mangles (to open Smiffy's) with your blaster. ■



(Left) Invasion of the killer Smiffies from hell! Not a 1950s 'B' movie, but an exemplary occurrence in D-Generation.
(Above) Beat the Neoprene's entrance party by running over them — well, why not?

amiga
FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: CD

■ PLAYERS: 1

■ GENRE: ARCADE

■ 100% COMPAT: NA

■ HD INSTALL: NO



■ A corking arcade adventure and a surprise CD hit.

89
45

■ JANUARY 1994 ■

amiga
POWER

Reviews!

Rich pickings!

Chris, what are you on? Sure it's expensive for a straight conversion, but it's still a full-price (or easily format) — so what's the problem? Even without the Comic Relief team, Sleepwalker's a great game, it's highly original, extremely challenging, and there's always an incentive to keep playing. It doesn't use the CD32 to its limits, it doesn't even scratch the ACSI chipset, but in my book it's still worth a good 66%.

lan!



Go!

Lee departs this world. Shame that damned dog couldn't save him!

SLEEPWALKER

■ Ocean, £29.99

When back in issue four *Sleepwalker* in its original incarnation got a great reception from the FORCES folks, Ocean have now deemed it worthy of re-release on the CD 32. However, they also severed the game's charity tie-in with the Comic Relief organisation.

New there's no pressure to buy it because it's for a good cause. I remind you it's a jolly good game too well, given its just because Comic Relief isn't high profile at the moment doesn't mean the people *Sleepwalker* was created to aid are suddenly having a great time and eating ribs of chocolate cake! I just thought I'd mention it.

On to the game. It was addictive and enjoyable originally — still the case with the CD 32 version. This controls Ralph, the ever loyal husky, who does everything to protect his young master, Lee. The problem with Lee's that, like those Willie Wilkins, he can't see down in his right foot. The difference is Lee's feet are empty, making it Ralph's responsibility to avoid his sleepwalking master from the dangers of the city night.

You're task is guiding Ralph around multidirectional, no-slip, levels protecting Lee from the many hazards that might wake him up (we all know never to suddenly wake a sleepwalker). Changes such as open drains, water, cats and nightclub bouncers all bring Lee closer to the land of the living. A gauge at the top left of the screen shows how close to waking he is.

Doggy Dilemmas

To save Lee you think ahead. Ralph notices the level dangers before his master dozes off. Crossways by the entrance drains are shut, fire hydrants blocked and even ingests broken bridges himself.

I Lee gets stuck there are a number of ways for Ralph to move him on. You go up top, to avoid cars for example, by pushing Lee from behind. Avoid gaps by stretching across them and close large buildings by boosting Lee over them. Though, how a sleep kick to the buttocks fails to wake him I'll never know! Given so, all these moves are very difficult to implement.

Sleepwalker isn't a game to

complete in a couple of hours. The difficulty level's high which can get a little frustrating at times. However, with patience, this is very addictive. One essential aid to navigation is the level map — not only does that highlight your position in relation to Lee, it's also used to plot your course in the end. Not an easy task, believe me!

Same old story...

Success may be difficult, but it's rewarding.

There are some great bottom-down, animation sequences showing Ralph desperately trying to protect Lee. The graphics are well presented with some amazing visual effects. However, there's been no attempt to use the full capabilities of the CD 32 to improve the game play.

If you've got the original there's no point buying this. The price isn't justified for a game with no new features, though it is worth a look if you haven't seen the game before. The only things missing are the Comic Relief notes. After all, at least the money was originally going to a worthy cause.

Chris!



(Flight) After a swift kick in the butt, Ralph watches Lee fly across the screen.



amiga

Force Rating!

■ DEVELOPERS: OCEAN
■ IDEAS: A
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 100% COMPAT: YES
■ NO INSTALL: YES



■ A great little game, but fails to use the capabilities of the CD32.

69

■ Use the concrete block at the roof above to block the waterfall from the fire hydrant. ■

Tie time!

amiga
POWER

■ JANUARY 1994 ■

HELLO HELLO CARTOON FUN!

1 OR 2
PLAYERS



ALTERNATIVE

SOFTWARE

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Reviews!

Rich
pickings!



DINOSAUR DETECTIVE AGENCY



Plenty of cartoon-rom-dinosaur adventures abound in Dinodick's first outing. Great price, good looks and a pretty darn good game — road are say more?



**Alternative,
£16.99**

Why look in Asia, before man was built a homicide in anybody's eye, dinosaurs had their fair share of crime to deal with. Obviously, these Jurassic pages could only be solved by a great detective. Unfortunately, most dinosaur brains were so small, solving even the simplest crime was beyond them. In desperation, with little table scoring and professions powers still unexplored, one dinosaur stepped forward to take his duty to the spirit of top dinosaur detectives. Enter the hero of Alternative's latest platform puzzle — the one and only Dinosaur Near (you you can't get much closer than that).

Dinosaur Detective Agency features Neos's four most puzzling cases. Armed with only his lovely camera flash, the great detective hunts for clues, traces criminals to their latest crime-scene and finally catches the badgies in the act. Once you've spotted the guilty parties, prearrange their faces as they commit their cowardly crimes, to solve the case.

Dinodick doerly

Before entering the game you can choose to trace music or sound effects on. Both are catchy, with some real spot-effects or jolly tunes to listen to. Interestingly, you can take both going at the same time (just toggle it's position).

In each of the four stages the game's a side-scrolling platformer until you reach the criminals face to face. In the first level you start outside the

amiga
magazine

JANUARY 1994



(Left) Looks like that dinosaur's looking for a job...



Let's meet the family, Ness!



In the end-of-acts, keep from cut to cut as they pass each other to go up through the mine and get closer to the bank robber.



bank, on the tail of a master bank robber. There's a long way to go before meeting the criminal. Your detective work takes you underground, along mine-shafts and through small tunnels before you face the badgie. If you hit any other dinosaur in the level you lose an energy point. There are only five available to start with, so a lot of care has to be taken. Dotted around each stage are dinosaur heads providing an extra energy point. These are usually hidden on difficult-to-reach platforms but it's worth making the effort as you stand firm on later levels. Other events in the game include roller coaster, space time (just as your mission is a race against the clock), and flash bulbs. Use these to temporarily blind dinosaurs blocking the way. They freeze to the spot, allowing you to run by without losing an energy point.

“Dinosaur DA isn't a bad bet”

It's important to remember that Sherlock Ness is an expert digger. At certain points in the playing area you spot different coloured lull. Press down on top of these to burrow through to other sections of the level. It's also advisable to use bombs to reach high places.

Getting to the end of the level means you must battle — such is found at the scene of the latest crime. The game perspective changes at this point with you viewing the action through the eyes of Sherlock Ness. As the final boundaries around the room trying to avoid being caught on camera, you bring the finger to bear on his face. Press the fire

button to take a photograph, catch the whole of the criminal's face and you've solved the crime. It has to be full face and you only have a limited number of shots to achieve the objective. Fail and get another criminal mastermind!

Jolly Jurassic japes

Dinosaur Detective Agency's a fairly good game. It has some nice touches, such as jolly cartoon-style graphics and catchy sound, but in the playability department it lacks that extra spark.

True, it's fun to play for a while, especially as you battle through the levels and find out what the different camera use and what the various look like. There are some weird-looking dodgy games back in the land of the dinosaurs I can tell you! Check out the second level and the terrible snaggling of the pet known only as Telenor to see what I mean. The culprit looks like some kind of crazy, back-toothed crocodile. Why hell want to snarl some old lady dinosaur's pet bulgie? God only knows! A sorry shark perhaps.

To be fair this is a game I imagine appealing to younger gamers/players. It's not too difficult, contains some funny characters and, best of all, it only costs £16.99. For that sort of money Dinosaur Detective Agency isn't a bad bet, especially if you, the platform games with plenty of puzzles and role games to complete.



amiga FORCE R-thing!

- DEVELOPERS: IN-HOUSE
- DISK: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1,000 GEMPA: YES
- HD INSTALL: NO



A decent game for younger players. At only £16.99 it can't be bad.

71

Budget!

The best looks to stick 'em with your brood. They don't like it up 'em!

Budget Bargains!



Mark!

I think it's safe to say this game really has had its day. Even in its heyday — a vast Sunday afternoon buying a newspaper — it wasn't ever going to win any prizes.

It's so incredibly pointless, tedious and lacks any element of fun at all. If you enjoy refreshing storage objects with an umbrella and collecting pieces of fruit, I'd start to worry if I were you!

Even as a gateway to this game goes straight in the bottom drawer to collect dust. Come to think of it, dusting probably offers more entertainment value. **!!**



At the end of each stage a big boss awaits. Frankly, this one's just asking for it!

PARASOL STARS

■ Hit Squad, £9.99

Two punks in a under attack, who on Earth can save them? Well, how about a couple of short, fat blokes with brooms?

Unlikely maybe, but that's the scenario in Hit Squad's latest re-release, Parasol Stars.

But not that, heroes of the Rainbow Islands are enjoying a holiday when the annoying warner Chocolatey, unleashes a tsunami of menacing monsters in the universe. On to the hero goes! I mean, come on guys, it's only a bog standard, one-screen platformer for Dad's sake.

“Graphics are dull, dated and dreary”

Alternatively, there are weapons to collect in each stage — these include fire, lightning and water drops. Gathering them's no problem, as you do is let them drop onto your parasol, keeping them there by holding down the fire button. You now have a great weapon for taking out badies without getting too close.

Dad and Bob's adventures were considered great fun on their original release, but maybe that type of thing was highly regarded in its day. All I can say is that dry we'd have been bloody boring!

A wet and windy Sunday in Chipping Sodbury, perhaps.

Today the graphics are dull, dated, dreary and the music's really irritating. Okay, compared to some budget releases this isn't that bad, but that's more a soft reflection on some of the dross about of the moment than a vote of praise.

I dislike games like this intensely. The main bugbear being they're just for repetition. Clear a level of obstacles, move to the next, repeat and so on. Good, that's boring!

I first played Parasol, let's say, too boring and too ridiculous. It's not an awful game, though, and I'm sure there are a lot of fans out there. However, it's not for the even at the budget price.

Wacky worlds

In this galaxy the host of weird and wonderful worlds range from the opening Music World, populated by mutant guitar players, accordions and other cursed musical instruments, to Cloud World, a later level in which planes, helicopters and satellites are out to get the little folk.

You clear monsters from each world's levels before your time runs out — battle through all successfully and reach the big boss guarding the end of every world. (Don't lose, leave the planet and move to the next.)

Beating the bad guys is easy. Simply whack and blast them with your parasol before getting them up and raving them against a wall for the finale.



Jia time!

■ Collect five drops in your parasol to create a mega-drop, ideal for causing serious damage! ■



amiga
FORCE Rating!

■ Platform fans may get some satisfaction, but everyone else — steer clear.

60

50

amiga
POWER

■ JANUARY 1994 ■

CARDIAXX Budget!



The Time!

Time's more important than energy, so don't be afraid to use it with the energy.



A rare dud from Team 17

Cardiaxx



MEAT

As shoot-'em-ups go, this one fails to get off the ground. I usually lose a good third through space, but Cardiaxx's an exercise in frustration control. Even the normally mid-mannered Ian Dismore ended up throwing the volatility against a wall.

The problems all stem from the very badly designed gameplay. The slightest attempt to slow down your ship's horizontal movement results in a change of direction. Not really much good when you're trying to attack an alien.

Most ironic, however, is the need to move slowly across the screen, killing aliens indicated by the computer before jet-propelling. This is amazingly irritating as there's no spontaneity to the gameplay. The result's some terribly jerky scrolling and a boring game.

If you love shoot-'em-ups, by heavens take your seat clear of Cardiaxx.

Team 17, £10.99

Here at AMIGA-FORCE, we love reviewing Team 17 games. In their short time together they've taken Amiga-dog by storm, recreating classic titles like Project X, Body Blows, Alien Breed... the list's far from endless, but who needs quality when you've got quantity like this? Unfortunately, this budget effort does little to enhance their excellent reputation. Its presentation's the right side of acceptable, but the gameplay's a disaster.

The horizontally-scrolling shoot-'em-up isn't the most original of game concepts, but the lack of Eclipse Design (the game's original publishers) was back in 1991 — Team 17 just bought the publishing rights and tweaked it, injected some originality by allowing both left and right scroll.

Unfortunately what creative added a great twist to the game from all-substituted is due to one of the most scrolling design gaffes I've ever seen. The game is a push-scroller, and you only have to tap the joystick in the direction you aren't going and your ship turns round and blasts along in the other direction. Can you imagine how frustrating this is? It's virtually impossible to control your craft in the heat of a fight because as soon as you try to move back (or catch the alien accidentally scrolling round) this is a blindingly obvious problem and should easily be solved by delegating scroll control to a key, arrow, or if you have one, a second button.

Arrest...

Not that the scrolling's the game's only fault. For all its good intentions, the lightning concept offers no freedom at all, as you're told in which direction to fly to reach the next attack wave — you can ignore this instruction, but you won't get very far before being blown back.

Unlike, say, R-Type, you can't leave backfires unattended either. The levels are peppered with impassable barriers only opening when the current attack wave's been polished off. And if that's not enough, there's also an irritatingly short time limit on each wave: run out and it's 'Game Over', however many lives you had left.

This just encourages you to throw yourself at the enemy, with scant regard for your energy bar... did I mention the energy bar? Yes, it's that old chestnut again. With little in the way of graphics or sound to indicate a hit, all sense of urgency goes out the window and you end up standing too long with the foe. Not that tactical thinking and timing are possible anyway, the scrolling put paid to that.

There are minor bugs too, like the way point-ups are automatically awarded and not 'joked' up, and the dated alien attack waves. As you repeat from Team 17, graphics and sound are top-notch, except for the main sprite which looks like it's flying on its side. Lack of pixelated goodness make it look dated too, but what's there's okay.

Cardiaxx's a rare dud from Team 17. Maybe they're not suitable after all. Why they bought the rights to such a dated and fundamentally flawed game is even more baffling. Let's hope their next outing sees them right back on the rails.

Ian!

MEAT

As shoot-'em-ups go, this one fails to get off the ground. I usually lose a good third through space, but Cardiaxx's an exercise in frustration control. Even the normally mid-mannered Ian Dismore ended up throwing the volatility against a wall.

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Most ironic, however, is the need to move slowly across the screen, killing aliens indicated by the computer before jet-propelling. This is amazingly irritating as there's no spontaneity to the gameplay. The result's some terribly jerky scrolling and a boring game.

If you love shoot-'em-ups, by heavens take your seat clear of Cardiaxx.



There are many reasons to visit Cardiaxx, but it's really worth the bother?



Budget!

Budget bargains!

The time!

Use cruise control in practice to fix your car's speed at a comfortable setting, and then concentrate on steering.



lan!

■ Indy racing is a peculiar sport. Sure, the cars go significantly faster than F1 offerings, but the races... not very interesting, are they? No hazards, no 10 bends, no obstacles, just featureless oval courses designed purely for speed. It might not be fun to watch, but a cheating track takes into a great computer game. In fact, the driver's view of the Indy races might be at advantage in a serious sim such as this — they're certainly easier to get to grips with!

As you may've guessed, I love Indianapolis 500. True, it's very hard to master, but a little challenge never hurt anybody. After a few practice sessions, I got to understand the principle of the 'optimum turning path' on a corner, for example. This sounds ridiculous in the instruction manual, but translated to the screen and the game, I quickly appreciated what the instructions were going on about.

Call me an Amiga if you wish for saying this, but I was fascinated by all the statistics in this simulation. In my book it's a winner! ■

INDIANAPOLIS 500

■ Hit Squad,
£12.99

Racing games come in two distinct forms. The all-out arcade racer, namely racing as fast as you can, with the fire button pressed as timely as possible, and simulations, where fuel gauges, tyre pressure and the like come into play. Indianapolis 500 falls firmly into the latter. It's the simulation going into the simulated details of the Indy racing scene — great if you're into mind-numbingly boring statistics, but not so good for those actually wanting to play a decent game. Indy's so wrapped up in its own stats, any normal person slumps into a catatonic sliver after about 30 minutes.

I guess you've all got on the rules and regulations of Indy car-racing. I mean, we've all seen dear old Nigel Mansell teaching the kids how to race on the telly. However, if you think this game captures the excitement of the real thing, then please try again.

The need for speed

To begin with, you can opt for practice laps, start in the qualifiers or head straight for the competition — it's advisable to kick-off with a bit of practice. The courses, themselves, are fairly straightforward — large, featureless oval arenas. However, driving round them is a different story. The slightest movement on the joystick sends your car hurtling across the track, making contact with the walls almost inevitable. This takes a hell of a lot of getting used to, so expect to be crashing a lot more than you're actually racing in before you're in fact,

you need the patience of a saint to get to grips with the control mechanism!

As I just stated, this is meant to be the definitive simulation, so nothing's left to take a natural course (just like the real thing I suppose). Fuel, the engine, the car's balance, tyre pressure and just about everything else has to be monitored. It all seemed too much for me to work for, but that's only power of opinion. My fellow reviewer, and all-round good egg, Ian Osborne, was bowled over by it all. It doesn't take a genius to guess he loves this one!

Indianapolis 500 gives you no option but to read the incredibly interesting manual! Unless you do this, the controls baffles you — even, probably, Nigel Mansell. Again, though, the problem for me is the amount of mindless detail getting in the way of the instructions. True, there's a quick start guide, but its only difficulty is the failure to prepare you for the actual game.

I know this is meant to be a simulation and not simply a race game, however, surely the programmers couldn't inject a little interest? I just found the whole thing a chore to play. Give me the pure entertainment value of Micro Machines any day!

Mark!

Too much like hard work.



amiga FORCE R-r-r-r-r!

■ The mark's only this high to appear here.

44



52

amiga

■ JANUARY 1994 ■



Mark!

Budget!

What a neat little budget game Qwak is, something I love about budget software. For a start, it's something which even if you're never justified in buying this as a full-price in today's games market, however, once they start playing it, nobody can help but to be swept along by its playability.

The graphics, sound and presentation are nothing more than average, but the game is unbelievably addictive in short bursts. True, this is never the first game I'd think of playing when I have a few spare hours, yet it's great fun. Buy it, play it for a while and then store it away. One day when you've got absolutely nothing to do, remember Qwak, slush it into your drive and be addicted all over again! **B**



Team 17, £10.99

This is the type of game that thrives on a budget label — it's fun, you can get right into the gameplay immediately and it's surprisingly addictive. I enjoyed playing Qwak and, while recognising it would never survive as a full-price, I recommend it as an extremely light bit of entertainment.

A classic-style arcade platform game, everything takes place on one screen of action. Possessible the platform, avoid the badies and collect the bonuses to advance to the next level. There are eight worlds to overcome, packed with 50 levels of fast-paced fun, as your brave duck adventurer travels across the worlds in his little balloon. Used to play a one- or two-studies game, such as high on playability, without ever being really taxing.

Going Quackers!

Using a joystick or the keyboard, Qwak's controls are very simple — basically it's run, jump and fire to unleash an egg at a badie. The reward of it all is to make your way around each level collecting points, bonuses and power-ups, while avoiding evil animals out to make a duckdown pillow out of you!

The power-ups are scattered around each level. They include some providing extra continues, potatoes giving you invincibility, armour or extra speed and super eggs killing badies instantly. There's nothing new in any of these features, but the overall feel of the game is its fun.

Progression to later levels pits your duck against the added elements of dangerous platforms and traps. These take in dislodging platforms, spikes

and deadly skulls. Overcoming all these obstacles leads to a battle with the guardian of the world you're in. The keys to complete these levels won't appear until the special badies are disposed of, so try not to make a duck's life of yourself!

Qwak is nothing special in the graphics or sound department — it looks and plays like an old platformer. However, for sheer playability, it's a good bet. Basically, it fills a few spare hours in the day. It's not a game to take seriously, though more, perhaps, for a laugh when you're frustrated with a more sophisticated game.

You can tell Team 17 don't expect much from it by glancing at the jokey instruction manual. Cheap and cheerful — full mark!

Tip time!

It's a two-player mode, so you can pun each other and jump on each other's noses. Watch out on the tougher levels. **B**



Chris!



amiga FORCE Rating!

A jolly little game with no pretensions of greatness

69

JANUARY 1994

amiga

53

Budget! Budget bargains!



F-29 RETALIATOR

■ Hit Squad, £12.99

Yet another flight-simulator is making the return journey into the budget shelves, courtesy of Hit Squad. This time it's the old classic F-29 Retaliator, notoriously popular the first time round, this game's worth a look for any flight-sim fans who originally missed out.

Even though it's been around for a fair while, F-29 makes a damn fine addition to the budget labels' range of titles — it's a serious simulation leaving nothing to chance.

As you expect, there's a bumper instruction manual with the game. This contains a detailed look at the Grumman X-29 (your plane, foist) which began life as a technology demonstrator in the early 1970s, with the dream of creating the ultimate, controlled fighter plane.

That's a short take-off and landing requirement, is ride-innovative and has a high manoeuvre velocity, meaning it packs one hell of a punch! Many of these capabilities are still under development in a fourth-generation version of the X-29 (okay Mark, enough of the aeronautical education. What about the bloody game?) — GDI.

Flying high

Began the mission by involving in the game's storyline, train your plane to be placed on the duty roster and become an active pilot — this means you can also play hot-shot for future missions, with up to six different pilot logs stored at any one time.

Using the function keys gives your pilot a rank as follows: First Lieutenant, Captain, Major, Lieutenant-Colonel, Colonel. The higher the rank, the more variety of missions or after — more points are awarded to a higher rank because missions are automatically harder.

The next stage is to choose your scenario with four to select from — Arizona, a test range,

containing dummy targets and remote-controlled vehicles, Middle East, helping a friendly ally in a war between neighbouring nations; the Pacific Ocean, breaking a military blockade by the enemy and Europe, where the nightmare's come true and World War II's breaking out once again.

It's best to start in Arizona, learning the art of flying your plane before tackling the harder combat missions. This is a tough simulation to get into, so attack by other aircraft, tanks and battleships complicates the learning process. Try tackling these, once proficient at actually handling the plane's controls!

If you really can't wait to get into the game, the Solo Alert option is a quick start. It provides a controlled viewpoint and is basically a shoot-'em-up game with you corresponding in real time against a squadron of enemy aircraft. There are no points awarded for kills and your achievements aren't recorded in the pilot's log.

Even so, it's a decent enough game if you aren't bothered about playing the full simulation.

All of the action's viewed, in typical flight simulator, from a pilot's-eye perspective. You can see to the sides and in front of your aircraft, but must rely on the radar for reports on what's attacking you from behind, or the whereabouts of the enemy forces.

Keeping a check on your progress in a particular scenario's simple. Activating the Mission Control option provides the latest update on the war.



■ To achieve level flight, raise or lower the nose using the left/right triggers and triggers.



situation. This includes a detailed map of the battle-front and text describing the significant events taking place in the conflict.

There are loads of keyboard controls to get used to which are often a source of anger for detractors of the game. These include Eject, Satellite, providing an overhead view, and Autopilot. There's a feel of a lot more than this, of course, which is why it's vital to become accustomed to flying the plane before you do anything else.

The graphics in this game appear a bit dated compared to some of the more advanced flight-simulators now on the market. Even so, this is no way detracts from the professional feel of the game. True, it can be a bit slow in places, which won't appeal to fans of action-packed shoot-'em-ups. However, for fans who like their games a little more taxing, F-29 Retaliator's a worthy choice.

I found the gameplay strong and, surprisingly, still addictive. It's no secret I'm a fan of the game, so it's pleasing to see Coward's F-29 back as a budget title.



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Going

With Osborne trundling back to Ludlow for a winter break (things were too hot for him in Devon), it's left to MARK 'STAND IN' SMITH to do the honours, reporting on the oh-so-fine and not-so-fine releases from the PD and Shareware people!

DEADLINE

■ Roberto Smith DTP (PD)

If you expected some sort of top-down adventure game, Deadline is a pretty far cry from the standard AMIGA FORCE gameplay. As in AMIGA FORCE, it's a top-down, tactical, point-and-to guide around



exploring corridors and a few rooms. Through the whole game you'll hear the bongo, collecting the money and software that flows from the walls. Another interesting element is a PD game. Another interesting element is a PD game. Another interesting element is a PD game.



MADNESS FIGHTERS 2 A1200

■ Roberto Smith DTP (Shareware)

What a lot of the time surrounding Madness Fighters 2, you'll find a PD game. It's a side-scrolling action game with a lot of characters. It's a side-scrolling action game with a lot of characters. It's a side-scrolling action game with a lot of characters.

There's a nice power-up for those who prefer playing up a bit, while the boss player can get the best of the computer and some of the best of the PD game.

Madness Fighters 2 is a bit of a good time, it's a real one to the PD game.

THE HOUSE

■ Zenobi Software (Licenceware)

What a lot of the time surrounding The House, you'll find a PD game. It's a side-scrolling action game with a lot of characters. It's a side-scrolling action game with a lot of characters. It's a side-scrolling action game with a lot of characters.



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ASSASSINS DISK 143

■ **Roberto Smith DTP**
(Consultation)

A recent groundbreaking collection from the British Library sheds light on the story of the white Pharaohs. In a way, I am thankful of approaching this

INTENSE

Around New Orleans, lit with warm, low-key lanterns and heavily impregnated with humidity, this is a matter of temperate, warm, and the unending hoodies. Rightly, presumably, are the people, considering the gold and the color. But, the gold.

This Rick restaurant is also a high-end dining establishment. Other than a few big-name restaurants, this is the only one in the area.



XATONS

[illegible]

PONTOON

Now it's time for the "puzzle" part. The computer will deal you a 5-card hand and a 5-card community hand. The community hand is the "puzzle" part of the game. The computer will deal you a 5-card hand and a 5-card community hand. The community hand is the "puzzle" part of the game. The computer will deal you a 5-card hand and a 5-card community hand. The community hand is the "puzzle" part of the game.



1: A STROLL IN THE BLEAK FOREST

■ **Zenobi Software**
(Licenseware)

These two games are a bit of fun, and to us by Zensho for review. They star Brad Pitt, a legendary teddy, in a couple of humorous little scenarios.

Dart's having problems with the Mega Brain, who's mind-warping into strange worlds, such as Verdunian 7, keeping Dart with him to face the horrors awaiting. The Mega Brain's contemplating it's last move and the eventual destruction of mankind. It's up to Dart to save the day, but there's not much time left, especially for a slow-mover like this science bear!



2:JUST ONE OF THOSE DAYS

Both games can be controlled by the controller keys, the mouse or by keyboard joystick (described those, console joysticks). Real mouse



around each world trying to avoid the bubbles, insulating it. He's got a limited supply of bubbles in use at the bubbles, but they're not really that effective. It's like the road.

The games are just a tad slow on the A500, although they're a bit more playable on the A1500. Originally on the *Episodes of major releases*, nobody's claiming they're anything special. However, at only \$2.49, with two cartoon clips thrown in on the disk for good measure, they may bring a smile to your face.

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THE WORLD/THE SUN

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Faldo in real life" - KNESTICK

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

amiga

FORCE

Playing Tips!

Welcome to yet another selection of tips, players' guides and cut-out and cheats. There's no rest for tips boys, y'know — it's work, work, work and the pay's a bit dire too. But we treat them well, promising that, one day, we'll let them review a game... NOT!

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64 ELITE 2

The first, the only, the definitive beginners guide to Frontier, one of the finest games ever created!

70 MICRO MACHINES

Ah, this is what we like to see — obviously, some poor fool has been slaving away for hours, placing together maps and tips to help those who have trouble with their minicharms. The maps are big, brash and bold, and the tips will have you staring to the front of the grid. Never will you need to look at a Micro Machine and question your worth again (You're running out of ideas aren't you? — Ed).

PINBALL DREAMS

Maps, tips and guides galore — become a pinball wizard in hours!



HUMANS II HELPLINE

More of humanity's problems solved and thwarted.

66

THE TRIO

The Trio is probably the easiest formation to avoid. They're very deadly, if they catch you by surprise as they're armed with high-powered lasers.

As the name suggests, they appear as three large, slow-moving ships. You must one at the top, a second at the bottom and the third in the centre of the screen. It's well worth pursuing and sabotaging the whole squadron as you're rewarded with a very hefty bonus.



Andrew Braybrook's blast from the Commodore 64 erupts on the Amiga giving the A-FORCE team a worthy candidate for tips. Our players' guide has been put together with loving care and a healthy dose of violent blasting, helping you give those dastardly Dreadnoughts a real whipping!

URIDIUM 2

Playing Tips!

ATTACK WAVES

The enemy ships have a variety of attack patterns, all quite easy to avoid. Keep that in mind, if you know how each type of ship's going to move once it has you in its sights.



THE WALL

These ships attack in wall-formation building an almost impenetrable line of ships from the top to the bottom of the screen. The quickest and safest way to pass them is to approach at high speed and shoot one when it gets close. Use the hole in their defenses to go safely through.

If they come at you from behind, drop to the bottom of the screen and fly over to take a shot at them. Don't try to fly ahead, as they target a player-movement patching over their positions — you usually get caught in the middle with no escape.



BONUS SHIP

This one's a real mover. It looks like a spinning top so whenever it appears on screen, catch it at all costs. Destroying this blighter rewards you with a new weapon: ranging from laser-beams to huge smart bombs.



SLOW MOVERS

The Slow Movers are more of a pain than a problem. They travel at a very subtle speed and are easy to destroy with a well-placed shot. However, they become really irritating when you're traveling along the ship at great speed and run slap-bang into one. To avoid them, keep an eye on the radar screen for a slow-moving item.



THE ARROW

A new Ship pilot is specially trained to make the full every time they appear on screen. The formation starts as two ships forming the shaft of the arrow and the rest of the boats as the flight. They make one slow pass, then return in the same formation before splitting up and flying in all directions.

The best way to tackle these ships there is to drop in behind them while they're still in arrow formation, then let them have it with everything your ship has in it's arsenal. This should wipe them out before the formation has a chance to split.



Playing Tips!



ULANIUM

The Ulanium Dreadnought's more of a training level to familiarize with the fighter controls. When approaching the ship, stay low to avoid the active gun-emplacements positioned at the top. Stay on the move to avoid attracting enemy from the many turrets placed along the very base Dreadnought.

Apart from the nine turrets and gun-emplacements the only other things to watch out for are the many ships cruising along the Dreadnoughts. The bonus ship in this zone drops the laser-weapon once shot.

The landing strip positioned on the second part of the ship, just above the point where the large battleships are plying. So get that sucker and it's all over.



GREEMION

Things start to get really tricky now. It takes a little flying to negotiate the gun-emplacements on the Dreadnought's deck.

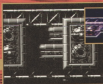
The first line of gunnery-units are positioned at the bottom and top of the ship. After you've successfully negotiated these units by flying through the centre, drop down below the rest of the fire-spewing mechanical turrets located in the centre of the ship. As you continue along the ship, watch out for enemy tanks patrolling around the craft. These can be taken out with a laser beam.

Halfway along the ship's a large golden block — avoid it at all costs as one touch can be fatal. This is especially important when zooming back and forth across the ship as it does not show up on radar. The bonus ship carries the awesome smart bomb which it destroys everything on the ship's deck when you activate the flip button. Use it sparingly, though, as there's only a limited amount of this outstanding weapon.

THE DREADNOUGHTS

Each Dreadnought has it's own obstacles and pitfalls waiting to catch out the unwary Ulanium pilot. However, the A-FOURD squadrons have battled for many hours to produce this mini-guide

helping you survive earlier Dreadnoughts. As with all Dreadnoughts, negotiating early defences and finding that all-important landing strip are crucial.



ORMASTEN

Ormasten's your first venture into the real world of the Dreadnoughts. You need all your wits to survive the many obstacles and aliens!

On approaching the main ship, drop down to avoid being destroyed by the three gun-turrets situated at the top. Once you've passed them, fly back to take them out. After this all gun-turrets are laid out in groups of three, varying alternately from top to bottom.

The biggest problem on this level are equations of fast-moving ships zooming in from behind. If you keep varying your movement, not staying on the same level for too long, the ships don't lock onto your craft. Execute a quick loop backwards if you get caught up in their flight-path.

Zooming across the bonus ship rewards you with the bonus weapon. Fly along the ship and use it to take out all enemies parked on deck. The landing pad to access the Central Core for this Dreadnought is on the centre level at the far right edge of the ship.





LANDING

Landing's one of the trickier game manoeuvres as it's very easy to blast along the ship and fly over the landing strip without realising. The best way to safely touch-down is to blast everything in your path until you come to the landing-strip and have great control at the end. Once there, wait a solid loading anything approaching. Your monitor soon flashes the message 'LAND NOW'. On seeing this, go to the arrowed area and fly your ship over to begin the final approach. Make sure the ship's level and control to the runway, approach it slowly and you soon find yourself in the Central Core.

Playing Tips!



CENTRAL CORE

Central Cores are the same in all Dreadnaughts, taking a fast trigger-finger and stick manoeuvring to survive. The rocks to strike when their radar-protected shields are lowest every 1000ms and continuously pop up, shooting at the central core. Remain on the screen edge to feel like shields and keep moving from one side to the other.

Each hit on the brain changes the colour — when it's deep red and pulsates the shields hit away. Now's the time for really sick, poprock rock as rocks fall from the roof. Avoid these and don't get tempted by the many bonus weapons appearing — trying to get them's suicidal.

Eventually a glowing circle appears — jump into it. Transport back to your ship and destroy the Dreadnaught.

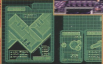


DECK ITEMS

Dreadnaught decks battle with destructible items, the most common being gun-turrets. Many are harmless but warn (as do those with flashing red lights which launch nasty laser-balls). They're also the only ones which can be destroyed.

Other destructible deck-items are tanks — ensure you grab the bonus icons they release when killed. Collect bonus icons to keep advance enemies to a minimum and fly being out range (not before they've a chance to leave their launch-pads. The only deck-raft you can shoot are those teetering along runways.

Of course, collecting the bonus weapon from a deck-weapon box allows a shooting run along the deck, dropping hot death onto enemy items like bombs, though as the bombs tend to drop up just as you get right into the thick of the action



HOMING MINES

Possibly the most irritating machines ever devised. They launch from various Dreadnaught emplacements, tracking your ship until they hit. It's not really possible to outrun them as they're greater speed than your craft.

The only way to get away is to outmanoeuvre them, achieved by waiting until one looks onto your ship. Accelerate forward before looping back up to the top of the screen. Repeat this process back and forth across the screen until the lighter gives up the chase.

Keep an eye on the radar, ensuring you don't run straight into any incoming ships.



Playing Tips!

Possibly the most explosive and demanding game ever seen on the Amiga, *Frontier's* concept of space travel and trading may well get the better of those new to interplanetary market forces.

Starting Off

There are no fancy ways to play *Frontier*. It's expensive to test them all. However, there's one technique that allows you to slowly build up credits and eventually purchase a ship capable of moving masses of cargo and plenty of people too. There too assume your career commences in Pess (the recommended starting position).



First Step — Fomalhaut

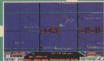
There's a useful and quick mission right at the start allowing you to gather some initial credits. Use the bulletin board and talk to the person who needs a package taken to Fomalhaut. Make sure you travel to the desired planet via Lattalo.



FRONTIER

A BEGINNER'S GUIDE

From the Pete Beate borrow-boy lifestyle of the trust 'n' veg, salesmen to the hi-tech yuppie existence of a robot loader, there's a few hard and fast rules to learn if you're to survive long enough to get rich. And how about allegiances? Joining up with the Federation may sound like a cozy number, but the Empire boys are watching, with the Mafia not too far behind. Ah, for a life on the Milky Way...



Sightseeing

Your first goal's simply to accumulate as much money as possible, the best way to do this is to deal between two corresponding systems, serving the needs of one by using the major supplies of the other. We plunged for Diamond's Star and got, taking computers and robots from one and returning with animal meat and luxury goods to the other. It takes some time before you're dealing in robots and luxury items, so a little patience is called for!



Making Cargo Space

With only four tonnes of cargo space, you do a lot of traveling back and forth without seeing any major effect on your bank balance. We shipped you dumps in the middle, as may be too for effective anyway. Check out the Combat section for tips on using the laser alone.



INTER

ELITE II

Antistar Depot: Shipyard



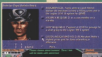
Playing Tips!

The Next Step

Using the methods below, you can eventually get together enough money to purchase a Cobra, allowing you to carry more cargo and equipment. You could choose to carry tin, building up enough cash to buy a more powerful craft whenever you do. Don't forget to save your game at least every other time you land at a planet or complete a mission.

Bulletin Board Bartering

Before going with your cargo, always take a peek at the Bulletin Board (missions in orbit) someone's after your goods and is willing to pay above market value. (Get lucky a few times, and you're well on your way to that new ship.)



Swearing Allegiance

Since you're in a Fed-dominated area, it makes sense to join up with them (for now). Try to choose missions with a long time frame. Until you get a better ship, your friends take in a few hypercube jumps using up some of your time, as well as days actually reaching the planet within a system.

It's not a good idea to travel to Alpha Centauri because of the amount of traveling time required to reach a planet.



Taking on Missions

While it's a good idea to take a few packages here and there, try not to deviate from your normal path.

One of the best missions we came across involved ferrying a package to Lander 21105, which looked easy enough, yet there was an obstacle following our every move. Try not to take on such missions until you've flown a few of the easier plots out of the sky.

Later on, look for hot missions where you simply take a client from point A to point B. Whenever you come across one with decent pay, fill an extra passenger cabin, when the mission's over, call it back to the Shipyard so you can transport large amounts of goods again.



COMBAT

One of the most difficult problems facing a novice player in combat — the ships move much faster than in the original Elite, so even getting a shot is can seem almost impossible.

The first thing to worry about is getting the ship in your targets. There are two ways of doing this, both requiring you to click on the enemy so he's actually targeted. You can do this while the game's paused, allowing you to get him on-screen first — hit the ESC key then click on the ship using the mouse.

Once he's targeted, you can either use the autopilot to keep him steady or get the computer to lead him, making manual aiming a lot easier.

A word of warning — if you use the autopilot, make sure you turn it off if he's 2.5 km or less away from you, or you smash into him instead. By away we mean about 10km behind



and then switch on the autopilot. In the game's early stages you only need to land between five and ten shots to defeat an enemy, and this distance proved sufficient.

It's not advisable to use this technique should you come across an assassin, since you're also an easy kill and you'll get blown out of the sky if you aren't careful.

NEXT MONTH — The advanced players' guide!

Pinball Dreams has established itself as one of the greatest pinball games ever released on the Amiga. With its outlandish tables, packed with an extensive range of bonuses, it's a game ripe for an **AMIGA FORCE** players' guide.

TABLE 1 - IGNITION

The Ignition Table is excellent for beginners, as they can rack up large scores.

Don't over-concentrate on lighting the word, **IGNITION**, as it can cost you many test balls! It's much easier to light **FUEL** and **LIGHT** to increase the tally.



Illuminate each fuel light and propel the ball through the left chute to pick up a bonus. The more times you light fuel, the further your coast travels and the bigger the bonus.

Hit each of the three lights to add an extra letter to the Ignition's word. Light all the word and launch your ball through the left chute to receive the jackpot.



Flip the ball from the right flipper's tip to fire it up the left chute. Launch from the flipper's centre to send the ball sailing up onto the middle ramp.



Every time you roll the ball up the left chute, it increases the ramp value up to a total of ten million points.



DREAMS

Playing Tips!

Illuminate the letters spelling "WHEEL" to boost bonus multipliers by up to eight. Every time Wheel's lit you're awarded one million points. On launching the first ball, one Wheel letter flashes as a hint. Popping the ball over it awards a color million points.

Use Spinners to cycle the letters so your ball hits an extra one.

Strike every light letter to activate the central ramp. The first time you roll up the ramp an extra ball's awarded. From there on, you score five and ten million respectively.



Rolling the ball through this tiny, tricky right-angle corner scores ten thousand points and enables the neon "Start" light, illuminating all "Start" lights gives a double bonus.

The easiest way to get up this chute's to launch the ball from the left flipper's tip.



Illuminating all steam letters increases the left blue ticket price to a maximum of 100,000.



TABLE 2 -

STEEL WHEEL

One very handy, but tricky, bonus is gained by landing the ball in the top ball-ramp. It starts a roulette game rewarding you with anything from bonus points to an extra ball.



Roll the ball over arrows to collect up to 20 million points each time. Light up all three arrows to increase your score multiplier to a total of seven. As with all tables, use the flippers to make your ball go in an odd area.

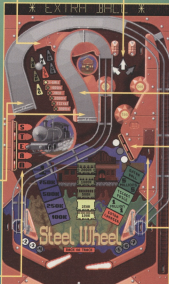


Send the ball up the left ramp to be rewarded with whatever value's showing on the left blue tickets.

The easiest way to get the ball up the ramp's to fire it from the right flipper's tip.



Another extra bonus is gained by sending the balls around the left and center ramps within five seconds of each other. The score for this? A cool one million points!



Making a shot of the center ramp allows you to collect the points shown on the central yellow tickets. A simple way around this ramp's to hit the ball from each flipper's corner.



Activating the three lights in the right enhances the prior drivers on your right green tickets. These also provide fortunate up to an extra ball.

To collect the bonus when shown on the green tickets, flip the ball backwards from the right flipper so it enters the ball-ramp on the right wall.



Playing Tips!

TABLE 3 -

BEAT BOX

Enter the high-flying world of the record industry on the fast-moving Beat-Box table. This table's a lot smaller than the rest. Don't be fooled by its size, though, as it's very tricky keeping the ball in play. It's definitely not one for beginners.



Send your ball up the left ramp to pick up various four-point bonuses which you'll hit.



To light up the green arrows, you enter the left tunnel. Each time you enter, an arrow is illuminated. Light all three to activate the left tunnel to various bonuses.



Activate each outer light on the left. Every time you light the set, the four lights increase by one security. Getting the World Tour icon also enables the ping-pong.



The multipliers on this level are very tricky to reach. They're in the three stars in the top right corner of the table. To get to them, fire the ball up and round the left ramp.



Shoot your ball into the right tunnel to activate green icon buttons up to the movie icon. To collect the bonuses you've worked up, send the ball round the ramp, directly to the left of the tunnel.



There are two red targets in the game used to activate the charts and allow your climb up to number one. The left target enables the European charts while the right sets in motion the US charts. Hit each to advance your chart position by one place every time. Reaching the number one chart position rewards you with five million points.



A very tricky bonus position to reach is the ball-trap. To enter, fire the ball back up into a front the right flipper. Once inside, you're rewarded with everything from a Double Bonus through to the Jackpot and Megaball.



Playing Tips!



Nightmare's the most fun table to play. There are plenty of bonuses to be had and targets to hit. Also in the race for Midnight, above reaching it adds four bonus points to the tally.



Multipliers are at the top of the table and spell out the word 'Star'. As with all others, adjust them using the flippers to make the ball hit an unit coin. If you knock the multipliers up to a hefty multiple of ten, you receive an extra ball.

If your left bonus path's flashing the extra four look, shoot the ball into the top ball-trap to move one hour closer to the all-important hour of midnight.

TABLE 4 - NIGHTMARE

Firing the silver ball round either ramp advances the clock one hour closer to midnight.

When it finally arrives, fire the ball along the ramps as many times as possible. Each time you successfully negotiate a ramp, you receive five bonus points, although you must do this before the timer at the top of the screen reaches zero.



Light each target on the left rack to add an extra coin to the left bonus path. These bonuses can be anything from an extra hour to ten million points.



To collect items from bonus paths, shoot the ball along the tunnels located directly above each path.



Illuminating every letter of the word 'Ghoulyard' sets into motion the mystery spin-machine. It stops at random to reward you with one bonus item from the table.

To light 'Ghoulyard', hit each target to activate the word 'FLUP'.



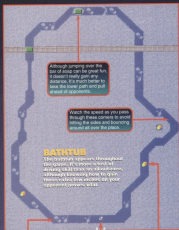
The right bonus path only contains bonus points. To activate these, you need to light up all three targets in the right rack.



Playing Tips!

MICRO M

Micro Machines is the wildest and wackiest race game yet to hit the Amiga. The key to success in this mini-marathon's to know each course-layout. To further your racing ambitions, the A-FORCE crew have compiled this helpful set of maps, guiding you through the many pitfalls of miniature-racing.



Although jumping over the lot of bats can be great fun, it doesn't really gain any distance. It's much better to take the lower path and pull ahead of opponents.

Watch the speed as you pass through these corners to avoid hitting the sides and bouncing around all over the place.

BATHTUB

The bathroom appears throughout the game. It's more a test of driving skill than an obstacle course, although knowing how to gain these extra few inches on your opponent proves vital.

Choose the route through the croziest group of bubbles as they slow you down and cost precious seconds.



Dodging the two ducks is a real pain, although they can be advantageous by using the bump technique on opponents.



It's down the drain if you don't stay on the lower path along this straight. Maintain full throttle to avoid the pull of the slugs.

Make sure you're on the left driver's right of the back as you approach the water bridge, preventing a sufferer straight and to your driving corner as you hit the rubber.



Drive down and take a tight line around these corners, otherwise you're likely to slip over the edge.



DESKTOP

The desktop drop-offs are coarse really, curling out the skilled drivers from the top-racers. Long straights tend to make drivers a little lazier as the flagline, though this is quickly sorted after a couple of red-out control spins off the edge of the desk.

Start is fast when you see the top of the blotter, dropping you flying off the edge of the desk into oblivion.

Your start/finish line's coated here. Try to pull away from the start to gain two places and cut the corner to get a decent lead.



Make sure you're clear of other opponents along this straight. This stop you being pinned off the side of the back-ramp.



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JANUARY 1988

MACHINES

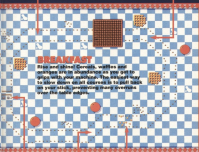
Playing Tips!



Throttle up to full along the straight to gain distance as you jump over the power rail.



Keep your speed at full throttle as you leave this corner to fly straight through the next set of corners without any problems.



BREAKFAST

Rice and shrimp cereals, waffles and oranges are in abundance as you get to grips with your machine. The easiest way to slow down on all courses is to pull back on your stick, preventing many overshoots over the table edges.



As with all starts, if you make the book from the pack, it gives you a bit of room to recover from any mistakes.



It's another straight line which you take with care to avoid flying off the table.



Try staying to the top of the straight to avoid orange juice vipers. They slow the car down and can cost the race.



A quick way to gain a lead on opponents (and left you is to bump them to the left at this point, sending them crashing into the wall.



The finisher is a real pain if you don't know how to handle it correctly. Get your familiar with the course, go around the left of the house. The more confident you feel full throttle and pass along the right. Maintain speed or the pit slows you into the wall.



The best approach to pull ahead of opponents is by jumping them into jets of water from the broken pipes. You send them spinning off the track!



GARDEN

It's time to take to the air in the Chopper Level as you fly around a beautiful rose garden. However, it's not all a bed of roses with leaky waterpipes and vicious healers. This is one garden you're glad to escape.



Your start line's situated at this point. As soon as you begin, try to get across to the inside of the first corner for a good racing line.



After negotiating one point, it's pretty easy to stay wide enough to the track's Maxx lane you don't get too relaxed cornering or you could end up at the back of the pack.

Playing Tips!

Yes, you guessed it: It's the start-line and another corner where you can gain the advantage by hanging back at the start, offering a better racing line through the first corner.



If you maintain full throttle and keep to the bottom of this straight, it's possible to successfully negotiate the corner at top speed.



As you approach this narrow track, try to bump any nearby opponents off the track into the ruts at the side.



This is where problems really start. The super-glide is a real pain, as it slows down early vehicles passing through it — almost to a complete standstill!

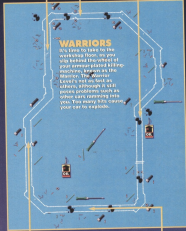


Oil patches dotted around the course add too a major disadvantage. Hit them at full speed and they're only to push through without losing too much speed.



WARRIORS

It's time to take to the workshop floor, as you slip behind the wheel of your armoured killing-machine, known as the Warrior. Level's not as fast as others, although it still poses problems such as other cars running into you. Too many hits cause your car to explode.



Don't worry about speed along here. If you hit the walls at full throttle, with your car at an angle, you can use the speed to scoot off the corner and along the next straight.



If you hit the first bump of sand with enough speed, you clear the second and get ahead of opponents.



This is another point where you can knock opponents off the track into the obstacles at the side — very useful if you're stuck in the middle of the pack.



After you've gone through the first oil patch, put off the track so you're driving parallel. You then miss the next drop of oil and the large patch of glue behind it.



4. Don't let this playing card too fast or you could fly off the table-edge. Stay accelerating as you're halfway up the card for the best result.



Playing Tips!



5. Head straight down this pocket, remembering to stay at full throttle as you disappear. You gain a flying start as you launch out of the top pocket.

1. If you stick down and stay to the inside as you approach the corner, it's possible to land a well-placed shot on opponents as they approach.

2. The draughtboard can really slow you down if you're not careful. The optimal route through it is to move straight down the center until you reach the two white pieces. Move diagonally in between them and continue off the board.

POOL TABLE

This one really sorts out the Marvellis from the boys. High speeds can become more of a hazard than a help, especially when maneuvering around the table-rim.

Make sure you go down the center of this card, as dropping off the sides causes the car to explode.

As you travel along this straight, try staying at the bottom of the track. By doing this, you avoid getting caught by the pool ball in the middle of the track.

TANKS

After racing, it's also time to relax on the tank circuit with a lot of unrelenting destruction! The whole of the Tank Level's based around destroying your opponent to gain the advantage. Instead of using racing abilities to break off your opponent, use your tank, simply blow them out of your path. Be careful, though, as opposing tanks are also armed.

Unlike other courses, it's best to hang back a little at the start, allowing you to cut through faster on the approaching corner.

Stick to the inside of this corner and it's possible to cut across diagonally right to the finish line, saving precious time.

If you're too close to an opponent to hit them with a shot, this is the perfect opportunity to bump them off the course and into the playing cards.

Playing Tips!

Lemmings Lifeline™

This month we delve into **Lemmings 2: The Tribes**, focusing on the far and mystical East to solve the **Glued to the Goal** level in the Egyptian Zone. Our second venture into the territory of suicidal rodents takes us to the strange and mysterious **Shadow Level**, known as the **Land of Oz**. Remember, if you're stuck on any level from **Lemmings**, or even **Lemmings 2**, write to: **Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Please remember we need the level you're stuck on as well as the level code.

1

When your first Lemming reaches the platform edge to his right, turn him into a glue-dropper, building a bridge across the abyss.



GLUED TO THE GOAL Egypt Level

This level has three doorways from which the little green thugs are released. Use glue-throwers wisely to get all three Lemming gangs safely through to the exit.



LAND OF OZ Shadow Level

Unfortunately, some rodents are sacrificed allowing the rest of the team to survive. Flame-throwers are your greatest asset. You have enough to finish the zone, but use them sparingly.

1

As soon as the first Lemming reaches the slope, let rip with a flame-thrower, forming a pathway under the crusher's pressure switch. Just before he leaves the first pit, unleash more hot fury to get past the next switch.



2

It's down to the bottom level for the next move. Here you turn the first little green-haired geek into a flame-thrower to burn through the column to the right.



3

As soon as he reaches the water-filled pit, turn him into a glass-dropper pouring his sticky lead into the water. Get the next suicidal little freak to do the same and repeat the process until the pit's filled.



Playing Tips!

4

After crossing the water you come to a seemingly impassable pit. Drop another load of glass and begin building a bridge. When the first Lemsing crossing the newly-formed bridge reaches

about halfway, get him to drop more glass, continuing the bridge to the far side.



5

On reaching the upward slope, convert one Lemsing into a platform-builder, creating a bridge to the left. The first little guy reaching the pedestal burns through it opening the pathway to the exit.



6

It's now just a case of guiding the exit of the going safely to the exit. The beam from the top doorway can burn through the two walls with the aid of a flame-thrower.



7

The guys from the middle doorway blast through the metal block to the right. You need two flame-users to burn a safe pathway under the solid block.



2

When you reach the blocks spelling the word GUY, burn a path to the inside of the first letter.



3

Use another flamer to incinerate the letter's right side, allowing you to burn through the bottom of the next two letters and reach the level below.



4

After dropping off the ledge to the right of the phone box, use a filler to top up the large pit enabling you to continue to the right.



5

Use another filler as you pass over the sloped block. This covers the switches activating the deadly crushers above, permitting you to pass safely.



6

Fill the last pit with another filler-dude to cross the last obstacle to the exit.



HUMAN 2

THE JURASSIC LEVELS

It's time for more Jurassic-japery with those Cro-Magnon cretins known as the Humans. After last month's massive amount of levels, we present for your delectation solutions for levels 11 to 14.

13

Upon starting, build a tower to collect the spear. Drop it off the right edge of the ledge. Once the spear touches ground, climb the next ladder retrieving the spear from above.

Throw the spear across the large pit allowing the poor, lonely human to reach across to the east of the gang.

Use the rope-cannon, hauling the team up onto his level before working your way to the top of the ladders. Leave one man on the pressure-pad next to the ladders to remove the log from your path. Now use rocks and flames leaving the remainder up to the top right ledge. Hurt your spears at the Dinosaur, sending him to an early grave, and collect the spear. Use the weapon to bound across to the exit.



11

Turn your feet man into a rope with the switch-door's help. Next, build a tower up to the left ledge and get two of your team to climb onto the Prisoner's back. While your men are enjoying the night, get them to build a mini tower so you can stop off to the left and grab the spear.

Return all your team to the bottom level and use the old tower and rope trick to mount the ledge on the right. Work your way up to the very top ledge, then use the spear, vaulting across to the left. This is where you find the all-important ladders. Throw it back to the right and vault after it. Use the torch to burn the nice-looking little bush on the right, clearing a path for your team to follow.

Use one of your men as a tower to access the large outcrop of rock. Next, lower a rope off the right of the rock, allowing one of your team to climb down and touch the evil block.



Work your way up to the top Dinosaur ledge. While on your journey, remember to collect the fire. Also, launch three spears to waste big old Hiss. Use ropes and towers, lowering your team down into the pit and out the other side to confront all-terrifying their bush. Burn it with your torch before taking a short hop, skip and jump to the exit.



12

Your first job is to take the human, furthest right, up the ladder and collect his spear. Now bring the top man down to get his hands on the other spear. Take them both to the western left and use the rest of the team to build a tower up to the spear on the ledge above.

It's time for more tower building as you undertake serious construction work to reach that vital rope. Use it to help the remainder of the team work their way up. Remember to collect the fire. Also, launch three spears to waste big old Hiss. Use ropes and towers, lowering your team down into the pit and out the other side to confront all-terrifying their bush. Burn it with your torch before taking a short hop, skip and jump to the exit.



14

Grab the spear next to the farthest right guy and spring to the central platform. Throw the spear across, moving the team to the far left. Build a tower to grab the rope above. Next, move the crew back to the left and scale ledges, using the rope-travel technique. Grab the spear you find there, then go left across rocks, lowering a rope down and throwing two spears to kill the Dino.

After grabbing the spear and flame there, return to the rest of the bunch and throw the flame to the right ledge. Follow it by vaulting with the spear and work your way to the ladders on the right, remembering to throw the flame ahead of you at all times. Climb the ladder and burn the bush before using the flame and ladder technique to move left to the next bush. Tweak it, clearing a way through to the lovely young maiden and successful completion of this level.

TIPS BITS

Playing Tips!

Welcome back again to the section of the mag which is written by the readers for the readers. Having trouble with a game? Then fear not, send your problem in to us here at **Tips Bits**. If one of the **4-FORCE** team cannot help you in your hour of need, then one of the many readers may be able to put an end to your worries.

Remember the best tip each month will be rewarded with a free 12-month subscription (if you already have one, then we'll extend it). Don't worry if you are not hailed as top tipster, as we put all the other helpers into a hat and reward one of them with a subscription as well. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY9 1JH.**

JAMES POND

After reading your fan tips book in issue 12, I found two more secret tunnels in James Pond. To find the first, which is in Level 1, you have to free all the toddlers free go back to the entrance level, where the water ends, then jump up onto the rock which is out of the water and push down when you are over the green-covered bit. This transports you to Level 11.

The second is in Level 2. Free all the fish, just to the left of the entrance tunnel is a green-covered bit of rock. Push down over this and it transports you to Level 5. **James Mitchell, Luton**

Thanks a lot James, we're glad you enjoyed the tip book. If anyone out there knows of a use for the top hat on Level 6, then James would be most grateful if you could let him know!

PRINCE OF PERSIA

Q2 ■ **HOBUS PONY** I am stuck on Level 10 of Prince of Persia, which I believe is the last level. I've searched the past all the level where I've climbed up about six screens and am stuck atop a platform. Above me is a collapsible walkway. It seems the way to go is to try to get on the walkway then proceed to the left.

The only problem is, I can't get onto the walkway. Every time I try to get onto the walkway it falls away bit by bit until I have taken off the platform I was on, down to my death. **AGHHH** Can you get me out or is there somebody out there who can? Then I'll be able to throw away the sleeping pills. **Jeremy Coleman, Middlesbrough**

■ **Calm down, lad —** I'm sure that somebody out there has the answers to your problems. All **POPlans** should drop us a line if you have the answer to Jeremy's dilemma. The games a stiff challenge get it's a nut that has been cracked.

CUT OUT CHEAT!

Snappers, coupons everywhere... this month we bring you all the latest hints and tips in easy-to-use, cut-out format! No more searching through old magazines every time you want a cheat, just cut out our coupons.

addams Family

ADDAMS FAMILY

crystal dory

CRYSTAL DIZZY

balance of power

BALANCE OF POWER

baldy

BALDY

cool croc twins

COOL CROC TWINS

airbus 320 usa

1320

deep core

DEEP CORE

d/generation

D/GENERATION

globulus

GLOBULUS

Playing Tips!

TREASURE ISLAND DIZZY



Aslan Brown wrote in to us from Deepsea, deepest Norfolk, with this very handy solution and cheats for that old favourite, *Treasure Island Dizzy*. Thanks for the note, Adrian — I'm sure a lot of readers will find them very useful!

Take the empty chest and place it by the rock steps. Jump up and let the fly lay a coin on the bridge. Press fire on the bush next to Hookjaw's grave for a coin. Kill the fly fly for a coin, do not touch the fly fly or your controls will be reversed. Press fire on all doorways of houses, some of them have coins, whilst in the tall trees avoid cages, there are three of them.

Press fire on a red rose for a coin, go to heavy weight and use it on the hanging head. Take the detonator, go left for the snooker and right for the spade.

Before you enter the water where you started, leave spade and detonator behind, enter water and pick up dynamite. Take the detonator and

place both dynamite and detonator at the blasting area, this will remove the rocks, now take bag of gold. Go back to the water and take crowbar, use it on the rock on the ground. Go down air tunnel for coins.

If you find that you are stuck do not worry, simply type `GGGSSSSSSSS` and press "P" to pause the game, now move the joystick in any direction. You'll see that you are free to move anywhere of your choice, now go to the storeman and press "P" to play again, isn't that a lot simpler? Give the bag of gold to the storeman in exchange for a boat, go to the bush at the edge of the island next to the water and press fire for a coin. Use this spade on the grave to gain access to magic water. Use the key on the trapdoor on the floor for entry to secret kitchen. Take brandy, go right and take the golden egg, watch out for that large tumbler. Give the egg and brandy to the storeman for a motor and petrol, take them to the boat. Go to the bridge press "P" and go down, press "P" again, now take Hookjaw's treasure. If you go back up through his grave you'll get stuck by lightning so you'll need a spade. Give the treasure to the storeman for the ignition key.

If you're stuck for the last coin get water by a big fish, there's one in the lily, if you go up into

the sky above the sunken ship you'll see the island in the sky. Now you have all 30 coins get on your boat and visit the tax-man.

Congratulations you've completed the game...

The page stick is in the clouds near the tall trees and the floppers are in the clouds above the store.

The "P" to do does not work unless you type `GGGSSSSSSSS`...

FLASHBACK

Aslan Brown wrote in to us from Deepsea, deepest Norfolk, with this very handy solution and cheats for that old favourite, *Flashback*. Thanks for the note, Adrian — I'm sure a lot of readers will find them very useful!

1 Go right up next to the wall or door.

2 Hold down fire.

3 Turn the joystick so that you start turning the opposite way.

4 After about two steps in the opposite direction release fire and turn the joystick back the other way.

5 As soon as you approach the door/wall you should start walking through it.

If you get stuck, hold fire and wobble joystick.
Ian Potts, Ilford

addams family

Level Codes:

- 2 — 91R18
- 3 — R1R1G
- 4 — R99K&
- 8 — BLJ12



Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

cool croc twins

Empire

Level codes: 2. TRIAX, 3. DREAM, 4. MUNGO, 5. JANKO, 6. HENRI, 7. DOORS, 8. FLOYD, 9. BRUNO, 10. MONEY, 11. HUMAN, 12. GIRLS.

baldy

Press P during the game, then finish the first level. The computer asks where you want to go next. Type `LEVEL *`, replacing * with the level number you want to reach.

balance of power

Mindscape

Listen to your advisors. You CAN win situations while ignoring their advice, but you usually end up starting WWII.

crystal dizzy

CodeMasters

Game Genie Codes:
Part 2: (Blackheart's Pirate Ship) 83J 739 0HK
Part 4: (The Ice Palace) 83J 5G6 2KF

globulus

Type `Zmo:EG` (note the capitals) to activate the cheat mode.

d'generation

Millennium

On Level 81, your user name's `SETH` and the password's `OSTRICH`.

deep core

ICE

Type `I NEED OXYGENE` during play to replenish your air. `ONTO I NEED ENERGY`, or for info everything, try `TRAINER MODE`.

airbus 320 usa

Thalion

Load up your Workbook. Find a file on the game disk called `DUMMY.log`. Change this to `DUMMY.log`, then, when in the game, log on as Dummy. You now have over 5000 flights to your name and a performance of over 500%.

THE PATRICIAN

Q ■ We've been receiving a lot of post here at the A-PORNE offices, all of it crying out for help on the excellent game The Patrician. To aid you in your journey to fame and fortune across the seven seas, we've come up with these tips.

Begin the game by basing yourself in Lubeck and having borrowed an appropriate amount of money, start trading between Lubeck and Malmö, taking wine or salt from the first, and wood and wool from the second. At the beginning of the game, you should concentrate on shifting cheap goods such as salt and corn. Low price means low risk and high quantities.

Look out for the arrival of the spice fleet. If you choose Quick Start the spice fleet will already have docked in Brugge when you begin the game. When the fleet docks you should sail straight there and buy as much pepper as you can, then stay in dock for a couple of weeks. You will then be able to sell the stock for twice what you paid for it.

There are other commodities that will provide you with an equally fast buck, but you must buy them in the correct locations. For

example, buy furs in Novgorod and sell them in London. Buy wine in Brugge, oil in Bergen and hemp in Danzig. Purchase salt in Lubeck and sell it in Stockholm.

There is more to trading than making a fast Trade. You must also increase the barter rate with your activities. If you only deal in expensive goods such as meat and fish you won't get yourself noticed, or remembered. A little low trade is called for, and some trading in luxury goods.

Once you have enough money, it's wise to spend it in an honest shop. The cheapest and fastest shipped to use is in Novgorod. All you need to do is load up with hemp, since the other materials you need should be in the town.

DEALING WITH PIRATES

■ This is a risky business, but if you are willing to run the risk you could end up with an entire fleet of ships for next to nothing. Hire out a fully armed ship and (even—so far from your home town as possible)—and the pirate will sell you every ship he captures, for a price. On the other hand, he may disappear and never be seen again.

Alternatively, set up a guard-ship in front of the town you know the pirates are heading for

Playing Tips!

and attack them as they enter the port. If you win you will not only get the ship, but also the gratitude and admiration of the townsfolk — an invaluable commodity.

Always ensure you have enough money in the office and that you pay your debts on time. Keep your ships in good condition. Determination in their condition will reduce their capacity. If you have a ship that is a complete wreck then just sell it.

Selling ships at auction is a good way to make money. You can bump the price up by bidding against yourself (you will need to be very fast on the keyboard, but be careful, don't bid too high or you may end up paying for a ship you already own).

GET POPULAR

■ The easiest way to win popularity is to throw a party. If you're having problems with the catering side of party throwing, then here are some invaluable tips. Build yourself a warehouse and stash 50 (bunches) of the following in it. Meat, Fish, Wool, Wine and Corn. The best



Playing Tips!

days to throw a feast are between 24th and 31 December. (The same catering arrangements apply for weddings).

When it comes to getting married, the best bride you will be offered is the grieving widow of a barman—as a dowry you will get two large ships.

To become Alderman you need to be Mayor of your hometown, and have an excellent reputation in several other towns. Join as many guilds as you can and trade between as many towns as possible and be generous with your wealth. If you want to see results you should spend around 1m Pater on the town initially, about 1.5 million the second time, and about 3 million the next time.

Use your warehouse! Buy cheap products, like cereals and take on employees. They will make valuable processed products like beer out of it.

There are many unpredictable elements in the game. Disaster or good fortune may strike at any time. However, one thing is sure, the further into the game you get, the more dangerous the

transport of goods becomes. Equip one of your ships to test a convoy and you not only reduce the risk, but also gain popularity.

MORPH

eg I am finding it very frustrating playing Morph. Is there any way that you can cheat so you don't have to go back to the beginning every time you switch your computer off?

Hoping you have a solution, S. Simmons, Beggar Pige

Well, we've searched high and low, but we're stumped on this one too. It's over to you again, reader — let us know if you come up with anything.

Brat

- | | |
|-------------|--------------|
| 1. IESBAMO | 5. ITSANOWO |
| 2. MHEMORO | 7. NOZBATO |
| 3. SASUTOCZ | 9. HEDITOMAO |
| 4. SUMATZEE | 9. MORITEMO |
| 5. NOKITAOO | 10. ZUMSHATO |

FIRST SAMURAI

eg I refer to the Tip Ditz section in the last magazine, which referred to the game First Samurai and the code DEPUTS to enable you to use as warriors to walk around levels. I have done this and nothing happens.

I would be grateful if you could tell me what I am doing wrong and how to correct it.

Hoping you are able to help me, Victor Fye, Glasgow

I'm sorry to inform you Victor that you probably have a different version of the game to the one here at A-FORCE Towers. Hopefully, one of our readers has the same copy of this game as you and can supply the help you are seeking.

The laurels this month go to **Adrian Brown** for his cracking solution and cheats for **Treasure Island Diary**. His first rate tips win him a 12-month subscription. Keep the tips, hints and cheats coming in to us here at **Amiga Force**.

immortal, the

Hit Squad
Level Codes

2. C0DFF1009MF10,
3. GADDA21000E10,
4. B0PFE31001E00,
5. G0NDE44000E00,
6. 307FD53010E41,
7. 6010F01010E41,
8. B59007710170C1

historyline 1914-1918

Bluebyte

To win most of the time, try retreating behind your fixed artillery, placing long-range units at the front. The enemy often walks straight into a wall of fire.

hagar the horrible

DAVE

Level Codes

1. FEAFOH
2. JYASMS
3. AS0AP0
4. C0P3P0
5. F0E0R0
6. 00A0R0
8. WYHLD

graham gooch's international cricket

AudioLogic

When batting, hit the ball then press pause. The bowlers freeze, but you can still keep running by hitting fire.

prehistorik

THUD

After killing the turtle-like creature on the first level, you come to a screen with two dinosaurs bounding up and down. Don't jump over the first one. Instead, jump into it and you fall into a secret room.

lord of the rings

CA

Explore The Shire thoroughly as there are items here you need later in the game. If there's a chest in a room, use the skill PICK LOCK to open it. Pipin Took has this skill.

legends of valour

US GOLF

Don't sleep on the street — it's illegal and highly dangerous. Get a room instead — the Seaman's Tavern has the cheapest rates.

impact

Level Codes

11. G0LB
21. F100
31. WALL
41. PLAS
51. HEAD
61. JUMP
71. ROAD
81. USER

xenon 2

Electronic Arts

- How to spend your cash...
L1, SHOOT 1: Buy Health
L1, SHOOT 2: Sell Fear-Shot, Buy Doubt-Shot and Side-Shot
L2, SHOOT 1: Buy Side-Shot
L2, SHOOT 2: Sell Side-Shot
L3, SHOOT 1: Buy Health and Fear-Shot
L3, SHOOT 2: Sell Fear-Shot, Buy Side-Shot, Laser and Fear-Shot
L4, SHOOT 1: Sell Fear-Shot, Sell Side-Shot

unreal

On the main screen with the dragon, type ORBLOGICUS for immunity. Pressing RETURN now skips levels.

syndicate

Electronic Arts

Enter your company name as ROB A BANK for 1,000,000 credits, or COPPER TEAM for extra cash and all weapons and modifiers already researched. WATCH THE CLOCK, effects the mission timer.

strider II

US GOLF

Type SWIFT during play to activate the cheat mode.

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LOTUS ESPRIT TURBO CHALLENGE

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



THREEBIES!

SWITCHBLADE

■ A clanking arcade adventure with the bang punching and kicking battles galore as his newbies for the fragments of a mythical sword. The innovation of shooting unexplored areas as well removes the risk of backtracking in the extensive underground levels.



MANIX

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

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It's the new face of the Ninja of the 11th Dimension have been waiting with bated breath! We give the outstanding sequel to Spectrum Graphics' legendary Zool the complete AMIGA FORCE issue over. Don't say we never do anything for you!



King's Quest VI

Great news for addicts of Sierra On-Line's amazing adventure saga. Next issue features a complete review of the latest King's Quest instalment. This has to be in the running for the prestigious honour of the AMIGA FORCE Race Review! Make sure you don't miss it!

Shooting Stardust

It's a great shoot-'em-up, packed with worlds, missions and wargames. Don't get a top review this issue and there's more to come next month. Expect a full player's guide with the lowdown on the levels and tips on tackling the extra-terrestrials — don't miss the ultimate guide!



**ISSUE
15 — ON
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