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THE AMIGA?**

COOL SPOT

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review
inside...**

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DOWN
THE
SETTLERS
ARE HERE!**

Impact
AMIGA ZINES



02
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FEBRUARY 1994
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Inside: **ZOO!2 AND CD REVIEWED ■ ALIEN BREED II TIPS**
MORTAL KOMBAT GUIDE! ■ T2 — ARCADE REVIEW



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FORCE

ISSUE 15

FEBRUARY 1994

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**amiga
FORCE**

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Read all about it!

CUM- AN-A GET IT!

Currently available for a sub-price £49.95, the Cumana C43254 3.5" disk-drive below appears to be the perfect answer for those wishing to end those disk-misreading blues. As software as second drives are likely to get, the C43254 is an affordable and robust little unit, perfect for the first-time-buyer (jokes, we sound like an estate agent).

NEW SENSATIONS

The New Year celebrations seem to be endless — even though we're coming to the end of the first month of '94, the quality of games ever increases and the CD32's finally being treated seriously by software houses and press alike!

We finally managed to get our hands on *Real 007*, and, while it doesn't exactly stretch the capabilities of the CD32, it's still a cracking game, with enough modifications and additions to keep you interested! *Libération*, *Lunar-C/Ocean's* and *Sensible Soccer* are also covered — not quite a full quota of games, but at least the number being released is approaching a respectable figure!

One of the problems with the current crop of software lies with the fact that the majority are ports, albeit occasionally with odd modifications. What we really want are games created with the CD32 solely in mind, therefore forgetting the "imitations" of our better joysticks and 16-bit powers. Of course, this all costs huge amounts of development money, which would have to be clawed back as consumer love. Without the user-base, that just isn't going to happen without really decent games, the user-base isn't going to expand. Over to Commodore, methinks — it's their machine, and some heavy development behind some mind-blowing games wouldn't go amiss.

Setters wins the Race Review accolade in this issue, having really impressed the AF crew with its in-depth gameplay. Those who feared the likes of *Powermessage* and *Populous* to their likes will revel in this great new game! There's also a new feature from Inteltek, the team who put together *Championship Manager*, along with *Galaxy 2*, *Real 3* and much more!

Finally, it's goodbye from all the Faroo crew in Devon. We're of to bigger and better things, leaving *AMIGA FORCE* in the hands of those nice boys in Luton!



IN A DAZE

Programmed by Simanis, those people behind *After 1* and *2*, *After 3* is due out in March/April from Future and could well be the best of the bunch. A host of features, additions and innovations are featured — select a team from 100 different characters, create image patterns, become caught up in real-time fights, stolen from other games, and basically get caught up in what looks like are very exciting adventures. Look out for a preview in the next issue!

Other Daze goodies on the horizon include a body management sim and *Robinson's Requiem*. Check out the preview pages for more information.

THE A-TEA

As of the next issue, the editorial control of the Amiga magazine returns to England in Luton with Mark Smith as editor. It's goodbye to the fat lip-key jokes and constant dig at Ian Osborne and hello to a bright and sparky new magazine. Thank's Devon, minky, minky loyal!

Chris Marke Ex-Editor



**Mark Smith
Ex-Managing Editor**

The Amiga-nerd fanatic among us has a tendency to pick on those who are a bit and a bit wily. Can be found in the kitchen, shooting at mirrors. Once compared to his dad.

THEY ARE THE CHAMPIONS!



Championship Manager Italia is the latest and arguably greatest management sim from those boys at Infiniti. However, unlike Championship Manager 1st, produced by Dornier, the Infiniti title is more than just a clone with this one, making the game available mainly on mail-order (it's worth mentioning at this point that Dornier did put a few out on the shelves, albeit for a price).

The game, a real corker, is reviewed in this very issue. You can purchase it direct, sending a cheque of £10 made payable to Infiniti, at the following address: Infiniti Software, PO Box 1734, Bourneville, BH4 5YU.

Allow 28 days for delivery (cheapest), it'll get to you a lot quicker!

For those waiting for the next instalment of what's turning out to be a classic series and in for something of a wait. Infiniti are using the next year to develop and program the sequel to CM'93. Expect one heckuva game!



EVERYTHING YOU EVER WANTED TO KNOW... TOUCH ME GENTLY!

If you're having difficulty getting to grips with your brand new A1000, then first no more. Help's at hand through Bruce Smith's Amiga 1000 insider-guide — Next Steps, which takes you through the machine, offering advice on Workbench set-up, configuring the A1000 for different screen displays, details on viewing documentation and pictures in MultiView and other such things.

Details at £14.95 and available at numerous computer outlets and bookshops.



The Turbo Touch 360 hand-controller's now officially the best-selling joystick of the UK main-system market. Originally launched in the Christmas period of 1992, Hentley are obviously pleased with their 'revolutionary' star-performance.

The reasons for its success are worth noting. This baby has a touch-sensitive control pad, meaning you barely have to touch the pad for it to react.

Takes some getting used to, but after a while, this makes playing some games less of a chore, while the special moves in games such as Streetfighter II and Body Blows are far easier to access.



M '94

Hayden 'Stix' Jones Ex-Staff Writer

Ex-SEGA FORCE MEGA man, the musician of the team finally saw the light and defected to the more intellectual side of life. If only we could have converse with that Teraplay United and football don't mix, we'd really be onto a winner. Once compared to Bruce Willis (they share the same hairline).



Marc Powell Ex-Tips boy

Apocryph of the world under! Our very own tips boy used to get onto the Amiga of the Week spot on the Big AmigaScan once, but he got turned away for his unorthodox claims. Once compared to that fat brother everybody picked out as Gunge Hill. Get it.

Phil Wakeham Ex-Sub-editor

The cat man of the group, who obviously finds eating the words of this group a strain. Apparently has stunts in the local off-licence. Once compared to Oliver Reed.



News! MOUSE IN THE HOUSE

Unleashed, tamed, tamed more for their ingenuity and reasonably-priced joyfulness, these recently made available the Mouse 122 (right), ergonomically-designed for maximum "clicking" for so it says him/herself, Mouse 122's come parable with most Mouses and priced at £14.99



KARAOKE KRAZY!

Surveyors of style and fashion-readers refuse the effect of Karaoke machines, yet those people at Amber Leisure still believe there's life in the old chestnut yet. There are Super Hits Male Vol 1 (Chris' personal favourite, including the likes of I Wanna Dance and My Girl), Golden Duet (Smith and Jiles do a wicked duet on Too Much, Too Little, Too Late), plus others, including Hits of the '80s and Country Hits.

We were lucky enough to also receive Super Hits Female Vol 2; then again, maybe it wasn't so lucky after all, since the top boy is prone to break out into a verse of Like a Virgin. It's enough to put you off your food!

NO RESERVATIONS



Life now is better than no news (sort of), as it recently came to our attention that Special Reserve, these mail-order specialists, recently opened a sprawling new 2000 sq ft shop in Chislehurst.

Games, machines and movie games now grace the sleepy Essex town, with opening hours from 10am to 8pm seven days a week. You'll need to become a member to purchase at these special prices, although you can do all that on the spot when you pop along for a visit.

What's most intriguing, though, are the red vests who decided to dress up and make a day of it. Unfortunately, their dress-code left much to be desired...



Top 20

ELISPA
CHARTS
PENGUIN
COMPILED BY GALLUP SPONSORED BY PENGUIN DISCLOSURE

Frontier's still at the top of the charts — don't say that we didn't tell you it would be (but we didn't).

- 1 **Frontier Elite 2**
Games
- 2 **Frontier Manager 2**
Simulation Graphics
- 3 **Championship Manager**
Sports
- 4 **Carrom Fodder**
Sports
- 5 **Monkey Island**
Puzzle
- 6 **Alien Breed 2**
Team 17
- 7 **Micro Machines**
Sports/Strategy
- 8 **Mortal Kombat**
Fighting
- 9 **Championship Manager '93**
Sports
- 10 **Body Blows Galactic**
Team 17
- 11 **Zeal 2**
Sports/Strategy
- 12 **Parasite Sector '93/93**
Science/Fantasy
- 13 **Alien Breed Special Edition '93**
Team 17
- 14 **Blitzer**
Games
- 15 **Project X**
Team 17
- 16 **Puffy**
Games
- 17 **P-47**
Strategy
- 18 **Trivial Pursuit**
HQ Squad
- 19 **Graham Taylor Soccer Challenge**
Sports
- 20 **Goal**
Sports

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Just around the corner

**AMIGA
FORCE**
takes a
snapshot of
new releases
waiting in the
wings. We focus
on the sprawling
Universe, while
also taking in
*Dennis and
Gnasher* and
the futuristic
survival-sim,
*Robinson's
Requiem*.



You find yourself on a small, barrel-looking structure that is apparently floating somewhere in space among a cluster of other structures. The strange, futuristic atmosphere seems very true and you are able to breathe normally. The gravity on it is well simulated as very weak.

UNIVERSE

■ Core Design

Universe is the latest release from Core Design. You've managed to get our hands on a riffy playable demo of the game, and pity good stuff it looks, too!

This game itself is the sequel to Core Design's first adventure role-playing game, *Curse of the Ancients*. As with its predecessor, *Universe's* format is very simple. It's basically a point-and-click, text-driven adventure game, but the big difference between the two is that this time there's added text helping describe events to the player.

The story behind *Universe* is also very similar to *Curse of the Ancients*. The scenario revolves around the terrible plight of an ordinary lad, much like any of the guys working here! On second thoughts, we may be posing the comparison a little too far, looking at some of the weird and not so wonderful creatures that inhabit the darker recesses of these official.

Anyway, this ordinary Joe's been dragged into another dimension by some powerful force or other. It was created when the fool messed with his

crusely eccentric Uncle's mechanical invention. The name of this creation is the Virtual-Dimension-Incubator. By tampering with it, our young hero, called Bone, by the way, is transported through time and space, arriving in a strange futuristic planet.

Your task's guiding Bone through the alien cosmos in his quest to bring about the downfall of the cruel Emperor Nezemans, whose ongoing war with the mysterious Mexican Empire forms the backdrop for the game.

On his travels Bone may be either helped or hindered by various alien and not-so-alien characters. He must evade Nezemans' hostile armies who rule and oppress the indigenous populations of this dimension. The only question is—can the poor young lad ever find his way back home to put cozy dimension?

From the game we've had on the demo, this seems to be a really playable game, with cuteness of the great Flashback. Moving around the world's very simple. All it requires is pointing the cursor to the destination and pressing F10 on the mouse. Bone then moves to the desired spot.

Across the bottom of the screen are icons depicting all the actions Bone can undertake. There are seven icons in the first menu, including Action, Communicate, Look and Pick-



Inter-



Up. By selecting one, you access further icons offering the different responses to the first command. For example, Action allows you to jump, attack and use Boris' mini tv viewer/monitor.

When you click on one, the cursor returns to the main action screen and you point to the place you want the action to occur. If you want Boris to jump on a passing alienoid, wait for it to reach him and press the mouse button after selecting the Jump icon. It's all very simple and so found the game extremely addictive, even in its unfinished form.

The game features 3D-rendered animations and arcade-style sequences. For the techno-buffs among you, Gnasher also uses an innovative GPAC 256 colour system, which runs on all Amiga formats, including the A500. It's able to display Uniface's digitised, hand-painted scenes and their textures, mood-setting background environments to full effect. Or so I hope we will. It'd be brave the animation looks to be top-quality, with Gore promising even better things to come. Let's hope they aren't hollow promises. Universe is shaping up to be an outstanding game and we won't want to be disappointed. It's due this release over the following month and a full review next issue.

DENNIS AND GNASHER

Previews!

Alternative

Where you or are you still a reader of that legendary comic, the one and only *Beano*? If so, you know all about the dastardly antics of Dennis, every mum's nightmare.

Well, look out! The menace unashes and battles his way onto the Amiga in the forthcoming release from Alternative. Accompanying him in his very first home-computer game's his trusty dog, Gnasher.

There are over a million members of the Dennis fan club and they're all dancing in the streets because of the imminent release of their hero's own game!

Alternative are pretty proud of what they've achieved so far, describing the game as 'something different'. For a start, they've revived the urge to produce a big-standard platform adventure. Instead, Dennis and Gnasher are brought to the screen in a series of 3D isometric adventures.

Like the comic, all the action takes place in Beano-town. It's said to be a massive environment within which every character from the comic has his or her own house. For example, Miss Mince has a house shaped like her distinctive bowl.

The thrust of the game's managing the inhabitants of Beano-town. Even now, Mark's rubbing his hands in glee. We already know he's notorious for using his arsenal of children's weapons from his looking forward to the computer game that also uses playthings such as stick-bombs, water pistols, catapults and pop-shooters. All in a world of bright, colourful graphics and fun-filled music and sound effects.

With packaging designed and created by the same artists producing the weekly comic, this looks like being a hit with young and old fans alike. Expect more news very soon — until then, tighten those catapults and keep those water-pistols full to the brim!

MANIPULATING BORIS

Boris can turn his hand to a number of actions with just the press of a single mouse button. Here's a run-down of just what the hero's little chaps can get up to...

MANIPULATE



Click on this icon and numerous other options appear. These enable Boris to catch, push/pull, insert (pop or miss), wait, throw, gas, attach/join, use (temporarily for these items that you've just picked up!), open/close, open/close (leave it gate open...), and examine. While not used until you actually get further into the game, a well considered knowledge of these commands will prove vital to your success!

PICKUP

Pretty self explanatory — you see an item, you pick it up! Of course, nasty Boris are pretty useful, others rather useless. A few are downright deadly!



INVENTORY

When you're not sure just what Boris has in his pockets (or anywhere else for that matter), refer to the inventory icon for an update.



ACTION

Our Boris likes a bit of action. He can leap right up a way, do a very few gashes, duck just in case an alienoid or projectile is heading his way, attack (some areas can get pretty bloody), or use his hand to get his way (quite an imaginative has Boris).

COMMUNICATE

When Boris comes into contact with other beings, his gift of the gab grows invaluable. He can whisper, talk or even shout, while he also has this pretty cool skill which allows him to throw the odd mind-bolt or two. Beware of using this skill against the wrong being, though, whether it be friend or foe.



Being a strange world, there's plenty to look at and figure out. Boris has 2000 vision, which is a good thing considering that he has to study alienoids, settlements and planets from afar much of the time.

Previews! ROBINSON'S REQUIEM



■ Silmarils

There's another of those survival-simulations floating on the horizon — and bloody good it looks, too! Robinson's Requiem's the title to look out for and it's being hailed by Silmarils as: "The ultimate test of human endurance in an alien world." Here, we always thought that was standing on the shelf at White Hart Lane during a Spurs v Arsenal match and cheering on the Gunners, but that's another story!

Robinson's Requiem is set many light years in the future, in a time when man's spreading his wings ever further across the galaxy. You take the role of government agent, Robinson, sent on a reconnaissance assignment to a mysterious unknown planet.

The only problem is you pretty soon eat the whole mission's a loss, set by your own evil government. They send you out of the way and use this as the plainest method of disposing of an agent without incriminating themselves.

The planet to which you've been sent is in fact a spreading poison, known throughout the galaxy as an "airial Alchemist", from which no-one has ever escaped. Wow! Heavy stuff or what? These guys are almost as corrupt as John Major's government!

The game begins with you falling out of your ship inside a deep and hostile jungle. Equipped only with a survival kit, which includes medicines,

tools and a micro-computer, to help you informed of your physiological condition, your aim's swaying from the bloodiest roots.

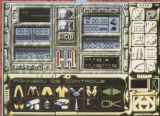
From what we've seen so far, this game looks magnificent. It's a massive panorama, with over three square miles of play area and ten different landscapes to negotiate. These include a North American Forest, an Extra-Terrestrial Village and a Lunar Wetland.

There are also plenty of nasty creatures about, such as dinosaur-type hybrid monsters, whose flesh Robinson can use for meat, and fat he can use for clothing. It's also a good idea looking out for the prisoners who have been dumped on the planet and left to rot. As you might expect, they're a bit pissed off and aggressive. Other hazards are the vicious Cyborgs responsible for protecting and maintaining the poison.

The main of this grass-looking game's survival. Robinson has to do everything to escape from the planet. Silmarils say if that means imputing a limb, you have to do it. Don't worry too much — all the right medical equipment's stored in your kit.

This looks like being a winner. The world it's set in appears to have just the right atmosphere for a survival-sim of this nature.

The game's due for release towards the end of February. If the glimpses we've had's anything to go by, expect it to cause a bit of a stir. We're still not sure about this "ultimate test of human endurance" business, though.



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Have review! amiga force have!

The S



■ In the beginning there was the castle. All around the fields were green, but then the Settler's village began to grow and grime...



■ Always keep an eye out for messages, indicated by a flashing letter appearing in the bottom-left of the screen. These tell you what's happening in the world and give advice on how to counteract certain events. ■



Blue Byte, £TBA

The Settlers is the latest God-simulation on the market — and bloody good it is too! It's the sort of game you can play for hours, becoming so engrossed you don't even realise the time's flying by. Having made it clear from the off that I'm a big fan of Blue Byte's latest game, I suppose I'd better explain why. It's my job, after all.

The game's a massive affair with loads of options to use and actions to monitor. Basically, the scenario's building up a Town around your Castle. Settlers is set in ye olde Medieval times and your role's deciding where to build and who does what job. There are butchers and bakers but no blacksmiths, miners, foresters and woodcutters, steel-workers and armours. The list's huge.

You decide when to start production of a particular material because every action has a knock-on effect. It's no good building a Goldsmith's, for example, if you haven't already got a Goldmine up-and-running.

All the action takes place in a specific time-frame. You can see the buildings gradually taking shape — first the foundations are placed, then a wooden frame goes up, before the bricks are put in and the building's complete.

Graphically, the game's superb — the men may only be tiny, as they go about their business, but the attention to detail's excellent. As the different buildings are constructed, you watch the little guys swarming all over them, farmers flying, it's great fun, with some excellent sound effects, such as the noise of rearing wood and the grunts and groans of the workers as they toil in the sun, adding to the industrious atmosphere.

Settling down

You begin the game by deciding where to construct your Castle which serves as

headquarters for all the different businesses. It's vital to choose the Castle-site wisely; a poorly-placed Castle is disastrous for production. You need a base rich in natural resources and easy to build on. It's worth scrolling around the world checking out loads of options before deciding on your final site.

Having you choose a location, a Geologist, an hard to give advice on the different resources available in each area. He gives a rating for underground riches, such as gold, iron, coal and granite. These resources are only found in the mountains, so build near them. If his ratings are all between average and perfect, it's a site worth considering, better average and it's best to move on.

It's also important taking the terrain in an area into consideration. Obviously, it's best to look for a relatively flat area for building, although it has to be fairly close to the mountains and underground riches. These also have to be near materials close to the Castle, such as trees and granite for new house-construction.

The importance of the underground riches decides your strategy. As you progress, the raw materials are vital for food-production and, should you be attacked, weapons.

Once the Castle's in place, it's time to get building. Using the mouse, scroll round the terrain checking what can be built where. A Castle room means any of the buildings, from a Garrison to a Fisherman's hut, can be constructed on this piece of land. A House icon indicates only small dwellings can be erected and a Flag tells you the area cannot be used for building. There are six different buildings available, all of which need to be constructed at some stage to create a complete Town.

The final stage's probably getting some mines set up. These give the Town the raw materials to construct other dwellings, work implements and weapons. It's also easy to get your Forester and

Well-implemented and superbly designed

Settlers

Rave review!

Mark

What a terrific title game! I didn't really expect too much, even after reading the accompanying blurb — it sounded very much like a *Populous*/*PowerMonger* derivative.

But *Settlers* is more than just a clone — it adds many new ingredients to the genre, such as building development, community expansion and many other ideas which don't just involve combat.

The death's desirable, offering many surprises without being so complicated as to be baffling. There are charts, graphs and such things to study, but, with familiarity, they add to rather than detract from the enjoyment.

All in all, a fabulously addictive game, well worth shelling out your cash on! ■

■ The Blacksmith is a vital member of the community, without whom the armies would have no weapons and the workers would have no tools. Simple really. Build your Blacksmith a home...Muff said?



Woodcutter working on stockpiling wood and the Stonecutter doing the same with stones.

Each time a site's chosen for a new building, it has to be connected to the rest of the Town by road. The roads run between the flags, marking the edge of each building. If they're not built, the little workers cannot get to the new construction site and work's delayed.

Sensible strategy's vital

As I said, everything in this complex game's linked. For example, there is no point building a Butcher's unless you already have a Pig Farm to get meat from. Similarly, to produce weapons you need a Stonecutter and an Armourer. This makes for a game requiring plenty of intellectual thought. What do you build first? Are you going to concentrate on agricultural growth, industry or creating a powerful army. Charts show you which production you're concentrating on. Raising and lowering the levies changes the production emphasis to the desired area.

Fenty of statistics help keep tabs on what's going on — there's information to access via the town at the bottom of the screen. You can check how many buildings are under construction and which are now producing products, an important menu since the Town begins to grow. It's easy to lose track of what's going on where without it. Plenty of graphs show the production levels of different items.

Another option available is attacking enemy buildings. You need plenty of Knights to achieve this. The first steps to build Barracks, Blacksmiths and Guard Halls near to the enemy base. Then you can train the Knights to attack opposing forces. Remember, though, the enemy also attacks you, so don't leave the Town defenceless.

As you may have gathered, this is a game with a great deal of depth. Everything takes a bit of time to get used to. It's a good idea to practice in the training mode before attempting a real scenario. I can't recommend *The Settlers* highly enough. Great loss, well-implemented and superbly designed. Need I say more?

Chris!



amiga
FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ GENRE: 3

■ PLAYERS: 1

■ GENRE: GOD EM

■ 100% COMPAT: YES

■ HD INSTALL: YES



■ An easily accessible and massively entertaining sim.

94

■ FEBRUARY 1994 ■

amiga

15

FORCE

nine mail

We're back! All in one place, despite the demoralising defeat inflicted upon us by TUFC

Supporters! Stub. We went down 3-2, with Bill and Jess scoring the goals. Chris squandered a handful of chances, while the lad Smith did his best in goal.

It was only the ineptitude of the defence (the lack of it, actually) that led to the other team crawling home so many. Too many bad designs on goal.

Send your little associates and club to **FORCE NINE MAIL, AMIGA FORCE, Impact Magazines Ltd., Sharncliffe DYS 1, M.**

■ Well, Capt., as luck would have it, we have a load of tips on *Atle Chicken* in this very issue. Can't say fairer than that, can we?
Chris

CHEESED OFF FROM CHESHIRE

Dear AMIGA FORCE

This is the second letter that I've sent. Wish I knew what happened to the first, maybe it got ripped up by someone? I would be grateful if you could find a picture of a person and print it in the magazine too.

THANK YOUR CLUCKY STARS

Dear FORCE! Boys

I have recently bought *Atle Chicken* but I keep getting killed. Is there anyone out there who could give me a cheat?

Anyway, I think the mag is excellent and you should keep the cut-out 'TV' cheat cards (except what others say).

Garren King, Clwyd

SYNDICATED QUESTIONS

Dear AMIGA FORCE

I was wondering if you could answer some of these questions?

- 1 Do you know the best place to get games?
- 2 Should I get a HD or Extended Drive?
- 3 Willy get a monitor when a TV gives pictures just as good?
- 4 Will there be a mission-disk for *Synclaire*? I really hope so!
- 5 Will you please continue your *Syndicate* tips for all missions?

That's enough questions. Ahhh, yes, constructive criticism. Could you have a page for people who want to sell things? Also, could you definitely not have disks, no matter how many people ask you for it if you can't keep getting as many cheats as you have, then don't repeat them. Keep the cheats and books as long as you can. Other than that, please stay as you are!

Tim Wheatley, Lincolnshire

■ Thanks for the comments and praise, Tim

Just for the (and because you said please), here are the answers to those queries.

1 I'll tell you! High Street store, where returning faulty games is of the most easier, or should cut the ads in *AMIGA FORCE*, where you may find the odd bargain or two!

2 Grab yourself a hard-disk if you've various adventure games using a multitude of disks (HDs are imperative for earlier *Santa* games). A second disk-drive's by no means essential but it saves much disk-swapping.

3 Actually, a TV picture's by no means as good as that of a quality monitor. I may seem like a bit of a luxury, but the difference in sharpness, quality and clarity between a medium-size monitor and a television is very noticeable.

4 Urgh! — we seem to have reported a non-event here. There is a mission-disk for *Syndicate* but it's for the PG version only. I'm afraid. Sorry!

5 I'll have a word with the tips boy and see what I can sort out.

Chris

TIPPING BODY BLOWS

Dear AMIGA FORCE

I think your mag is the best out there — I got the first issue and have bought *AMIGA FORCE* ever since!

Could you tell me if there are any cheats for *Escape From Castle* or *Synclaire*? Thanks for the tips on *Flashback* — keep up the cheats, they're really useful.

As for Shane Daunt's letter in issue 12, concerning which is best between *SP2* and *Body Blows*, I have to be *Body Blows*! *SP2*'s actual figures aren't dark enough, they could do with an outline so they show up better. That's what I think, anyway!

Andrew McPee, Worcester

■ More praise — if we're not careful, it may go to our heads!

I sense this *SP2*/*Body Blows* debate looks set to run and run, but only if you have something to say on the subject, will it be printed. Take Andrew's lead and give a reason for your dislike of the other game — there's no point denouncing it without giving a valid reason.

And what about *Mortal Kombat*, and *DD Galactica* — have they stolen the crown from under the feet of the others? Write in and let us know what you think. Best answers will definitely be up for the Letter of the Month contest!

Chris

I can throw darts at him.
Wool Festival, Cheshire

■ Ah, the culprit here would be our Mr Powell, as your letter concerned tips, did it not? I haven't print his picture as I would seem off for many readers, and I don't think I'm allowed to send such a monstrosity through the post. But yes, not though — we'll throw the darts at him for you!

Chris

JOLLY POOR SHOW

Dear A-FORCE

I read your review on *Micro Machines*, and thought I was very poor. You started talking about film licenses which have nothing to do with the gameplay. It also deserves more than 80% — I would have given it about 90% as it's a superb game.

Also, could you review the classic *Wings*? It's a lot better than *Wings of the Sky*. I would also agree with Paul Walker at *Warrington* who has a superb view of an adventure tips section — I'm talking producers with *Monkey Island* and *2*.

Finally, are *Sensible* software bringing out a third *Sensible Soccer* as *Goal's* mate. I see, when?

John McGillevy, Redding, Fubert

■ The problem with *Micro Machines* — and this is something both Ian and Mark pointed out — is

that, while it's unquestionably a fine game, it lacks the parallel-scrolling and technical achievement of the MD version. In our eyes, this costs points, hence the sub-80% rating. At the risk of repeating past mistakes, such things are a matter of opinion — after all, as my old grandfather used to tell me, if we all agreed all the time, the world would be a dull place.

Well, look out for things, although it will have to go some way to beat RCTE. The adventure page now has two votes — anyone else for a dedicated section?

Good copy! A little controversial though! Sensi Soccer will be bringing us Sensible World of Soccer over the forthcoming months, allowing you to manage as well as play in teams. You can be sure we'll be at the front of the queue when it comes to lining up for review copies!

Chris

YOU'RE BOOKED 1!

Dear Sir/Madam,

Recently I purchased your brilliant magazine (issue 12). I noticed you were giving away a tips book (issue 2, 3, 4 & 5). I was wondering if you could please send me issue 1, 4 & 5.

Jonathan Codd, Walsland

■ Sorry, can't. See the answer below!
Chris

YOU'RE BOOKED 2!

Dear AMIGA FORCE

I have recently bought an Amiga A600 computer and have now started to read your very good magazine. In fact, the first magazine of yours that I read was no 12, with the free hints and tips book volume 2. The reason I'm writing to you is that I would like to know if I can get hold of a copy of the first volume. I did look in the back issues but none

H'WAY THE LADS Letters!

Thank you for your help and keep up the good work!

Martin Hood, Blyth, Northumberland

■ Well... 1. No, only for the A1200.

2. It's Deluxe Point — by far the most versatile program for the price.

3. It's been out for many a month, under the plain and simple title of Player Manager. While it's quite a jolly little game, it has too many faults — you can't move onto other teams, there's only one cup and the options are quite limited. Maybe you should wait a while for Sensi's effort.

Chris

Dear AMIGA FORCE

Please could you answer these few questions? I would be extremely grateful.

1. Will there be a CD for the ASOFT II so, how much will it cost and where can I get it from?

2. For Amiga, I got an A600 and a Citizen Swift 60 colour printer. Do you know if there are any printers that will allow me to create and print a poster?

3. Will Kevin Keegan's Player Manager be released on the Amiga?

of the magazines mentioned the free book. I do hope you can help.

Gordon Tully, Mead End, Coventry

■ Sorry Gordon, so can do — we only print enough books to cover the newsstand mags. (They're pretty expensive, you know!), so the back issues generally come without the free gifts attached. (Sorry I couldn't help more!)

Chris

AN ESSEX-JOKE

Dear AMIGA FORCE

We and my mates are always fighting over which is best, Amiga, Nintendo or Sega. I gave out a black eye and broke an arm once (pleasant day) — Chris, how can you answer this question: Do you need an Amiga to use the CD32?

David Wilkinson, Essex

■ I'm supposed to have any friends at all if you go around breaking arms when a disagreement rears its head. You should calm down lad!

You don't need an Amiga to use the CD32 — this is just a stand-alone machine, unlike the Mega machine, where you need the Mega CD to allow the power (but from 16 to 32) of the Mega CD. Obviously the CD32 not only offers better value but it's also a far more capable and powerful machine to boot!

Chris

WHAT'S IN A DATE?

Dear AMIGA FORCE

I have spotted your little delightful magazine in the calendar with the Christmas AMIGA FORCE. They run 15 May, 16 October and 16 December. I class my prize!

Kevin Teal, Lowestoft

■ Yes, the people in production hold up their hands — there was an amazingly bad slip-up with the calendar. It could happen to the best of us (I constantly do). As a prize, Rev, we're sending you all the spare calendars so you can re-write the whole year out for us!

Chris

TOP TRUMPS TITILLATION

Dear AMIGA FORCE

In reply to Ben Johnson's letter in AF10, I decided these ratings would be excellent in that old card game Top Trumps if you don't know the rules, and someone who doesn't have made my own set of cards using 'sticky-back plastic' (you'll see Peter then you'll see) — Chris, and a few screenshots taken from AF and various other magazines. As well as *Blade Runner* and *Streetfighter II*.

I have taken characters from *Mind Benders* and *Divine of Page 8*, also *Centaur* and *Assassin*. I have used different categories to Ben, but most are fairly similar. Though, of course, my scores have varied greatly.

Awards — Strength, Kozak, Skills, Via,



Speed, Via, Special Powers, Paces, Average, Max.

I would be grateful if you could send my cards back as I spent many long hours making them.

Ben Wheway, Wolverhampton

■ That just goes to prove AMIGA FORCE readers don't just sit there, they're also the most hard-working! Your cards are great, Ben — real works of art. It's also a pretty cool idea, although I couldn't get the rest of the team to play, as none of them knew the rules, despite having them explained (alright, third Amiga). As a reward for your hard work, you've won yourself the Letter of the Month award and the year's subscription that goes with it.

Chris

Letters!

REGULAR?

Dear AMIGA FORCE

Your magazine's best, BUT, when I was reading issue no. 101 was horrified to see on your subscription page, in massive print and white letters, "ARE YOU REGULAR?"

Okay, as the majority of your readers are male, but I am not. And the above statement is rather personal for us girls! So, I'm sorry to be listed, don't let it happen again. Otherwise, I'll recycle your magazine by using them in my cat's litter-box. I hope you get my point.
Jackie Windsor, London

■ Well, you've got me there. This headline is question simply questions, the regularity that you pick up your copy of AMIGA FORCE. No ambiguity here. Nobody's clever enough!
Chris

THE MAN FROM MALTA, HE SAY..

Dear AMIGA FORCE

It's me again! This time I'm not writing for cheats, but for other purposes. First, thanks for the advance to the last letter, also to Norman Macdonald. It is R47 Challenge better than Manager's Formula One Grand Prix and then Nigel Mansell's World Championship?

■ I think I must be the only Amiga-center who doesn't know the R47 special moves. Could you give me a short description of each one and how to activate them?

■ Can you list me any great games for my collection? I like adventures and platformers. I hate Lemmings.
Robert Gascari, Malta

■ Checkmate — [that we could find one for it contained 1 P-17 and Nigel Mansell are both pretty cool games in their own right, very much aimed at the arcade boy-racer. Formula One Grand Prix is top

If you like the simulation angle.
■ Check out back issue 3 and the manual for more info!

■ Not actually included a list of the games he already owns, but it wouldn't have made interesting reading! The best games of recent months you don't already own include Premier Soccer, Syndicate, Championship Manager 30 and Malta and Mortal Kombat. They're my favourites anyway!
Chris

READER REVIEWS

Dear AMIGA FORCE
I like think it would be a good idea for you to send out to your readers some PD games to review and send back to you, in time for next month's mag. This would mean you would receive all material from the reader the games are intended at.

■ AUTOCENT workers like yourself should not have to muck about with these games — just get stuck into the nifty galaxy of big games. If you'd like, I will review the first one for you. (If you take up this offer) and write a great review in it. Good eh?

■ Congratulations on a fantastic mag and long may it continue. Well, I must be off to my baggage lessons. See ya!
Brian McGovern, Strathclyde, Scotland

■ I've read of Strathclyde (I think) — they're not got one of these days. Scottish football teams have they not? (Let's face it, there are many crap Scottish football teams) But that we can talk — our local today were in Torquay United, who aren't exactly racing the boat in footballing talent. I see Strathclyde did play here a few times. If so, and Ryan O'Keefe brother is in the reserve team? Anyway, back to your reader reviews idea. We'll certainly give the concept a good airing in the offices and discuss it with the powers-that-be. If anybody else is interested, then write in!
Chris

WOT... NO MORTAL KOMBAT?

Dear MF

I want to point out that in the What's Where? section in issue 12, there's a pic of the Mortal Kombat game. Fair enough, but beside it says Mortal Kombat: payless, remember? It's not, it's here and it's included! First out how Cage and Co. are progressing in page 14. (The readers' list, in immediate follow through to page 14, only is not followed up with a picture of a guy holding some red with pink points or something.)

I have a few questions to be answered:

1 Why is this?
2 How do you think this makes your mag look?
3 When will MK ready for us and playtime?
Don't get me wrong, I'm a big fan of your mag and buy it every month, but I just wonder what's the point of saying something when you don't mean it?
David MacLachlan, Glasgow, Scotland

■ Whoope — you've found what the production team term as a technical problem. All along, MK was supposed to appear as a playset.

Unfortunately, the contents were finished before the playset was dropped, slipping through air noticed. Those responsible have been severely reprimanded (by writing faulty columns). You'll be pleased to hear that MK was reviewed last issue, scoring over 80% and a Rave with it.
Chris

amiga FORCE Readers' Charts!

- 1 **Frontier — Elite 2**
- 2 **Premier Manager 2**
- 3 **Sensible Soccer**
- 4 **Mortal Kombat**
- 5 **Cannon Fodder**

AMIGA FORCE Readers' Chart!

It's very obvious what game everybody got for Christmas! Frontier — Elite II got over 60% of the overall votes, proving that we were spot on with our 90% rating may back in our Christmas issue! An Elite III? It seems unlikely, but it would certainly be a popular game if the success of the second in the series is anything to go by!

■ Premier Manager 2, another favourite in the AMIGA FORCE offices, moves up to second spot, taking over from yet another of our lunch time favourites, Sensible Soccer. Premier Manager 2 is facing some tough competition in these hallowed halls, though, since Championship Italia arrived. A mail-order game in the Readers' Chart? Why not?

■ Wings claim fourth and fifth place, both through some very last minute votes. Mortal Kombat, last issue's rave review, got a handful of late votes, and Cannon Fodder wasn't that far behind. Contenders for the top spot? Most definitely, Watch this space!

To add your vote in the AMIGA FORCE Readers' Chart, scribble the details on the form below, and send it to: AMIGA FORCE READERS' CHART, IMPACT, Cass Mill, Tameside, Ludlow, Shropshire, SY8 1JW.

My five favourite games are:

1.
2.
3.
4.
5.

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Reviews!

Rich pickings!



■ Ensure you've collected 60 Cool points before attempting to rescue your captured buddies. Otherwise, it's a fruitless journey (because you won't be able to bust them out). ■



Leave him slandering and Cool Spot stands there and ticks away! Cool, eh?



■ Virgin, £29.99

Cool Spot certainly lives up to his name. Shades always in place, he moves like he's lived in the Bahamas all his life — you know that kind of liquid movement, seeming to require no effort, which is, well, cool, for want of a better word. It's probably due to this leg, beauty treatment he wears (they'd definitely tell you that a fine beauty). As you may be forgiven, this guy's the King of Cool.

Cool Spot's the American marketing symbol for the drink that quenches your thirst. That's V-U-P! In the advertising jingo-illiterate among you! A massive star over there, his game's got these shores — after peering the cartage scene for a while, it's now the turn of us Amiga owners to get a look in. About bloody time, too. This is a game no self-respecting platform fan should be without. It's just as awesome!

Wipeout

To succeed in this brilliant game, you've got to prove you're hip. This means getting a Cool rating of 60% or more on each level, achieved by collecting a certain amount of Cool points.

The game's following Road's routes, played at the end of each level, in order to have a serious punny! His buddies are all incarcerated inside metal cramped cells, with no thought given to the rights of a small, red Spot to live free in humane conditions. It's your duty to smash them out and save their coolness from this fate worse than death!

As Cool Spot struts his stuff, there's a host of buddies to look out for on every level. These



Mark! Reviews!

■ Ye dude! The one, the only Cool Spot crashes onto the Amiga, proving that cool isn't just a state of mind, it's more a way of life! Yeah, don't ya just love it. As hip as he is, Cool Spot makes for one helluva hot, hot game. The animation on the little red blob's amusing. I mean, who'd have thought so much could be done with such a simple design. Seriously deserves a pat on the back for creating this character. The same goes for the relaxing Calypso rhythm accompanying the gameplay. Close your eyes and be forgiven for thinking you're drifting on a boat rocked off a sun-soaked Caribbean island. Chris is right to say the gameplay itself is nothing original, but personally I wouldn't hold this against the game. I mean, how much is original these days? What counts is the entertainment value and for me this is second to none. I can pass time chilling with Cool Spot any day of the week! ■

Cool Spot's a versatile fellow — he pushes objects around, climb up and down ropes, and fire at onerous crits. He even gets his yo-yo out if he gets really bored...



COOL SPOT

rially, uncool types drain out boy's energy when he comes into contact with them. His energy level's depleted by an image of his beheaded face in the top-left corner of the screen. The more he's hit, the more his face disintegrates. Lose it all and the curtains for Cool Spot. To take on these evil creatures, Cool Spot does have one weapon. He can fire the small, oval bubbles of carbonated floppy arms, released by the product he endorses. As we all know, it's cool to be clear. The only difference is Fido Dido isn't on this level, but then again he's a pretty damn cool cat as well.

He's got it!

The whole game molds to a heavenly Calypso beat, which perfectly captures the feeling of lying on a sun-drenched beach in the Caribbean. What you need all the help you can get on a wet and windy Monday morning in the middle of winter in deepest, darkest Devon! These sound effects are superb, especially as neighborhood-annoying volume levels.

This atmosphere is perfectly complemented by the central character's animation. It's a game cooing class in the book department — Spot's moves, walk and facial expressions are outstanding. When he's bored, he yawns and then

chills out by playing with his yo-yo, before removing his shades and giving them a quick clean. Sooo cooooo!

This guy doesn't just jump like normal platform characters. Oh no, that's not hip enough instead, he does a graceful forward somersault before landing suitably back on terra-firma. He even hangs from balloons with the grace and style of a born performer.

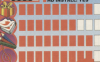
Sure the Cool Spot looks spectacular, but what about the game? Well, to be honest, it's a standard platform adventure. Nothing more, nothing less. Collect the coins, dodge the fast guys and leap from platform to platform — not exactly breaking new grounds of originality. The even downright imitating in places, especially if you hate platformers. For example, fall while leaping from balloon to balloon and it's back to the beginning. Start all over again and you get it exactly right. That's the basic gist and I find it extremely frustrating! Even so, if platformers are your thing, you can't beat a bit of Cool Spot. Surely he's not all and not at all but to play. Give it a whirl, you never know — it may give you a few tips on playing it cool!

“Oozes class... it's sooo cooooo!”

Chris!

amiga FORCE Rating!

- DEVELOPERS: IN-HOUSE
- GAMES: 3
- PLAYERS: 1
- GENRE: PLATFORM
- 100% COMPAT: YES
- HD INSTALL: YES



Looks stunning, sounds the same and plays pretty darn well too. Cool!

86

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Reviews!

Rich pickings!



ZOOL 2



(Left) Zool meets all kind of weird and wonderful creatures on his travels.



Zool is a cool demo. Don't get in the way when she starts cracking her whip!

■ Gremlin Graphics £25.99

He's back, he's bad and he's dressed in black! Zool, the King of the 16-bit dimension, blasts his way into the Amiga. This time he's got a bit of company in the shape of his babe — a cool customer who goes by the original name of Zool.

Zool returns to once again face attack from the evil forces of Krool, but now it's worse than ever (well it would be wouldn't it). Krool's determined to get revenge for the humiliation inflicted by Zool in the original game. He's sent his champion Henshemon.

Mean! Bleek, to put out the bug with attitude. This guy can change his shape into any number of diabolical permutations and his one goal in life is to split our hairs.

That's the scenario for what's basically a rerun of Zool's first adventure. The actual gameplay's exactly the same, but then again who cares? It can make for an addictive and highly playable game. Zool 2 hasn't attempted to be innovative in any way. Gremlin know what fans of their King of the 16-bit and they've served up the same menu as before — slick graphics, catchy tunes and fast-paced platform play.

Two's company...

Just before the game begins, you've the option of playing as either Zool or the new female character Zool. Pick either of them by highlighting the character; it really makes no difference which one you play as. They both have

the same powers and moves, so the introduction of the female's nothing more than a nice little marketing gimmick. After all, it looks cool on the game advertisements too!

In two-player mode you choose to control Zool and Zool or the maverick cat, alternatively, both play with the same character. As I said, though, it really makes little difference.

Completing a level demands arrival at the finish icon, having collected 99% of the toadstool found there. There's a counter in the bottom left of the screen letting you know the current percentage you've collected.

There are six stages to battle through, each containing a number of levels. Entering the next stage requires you first fight Mental Block in one of his morphing guises — he changes shape for each of your confrontations, so there's no chance to become complacent after you beat him the first time.

You begin the quest in Swamp Lake. This stage's full of dew-bombing birds, clucking hens and hungry chicks, their favourite weapon's the Egg Bomb. Honestly, it's no yolk!

Other stages include Blueberry Isle, where some bloodsuckers, Mount Ives, home of some treaky frozen birds and Tooting Common, where the Pharaoh's curse awaits. All these stages lead to the inevitable final confrontation with the diabolical Mental Block.

This better you go, the closer to Mental Block's own flower you get. It's at this stage that some extra high points Zool's able to. It takes the form of his battle introspective monologue. Inevitably, as Zool How many more males do you think Zool's going to get in Zool 3, should there be

such a tale? I think, there are only so many letters in the alphabet left to stick on the end of Zool's. This multi comes on the scene if Zool collects three of the Zool bonus stars. Gosh, then to enter a special bonus level in which Zool helps you or your way.

Bonus banana

As you know, if you've played the original, Zool's world is full of bonuses concealed behind the name of the game's sponsor. As I said, though, it's what it's all about! Suppose, even if this is a bit extreme!

As we all know, Chuppa Chups, a rather tasteless toylap brand, sponsors the game. All the big bonuses are hidden behind boxes marked with the Chuppa Chups' symbol. Open them by jumping into the symbol to get hold of a host of extra goodies. These include Great Bombs, which blast through Zool's body, extra lives, Super Shot, for a real blasting gun, and, of course, the famous Tootstool, splitting Zool in half for double levels.

Zool 2's a great game, containing furious action with plenty of platform shenanigans. However, it contains nothing that makes it as truly exceptional — there needs to be progression from the first game. Instead, we're just given more of the same.

It appeals to anyone who's a fan of the original and it's worth getting if you love games of this genre. Unfortunately, it's colourful and well-presented with some great little details and animation, but again, we've seen it all before.

The scrolling's smooth and the gameplay's addictive. I liked Zool 2 but the lack of innovation means it's not worthy of being a rave review.

Chris!

Slick graphics, catchy tune and fast-paced.



■ If at first you seem to be stuck, try shooting through the walls. They often disappear to reveal a passage to other parts of the level. ■



(Above) Take your pick between Zool and Zoos. In this age of equality there's no difference in their strength.

(Below) At the end of each level Zool takes on the might of Mental Block.



Reviews!



I was a massive fan of the original Zool, and I'm glad to see this picks up where that game left off. True, it's not exactly intended to try to be innovative, but I can live with that. Who cares when the gameplay's this addictive? The levels are well-designed, they're wonderfully colorful, and the music and FX are subtly, not to say cloyingly, there. This all adds to the overall positive feel of the game.

Including Zoos, the female Maqs, adds a lot of political correctness. It's about time we had some female characters equal to the guys. Anyway, enough politics. Zool 2's packed with great features, looks good and, most importantly, it's fun to play. Ultimately, it's addictive and well worth a look. ■



amiga FORCE Rating!

- DEVELOPERS: INHOUSE
- DISKS: 2
- PLAYERS: 2
- GENRE: PLATFORM
- 1280 COMPAT: YES
- HD INSTALL: YES



A well-presented game that's simply reproduced the winning formula.

86

Reviews!

Rich pickings!



Styx!

■ You fat bastard! You fat bastard! Yeah, let's all take the money out of the gravitationally-impaired, horizontally-challenged among us! Not exactly politically correct, it's true. However, *Black Legend* doesn't seem to be cruel in their choice of puns. Instead, Fatman's a celebration of all the things the goodly goodies say are bad for us, but everyone enjoys doing!

There are some good visual gags, plenty of foul noises and lots of slobbish behavior. It's all wrapped up in a decent platform comp, that, while never being a classic, is good enough to pass a few hours respectably. All in all, worth a look, but maybe it's also worth waiting to see if it's ever going to be a budget release. ■

The time!

■ Look out for the hidden passages, shortcuts and secret rooms on each level. They're packed with goodies for the fat guy to chomp down on! ■

FATMAN THE CAPED CONSUMER

■ **Black Legend,**
£25.99

He's fat, he's round, he bounces on the ground... This is one large fella. He even makes certain members of the MIB:4 *FORCE* team look slim. Well, maybe that's going just a little too far!

Fatman is the alias for Roy Piz, a mild-mannered inventor who loves his food — Roy could eat for England. Consequently, most of his inventions revolve around food and his stomach. Perhaps the most amazing creation is the Food-Duplicator, which makes a copy of any piece of food passed through it. This invention made Roy's Fat restaurant famous throughout the world.

Everything appeared may be for the good one until a multi-national company, Thendocute (spelled), decided to get him out. They arrested him first, but were losing business to Roy. Their managing director, Ted Theman (spelled again), offered to buy the Food-Duplicator. Roy was close to agreement until he heard that Ted wanted to destroy his creation to gain a monopoly on junk food sales. Knowing this would mean hunger for the world's hoards of fat bunnies, Roy, alias Fatman The Caped Consumer, is determined to destroy Thendocute. Can Fatman succeed? Can Thendocute tell himself how many pieces of pizza (or you eat in one sitting? Only by playing the game can you find the answer! As you may've guessed, the story's a parody of all the ridiculous plots normally found in platform games.

Fat's the way!

Fatman's based around a humorous idea — having an upper half for a hero — and goes on to your reaction to this. If you find belching, beer belting and copious eating hilarious, you're in for a treat. The gameplay isn't brilliant, basically it's an

average platform collect-'em-up, but it's rescued by humorous animation. If only reservation is that once the fun gets a bit boring, there's not a lot left to keep you interested. Even so, it's a novel idea, which deserves applause for trying to be at least slightly original.

The idea behind Fatman's jumping and running through 13 action levels in seven cartoon worlds. These include the City, the Castle of the Inevitable Vampire (basically one huge dig at those family friendly fantasy tales) and the Mysterious Egyptian Tomb.

To negotiate each level, Fatman avoids the nasties populating his world. He's got a variety of attacks at his disposal including the old stand-by — jumping on them — and weapons taking in belly-bombs, fuzes, carrots and mushrooms.

Remember, it's not fun being hurt on by 20 stones of quivering jelly-like flesh! Simply press DOWN and FIRE to swap the weapons.

As you expect from a parody on platformers, there's an obligatory one-off level guardian to overcome before moving onto the next stage. Fatman needs to be at his most gross to defeat these beasts, so remember to hoard plenty of fuzes, carrots and mushrooms! All the weapons are in limited supply. To keep them stocked up,

Fatman has to find the relevant tokens dotted around each level. After all, it's not

humanly possible to hurt indefinitely (Even our Tip-Boy has to take a rest sometimes).

Fatman's packed with humorous visual jokes and animations. Check out his drooping, if you want him standing for too long. His enemy level's also represented by a chicken at the bottom of the screen. As a boss fight, so Fatman gets weaker.

To be fair, Fatman's an enjoyable game. However, it lacks the depth to be anything more than a couple of hours fun. After that the jokes begin to wear a bit thin (Ho-ho), while the playability isn't strong enough to overcome this. Good fun temporarily, but no more than that in the short

“Packed with humorous jokes”



Chris!

amiga
Force Rating!

■ DEVELOPERS: INHOUSE
■ SERIES: 4
■ RELEASE: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: YES



■ A funny parody on platformers but lacks substance.

75

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■ As we move into March, strategizing discussions, called exclusively on the long bond



■ It's a good idea insuring your players against injury. There's nothing worse than paying \$5 million for a star and his broken leg after last season! ■



Reviews

Rich pickings!

CHAMPIONSHIP ^{Pickings!} MANAGER ITALIA

■ **Intelek Software,**
£17.00

These boys know their stuff all right. This is a jolly good game dealing comprehensively with all the necessary statistics for a realistic, fast simulation.

The paramount equipment of a game of this genre is that it chooses the players into its environment. It's got to make you care about the team and want to keep playing. **Clash** achieves this with aplomb. It's a great debut from the team of **Isotop**.

The problem with Mack's team, from his point-of-view, at a football point, was the tactics he employed. His team constantly dabbled with the science of the game, the long-ball-tactics. His idea of a good victory meant Wrighty scoring a couple from amidst long punts up the field, hardly the stuff chasing the crowds. This was reflected in the fact that his average goals were considerably better than his, despite the scores.

On the statistics side, Garcia was voted Latin Player of the Season by the fans, while Gomez got the award at home.

During the season, Mark
had the greatest number of Man of
the Match awards for a single player with
Ravennelli, while the same player top-scored in
the league. Bokac scored most goals for the
same team in Lazio.

As you've seen in this gilded history of our gory season, there are a hell of a lot of details to work out and stats to monitor to play this great game. The players have enough attributes and personality traits to make for some complex negotiations over team selection. Personalities include selfish, arrogant, responsible, rebellious and passive. Obviously, it's important to get the color blind to create a multi-colored team.

The game also contains all the usual features of a quality football-simulation. Selecting formations, transfer-markets and a host of tactics including management access, players' average motivations and team assistance.

Geographically, there's not much to nitpick about — (the matches are shown as a series of written reports on the game as it happens, while there's no sound at all. However, this shouldn't detract any serious football fans from getting the game. After all, it's the content, not cosmetics, that are important).

Differ: a winner. The Serie A's a great league to be a part of, there's money available to spend on players from all over the globe and the matches appear to run according to form and tactics, with a few upsets now and then. After all, it's a funny old game football!

What

Using the game on a tablet makes it inspirational — it's more engaging because of it. There's enough depth to keep you interested after every session of play with domestic and international battles, well-considered player stats and reactions, a full quota of maps as well as two leagues. AMD's multiplayer is online.

The best Chris and I glued to the screen to learn, with my team, Juventus, finishing mid-table and in the cup final, while Oliver Laurs fired with elegance.

The difficulty level's just about right — even though we had a good showing in the cup, the league form was somewhat questionable. It's also obvious that the better the team it real terms, the more chances of success in the actual game.

Championship Manager Nation's very much based on the original CM from Domark, even so, this is a must for fans of quality footy-management sims.



General Land:

There's the option of playing with up to four human players from the start. We chose a two-player game. I selected Lions, incorporating the supreme skills of the fat George, keen sailing (not. Maats), I asked for the beautiful game, played with panache, selecting tactics passing the ball to feet in a case, attack-minded team.

Unfortunately, we ended up in the lower reaches of Serie A, despite some magic moments during the campaign. Staffing Mark's negative Juventus was a real bonus among many glittering victories, while beating Milan at the San Siro earned performance of the week. Basically, inconsistency against the lofty teams led the season down.

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Reviews!

Rich pickings!



COSMIC SPA

CodeMasters, £25.99

Cosmic Spacehead's a proud rider — he's the first of his species to discover a new world, known as Earth. Sensing the beginning of a great future with us, Cosmic rushed back to his home planet spreading the good news. The only problem is he betrayed the first rule of any professional tourist — he didn't record the trip on film! A serious gaffe for an alien tourist.

Nobody from his home world believes a word he tells them. However much he describes the strange race populating Earth, or the many wondrous sights in store for visitors, his mates just scoff. Cosmic's kicking himself for his stupidity, but what can he do?

The only option is returning to Earth, touring the sights, and this time, taking a bloody camera! But, his first's one more problem — Cosmic's about to miss his last chance to return to his home planet. That's where you come in — help the little bighorn collect the necessary resources, though don't expect it to be easy.

Spaced out

Your task's guiding Cosmic around his home planet of Lincolium. The object's completing loads of problems and tasks, in a particular order, to progress. For example, on Lincolium, finding and playing the Fruit Machine may win money. Getting the Meltum Ration can lead to the tasty monster to feed away, while a passport can only be obtained by first using the Photo Booth.

It's all about using the old grey matter to overcome the obstacles, however, I found stumbling on solutions by accident rather than

design more fully.

Each destination, including Lincolium, is a deadly space station and Detonica, an asteroid used as a huge car factory, is divided into sections. They contain other characters Cosmic can talk to and get valuable objects from.

There are a number of commands to use at the bottom of the screen such as 'Move', 'Talk', 'Look' and 'Give'. Simply position the cursor over the command and press.

First, then do the same over the object or person to receive the object. Simple stuff, making the game easy to control and get into.

To move between sections of a stage there are heaps of arcade style screens to overcome. In fact, 20 in total, including high-speed car chases, armed robot attacks and blasts through asteroid fields.

Strategical platform levels also demand mastery — all whilst being keen platform to platform, dodging weird-looking nasties. Keep an eye out for Cosmic bonuses to collect — they give a welcome extra life, if you gather 20.



Cosmic cartoons

The game's designed like a 1930s science-fiction cartoon with bright, bold colours, boogie-shaped buildings and speeded-up cartoon characters. The game also attempts to be funnier. For example, if you use the 'Pick-Up' command on the cute girl in the foreground stall at Cape Chomwell, the response is worth a giggle or two! It's not exactly side-splitting stuff, but it does add to the overall cartoon atmosphere.

The two-player mode, to be honest, seems to have been thrown in as an after-thought with no real reference to the main game. All it's about is hating pigs at your opponent. There are four animals to choose from for a light-hearted battle — the idea's hitting your opponent more times than he waxes you. Not exactly seat-mapping stuff and I see little point in including this. It hardly adds to the quality of Cosmic Spacehead. Oh well, it's harmless fun I suppose!

Cosmic's great to play and worth a look for anyone who likes a game requiring a bit of intellect as though it boasts heaps of sections, plenty of tricky tasks, and a host of arcade games, an original game that's just that little bit different.

STYL





■ (Right) Use the mail machine to earn yourself some extra cash.



Mark!

Reviews!

■ Cosmic Spacehead's definitely worth playing — the enjoyment lies in the sense of satisfaction achieved each time you overcome another hurdle. Believe me, it's not an easy game to play. The problems are tough to figure out and it's often more such than judgement when you do. However, I never say no to a challenge and this game's certainly that.

The playability's complemented by great graphics and a well-designed 30s feel to the cartoon-eye look of the game. It's a nifty time-pusher which should appeal to anyone who likes to see their brainwork.

Jim time!

■ When in the Post Office, get the ready-made letter from the Enquiries Office. Positive to receive a return letter from Cosmic's poster, scoring up a whole new series of the game.

SPACEHEAD



the moss office
of Cosmic Spacehead's Cosmic
Spacehead, have so you want
can you have the best
in the world, and the best.



■ (Left) The post office is a useful place to purchase the money items you need in your mission.



amiga
Force Rating!

■ DEVELOPERS: IN HOUSE

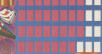
■ DISKS: 2

■ PLAYERS: 1 OR 2

■ GENRE: STRATEGY/ADVENTURE

■ 1250 COMPAT: YES

■ HD INSTALL: YES



■ Cool! Buy Cosmic and go completely round the bend!

82
33



■ FEBRUARY 1994 ■

amiga

33

Reviews!

Rich pickings!



Mark!

Oh dear, oh dear, oh dear! What an earth are Alternative missing of missing this bit of fun? I thought I'd tried to be budget material until the guys at Alternative informed us it was actually £24.99. To be honest, this wouldn't look out of place in our budget pages. At least it could get a better mark, if it's price was taken into account.

Allo! Allo! falls down on every count. The gameplay is dull and uninspired, giving no incentive to carry on. Graphically, I found it unappealing and lacking severely in the sound department, with only a terrible tune to distinguish it.

I've never been a fan of the comedy (if that's not a slur on humour) in the television sitcom and the game lives like better. Avoid like the plague or some Frenchman eating garlic.



'ALLO 'ALLO

Alternative, £24.99

Listen very carefully, I shall say its only name. Allo! Allo! is a clue game! Alternative certainly seems to be showing out their fat status of success at the moment — that other appalling TV lie is, The Mervyns, and High Steel! Immediately spring to mind, it's all very well saying these other games are cheap, but that doesn't excuse the release of clouts like this.

This game isn't as fast as those titles, to be fair. However, when you consider it's a full-price (when we saw the standard of the game, we immediately assumed it was a budget release), you can see the lack of quality in this. Alternative have produced a truly awful game and I'm sad to say it's an insult to expect people to spend £24.99 on it. I'm going to avoid to play cat day are taking at pool, poor just a bit.

The concept incorporates the characters and some of the plot lines (if that's not too kind a word for the crap standards set by this terrible sitcom from the BBC1 series. You're in charge of the sad cafe owner, René, or in two-player mode, the other player controls Michèle. René's to get out.

The object is to guide René through the levels, avoiding the guards and the SS in search of gold. His ultimate objective is to reach the Colonel's chateau, open the safe and replace an

original painting with a forgery. The painting in question provided much merriment for fans of the show. You probably know the one I mean. It's described throughout the programme as 'The Fugler Madonna with the Big Bookies by Van Gooing' (oh the ad, someone call an antiques dealer — I think my sales have just split).

René's revenge

René throws items, helping him as he battles the guards — they say his brains when they touch him. Each level contains plenty of weapons

René can use, including teddy bears, boxes and fish to hit the guards. However, you're only a short time to escape as the weapon merely stuns the guard, so he's only down for a few seconds.

The levels are simply very basic platform affairs with ladders to climb up and down, ledges to jump on and objects to grab. The graphics are poorly designed — there seems to be little attention paid to detail. There's some weird animation, such as a dog taking the longest post I've ever seen.

The controls are sluggish and the game's boring. You end up taking hits from guards because you can't be bothered to waste time dodging them. All in all, a dull, uninspiring game with no redeeming features. I suppose they managed to make it just like the TV programme, after all.

"A dull, uninspiring game"

Tip time!

When climbing some of the ladders, try pushing against the walls on either side — you may find a secret door.

amiga
Force Rating!

- DEVELOPER: IN-HOUSE
- DISKS: 2
- PLAYERS: 2
- GENRE: PLATFORM
- 100% COMPAT: YES
- HC INSTALL: YES



Not much fun to be had in France, a poor effort at recreating a poor programme!

Chris!

40

mortal combat for real.



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IT'S MORE THAN JUST A GAME

Rich pickings!

TERMINATOR THE ARCADE



Tie time!

When facing the large robot at the end of Level One, go for the guns on his arms first. These seem to be taken out before any of your shots damage the rest of his body. Be patient, it may take some time, especially without missiles.

■ (Right) Check out the hard-hitting action as the Terminators do battle. (Below) If you don't guide John Connor's jeep through enemy lines all its feet.



■ Virgin, £TBA

This is the Amiga version of the coin-op rendition of the ultimate great, blockbuster science-fiction movie. Terminator 2's the sequel to the equally superb Terminator (not exactly difficult to figure out), both of which starred that mountain of gleaming flesh, Arnold. It'll be back! Schwarzenegger.

The second movie takes up the story after Arnie, the bad guy, had been dispatched straight to hell in the original Terminator. In the sequel, he comes back as the good guy, determined to save the son of Sarah Connor. The system has not as hard to kill Celine. Out to stop Arnie and wipe out the Connor family's new, advanced Terminator-model, the T1000, which shape to look like anything or anybody unfortunate enough to come into contact with it.

Nasty La Vista, Baby!

So there you have it — a ported version of the film I'm sure you'll all own, anyway. If you haven't, what the hell's wrong with you? The arcade coin-op drove to remain faithful to the movie's plot — completing the game linear development, beginning in the future, returning to the present and saving the future, so the film. The Amiga version, both the same, resulting in plenty of needless bashing and gratuitous violence. Don't ya just love it?

Terminator 2X, an all-action, blast-everything-

in-eight type of game. It's not subtle, it's not exactly taxing on the old gray matter, either, but it's straight out of the Operation Wolf school of bashing-ups. When playing this, expect your trigger finger to get plenty of action — there's no let-up in the waves of Terminators attacking you in all shapes and guises.

There's a choice of a one or two-player game. In the two-player mode, player one must guard the left side of the screen and player two, the right. You can only be hit by bullets and bombs striking your side of the screen. Hits are shown by the depletion of your energy bar at the bottom of the screen. There's also a bar showing the amount of firepower you're left. The lower this gets, the closer your gun firs.

To recharge the gun, there are power-ups — hidden machine cists dotted around the landscape — to gather. Blow up the code, revealing extra bullets, missiles and faster, more powerful guns. To fix the missiles, simply press the right module button — they destroy the enemies much quicker than normal guns.

You begin in the future, the year 2029, to be precise, after the machines have conquered the world and the loyal computer system, Sigma 6, supreme. There's a small band of resistance fighters left, who are determined to preserve what's left of the human race. These desperados are led by one John Connor.

In the opening levels, you take the role of Connor as he battles through the hordes,



ATOR 2: ADE GAME



impossible landscape to reach the Skynet and send a commando back in time, protecting his younger self. You begin trying to get to the human hide-out, where the Terminators are attacking the humans huddled inside.

On screen you can see your gunlight, which has to be trained on the different machines coming towards you, as the game scrolls horizontally across the terrain. These early Terminators are just bare metal; they're accompanied by flying machines and larger, tougher robots. Once you've battled past them, there's a large, mean-looking robot for destruction before entering the human hide-out.

The do-or-die task is to destroy the Terminators. — there are three back a day on the ground now — without shooting the humans. Once this level's complete, you protect a jeep as it desperately races across the surface trying to reach Skynet. It's imperative to protect these guys, otherwise you keep getting sent back to the beginning of the level. It's amazing how many jumps these resistance folks have!

Bloodthirsty violence

Later in the game you take the role of Arnie, trying to shoot the young Connor from the T-1000-model Terminators. Again, there's no real need for a plot

because there's really nothing to think about. The only object's blasting everything in sight before it shoots you.

'Inferminatorable'

To be honest, this can get a little tedious after a while. The gameplay's fairly exciting to begin with, but, before long you realize all you have to do is hold your finger down on the fire-button and use the occasional bomb. Not exactly breath-taking!

Graphically, the game's exceptional, with some brilliant backgrounds. The characters are also well-designed, with plenty of attention paid to ensuring they resemble the machines from the movie.

The spot effects are also good, with some convincing machine-gun sounds, as well as some atmospheric crashes and groans from men and machines.

Unfortunately, this isn't enough to rescue the gameplay. It starts off brightly enough, especially if you're a fan of Operation Wolf-style. However, after you've played this a few times, I really can't imagine you rushing back to play it again and again.

T2's no more than a decent game, but shame it couldn't match the quality of both Terminator movies.

Reviews!



Mark!

Smash, crush, kill and maim! This is one game taking to prisoners. It's ultra-violence at its very best, or worse, depending on your viewpoint. Don't expect to do much more than point your gun and fire in Terminator 2, though it follows in the great tradition of Operation Wolf and its many clones. Simply aim at your target with the controller and press the trigger, despatching the badies.

Despite this, I enjoyed playing T2. It's fun, especially when you really can't be bothered to do anything morally taxing (since when did you ever attempt that? — Ed). However, I did find myself tired of the killing after a while.

Compensating a little for this, the game looks good, with some snazzy graphics and smooth animation. I advise anyone thinking of buying this to consider what they want from a game. If it's mindless violence you're after, look no further than T2. You won't be disappointed.

T2

THE ARCADE GAME

amiga

Force Rating!

■ DEVELOPING PROGRE

- PRICE: £
- PLAYERS: 2
- GENRES: SHOOT-EM-UP
- 1200 COMPAT: YES
- HD INSTALL: YES



A good game for bluster fans, but it could've been much better.

80

Chris!

Reviews!

Rich pickings!



Tie time!

Keep your Croods in tip-top working order by making full use of the *Mouse* option — allowing you to replace any part of the Crood with a genuine new component. You can also upgrade the Crood with faster, stronger parts.

Chris!

Now this is more like it! Liberation's stunning to look at and bloody good to play. It's a huge mass of a game, demanding and getting the full concentration of the gamer/player. The Croods are easy to control and respond quickly to instructions. Similarly, the instruction-books cause no problems — so it's a game you can get your teeth into immediately. The opening sequence explaining the scenario's outstanding. The digitized speech is top-quality, as is the stirring musical score. I recommend this to all CD32 owners it's what we've all been crying out for. About bleeding here someone killed! **A**

Go!

LIBERATION

■ Landscape, ETBA

When I first got my hands on Liberation, my first response was: *Wow!* It seemed like I'd finally found the game the CD32's been crying out for. Exceptional graphics, strong storyline, a brilliant introductory sequence and gameplay backing up the good looks.

Incidentally, one of the voice-overs in the animation at the beginning of the CD32, by television star, Neil Armstrong. This leads, among you know him as *Buddy in Boots* and *Sentry in the Chameleon* — I class window, mind — in *Planet's* *Major Party*. Just thought you should know.

Anyways, this game looks and plays brilliantly. What more could a total gamer want? Well, eventually, there are holes in the gameplay. After playing a while longer, I began to get a bit bored. What at first seemed great, playability became a size repetitive — not enough to ruin the game for me, but sufficient to warrant a reservation of my top impressions.

It's still fascinating to look at and admire. Unfortunately, there are holes in the gameplay. The game's area's immense, making full use of the CD32's capabilities — the thing is, it becomes tedious running around it, or driving in a test. There's a sense of deja-vu about entering buildings, seeing and doing the same things.

Future shock

Also that early approach of the game's potential, it also tells you what Liberation's all about. It's set way in the future in the 20th Century. Earth's a burning world — slowly dying, ravaged by

increasingly extreme weather conditions and generally abused by huge multi-national corporations. One such organization is Bio-Corp which won the contract producing law-enforcement, city Croods.

These machines have been malfunctioning and slaughtering innocent people. In a massive revolt, other companies have been unjustly arrested, protecting the corporate image. The aim of the game's saving control of four Croods programmed to locate and test these Croods in an attempt to smother this evil corruption.

There's a copier to replace on each level, but getting to him's no easy feat. The game's viewed from the Croods' perspectives, as you move them through the streets looking for clues to the prisoners' whereabouts.

You talk to people you meet, or shoot them if they get on your nerves. Each Crood also has a backpack for placing the items found on your travels in — they include Crood-cards. The most important clues are usually buried below doors, so it's vital finding the cards corresponding to the door numbers. To pick up an object, simply position the on-screen cursor over it and press FIRE — then transfer it to one of the Crood's backpacks.

There's a hell of a lot more to the game, of course. For a start, it's important knowing where you are at any time. Otherwise, you spend ages fruitlessly running around. It's also a good idea checking every building with a fire footcandle before leaving. This ensures nothing's missed that could be useful at a later date.

Summing up, this is an extremely good game and one of the few attempting to use the potential of the CD32 to the full. However, it seems to me lacking that one point, turning it into a classic. Given so, other companies take note. Liberation's on the right tracks — if only more CD releases could achieve this same!



amiga FORCE Rating!

- DEVELOPERS: BYTE ENGINEERS
- DESIGN: CD
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPAT: N/A
- NO INSTALL: N/A



A brilliantly-designed game making good use of the CD32's potential.

Mark!

88

38

amiga

■ FEBRUARY 1994 ■

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Reviews!

Rich pickings!

FURY OF FURRIES



Watch out for Trog-eating sharks in the Lagoon level!



Mindscape, £29.99

There's a new gang of cute characters in town and they go by the name of the Times. These guys are considered the most mischievous creatures in the whole galaxy, but you've got to ask yourself: how much damage can a small ball of fluff do?

Well, quite a lot actually! A select gang of Times takes an exploration trip to their home planet, wanting to invade Earth. Being little proflits, they should have paid too many on the journey forcing them to turn around and head home.

On returning to their home planet of Skumpsh, the rebels realise things aren't quite the same. A particularly nasty Tiny, known only as the Wicked One, is in power. He's taken the King prisoner and used a huge Metamorphose machine to change all the other Times into either mindless fools or savage brutes.

The quest is to save Skumpsh itself in the hands of the rebel Times, controlled by you. The Tiny World's future lies in your hands — if you fail, the planet's doomed to be controlled by the sadistic Wicked One forever.

It always has a good plot and this is nothing like a good plot! No, unfortunately being apart, *Fury of the Furries* is a great little platform puzzler. It's actually quite nice to see some thought going into the game's scenario as well.

Mindscape seem to be concentrating on creating cute little characters — the Times follow hot on the heels of Alfred Chicken. Thankfully, these guys have loads of personality — check out the way the Gummying Tiny looks his little legs or the cool drive performance for any of the gang when jumping from a great height! While it's true to say these effects are merely cosmetic, they still add to the general light-hearted atmosphere of the game.

Testing the Times

Your goals: restoring the Castle and saving the King from the Wicked One's clutches. There are eight regions of the Kingdom to negotiate before reaching the Castle, each containing loads of diverse levels. The object of each level's overcoming the obstacles, puzzles and creatures blocking your path as you search for the exit sign. Each level has a duration limit, depending on difficulty, so there's no time to hang about pondering over puzzles!

A Tiny can run and jump with the best of them. Their movements are swift and responsive to the joystick-wielding — vital in a game relying, to a great extent, on the precision of your leaps and the timing of your runs.

The Times can also use four different magic spells, only available when the relevant Tiny looms in the bottom-left of the screen. To transform your Tiny, simply press down when stationary.

The spells are identified by their colour, the Yellow power allowing the Tiny to throw fireballs. The orange fire-ball-cannon's held down, the strongest the fireball; a yellow Tiny also runs through flames. If you want to swim underwater, using the Blue power turns you into an aquatic champion. When underwater, pressing the fire-button spits water bubbles at any enemies in the vicinity.

The Green power allows a Tiny to throw out a line and hook himself onto any object of part of the surroundings if it's possible to walk on. He also pulls objects by throwing a line onto them — vital in levels where there seems to be no escape. Finally, the Red power creates a mad, munching monster! This Tiny is so hungry he eats most of the surroundings. Give him a brick and he happily chomps down.

The animation on all Times is excellent — check

“playable and extremely addictive”

THE



out the monster if you fancy a laugh. When he opens his mouth, it's bigger than the rest of him! This is just one example of the grainy sense of humour in *Furries*. We're an odd element that's always welcome in a game, and there's plenty more to feed and enjoy.

Furious Furries

The action begins in the Desert region with some gentle lessons to get you used to the game-mechanics. Believe me, once you progress further, things really become hectic, and it's important to make use of the different Tiny powers. If the score is 0, it usually means Tiny's necessary to complete the level and find the exit.

On every level it's worth finding the colour-facts. When the Tiny goes through one, he can gain an extra power if the corresponding coloured box isn't already aight. However, walk through one of these fields, already possessing the power, and you lose it. Each subsequent passage through the colour-fact either activates or deactivates that power.

As you progress into the later stages, it's an idea keeping an eye out for teleports, marked by sparkling stars. Step on one and you reappear in another part of the level. The game's also full of bonus levels. Find these to get extra bonuses, collecting 100 to gain an extra life.

Fury of the Furries is both playful and extremely addictive. The patches are just hard enough to have you pondering for a while, but not too tough that this turns to frustrating annoyance. Everything's logical, it's simply a question of getting on the game's mischievous wavylength.

The game also boasts some great graphics and catchy tunes. I've mentioned some of the animation before and it's worth saying again that the quirk of the Tines make for endearing new characters. I fancy we may not have seen the last of these cute characters.

Chris!



Tip!

■ In the Lagoon, remove the stone under the lake, draining the water. Discover what we mean when you get there! ■



Reviews!

Mark!

■ This is one of those games that's so fun, it's hard to grab you the moment you pick up the joystick. The controls are easy to use, with simple icons at the bottom of the screen and a very responsive control character. As far as the graphics go, this game is well up-to-snatch, with plenty of cute details, colour and great animation. This all helps to increase the game's playability.

Fury of the Furries is a fun game, with plenty of humorous touches. It's challenging, frustrating in the best sense of the word and has some cute control characters. This is a must for fans of the genre and still well worth a look for everybody else. ■



(Left) The Tines are resourceful little shapes. Check out this tough cookie, hanging on for dear life above a bed of thorns. No prizes for guessing the outcome if he let's go!

amiga FORCE Rating!

■ DEVELOPERS: IN HOUSE

■ DISKS: 5

■ PLAYERS: 1

■ GENRE: PUZZLE

■ 100% COMPAT: YES

■ HD INSTALL: YES



■ Terrific gameplay and hours of fun guaranteed.

86
41

Reviews!

Rich
pickings!



OVERKILL LUNAR-C



More shoot-'em-ups than you can shake a stick at, Overkill and Lunar-C are dedicated to blasting anything that moves. Just the way we like it!



When playing Overkill, save your sweat for the end-of-level guardians. Their destruction demands loads of hits, so any extra help always comes in handy.

Time
to



42

amiga

FEBRUARY 1994

AND



■ Mindscapes, £29.99

It's hard by saying this until the start of this writing the CD32 might. They're a couple of decently-presented, enjoyable shoot-'em-ups, keeping me amused for a while — the problem is they're both average games. *Overkill* is no different from the game we featured very, back in issue 13, while *Lunar-L* seems to have been added to justify the release of the CD. After all, I don't think a basic Defender-clone, with no significant improvements, can merit being released as a full-price CD on its own.

No killer-touch

If I look at *Overkill* first, I say it's a pity it's issue 13 seems to be slightly too high. True, the game's initially addictive, despite the simplicity of design, but I feel the overall rating of 86 should be boosted by about ten. Giving a mark of 76 seems more accurate to me for what's at the end of the day, no more than a good shoot-'em-up.

The idea behind the game's destroying an alien empire that's taken over the Solar System. Battle through the three levels, making up each stage of the Universe, progressing to the next. Your ultimate aim's reaching the alien's home planet at the centre of the Solar System.

First, clear the three planets of all their alien invaders — after clearing one stage, you move on, engaging new nasties against fresh backdrops. Before you can do this, however, you have the level's main enemies. These guys are bigger, bigger and altogether tougher than the previous aliens, so advancing through the game's not painful.

Helping you overcome the aliens are plenty of bonus weapons to pick up, including Triple-shots, extra speed and bombs for popping any alien ground-tanks. Your craft also has a shield, activated by pressing the blue button on the controller — it's limited and needs careful use.

Human commandos drop from the sky, destroying crystals on the ground, a further boost. However, if collected by the aliens, the crystals let them create new waves, attacking you. Picking up the humans gives you bonus points and allows them to drop back, destroying more crystals.

There's if for *Overkill*. There's nothing different in the CD32 game worth shouting about. The sound's about the only feature added — and it's nothing special. As I stated, this is a good shoot-'em-up, but not worth pushing the boat out for on the CD32.

Lunar lunacy

This game's no more than a filler, making the CD look like value-for-money. *Lunar-L*'s a run-of-the-mill shoot-'em-up — the aliens come at you in easy-for-counter-regimented waves, with no variation getting the adrenalin going.

The alien's you're to tackle the night of the Orion forces of evil.

Success demands fighting through loads of waves of *Overkill* before taking out their huge reactors.

Killing all aggressors in one wave releases a power-up token — grab them, upgrading it weapons-gauge through a choice of stronger, quieter weapons. They include Plasma, the most powerful weapon when on maximum level. After, a new mounted gun and Photon, for homing in on the alien's targets.

You face the obligatory end-of-level guardians — again, these large powerful aliens take loads of shots to destroy. It's all very familiar, and not really very exciting. The graphics, as a CD release, are nothing to shout about, while even the sound's of average quality.

This is certainly the weaker of the two games. Though it's honest, as CD32 releases, neither's much to get worked up about. The shoot-'em-up to test the CD32 might's still awaiting release.

Reviews!

CD!

Chris!

For once, I agree with the little drummer-boy. We've got the shooting right, considering this shoot-'em-up, but as a CD32 release.

The games aren't bad, but make no use of the possibilities of the machine — a standard I always expect something more from a CD.

The only point I'd agree with *50s* is the obnoxiousness of *Overkill*. I loved this shooter when we had the Amiga version a couple of months ago. It's fast, furious and keeps getting better, the further into it you go — a great game, that's a must for shoot-'em-up fans.

But why bother getting the CD32 version? It's no different, so what's the point? I'm still waiting for the shooter to take the CD world by storm. Someone, please get the hell out of my misery!



amiga FORCE Rating!

DEVELOPERS: IN-HOUSE
DISK: CD
PLAYERS: 1-2
GENRE: SHOOT-EM-UP
100% COMPAT: N/A
NO INSTALL: N/A



A couple of decent shooters but expect more from the CD32.

76

Stink!

FEBRUARY 1994

amiga

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Reviews!

Rich pickings!



ZOOL CD



The time!

■ Check everything you come across, things aren't always what they seem. Halls, platforms and objects often provide access to other parts of the level. ■



Mean!

This is one of the all-time great, offering hours of top-rate entertainment, especially if you use the option allowing play to be continued.

Technically, everything's brilliant, producing a weird and wonderful environment and smooth, ultra-fast gameplay. This makes for a challenging, without ever being frustrating, dose of postmodern adventuring.

My only criticism stems from the fact it's a CD32 game. On this level, little innovation or enhancement to the playability has been attempted. Fans of the Amiga version may feel they've wasted their money if they splash out for what's essentially the same game.

Even so, it's impossible to criticise Zool for too long. The game's too bloody addictive! If you own a CD32, and don't possess a single version of the game, get this — you won't regret it. ■



It's not advisable to hang around for too long — a bolt from the blue's on its way. Watch out Zool, you old rascal!

■ Gremlin, £29.99

Welcome back, head of the fangs of the Nin dimension, please put your hands up! As I thought, everyone in the entire world knows all about the tough, little bug called Zool.

Let's face it, he's now got his own sequel out on the Amiga (prevented not a million miles away from this page). It was inevitable that, at some stage, the CD32 version of the game would drop onto my desk for review.

Now that it's arrived, the question is: does the CD32 version entice what's already a pretty decent sequel game? Before I answer that, let's have a quick recap for the Nin dimensionally challenged among you, explaining who Zool actually is.

For a start, he's an interstellar cosmic-dealer and the Guardian of the Nin dimension. He's a lot of a Ninja superstar, who likes nothing better than running, jumping and sliding about.

He's also got an enemy where out to destroy all that the Ninja code holds dear (well, he would be wouldn't he?). The name of this mean old fiddler's friend and he's assisted by his and brother's, Mental Block. Between them they'll cast spells on ordinary objects, turning them into deadly obstacles.

Zool's quest is battling through space wars, destroying the evil perpetrated by his deadly duo that's the scenario for all the different formats on which you can play Zool. However, you want to know how the CD32 version enhances the gameplay, don't you? Well, to be honest, I couldn't do much. The action does seem a little faster, but Zool has always been one of the most fast and furious games around, anyway. This apart, the changes are, like most CD32 versions of games, merely cosmetic.

There are some great musical scores and special sound effects — the additional graphics are also fantastic. Check out the 30-articles of Zool during the loading animation sequences, between stages, and when all your lives have been taken to see what I mean. These are neat touches we've come to expect from the CD32, and they do add to the overall wacky feel of the game.

However, the gameplay's essentially the

same. There's no harm in that if Zool CD is the first version of the game you're going to buy; but if you've already got the original, it's debatable whether it's worth purchasing.

■ Polishing platform action

The game itself is still a blinder. You begin by selecting from the options menu — there are three difficulty levels, Easy, Normal and Hard. Which one you select affects the number of bonuses you have to collect on each level to progress to the next. On Easy you need 25%, Normal takes 50% and Hard requires 75% of the bonuses to be awarded.

You can choose to increase the game tempo by selecting the Fast option, only recommended for real Zool superstars! It's also possible to have levels on or off. Having it on means Zool slides along the surface for a bit before coming to a halt. This can be an advantage, if you want to slide under an obstacle, say, or a disadvantage — it's not much fun sliding into a row of spikes!

Once into the game, it's high-speed action all the way. You begin in the Sweet World, full of rampaging Loporine

Abscots. Each world's got four levels, at the end of which you defeat a big, bad guardian, progressing to the next world.

There's loads to see and tangle — the graphics are top-quality, with bold, colourful backgrounds, while the attention to detail in the game's superb. Check out the musical background in the Music World for just one example, others include the Top and Fruit Worlds. They're all bristled with the same standards of excellence, making this a hugely enjoyable platform game.

Throughout each level there are heaps of bonuses, helping you on your way. These take in an inevitability shield, extra lives, and the weird Twocost bonus, allowing Zool to split in two, creating a shadow. This means you fire twice as many bullets, but it's also a bit confusing on some particularly frantic powers.

Zool CD's a great buy for CD32 owners who don't possess the original. It's the best platformer available for the CD32 — the playability's amazing, combining awesome action with stunning graphics and sound. The only problem is if you've got the original, it's not really worth forking out for Zool CD. One version's really enough.

Chris!



■ DEVELOPERS: IN-HOUSE

■ DISK: CD

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 100% COMPAT: N/A

■ HD INSTALL: N/A



It's still a great game, but doesn't utilize the abilities of the CD32 enough.

89

■ FEBRUARY 1994 ■

amiga

45

Reviews! Ed! Rich pickings!

SENSIBLE SOCCER

■ **Sensible Software,**
£24.99

Probably the world's best football-simulator's making its CD32 debut. Yep, you've guessed it — Sensible Soccer, the game that's possessed many a humble reviewer, survives across the CD32 screen.

The game's the same as its closest rival, offering an awesome level of addictiveness with a simplicity of design and gameplay that is a game this wonderful.

The CD32 version's best enhancement is the really great sound quality, adding a high level of atmosphere to the gameplay. The cheers of the crowd escalate the excitement, especially in the two-player game. There's nothing more satisfying than hearing your team's hysteria as you crash the ball into the back of the net. Mark knows exactly what I mean — he's been on the receiving end of so many drubbings in the Sensible Cup, he makes Seindorf's efforts in the Premier League look respectable.

Goal-dead gameplay

Sensible Soccer wastes no time in allowing you to access the match. It's the mark of a good football-simulation when you don't have to wade through loads of options screens to get to the nitty-gritty. The match is where the action's at after all.

You begin by selecting a difficulty level, the type of competition you wish to compete in, and the teams involved. There are 180 European teams to choose from and a selection of international squads.

Once you've settled on the type of match, you can select the weather conditions, length of the game and, just before kick-off, your team members and formation. Formations include the traditional 4-4-2, various invasion systems and all-out attack. These tactics can be altered during the match by calling up the bench. This pauses the game and puts you back in the tactics screen, allowing you to make a substitution or alter the formation.

Weather conditions change according to the month of the year you select to play in — this only happens if you elect to have seasonal weather on.



The pitch can be muddy, icy or hard among others. All the different pitches affect the nature of the game, altering features such as the bounce of the ball, the way the ball sits on the surface and the ease with which the players can dribble.

There are loads of competitions to enter and up to 66 players can compete for glory. At club level there's the UEFA Cup, a European Super League and the Sensible Cup. International teams can take part in the World Cup, an international league or a knockout cup competition. The players can select to play rules over one or two legs and choose to have extra-time and penalties, should the match be drawn after 90 minutes.

Once into the match, it's impossible not to become addicted to the sheer speed of the game. The playability's awesome, believe me — the CD 32 version's lost none of the attributes making Sensible Soccer the brilliant game it undoubtedly is.

Joytick controls are simple, but powerful. You wish a host of options when passing the ball. You can punt the ball long, play a short pass or a delicate curl, without having to think about the controls. It's this accessibility that makes for the fast and furious gameplay. The players respond immediately to instructions, they tackle, run and jump smoothly and are surprisingly well-detailed considering how small the graphics are.

The referee's quick to punish any foul play. His hand is ready to give a yellow card for fouls in open play. However, if you bring someone down as they beat in on goal, expect to be severely punished, with the red card being worthy detail.

In short, it's the world's greatest Sensible Soccer fan. It can play it better, whenever, wherever it's on. The CD32 version offers little new in comparison to the original, but who cares! If you've got a CD32, Sensible Soccer's a must. It may not be a whole new ball game, but it's still a football-simulation that's always at its brilliant best.

Mark

■ Sensible Soccer still ranks among the greats, and this CD32 version's no exception. There've been a few slight modifications, all adding to the gameplay, but, essentially it's the same game, retaining all the original's thrills and spills.

The old argument concerning straight points in the CD32 will no longer rear its ugly head again, and, yes, they should have done more with the game, but I'm no complaints overall.

It's very fast, incorporates numerous options, bugs and exploits and features almost endless playability, especially in two-player mode. Comes highly recommended I have said.

Tip time!

■ Being corners in close is the position. It's a tactic sure to provide a goal-scoring opportunity for one of your players siding in on goal.

“The playability's awesome.”

amiga
Force Rating!

■ **DEVELOPERS:** IN-HOUSE

■ **DISKS:** CD

■ **PLAYERS:** UP TO 64

■ **GENRE:** FOOTBALL-SIM

■ **128K COMPAT:** N/A

■ **HD INSTALL:** N/A



Chris!

■ Could have utilised the CD more. Still a great game, though!

88

"...Special mention must go to the
Amazonian games compilations..."

CV Amiga

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The time!

Keep an eye on your Wizard's green energy bar. When this is empty, you have to wait until your next turn before being able to start casting spells again.

LORDS OF CHAOS

Buzz, £9.99

Lords of Chaos is all about a bitter battle for supremacy between the Arch Mages, a society which used to bring in peace and harmony, with no wars or plagues, but have instead introduced by a battle of magical powers.

They created technology-defeating creatures that caused the land and brought the long dead back to life.

War now raged and in the aftermath, the once peaceful world fragmented into many self-contained lands. The only ruler's chaos, Wizards battle simply to survive, while the only way to venture between lands is through portals. It's vital for Wizards to negotiate the different worlds as the only way to survive is by collecting magical power.

Up to four players can take part in a game of Chaos, each one taking the role of a Wizard. The idea is to become the most powerful spell-caster and exert your powers over the game's environment.

Lordy, lordy me!

The action's viewed from an overhead perspective, with the characters being moved by using the mouse to position a screen-pointer and pressing the button to complete the command.

Once Chaos has loaded, there are a number of options to choose before you can enter the game. You can load one of four scenarios, decide on the number of players, select a difficulty level and choose the time limit on the game. Once they've been selected, the game moves into the adventure stage. This involves a sequence of screen shots proper and the computer-controlled creatures take turns to move and take control of battles.

First, all independent entities take a turn and

then each Wizard has a go to move all his creatures. The screen display's split into three sections. The main one shows the map of the world, centering on the spot you occupy at the moment. The rest of the map's in darkness until you begin to explore it.

On the right side of the screen's a list of options, displayed as icons, which is brought up by clicking the right mouse-button. This tells you what's going on in the world — describing the state of the creatures you control. Finally, at the bottom of the screen, messages provide information on events and objects.

“Easy to understand and access”

Score Focus

When you click the Cursor over your Wizard he's activated, allowing you to move him or select other actions such as spell-casting or giving him a quick feed.

The Wizard's icons include the instruction to cast a spell. The spell list contains all the magic you can perform at that moment. By moving the pointer over each spell you can see the spell level, indicating how powerful you need to be to use it, and the cost in power of actually casting the spell.

There are 47 different ones in Lords of Chaos, including Flood, Enchant and Teleport. 27 of these magic tricks are Special Summons spells.



They let you call up creatures from another dimension including Demons, Unicorns and Happs to do your bidding. They all perform specific functions. For example, the Unicorn can be ridden by your Wizard.

There are loads of other functions to access. The Wizard can pick up objects in his house, open things to discover special items and order a creature to do battle with an independent being.

Graphically, Lords of Chaos is nothing special, but as a fantasy strategy game, it doesn't really need to be. It's more important that all commands are easy to understand and access — here, Chaos scores a handful of points. The Wizard responds quickly to instructions and using his different commands is no problem. The game itself is tough to play to begin with, as patience is required to succeed. This is a good game for fans of the genre, and at only £9.99, it makes sense giving it a go.

Make!

I'm not into role-playing and fantasy adventures, to be honest — Dungeons and Dragons has always left me cold.

However, considering my aversion to this kind of game, I was pleasantly surprised by Lords Of Chaos. It's a well-paced game that's got the added bonus of being extremely playable. Controlling your Wizard's simple, with responsive mouse controls. The game itself is pretty neat, using a more arcade-style approach to fantasy strategy. There's plenty to absorb yourself in and it's not a bad release at all. I recommend this as a budget game to anyone, even if I do hate the game nine times out of ten.

amiga FORCE Rating!

A well-designed fantasy adventure, with a strong strategy element.

83



Budget!

BLACK CRYPT



Make!

■ *Black Crypt* brought back memories of that other classic adventure, *Dungeon Master*. While not quite in the same league, this offers a tough, atmospheric, and interesting adventure with impressive depth to the characters' abilities. The problems are quite similar with pressure-plates, locked doors and force-fields making up the initial tests. If you're new to this type of game, then you could do much worse than *Black Crypt*. Those who already have an idea of what to expect certainly won't be disappointed. ■

■ Hit Squad, £12.99

"I was a dark day in the country of Astora when Eiboroth Fargiver, a powerful cleric, was tormented for the most depraved and unspeakable acts imaginable. Hence his sweet name, I guess!

This happened 10 years ago. A year after the event, Fargiver returned to fulfil his promise of revenge. Bringing forth an army of clerics and other undead creatures he took justice over Astora.

Years later the Four Gods of Astora united to banish the evil one again — this time to another dimension. Everything returned to tranquillity until now. The dimensional rift's slowly opening, your quest's to put together a band of the bravest adventurers in the land. They must venture into Eiboroth's dungeon and retrieve four magical weapons, saving Eiboroth away forever.

In typical Dungeons and Dragons-style, that's the heroic scenario behind the latest budget adventure from the Hit Squad. Originally from Electronic Arts, *Black Crypt*'s a huge, sprawling adventure that takes some playing. This isn't the type of game you can get stuck into without checking out the instruction manual. It's tough to play, expect to do regularly to begin with, and, if you don't refer to the maps in the manual, expect to get lost every time!

Death becomes you

The first step on the adventure trail's selecting your motley crew. There are four characters to pick — a Fighter, a Druid, a Cleric and a Mage-User. Choose each of the four in turn from nine different experts in that field. You select from heroic-looking characters, ordinary Joe's and ridiculously ugly monsters. As a rule what they look like, but what they can do for you!

Each adventurer has a set of attributes. Once

you've chosen the characters, the next step's deciding on how you allocate their strengths and weaknesses. Skills include Power, Intelligence, Dexterity and Wisdom — you can award points out of 20 for each one from a limited supply. Hence, it makes sense making your Fighter strong, quick and dextrous, while your Mage-User needs plenty of intelligence, control and wisdom.

The action's addressed from this perspective of the characters. You move the party around a maze of corridors, searching for access to the later levels as well as the magic Spells, Flutes and Gems aiding your quest.

At the bottom of the screen are the four adventures' faces. Next to each are gauges showing the current state of the character, his fitness and the weapons he holds.

Clicking on the right mouse button brings up a scroll menu, showing the objects each man's carrying in his satchel. This menu also shows things such as the food each one has, the different magic Spells they're carrying and any scrolls providing clues to the quest. Bringing an object up to the face of the character you're controlling allows him to use it. Thus, after a battle, it's advisable using healing Spells and food, restoring energy.

As you go through the dungeons you need to find keys to get through doors. Teleporters for swift access to other parts of the level and Pressure-Plates to open other doors. It's not an easy game to play but it's satisfying once, nonetheless. I found myself forgetting the time as I battled to succeed.

The graphics and sound are both intended merely to suffice. There are no thrills, just clear and crisp attention to detail ensuring you never have trouble working out what's going on. Extremely helpful, believe me, in a tough old adventure like this!

Suffice to say, *Black Crypt*'s a great addition to any adventure-seekers budget library.

A tough old adventure



Time! Always check for doorway walls, should you seem to be at a dead end. There are plenty of them about, saving you having to find a long route through the maze and wasting precious time. ■



amiga
FORCE Rating!

A brilliant game for fans of the genre.

89
49

Chris!

■ FEBRUARY 1994 ■

amiga
FORCE

Budget! Budget bargains!



ASHES OF EMPIRE



Mark?

Ashes is created by that brilliant programmer, Mike Singleton, and he's produced yet another game for me. I really don't understand Six's problem with this strategy-simulation. Okay, it's complex, but a little intellectual thought never hurt anyone, did it?

The game's been inspired by the historic events that took place in Eastern Europe not so very long ago. You must enter a beleaguered land and find the right tactics to bring order amongst the turmoil and desperation.

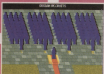
There are tactics and weapons for a game this large, and a high degree of interaction between you and the programme — you're drawn into the action and get swept up in the atmosphere of diplomacy and military action.

Ashes is an innovative adventure that's got the perfect scenario for our politically-conned times. As a budget game, I recommend this highly, even if you're not a fan of the genre, it's worth taking a look when the price is this favourable. You never know, it may broaden your horizons! ■



Tip time!

If you buy the game, it's imperative you read the rule-action manual. Trying to get straight into the gameplay is a waste of time and only results in severe frustration! ■



amiga
FORCE Rating!
May appeal to fans, but others also clear. Very involved and complex.
79

Digital Integration, £16.99

After what seems like a trillion years, this game finally starts, in so you think, in fact, after playing for a couple of minutes, you find it's time to twig: disks once again.

This isn't my idea of an interesting game; it's too boring to make reading through all the options and the outrageously huge instruction manual worthwhile.

Okay, I'm sure developers of this type of socio-political-simulation may find something of value in Ashes, but I'm afraid I'm not one of them.

The overall aim of the game's bringing peace and harmony to the entire GBR. To achieve this, you pacify five GBR Republics — Ossa, Pappakston, Beckkayne, Malsidene and Senoma. Pacify a Republic by either conquering the capital province and at least two other provinces, or all provinces except the capital.

The nuclear threat

Making peace takes plenty of time and patience — well, a hell of a lot more than I have anyway! You've got to achieve four different United

Community programmes in the province: these are UC Building, UC Demolition, UC Pacification and UC Ethnic Harmony. It involves a great deal of jumping around between numerous option and combat screens, as well as plenty of disk-swapping, of course.

The programmes need to be completed to claim a province. For example, Demolition involves removing buildings threatening the area's well-being, while Ethnic Harmony requires the support of different ethnic groups in the province, clinching their roles in the democratic elections.

There's limited time before your efforts become undermined by the actions of reactionary groups. They're serious — let's just say their idea of disrupting the peace talks is launching a few nuclear missiles.

Here's one bloke who! Funny enough, a ruler exposing in a province makes it difficult to pacify the people living there. I tried to guess that! Personally, all exploiting rule in my backyard always make me feel really happy! As you may've gathered, this game isn't my cup of the sweet, pleasing stuff. It's too long-winded, and ultimately, irritating to win my support.

“Too long-winded”

Chris!

50

amiga

FEBRUARY 1994



SILENT SERVICE II

Digital Integration, £16.99

Originally a Microprose full-price, *Silent Service* is now available as a budget release or as part of Empire's *Command Classics* compilation. In the game you take charge of a submarine during World War II — opt to fight anything from an individual battle to the whole of the war.

The first step is selecting a difficulty level, ranging from introductory (the Japanese convoys don't zigzag) and are very slow to react) to Ultimate, described in the manual as harder than real life — obviously by someone who's never been in a submarine during a war.

I mean, personally, I can't imagine anything worse than being confined inside a dark submarine, but then perhaps that's just me!

Choosing a submarine-type from the nine available is the next move. They're listed in ascending order of cost, including Oct 'S'-Class, the worst possible boat, New 'S'-Class, a faster stronger sub, and Gato-Class, the standard US Heavy sub. You must next to use flares, depth-charges, which never malfunction, or hydrostatic torpedoes, which have realistic faults and may be duds.

We dive at five!

Once into the game, a list of icons at the bottom of the screen accesses the different functions and charts available. You can check the sub's bearing, its position in the Pacific Ocean and the location of enemy craft. There's also a periscope (it wouldn't be a sub without one), giving you a

Captain's-eye-view of the surrounding sea — you rotate left and right to view the area. The graphics in this, and most other sections, are comprehensive and well-designed.

The game is not the most fast-paced in the world, but it's the sort of thing I imagine appealing to war-buffs. The historical engagements are accurate and the instruction manual informs you of what occurred in these battles.

The conflicts you opt to participate in are all named after the Commander of the submarine involved in the battle. For example, you can play as Commander Randall 'Dad' Dauph, in charge of a Gato-Class submarine in a fight against a single, unnamed oil tanker in the sea-life engagement 1.1 of Dauph's 14 torpedo shots were duds. Of course, you can choose flawless torpedoes to ensure exposures when they're fired.

Another scenario puts you in the shoes of Richard 'Killer' O'Hare, commanding the Tang, an improved Gato-Class submarine, as your radar picks up a convoy of ships going away from you. In reality, O'Hare circled around the vessels, coming to rest in front of them, he destroyed three Japanese ships and the Tang escaped unharmed. The question is, has your task at this engagement followed the course of history? This is the fun of the game, providing you with 'what if' situations.

Silent Service is worth a look if you like the strategy game. The action's faithful to the reality of the World War II engagements, while the game's well-designed. Those who don't like to those kind of games may find it a little slow. I'm afraid my tastes fall into the latter group.

“Appealing to war-buffs.”



Budget!



Tip time!

When involved in a nocturnal battle, don't open fire with your deck guns unless absolutely necessary. Firing the gun gives away your position to all enemy ships in the area.

Make!

Silent Service is a sequel living up to the title-billing. It was well-received on its first release as a Microprose product and still holds its own now as a budget title.

The idea involves guiding your sub silently into the danger-zone. Dispatch the enemy vessels and disappear once again into the Pacific Ocean's uncharted depths. The strategy and some scenarios are engaging and providing your objectives is a rewarding experience.

The whole package, including the comprehensive instruction manual, is a real insight into the world of the World War II submarine Commander. I enjoyed the experience and I think a lot of other people did the first time round. It's worth a look if you've never played the game before.



Chris!

amiga
FORCE Rating!

A faithful recreation of the battles fought by the brave men running ships in WW II.

80

FEBRUARY 1994

amiga

51

Public Domain!

Going

Mr PD, Ian 'Where's my Anorak!' Osborne has gone. He may be missed, but a breath of fresh (ish) air's about to blow through the PD and Shareware scenes. Take a bow please, Stix 'New Kid On The Block' Jones...

So, what's the deal? Well, there are actually two main take-aways here. The first one concerns the fact that you can't get a full picture of a company's financial performance by looking at its earnings alone. You also need to consider other factors like cash flow, debt levels, and so on. This is one of the big things I've learned from my research, and it's something every investor should keep in mind.

The game is a head-to-head battle between two players. They each control a pair of negotiable live chess pieces called "chips." During your opponent's turn, there are no moves and pieces to capture from, take or put in, move into and block from, or take away from.

It's difficult to explain exactly how this is such a good product. Maybe it's the distinctive aspects of the personality. As you know, it's not only the name, which is a kind of art, but also the design. Look at the design. Buy this and have a great day with your friend.



TRAX

■ Magnetic Fields (Continued)

The new standard out of the printer could mean an industry. It's what Public Domain is all about. We provide our clients with the information and services they need.



ICE RUNNER

■ Magnetic Fields (Gausswerts)

This is another in a long line of PD-platformers. Each level contains one screen of playing area, full of collect and little guys chasing you. Grab all the fruit, while avoiding the baddies, to progress to the next

Nothing new, but *Joe Kerner's* still a fun, little game. True, it's never going to win any awards for graphics, sound or playability. However, if you're stuck for something to do for about an hour, this one, at the very least,

The pit's simple — you're up the creek on various icy levels, with only your trusty pickaxe for company. Why you're there, nobody knows. The only way to progress is collecting all the fruit on the level.

FIREFLY

■ Magnetic Fields (Electroweak)



More than 100 million PC gamers are looking for every game. Finally, that dream is a short walk-up and a mouse click away.

It's called the "one simple idea" — a revolutionary technology which you can use to create a new generation of products.

The service tend to more diagonally across the sky, making it awkward to follow them. They frequently suddenly wander off by pointing one of their many legs into one of the other lines.

chasing and dogging your lively rovers — where you go, they automatically follow. The only way to stop them is smashing a hole through the ice with the pickaxe. (Usually, these guys are none too bright, so if you stand on the opposite side of the hole, they'll run into it. Guads huh! Once they're in the hole, you can run over their heads to escape. Keep them in the hole long enough and the ice reforms, sealing them inside.

As I said, this is a real little piece that's just additive enough to justify giving it a look. Another worthwhile effort from Diagnostic Design.



Public Domain!

ASSASSINS #144

■ **Robertson Smith** 1876

Information Systems

Here's one useful batch of Acemannan, with hints on how to grow it. Acemannan is a natural polysaccharide found in brown seaweeds. It's been used as a natural immune system booster for centuries. In the 1950s, it was used as a vaccine adjuvant for the Polio vaccine. In the 1960s, it was used as a vaccine adjuvant for the Hepatitis B vaccine. In the 1970s, it was used as a vaccine adjuvant for the Japanese Encephalitis vaccine. In the 1980s, it was used as a vaccine adjuvant for the Dengue fever vaccine. In the 1990s, it was used as a vaccine adjuvant for the HIV vaccine. In the 2000s, it was used as a vaccine adjuvant for the SARS vaccine. In the 2010s, it was used as a vaccine adjuvant for the H1N1 vaccine. In the 2020s, it was used as a vaccine adjuvant for the COVID-19 vaccine.



PRINCE-EMMENT

The cooling air is cold, the action driving home a lesson: the old is replaced by an and a decorative mood. And, finally, the quiet. There's a crystal of red glass in the air, the life screen, and the screen is dark. Pressing F1 or F2 respectively

There's one pattern it all about having the perfect place to live — where the railroad tracks around the house, bounding them all over, protection for the other side of the street road. When the house is, they make a simple porch that is intended to be a simple, simple

Abstract

The 1000 Series that came in at a slightly lower price is hardly anything to rave about, however. I've got some to fill in a few of my coffee's noons. I guess I'll just wait a bit more about reading or writing. I should power it. There, that should get

All you have to do is follow the steps in the guide, and you'll be able to find the best way to get the most out of your money. The guide is available for free on the website. The guide is available for free on the website. The guide is available for free on the website.



the food with the following: 100 mg of iron, 100 mg of zinc, 100 mg of copper, and 100 mg of manganese.

This round looks like a throwaway offer, without the gloss. It's just *Moby* and the ever-growing list of indie games based on an existing literary canon. It's an interesting way to go.



RESEARCH

This is a throw-back to the early days of computer gaming. It's basically just a simple, cut-and-dry game. There are no hills and not a lot of trees.

A one- or two-wheel cart, it allows him to push ball point, your cap, etc. into his gear. The 500 is a 100 lb. max. weight limit. The 600 is a 150 lb. max. weight limit. The 600 is a 150 lb. max. weight limit. The 600 is a 150 lb. max. weight limit.

For more information on any of these services, please call 1-800-368-5868. For more information on the services of the National Center for the Homeless, please call 1-800-541-7243.



2000

What can you say about a game that takes a hockey fan to the center of the action and says, "With this? Well, if you loved hockey, why didn't you play some?"

And much more to say, really, except that it's the national game of the day — the first function for which we have a record of 100 years.

MENTAL IMAGE

16 Mile End,
Hatfield,
Doncaster,
South Yorkshire DN7 6AM

Licenceware — £5. PD
collections — £1.50.
Cheques and Postal
Orders made payable to
Paul Robertsshaw. Write
for further details.

PUBLIC ADDRESSES

Here's a round-up of all the important Public Domain and Shareware addresses. If any other company wishes to be included, then send in some titles for Stix to run his expert eye over, well he'll try to play the games a bit, anyway. Also include your address for publication.

ROBERTA SMITH DITZ

190 Palladen Way,
Hamstead Garden Suburb,
London NW11 6JE
Disks — 90p each,
+ 50p P&P.

ZENORI SOFTWARE

**36 Spotland Tops,
Cutgate, Rochdale,
Lancashire OL12 7NX**
Disks — £2.49 each, inc
P&P. Printed catalogue
free on request or with
order.

MAGNETIC FIELDS

PO Box 118,
Preston,
Lancashire PR2 2AW
Disks — £1.00 each, inc
P&P. (Send AS SAE for
printed catalogue).

TOWER SOFTWARE

PO Box 9,
Coxsforth,
Newcastle-Upon-Tyne
NE3 1QW
Write for details.

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88%
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GAMES

IBM PC



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

IBM PC



IBM PC



IBM PC

"The best true golf simulation available for the PC"
- STEVE FOUNTAIN PC FREELANCE

"A superb golf simulation even more challenging
than Loris 360 Pro" - ANTHONY GRIFFITHS
THE WORDS THE SUN

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

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

amiga

FORCE

Playing Tips!

The biggest, the best, the one and only Amiga Force Section! This month we bring you the round-the-worlds guide to *Stardust*, while the roughest, toughest beat-'em-up around is tamed by our intrepid tipsters. Plus: don't forget Cut-Out 'N' Cheats and readers' Tips Bits!

Mortal Kombat	60	Assassins	77
Elite II	64	Lotus 2	77
Mean Arenas	77	Stardust	77
Alien Breed II	70	Populous 2	79
Lemmings	74	Rainbow Island	79
Alfred Chicken	76	John Madden	79
Synabaster	77	Cabal	79
Xenon	77	Premier Manager 2	79
Woody's World	77	Alien Breed	79
Mean Arenas	77	Galek Attack	79
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There are many foes throughout *Stardust's* worlds. All must be overcome if you're to have any chance of entering the Special Missions and Warp-Tunnel sections. Here's a guide to surviving the many pieces of space debris, all intent on crushing your ship into space-dust.

60 MORTAL KOMBAT

Are you tough enough to enter the pit? Use our exclusive guide to kick the stuffing out of every character in *Mortal Kombat*. From Sub-Zero to

Scorpion — all you need to know to punch, kick and maim!



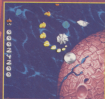
70 ALIEN BREED 2

A complete guide to the complex levels of *Alien Breed*. No foreign body escapes from the Amiga Force crew!



74 LEMMINGS LIFELINE

Yet more Lemmings lifelines from our team of cuddly expert!



56

amiga

FEBRUARY 1993

STARDUST

SPECIAL MISSIONS

■ Special Missions are only really worth entering if you've plenty of lives and a lot of patience. Guide your ship with great care around the underwater caverns as contact with any wall means instant death.

Deflect around the walls are green arrows, indicating the safest route to the exit. When moving around the cave, only use very short bursts of thrust to correct positioning. Move usually inside you flying out of control into one of the walls.



ORBIT PLATE

■ The Orbit Plate is a large shooting disc. Although it's easy to destroy, the first shot it launches can hit your craft unexpectedly from behind.

Whipping out the ship's not really a problem — just keep a good distance and blast with laser-shots. About ten hits are sufficient.



KILLER ORB

■ When the Killer Orb approaches, the at to the other side of the screen, leaving to face it, it counts up and fires — move ahead of it's centre, the only place where you can cause any damage.

When the Orb's laser gets close, activate your shield for protection. Switch to the other side of the screen when the Orb moves again and repeat the whole process until the ship's destroyed.



Playing Tips!

TRILIONS

■ The Trilions appear as two diamond-shaped ships joined at the tip. They spin around the screen until they reach the centre. The ship then splits into two separate parts — both attempt to push your craft into the incoming boundaries. One touch from either ship is fatal.

Destroy them by blowing the craft away as soon as it

appears. Upon destroying the one half, the other loses bearings for a short while — this is your chance to close in and wipe out the remaining ship.



BEETLES

■ The Beetle Ships travel in shoals, moving smoothly around until closing for the kill.

Although the ships have no aim, they're fearless so it's very easy to collide, destroying yourself. Press the Beetle Level by keeping your finger on the fire button and not remaining in the same place for too long. It's much harder for the ships to home in, and surround you.



SPACE WORM

■ You travel at full throttle in your ball to destroy this foe.

The best method of attack is playing on a straight line either across or down the screen. The worm then stays hot on your tail, allowing you to turn and blast chunks out of the beast.

The body's the only weak point — but watch out for pieces flying off when you shoot. They explode almost immediately, inflicting damage to your ship if it's nearby.

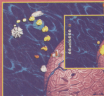


Playing Tips!

WEAPON TRANSPORT

■ The Weapon Transport is more of a bonus ship than a serious threat. Resembling a small bubble-shaped craft, it moves gradually across the top half of the screen. Transport's only pass area across the zone, so ensure you blow them up as soon as possible.

Destroying this ship rewards your craft with an extra bonus weapon. The weapons are all explained in their own section later in this guide.



FIRE-SPILLER

■ The Fire-Spiller is a real pain, moving slowly across the screen. As it moves, it spins in circles and throws out an arc of fire from the centre. Contact with any flame destroys the ship.

The only way of destroying it is approaching from the blind-side and jumping it full of shots. It takes about ten hits before the ship finally detonates.



BOMBERS

■ The large ships initially appearing are not the real danger when attacking a corridor. Avoid the large ships as you wait for them to pass by, and release the rear threat, the Fire-Faces.

They attack in much the same fashion as the Fire-Spiller and should be handled in exactly the same way.

The main advantage of attacking faces is that, when they shrink down, it's a lot easier destroying them while they can't retaliate.



MINE-CHOPPERS

■ Mine-Choppers are possibly the most deadly enemy. Automatically drawn towards your ship, they're large discs with spinning blades on top. Avoid at all costs as contact annihilates your ship.

At a short distance away and fire with every available weapon to destroy them. Dodge the outer Cuts they release. Inward-moving balls may be a nasty habit of exploding and sending debris out in all directions.

BONUS WEAPONS

■ The Bonus weapons can only be collected from the Weapon Caverns on each level, so ensure you grab every one. Some prove vital if you want to survive the later levels.

THREE-WAY

■ The Three-Way weapon's one of the first to collect and can be very useful in almost every level. The Three-Way fires three projectiles in different directions.



BOUNCER

■ The Bouncer excels in areas with lots of enemies floating around. It ricochets off anything in its path, so you effectively get two shots for your money!



BURSTER

■ The Burster releases a Flaming Orb, exploding on contact with the opponent. Although the weapon looks good when fired, it's not really that potent — mainly due to the delay in launching the projectile.



Playing Tips!

MISSILES

■ Homing Missiles are the most deadly weapon in your arsenal. They destroy almost everything, but make sure you use them sparingly as there's only a very limited supply.



FLAMER

■ The Flamer's like weapon used by the Fire-Spiller and Flame-Heads. It's particularly effective while your ship is spinning — it fires in an arc and turns your ship into a mini Fire-Spiller.



MORTAL KOMBAT

DEATH MOVES



The game creating uproar amongst do-gooders rears its violent head on the Amiga. Furthering your blood-letting escapades, the A-FORCE crew have spent many hours in the pit with Sub-Zero, Scorpion and even the lovely Sonya, producing these player's tips for every character. We've even included the world-famous Final Death moves!



Joystick-wielding should be in tune with our descriptions for maximum effect. Explaining further, we use **TOWARDS** to describe 'towards' your foe, whether facing left or right. When we say **AWAY** — it means tap your joystick 'away' from the enemy. All button-presses are described as punches. If you've got a one or two-button controller, consult the manual to see how to inflict a punch.



TELEPORT

One of all special button-moves, make sure there's sufficient room to reappear behind your opponent. Teleport and then let fly with a flurry of fast punches to your opponent's head from behind.



TORPEDO

The Torpedo is for pushing opponents away, allowing you to inflict a combination move. It's also useful for gaining distance to launch Raidenricity.

RAYDEN

The Thunder Claws are an excellent choice for the intermediate player. His special moves, used properly, finish off almost every tournament fighter.



RAIDENRICITY

Raidenricity is only effective as a long-range weapon. Using it when close to an opponent usually results in you being exposed to a beating.



COMBINATION MOVES

For Payden, start with a Torpedo, driving your opponent across the arena. Follow up with a couple of loads of Raidenricity. Allow your enemy to close in, then Teleport behind and finish them off with a volley of punches.

FATALITY MOVE

Raidenricity Overload. Deliver a shocking experience, enough to send heads spinning, with the following move: **TOWARDS AWAY AWAY AWAY PUNCH**.





JOHNNY CAGE

Johnny's one of the fastest and most agile Roundhouse, demanding constantly on the joystick buttons.



SHADOW-KICK

Cage's Shadow Kick is similar to Rayden's Peacemaker's — only execute at a safe distance. Not too far, though, as the kick won't fully connect.



FIREBALL

Let loose the Fireball at the beginning of a match, catching your opponent off-guard. In close combat, it's less effective.



COMBINATION MOVES

Start with a Fireball, then close in while your opponent's stunned, delivering a devastating Roundhouse. Now, rapidly execute a Shadow Kick, knocking the rival back far enough to deliver another Fireball.



PACKAGE CHECK

Although the Package Check is fun, it's essentially a last line of defence. Only use it for draining sufficient energy, preventing any counter attack.

FATALITY MOVE

Power Punch. Cage's devastating power punch is carried out by closing in and pressing **TOWARDS, TOWARDS, TOWARDS, PUNCH**.



KANO

Kano's slow skull makes his Head-Butt particularly devastating. That aside, Kano's comparatively slow of this roll.



HEAD BUTT

Draw near, landing it straight to the forehead. Should you're close — a missed but usually ends in a severe beating.



CANNONBALL

The Cannonball's effective at a distance — especially when your rival's recovering from a vicious knockout. Don't execute when your foe's on his toes, as this attack's very easy to block.



SPINNING BLADE

The Spinning Blade, as with almost all projectiles, is only deadly from far range. The blades, unfortunately, can be blocked or counter-attacked with hardly any effort.

FATALITY MOVE

Heel Attack. Reach out and hurt your opponent, using the following combination: **AWAY, AWAY, PUNCH**.



COMBINATION MOVES

Perform a Flying Punch, following with a volley of hard punches to the head. While your rival's reeling, enter a Roundhouse and finish them off with a Head Butt.

Playing Tips!



LIU KANG

Liu Kang, the Purple Lotus, looks alike, fights around the arena. He also kicks with lightning speed.



SUPERSONIC-KICK

The Super Kick is almost unbeatable. However, only use it when your foe is at least half a screen away. Otherwise, you just cover their heads, leaving yourself open to attack.



FIREBALL

Kang's Fireball is one of the few projectiles of any size at close-range. It's due to the speed he moves, allowing him to launch straight into a secondary attack.



COMBINATION MOVES

Liu Kang's combination comprises various kicks and awesome speed. Begin with a Supersonic Kick when you land, follow with a Roundhouse, somersaulting away from rivals. When they approach, execute another Roundhouse as you tend to catch them off-guard, before finishing with a Fireball.

FATALITY MOVE

Heirloom Spin-Kick. Carry out the malicious move by dropping your rear using: DOWN, DOWN, DOWN, AWAY, UP, FORWARD.



SCORPION

Scorpion, a versatile and easy character to get to grips with, is ideal for beginners. With practice, he can also become a deadly adversary.



TELEPORT-PUNCH

The Teleport-Punch is only potent if synchronised as you reappear in exactly the same position as the competitor. As your foe has a nasty habit of moving while you're in mid-Teleport, most attacks are futile.



VAN DAM SPEAR

Coupled with another move, the Spear can be devastating. Launch it, then deliver an Uppercut. Lifting the Spook loose, as your rival's recovering from an earlier attack, allows you to maintain position, fighting a flawless match.



COMBINATION MOVES

Apart from the Spear-trick, Scorpion's best combination is Spear and Uppercut, then leap towards the enemy, delivering a Flaming Punch. Next, inflict a volley of punches to the face, followed by a high-kick to the face.

FATALITY MOVE

Hellfire. Execute by getting a short distance away and then perform: DOWN, DOWN, PUNCH.



Playing Tips!



SUB-ZERO

Sub-Zero could be considered Scorpion's alter-ego. Playing the two together's probably the most even contest out of all *Kombatants*. Sub-Zero's moves, once mastered, are a force to be reckoned with.



COMBINATION MOVES

Sub-Zero can carry out similar tricks to Scorpion, using his Ice-Fire instead of the Boomer. Also, start the attack with an Ice-Blast and Uppercut. Close in on the enemy, while he's still stunned, and strike with another Uppercut, followed by a Hurricane. Before he recovers, deliver a Power-Slide.



ICE-FIRE

Sub-Zero's Ice-Fire, like Scorpion's Boomer, is more powerful combined with an Uppercut. Watch out, though, for the double Ice-Blastfire, created by firing another blast while your opponent's frozen.



FATALITY MOVE

Heat Wave. Utilize the combination of moves: TOWARDS, DOWN, TOWARDS, PUNCH.



POWER-SLIDE

The Power-Slide's fast, though complex, and is only worth executing from a distance. This gives you a chance to retreat from the move, avoiding the counter-attack.



SONYA BLADE

She looks cute, but is definitely not a lady to be messed with. Play more on her look-power than her punches. Frankly, they're very weak.



COMBINATION MOVES

Begin with a Flying Kick, followed by a Leg-Toe and then a Roundhouse. Wipe out the enemy with an Energy-Wave, quickly backed up with a high-kick.



ENERGY-WAVE

Sonya's Energy-Wave effectively backs opponents off. In close combat, though, it's impractical. Use it to keep your foe at a distance, wearing down that energy until you close in for the kill.



LEG-TOSS

The Leg-Toe is the most impressive of all Sonya's efforts. Unlike it to catch the enemy off-guard. If you're quick enough, perform a Leg-Toe and get most to your opponent before he gets back on his feet. Execute another toe, removing large amounts of energy.



REPTILE

You need to be in the Pit Level to battle with Reptile. If he's waiting, you see a shadowy figure across the moor — it can be anything from a kite through to a witch on her broomstick. Now fight a double feature match, and finish with Fatalities. If you manage to survive both rounds without getting hit, it's a short fall into the pit and a fight with the green dude, himself.

FATALITY MOVE

Rise Of Death. Perform this move with the following combination: TOWARDS, TOWARDS, AWAY, AWAY, PUNCH.



Playing Tips!

Frontier's back again! For those still stranded in this excellent space-trading and combat game, **AMIGA FORCE** presents the second part of our extensive player's guide. This month takes you even deeper into the far reaches of the solar system as you strive to become the elite of space-traders.



Name	Group	Accession	Page
Charles Deane	Paint	22-17-1922	100
Irving Light	Paint	August 27-1911	101
John Deane	Paint	August 27-1911	102



MISSIONS

Be wary of mission-selection from the bulletin board. Although some missions offer a high price for completion, they could cost the ultimate price — your life.

Until you're fully competent, avoid those involving one person recovering a lost ship to a certain area. It usually means they're into clunky-decoding, causing you trouble not only with the Federation, but also with other space-scram and allies.

In particular, it's easy namedrop. *Alison Edwards should be thanked at all costs. She pays well for her trips around the galaxy, but uses them to work against the Mafia — even completing one mission upside down. It also leads to an assassin on your tail at almost every twist and turn.*

Changes of four or more people are usually a safe bet as they're only visiting friends in other systems. However, these tips are only really possible when you've acquired a sizeable amount to make the trip worthwhile.

A further marginally-dangerous mission is carrying tax reports — stay alert at all times for an audit.



INTER ELITE

THE OUTPOSTS

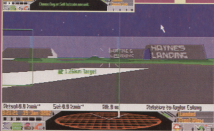
Guard against taking missions to the far reaches — unless, of course, you're doing the water run and the stop-off's on your way.

When you reach the outer systems, stay vigilant and ensure the ship's fully armed. Many systems are controlled by hostile religious groups. They don't take too kindly to visitors, reacting to blast them into atomics.

If you're armed to the teeth and have

no scrapes about legal status, some systems can be very profitable for both governments and narcotics-dealers. As an outlie, search the astronomical odds for some you require. However, remember — hostile intergalactic thieves don't really say but in this game.

When planning your route, ensure you won't make a detour through a Federation system. Otherwise, you could well find yourself a magnet for various police interest.



CASH RUNS

Apart from the route between Sol and Diamond's Star, mentioned in our earlier tip, we've also discovered other areas are valuable sources of cash.

When going to Sol with computers, land at Paris to sell them, either through the bulletin board or on the stockmarket. They fetch a higher price than most other places on Earth. Take notice to London, selling for the same reason.

During the cash run between these two systems, always check bulletin boards for packages, smugglers and missions to Formosa. It's only a short detour and a quick way of boosting cash. For easy money, also carry luxury items to the port of Schinder Town on the planet Dusseldorf in Fleet 104 and Delta Pavonius — there's an acute shortage and top prices are paid for whatever you can take.

Check out outer-systems, especially ones close to freight ports — water's a rare commodity there. However, moons are only worth attempting when you're a larger ship, making the long journey worthwhile. Plan the route well and carry plenty of fuel, avoiding being stranded in a dead system with no chance of refuel.

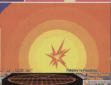
The easiest way of tracking down the highest prices is checking out planetary information before going — concentrate on carrying major imports as higher prices are paid than for imports.

Playing Tips!

FRONTIER



NO FUEL



DANGEROUS ITEMS

Throughout Frontier transporting certain cargo, including large supplies of arms and refined gasoline, attracts unwelcome attention — especially through uneasy systems.

Also, carrying over too long a time of longer takes many phases to your ship. Use a heavily-armed craft if you're hell-bent on taking booty and earning cash.

Keep steps to a minimum through lawless galaxies — the more barren systems need your ship for absolutely any freight, especially any type of meat or water.

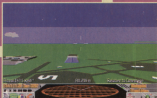
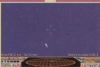


ADVANCED NAVIGATION

Enemy ships have greater superiority when you're approaching a planet. First the nearest galaxy, utilizing Hyperdrive to warp to it. Fly for a short while before warping back to your original system. You also find you can fly closer to your destination before coming under attack again.

Repeat this procedure until you begin your final approach to the planet. However, there's one potential danger — make certain you're carrying plenty of fuel. It's obviously more worthwhile if you're taking freight or passengers, guaranteeing loads of profit!

If you're executing a jump into the galaxy with the Spaceport, fly a short distance through the present system first. Doing this masks the distance to travel in the next a lot shorter, enabling you to avoid any ships which may attempt to close in and attack.





COMBAT

When a superior craft attacks, it's easier jumping out of the galaxy, returning to complete the mission another time. If the Auto-Pilot gets destroyed, return to your last saved position and begin again. Otherwise, you risk being completely stranded with little help through tactics and tricky landing procedures.



StarLine Daylit Skipper

Item	Price	Value	Weight
Power Window	\$1,000,000	\$1,000,000	100
Auto Pilot	\$2,000,000	\$2,000,000	100
Door	\$2,000,000	\$2,000,000	100
Sales Pk. 1	\$2,000,000	\$2,000,000	100
Line Transport	\$2,000,000	\$2,000,000	100
Sales Pk. 100	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner Skipper	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100

StarLine Daylit Skipper - This ship is a good exchange for your old ship with its auto transport, auto pilot, and the ship with suspended engine. **StarLine**

New Daylit Skipper

Item	Price	Value	Weight
Power Window	\$1,000,000	\$1,000,000	100
Auto Pilot	\$2,000,000	\$2,000,000	100
Door	\$2,000,000	\$2,000,000	100
Sales Pk. 1	\$2,000,000	\$2,000,000	100
Line Transport	\$2,000,000	\$2,000,000	100
Sales Pk. 100	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner Skipper	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100

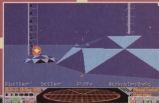
New Daylit Skipper - This ship is a good exchange for your old ship with its auto transport, auto pilot, and the ship with suspended engine. **StarLine**

PURCHASING SHIPS

Always check the Skipper's when landing at a Starport. In particular, examine the new and used ship section for upgrading your craft. If you see a ship you'd like and have enough cash, buy it straight away — it won't be available again at that port for the same price. There's a very fast turnover in ship-trading.

Also be wary — the weight of the ship isn't the actual load capacity. You also need to add peripheral items like Auto-Pilot, Line, and Hyperspace before you know the real capacity for cargo and passenger items.

If you decide to purchase a ship, go to the Filling Yards and sell every extra item from your previous one, earning a little cash. Then sell it as an empty shell. However, you can't dispose of it if you've passengers on board — unload all cargo and people at their required destination before you trade.



StarLine Daylit Skipper - This ship is a good exchange for your old ship with its auto transport, auto pilot, and the ship with suspended engine. **StarLine**

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Starliner	\$2,000,000	\$2,000,000	100
Starliner	\$2,000,000	\$2,000,000	100

StarLine Daylit Skipper - This ship is a good exchange for your old ship with its auto transport, auto pilot, and the ship with suspended engine. **StarLine**



AND FINALLY...

The main aim, of course, acquiring the biggest cash you can and as much money as possible. So, use money runs, upgrading your ship, and then try to take an every Federation mission possible, boosting ratings.

MEAN ARENAS

Mean Arenas takes the gameshow violence of *Smash TV* and mixes it with *Pacman*, producing the most addictive and deadly game appearing for a long while on the Amiga. There are many items throughout *Mean Arenas* threatening to burn, bash or blow you up! The key to successfully completing the game's knowing how to use each to your advantage.

FIRE-SHIELDS

■ Fire-shields appear in almost every arena as an orange circle on the floor. Step into it and receive a shield around your body. You can now run into enemies, destroying them on contact. The shield only lasts for about two minutes, so bear this in mind: try running into as many questions as possible in the short time you're given.

The main trick's picking up one shield and quickly finding another. Grab hold of a new shield while still possessing your old one, and an explosion destroys all enemies.



HIDDEN ARROW-LAUNCHERS

■ These little holes are a real pain. The only way of telling when they're in the arena is by looking at the walls and floors. If you see a hole in the wall, immediately check the floor for a dark, pebble-like pad. Touch it and you launch the arrow.

However, they're easy to avoid in most situations if you remember to close the piece of floor in the same direction as the arrow. It then follows you down the passage, allowing you to side-step it before it hits you. Remember the launchers' locations so you don't run into them when trying to escape from an enemy.

BONUS METER

■ The Bonus Meter can be very infuriating if you don't understand exactly how it works. Every time you pick up a large 'B' icon, a letter's added to the word 'BONUS'. Whenever the word 'BONUS' is completed, a letter's added to the word 'CREDIT'. When you've lit up every letter, an extra credit's added to the menu.

FLAME-UNITS

■ Although these machines are really deadly, use them to advantage by only creating a threat immediately after they've shot — causing any help if you're being followed by a weaker enemy. Simply run at it first as the Flame-unit so the enemy follows and ends up a roasted foe.



GUARDIANS

Arena guardians are many and varied. Some are very intelligent and can only be destroyed by shooting them, while others aren't as smart and wander into any traps set up.

TANKS

Tanks are very similar to Humanoids, though not as subtle. It's possible to lead these guys blindly into deadly traps. The biggest drawback of having one follow is that, unlike Humanoids, Tanks can chase you across ice fields.

HUMANOIDS

Humanoids look like your main character and are also very clever. Once spotted, they don't leave him alone. Escape by either outmaneuvering or shooting them into small pieces. They don't walk over traps so the flame track doesn't work on these guys.

The only place where these tanks don't follow is across conveyor belts or ice. If you've got one hot on your traps and you're no dummy, head across the nearest piece of belt or ice, leaving them stranded.

Playing Tips!



GHOSTS

Ghosts are slow and inflict little damage but can make life hell on ice levels. They pass through anything including walls, making them tough to avoid.

Two types appear, static ones which are slow to disappear, and the mobile — the most dangerous. There's no way of avoiding the mobile type and neither can be killed. (They're already dead anyway.)

ORBS

Orbs appear in rising queues from bombs through to glowing ball shapes. Possibly the most dangerous, they're also the fastest and most intelligent of all foes.

They can crawl any wall and are speedy footers enough to walk into any traps. Destroy these baddies by shooting them with one of your weapons.



TIPS FOR FAME AND SUCCESS

After many hours dashing round mazes and grabbing coins, we've unearthed hints allowing you to become the Chantrel 27 champion.

When collecting coins, make sure you grab every coin before the area you're in — this saves backtracking and getting into more danger.

If you're surrounded by guardians and you've plenty of power left on your energy meter, a suicide run straight through the nearest opponent is usually the best option. You suffer some damage, but it's a lot less than the harm or even death sustained by staying in the same place.

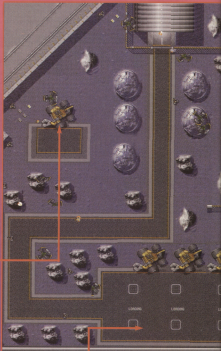


Playing Tips!

In a follow-up to the highly successful, *Alien Breed*, comes, of course, the sequel — imaginatively titled, *Alien Breed 2*. Well, unoriginal titles aside, *Alien Breed 2*'s a fast and frenetic blend of death, mayhem, aliens and outlandish weapons. In fact, the very ingredients making for another outstanding A-FORCE player's guide. Throughout *Alien Breed* are many traps, dead-end passages and, not to mention, vicious aliens — check out these cracking tips to delve deeper into the game!



There are plenty of extra credits to be grabbed here. Although they're no real use for the rest of the game, he it's really not worth the risk needed to collect them. It's much safer to just head for the exit.



As you run across this open space you'll notice a strange wind which attempts to blow you off course. Fight against this at all costs, as it has a nasty habit of blowing you straight into a chopper's blades. Which of course leads to the demise of your poor little chap.



Playing Tips!

LANDING PAD

The Landing Pad is your in-position point on this planet. The biggest problems are flaming Fireballs, raining down from above.

There are also Choppers flying around the area with the sole aim of destroying you. However, the main objective is finding the entrance to the next zone and the relative safety of the interior.



CHOPPERS

Not only can the Choppers shoot you, as they stroke the ground with their cannons, they also kill on contact. The best tactic is avoiding them, even if it means backtracking to get out of their paths.



FIREBALLS

Fireballs can't actually kill, but inflict serious damage if touched. The balls fall at random, though, and increase if you spend too much time in one area. So, it's best staying on the move at all times.

ENTRANCE TO THE CIVILIAN BUILDING

Finding the entrance to the Civilian Building is easy. From the start, head to the left corner of the landing zone. Pass through the two pipes before heading across the bridge. Move to the far left, continue across the landing zone and right until you've crossed the next bridge. Keep moving right and you find the entrance just past the landing zone.



MAINFRAME COMPUTER

The Mainframe Computer in Level Two is located just to the right and above the starting-point. Walk up to the terminal and let rip with your weapons, demolishing it. As soon as you destroy the Mainframe, the whole screen turns red.

Ensure you know the exit-route before slowing up the Mainframe — you've only a very short time to escape before the whole place explodes.

CIVILIAN ZONE

Destroy all out-of-control anti-matter regulators, escaping from the final Civilian Zone. Get away from the control by demolishing the Control-Computer. The third mission tells you the task of finding the key from the base Scientist. The fourth and final mission in the Civilian Zone demands activating the Crushing Machinery, before escaping into the security tunnel. All Civilian Zones contain similar foes — some can be defeated while others must be avoided.



ANTI-MATTER REGULATORS

The Regulators are large metal blocks with a spinning ring in the center. The only way of destroying them is standing next to the main body and firing your weapons at the ring. You cannot inflict damage by shooting diagonally to the ring — only if you shoot it at right angles.

Don't linger in the room with an active Regulator, as it becomes overloaded with power, firing projectiles in all directions.



CRUSH MACHINERY

The Crush-Controls are to the north of the building. Once you've activated them, go as far right as possible. Travel down until you enter the small tunnel. Go to the end, discovering the back-ali to safety.

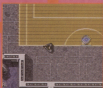
SCIENCE ZONE

The first mission demands you activate the Military Laser, blowing through the security door. The second requires you collect the red security key and negotiate the mine, entering the next mission. The third's another Time Level in which you must find the second deck lift before the place blows. The fourth necessitates plugging the ball gas leak.



MILITARY LASER

The Laser's located in the top-left corner of the zone. Go into the room with the spinning Lasers, avoid their projectiles and shoot the small pad on the wall next to the Laser, activating it. Once the laser fires, walk through the newly opened doorway. Go to the right and down for the deck-lift to exit the zone.



TOXIC GAS

Arm yourself with a Flame-Thrower, the only weapon for plugging the leak. Go to the top-right corner of the level and find the broken pipe. Fill the Flame-Thrower at it for a few seconds, mending the hole. Return to your start position, completing the zone.



GENERAL SURVIVAL TIPS

One vital tip's running from a fight, if you're faced with an oncoming alien, and your weapon isn't powerful enough, take flight. It not only saves you energy, it allows another shot.

As soon as you've found enough credits, upgrade your weapon. The one to avoid's the Flame-Throest — it easily isn't powerful enough to destroy the aliens.

Purchase a simple Trapping Unit as soon as you can. These are very useful when you're facing in circles as they reveal a map of the immediate area, allowing you to plan your route.

The general rule with alien warriors is — if it moves, shoot it. All mobile aliens can be destroyed. The wall-guns and laser-emplacements, however, must be avoided. Keep moving at all times, giving the guns less time to lock onto your position.

Use all ammunition sparingly, as it becomes very scarce on later levels, and it's not always easy finding a financial and purchasing safe spot.

INTX WEAPONMENU

REMOTE LOCATION SCANNER



Playing Tips!

Lemmings Lifeline

If the letters are anything to go by, it seems many Lemmings -buffs are still struggling with brainbusters in the labyrinth of mazes found in every corner of the games. This month, though, the Lemmings Lifeline extends to readers stumped by *Oh No! More Lemmings* — we've spent many hours solving *Time Level 11*. As well as getting to the bottom of this level, we take the Lifeline a step further by solving *Level 29* from the *Fun Zone* of the original Lemmings.

If you're stuck on any level in Lemmings, *Oh No! More Lemmings* 2, then write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please remember to include the level you're stuck on, as well as the level password.

Sorry, but we cannot reply personally to any problems.

1

Wait for the first Lemming to walk back to the left. As he reaches the top of the red slope, turn him into a Builder; he creates a mini-bridge to the left, preventing the rest of the team from dying.



MUTINY ON THE BOUNTY

Oh No! More Lemmings
Wild Level 11

Mutiny's another of those levels where one poor Lemming does all the work, while the rest of the gang stand around twiddling their thumbs. It demands spot-on mouse-work, so make sure you get in plenty of practice before attempting this level.



WORRA LORRA LEMMINGS

Lemmings

Fun Level 29

Lorra Lemmings test building and bashing skills to the limit. If you keep calm and follow our solution to the letter, you reach the next level before you know it.



1

As Lemmings fall out of their hole, they walk to the right. Turn your first Lemming into a Blocker, stopping the rest of the gang swimming.



2

Convert the third Lemming into a Blocker, trapping the second Lemming near to the pedestal. Transform the third Lemming into a Builder, constructing a bridge over the pedestal.



Playing Tips!

2

Transform the next Lemming into a Blasher as he walks right, enabling him to smash a path through the brick-ends.



3

Lemming Three should be turned into a Climber to scale the steel wall and go to the chain-bridge on the right.



4

Change this Lemming into a Builder, halfway across the bridge. His construction work helps stop him and the others from falling into a sandy grave.



5

Allow your heroic chip to walk up the slope, but remember to aim him with an umbrella for his free-fall off the edge.



6

Following a safe landing, your Lemming struts right and turns around. As he begins his return journey, turn him into a Builder, making a bridge to the left.



7

When the bridge reaches the roof and he turns round, build another bridge to the right. Convert one Lemming in the main group into a Builder to erect a bridge up to the platform on the right, allowing your pals to escape.



3

Let the Builder drop down into the small pit and convert him into a Blasher, breaking through the wooden pole.



4

After he's bashed through the pole, make him smash through the next pedestal and the ground lying behind it.



5

It's time to use bashing skills again, breaking through the bottom of the broken stairs.



6

As soon as you crash through the slope, change him into a Builder, creating a bridge up to the wooden ledge on the left.



7

When you've reached the large pyramid, batter through to the left until you're at the metal block.



8

As your Lemming turns back, heading right, change him into a Builder, forming a zig-zag network of bridges up to the exit platform.

9



Show up the left Blasher, releasing the rest of the green dudes on their journey to safety and completion of the level.

Playing Tips!

Tired of Italian plumbers, blue hedgehogs and ninjas from the Nth Dimension? Check out *Alfred Chicken*, possibly one of the strangest games around. As with many platform games, it contains the obligatory hidden zones — finding them can be a real pain, though. Hence, our **AMIGA FORCE** guide to finding the hidden stages in the first three levels.

ALFRED CHICKEN

1

Bounce up to the doorway at the top of the first screen and enter. This brings you out in another screen, positioning Alfred right between a toy mouse and a springboard. Work your way right until you come to a dead-end wall. Jump against it and push right — if you've done this correctly, you pass through the wall and can walk right to another doorway.

You should find yourself in the first of the Bonus Zones. Pick up the telephone and jangle from the plant. Once you've collected the jangle, the screen fills up with bonus cheese wheels. Grab all the cheese peeces and go through the door, dropping into a room with five star blocks. Step off to the left and bounce on the spring until you reach the highest point. A doorway appears in mid-air which you should jump into to find the hidden zone.



2

Move to the top right of the first screen before going left to the large toy soldier. Drop down to the soldier's feet, finding the next screen doorway.

Travel right to the sleeping bomb. Jump over very carefully so you're standing next to it. Leap straight up into the air, revealing a hidden spring — jumping onto it catapults you into the air.

Bounce up the springs to the 'A', 'B', and 'C' blocks with the mounted doors. Doors 'A' and 'B' take you through to the next part of the level, while entering door 'C' accesses the bonus room.



3

Jump up the large screen, reaching the doorway on the ledge above. Pass through the door and spring left onto the wooden block. Leap words to the left, landing on the exploding bomb.

Stand on it as it blows up and keep LEFT pushed. You float down through the secret passage and spikes, entering the door to the next secret Bonus Zone.



TIPS BITS

Playing Tips!

As you all know by now, this is the section of the mag written by the readers, for the readers.

If you're stumped by any part of a game, TIPS BITS, through either the A-Team or our army of readers, will endeavour to shed light on the problem. Don't hesitate to send us your scintillating new tips or any answers to queries raised in this forum.

Remember, the best tipster every month is rewarded with a free 12-month subscription to AMIGA FORCE! (don't worry if you already have one, we'll renew it for you). So, send your tips and problems for TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

EYE OF THE BEHOLDER



Due to a slight technical fish we were unable to post the second part of the Eye Of The Beholder solution last month. For all you who've waited so long, here's the second part of Darren Jordan's solution.

Level two

This level's filled with skeletons and zombies. If you want to avoid a fight, let your priest turn them, and you can walk past unharmed.

As you enter this level, you're faced with three identical corridors with silver locks. On the ground is only one silver key. First, open the door to the south.

The crossroads you come across open you 90 degrees to the right each time you cross. At the west fork, the corridor ends in a 'travel' marker.

Step through it. Find the other one and step through that. You enter a room with two zombies. There's no treasure, but it's good experience. Return to the crossroads.

The south fork comes to a dead-end with a floor panel. When you step on the panel, you hear a stone-grinding sound. Don't worry it's a secret door opening further in the sewer. Return to the crossroads.

The east fork takes you to a small maze of corridors which mislead you around. To avoid them, find the 'travel' markers on the walls and step through them. This way, you avoid the zombies and can reach the other side. There is a secret door at the end, and here you will find another silver key. Return to the level entrance.

Next, open the door to the east with the silver key entering an area of corridors filled with pits. Around the walls are various buttons to close them. With one you can see a floor-panel beyond. Throw something over the pit, hitting the panel and closing it. In this area you'll come across another silver key, and hear another stone-grinding noise. The leader in this area

CUT OUT CHEAT!



THERE'S NOTHING WORSE THAN GAMES PACKAGED IN HUGE BOXES THAT ARE 50% AIR — HOW BIG ARE OUR SHELVES SUPPOSED TO BE? THESE CHEEKY CREATS WON'T EXACTLY FILL 'EM, BUT THEY'RE GAINED USEFUL ALL THE SAME.

dynablaster



xenon 2

XENON 2

woody's world

WOODY'S WORLD

mean arenas



paradise stars



sink or swim



assassin



lotus 2



stardust



■ FEBRUARY 1994 ■

amiga

77

Playing Tips!

leads down to a room underneath the pits. This is where you end up if you fall down a pit. Down here's a poison. Return to the level entrance.

Now use the third silver key to open the north door. As you step through, you see a corridor on the left that goes nowhere. This corridor opens slowly and is what's making the stone-grinding noises. You come back here later.

Most of the doors in this area appear stuck. Force them open by clicking on the bottom of the door. If you fail to open it, have a few more keys. If you still fail, open it a while, then try again. One of the doors can't be forced open so throw a dagger through it. You eventually find more treasure and hear another stone-grinding noise. Go back to the slowly-opening corridor mentioned earlier.

The corridor's now fully open. In the room beyond, you find a stone dagger. It's not a weapon. It's a key for a magic portal found later on in the dungeon.

The door in the bottom-left corner can be opened by throwing a dagger through it. You'll come across an alcove filled with lights. On the

wall is the sign "MATS" — Royal Action Transport System. This teleport takes you close to the door to Level Three. Don't go through it just yet.

Next, you come to a door, beyond which is a room containing a button and an inscription saying "ENTRY LEVEL." This is a lift. To operate it, close the door and press the button. The inscription now reads "CORRECTION FACILITY." You come into a room full of prison cells. In each are two skeletons. There's the odd piece of treasure to be had in some of the cells. In the southern cell, the central brick on one wall opens a secret door. This leads back into the room that's under the pits from earlier on. Return to the lift.

Left again brings you to the "DEATH SECTION." There are a few zombies and a door that needs forcing open. Beyond the door, you find a gold key. This opens the door to Level Three. Return to the lift. Using it again takes you back to the "ENTITY LEVEL."

If you want to move onto the next level quickly, go back to the R.A.T.S., step through it, and go north until you find the door. Put in the key and you're off to Level Three.

If you want to explore a bit further, that's fine. Going the other way brings you into a maze with

wandering zombies.

To the left are a few rooms. To open the first door, place an object on the floor-panel. In the room beyond are two doors. Behind each one are undead creatures. You can only open the north door. After the creatures are out of the way, you find a lever and a button. The lever opens the other door. The button seems to do nothing, but has opened up a new corridor in the maze, and has changed a few of the walls round. Use your map to avoid getting lost. You can now go down to Level Three.

Level three

The creatures in this level are Fields and Kuznos. Both can be a bit nasty. The Kuznos' first attack is a lightning-type spell. It's best to try to avoid it, then attack before they do it again.

If you go round to the rooms on the right, you come across corridors of trapped gas. When the computer says you feel dizzy, you have turned around 180 degrees. Just turn back round and carry on.

Going to the left takes you into the end of the dungeon. First, you come across another R.A.T.S. If you use it, it takes you almost to the end of this level. A good way, if you want, to stop it, then you miss out on all the fun.

Dynablaster

XXXXXXXX

A handy set of codes for those later levels:

- 3-1: MDVLSAM
- 4-2: ROCHOMPU
- 5-1: ROLGLEW
- 6-1: ROFVREML
- 7-3: BAREWOKP
- 8-3: MXAEPMYH



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!

Parasol stars

000000

Type CYMR while playing, then press any of the following keys to access these cheats:

- C: Extra credits
- X: Skip to next level
- B: Enter bonus screen
- M: Given you all three stars
- G: Kills all the enemies
- Use 1-7 and F1-F10 to skip to those levels.

Mean arenas

000

To jump to any level up to 25, simply type the level number you require in the password screen.

Woody's world

000

A few handy passwords for all you Woody fans!

AMJBEASA,
MOONAAAG,
OKDMFAPK,
MPONGAMP,
WMDMCAIK,
OIMMOACO.

Xenon 2

00000

Pause the game and type in RUSSIAN AIR. Unpause and use N to skip levels.

Stardust

XXXXXXXXXXXX

Enter the following passwords to help you further into the game.
CDSSUAAAAMGL — World Two completed.
CISUVAATANOK — World Two completed with lots of lives and weapons.

lotus 2

ELECTRONIC ARTS

Enter your password as TURPENTINE for unlimited time. Alternatively, enter the password as DUX to play a 'hidden' game.

Assassin

TEAM 17

Try typing in these names on the high-score table for a few surprises: A25455IM, SUPERFROG, ALIEN BREED, PROJECT X.

Sink or swim

XXXXXXXX

To finish the game faster, type in this code: FIELDSOFDOOM.

The corridor after the R.A.T.S. has a teleport-tag and you're teleported back to the end of the corridor. This seems to work only once, so try again. If it does it again, try walking along the corridor backwards or sideways. Once round the corner, search for the button opening a secret room.

At the next junction, go south to the door. In the room beyond are three silver locks. You should have a few silver keys from the last level. Opening any of them reveals a button. That, you should push the middle button to reveal a secret passage. The others aren't very pleasant to you. On the map on the right is a small room.

Outside is a silver lock. Round the corner is another silver lock. If you open the lock by the door, it opens, but also puts you in the middle of a group of Krootos who attack from two sides at the same time. Fast! Not instead, open the silver lock round the corner. It still opens the door, but only subjects you to one Krootos.

Eventually you come round to the room with all the drainage holes. To enter, place the gem you should have found into the square hole. When you enter, to your right is a floor-panel with a rock. Step on it. This opens, and closes some jets. Now carefully walk round the room. There's only one route for you to take. You

come across more floor-plates. Stand on them. Basically, if you see a floor-plate, step on it. You eventually work your way round to the treasure. The floor plate next to it helps you return to the door.

Next on your map is a square room with a maze beyond it. Both are full of Pirates and Krootos. There's also treasure in there. The room has a teleport area that moves you into another corner of the room. In the maze, you come across a set of human bones. These, too, become another party member at a later date. In the top-left corner of the maze is a T-shaped area. The corridor on the right has a secret door taking you beyond the large room on the map.

The large room on the map's marked "MUGGLIF" on the wall, and can only be entered from the door on the right. Inside are many monsters. They're not moving. You can walk just them to the other door. You notice there's treasure underneath some of the monsters. To get it, you must kill the monsters. But, if you fight a Pirate, all the other Pirates wake up and attack. The same for the Krootos. In the first alcove's a Krootos guarding a shield. Killing the Krootos may be easy, but once you pick the shield up, all the other monsters wake up and attack. A tip's to work your way to the other door and open it.

Playing Tips!

This means you won't be trapped in the room, surrounded by monsters. Then, pick a fight with a Pirate or Krootos. Once one type of monster's dead, wake the other monsters, and kill them. You may want to rest between fights. The room is now empty and ready for plunder.

Through the final door you find the other end of the R.A.T.S.

After the long corridor is the area with alcoves and dead-end branches. The alcoves each contain a pair of eyes, with one eye missing. The dead-end branches contain blue gems which fit into the empty eye-sockets. Just put all the gems into the sockets. There are several confusing teleporters moving you around the corridors. It's annoying, but you can eventually visit all the alcoves after a little patience.

Once all the gems are in place, the north and south alcoves open up into a large room beyond. There's some treasure there and a choice of two ladders down to Level Four.

► Thanks again for the excellent solution! Darren, hope to hear more from you in the near future.



Playing Tips!

PREMIER MANAGER

 I am a regular reader of your magazine and I am wondering if you have any cheats or tips for the excellent Premier Manager 2. Jason Noteman, Preston.

Well Jason, if you take a wee peek at the CUT-OUT 'N' CHEAT section, you'll see that we have a handy little cheat. It was sent to us by Mark Chapman from Torquay.

BOB'S BAD DAY

 Since purchasing Dome's excellent game, Bob's Bad Day Out, I've been playing it relentlessly. As a result, I've managed to reach Level 70 and I would like to share the level codes with my many readers.

3-2FBCYPO

3-2FBCYOD

4-2CRBCXND
6-7DXXCXPD
8-7DXXCOWS
10-ACXCOWPE
12-ACXPSWANE
14-WDPCOWFP
16-WEASFNVF
18-VCCEXKPF
20-VDPCRWAG
22-UDPPFWPS
24-UEATFWPS
26-TOPGOWPH
28-TLADGWSH
30-SEAGGOWPH
32-SPTHHNM
34-RDCHXKPI
36-RDPHWN
38-CDPWPU
40-CEANMU
42-RDPWPU
44-PEANMU
46-CEAKVOK
48-OPPLUNK
50-HOPKAWPL
52-NEALUYNL
54-MEALUWPL

5-YBFCYQD
7-YXCXCCOE
9-XSCCOWE
11-XCOWXOE
13-BCCKEXCF
15-WDPCOWFP
17-WEEDYQF
19-VCCEXKPF
21-UDPPFWPS
23-TOPGOWPH
25-TOPGOWPH
27-SDPCOWGH
29-SEAVHDI
31-BPHFYDI
33-RDCHXKPI
35-CCXKCU
37-CDPWPU
39-CDPWPU
41-CDPWPU
43-CDPWPU
45-CDPWPU
47-CDPWPU
49-CDPWPU
51-CDPWPU
53-CDPWPU
55-CDPWPU

56-MFFMLUW
58-LEAMUW
60-LPMLUW
62-KPMUW
64-KPMUW
66-KPMUW
68-KPMUW
70-KPMUW
72-KPMUW
74-KPMUW
76-KPMUW
78-KPMUW
80-KPMUW
82-KPMUW
84-KPMUW
86-KPMUW
88-KPMUW
90-KPMUW
92-KPMUW
94-KPMUW
96-KPMUW
98-KPMUW
100-KPMUW

S. G. Lockey, Dundermine.

■ Thanks for the codes Mr S and thanks for the Missing Post cheats which we've included in our CUT-OUT 'N' CHEAT section.

This month's subscription winner is S.G. Lockey for his ace Level Codes to Bob's Bad Day. Stay tuned — more next month! Our readers are demanding more and more tips and cheats as they grapple with the beast in Antipodes. Don't hesitate to send them in — remember, a year's subscription to AMIGA FORCE is awarded to the tipster offering the best in the postbag.

Cabal

Type **SCHLIKA** at any time, making the border flash. Now use F2 to skip levels.

John Madden

ELECTRONIC ARMS

48ers fans should try these codes to take you all the way to the top:
Quarter-Final — 8882200
Semi-Final — 8272200
Final — 6672204

Rainbow Island

OCEAN

To enter the secret room, collect the diamonds in this sequence:
Red, Orange, Yellow, Green, Blue, Indigo, Violet.

Populous 2

ELECTRONIC ARTS

When you use lightning on anything, press F and release the mouse-button. Lightning now continues until you press the mouse-button again. It costs nothing to carry out this cheat.

Enter your code as **ADRIANBCH20786** for maximum experience in all areas.

Hunt for red October

If you're surrounded by enemy ships, simply save the game. When you restore it, all ships will've disappeared.

Dalek attack

ARMADA

Type **ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS.** If it doesn't work, try swapping the names around or entering **JAMES BOND** instead of **ROGER MOORE.**

Alien breed 2

TEAM 17

Enter any of these codes on the password screen to boost your ratings.
EFFECT CODE
50,000 Credits 736553
Level Skulpture M)
243553
50 Keys for each player
378529

Premier manager 2

OCEAN

Use any of the following telephone numbers to enter a hidden Fruit Machine. The machine has different combinations giving both good and bad effects.
999910, 992114, 227799,
259997, 999-25, 781553.
Dialling 089999 allows you to contact the club secretary.

Lostpatrol

OCEAN

This one takes a while to carry out, although it's well worth the wait. Rest for 50 minutes and for no less of fuel your strength and morale is restored by a few points. This may not sound that impressive until you realize that this restores all of your remaining men to 99%.

Hook

Go to the Ball and Tackle shop and pick up the meg next to the candle. Repeat the pick-up in the space where the meg was and you'll get every item to complete the game.

Alien breed 2

TEAM 17

Here are the all-important codes for the original version. LEVEL
1 Landing Pod PT 1 736553
1 Landing Pod PT 2 736553
1 Landing Pod PT 3 736553
1 Landing Pod PT 4 736553
1 Landing Pod PT 5 736553
1 Civilian Zone 2 736553
1 Civilian Zone 3 736553
1 Civilian Zone 4 736553
1 Security Passage 736553

Lotus 3

ELECTRONIC ARMS

Enter **CU AMIGA** in the code-box to enter a hidden game.

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■ 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.



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