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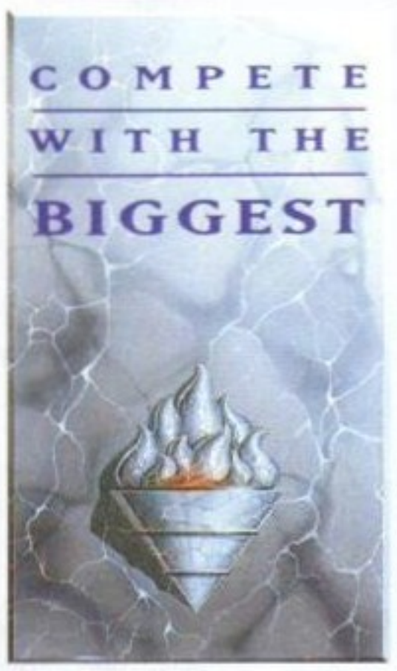
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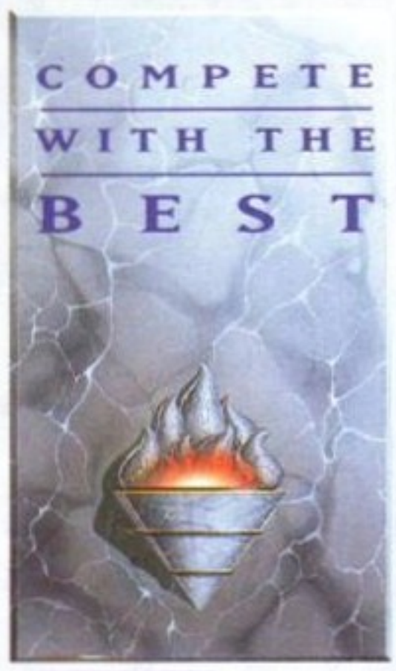
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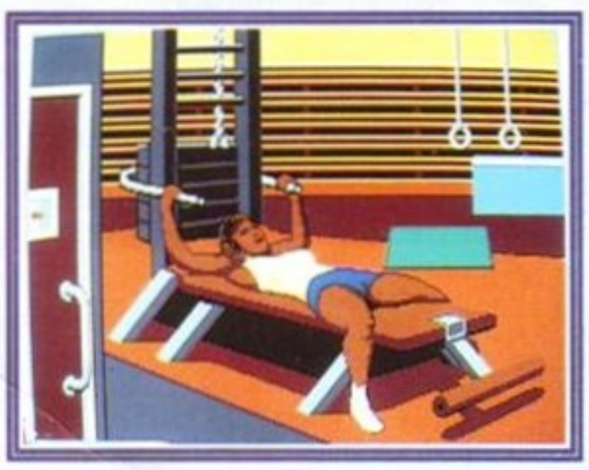
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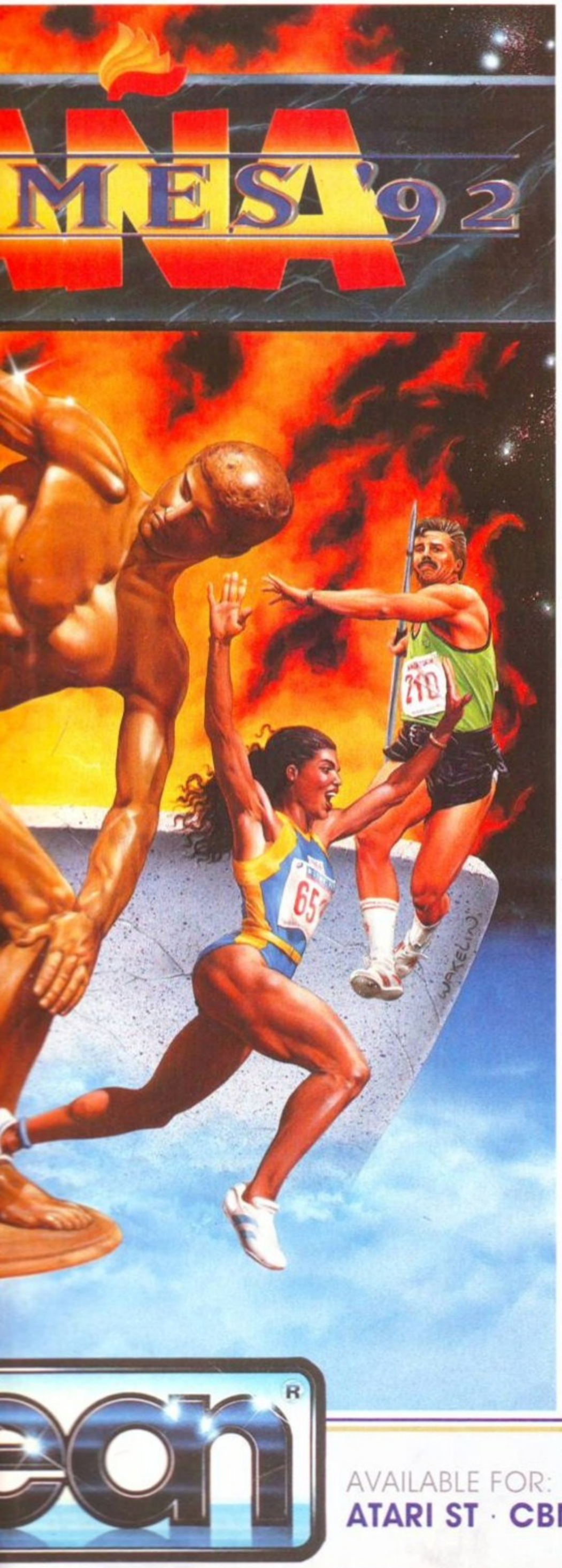




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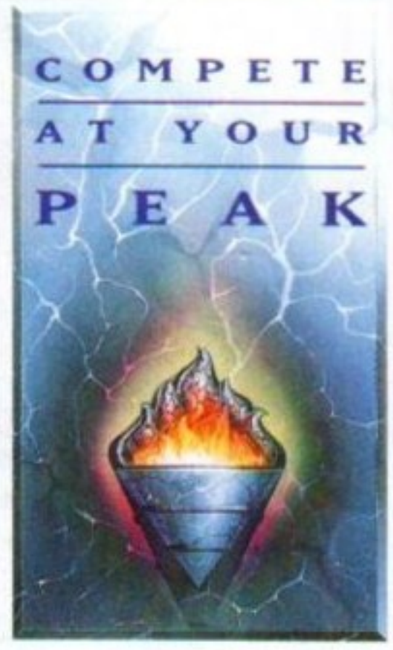
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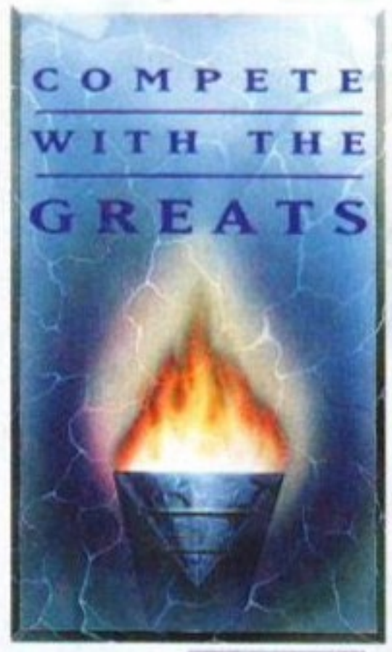
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Editor Karl Foster
Consultant editor Damien Noonan
Art Direction Marcus Dyson
Designer Frank Bartucca
Art assistant Sue White
Production editor Gary Lord
Sub-editor Alex Soboslay
Editorial assistance Clare Hodgson, Jan Holland, Linda Smith

Contributors
Asam Amad, Stuart Campbell, Maff Evans, Tim Howell, Neil Jackson, Andrew Nuttall, Mark Smiddy, Phil South, Trenton Webb, Pat Winstanley

Group ad manager Jonathan Bint
Advertising manager Duncan Ferguson
Games sales manager Cheryl Beesley
Senior sales executives Louise Woods, Robert Anderson

Ad production Tracy O'Donnell
Promotions manager Michele Harris
Promotions assistant Tamara Ward
Circulation manager Sue Hartley
Circulation assistant Kate Elston
Assistant publisher Julie Stuckes
Publisher Greg Ingham

Production technicians
Simon Windsor, Chris Stocker, Simon Chittenden, Jon Moore, Andy Parjer

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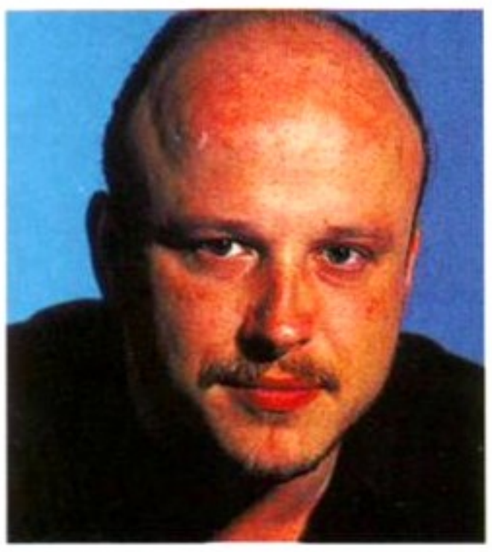
Editorial and advertising
Amiga Format
30 Monmouth Street,
Bath, Avon BA1 2BW
Telephone 0225 442244
Facsimile 0225 446019

Subscriptions, back issues and mail order
Future Publishing,
Somerton, Somerset TA11 6TB
Telephone 0458 74011
Facsimile 0458 74378

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Welcome to the first **Amiga Format** special edition, the first in a series of publications designed to help you get more out of your machine.

So why, you may ask, produce special editions of a magazine that already covers the full spectrum of Amiga computing? Well, while **Amiga Format** keeps you up to date each month on all that's new with Britain's favourite home computer, the Amiga is so versatile and its users so active that there's still a great deal else to talk about.

The idea is to draw on the accumulated wisdom of the people who create the world's biggest-selling Amiga magazine (yes, that's **Amiga Format**) to explore specific Amiga-related topics to a depth unattainable in a monthly title.

This first special edition covers every commercial Amiga program currently available in the UK and will be updated every year, so you'll always be able to keep track of the latest and the best.

For news on the next special edition, see page 162. In the meantime, I'm sure you'll find The Complete Software Guide, and our forthcoming special editions, all valuable additions to your **Amiga Format** collection.

Karl Foster
Editor

The Complete Amiga Software Guide...

...has straightforward aims:

- To review and rate every commercial Amiga program currently available in the UK.
- To identify all the best buys.

It's more than just a catalogue, it's a buyer's guide too. Drawing on the vast experience of **Amiga Format**'s regular team of contributors, we've pinpointed all the star performers; programs that stand out as offering the best features and the best value for money.

Where we've been unable to find sufficient commercial UK programs for a particular application, we've tracked down the best titles available in the US only and given advice on how to place your overseas order.

We've not listed every commercial program ever release because many are no longer available and many have been superseded by upgrades. However, some recently discontinued titles are still in there because you may be able to find a copy in your dealer's stockroom.

HOW TO USE THIS GUIDE

To make finding the right program that much easier, the guide is divided into subject areas – games, graphics, business and so forth.

Along the bottom third of most pages you'll find an alphabetical list of all the programs in a particular subject area and every currently available commercial program we could find is included, along with the odd, quality public domain title. So, if you're flicking through a dealer's advert and come across a program you've not heard of, find out more about it by turning to the appropriate section where it can be found in the alphabetical listing.

The prices given are, where possible, the full recommended retail prices including VAT, but you should be able to get most titles cheaper by shopping around.

The top two-thirds of the page are devoted to more detailed descriptions of the best Amiga programs – all the top performers we've reviewed in **Amiga Format** and a few so new that you'll not have read about them yet.

★★★★★

RATINGS – GO FOR GOLD!

Many of the programs in this guide have turned up in past issues of **Amiga Format** and been rated. However, last year's Gold-winning word processor may only be this year's fourth or fifth best, so we've updated the ratings to give each title's worth today.

Also, some of the programs listed are so new that we've not been able to fully test them, or so obscure that we've never previously come across them, so we'd be less than honest if we tried to rate them. If you see a program rated 'To Be Announced' (TBA for short), look forward to seeing a full review of it in **Amiga Format** soon.

Your guarantee of value

This magazine comes from Future Publishing, a company founded just seven years ago but which is now selling more computer magazines than any other publisher in Britain. We offer:

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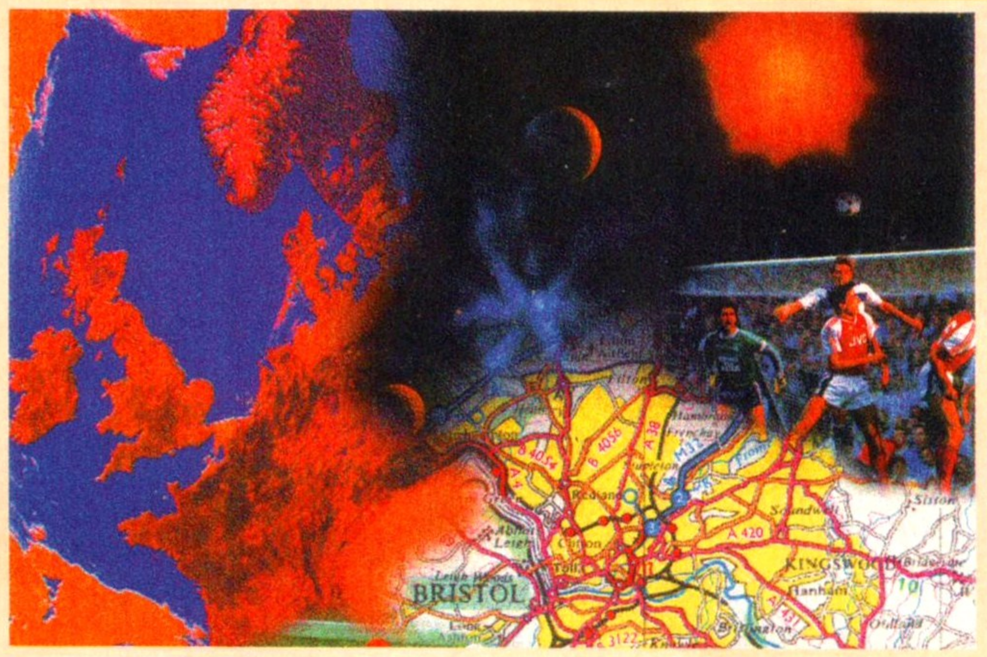
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If you need more information on any of the products listed, you can find names, numbers and addresses here

● You've guessed it, this guide is colour-coded for easy reference









Games

Stand by for a whistlestop tour through the incredible world of top Amiga games. We've identified all the best titles, by genre, so you can be sure of finding the state-of-the-art gaming experience whatever your tastes...

YOU'VE FOUR MEN down, three bullets left and the whole building will explode in 23 seconds! The stuff of James Bond? No, it's the stuff of computer gaming; interactive entertainment that gives you the power to write the script on a live, on-screen sprite movie via joystick, keyboard and mouse.

An Amiga isn't just a games computer, it's *the* games computer. Custom hardware, a wealth of control devices and massive software support make it king of the hill when it comes to electronic gaming.

> "An Amiga isn't just a games computer, it's the games computer. Custom hardware, a wealth of control devices and massive software support"

Almost every world, every situation imaginable has been mastered to disk. For arcade junkies there are coin op' conversions and a host of homespun original titles to test your leaping and shooting skills. Simulation fans can try their hands behind the controls of craft both real or imagined, past, present or future. Role players can take on the characteristics of mighty mages and do battle with fantastic monsters in lands fit for Tolkien. Wanna-be Gazzas (!) can try their luck against the best teams in the land. Even folk with a megalomaniacal edge can live out their wildest power trips by becoming a god for a day or two! All you have to do is boot up.

The massive range of genre and games themselves, does create one small problem. How do you tell the decent stuff from the dross? For new titles the best way is to keep an eye on Screenplay, the section of ***Amiga Format*** that's totally dedicated to bringing you news of the best games every month. If a game gets a Format Gold (scores in excess of 90%) there, then you know it's something pretty special.

For the hundreds of games already released though there is only one complete guide, and this is it! Over the next forty pages is the comprehensive guide to every game released for your machine. Each game has an individual score and comment, so you'll know if the game with the smart name is worth grabbing or should be avoided in a manner that would make the plague seem popular.

The very best titles have fought their way on to our Top 20 All-Time Amiga games list. These are games so good that they have withstood the test of time and tough competition. For more information on the 'best of the best' and their nearest challengers, each game's genre has been pulled out and given a more detailed examination. Using these loose generic guide-lines, similar style games have been grouped together so you can see which styles and which games are most suited to you.

So whether you want to be a god, an adventurer, pilot, tank commander or table-top general, read on. A wild world of worlds awaits those brave enough to enter the computer games arena. It's a world where you can get crazy. Where you've nothing to lose but your life, and you've three more of them.

The all-time top 20 games



Here's where **Amiga Format** lays it on the line: the Top 20 games every Amiga owner should have a copy of. They're all here...

WHAT'S THE BEST game money can buy? That depends on whether you want to spend five minutes blasting or a whole evening slowly unravelling a huge mystery; but whatever your taste there are some undisputed masters of the craft. At the review stage some games are good enough to earn the coveted accolade of Format Gold. Yet even among such lofty company some still insist on standing out as classics. These are games that will cause you to lose sleep as you ponder the peculiarities of a particular problem that invades your daydreams as you try to think of new tactics to overcome a seemingly invincible foe.

The ***Amiga Format*** team has played every game released for your machine for the last three years. Most are dross, some are good and some are Gold. We've picked the best of the best; the hardest, biggest, brightest, bravest, the simply excellent and judged them in a head-to-head brilliance battle. If you only ever play 20 games on your Amiga, play the ones in the chart below – but play them in order!

1 FORMULA ONE GRAND PRIX

MICROPROSE £34.99



Watching 'our Nige' win is all well and good, but wouldn't you rather be there yourself? That was the amazing gift that Geoff Crammond gave to Amiga drivers in *F1GP*. Pixel-perfect polygons have been used to recreate all the world-class circuits, while superb, sharp coding has perfectly captured the scientific, split-second world of the Grand Prix circus. It's just so sharp, so good and so subtle that it has to take pride of place in any program parade.

But what do you get for your money? For a start, there are all of the world's important circuits, from the long, smooth Hockenheim to the twisty, gruelling Monaco. And each circuit contains the same humps and bumps that bring up the bruises on the real F1 drivers. Accuracy is Crammond's watchword – and it shows.

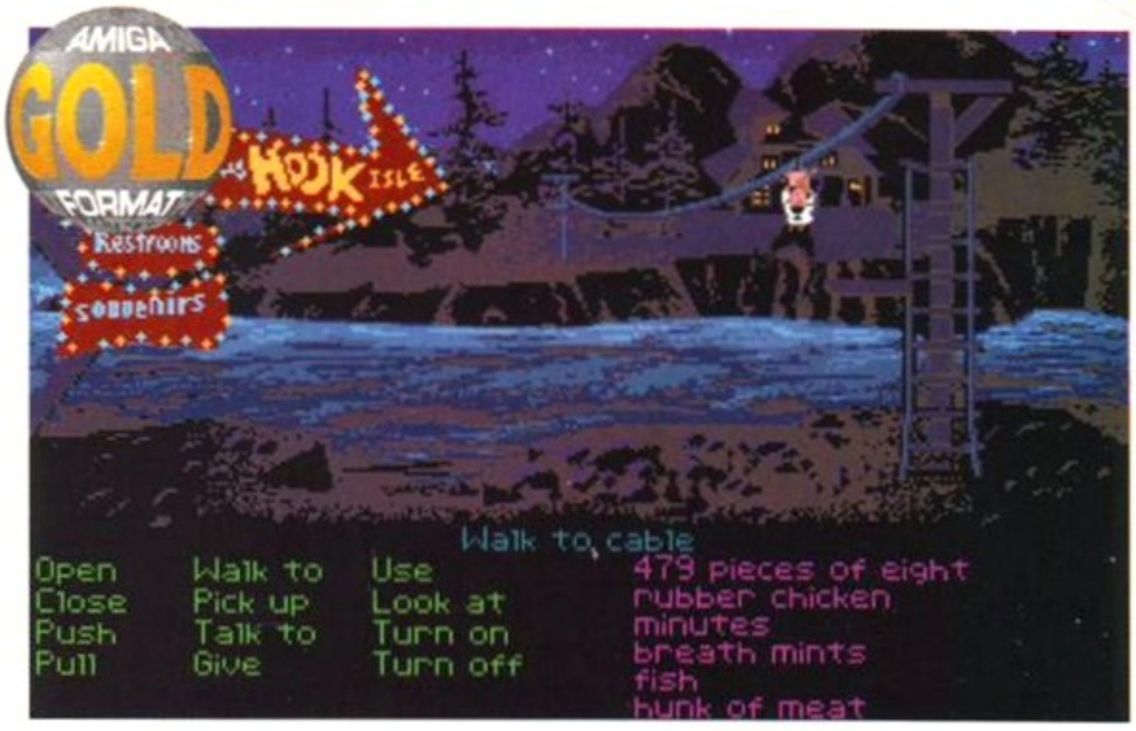
More excitingly, you have the option to create a complete field of realistic F1 drivers. There are options for beginners and tweaks for the pros, as well as pit-stops, tyre changes and car setups to play with. The only thing missing is the smell of burning rubber – you can get that from your joystick after only an hour or so of driving.



2 SPEEDBALL 2: BRUTAL DELUXE

IMAGE WORKS £24.99

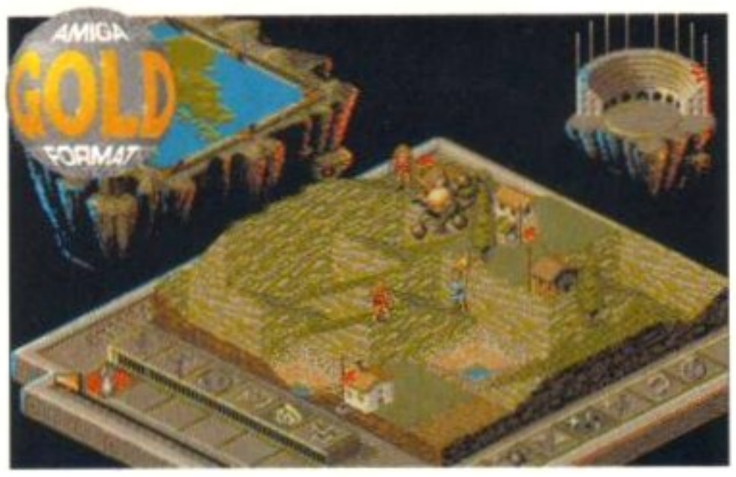
Punching people in the face has never been so much fun. A future-sport mix of ice hockey, grid-iron and basketball, *Speedball 2* unites ultra-violence and superb gameplay. Taking a lowly team of has-beens you must bulk the boys up and guide them with serious 'stick work to the top of the league. It's not all goals though, points can be scored in many ways – and that includes crippling opponents. With a neat transfer trading section and nerve-janglingly limited save-game option, *Brutal Deluxe* is the best Bitmap Brothers game you will ever see!



3 THE SECRET OF MONKEY ISLAND 2: LE CHUCK'S REVENGE

LUCASARTS/US GOLD £37.99

An interactive cartoon that did the impossible when it topped the superb *Monkey 1*. Coming from the company that made *Star Wars* you'd expect something special, but not this special. This 11-disk graphic adventure looks good, plays brilliantly and will have the neighbours complaining at your curses and hoots of laughter. One of the few truly funny computer games. *Continued over* ▶



4 POPULOUS 2

ELECTRONIC ARTS **£29.99**

If you've ever thought the man upstairs has been giving you a hard time, play *Populous 2* and you'll know why. In a thousand-level epic you get mouse control of a people with which to fight an equally powerful rival. Using an isometric landscape you get to see the trials and tribulations of your folk as they struggle to do their best to please you. This one is for big-league power freaks – and if you're not one now, playing *Populous 2* will soon turn you into one.



7 EYE OF THE BEHOLDER 2: THE LEGEND OF DARKMOON.

SSI/US GOLD **£35.99**

Five days have passed since you left the city and your friends have been turned to stone. Now the Basilisk that did the dirty deed is moving in. What happens next is the thrill of *EOB2*. Its first-person perspective takes you head on into the RPG action. True D&D fun, EOB2 will take weeks out of your life, and the first thing you'll do after finishing it is start all over again!



10 STUNT CAR RACER

KIXX/US GOLD **£7.99**

Simple but pure, *Stunt Car Racer* is a head-to-head car race over the most ridiculous circuits ever imagined. The courses have massive jumps, huge drops and one mistake will send you falling to defeat and destruction. Plain polygon graphics are all that's needed in this massively tough four-league challenge. And what's more, it can be played via null modem cable on two Amigas at the same time, so you can challenge your friends to a driving duel.



5 RAINBOW ISLANDS

HIT SQUAD **£7.99**

So cute, so good, so deep it defies description, but I'll have a go. This is the most accurate arcade conversion ever with true coin-op playability and garishly good graphics. *Rainbow Islands*' secret is that it brings a depth to joystick waggling that hasn't been seen before or since. You can dictate what bonuses come next, and force secret rooms to appear to ensure that you have max' fire-power at all-times. It's the business.



8 WIZKID

OCEAN **£25.99**

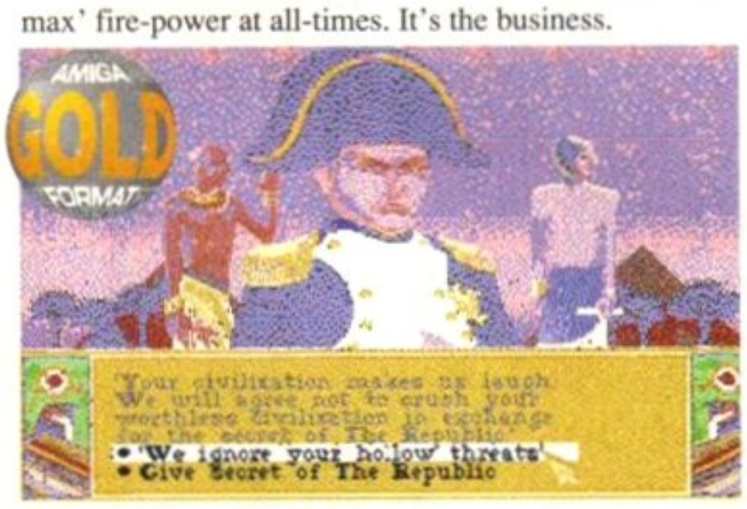
Silly as a stick, it's a psychedelic trip into some of the most amusing strangeness since Mr Minter peaked. The sequel to *Wizball*, the game retains elements of the head-bashing, block-busting arcade gamestyle. Now it's mixed up with an odd arrangement of arcade adventure and wicked in-jokes. The world's first Dada computer game, you won't regret playing this kitten-rescuing extravaganza – but you may need therapy.



11 SPINDIZZY WORLDS

ACTIVISION **£24.99**

GERALD is the probe you control on a hunt for fuel and jewels. An isometric 3D test of joystick swiftness, *Spindizzy* brings the concept of the *Marble Madness* mob into Amiga-land. Leaping over lifts, trampolines and switches is the aim of the game, and every step of the way the highscore demon is there to tempt you into perilous situations. Blending fast thinking and fast joystick work, *Spindizzy* is one of those rare classics



6 CIVILIZATION

MICROPROSE **£34.99**

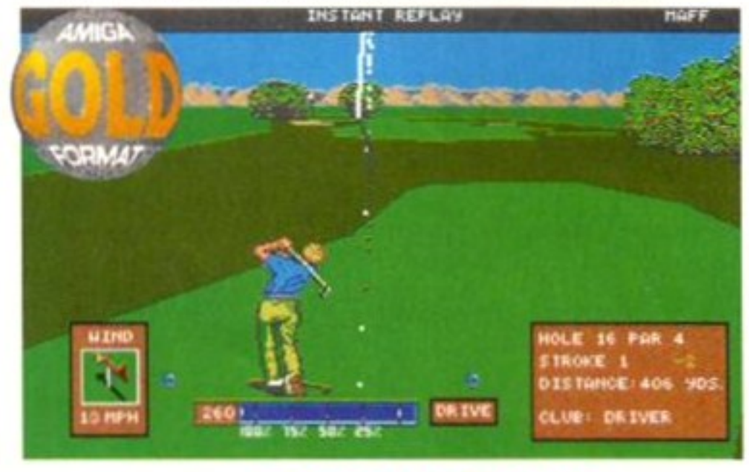
One of those hateful games that forces you to read the manual. Do that and you won't be seen for weeks, as Sid Meier's masterpiece slowly reveals its secrets and subtleties. This game fully embraces the concept of mankind's evolution, it continually throws tests your way to ensure that your civilisation is built on sound foundations. By way of graphic example it illustrates the impact history, geography and sociology have on a fledgling human culture. And being taught such disciplines has to be a good thing.



9 RAILROAD TYCOON

MICROPROSE **£25.99**

Big boys don't play with trains – unless of course they happen to be government ministers of transport. The rest of us plebs have to 'put up' with Sid Meir's *Railroad Tycoon*. 'Put up' isn't really the right term because once you get past the embarrassing stage of admitting you're a silicon train spotter, this game, which harps back to the golden age of railways, grows into a near-perfect challenge of your logic and economic guts. Can you run an international railroad? There's only one way to find out.



12 PGA TOUR GOLF

ELECTRONIC ARTS **£34.99**

When you play a computer golf game like *PGA Tour* it just makes the real sport seem a needless waste of effort. Why walk around a field tiring yourself out when a few mouse clicks can make the field walk around you? The best thing though, is that even the most ham-fisted swinger can take hold of the mouse, turn the difficulty down and suddenly become a Faldo. *PGA* is at the top of the computer leader board, and although now some look more spectacular, none have matched it for straight-up playability.



13 SIMCITY

MAXIS/INFOGRAMES **£25.99**

This one looks like a spreadsheet and sounds like the concept of some mad geography lecturer. Yet the chance to take a city by the hand (or by the throat) and guide it to an excellent future is irresistible. You say where and when things are built, you say how much cash gets spent on education, and how much gets wasted on the local park. And it's you who has to find the answers when the dream becomes a nightmare. Basic but brilliant!



16 SWIV

STORM **£25.99**

Kill, kill and then kill some more in this near-perfect arcade-style blast. Luxurious graphics and stereo sound mix it up for this two-player death fest'. A loose sequel to the massively good coin-op *Silkworm*, once more a jeep and chopper get mean against wave after wave of suicidal foes. The dynamic loading system means there are no waits for disk access – it's one long blast – and when it's Game Over *SWIV* even tells you how many bullets you fired and how many people you killed!



19 RICK DANGEROUS 2

MICROPROSE **£25.99**

A game so frustrating it can make you want to eat your nearest relative. Five levels of the meanest puzzles, the tightest traps and baddest bad guys imaginable combine in Core Design's last project for another softie – and they went out with a bang. Made all the more enjoyable by the fact that you can negotiate the levels in the order of your choice. Gorgeous graphics, strong sound, and gameplay so vicious it should have been born a snake! And all in Flash Gordon clothing.



14 MEGA-LO-MANIA

IMAGE WORKS **£25.99**

"Do you want to be on my team?" *Mega-lo-Mania* will ask you. The answer will be "yes". Glorious sprites, professional actors' voices and a secret agenda of tough gaming makes it a monstrously good. It uses the standard god gimmick of capturing a series of islands, but the style changes so often during play that it keeps feeling like a different game..



17 DEUTEROS

ACTIVISION **£25.99**

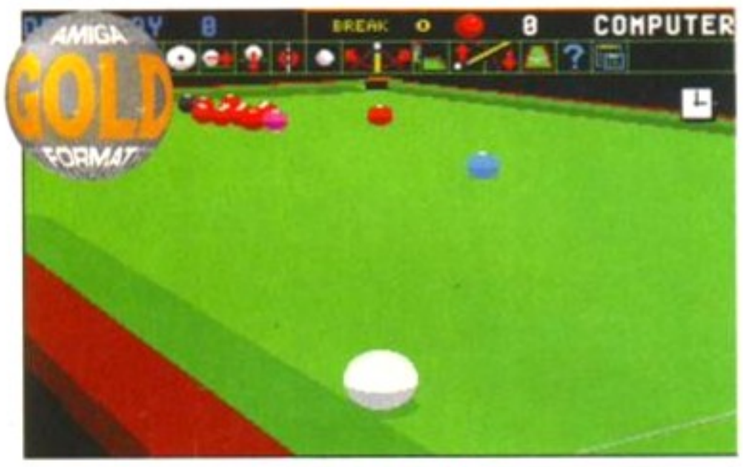
In space no one can hear you scream. Which is just as well because in *Deuteros*, the management tests are so precise, that one misplaced order and your entire civilisation is stuffed. As controller of colonists who are spreading out from a wrecked planet earth, your ingenuity in dealing with alien attackers, mineral shortages and manpower problems will be taken to the limit.



20 F-19 STEALTH FIGHTER

MICROPROSE **£29.99**

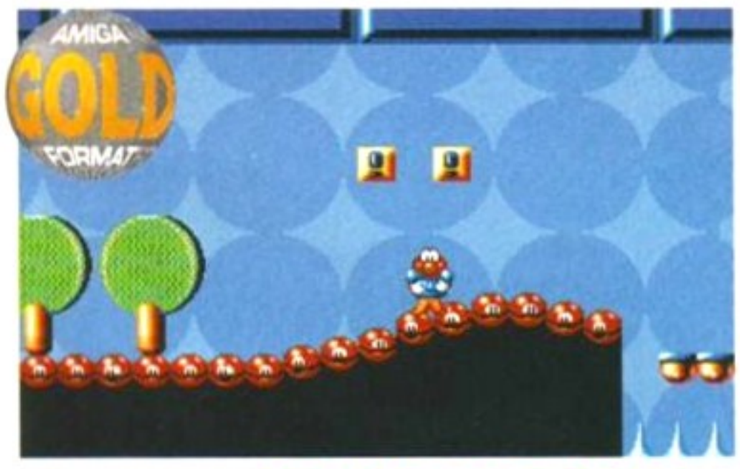
In *F-19* the plane is designed to reduce radar profiles, though certain manoeuvres (dropping large explosives) make you more obvious. Play focuses on keeping your bird in the air and hitting the target with your high-tech weapons, but sneaking in and keeping your radar profile low. The need for stealth adds tension and a level of gameplay never seen before in flight sims.



15 JIMMY WHITE'S WHIRLWIND SNOOKER

VIRGIN **£29.99**

Snooker may sound like a wet Sunday afternoon in hell, but *Jimmy White's Whirlwind Snooker* somehow transforms it into a rivetting test of skill, accuracy and planning. Games veteran Archer Maclean brings every aspect (save the nap of the table) of snooker physics to bear in this 3D polygon representation of the green-baize battle. And the best thing is that it dares to be silly too. You'll be snooker loopy.



18 JAMES POND 2: CODENAME ROBOCOD

MILLENNIUM **£24.99**

"Cod almighty!" some bright spark was heard to say on their first sighting of the robotic platform king. In a desperate search for the lost Penguins™ that can save Christmas (!?!) *Robocod* stretches and bounces his way around the brightest and biggest platform maze yet seen. The game doesn't even try to kill you, there are enough traps littering each level for you to do that well enough by yourself. *Robocod* is the nearest the Amiga has come to a console game – if that's a good thing!

AMIGA GAMES A-to-Z

We've tracked down a mind-bogglingly awesome array of Amiga games – a huge task, but it just shows how seriously people take the ultimate games computer. Whichever game you want, it's bound to be here...

1000C TURBO

Energise **£7.99**

The budget market is well served with all manner of racing games, so why would you want to bother with this? ★

688 ATTACK SUB

Electronic Arts **£25.99**

A bit livelier than many submarine sims, although there's been a price to be paid in terms of depth. ★★★

4 WHEEL DRIVE

Gremlin **£29.99**

A four-part compilation of mixed quality (all of which are mentioned elsewhere): *Team Suzuki*, *Combo Racer*, *Toyota Celica Rally* and *Lotus Turbo Esprit Challenge*. ★★★★

Arcade action

Shoot-'em-ups

Whether it's a horde invaders from space, or a mutant goats attacking your llama, you just can't beat a darn-good shoot-'em-up...

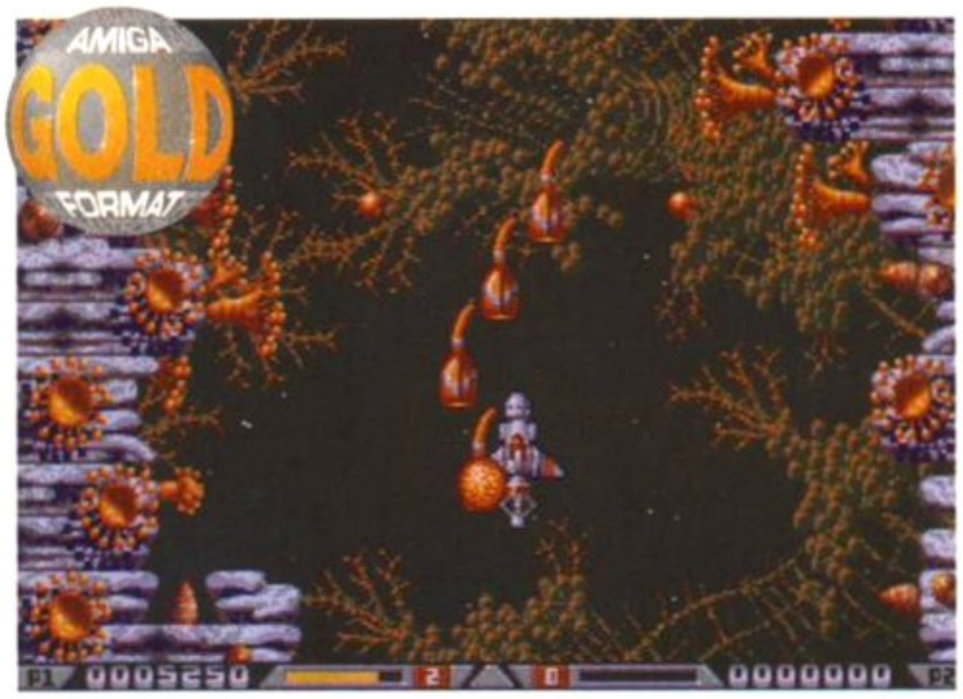
SWEEP THROUGH A wave of bullet-wielding foes in the desert-based *SWIV* and you'll know just how lucky you were to survive the onslaught. Discover a secret room in *Rainbow Islands* and you'll instantly start to analyse the route. Knock down Death=Adder in *Golden Axe* and you'll instantly celebrate. Such intense reactions are the sure sign of a classy arcade game.

Basically the definition of an arcade game is that it's an adrenaline roller-coaster. Exciting to play, it crams vast wadges of action into the few seconds that your sprite persona survives on-screen. Everything there is out to get 'you', but that doesn't seem to matter, because you've got spectacular special powers and three more lives.

Regardless of whether you're playing a shoot-'em-up, beat-'em-up or a level-to-level platformer, the game's basic elements are the same. All of them place you in an essentially hostile world – either everything's trying to kill you or everyone is.

However, you always have one special ability, which used wisely will see you safely through. But as well as playing to your gut-given sense of survival, these games also work on your ego by offering bonus points, extra weapons and high-score glory. *Xenon 2* baits its bullet traps with coins and increased firepower. *Rodland* cons you with spectacular cartoon smart bombs, while *Llamatron* makes bleating noises if you've the bottle to rescue an entire herd.

For those brief moments of play you're dicing with death and, strangely, it's real fun. Walking into to waves of bullets or monsters, you must discover the techniques that are required not just to survive, but to score maximum points while you're at it. Courage, knowledge and guesswork even allow you to coax the machine into doing things your own way; to dictate the bonuses that are to be coughed up next. It is this feeling of on-the-edge survival, combined with the vivid graphics and pokey sound that provide the arcade pay-off!



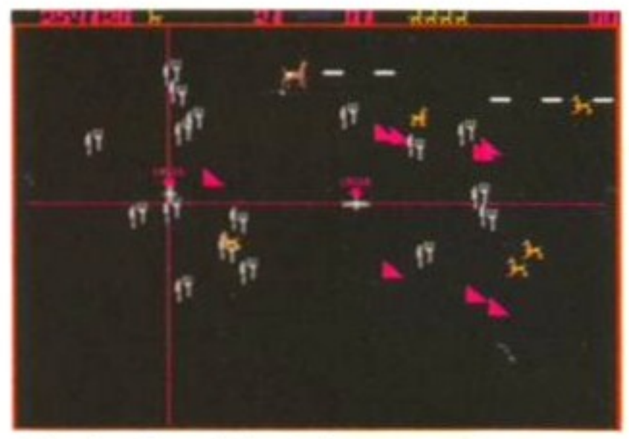
Quality graphics, rave reviews and a Bomb The Bass soundtrack propelled *Xenon 2* to the top of the charts.

XENON 2

MIRROR IMAGE **£7.99**

Glitz city is under attack by Xenon 2, one of the first truly polished games to hit the Amiga. Yet, opinion turned against the game and it earned an undeserved reputation for all hype and no gameplay. Yet even today you'd be pushed to find a better blast for the price.

Scrolling through *Xenon 2* is impressive. Your ship fires a single shot at the hordes of improbable monsters that wing down the screen. Blasting them to oblivion creates collectibles. As you duck and dive, bob and weave, both the backgrounds and the map try to beat you. And if they don't manage it, the impressively huge end-of-level guys have a go because they think they're hard enough. It's standard fare, but the graphics and the Megablast soundtrack make it a real blast.



Only the silly and the violent can survive in Llamaland. Beware of goats and Coke cans.

LLAMATRON

LLAMASOFT **£5 SHAREWARE**

Arcade shoot-out guru Jeff Minter took on the classic *Robotron* concept, added a major dose of sly humour to offset the extreme violence, and created a classic.

You're the leader of a herd of laser-spitting goats. They've been kidnapped and you have to fight your way from level-to-level rescuing them. Each level's a single screen in size and is filled with both nasties and members of your flock. To shoot the enemies and rescue your kin is the aim of the game.

According to this formula, the world of *Llamatron* would be sadly predictable. Fortunately Mr Minter had the foresight to chuck some serious chaos into the mix. Each of the enemies you encounter has a personality, a basic trait they will follow until death – yours or theirs they don't really seem to care! Some shoot in weird ways, others chase you down, some even seek out your goats and turn friends into foes.

AMIGA GAMES A-to-Z

10 GREAT GAMES
UBI Soft — **£30.99**
Huge collection of games: *Ferrari Formula One*, *Rick Dangerous*, *Pick 'n' Pile* (combination of *Boulderdash* and *Puzznic*), *Night Hunter* (poor platform game), *Carrier Command*, *Satan* (uninspiring hack-'em-up), *Superski* (average sports game), *Chicago 90* (dire driving shoot-'em-up), *Pro Tennis Tour* (good tennis game) and Xenon 2. ★★★★

1943
Kixx/US Gold — **£7.99**
A poor attempt at converting a poor game, in this case a vertically scrolling shoot-'em-up. ★★

2 HOT 2 HANDLE
Hit Squad — **£29.99**
Compilation of two good games and two poor ones. *Golden Axe* and *Super Off-road Racer* are great, while *Total Recall* and *Shadow Warriors* let the show down. ★★

ABANDONED PLACES
Electronic Zoo — **£29.99**
Possibly the biggest RPG yet. Poor graphics, jerky animation and much disk swapping. Not great, but worthwhile. ★★★★

ACTION FIGHTER
Kixx/US Gold — **£7.99**
Shoot-'em-up similar to *Spy Hunter*, but worse. ★★

THE ADDAMS FAMILY
Ocean — **£25.99**
Console-style platform action featuring the ghoulish family. Huge levels and smooth gameplay make this one of the best of its type, although not as good as Robocod. ★★★★★

ADS
Action 16 — **£9.99**
Advanced Destroyer Simulator, which should tell you all you need to know. Authentic and well-implemented. ★★★

ADVANCED SKI SIMULATOR
CodeMasters — **£4.99**
Poor attempt at replicating the sport of skiing on the computer screen. Looks very nice, but plays like a brick. ★

ADVANTAGE TENNIS
Infogrames — **£25.99**
Reasonably smooth animation, but poor controls make this frustrating to play. Fun as a two-player game. ★★

THE ADVENTURES OF WILLY BEAMISH
Dynamix/Sierra — **£34.99**
Good graphics and plot make this enjoyable, but it's limited in terms of interaction and the puzzles are too linear. ★★★

AFRIKA KORPS
Impressions — **£25.54**
Intelligent computer opposition makes this better than other wargames, but primitive presentation lets it down. ★★★

AFTERBURNER
Hit Squad — **£7.99**
Dire attempt at converting the impressive coin-op, a conversion which shouldn't have been tried in the first place. ★

AGONY
Psygnosis — **£25.99**
Good graphics and sound make this an almost surreal experience, but there are only six levels and the music can be annoying. ★★★★

AH37-M THUNDERHAWK
Core Design — **£30.99**
Impressive 3D graphics coupled with an arcade-like approach make this easy to play, especially with the excellent mouse controls. A great helicopter sim. ★★★★★

AIR BUCKS
Impressions — **£29.99**
Quite a fun *SimCity*-type thing, based on building up a profitable airline. Technically a bit tatty, but fun. ★★★

AIR LAND SEA
Electronic Arts — **£34.99**
Three sims on this compilation: *F/A-18 Interceptor*, the classic flight sim; *Indianapolis 500*, the classic racing game; and *688 Attack Sub*, an average submarine sim. ★★★★★

AIR SEA SUPREMACY
UBI Soft — **£30.99**
Compilation of five simulation-type games, although one is an arcade game: *Gunship*, a dated helicopter sim; *P-47*, a reasonable horizontal scrolling shoot-'em-up; *Silent Service*, a now-dated submarine sim; *Carrier Command*, a fabulous 3D action and strategy game; and *Wings*, an enjoyable if limited WW1 flying game. ★★★★★

The locking shot system must be practised until you know where you are firing without looking, as you'll be too busy dodging incoming fire to watch what you're hitting. Stupidly stupid sound effects mix baas, bleats and near-perfect William's arcade sounds to push the game over the edge.

APIDYA

PLAYBYTE **£25.99**



***Apidya* – it's a real jungle out there, and you're the only insecticide in sight.**

Just when you thought they'd explored every avenue on which to base a shoot'em-up then along comes *Apidya*. Forget the *Ugly Bug Ball*, because this game bugs out, big style! *Apidya* takes the horizontal route to mayhem and destruction. Mother has been lying to you all these years, fairies don't live at the bottom of the garden. Do you know why? Because they'd get killed. Down among the lawn trimmings and the hedgerows some major-league bugs are having a serious shooting war. *Apidya* is your invite to this slugging match – if you'll pardon the expression.

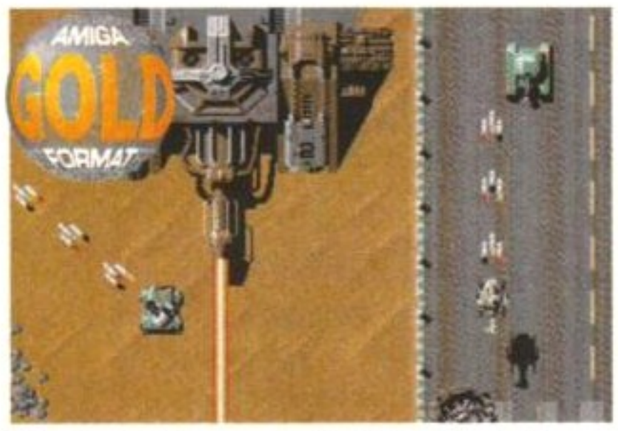
After loading, this horizontal scroller resembles a biology demo, with large creepy crawlies leaping around the on-screen foliage. Pull the trigger though and all hell breaks loose as the bullets begin to fly.

Apidya offers stiff resistance from the word go, but slowly relents under the pressure of continuous play. This addictive edge is its most potent weapon: you have to keep playing, time after time, because you know you can get another few screens further – if only you're a bit luckier, a little faster, a little better.

Laden to the brim with atmosphere and extra weapons, *Apidya* puts the hooks in swiftly. It kicks butt with a shower of firepower and leaves you in control in one of the strangest shoot-outs ever.

SWIV

STORM **£25.99**



The king of the arms-dealing hill, *SWIV* is the master blaster.

Taking the theme of *Silkworm*, *SWIV* flips the perspective into an up-the-screen blast that few can live with. A jeep and helicopter fight their way through a serious half-hour of death and destruction. *SWIV* bucks the level trend, opting for a continuous loading system that hurls bad guys at you non-stop. Big guardians can still be found, just like the evil gooseneck choppers from the game's first incarnation. The extra firepower tokens these guys chuck out can be changed to suit your needs, so spread shots or faster fire can be chosen.

In two-player mode the screen fills with baddies and bullets, but never even thinks of slowing. Explosions boom and unexpected enemies pop out of the scenery. At the end the game tells you exactly how many shots you fired and just how many enemies you hit. Beautiful graphics and true stereo sound make *SWIV* a total package, a purist's shoot out. The neatest bit of code though has to be the system that monitors your current toughness and then adjusts the enemies to give you a fair fight.

Beat-'em-ups

FIRST SAMURAI

IMAGE WORKS **£25.99**



Never in the field of sprite combat have so many enemies, on so many levels, tried to to kill just one guy. *First Samurai* isn't a beat-'em-up, but it refuses any easy classification. But as you slice into pieces and kick people in the fist fight, the tag can be partially justified.

A sprawling epic, it's a six-level tour of futuristic Japan. You control a samurai who must fight with honour to retain his sword. Make a mistake and the blade goes bye bye, leaving you fighting alien face huggers with just hands and feet. What makes it special is its player flexibility, huge maps, arcade adventure overtones and the simply stunning use of orchestral sound.

GOLDEN AXE

TRONIX **£7.99**



Death=Adder has killed your parents, right? So you – all three-foot four of you – set off to teach the dude a lesson. This means tracking him through the village that lives on the back of a turtle, kicking even smaller folk in so they give you potions, and killing 400 people.

It's the killing and not the extremely daft plot that sets *Golden Axe* up as one of the great coin-ops. Taking on the role of a mighty warrior you simply hack a path through all the incoming nasties until you meet Death=Adder – and then he kicks you in!

Basic controls and a limited number of moves are compensated for with big character sprites. The result is a comic book, knock about affair. Dragons can be ridden, enemies head-butted and spectacular magic summoned; which gives this gore-frenzied hack-'em-up a little extra in the gameplay stakes.

IK+

HIT SQUAD **£7.99**

Why does this work as a beat-'em-up? Because it imposes a tense atmosphere on overtly comic surroundings. Each move is difficult to initiate accurately, so you feel a real sense of achievement when you heft your size 10s into an opponent's nether regions.

The bonus points section between each bout is daft, but who cares? The final icing on Archer Maclean's classic is the abundance of silly cheats and tweaks that can be used.

AMIGA GAMES A-to-Z

ALCATRAZ
Infogrames _____ **£25.99**
Break into and not out of Alcatraz. As a two-player game it's a good thinking-person's beat-'em-up. ★★★

ALIEN BREED
Team 17 _____ **£24.99**
A variation on *Gauntlet* with atmospheric graphics and sounds. Good two-player mode, but only six levels. ★★★

ALIEN STORM
US Gold _____ **£25.99**
Technically impressive variant of *Golden Axe* but in a sci-fi setting. Not as playable as *Golden Axe* though, making this the runner up of the two Sega games. ★★

ALTERED BEAST
Hit Squad _____ **£7.99**
Average conversion of the coin-op, with you playing a beast that can change into different forms. Not well executed. ★

THE AMAZING SPIDERMAN
Empire _____ **£25.53**
Doesn't look good, with tiny sprites and poor backgrounds, but the platform-style gameplay still works. ★★★

AMNIOS
Psygnosis _____ **£25.99**
A technically impressive *Sinistar*-based shoot-'em-up. Tolerable but doesn't have a long-life factor. ★★

ANCIENT BATTLES
CCS _____ **£24.95**
Colourful and reasonable game mechanics don't help to cover up poor controls. A slow-but-steady performer. ★★★

ANOTHER WORLD
US Gold _____ **£25.99**
The brilliant graphics and animation create good atmosphere in this arcade adventure. It's overly difficult and it can get rather frustrating at times. By no means a classic, but a very memorable offering. ★★★★

ANTAGO
Art Of Dreams _____ **£19.95**
Othello meets Checkers in this cute hybrid of the two board-games. Cuteness doesn't create a challenge though and after a while, if you don't play in two-player mode, it can get somewhat tedious. ★★★

APB
Respray _____ **£7.99**
This very good conversion of the arcade game has you playing a cop. Enjoyable and amusing. ★★★★

APIDYA
Playbyte **£25.99**
An impressive shoot-'em-up with good graphics, sound and playability. Things can get confusing when too much is happening on-screen, but it's a good blast. ★★★★★

AQUAVENTURA
Psygnosis _____ **£25.99**
Excellent presentation can't help make this game essential – it gets too hard too quickly – but it's still playable. ★★★★

ARCHIPELAGOS
Logotron _____ **£4.99**
Interesting and absorbing strategy game that takes a while to get to grips with but engrosses you once you have. ★★★★

ARKANOID II – REVENGE OF DOH
Hit Squad _____ **£7.99**
Up-to-date conversion of the *Breakout*-inspired arcade game with addictive gameplay. Plays well but it's simplistic. ★★★★

ARMALYTE
Thalamus _____ **£25.99**
Conversion of the venerable C64 shoot-'em-up, and it shows in its poor presentation and overall design. Can't compare with games like *Project-X*, *Apidya* and *R-Type II*. ★★

ARMOUR-GEDDON
Psygnosis _____ **£25.99**
A huge game with many elements and good-looking 3D graphics. Similar to *Carrier Command* and an improvement on the classic title, but it lacks tension. ★★★★★

ARNIE
Zeppelin _____ **£19.99**
A violent blaster which is characteristic of some of Schwartzenegger's roles, but it's tiresome. ★★

ARNHEM
CCS _____ **£19.95**
Another conversion from the 8-bits and it shows. Primitive graphics and gameplay. ★

Arcade action

Platform games

Welcome to Cutesville: bright colours, big cartoony sprites, a plethora of collectables, but most of all, platforms...

BUBBLE BOBBLE

HIT SQUAD **£7.99**

It's nice to think one day your kids will succeed – not just do well, but excel in their chosen fields. That's how the two dinosaurs who star in *Bubble Bobble* must feel right now, because this is the game that gave the world *Rainbow Islands* and *Parasol Stars*. But then, exquisite gameplay seems to be a family tradition.

You play a bubble-blowing dinosaur with a fruit fetish. Travelling between single screen levels you have to jump around platforms and collect points. Monsters inhabit the maze and by blowing a bubble over them you can turn them into bonuses.

Something about *Bubble Bobble* feels right. The rules are weird, and often disguised, but once you've learned them they can always be turned to your advantage. Of course, new ones are always being added to the mix just to keep you on your toes.

RAINBOW ISLANDS

HIT SQUAD **£7.99**

The hard man of cute games, that's the only way to describe it. A superb conversion by master gamester Graftgold, every trick that the coin-op boasted can be found here. Bright, bold graphics and sickeningly twee tunes makes the game seem saccharin; but once you play it you won't want to stop until the last island.

The seven Rainbow Islands, each composed of four levels, are ready to test even the best wagglers. Bub (and/or Bob) must leap their way up sparse platform towers ahead of rising flood water. Their only weapons are rainbows which, when fired ahead, turn nasties into nicies. A secret bonus system and hidden rooms add the extra depth that so many arcade-style games seem to lack. *Rainbow Islands* kicks arcade butt. Believe it and buy it. (It only costs £8!)

PARASOL STARS

OCEAN **£25.99**

The newest member of the dynasty, but it goes back to its single-screen roots – once again these are filled with platforms and bonuses. *Parasol Stars* screams its 1992 birthdate loud and proud with graphics that could burn retinae. Throughout the game you're bombarded with vivid colours and big cartoony sprites. What they cover up though is the *Bubble Bobble* gameplan. The lurid graphics are the only new addition, the rest is straight from *BB*, just in a little larger, a little faster, portions.

With such foundations the gameplay is unerringly strong. The sense of claustrophobia is heightened by the larger sprites (which means the walkways are smaller) and this ups the tension factor. Played in short dramatic bursts, *Parasol Stars* gets intense – especially when two players are competing, not cooperating.

PANG

OCEAN **£25.99**

Odd chaps these Japanese arcade developers, most definitely gifted and most definitely odd. That's not to say that we shouldn't be grateful for such eccentricity – *Pang* is exceptionally smart – but just how do you think up the tale of two tourists who visit famous landmarks and then defend them against red and blue balloons?

Naturally there is slightly more to *Pang* than that. For starters, when one of our two globe-trotters shoots a balloon it divides exactly in two. Like the larger balloons, these bounce slowly from side to side of the single-screen level. And, like the larger balloons, they are fatal to the touch.

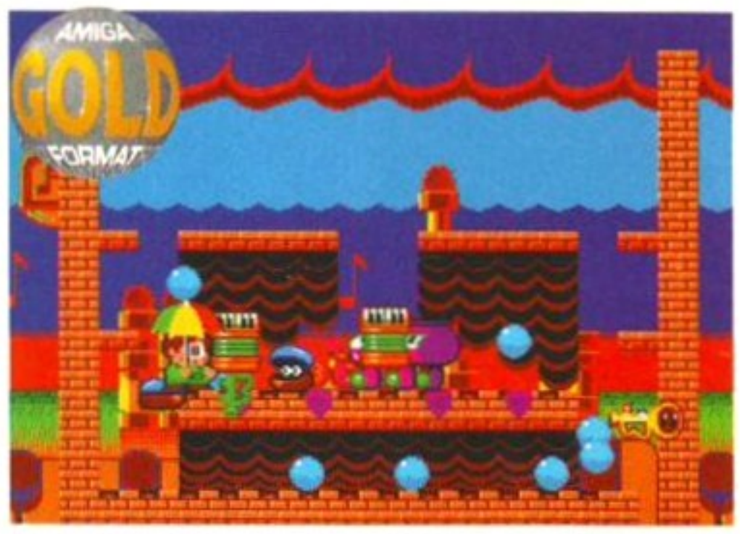
Each of the smaller balloons must be shot twice more before they disappear and the trick is staying



Bubble Bobble **maybe a little old, but you have to admit they knew how to build them back then.**



Rainbow Islands**: the one that put the 'q' in cute. And it's number five in our Top 20 hall of fame.**



The all-new '92 version of ***Parasol Stars,*** **in which you're armed with a brolly and can catch raindrops.**

AMIGA GAMES A-to-Z

ATF II
Action 16 **£9.99**
A good 3D shoot-'em-up and although old-fashioned it's all right to play, but it's by no means a classic. ★★

A-10 TANK KILLER
Dynamix/Sierra **£34.99**
Impressive attention to detail, but let down by slow-moving graphics and very little atmosphere. ★★

A320 AIRBUS
Thalion **£29.99**
Good graphics and sound create an atmospheric and authentic simulation, but not very accessiblw. Suitable only for sim buffs. ★★★

ARCADE TRIVIA
Zeppelin **£7.99**
A 'conversion' of one of those money-grabbing pub trivia quiz machines – totally and utterly pointless game. ★★

ARTURA
Pocket Power **£2.99**
Really terrible platform adventure job. Avoid. ★

ASHES OF EMPIRE
Mirage **£29.99**
A well-researched strategy game Challenging, but once you've worked out the pattern it gets repetitive. ★★★★

ATOMIC ROBOKID
Activision **£24.99**
A horizontal scroller with many levels and a lot happening on-screen, but it's not all that fast or original. Pales in comparison to most other shoot-'em-ups. ★★

ATOMINO
Psygnosis **£25.99**
A huge challenge with loads of levels, but too easy. ★★★

AWARD WINNERS
Empire **£25.99**
A good compilation of four games: *Populous*, *Kick Off 2*, *Pipemania* (the cult puzzle game) and *Space Ace* (the 'interactive' cartoon-based game). ★★★★★

BAAL
Sizzlers **£9.99**
Originally a full-price Psygnosis release, this is a limited yet large arcade adventure that is quite difficult to play. ★★

BABY JO
Loriciel **£28.99**
Cute and simple platform game along the lines of Super Mario Brothers. Entertaining but a bit overpriced. ★★

BACKGAMMON ROYALE
Oxford Softworks **£19.99**
Implementation of Backgammon on the Amiga. Looks like the board-game and plays like it. ★★★

BACK TO THE FUTURE PART III
Image Works **£24.99**
A film licence with some nice touches, but not brilliant. ★★★

BAD COMPANY
Pocket Power **£2.99**
Looks a bit like Space Harrier, but plays like it's got diving boots on. Shoot-'em-up fun, without the fun. ★

THE BALL GAME
Electronic Zoo **£25.99**
The original concept is spoiled by changes made to the rules of *Infection*, the game it's based on. Not well executed. ★★

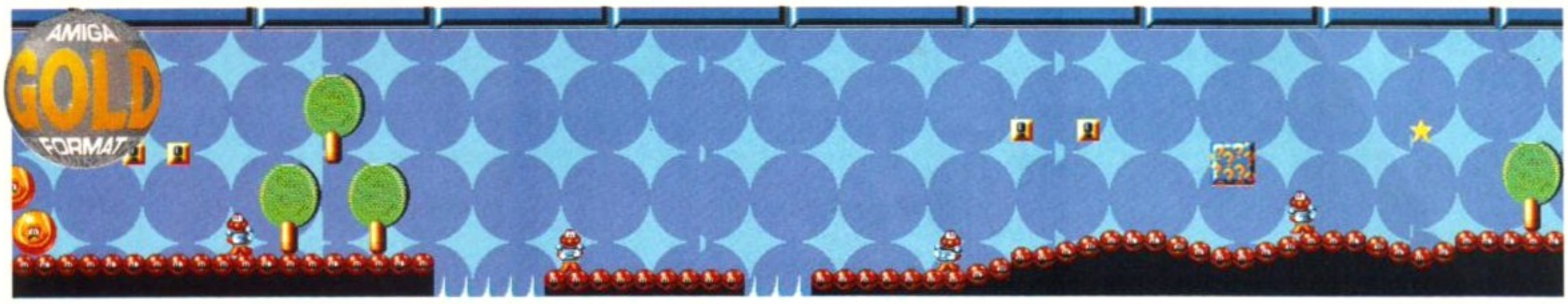
BALLISTIX
Sizzlers **£9.99**
Future sports game along the lines of *Speedball*, but instead of moving the ball directly, you hit balls at it to move it. ★★★

BANE OF THE COSMIC FORGE
Sirtech/US Gold **£37.99**
Large-scale RPG from the maker of *Wizardry*. The great control method makes the game accessible. It's good, but not up to the standard of *Eye Of The Beholder*. ★★★★

BARBARIAN
Kixx/US Gold **£7.99**
One of the original and most gruesome hack-'em-ups, right down to bloody decapitations. Enjoyable mayhem. ★★★

BARBARIAN 2
Kixx/US Gold **£7.99**
A hack-'em-up along the lines of *Barbarian*, but with arcade adventure elements thrown in. ★★★★

BARBARIAN 2
Psygnosis **£25.99**
Another *Shadow of the Beast*. Good graphics and atmosphere, but things get very repetitive and boring. ★★★



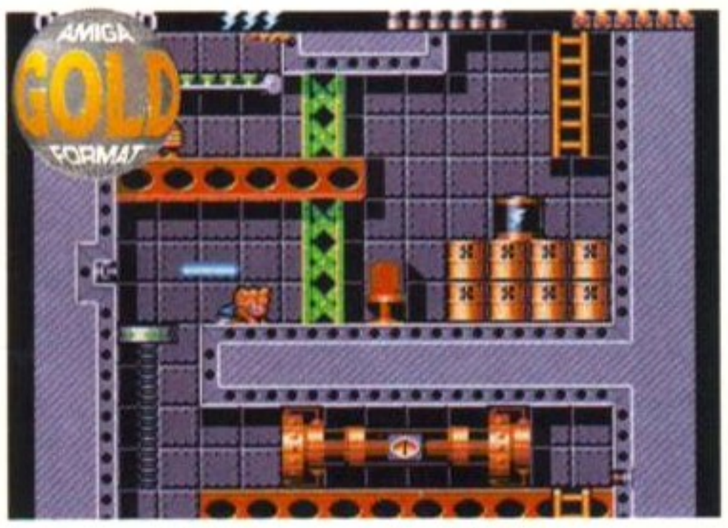
Many afternoons will be gobbled up by the fishy Mar Pond before you see the end, but the investment will be worth it! Number 18 in our Top 20 on page 9.

alive as two very big and slow balloons become 16 very small and fast balloons. *Pang* is an object lesson in cause and effect. Shoot a balloon at the right moment, or in the right place, or even with the right special weapon, and the platforms will temporarily fend off the bouncing threat. Such calls must be made while you mentally track at least four other balloons. Assess, plan, act, is the motto – and assess, plan, panic is the lesson when it all goes wrong.

RICK DANGEROUS II

MICROSTYLE **£25.99**

Rick Dangerous II is a five-level platform challenge, but unlike its older bro' you don't have to work through them sequentially. The gameplay mixes up moments of sweetness with hours of sheer frustration – as the only way Rick uncovers many of the traps is to trigger them. This definitely shows where they are, but it proves a little deadly.



We love you Rick, but you only have five levels to save the Earth. *RD2*'s one game that won't be over in a flash.

Simple but strong graphics and stunningly smart solutions are needed to pass the terrifying tests. Leaps of faith and lateral thinking make the game survivable, but only just. All couched in a tongue-in-cheek Flash Gordon tone, you visit strange new worlds made of mud, ice, trees and spaceships on your hunt for 'the Fatman'. *Rick* should have failed because of its fatal edge, but progress through these huge worlds is always sufficient to keep the addiction hooks in place.

JAMES POND 2: CODENAME ROBOCOD

MILLENNIUM **£25.99**

Robocod leapt to fame in the little console-style number *James Pond*. Dressed down and dusted off he was given a new lease of gameplay in *Robocod*. James developed a stretchy midriff and evolved a killer console leap (so that by landing on monsters heads he kills them) and stormed to fame last Christmas.

JP2 has to save a whole load of Penguins™ from the evil Dr Maybe. Trouble is, the Doctor's castle looks like the kind of place Timothy Leary would have approved of. Glorious metallic hues and copper bars abound, making the whole game sing. It isn't all smooth, scrolly effects though – it brings real gameplay depth with it too. Lives must be protected and collected, while special vehicles and powers must be tracked down if you are to make the most of your fishy host. Luckily *Robocod* is durable, the game forgiving mistakes rather than pushing you back to the start.

Stupidly good jelly levels, upside-down worlds and bouncing trains all help *JP2* reach classic status. It's a big, big, platform romp that's packed with odd things to see and play with.

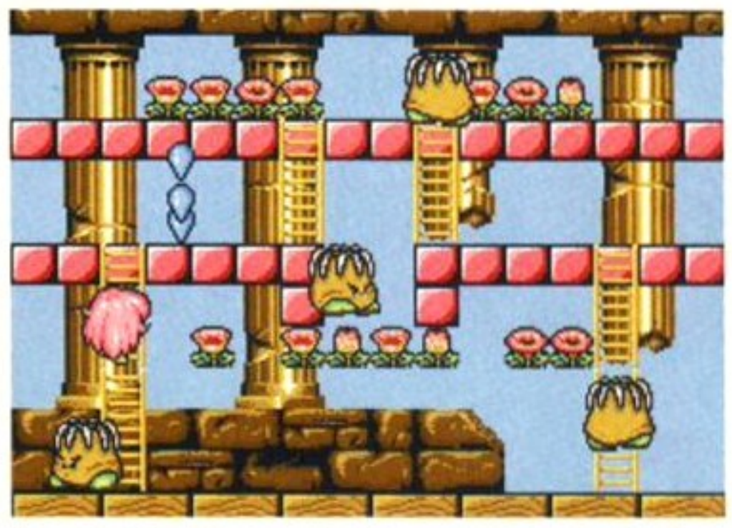
RODLAND

STORM **£25.99**

Tam and Rit can magic ladders out of thin air, honest! They are two cute kids who are trying to rescue their mom from the clutches of an evil wizard. So they enter his tower and work their way up one screen at a time.

The two talents the kids have are ladder creation, so they can climb to higher levels, and magic wands which allow them to trap and kill the monsters. Tempting them into trouble are also a bunch of bonus points flowers – which somehow seem more important than saving their parents. It's tense stuff, but the game's a little short, despite the addition of some levels that weren't on the coin-op original.

Described on release as "so cute it'll make you puke", the large cartoon sprites give the game a superficially soft edge. Yet their size means that there's little room for manoeuvre in this totally tough platform/maze arcade.



"So cute it'll make you puke" – you'll need a big chunder bag to play *Rodland*.

AMIGA GAMES A-to-Z

THE BARD'S TALE III: THIEF OF FATE
Electronic Arts — **£10.99**
Follows in the steps of the previous *Bard's Tale* games but to the exclusion of new ideas. ★★★

B.A.T.
UBI Soft — **£30.64**
Strange but effective interactive sci-fi adventure implemented in the style of a comic book. Once you get used to the approach it all works very well. ★★★★★

BATMAN: THE CAPED CRUSADER
Hit Squad — **£7.99**
The first (16-bit) Ocean Batman release and an arcade adventure. Good graphics and sound help it along nicely. ★★★

BATMAN: THE MOVIE
Hit Squad — **£7.99**
Good interpretation of the movie, featuring several arcade-based parts, including an impressive driving section. ★★★★★

BATTLE CHESS II: CHINESE CHESS
Electronic Arts — **£25.99**
A new angle on the game of Chinese chess, but while it looks good the animations become annoying and slow. ★★

BATTLE COMMAND
Ocean — **£25.54**
The follow-up to *Carrier Command* featuring dozens of missions in solid 3D. Very absorbing. ★★★★★

BATTLE ISLE
UBI Soft — **£19.99**
A good-looking strategy wargame that's very approachable. The first time that the power of hex-based board games has been truly bought to bear on the Amiga. ★★★★★

BATTLEMASTER
PSS — **£29.99**
A mixture of an old-style fantasy plot and good graphics, but only suitable for the strategists out there. ★★★★

BATTLESHIPS
Pocket Power — **£2.99**
Conversion of the old pencil-and-paper game. Not bad for what it is. ★★

BATTLE SQUADRON
Monkey Business — **£7.99**
Technically impressive vertically scrolling shoot-'em-up with some great graphics and sound. Well worth a look. ★★★★

BEACH VOLLEY
Hit Squad — **£7.99**
Good interpretation of beach volleyball with some good-looking graphics and animation – but who wants beach volley ball on their Amiga?. Gameplay is limited. ★

BEAST BUSTERS
Activision — **£25.99**
Another close conversion in terms of graphics, but when there's a lot going on the game slows down dramatically. There are better *Operation Wolf* variants available. ★

BETRAYAL
Rainbird — **£29.99**
Strategic action combines with nice graphics in this fantasy game. More than one person needed for real excitement. ★★

BEYOND THE ICE PALACE
Pocket Power — **£2.99**
An entertaining little platforms-and-ladders romp, once a full-pricer, and more than worth the paltry outlay you're asked to put up for it. ★★★

BIG BUSINESS
Magic Bytes — **£25.99**
An attempt at creating a humourous game based on business although it doesn't quite work – the humour is weak and the business aspect is all about number-crunching. ★★

BIG RUN
Storm — **£25.99**
A conversion of the Jaleco motor-racing coin-op which does the job but it's still all rather old-fashioned. ★

BILL & TED'S EXCELLENT ADVENTURE
Capstone/Accolade — **£24.99**
A missed opportunity. While the humour of the film makes it into the game, the gameplay isn't there. ★

BILLIARDS II SIMULATOR
Infogrames — **£25.99**
Another green baize emulator and one with many (pointless) variations on the billiards theme. No sense of realism ★

God games

The quest for ultimate power. Are you god-enough to control of your own world; to build, fight and train your own population?

GOD GAMES ARE power games. With the click of your mouse whole nations can be swept away in tidal waves, crisped by columns of fire or consumed by war. Obviously you never get to use these powers unchecked and you can only fight against evenly matched opponents, but who says being god is easy?

In the beginning, developer Bullfrog said "let there be *Populous*". And the software industry saw what Bullfrog had done and saw that it was good. With a single stroke a whole new genre was born. Since that day *Populous* has spawned many imitators, and a cult following around the world. It even reached the stage where the programmers took on the public live on Japanese TV.

Only recently have other games dared to try and wrest *Populous'* crown. These pretenders use a variety of settings to give a different slant to their power struggles, but they are all essentially the same – a quest for ultimate power.

Their charm is the same, the ability to control the lives of hundreds of people. Whether they are your employees or your disciples, they still do what you say and survive only if you care for them. They willingly go to war for you, but will starve just as eagerly if you forget to give them any food. Of course, you could always try to stop the enemy 'gods' caring for their people, so that they die instead and you subsequently become more powerful...

So if you've ever wanted to find out if absolute power really does corrupt, there's only one way: become a computer god for a day or two and see.

LEMMINGS

PSYGNOSIS £24.99

£24.99/19.99 DATA DISKS

While not really a god game, *Lemmings* was so stunningly original that it has to be examined on its own terms. You control this herd of infeasibly stupid dungaree-wearing (yes, that stupid) rodents. These little ones are released at the beginning of each level and immediately start to wander towards danger. Your task is simply to usher them to safety, a feat primarily achieved by giving the little ones special attributes.

It's fiendishly tough on the latter levels, your lateral thinking tested to the limits as the mindless ones insist on self-slaughter instead of safety. The hook is instant – which is thanks largely to the cute trappings in which this essential multi-element puzzle game is couched. lemmings cry "Ooooh noooo!" before exploding on your command, and squelch when they fall from a great height. It's funny, cruel and with a data-disk (which is ropey in parts) to back it up, it means there are over 200 lemming-lethal levels over which to linger longingly.

UTOPIA

GREMLIN £29.99

Bluffing your way into the job of a colony administrator has the advantage of good pay, but the disadvantage of making you responsible for an entire community. Every important call is yours to make. Should there be more hospitals or more police stations? Should your raw materials be flogged off to pay for some new weapons, or can you see of any threat with the ones you've already got? Should you spy on the aliens who also live on this planet, or just launch a pre-emptive strike?

Utopia has a feel of *SimCity*-meets-*Populous*. You dictate where buildings are placed, when sports events are held and which tanks go where. The aim is to push the quality of life towards a mythical 80 per cent. This means beating off alien attacks, keeping an eye on what you're building where, keeping enough police on the streets and a billion other things. It's a little slow to start with because the game's hampered by a clumsy control system. Eventually though, *Utopia* grows into an absorbing space challenge.



There's nothing better for the aspiring deity than saving the lives of multitudes of moronic minions.



Can you build *Utopia*? As colony administrator that's your job. It's *SimCity* meets *Populous*.



And this is *Populous*. The game that created a whole new genre and a cult following around the world.

AMIGA GAMES A-to-Z

BIONIC COMMANDO
Kixx/US Gold £7.99
Average conversion of an uninspired coin-op. Great music, but limited graphics and gameplay. ★

BIRDS OF PREY
Electronic Arts £34.99
More aircraft have been simulated in this game than any other, but the sluggish screen update let it down. Still one of the most complex sims ever. ★★

BLACK CRYPT
Electronic Arts £25.99
Appears to be an ordinary RPG, but underneath average presentation there's a good game. ★★★★

BLADE WARRIOR
Image Works £25.99
Impressive graphics and many puzzles create a great atmosphere, but it may not be to everyone's tastes. ★★

BLASTEROIDS
Kixx/US Gold £7.99
An up-to-date version of the classic arcade game *Asteroids*, with the addition of power-ups. Good fun, if a bit dated. ★★

BLINKY'S SCARY SCHOOL
Zeppelin £9.99
Formulaic 8-bit-style arcade adventure with reasonably cute graphics and all the usual sorts of puzzles to solve. ★★★

BLOCK OUT
Rainbow Arts £19.99
Similar to *Welltris* but uses more effective 3D graphics and is more challenging. The next step up if you like *Tetris*. ★★★

BLOOD MONEY
Sizzlers £9.99
Reminiscent of the ancient coin-op *Scramble*, but with multi-directional scrolling and power-ups. Very playable. ★★★★

BLUE MAX
Mindscape £30.99
More accessible than many other flight sims and some nice sound effects help, but it's slow and not very enjoyable. ★★

THE BLUES BROTHERS
Titus £25.99
An addictive, playable and humourous platformer. Very well presented, with graphics and sound that recapture the atmosphere of the original *Blues Brothers*. ★★★★★

BMX SIMULATOR
CodeMasters £4.99
BMX racing game along the lines of *Super Sprint*. Very playable, it pales in comparison to *Super Cars*. ★★★

BOARD GENIUS
Beau Jolly £29.99
Board-game compilation: *Monopoly*, *Scrabble*, *Cluedo* and *Risk: The World Conquest Game*. ★★★★

BONANZA BROS
US Gold £25.99
Conversion of an original game which looks very interesting. Good for two players, but no long-term challenge. ★★★

BOOLY
Loriciel £24.99
Puzzle addicts will enjoy this. It offers an unusual combination of logic, skill and luck. Inaccessible for most, but still entertaining and relatively playable. ★★

BOROBODUR
Thalamus £25.99
Looks all right, if a little unrefined in places, with a few interesting problems, but that's about it. ★★

BOULDERDASH
Wicked Software/The Software Business £6.99
Conversion of a classic. Leaves a lot to be desired on the technical achievement front, but still a great game. ★★★

BOSTON BOMB CLUB
Silmarils £25.99
Based on the sliding-block puzzle, it won't appeal to all, but is enjoyable and compares well with other puzzlers. ★★★★

BOTICS
Krisalis £20.99
While this looks and sounds good, the gameplay just isn't there – it's based on the archaic *Pong*. Not recommended. ★

BRAIN BLASTERS
UBI Soft £25.99
An attempt at a puzzle game, but it fails at both the one and two-player levels, offering next to no playability. ★

BRAT
Image Works £24.99

POPULOUS
EA STAR PERFORMERS £10.99

When Bullfrog made this one it broke the mould (but mended it in time for *Populous 2*). This gem grafted a whole new genre. As a god it's your task to beat a rival deity in a popularity contest; helping your folk and punishing his.

The more popular you are, the more potent your prayer batteries and the more outrageous your dirty or divine actions can be. Flooding landscapes, fire raising and creating hills in the middle of his towns, all have the desired effect; but while you're doing it to his village he's probably doing it to yours. Fascinating stuff, *Populous* on budget demands to be tried – you have nothing to lose but a tenner!

POWERMONGER
ELECTRONIC ARTS £29.99

Populous goes to war. *Powermonger* takes a similar approach to *Populous* (isometric landscapes and small people who are ordered around remotely) but here the folks go to war on your orders. To fight effectively they have to invent weapons, find food and win allies.

You start battles with a limited number of warriors, and by force of arms everyone must be won over. Workshops must be found for leaders to research weapons in, forests cut down to fuel the arms race and your base must be well populated to facilitate breeding.

It's not all blood and iron though – a certain subtlety is required too. If you kill a farmer's sheep for food he will not join your army; if you kill a baby-bearing stork that's about to enter an enemy village, that group cannot repopulate, and flocks of birds flying from trees can indicate an imminent attack.

REALMS
VIRGIN £29.99

This a fascinating, if initially impenetrable, medieval wargame-cum-god game. You and your horde must wander around, avoid getting beaten up and then beat the other 'teams' into a pulp. Despite solid graphics and sterling sound, it's the deliberately limited control system that really makes the grade. Unfortunately, it is also this that takes most time to get your head around. It's got the depth of a wargame and the flexibility of a god game, but because of the initial complexities of the controls, only experienced icon drivers need apply.

POPULOUS 2
ELECTRONIC ARTS £29.99

Populous 2 stormed back to save the godly name of *Populous* from the shame of defeat by *Mega-lo-Mania*. In retaking the top spot, it showed some of the most impressive gaming tricks ever mastered to disk.

In some ways *Populous 2* is a rewrite – the game system is similar and the graphics have a smart Greek hue. In other aspects though it is far better. Your godly powers grow with you, the game has hundreds of levels and as you progress you can allocate the equivalent of experience points to your godly abilities. Then, the next time you use that power it is more effective.

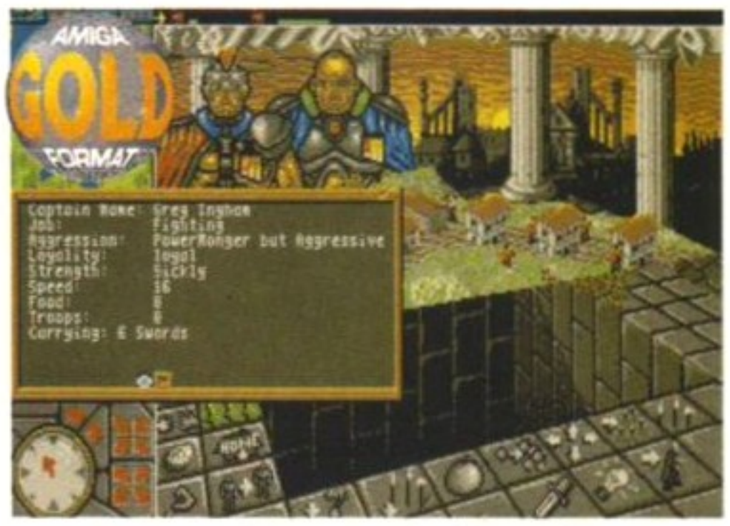
The godly powers are the major leap forward. Now you have over 20 ways of wreaking havoc. Many islands can only be captured by using a combination of powers in an unexpected way. The effects of these combinations aren't detailed in the manual, you must discover them during play. This forces you to pay attention to the implications of even the most innocuous power. Not that paying attention is any kind of struggle, *P2* is so sweet that hours fly by.

MEGA-LO-MANIA
IMAGE WORKS £30.99

Mega-lo-Mania is produced with a rare professionalism. Brilliant graphics combine with superb samples from real radio actors to wow you during the first few minutes of play.

MLM is all about war. The few fighters you get at the start must conquer the island one sector at a time and exploit its raw materials to develop weapons. If you kick off in a duff sector then another, more lucrative one, must be taken. Your people swiftly evolve and when you believe that you have enough of a numerical or technological advantage, then it's time to strike. Temporary alliances can even be struck with the evil range of computer opponents so you can remove the bigger threats.

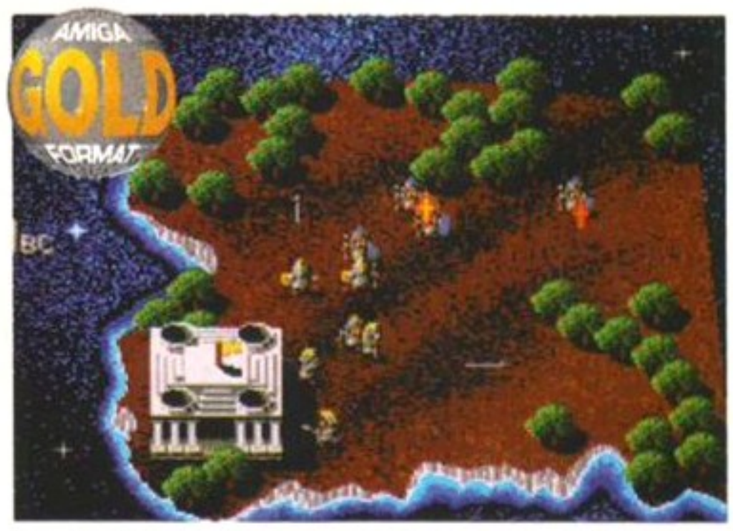
The secret behind it is the continual change in gameplay. As the levels progress your folks initial tech level gets higher – they work up from sticks to bows to guns to planes to nuclear weapons. As a nuke is more potent than a spear, your tactics must change to suit these new weapons, and when you find yourself in an arms race with a computer that will use them at the first opportunity, life becomes (wonderfully) tense.



***Powermonger* is where you get the chance to become a real warmonger. Saddam Hussein wannabes apply here.**



***Realms* is a combination between a god game and a wargame. This one's experienced users only though.**



***Mea-lo-Mania*: so many smart effects, so much gloss, but most importantly, plenty of gameplay.**

AMIGA GAMES A-to-Z

Good-looking graphics, smooth gameplay and a good challenge, although the whole thing can get irritating. ★★★★★

BREACH 2
Impressions £29.99

A huge space game with a lot of levels and rewarding gameplay. Some strange quirks, but there's still a game there. ★★

BREACH 2 (ENHANCED)
Impressions £29.99

An advancement on the earlier *Breach* games, keeping to the original graphically challenged yet playable formula. ★★

BRIAN CLOUGH'S FOOTBALL FORTUNES
CDS £7.99

Unusual football-related computer board-game. All right with some chums, but redundant if you try to play by yourself. ★

BRIDES OF DRACULA
Gonzo Games/The Software Business £25.99

Appallingly primitive arcade game, notable only for the head-to-head two-player Dracula vs Van Helsing mode. ★

BRIGADE COMMANDER
Electronic Zoo £25.99

More playable than a typical wargame, although it keeps to formula by retaining poor graphics and sound. ★★

BUBBLE BOBBLE
Hit Squad £7.99

Brilliant conversion of the classic arcade game and forerunner to *Rainbow Islands*. Extremely playable. ★★★★★

BUCK ROGERS
SSI/US Gold £30.64

Strange choice of licence for an RPG game. Crude-looking, but a fair enough game of the type. ★★

BUDOKAN
Star Performers £10.99

Multi-parted martial arts game with good graphics and some great tunes. Not a beat-'em-up in the violent sense of the genre; this is more refined. Not brilliant but plays well. ★★★

BUILDERLAND
Loriciel £19.99

Another attempt at a *Lemmings* clone, but it's a slow and unprofessional affair that, while quite enjoyable to play, should have been done better. ★★

CABAL
Ocean £7.99

A conversion of an *Operation Wolf*-influenced arcade game. No real, depth but still a reasonable blast for a few hours. ★★

CADAVER
Mindscape £24.99

Good presentation, with some atmospheric graphics, plus a good mixture of puzzle-based action. Not exciting, but the 3D graphics and adventure raise it above mediocrity. ★★★

CADAVER: THE PAYOFF
Mindscape £15.99

Perfect for Cadaver players who want more adventures, but not much good for anyone else. ★★★

CALIFORNIA GAMES
Kixx/US Gold £7.99

The classic *Epyx* C64 game converted, but with mixed results. This should have looked and played better. ★★

CAPCOM COLLECTION
US Gold £29.99

Eight conversions of Capcom coin-ops have been compiled here. They are: *Strider*, an average conversion of an average shoot-'em-up; *Last Duel*, a vertically scrolling land-based shoot-'em-up; *Ghouls 'n' Ghosts*, an enjoyable platform-based shoot-'em-up; *UN Squadron*, a good *R-Type* style shoot-'em-up; *Forgotten Worlds*, a difficult horizontally scrolling shoot-'em-up; *LED Storm*, a vertically scrolling driving game; *Dynasty Wars*, an appaling scrolling beat-'em-up; and *Strider 2*, an unexciting slash-'em-up. ★★★

CAPTAIN BLOOD
Smash £4.99

One of the first atmospheric arcade adventures, with some good graphics and great gameplay. Not essential. ★★★

CAPTAIN PLANET
Mindscape £25.99

Written with the best of intentions (ideologically, that is), the gameplay isn't there and it looks a very rushed affair. ★

CAPTIVE
Mindscape £25.99

A game in the *Dungeon Master* mould and helped by a clever icon control system. More action than puzzles. ★★★★★



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9.99



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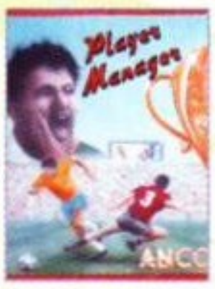
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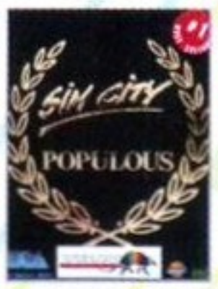
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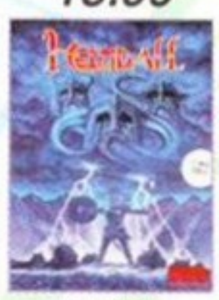
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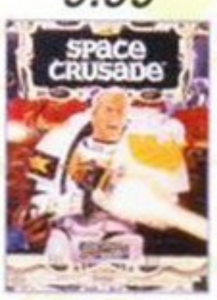
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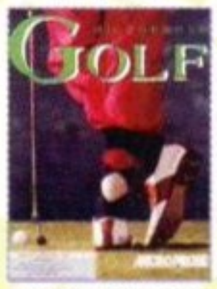
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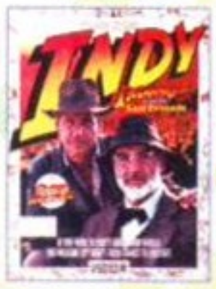
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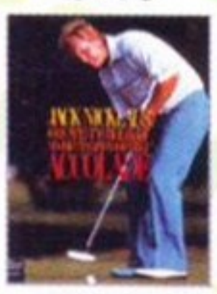
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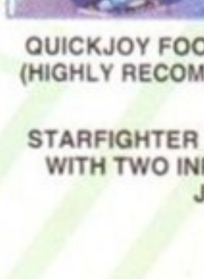
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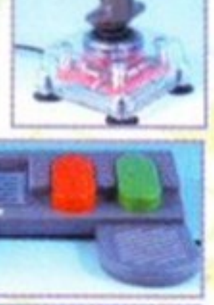


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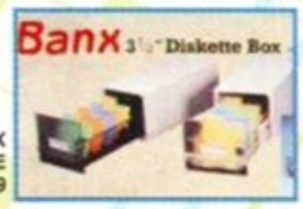
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"I WANNA BE free, to be who I wanna be, to do what I wanna do." That's what adventures offer, a complete new world which your Amiga personae can explore at their leisure – and peril. Unlike shoot-'em-ups or arcades, there's no definite path, no predetermined route that you positively have to follow. Once you've created your character what happens next is up to you.

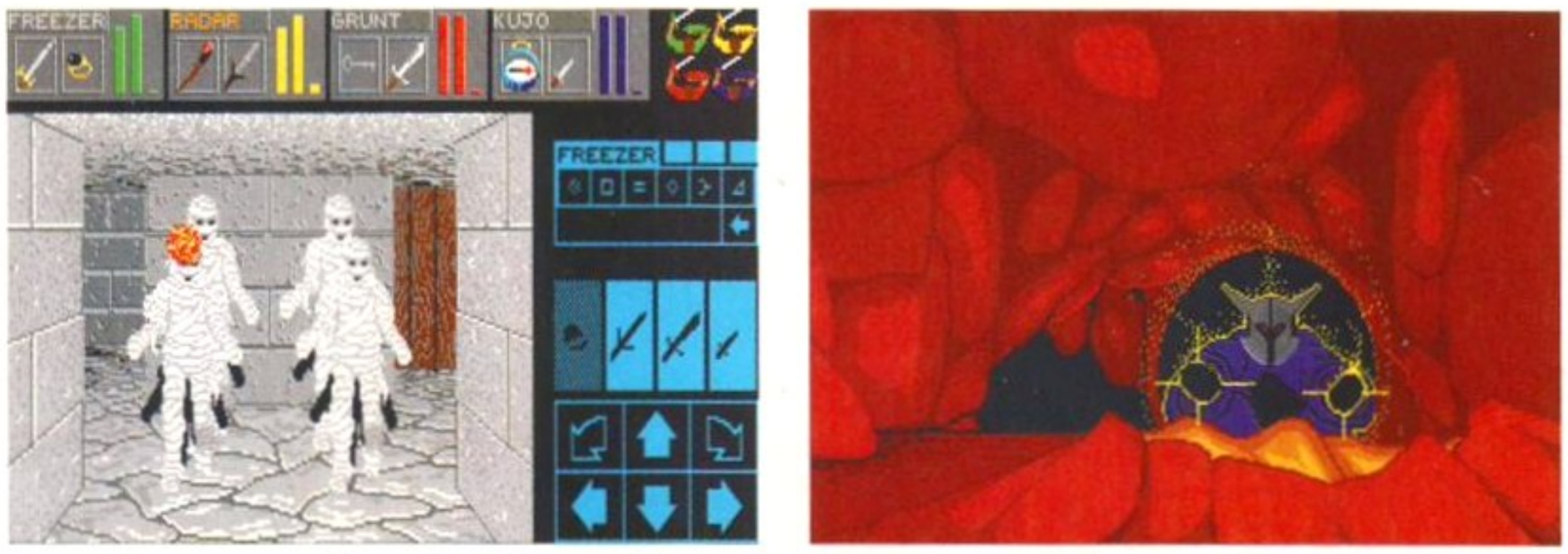
Adventures have always held a high profile in the computer games world, regularly metamorphosing in both style and form in parallel with the available technology. They of course started off as paper-based board-games with TSR's Dungeons & Dragons, but when transferred on to computer during the days of Spectrums and C64s, millions were enthralled by text-only adventures. Rich in description if light on action, these games worked like novels, with your text commands providing the cross-referencing instructions.

As coders became adept at squeezing more action from their 48k of RAM and four colour screens, some swapped the text interface for a sprite which ran about collecting and using kit to solve the puzzles. With the advent of the Amiga and the arrival of icon-driven technology, the text adventure dropped dead, as clicks on graphic screens replaced typed text input.

All the while though there has been another force, pushing and shoving to claim the glory it deserves. Role-playing games (RPGs) had evolved as paper-and-dice adventures. Computers held the key that would unlock the true potential of this rule-bound genre, but it took many attempts to unleash it effectively. The big break came in the form of *Dungeon Master*, which used an approach so novel, and so well executed, that it is still copied to this day.

Adventures and RPGs work on computer because they free the imagination. All set the player a task, but only by fully understanding the plot, the potential abilities of your character and the alternative ways of achieving the impossible will you ensure success. And the impossible is exactly what adventures do best.

D&D-style games



Dungeon Master **pretty well started a whole genre of D&D-style role-playing games off. The views and interface have been inspiration for many game developers, but the original still retains a charm all of its own.**

DUNGEON MASTER/CHAOS STRIKES BACK

FTL/MIRRORSOFT **£25.99**

Dungeon Master is the game that launched a thousand and one clones: it is very special, and when it was first released it invented a whole new genre. What it lets you do is look down the dark corridors of a dungeon, but you retain direct mouse control of all your characters' actions, equipment and powers. Huge labyrinthine maps are there to be explored, magic had to be mastered and a multitude of huge monsters beaten in hand-to-hand combat.

The formula really clicks. As the mystery of the maze slowly reveals itself, your team members gradually grow in power and experience. This allows them to take out the more powerful creatures and to survive some of the nastier traps that are set.

The pseudo-3D dungeon, and the strong sundry graphics and scary sounds help to set *Dungeon Master* apart. When it was first launched on the Amiga it really was possible to see what could only have been imagined before: an interactive fantasy world where dragons rule the sky and spells really work.

The success of this standard-setting piece of software meant that it spawned a swift sequel: *Chaos Strikes Back*, but for some Californian reason – which was never fully made clear – took nearly two years to reach the Amiga from the ST. A better and much bigger game it kicks butt, but it came on to the scene rather too late – a shame because it's a real cracker.

AMIGA GAMES A-to-Z

THE CARDINAL OF THE KREMLIN
Accolade **£24.99**
An easy to play and enjoyable strategy game, but its atmosphere is marred by a pointless arcade sequence. Otherwise, it's well worth a look. ★★★★

CARDIAXX
Electronic Zoo **£25.99**
Action freaks could like the pace of this shoot-'em-up but they won't like the way it plays. ★

CARTHAGE
Psygnosis **£25.99**
The great graphics and use of arcade sequences belie the strategy game beneath. Unfortunately, the strategy game isn't up to the same high quality. ★★★

CARTOON COLLECTION
CodeMasters **£24.99**
Five CodeMasters games compiled: *Spike In Transylvania*, a cute arcade adventure; *CJ's Elephant Antics*, a lively platform game; *Treasure Island Dizzy*; *Seymour Goes To Hollywood*, an arcade adventure; and *Slightly Magic*. ★★★★

CAR-VUP
Core Design **£24.99**
Very playable, with a well-balanced difficulty level, but it's all a bit simple and samey. Good fun though. ★★★★

CASTLE OF DR BRAIN
Sierra **£34.99**
An educational adventure game featuring logic puzzles and even some programming in LOGO. Good toon-style graphics help to make this a thought-provoking game. ★★★

CASTLES
Electronic Arts **£29.99**
Initially *Castles* appears to offer a challenge similar to that of *SimCity*, but the lack of realism restrict it. ★★

CELTIC LEGENDS
UBI Soft **£30.99**
A good balance of strategy and action make this RPG. but the computer opponent is sluggish. ★★★★★

CENTREFOLD SQUARES
CDS **£7.99**
A weird little puzzle game involving removing squares from a board to reveal piccies of nude women. Tacky. ★★

CHALLENGE GOLF
On-Line **£24.99**
Compared to other golf games *Challenge Golf* is easy to get into, but bugs and lack of realism let it down. ★

CHAMPION DRIVER
Idea **£25.99**
Overhead car racing action. While the playability's there and the whole thing's well put together, it can become boring. ★★

CHAMPIONS OF KRYNN
US Gold **£30.64**
Part of the well-received *Krynn* series of RPGs, but pretty basic in execution and lacking in style. Strictly for diehards of the style and none too accessible for beginners. ★★★

CHAMPION OF THE RAJ
Image Works **£25.99**
Strategy and action with arcade sequences. It could have worked if it wasn't crippled by poor programming. ★

CHAMPIONSHIP MANAGER
Domark **£24.99**
Purely a football management game with no arcade sections. So number-intensive it's boring. For football nuts only. ★★★

CHAOS IN ANDROMEDA
On-Line **£24.99**
An attempt at competing with Origin's *Ultima* RPGs. A lot to it, but let down by poor programming. Average. ★★

CHAOS STRIKES BACK
Image Works **£24.99**
From the creator of *Dungeon Master*, this features clever puzzles and good presentation, even if it does look old-fashioned compared to *Eye of the Beholder*. ★★★★★

THE CHARGE OF THE LIGHT BRIGADE
Impressions **£29.99**
Impressive graphics coupled with friendly presentation. Unusual rules affect its wargaming aspect adversely. ★★

CHARIOTS OF WRATH
Energise **£7.99**
A strange game that collects together a whole clutch of simplistic arcade sub-sections to quite reasonable effect. Too bitty to hold the attention for long, though. ★★



Eye of the Beholder 2 did what a good sequel should: expand on the first and make it better.

EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON

SSI/US GOLD **£29.99**

EOB2 is the business; it takes the sound games system developed in the first outing, polishes it (a little) and then throws in a bigger play area, harder monsters and more vicious traps. This time you must wander round a forest and search through four different towers in a hunt for the source of some great evil.

The non-player character interaction has been upped with whispered comments conveyed via the text bar at the base of the game's screen. "I hear voices behind the door," may not seem much, but it's just the kind of tip that could save your neck. The folk you meet are deceitful too, which adds a certain 'truth or dare' element to the whole show.

Eye of the Beholder 2 deals with higher level characters, and that means more potent spells. This helps it escape the hack-'n'-slash trap that the first game almost fell into. Here you must really think about the spells that you can cast and the magic items you must carry if you want to survive.

Bigger, better and brasher, *EOB 2* is the game for anyone considering tackling a computer RPG. But don't make it your first choice, work through *EOB 1* first, that way you will really be ready to appreciate the best RPG in all its glory.



Came about because of the excellent *Knightmare* TV series. It's a bitch and it's brilliant, period.

KNIGHTMARE

MINDSCAPE **£25.99**

This second shot at making a decent game from the far-too-good-to-waste-on-the-kids TV show, *Knightmare*, really had a chance. Using the highly acclaimed *Captive* game system it took the TV trappings and turned them into levels and experience. The result is a highly efficient, high speed and highly addictive dungeon romp. The trouble is, games that you get addicted to are rarely any good for your health.

Knightmare is just plain hard, full stop. It will kill you time and time again. That wouldn't be too bad if you managed to make any progress, but the thing is you don't. The same monsters will stiff you time and time again until you manage to get that lucky hit which wipes out a major nasty.

It runs quickly, almost too quickly, as it sucks you into an impossibly hard fight for survival and success. Nice touches in the combat and spell system – where your chosen method of attack can be preset – make playing easy, it's just that the world in which it operates is so unforgiving.

Yet somehow, and totally annoyingly, *Knightmare* keeps pulling you back. It has so many redeeming features that you want to like it, it plays so well that you begin to like it, but when it kills you for the eighth time in exactly the same spot you really want to take the disk and feed it to the first large animal you meet.

Action adventures

ANOTHER WORLD

DELPHINE/US GOLD **£25.99**



Another World has a real wide-screen cinematic feel to it. The thing is the game isn't very long, but it's well worth a look for the animation alone.

Comic book graphics bring *Another World* alive. Flat, single-colour 'sprites' give it an epic feel. Backing it up is a short but testing arcade adventure that regularly gets the jaw dropping in awe at the spectacular series of events you've set in motion. The animated intro sets the scene and leads directly into the game. A lone nuclear scientist is playing with a particle accelerator when a freak lightning bolt transports him to another world. Dumped into a monster-filled lake, you immediately have to swim for your life. From here on, you're on your own. The game itself isn't long enough, but the puzzles and timing tests are so tough that it will take a while to beat.

LEGEND

VIRGIN GAMES **£25.99**

The fast pace of this game is incessant and the action's chaotic, which is odd because there's a huge amount of role play and tactics – they are just well disguised. You lead a four-man squad around a map, nipping into dungeons and topping beasties when you can. One remarkable feature, aside from the speed at which it is played, is its magic system.

In much the same way as *Dungeon Master*, your spell caster uses runes to spell out the, well, spells. Combining the same runes in different orders gives you different spells, and new runes can be bought with treasure. The power of the magic system comes from the fact that spells can be 'chained'. Whole sequences of murderous spells can be pre-cast and then set running with a single click of the mouse. ▸

AMIGA GAMES A-to-Z

CHART ATTACK
Gremlin £29.99
Compilation of four above-average games (described elsewhere): *Lotus Esprit Turbo Challenge*, *Venus The Flytrap*, *James Pond* and *Ghouls 'n' Ghosts*. ★★★★★

CHASE HQ
Hit Squad £7.99
Appaling conversion of the coin-op with poor graphics and sound. These match the rather simplistic gameplay. ★★

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION
Ocean £25.53
An improvement over the first game, but it still plays and looks decidedly average. ★

CHE: GUERILLA IN BOLIVIA
CCS £25.99
An average wargame suitable for people new to the genre; it'll be a bit too easy for more experienced wargamers. ★★

CHESS CHAMPION 2175
The Oxford Softworks £19.99
You can both learn about and play this intuitive chess game, one of the best yet. Beginners may feel daunted, but all levels of chess playing prowess are provided for. ★★★★

CHUCK ROCK
Core Design £25.54
Uses a character with a lot of character and some innovative gameplay. One of the best platform games. ★★★★★

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0
Electronic Arts £29.95
Lots of places, missions and different views, but the game's lack of speed stops it from really taking off. ★

CHICAGO '90
Pocket Power £2.99
Odd mix of driving and shooting with a good 3D perspective, but seriously lacking in playability. Not much fun. ★★

CHIP'S CHALLENGE
US Gold £25.53
Tons of different levels and some clever gameplay help to make this an effective puzzle game. Its rather simple graphics and limited depth aren't enough to lift it. ★★★

CISCO HEAT
Image Works £24.99
Fun, up to a point, with hills and road junctions adding variety to the driving action. But the poor control system and lack of substance leave it flat. ★

CLASSIC 4
Energise £7.99
Four classic arcade games that don't amount to much. ★★

CODENAME: ICEMAN
Sierra £34.99
A Sierra game with submarines. It's by no means the company's best offering, with the five disks it comes on making for some very slow action. ★★★

COHORT
Impressions £29.99
A wargame with good graphics and an accessible user interface. Overpriced, off-beat and doesn't quite work. ★★

THE COLONEL'S BEQUEST
Sierra £34.99
Poor graphics and some tedious gameplay don't lift this Sierra whodunnit from the level of mediocrity. ★★

COLOSSUS CHESS X
CDS £7.99
One of the classic computer chess programs. A good opponent for most players – no frills, but good chess. ★★★

COMBO RACER
GBH/Gremlin £7.99
The achievement of this game's fast 3D racing action is marred by horrible sound and a silly two-player option. The track designer redeems things a little. ★★★

CONFLICT: KOREA
SSI/US Gold £34.99
A wargame in the traditional mould, with poor-looking graphics but they are fast-moving and there's a good control interface. Better than many other SSI releases. ★★★

CONFLICT: MIDDLE EAST
SSI/US Gold £30.99
A wargame in the traditional sense, but well executed, even if it does look dated. There's little challenge, lessening the enjoyment even enthusiastic wargamers will get out of it. ★★



The animation in *Heimdall* is no accident, some of the best talents in the business worked on this Norse epic.

HEROQUEST/ RETURN OF THE WITCHLORD

GREMLIN GRAPHICS £25.99

HeroQuest took RPGs, made them more playable and promptly popularised the genre. It sticks faithfully to the rules, layout and structure of the real thing, and retains the instant playability that made the board-game a best-seller. You simply pick a character card and it's game on.

The Amiga version takes all the tedious fiddling with cards, pens and paper out of the affair and then lets you loose in the realms of chaos. Even with one player in charge of four characters, the game speeds along fairly, a factor which often creates a false sense of security.

Blazing ahead collecting everything you can is the way to play, it works better that way! With only 12 dungeons – the first six of which are really easy – *HeroQuest* is a little lightweight in the long-term playability stakes, which is why the expansion pack *Return of the Witchlord* is an essential purchase for any *HeroQuest*er.

HEIMDALL

CORE DESIGN £29.99

The legends of the Norse gods are retold in *Heimdall*, Core Design's classic cartoon quest. Some of the best animation talents in the business were brought into the project and it shows. The meat of the game is played with an isometric-view sprite representing your Viking heroes as they wander three different worlds in search of godly artifacts. Here you must guide your boys past traps, over invisible bridges and over collectable objects.



***Shadowlands* has an elegant control system, but it's not strictly RPG because you don't take on the role of any of the party.**

The fighting is carried out through a *DM*-style first-person perspective window. Heimdall and his cronies take it in turns to anticipate blows from the animated attacker, then slice them up when they are most vulnerable. Spells, magic weapons and food are your main concerns, or should be if you want to see this slapstick cartoon tale through to completion. Potential purchasers, beware: the graphics give this good, but unforgiving, game system more glory than it maybe deserves, but they are very good and very different.

SHADOWLANDS

DOMARK £29.99

Strictly speaking this isn't an RPG, because you play the part of a strange spirit who controls the four characters – rather than being them. This gives it a spooky and remote feel that helps it stand out from the swiftly swelling RPG ranks Again, using the isometric approach, your team is mouse controlled. This system is sophisticated, allowing real freedom in the design of the puzzles and foes. Each player has their own instantly accessible perspective and can be left if in different rooms or levels from each other.

Graphically it suffers from a production line look. It uses a Japanese-style cartoon, which makes it look more like a Capcom coin-op than a 'serious' RPG. Offsetting this though is the sweet Photoscape system that has party members holding torches that surround them in pools of light and flicker along with them.

A little slow at the start, *Shadowlands* slowly uses its excellent control system to full effect in a game that you will be exploring for weeks. A bold deviation from the norm, *Shadowlands* is one for the RPG purist.

Adventures

LOOM

LUCASARTS/US GOLD £30.64

Too short, too easy and too good. *Loom* revealed an all-new adventure system and as the pilot for the *Monkey Island* series it deserves a look just for historical interest. And despite its short play time, it still rates as one of the best of the best. Bobbin Threadbear, apprentice weaver, is the only surviving member of his trade guild. They have been attacked by an evil wizard. You must help Bob find his folks and defeat this wizard.

It sounds twee, looks overly cute, but has so much character, such personality, that even when you finish it you'll want to do it all over again – and probably will. *Loom* is ideal for folk who want to test the adventure waters.

THE SECRET OF MONKEY ISLAND

LUCASARTS/US GOLD £25.99

The second-best adventure in history, *Monkey Island* is an interactive cartoon that's spliced with at least 3Mb of humour. Guybrush (our hero) wants to become a pirate, a course of action that leads too a brilliantly funny series of adventures. The jokes come thick and fast, with both visual and textual punchlines.

This humour disguises the adventure that's in *Monkey Island* and that's the way it should be. You want to explore because you want to ensure you've squeezed every pun out of it, rather than looking around because that's the way these games are played. *Monkey Island* flouts other adventure traditions too in a most rewarding way. The most important of these being that you can't actually die – a factor that anyone who has played one of the early Sierra adventures will know is a major plus.

The puzzles have both literal and lateral solutions, which force you to lower your laugh level to groanworthy proportions if you are to work out how to escape your current situation. The neat point-and-click parser works very well, but somehow lowers the tone with its

AMIGA GAMES A-to-Z

CONQUEROR
Kixx/US Gold _____ **£7.99**
Enjoyable but difficult tank game using the same graphics engine as *Virus*. Tricky controls, but good fun. ★★★

CONTINENTAL CIRCUS
Tronix _____ **£9.99**
Average conversion of the misnamed coin-op driving game. The graphics are smooth but gameplay is limited. ★★

COOL CROC TWINS
Empire _____ **£25.99**
Unusual arcade game with colourful graphics and bouncy tunes. Two-player mode is great fun. ★★★★

COSMIC PIRATE
Action Sixteen _____ **£7.99**
Attractive space-based trading and shoot-'em-up game. Easy to get into, this is well worth a look. ★★★★

COUNT DUCKULA 1
Alternative Software _____ **£7.99**
Elementary platform arcade adventure. The renditions of the Duckula characters are sweet, but gameplay is repetitive. ★

COVER GIRL POKER
Emotional Pictures _____ **£25.99**
The game is quite well presented, but the graphics and gameplay are poor and the subject matter is sexist, exploitative rubbish. One for the garbage masher. ☆

COVERT ACTION
MicroProse _____ **£34.99**
Let down by poor programming and awkward controls, it should have had attention paid to user friendliness. ★★★

CRAZY CARS
Hit Squad _____ **£7.99**
One of the first driving games to hit the Amiga, and it shows. Poor graphics and jerky gameplay make it average. ★★

CRAZY SEASONS
The Software Business _____ **£25.99**
Arcade platform puzzler, pleasant to play but looks five years old. Gets tricky quite quickly, so a lasting challenge. ★★★

CRIME CITY
IF... _____ **£25.99**
A private-eye mystery, the game is let down by failure to generate a sense of involvement or atmosphere. If the storyline and interface were improved, then it might be worthwhile. ★

CRIME DOES NOT PAY
Titus _____ **£25.95**
Poor in every respect, whether it's graphics, gameplay or design. No redeeming features at all. ★

CRIME TIME
Starbyte _____ **£25.99**
Looks and plays agedly, with simplistic graphics trying to add some colour to what is a very dull adventure game. ★

CRIME WAVE
US Gold _____ **£25.53**
Lots of gore and interesting digitised video interludes fail to lift this slow-moving shoot-'em-up. ★

CRUISE FOR A CORPSE
Delphine/US Gold _____ **£25.95**
Good design, great graphics and compulsive gameplay make this brilliant, up there with classics like *Monkey Island*. ★

CYBERBALL
Tengen/Domark _____ **£7.99**
An unusual game, sort of a futuristic American Football. It's an accurate conversion of its coin-op namesake. However a high level of difficulty makes it a limited experience. ★★★

CYBERBLAST
Innerprise/The Software Business _____ **£19.99**
A shaky *Gauntlet* clone. The only gain over the original is a sexy space setting, but you lose the four-player option. ★★

CYBERCON III
US Gold _____ **£25.99**
Atmospheric with good 3D graphics, *Cybercon III* takes some getting into and could be daunting. Persevere and there's an absorbing game there well worth playing. ★★★★★

DALEY THOMPSON'S OLYMPIC CHALLENGE
Hit Squad _____ **£7.99**
One of the first athletics games on the Amiga, it uses digitised graphics to spruce up limited gameplay. ★★

DAMOCLES
Novagen _____ **£24.99**
Offering a large yet straightforward challenge which spans a solar system, the use of solid 3D graphics helps to create



***Monkey Island 2* is the wackiest, wittiest, wickedest, and, er, some-other-word-beginning-with-W-est game ever.**

slightly brutal approach. Otherwise, even the PC-ish pics are forgivable because they really, really, really, do make you laugh.

THE SECRET OF MONKEY ISLAND 2: LE CHUCK'S REVENGE

LUCASARTS £37.99

The problem with *Monkey Island 1* was it seemed too good. How could you beat it? Simple, with *Monkey Island 2*. Somehow, the wonderfully warped sense of humour they have at LucasArts allows them to go further in terms of pure entertainment – and then they go and slap a quality adventure on the back end of it too.

The game starts at the end and the bits you play are a flashback. And as flashbacks go, this one's massive. It will test your playing skills to the limit and push your pun level lower than you ever imagined possible.

It's not just the plot that has been improved (a re-run of *Monkey 1* just wouldn't have had the same impact, we'd all been there, seen that). The graphics have lost their PC edge, the sound has a new interactive music system (iMuse) and the parser is tidier. On top of this the humour is wackier and more abstract – *Monkey 1* proved people were ready for it.

The package is so vast it needs 11 disks. Yet even when played from floppy there is relatively little disk swapping. Unlike many multi-disk monsters, you know by the end of the game every single byte will have been used.

RISE OF THE DRAGON

SIERRA £35.99

It's *Bladerunner* time again. In a futuristic game-noir, a rugged gumshoe of a detective has to hunt down the fiendish plotters who are holding California to ransom. *Rise of the Dragon* is straight forward in every respect apart from the art that supports the GUI. For the first time a new style of Sierra game paid big dividends. Introduced in a film style, it maintains this theme throughout with character speech in bubbles and neat 'meanwhile' interludes.

Like most adventures it is somewhat short and reasonably easy to finish. They are part of a new wave that work as hard on the peripherals as the story. Better graphics, brilliant rock guitar sounds and arcade sections are used in an attempt to keep the gameplay sprightly – and it works. If you're serious about tackling any adventure, though, treat yourself and get a second disk drive or, even better, a hard drive.

ULTIMA VI

ORIGIN/MINDSCAPE £35.99

The long suffering land of Britannia is up to its neck in it once again, so you are dragged from the safety of your living room back to save the day. Once back you look down on your waddling hero and guide him/her around the dangerous kingdom in a desperate bid to find out a) what's going on. b) what you're are supposed to do about it. c) how? d) why Britannia hasn't got any of its own heroes for this kind of thing?

A huge map, thousands of locations to explore and hundreds of people to meet and kill make this one of the largest-scale adventures you could wish to meet. The benefit of having five prequels means it has a polished – if simple – combat system and a heavy duty spell system, which makes survival a viable option, more so than in other games. ◗



***Loom* was just a teaser for what the LucasArts crew had in store for Amiga players everywhere.**



Sierra's *Rise of the Dragon* introduced a film-style theme to the adventure game.



***Ultima VI* is for true RPG heads who are used to some of the standard tricks and who want to get lost for weeks.**

atmosphere. It's very absorbing, addictive and a game well worth going for. ★★★★★

DARK FUSION
Pocket Power £2.99
8-bit shoot-'em-up transported straight to the Amiga, with a few colours added. The 8-bit version was rubbish too. ★

DARK QUEEN OF KRYNN
SSI/US Gold £32.99
Is there anyone out there, do you think, who could tell any of these generic RPG things apart if they were stuck in front of them without the box and title screen? I doubt it, and Dark Queen of Krynn adds to the confusion. ★★

DARKMAN
Ocean £24.99
Only the driving section of the game is worthwhile – the rest is a mishmash that makes up a not-very-satisfying whole. ★★

DAS BOOT
Mindscape £30.99
While it's easy to get to grips with, it's still not a doddle. Once you catch on, it's the best in a limited field. ★★★

DEATHBRINGER
Empire £25.99
Technically impressive parallax scrolling, and camp humour, but the game is let down by poor collision detection and limited gameplay. Overpriced for what it offers. ★★

DEATH KNIGHTS OF KRYNN
SSI/US Gold £30.99
Improves on the earlier SSI games, but pales compared to *Eye of the Beholder*. ★★

DEATH TRAP
Anco £24.99
A playable horizontal-scrolling arcade adventure which isn't let down to any great extent by poor sound and scrolling. ★

DEFENDER II
ARC £24.99
Consists of three games: *Defender*, *Defender II* and *Stargate* – so you're guaranteed of some fast-paced and frenetic action. Arcade purists will enjoy it all immensely. ★★★★

DEFLEKTOR
Pocket Power £2.99
A fairly nifty light-beam-manoeuvring puzzle game that'll give you at least three quid's worth of fun. ★★★

DELIVERANCE
21st Century Entertainment £25.99
Similar to *Gods*, in both gameplay and graphic style, this is a hack-'em-up with puzzles.. ★★★

DELUXE STRIP POKER
CDS £7.99
Extremely sad concept, pretty badly implemented. ☆

DELUXE STRIP POKER 2
CDS £25.99
See above, except this one's three times the price.

DEUTEROS
Activision £25.99
Futuristic management and planet building game featuring typically atmospheric graphics mixed with rather complicated gameplay. Utterly absorbing. ★★★★★

D-GENERATION
Mindscape £25.99
Great isometric gameplay makes a huge challenge appear attractive and enjoyable to play, although the game itself is basically a straight PC port. ★★★★

DINO WARS
Magic Bytes £25.99
This novel chess variant features dinosaurs and simultaneous two-player action, but it's all a bit simplistic. ★★

DISC
Action 16 £7.99
Version of the old arcade 'Frisbees of death' game *Discs Of Tron*, but lacking the original's charm and atmosphere. ★★

DISTANT ARMIES
Exocet £24.99
Consisting of 10 different variations of chess, this is one that'll appeal to all the Kasparovs out there. Good graphics and much relevant background information make it ideal for chess players but limited for everyone else. ★★★★★

DIZZY COLLECTION
CodeMasters £24.99
Five games featuring Dizzy: *Kwik Snax*, a *Pengo*-style game; *Fast Food*, a *Pacman* variant; plus arcaders *Treasure Island Dizzy*, *Magicland Dizzy*, and *Fantasy World Dizzy*. ★★★★★

Space adventures

DAMOCLES

NOVAGEN **£25.99**

This space epic was two years in the making, but it is worth every second. *Mercenary 2* (*Damocles* is a sequel as well) lets 3D adventure nuts get their teeth into a tight time-based challenge to try and save a planet. You are hired as a mercenary and your task is to find the stolen components for the only bomb that can divert an incoming comet. You have to build it, use it and discover why it was nicked in the first place – in under two hours.

The 3D may look a little rough by current standards, but it works well enough for the world of Eris to be totally believable. Flitting from planet to planet, clues and cash must be amassed, then the bomb used correctly before the crucial two-hour deadline expires.

The use of such a strict limit on players' time means that the pace is kept at panic pitch throughout the whole game. This added excitement is sadly missing from many of the more mundane adventures that are around today and it is a treat to savour. And for folks who find that they like this *Damocles* business there are expansion disks available with further (even tougher) missions.

CORPORATION

CORE DESIGN **£25.99**

The Corporation has been spending its time making some rather dodgy designer genes. The problem is that their mutants have started sneaking out for a bite to eat – the 'bite' being local residents – and so secret agency Zodiac wants you to go in and have a peek. Cue *Dungeon Master*-style game with some serious cyberpunk overtones.

This is a Gibson-gone-mad world that is full of patrol droids, hideous-looking mutants and an all-powerful computer that watches your every move. Corporation sets you – as either a droid or human agent – a series of minor quests that will eventually allow you to break into the main lab and get the evidence that you need.

There's no pseudo-3D in here, it's all very real. So unlike *DM* you aren't just limited to moving in 90-degree turns. The upside of this is that it gives you freedom to take those extra peeks around corners to check what lies ahead. The downside of such freedom is that you spend most of the first few hours bashing your head on walls – a factor that's not helped by a strange movement system. Stick with it though and you're in for a majorly good ride.

CAPTIVE

MINDSCAPE **£24.99**

Programming veteran Tony Crowther suddenly dropped this gaming bombshell on an unsuspecting world. The speed and size of the world he has created has managed to wow everybody. It's *Dungeon Master* plus (yes, again) in the 23rd Century.

Remotely controlling droids, your aim is to escape from prison (you are the 'captive' of the title). This means whizzing your boys around the galaxy to 10 different dungeons. Starting out as fist fighters they slowly build up into a ridiculous arsenal and fight stupidly hard foes.

The futuristic setting has allowed Tony Crowther to play some real gaming masterstrokes with the introduction of scanners, remote sentries and devices that let you walk on the ceiling. A heady mix, it is very well balanced but the final blow comes at the end of each dungeon. In good ole James Bond-style the complex blows up and you have to run all the way back to your ship.

If anything ruins *Captive* it is the lack of a real ending – although it's packed with thousands of different dungeons that just get tougher and tougher.

SPACE CRUSADE

GREMLIN **£25.99**

This is in fact very similar to the smash hit *HeroQuest* (mentioned on page 20), *Space Crusade* is another of Gremlin's cutting-edge board-game conversions. This time as a squad of space marines you're poking around inside gigantic space ships looking for large alien beasties to fry.

What you get for your money here is a tough mix of strategy and being left to the luck of the dice. *Space Crusade* is easy to pick up, but surprisingly hard to beat. If you've ever seen *Aliens* and wanted to go on a bug hunt, or watched *Robocop* and want to top an ED-209, then join the *Space Crusade*.



***Damocles* is the sequel to *Mercenary 2* and, although it's not very contemporary, it's well worth an outing.**



Following on in the *Dungeon Master* vein, *Captive* was voted game of the year when it was first released.



***Space Crusade* is a great strategy outing that remains faithful to the original board-game.**

AMIGA GAMES A-to-Z

DIZZY'S EXCELLENT ADVENTURES
CodeMasters _____ **£24.99**
A mixture of different types of Dizzy game: *Spellbound Dizzy*, *Dizzy – Prince Of The Yolk Folk*; *Panic Dizzy*; *Kwik Snax*; and *Bubble Dizzy*. All good stuff. ★★★★

DOGS OF WAR
Pocket Power _____ **£2.99**
Old *Ikari Warriors* clone that's too complicated for its own good, but still a respectable zapper ★★

DOJO DAN
Europress _____ **£25.99**
A huge console-style platform game with fast-moving graphics. Your opposition attacks you relentlessly, which can get frustrating, but it's a very good game all the same. ★★★★

DOUBLE DRAGON
Tronix _____ **£9.99**
Average conversion of the arcade game. It's playable, but simplistic with poor graphics and sound. Limited. ★★

DOUBLE DRAGON II
Tronix _____ **£9.99**
An improvement over the first game with better graphics. The gameplay's still limited and it's possible to get through after a few tries. Better, but not good enough. ★★

DOUBLE DRAGON III
Storm _____ **£25.99**
There are dozens of beat-'em-ups and this is an example of how bad some examples of the genre can be. ★★

DRAGON BREED
Activision _____ **£24.99**
An accurate conversion of a horizontal shoot-'em-up. One of the best, not only as a conversion but also in gameplay. ★★★

DRAGON FIGHTER
Idea _____ **£25.99**
A mixture of strategy elements with a scrolling shoot-'em-up. Unfortunately neither works out very well – the strategy part is annoying while the arcade part is poor. ★

DRAGONFLIGHT
Thalion _____ **£34.99**
A well-designed and well-executed fantasy RPG, but based on old ideas. Not brilliant, but fun to play. ★★

DRAGON FORCE
Interstel _____ **£29.99**
An interesting combination of strategy and combat, but average graphics and limited number of missions. It's a lot like *Laser Squad* but not as good. ★★

DRAGONS OF FLAME
Kixx/US Gold _____ **£7.99**
It may be a bit too accessible for experienced RPGers, but it's a good introduction and well worth. ★★★

DRAGON'S LAIR II
Readysoft _____ **£44.95**
Brilliant animation and cartoon graphics can't rescue this game which features almost no player interaction. ★

DRAGON NINJA
Hit Squad _____ **£7.99**
Another poor conversion of an arcade game, and the jerky graphics don't help matters. ★

DRAGON SPIRIT
Respray _____ **£7.99**
An average conversion of a vertically scrolling shoot-'em-up. The graphics are reasonable but the gameplay offers little real excitement. ★★

DUNE
Virgin _____ **£30.99**
Slick in appearance and some initially involving gameplay turns into a largely repetitive exercise as you get further in this adventure strategy game. ★★★

DYLAN DOG – THE MURDERERS
Simulmondo _____ **£25.99**
A simplistic flick-screen arcade adventure with additional combat elements fail to create a playable game. ★

DYNA BLASTER/ BOMBERMAN
UBI Soft _____ **£30.99**
An addictive maze-based arcade game. It's good as a one player but even more enjoyable with more people; up to five can play at once. ★★★★★

ECO PHANTOMS
Electronic Zoo _____ **£24.99**
The complex gameplay and atmospheric presentation can't lift the game from its lack of excitement. ★★

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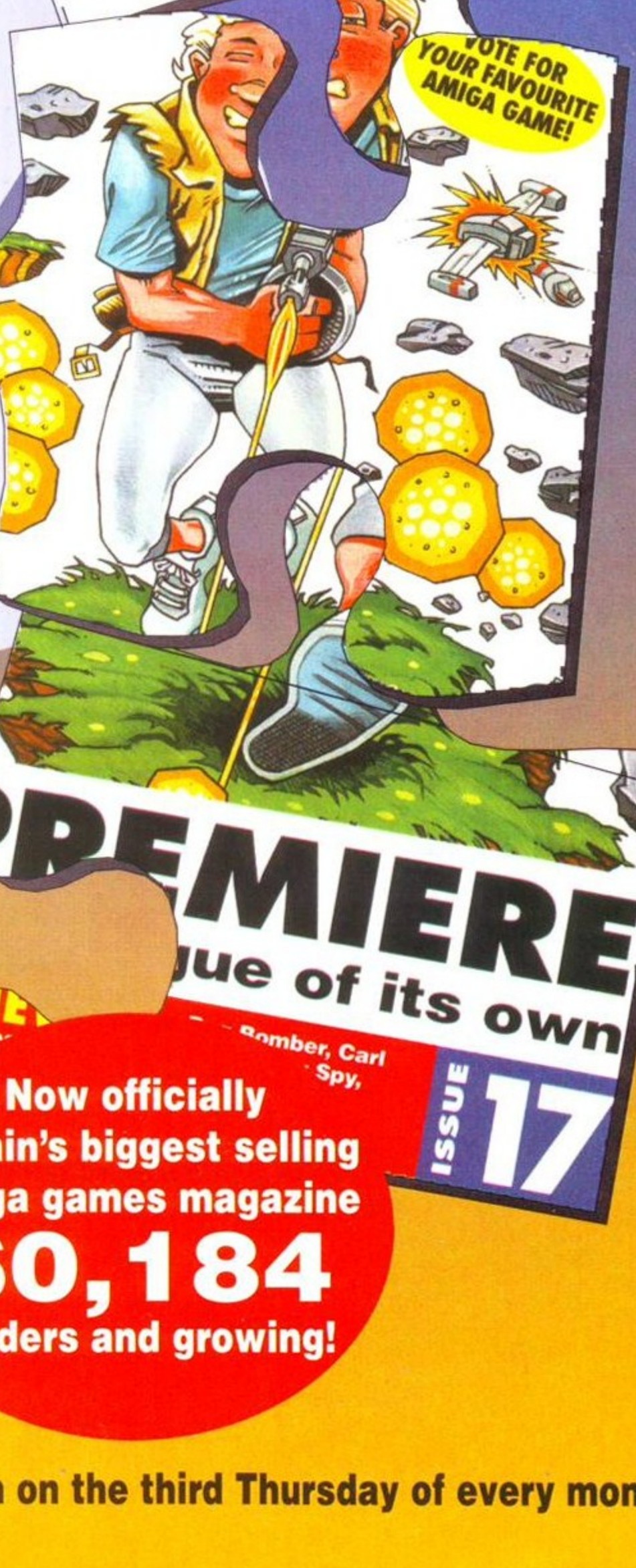
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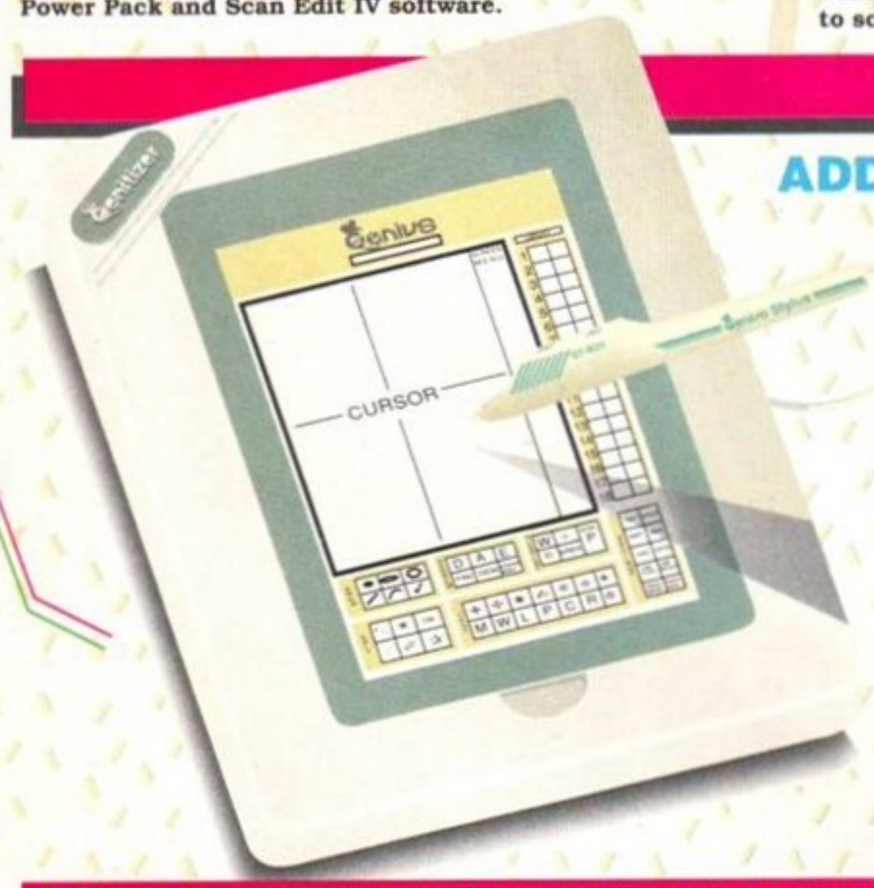
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Flight sims are known for their complexity – just like the real aircraft that they represent – so you've got to be prepared for a few heavy landings and bruised egos until you've mastered the art.

But don't let this put you off – it could cost you something around the £2,000 mark to get a real pilot's licence – a flight sim can get you flying, free and unfettered, for around 30 quid. And there's no way that you'd be allowed to fly over Iraqi airspace or drop bombs on the Great Wall of China in a light aircraft (never mind a £25 million supersonic jet), but with a copy of *F-19 Stealth Fighter* or *MiG-29 Super Fulcrum*, both of these things are infinitely possible.

The would-be flyer should take heed of the following warnings: flight sims are often difficult to control at first, and usually require a great deal of practice to get the best out of them. In many ways they're a bit like strategy games; you need to plan your routes, your attack strategies and your getaways. You'll need to be able to dodge homing-missiles and deadly enemy aircraft without losing your way or losing control. It's often a lot easier to end up dead than it is to succeed.

But there are few feelings that match the satisfaction of gliding safely in to your home runway, with your tail shot to hell and your engine sputtering, while you gloat about your victory over the enemy. It's escapism at its best: being able to achieve the unattainable, to compete in a league that you would normally only dream about. So why not check in to the ***Amiga Format*** flying school and choose from one of our top-rated kites. We'll see you through the worst of the flak, but the landing's down to you.

Historical aircraft

THEIR FINEST HOUR

LUCASARTS £29.99

A nice hefty chunk of LucasArts' poetic licence meets the Second World War head on. *Their Finest Hour* sticks you firmly right in the pilot's seat, under the control of Bomber Harris' Allied Bomber Command, with a wealth of work ahead of you. It's certainly not as complex as many of the flying sims around, but the illusion of realism on offer is second to none.

Take a trip over the briny and bounce a few bombs off the Dresden shopping centre, LucasArts-style, or do the double in a dogfight against the deadly Donner-und-Blitzen diehards. It's all here, gloriously sanitised and fun for all the family, with all the post-war uplifting propaganda that you thought went out of fashion in the Fifties. If your dad's too young to have been able to join the RAF as a nipper, then he'll absolutely love it – but if he was there for real, he'll probably have a few derisory remarks to make about this rose-coloured look back at one of the toughest moments of the 20th Century.

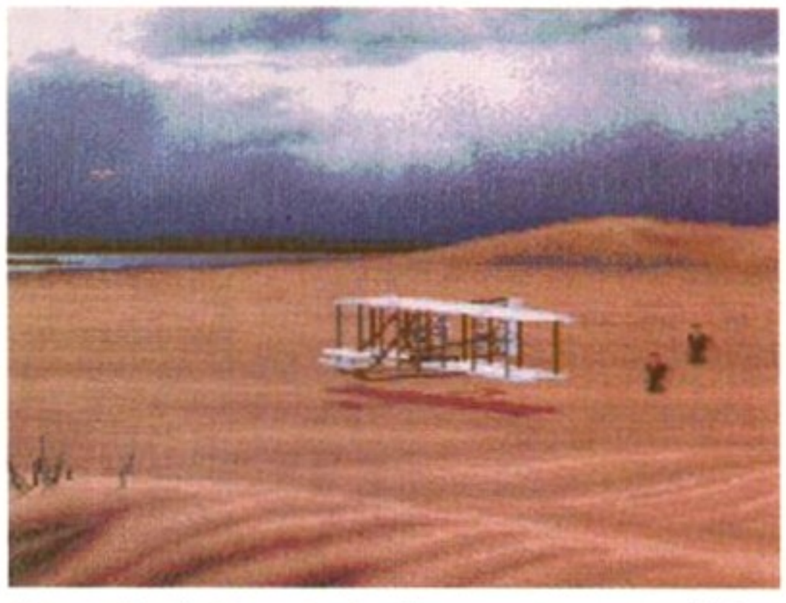


Their Finest Hour **takes you back to those halcyon days when planes went by the name of Spitfire, Hurricane and Mosquito.**

WINGS

CINEMAWARE/MIRRORSOFT £29.99

The ideal choice for frightened flyers who are looking for an easy way in to flight sims. *Wings* takes a more relaxed approach, rather than just plonking you down behind the flightdeck, *Wings* uses an outside view of your old World War One crate in an almost arcade-like style. There's still plenty of planning and panicking to be done, and plenty of realistic missions to get stuck into, but without all of ▸



Wings **is the ideal first-time buy for anyone getting into flight sims. (Though he was better off with George, John and Ringo.)**

AMIGA GAMES A-to-Z

EDD THE DUCK
Zeppelin £7.99
While it features gameplay inspired by Rainbow Islands, the game doesn't have the original's charm or playability. ★★

ELF
Ocean £24.39
Well put together, this arcade adventure expands on this tired theme. A good romp, but maybe a little dated. ★★★★

ELVIRA: THE ARCADE GAME
Flair £25.99
Very polished, but it doesn't offer anything in the way of surprises, preferring instead to stick to a well-known and time-worn arcade formula. ★★★★

ELVIRA II: JAWS OF CEREBUS
Accolade £34.99
A case of too many disks, not enough game. While the graphics are good there is a marked lack of gameplay and the whole story it's based around is boring. ★★★

ELVIRA: MISTRESS OF THE DARK
Accolade £24.99
Good graphics but the game is so tedious and tiresome with too much disk swapping with its five disks. ★★

EMLYN HUGHES' ARCADE QUIZ
Audiogenic £24.99
Instead of going to the pub you could have your very own quiz machine at home with good old Emlyn. Apart from the fact it's crap. ★★

EMLYN HUGHES' INTERNATIONAL SOCCER
Audiogenic £24.99
Packed with different moves and options but not, unfortunately, with playability – everything's so awkward. ★★★

EPIC
Ocean £29.99
The overrated and very limited 3D space game. Hyped to excess, this just isn't worth considering. ★

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Respray £7.99
Very enjoyable shoot-'em-up with some nice touches; sort of an isometric Robotron. Very playable. ★★★★

ESWAT
US Gold £25.53
Lives up to the reputation set by the original coin-op which, really, wasn't a very good one. It's a dog. ★

EUROPEAN CHAMPIONS
The Software Business £25.99
Spectacularly dismal football game. The worst computer opposition you'll ever meet, and totally useless to boot. Give it a miss. ★

EUROPEAN SUPERLEAGUE
CDS £7.99
The only variation from the norm is it's got Dukla Prague (probably) instead of Blackburn Rovers. ★

EVERTON FC INTELLIGENCIA
AMFAS £19.95
A quiz game based on the national game, but once you've answered the questions a couple of times that's it. ★

THE EXECUTIONER
Hawk £25.99
Similar to the 8-bit classic *Thrust* with a few additions to the gameplay. Torture scenes make it morally doubtful. ★★

EXILE
Audiogenic £24.99
Realistic physical properties in an arcade adventure, great playability isn't hindered by the primitive graphics. ★★★★

EXTERMINATOR
Audiogenic £24.99
A conversion of a unusual arcade game which retains its feel. It's all very confusing but it's still good fun. ★★★★

EYE OF THE BEHOLDER
SSI/US Gold £30.99
Takes on the classic *Dungeon Master* and beats it with its great graphics and the atmosphere they help to create. The best D&D game available for the Amiga. ★★★★★

EYE OF THE BEHOLDER 2
SSI/US Gold £35.99
The sequel to one of the best RPG games on computer, this actually manages to improve on the original while featuring the familiar mix of strategy and action. Absolutely superb, but play *EOB 1* first. ★★★★★

the pedantic keyboard-searching that is required by so many of the 'big-league' flight-sims.

Cinemaware concentrates on the in-between bits, giving you a good insight into the way the war was won, complete with historic accounts of the great aces in action. It's probably not going to last you quite as long as, say, *Knights of the Sky*, but it's still got a fair few air miles worth travelling. Beginners will love it, but hardened flyers will tire quickly and look for a greater challenge.

KNIGHTS OF THE SKY

MICROPROSE £34.99

Just the job if you want to recreate the days of those magnificent men in their canvas-and-string Sopwiths. And *Knights of the Sky* lets you do just that. MicroProse combines a great deal of realistic history with some pretty good flying action. You take on the role of a great World War One flying ace and go head-to-head with the great airborne Hun – against deadly opponents like the infamous Red Baron von Richtofen and Max Immelman – and actually live to tell the tale.

It's not too difficult to get the hang of (but don't expect to be able to pull high-G rolls or use heat-seeking missiles) and there's a host of nice little surprises (like trenches filled with heavy artillery and plenty of flak). The whole show is tied together with some neat in-between-flights graphic sequences showing the development of the Great War, and your heroic part in it.

If you're looking for a flight sim that has a bit of nostalgic melodrama, then this is the one you need to get hold of. Easy to control, with just the right level of keyboard controls and extraneous bells and whistles, *Knights of the Sky* should please first-timers and high-flyers alike.



Time to climb into your Sopwith Camel and watch out for the Red Baron and his Fokker in *Knights of the Sky*.

FLIGHT OF THE INTRUDER

MIRRORSOFT £30.99

Not as old or as historic as any of the previous planes, the aircraft that is the lead character in *Flight of the Intruder* was the mainstay of the Vietnam war. This is a less-than-romantic look at the old dog in action, which pitches you against a deadly enemy in some of the toughest simulated missions you're ever likely to see. This one is going to give you sleepless nights, not just while you're playing but also afterwards, as you replay moves you wish you had made.

Flight of the Intruder is your more traditional flight sim, with plenty of keyboard controls for you to contend with, as well as a realistic, difficult-to-master bundle of aerodynamic tricks in the form of the Grumman A6. Flying missions from carriers in the South China Sea, you'll soon find out just how difficult it must have been in the war the Americans like to forget. A cool countenance and quick reactions are called for, especially during the unforgettable carrier landings and take-offs.

Be prepared for a good deal of homework, in the form of detailed mission plans and strategic bombing runs that'll make you think you're back at school. If you want realism, you've got it – just remember that the real thing was hard, unforgiving, frightening and a wee bit dangerous, and you won't be too surprised.



***Flight of the Intruder* will absorb all your time, it's so intense as it tries to simulate the real Vietnam.**

Modern aircraft

F-19 STEALTH FIGHTER

MICROPROSE £30.64

The state of the art, the top of the clouds, and all those other superlative terms that can only apply to one flight sim, and one sim only – that's *F-19 Stealth Fighter*, the undoubted champion of the skies. For pure unadulterated flying action and excitement, there's simply no competition. Based on the near-legendary, super-secret, stealth technology which borders on the realms of fantasy, it's an unforgettable flying experience.

F-19 Stealth Fighter is filled to bursting with varied missions, some of which are simple enough for beginners, and others that will test the toughest pilots (even the RAF's crème de la crème would find these a struggle). They are all fairly topical and range from counter-terrorist bombing raids over Libya to all-out war in Central Europe (sometimes too topical). The objective in most of these missions is not simply to cause maximum damage; instead you've got to get in undetected, drop your ordnance and then get out again – undetected. And that's usually a lot more difficult.

F-15 STRIKE EAGLE II

MICROPROSE £34.99

F-15 Strike Eagle is created by the same team that brought you the earlier mentioned *F-19 Stealth Fighter* to the Amiga. What's so different about *F-15 Strike Eagle II* is that it deliberately has a more 'arcadey' feel to it. It's great fun and has more excitement than most sims, but the more advanced propeller-heads may find it all a little too unrealistic for them. Some of the flight characteristics have been changed to make it more flyable for beginners, and consequently it's not a true simulation.

But that's not to say it's not any good,

AMIGA GAMES A-to-Z

EYE OF HORUS
Pocket Power _____ **£2.99**
Slow-moving, horrendous-looking and extremely tedious in play, this arcade adventure is one you'd do well to turn a blind eye to. Don't waste three quid. ★

5TH GEAR
Hewson _____ **£19.99**
An annoying attempt at creating a driving game with virtually no redeeming factors whatsoever. ★

F/A-18 INTERCEPTOR
Star Performers _____ **£10.99**
Another classic, this shows that flight sims need not be all about detail to the extent of spoiling the gameplay – this is simple to fly and very enjoyable. ★★★★★

F-15 STRIKE EAGLE II
MicroProse _____ **£34.99**
Impressive graphics, sound effects and gameplay make this one of the most exciting flight simulators ever. ★★★★★

F-16 COMBAT PILOT
Action Sixteen _____ **£9.99**
A flight sim that pays more attention to detail than most, this is very good, particularly at this budget price. ★★★★

F-19 STEALTH FIGHTER
MicroProse _____ **£30.64**
Fast-moving and accurate with an element of strategy involved. The game's high level of action coupled with its attention to detail help to make this a high flier. ★★★★★

F-29 RETALIATOR
Ocean _____ **£25.53**
Its impressive graphics and accessibility make this an enjoyable flight sim and reasonably good value for money, although some annoying bugs mar it. ★★★★

FACE OFF
Anco _____ **£25.99**
Reasonable graphics and realistic player movement. The best implementation of the game on the Amiga. ★★★

FALCON
Supreme _____ **£14.99**
A classic flight sim, showing its age a bit these days but still well worth a quick look. ★★★

FALLEN ANGEL
Summit/Alternative Software _____ **£7.99**
Well, it's a beat-'em-up basically, isn't it? There are lots worse around, but lots better, too. ★★

FALLING JEWELS
Soft & Easy _____ **£25.99**
While it doesn't look great, this is an interesting variation of *Klax* and *Tetris*. Not an essential piece of software to have, but reasonably enjoyable if you're into puzzle games. ★★★

FANTASTIC VOYAGE
Centaur _____ **£25.99**
Atmospheric graphics and some steady, if predictable, gameplay are features of this shoot-'em-up. It doesn't advance on the shoot-'em-up theme though. ★★★

FANTASY PAK
Silmarils _____ **£19.99**
A compilation of three games: *Colorado*, an arcade adventure; *Boston Bomb Club*, a *Pipemania*-style puzzle game; and *Crystals of Arborea*, an average arcade adventure but a colourful one. ★★★

FANTASY WORLD DIZZY
CodeMasters _____ **£7.99**
One of the best Dizzy arcade adventures, this mixture of platform action and puzzle solving makes a great game. ★★★★

FASCINATION
Coktel Vision/Digital Integration _____ **£29.99**
Graphic adventure with some really nice twists and touches, although there's some pretty gratuitous sex lumped in apparently just for the sake of it. Interesting, though. ★★★

FATE – GATES OF DAWN
Rainbow Arts _____ **£29.99**
An unusually presented fantasy RPG. Large challenge but has a fiddly control system. ★★★

FERRARI FORMULA ONE
Star Performers _____ **£10.99**
A bit dated, but provides a good balance of a car simulation and motor racing, including a wind-tunnel section. ★★★

FIGHTING SOCCER
Activision _____ **£24.99**
An unexciting conversion of a slightly amusing coin-op, but a dull and poorly implemented footie game. ★

because it's just brilliant. It has more missions in the same vein as *F-19*'s, including a few 'near-the-knuckle' strikes in darkest Iraq. The cockpit is full of things like long-range 3D cameras which track enemy planes in close-up, and other partially believable bits and pieces, but who cares? The thing that *Strike Eagle* manages to do is make flying and fighting a whole lot of fun, and that's the main reason you'd buy it, after all.

F/A-18 INTERCEPTOR

ELECTRONIC ARTS £10.99

This is without a doubt the oldest flight sim that is available for the Amiga, but that doesn't necessarily mean *F/A-18 Interceptor* is now out of date. The reason why this simulator has been singled out is because it combines some of the smoothest animation that you'll find, with some of the best action ever. All the missions you fly are based around the San Francisco Bay area, where you can actually find the Electronic Arts head office, and bomb it if you really want to. The scenery is quite fantastic – it includes the famous Golden Gate Bridge, which is great for flying underneath when you are hitting supersonic speeds.

The missions that you become involved in are fairly diverse, and they are obviously very Americanised; for example having to rescue the Presidential plane, launching an attack on some invading Soviet MiG-29s (yes this sim is pre-Perestroika), or dropping a raft near a pilot who has had to eject out of his plane and into the sea.

They're not exactly run-of-the-mill, but that's hardly the point. They're supposed to be incredibly fun and they will take quite a bit of forethought before you to actually manage to complete them. But they're guaranteed to get the old adrenaline pumping strongly and to take your breath away. And if you're lucky enough to have more than half a megabyte of memory, *F/A-18*'s additional sound effects are spectacular – the best you're ever likely to hear on the Amiga.

MIG-29 SUPER FULCRUM

DOMARK £39.99

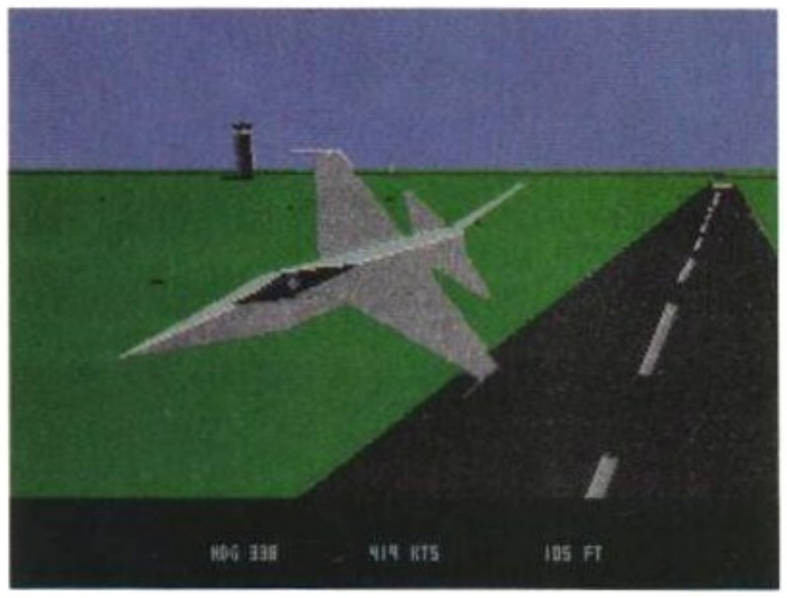
What Domark has come up with here is a rare opportunity to fly the plane which, until recently, was one of the most secret and most-feared Soviet fighters, the MiG-29. A realistic flyer, *MiG-29 Super Fulcrum* is certainly not the easiest of sims to have to get to grips with, but the challenge of flying this stunning piece of machinery (even though it's only on the Amiga) is well worth practising for. Fly missions over the Great Wall of China, hunt tank farms and enemy airbases, or chase invading aircraft all around the Middle Eastern deserts.

Inside the cockpit, *MiG-29* is as realistic as possible, even to the extent that all the measurements of altitude and speed are calibrated in metres rather than good old fashioned feet and miles. This, though, can cause a few problems for the diehard imperialists out there, but it's soon overcome.

The most difficult aspect of all with *MiG-29 Super Fulcrum* is mastering the mouse control, which provides far more feedback than the standard joystick mode that's found on other flight sims. But once you've cracked, it you'll be pulling high-G loops with the best of them, and joysticks will seem clumsy and unresponsive when you return to them. ◗



Laugh in the face of radar when you're flying in the top simulator, *F-19 Stealth Fighter*.



If you've ever wanted to fly supersonic under the Golden Gate Bridge then *F/A-18 Interceptor* is your bird.



This is not one for the flight sim purists, but most people will find it difficult not to enjoy the arcade feel of *Strike Eagle II*.



***MiG-29 Super Fulcrum* is your chance to view aerial combat on the other side of the now non-existent Iron Curtain.**

AMIGA GAMES A-to-Z

FINAL BATTLE
PSS £24.99
Effective 3D isometric graphics are just not enough to make this wargame work – the control system is just unplayable. An interesting variation but best left alone. ★★

FINAL BLOW
Storm £25.99
Good conversion of a not-very-exciting coin-op. Boxing games aren't plentiful on the Amiga, but this is nowhere near the best. Easily won with the aid of an autofire. ★

FINAL FIGHT
US Gold £25.99
Authentic conversion of an average arcade beat-'em-up, retaining the huge sprites and arcade-style graphics. Not as brilliant as *IK+*, but it's still fun to play. ★★

FIRE AND BRIMSTONE
Discontinued £N/A
Inspired by *Ghosts 'n' Goblins* but with puzzle elements added, this game isn't original but it's all very playable. ★★★

FIRE AND ICE
Renegade £25.99
One of the best Amiga platform games. Cute and smooth-moving graphics together with a lot of humour make this well worth looking at. ★★★★★

FIREBLASTER
Pocket Power £2.99
Extraordinarily primitive single-screen blaster. The graphics are dreadful, the sound is appaling, the game design would be shamed by a *Pong* machine. ★

FIRETEAM 2200
Internecine £29.99
Incredibly dull and boring wargame that looks and sounds as if it was written 10 years ago. ★

FIRST SAMURAI
Image Works £25.99
Brilliant arcade adventure that looks, sounds and plays better than the rest. Clever design coupled with the classic gameplay style make this an essential purchase. ★★★★★

FLIGHT OF THE INTRUDER
Image Works £30.99
Realistic and customisable, this flight sim doesn't impress on a technical level, apart from its graphics, but it's entertaining to play. ★★★★

FLIGHT PATH 737
Pocket Power £2.99
You'll simply refuse to believe an Amiga game could be as bad as this mind-numbingly awful flight sim. Totally crap for a VIC-20, an absolute crime on a 16-bit machine.*

FLOOD
Electronic Arts £10.99
An enjoyable variation of the platform game with wall- and ceiling-climbing and some very weird weaponry. It all plays rather slowly, though, and could be a bit more colourful. Even so, I'll give it... ★★★★

FLOOR 13
Virgin £30.99
An atmospheric spy strategy game. Dull black-and-white graphics and poor sound don't liven up the game which, with all its options, looked as if it had a lot of potential. ★★★

THE FOOL'S ERRAND
Miles Computing £24.95
Its good looks and the challenge of 80 puzzles to solve invite you to start playing, but underneath the attractive exterior is an average game. ★★★

FOOTBALL CRAZY
Anco £25.99
Compilation of three Anco football games: the classic *Kick Off 2*, its add-on disk *The Final Whistle*, and the *Kick Off*-related management game, *Player Manager*. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
Ineffective at trying to create a new style of football game by using vector and sprite graphics to create a realistic pitch, but unfortunately the game itself is unplayable. ★★★

FOOTBALL DIRECTOR II
D&H £24.99
The complex and strategic elements can't hide the fact that this is just one of the latest games of a tired old theme. ★★

FOOTBALL MANAGER
Pocket Power £2.99
A classic of its time, but unfortunately the Amiga version has

PROFLIGHT

HISOFT £39.95

Undoubtedly the best sim around if it's absolute realism that you're looking for. *Proflight* is a detailed study of the Tornado. Everything is perfect (as far as we can tell), right down to the handling of this supersonic fighter-bomber. You'll need a fair bit of skill and patience to get the best out of it, though, and you'll also need to be able to get by without highly detailed landscapes or gimmicks like bridges to fly under. It's well and truly aimed at the advanced flier this one, not the gung-ho beginner.

That notwithstanding, *Proflight* is good fun, if a little pedantic at times. The missions are detailed and complex, and require a large measure of patience to understand properly, but they're immensely rewarding to complete.

Given time, you could actually learn a good deal from *Proflight*, if you're ever thinking of nicking a Tornado for a joyride. Apparently, real Tornado pilots have commented on just how realistic *Proflight* is, and if they're convinced, we aren't going to argue. It may not be everyone's cup of tea, but if you're looking for the most realistic sim (and you don't mind a few boring aspects too) then this is the plane to be flying. The manual is huge so be prepared to have a good read through.



***Proflight*'s a sturdy sim but lacks action thrills. But who said reality was exciting?**

Helicopters

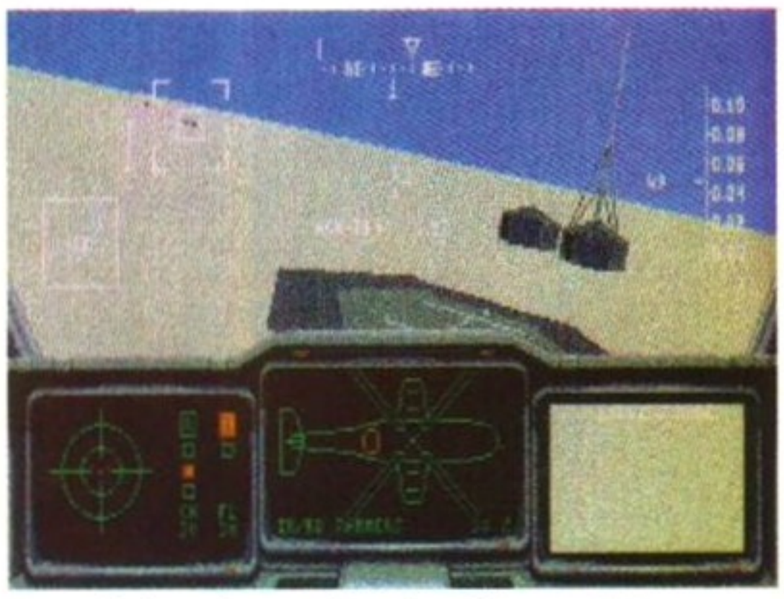
AH-37M THUNDERHAWK

CORE DESIGN £30.99

This has to be the best of the rotor-driven bunch – although there isn't a great deal of competition in this department. *AH-37M Thunderhawk* is based on a fictitious helicopter design, but that doesn't stop it from being incredibly realistic to fly. It does all the things you'd expect from a chopper – hovering, flying backwards and turning on an airborne sixpence – it doesn't take long to learn how to do it either.

Core Design has combined a great flight simulation with a good deal of entertaining presentation – in the form of animated mission briefings which feature projector screens, close-ups of enemy bases in 3D and a host of scene-setting detail which really adds to the flavour of the whole thing. It's enthralling stuff, and by the time you actually get behind the controls of your chopper you're raring to go, keyed up and ready to fly. It's rare for flight sims to get your pulse racing before you take off, but *Thunderhawk* manages to. When you're actually in the thick of it, you'll be a gibbering wreck unless you've got steel nerves, such is the difficulty and excitement of the missions themselves.

The quality of foe, the detail of the landscapes and the excellence of the missions combine to make *Thunderhawk* a real world-beater – and that's before you take the flying characteristics into consideration. You soon find out that these too are without match – the chopper can be chucked around the sky with all the vigour and rough treatment you'd expect a wartime bird to take. Brilliant controllability is the key to Thunderhawk's success – the rest is just icing on the cake – and you're bound to enjoy the seemingly endless supply of ever-tougher battles to get stuck into. A real chopper pilot's dream – it's as close as you could get to the real thing without actually being there.



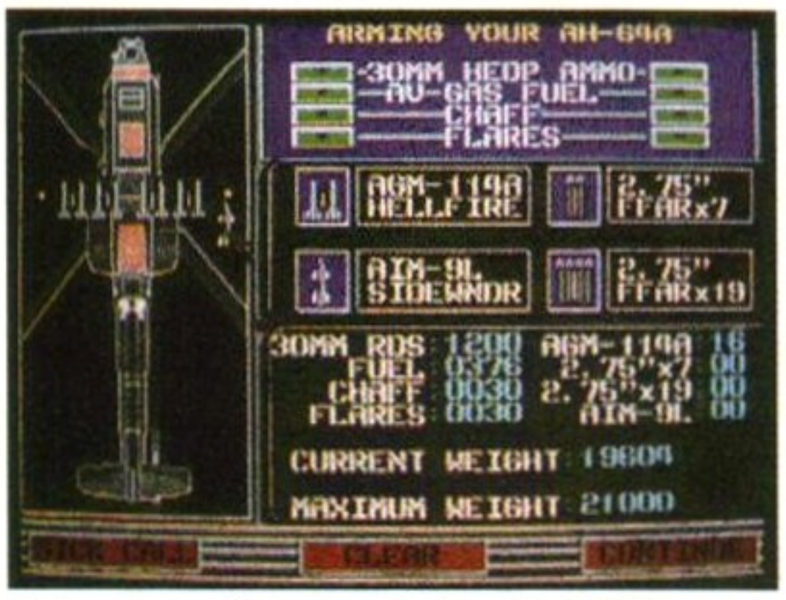
Forget all that tedious mucking about flying to missions. *Thunderhawk* throws you straight in at the deep end.

GUNSHIP

MICROPROSE £25.53

The only other contender in the helicopter genre, *Gunship* is commendable for its attempt at realistic missions and genuine control. The trouble is it looks a little dated now, and it shows its old 8-bit origins a little too obviously. The graphics are blocky and there are none of the frills you normally associate with 16-bit flight sims today (like outside views, missile cameras or detailed landscapes). But even so, *Gunship* has typical MicroProse attention to detail in every aspect of the simulation: missions are realistic, flying characteristics are as difficult to master as the real thing, and the weapons systems are perfect.

Gunship also features the kind of combat roster and pilot development we've come to expect from MicroProse, which draws you in and gives you a real affinity for your pilot alter-ego. Like *F-19 Stealth Fighter* and *F-15 Strike Eagle II*, it features a range of different missions in different theatres of war. For realism, it's probably got the edge over *Thunderhawk*, but it's not quite up to the mark for entertainment value. Still, if you want to fly a wartime chopper in realistic battle situations, it can't be beaten.



Blocky and very old, *Gunship* still takes off in the helicopter simulation stakes. It's not Apache on *Thunderhawk* though.

AMIGA GAMES A-to-Z

obviously been programmed by an infinite number of monkeys. One to avoid. ★

FOOTBALL MANAGER 2

Addictive £7.99

Pales beside some of today's efforts, but it's pretty decent fun to play in a simplistic and rewarding kind of way. ★★★

FOOTBALL MANAGER 2 + EXPANSION GIFT PACK

Addictive £9.99

The same as *Football Manager 2*, but with cosmetic additions and a few new bits. The better game of the two. ★★★

FORGOTTEN WORLDS

Kixx/US Gold £7.99

A competent conversion of the arcade game, providing some fast-paced shoot-'em-up action. ★★★

FORMULA ONE GRAND PRIX

MicroProse £34.99

Incredible 3D graphics and a great feel make this the best driving game on the Amiga, and an accurate simulation of Grand Prix racing. ★★★★★

4D SPORTS BOXING

Mindscape £25.99

The best boxing game on the Amiga, but that's not saying much. The large polygon graphics give the game an unusual feel and it's difficult to play. ★★★

4D SPORTS DRIVING

Mindscape £25.99

Fast and attractive 3D graphics, but they don't do enough to keep you playing for more than a few hours. ★★★

FRENETIC

Core Design £20.99

Another shoot-'em-up which looks good and plays smoothly, but it's all been done before and in a much better way. ★★

FROSTBYTE

Pocket Power £2.99

Graphically crude but fiendishly clever, this little arcade puzzler deserves better than the obscurity it languishes in. ★★★

FULL CONTACT

Team 17 £9.99

Martial arts beat-'em-up given a straight-to-budget release. The game looks, sounds and plays well. ★★★★

FUTURE BASKETBALL

Hi-Tec £7.99

A *Speedball II* clone. Retains the speed, violence and excitement of the Bitmap Brothers' classic but not the depth. ★★★

FUTURE WARS

Delphine/US Gold £25.53

One of the classics of graphic adventuring, but it's a little surprising to see this one still going out at full price. ★★★

FUZZBALL

System 3 £19.99

A combination platform and puzzle action along with cute graphics serving to make the game attractive, but it's rather hard to play. ★★★

GALDREGON'S DOMAIN

Players £6.99

This is sort of a poor man's *Dungeon Master*, using a similar style of graphics and gameplay. ★★★

GALAXY FORCE II

Activision £24.99

Very ambitious attempt at converting an impressive coin-op, but doesn't come close to the original. ★

THE GAMES – SUMMER EDITION

Kixx/US Gold £7.99

Along the lines of 8-bit Olympic-style games. A multiple stage sports game featuring several different sports. ★★

GARFIELD – THE WINTER'S TAIL

The Edge £24.99

Cartoon graphics go some way to saving this boring arcade adventure but they can't save it from mediocrity. ★★

GAUNTLET II

Kixx/US Gold £7.99

The best of the three *Gauntlet* games, capturing the action, atmosphere and competition of the arcade original. ★★★★★

GAUNTLET III

US Gold £25.99

An unofficial sequel which is a variation on the original theme, but it is too slow and has lost the atmosphere. ★★★

GAZZA II

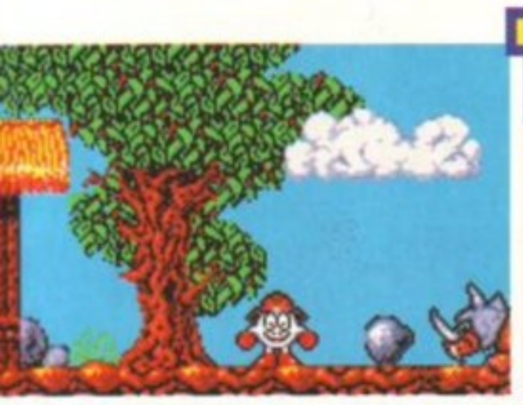
Empire £24.99

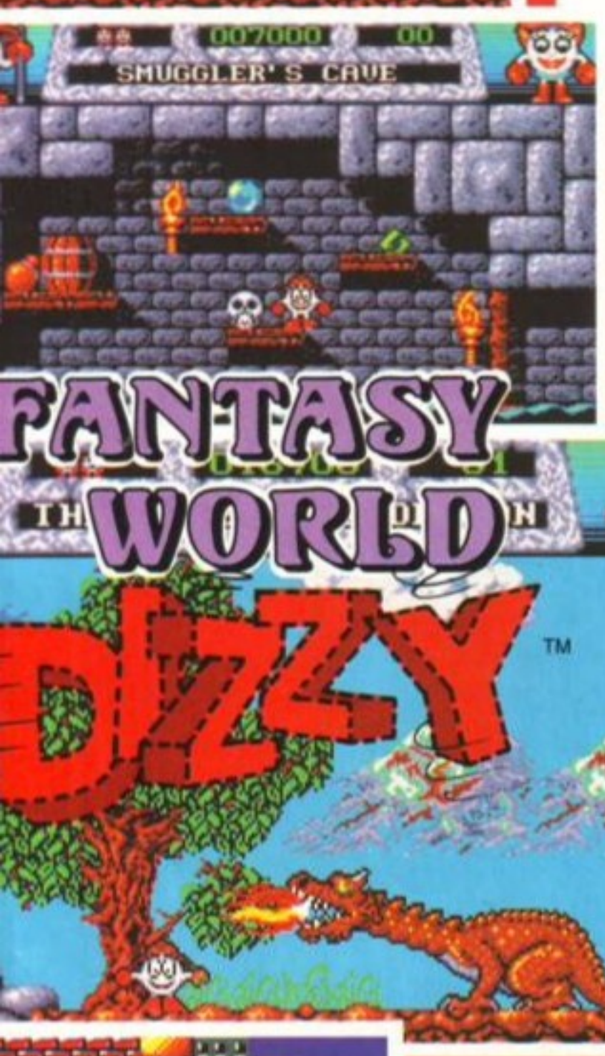
Poorly presented, this footie game has poor controls. ★★

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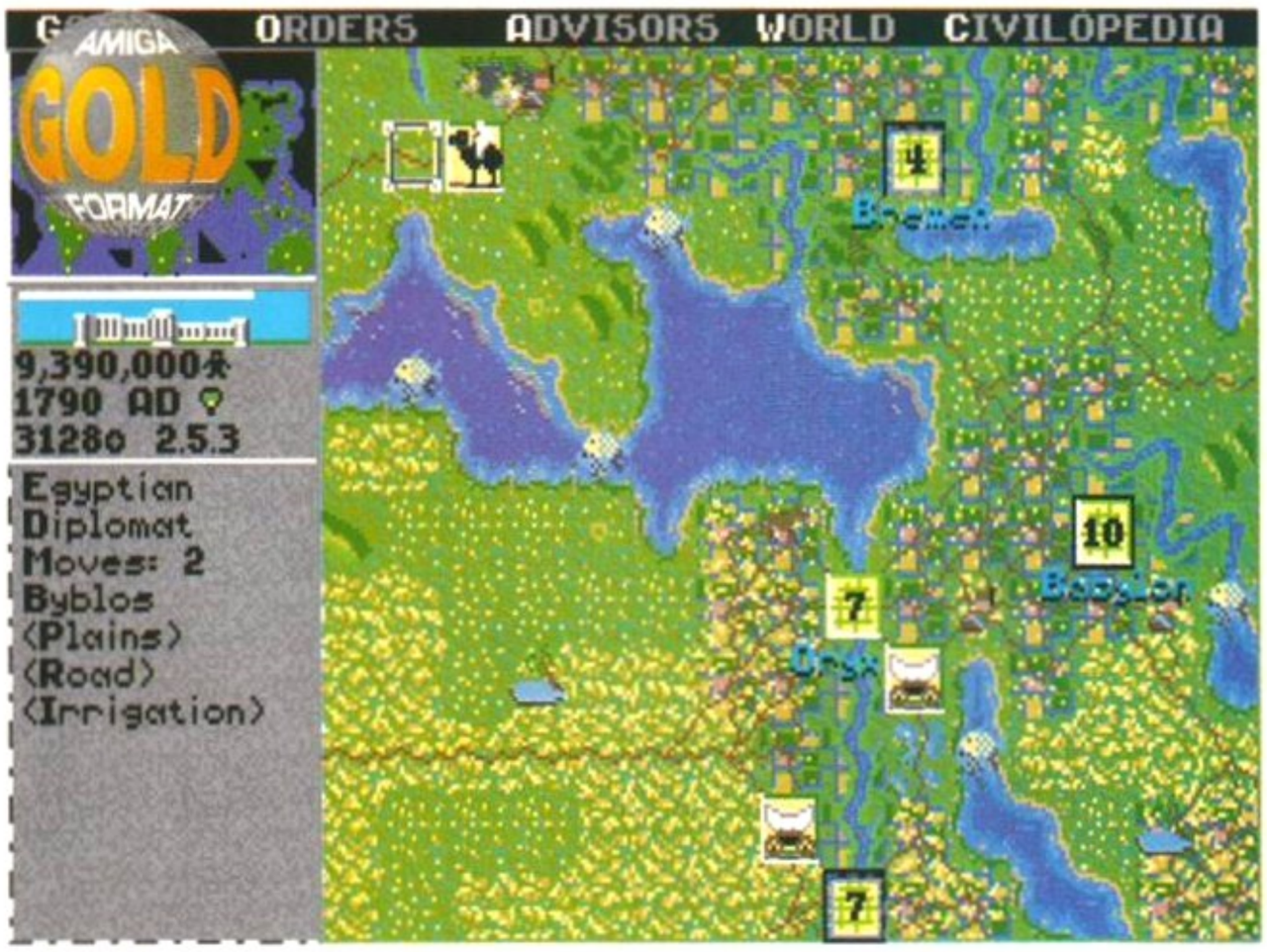
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Strategy games

So Robocod is too juvenile for you eh? Well, try exercising the grey matter on one of these beasts and the long winter evenings will just fly by...



Don't read history, make it! That's the challenge of *Civilization* as you become the driving force behind a nation. Guide them through the growing pains of city building, send them to war and then watch them as they prosper – or not as the case may be. An epic challenge, *Civilization* will eat up evenings, weekends, holidays and any other spare moments you used to have.

IF YOU'RE THE type of person who laughs at arcade games, denouncing them as the kind of thing that turns brains into jelly, maybe you'd find strategy games more fulfiling. The term is generally applied to the taxing, involved games which tend to work the parts of your brain that Heineken hasn't destroyed yet. But not all strategy games are worth the effort – some of them look more appealing than others, while others are simply too obscure to really enjoy. We take a look at the best of the bunch – the ones which you can get stuck into without needing a degree in mathematics, or a doctorate in lateral thinking.

There are plenty of different types of strategy game – ranging from the conventional board-games (which are often still better in their board-game incarnations), to science-fiction conquest, tests of management skill, and political intrigues. The list is near-endless, and new forms of strategy game are continually being developed. But one factor separates the good strategy games from the bad: gameplay. A good strategy game is one which demands to be played, time after time, until you've got it right. If you find you can't win, but you still want to play again, then you know a good game has its hooks in you. But if you can win every time you play, or you just can't be bothered to finish the damn thing, then you're dealing with a duffer.

The following list of classic strategy games takes the best of several styles of game – there are thousands of others, but few are as addictive, or as appealing as those listed below. Whatever your particular preference, there should be something here which will waste your midnight oil away, or stretch your grey matter to breaking point. And every one will have you doing the same, night after night, until they're completed.

But be prepared for a hard slog, a few thousand head-scratching moments, and plenty of bags under your eyes. Strategy gaming is a lot more demanding than the arcades – and often you'll wonder why your life seems to be slipping away so quickly.

CIVILIZATION

MICROPROSE **£34.99**

Your chance to take control of the entire world. *Civilization* is perhaps the greatest strategy game to grace the Amiga. It's absolutely packed with information, entertainment and (most important of all) gameplay. All this acclaim has to be tempered by that the fact that it's very new (see the full review in ***Amiga Format*** issue 38) and thus the initial warm feeling you get from any well-written, well-presented and playable game hasn't quite worn off yet. Maybe it will soon enough, but it's likely not to lose its gloss for a few months yet.

Civilization is a huge prospect for any aspiring strategist: it's the handiwork of Sid Meier, and it bears all the hallmarks of his other games: depth, addictiveness, plenty to learn about for weeks, more to master in the future and an interest level that increases the more you play. In it, you'll find out things you never knew about all the major civilisations of the world, plus you'll make decisions that influence the way those same civilisations grow or collapse. Your task is to take one small band of settlers to their rightful place in the most powerful nation in the world, and from there on to the depths of space where a new colony carries on your tradition.

It's complex, epic stuff, but newcomers are not necessarily going to find themselves out on a limb. Like any good strategy, success begins with sound knowledge, so a tour through the manual is a must. But even this is a worthwhile and rewarding task, and that's something most strategy games can't boast. Miss it at your peril.

AMIGA GAMES A-to-Z

GEISHA
Tomahawk **£25.99**
Tacky and gratuitous, the game isn't playable and the presentation is rubbish. One of the worst Amiga games ever. ☆

GEMINI WING
Tronix **£9.99**
Decidedly average conversion of the vertically scrolling shoot-'em-up, although it does play better than it looks. ★★

GEM-X
Demonware **£24.99**
Well presented, with attractive graphics, this puzzler is ideal for those interested in exercising their brain cells. ★★★★★

GERM CRAZY
Electronic Zoo **£25.99**
While it's an attempt to simulate surgical operations there's not much too it because it just doesn't go far enough. ★★★★

GENGHIS KHAN
Infogrames **£39.99**
Detailed historical perspective and good graphics make this absorbing, but will only appeal to strategy gamers. ★★★★★

GHOST BATTLE
Thalion **£25.53**
Poor attempt at cloning *Ghosts'n'Goblins*,. While it's got OK graphics and sound there's not much there. ★★

GHOSTBUSTERS 2
Hit Squad **£7.99**
Like the movie, this is a poor sequel, although the original Ghostbusters wasn't to be seen on the Amiga. Average graphics, some poor samples and some average gameplay make this one to avoid. ★

GHOSTS 'N' GOBLINS
Elite **£19.99**
The original *Ghosts' n' Goblins* makes it to the Amiga at long last and it's a good conversion. Dated, but fun. ★★★

GHOULS 'N' GHOSTS
Kixx/US Gold **£7.99**
The sequel to *Ghosts' n' Goblins* is an average conversion, featuring nice music, but it's rather limited. ★★★

GILBERT
Alternative Software **£7.99**
Uninspiring arcade adventure which doesn't make much of an interesting licence. ★★

GLOBAL EFFECT
Millennium **£29.99**
A strategy game with its heart in the right place, the game's good intentions can't improve the unwieldy gameplay. ★★

G-LOC
US Gold **£25.99**
Extremely simplistic *Afterburner*-type shoot-'em-up. ★★

GO
Oxford Softworks **£19.99**
The ancient oriental strategy boardgame makes it on to the Amiga and a pretty good implementation it is too. Should keep you amused for hours. ★★★

GOBLIIINS
Coktel Vision/Digital Integration **£25.99**
Sweet puzzle game in a cartoon style, good fun to play but not tough enough. ★★★★

THE GODFATHER
US Gold **£30.99**
Underneath good graphics and sound effects lies a rather dull *Robocop* clone devoid of all challenge or interest. ★

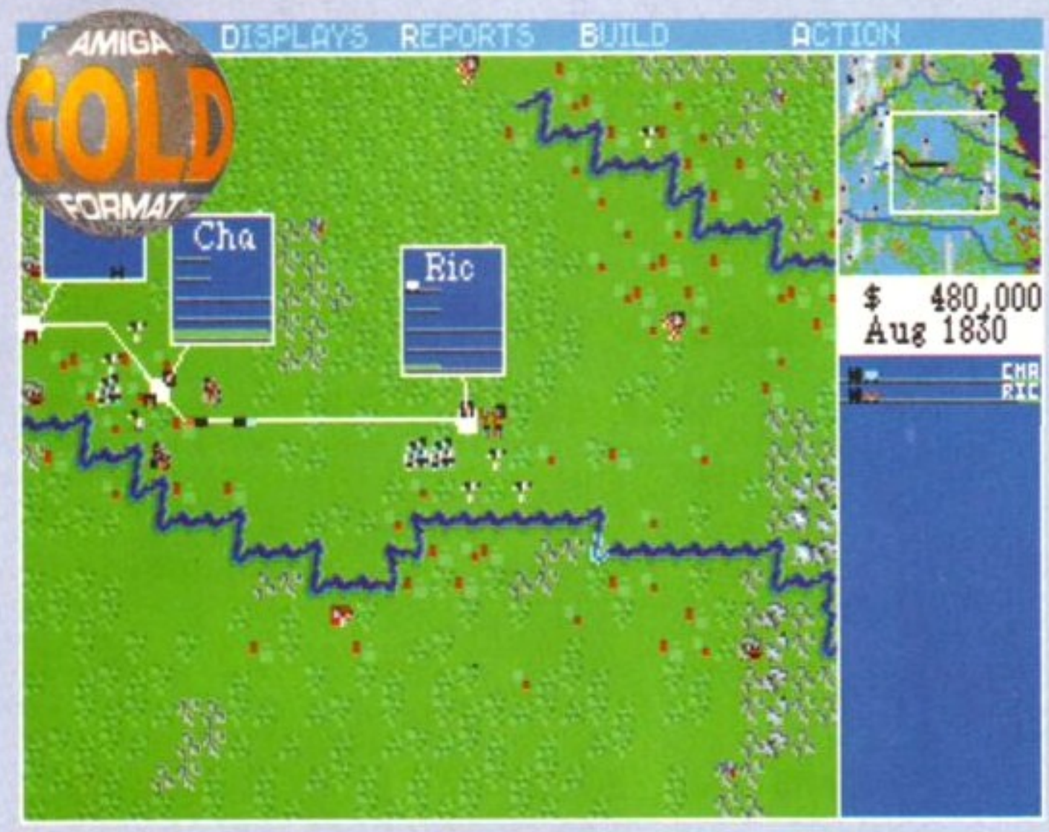
GODS
Renegade **£25.53**
Gods doesn't quite succeed, but it's still a very well-produced and playable platform game nonetheless. ★★★★★

GOLDEN AXE
Virgin **£24.99**
One of the best arcade conversions ever, with virtually all of the coin-op's features included, but lacks gameplay. ★★★★

GOLDEN EAGLE
Loriciel **£28.99**
Its bits of nice animation, hut tired and tedious gameplay. ★

THE GOLD OF THE AZTECS
US Gold **£24.99**
Takes a while to get into, but an absorbing proposition. ★★★

GRAEME SOUNESS SOCCER MANAGER
Zeppelin **£7.99**
Management game, no more, no less. As unappealing as most games of this type. ★



Being a trainspotter can be fun (honest!) but only if you're a *Railroad Tycoon*. At least then you have the pleasure of owning half of Europe – as well as an anorak.

RAILROAD TYCOON

MICROPROSE **£34.99**

You really can't call yourself a strategist until you've played *Railroad Tycoon*, it's that good. Another Sid Meier game, it's got train-spotter written all over it, but you'd be foolish to think that's all there is to it. What young lad or middle-aged father hasn't toyed with the idea of playing at trains? It's been said (but we can't quite recall who by) that *Railroad Tycoon* made such an impact when it appeared on the House of Commons Amiga, that they decided to carve up British Rail – just to see how close Sid's tactics were to the truth.

As a tycoon, you control three aspects of a growing railway: signalling, financing and competing. Only a measure of skill in all three will see you through to a well-pensioned retirement and a cushy job at Number 10. On your way, you encounter all the things the PM is determined to bring back: rate wars, head-on collisions, stock market raids and a lack of through ticketing. It's all great stuff, and it's guaranteed to keep you glued to the screen, scratching your head, and seething till the wee small hours.

Whether you're an experienced gamer or an MP gathering a few facts for your first tentative flotation, *Railroad Tycoon* is certain to be an enlightening and engrossing experience. Few games are this good, and this is a blessing in disguise; there would never be enough time to play them all if they were this good. Be prepared to invest a similar level of thought and concentration as you would on a day-job – without really knowing why, until you reach the end.

BATTLE CHESS

INTERPLAY/ ELECTRONIC ARTS **£10.99**

The most respected strategy game of them all, chess can't really be improved that much, or can it? *Battle Chess* manages, but not by altering the way it's played.



Red knight artfully slices blue pawn. Good chess joins good animations, but it all runs terribly slowly.

Instead, a competent, hard-to-beat computer intelligence is crowned by classic humourous animations of kings and queens slugging it out to the death. A three-dimensional board displays opposing armies of chess pieces which walk, stomp and brawl as entertainingly as any arcade beat-'em-up. Knights in armour hack the heads off pawns, only to receive a bishop's cross in the soft parts for their pains. Great comedy, great graphics and gameplay to match.

Ideal for learners as well as grandmasters, *Battle Chess* caters for a wide range of skills and tactical playing styles. It's reasonably quick to think and move, although the animations themselves can take a little while to load and run through. They can be turned off, but this does tend to make a mockery of the main reason to buy this game – its wonderfully messy and bloody interludes.

There are probably better-playing computer chess games around, but you won't find them listed here – none of them can compete with the all-round entertainment value of *Battle Chess*. It's the only one that even attempts to enhance the potentially dull board-game experience that is chess, and it succeeds beyond expectations. If you like your visual synapses tickled as much as your tactical ones, then this is a must. Everything else is just plain ordinary, however mean a game they play.

BALANCE OF POWER

MINDSCAPE **£25.99**

Whatever your political leanings, *Balance of Power* is the game where you get the chance to practice what you preach. It puts you in the position of president of the US of A, forced to deal with an escalating cold war situation. Its realism is a little on the chilling side at times because of the often unavoidable conclusion – all-out nuclear war. But if you can keep a cool head and plan a campaign of steady, but continual growth, you might manage to achieve long-lasting peace.

You must handle a number of dodgy decisions on a turn-after-turn basis. Each year, government funds must be allocated to foreign countries – some of it goes to help friendly governments while some goes to aid terrorism, revolutionaries and uprisings in countries

AMIGA GAMES A-to-Z

GRAEME SOUNESS VECTOR SOCCER
Impulze — **£25.99**
Clever use of innovative 3D graphics hide a somewhat unplayable game of football. ★★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis — **£25.99**
An involved and in-depth football management game with slick presentation. Occasionally confusing, but strong. ★★★

GRAND PRIX MASTER
Dinamic — **£19.95**
Uninspiring overhead motorcycle racing game. ★★

GRANDSLAM TENNIS
Wicked Software/The Software Business — **£6.99**
Passable enough as it goes, but it's still only tennis, which is difficult to sim on computer. ★★

GRANDSTAND
Domark — **£29.99**
Sports compilation: *Gazza's Super Soccer* (poor); *Continental Circus* (difficult, exciting racing); *World Class Leaderboard* (great golf game; and *Pro Tennis Tour* (good). ★★★★

GRAVITY
Image Works — **£24.95**
Original and weird graphics, design and gameplay. It's a quirky arcade game that you could come to love if you give it a chance ★★★

GREAT NAPOLEONIC BATTLES
Impressions — **£29.99**
Average wargame on an obvious subject. ★

GREMLINS II
Elite — **£24.99**
Cute, with some great graphics and sound, but too difficult. Good licence but not a brilliant game. ★★★

GUNBOAT
Accolade — **£29.99**
A new line in the way of simulators but one which doesn't provide exciting gameplay nor invigorating graphics. Only for real hardcore sim fans. ★★

HAGAR THE HORRIBLE
Kingsoft — **£25.99**
An interesting little game: fun yet not essential. ★★★

HALLS OF MONTEZUMA
Electronic Arts — **£25.99**
Strategy game with huge amount of things to see and do, but will you want to see or do them? ★★

HAMMERFIST
Vivid Image/Activision — **£24.99**
Arcade adventurers should enjoy this playable and attractive game which has a lot to see and do. ★★★★

HARD DRIVIN'
Respray — **£7.99**
Highly bugged and sluggish version of the 3D arcade game. Still playable but only just. ★★

HARD DRIVIN' II
Tengen/Domark — **£24.99**
An improvement with less bugs and a track editor. ★★

HARE RAISING HAVOC
Disney — **£25.99**
Amazing cartoon graphics, even with a sense of humour and lots of puzzles, don't make a great game. ★

HARLEQUIN
Gremlin — **£25.99**
Huge and incredibly attractive platform game, with an awesome task awaiting those who play it. Very original in places, this just reeks of quality throughout. Brilliant. ★★★★★

HARLEY DAVIDSON
Mindscape — **£24.99**
Some nice touches and good presentation can't put this road riding game into second gear. ★★

HARPOON (WITH BATTLESET 2)
Electronic Arts — **£34.99**
Detailed, realistic if poorly presented sim. One for strategy buffs only. ★★

H.A.T.E.
Pocket Power — **£2.99**
A *Zaxxon*-inspired shoot-'em-up with nice ideas. ★★★

HEAD OVER HEELS
Hit Squad — **£7.99**
Brilliant conversion of the 8-bit classic isometric adventure – quality never goes out of style. ★★★★★



Can you help the human race escape extinction and reach for the stars? That's the challenge of *Deuteros*. Never in the field of human gaming have so many...

DEUTEROS

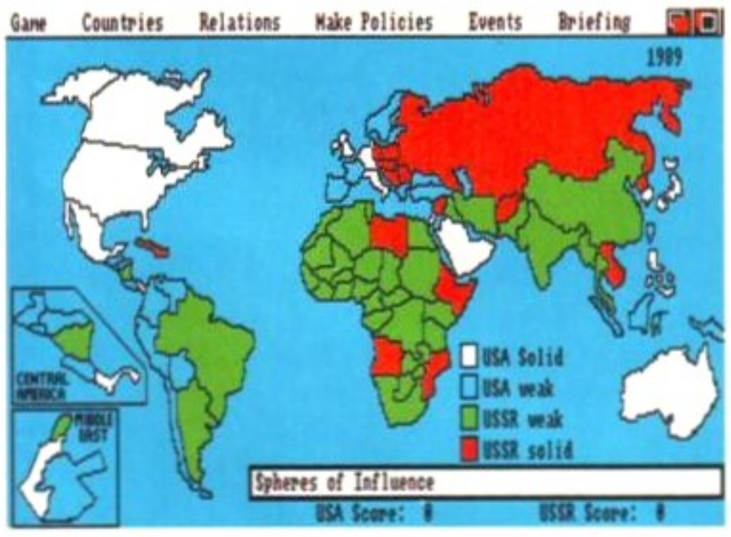
THE DISC COMPANY **£25.99**

The sequel to *Millennium 2.2*, Deuteros is another gem from British designer/programmer Ian Bird. It follows on, several hundred years after the colonies you established in *Millennium 2.2* have crumbled to dust. Once again, you find yourself responsible for the expansion of the human race against almost insurmountable odds, but this time on a far larger scale.

There are a few major differences from the original game – many techniques which were merely being explored in *Millennium 2.2* are developed further in *Deuteros*, and the game gradually begins to automate itself the more you advance. This has the effect of removing many of the repetitive tasks involved, just as you begin to tire of them, which in turn gives you more time to get involved in the new discoveries you make. Once again, the plot drags you in, forcing you to play and play without actually realising just how much time you're spending at your Amiga. If the sign of a good game is the length of time it holds your interest, *Deuteros* must be a world-beater.

It's possible to play without any prior knowledge of *Millennium 2.2*, but if you can play *Deuteros* as it was meant to be played – as a sequel, your enjoyment will be far greater. Either way, you're in for a rare treat. In your bid to re-establish Earth as the home of the humans, you'll come across other colonies descended from humaniod genetic mutations, and everybody wants what you're after. Plenty of chilling action and thought-provoking situations make *Deuteros* a game worth rushing out to buy.

where the governments are unfriendly. Each action causes some kind of counter-reaction from your Soviet enemies – tensions increase, localised wars start and accusations fly. With each round of talks (or arguments) you have the option to follow through on your actions, or back down, losing valuable credibility



As my old Grandaddy used to say "always use your nuclear weapons!" And do you know what? He was right!

points back home. Putting yourself into an inescapable corner is easy – and the loser is often civilisation.

Balance of Power is an incredibly detailed game, involving the whole globe, and it's as difficult as you'd expect something of this scale to be. It's a great insight into the real world of super-power politics (although the true balance of power has shifted somewhat since the game was made), and you'll never look at a politician without wondering what they've been up to, once you've played it. You'll realise that this game is being played for real, in countries everywhere, and that you don't need to be a genius to play it. As in real life, teams of advisors comment and criticise your every move, and often their advice guides you into as many tight spots as it saves you from. Not for the faint-hearted, but fine for the politically naïve: a real eye-opener that will make your blood run cold.

MILLENNIUM 2.2

ACTIVISION/THE DISC COMPANY
£DISCONTINUED

Science fiction meets science fact in this storming management-style game by English strategy genius, Ian Bird. It's a real ground-breaking design that hasn't been matched, before or since, by any other game (except, perhaps Bird's sequel, *Deuteros*). Captivating from the very moment you start, it's actually very difficult (possibly even impossible) to lose at *Millennium 2.2* – but the real test is the amount of time it will take you to finish it.

You start in a desperate situation: the Earth is doomed, thanks to a comet which is destined to end all life on our mother planet. You have but a few short years to spread the human seed to other planets, establishing various colonies and bases throughout the solar system. Each colony forms a fragile part of a network of intelligence and resources which you must use to research and develop new ways to improve your chances of survival.

But all this is unbalanced by a few revelations, including a rival colony and a costly war (and those are just iceberg tips). From start to finish, you'll be enthralled, addicted and engrossed, totally unaware of the world outside your Amiga, until your job is done. ♦

AMIGA GAMES A-to-Z

HEARTS OF CHINA
Sierra _____ **£34.99**
Attractive graphics and good control system make this an enjoyable adventure challenge. Needs hard drive. ★★★★

HEAVY METAL
US Gold _____ **£24.99**
A mixture of arcade games with some strategy: poor arcade sequences and dire sound. A real mishmash. ★★

HEIMDALL
Core Design _____ **£30.99**
Atmospheric, attractive RPG offers a huge challenge and is more accessible than many similar games. A lot of disk swapping involved but still a classic. ★★★★★

HELTER SKELTER
Audiogenic _____ **£19.99**
Once you get the hang of the unusual control you'll enjoy this quirky and original game. Not a lot of lasting appeal but if you fancy a change of game-style try it. ★★★★

HEROQUEST
Gremlin _____ **£25.99**
Addictive implementation of popular strategy board-game, very accessible even for those who don't get excited by this sort of game. Great with more than one player. ★★★★★

HEROQUEST: RETURN OF THE WITCHLORD
Gremlin _____ **£14.99**
If you liked *HeroQuest* then this add-on module provides yet more of the same at an low price. Every budding Norse hero should have one ★★★★★

HEROES OF THE LANCE
Kixx/US Gold _____ **£7.99**
Elementary Dungeons & Dragons stuff, but at the price it's not a bad introduction to the genre for beginners. ★★★

HIGHWAY PATROL 2
Pocket Power _____ **£2.99**
Horrible and near-unplayable arcade game. Forget it. ★

HIGH STEEL
Alternative Software _____ **£7.99**
A rather aged platformer. There's nothing much wrong with it, but you can do lots better for the money, so why don't you do just that? ★

HILL STREET BLUES
Krisalis _____ **£24.99**
The characters of the TV series make this adventure accessible, but things get repetitive quickly. It won't appeal to everyone, but if you liked the TV series it's definitely worth taking a look. ★★★★

THE HI-TEC HANNA BARBERA CARTOON COLLECTION
Hi-Tec _____ **£19.99**
Four games which are mixed in quality: *Yogi's Great Escape*, playable platform game; *Ruff And Reddy*, a simplistic platform game; *Hong Kong Phooey*, crude platform-and-ladders game; and *Top Cat*, a poor arcade adventure ★★★

HITCH-HIKER'S GUIDE TO THE GALAXY
Infocom _____ **£9.99**
Text-based adventure based on the Douglas Adams creation. Looks a bit old-fashioned, but the sense of humour makes it a very playable adventure game. ★★★

HOME ALONE
Accolade _____ **£24.99**
The film wasn't great, but the game's even worse – bad gameplay, jerky graphics and generally poor presentation. ★

HORROR ZOMBIES FROM THE CRYPT
GBH _____ **£7.99**
A strange platform game, overall rather dull. The unusual and atmospheric graphics make it quite good to watch. ★★

HOTSHOT
Pocket Power _____ **£2.99**
Weird cross between *Breakout*, pinball and, um, something with hoovers in it. Quite novel but rubbish. ★

HOVERSPRINT
CodeMasters _____ **£7.99**
Relatively fast-moving 3D hovercraft racing game with 20 rather samey circuits. Average, although the two-player RS-232 link option makes things more exciting. ★★★

HUDSON HAWK
Ocean _____ **£25.99**
Unlike the film the game's a success. A nice variation on the



Forget planning permission, in Sim City you can build what you want, where you want, when you want – as long as you have got the money that is!

SIMCITY

MAXIS/INFOGRAMES £29.99

Part strategy, part god-game, *SimCity* is famous for its addictive qualities, plus its ability to be played in so many different ways, all as viable as each other. In short, your job is to build a city and act as its mayor. As the city grows, so do its problems: pollution, crime, traffic chaos and power blackouts increase as your population swells from village to metropolis size. If you're going to stop your newly created conurbation from turning into a giant slum, you have to react fast to the needs of your people, and that's where things can go really pear-shaped.

SimCity is great fun, whatever your level of strategic ability. Beginners have a few leg-ups which old-hands should be able to cope with: disasters like firestorms, tornadoes and floods which can be toggled on and off, for example. Whether you're starting your city from scratch, or attempting to survive with one of the pre-saved conurbations (and there are plenty of them), you're going to come across a wide range of problems which require you to have eyes in the back, sides and top of your head. If you've ever wondered what multitasking was, you obviously haven't played *SimCity*. Perhaps it's time you did.

This is one of the few strategy games that has spawned a range of add-ons and enhancements as a direct result of its popularity. Maxis has also created a terrain editor disk (so you can landscape your city from the ground up, rather than being stuck with a randomly generated geography) and two new graphics disks. Now you can build cities with medieval mud huts or futuristic *Bladerunner*-style buildings.

SIMANT

MAXIS/OCEAN £34.99

A strange strategy game this one, but one that's great fun if you like your subject matter to be a little on the light side. Basically, it's a colony simulation, where the overall task is to increase the level of your population and avoid getting stomped by the opposition. This is represented by two rival colonies of ants, the reds and the blacks, who are fighting for control of a human's house and garden. You control one of the two colonies by taking on individual control of a single regenerating ant.



Like *SimCity* only different. Look, from here those ants look just like people – oh damn, flight sims ended on p.30.

You can guide this ant on vital foraging missions, locating food and passing the knowledge of its whereabouts on to the rest of your colony, or you can go on commando-style raids into enemy territory, attempting to beat the soldier ants and kill the enemy queen. If you wish, you can become the queen herself, but life is a little boring when your role is nothing more than an egg-generating machine.

There are many different strategies you can experiment with in *SimAnt*, some obvious, others less so. You can try building huge invading armies to throw against the enemy defences, or you can opt for underground subterfuge and attacks involving a single well-guided ant. Even then *SimAnt* enables you to try variations on a theme, hundreds of times over. This is because the human's house and garden contains plenty of individual battle-grounds, each one with a warring pair of colonies. To win the game you've got to beat the enemy ants in every single location, *and* get the humans to leave the house. This means that you need to fight plenty of battles, and you won't always have a head start on the opposition. You need to modify your attack and defence strategies to order, if you're going to stand a chance, and each long, drawn-out battle is only a single foothold in a massive war.

When you're bored with the action, you can start playing around with *SimAnt*'s other modes. It has an experimental option where you can mess around with the ants' psyche by laying fake foraging trails, dropping lots of food in secrete caches and driving the poor souls batty with alarm scents.

Aside from this, there's a huge database full of all kinds of ant-related trivia, from trophobiosis to thoraxes – making *SimAnt* educational as well as fun. Most of the data doesn't help you play the game better, but after a few readings, you'll think twice about treading on the little blighters when you meet them in your kitchen. It's a shame to waste such intelligence.

AMIGA GAMES A-to-Z

arcade adventure/platform game. It just shows what you can do with a well-handled film licence. ★★★★★

HUNTER
Activision £25.99
Huge and absorbing game which has a great atmosphere courtesy of its 3D graphics. ★★★★★

IK+
Hit Squad £7.99
The classic beat-'em-up. Great animation, good music and humourous touches all add to the excellent gameplay. Still best of its kind and unmissable. ★★★★★

THE IMMORTAL
Electronic Arts £24.99
Wonderful graphics help to make this a better-than-average fantasy arcade adventure, which needs 1Mb to run. ★★★★

IMPERIUM
Electronic Arts £24.99
Unattractive, so the large challenge and complexity will only appeal to dedicated strategy gameplayers. ★★★★★

IMPOSSAMOLE
Gremlin £19.99
Venerable 8-bit character returns to the scene in average game which has few weak or strong points. ★★★

IMPOSSIBLE MISSION 2
Kixx/US Gold £7.99
Simple but incredibly playable arcade adventure. Graphics are simple but the gameplay is absorbing. ★★★★

INDIANA JONES ADVENTURE
US Gold £19.99
One of the most friendly adventures around and faithful to the movie. Some of the puzzles are a bit abstract and things can get sluggish, but still one of the best. ★★★★★

INDIANAPOLIS 500
Electronic Arts £24.95
Very enjoyable racing sim which was state-of-the-art until *Formula One Grand Prix* came along. Only one track can make things repetitive, but different camera views and fast-paced gameplay give it a lot of life. ★★★★★

INDY HEAT
Storm £25.99
Good fun if you play against a group of friends, this *Super Sprint*-style game is playable but has limited depth. ★★★

INTERNATIONAL CHAMPIONSHIP ATHLETICS
Energize £7.99
Weak joystick-waggling athletics game that could be fun at the price if you're nostalgic for this aged gamestyle. ★

INTERNATIONAL CHAMPIONSHIP WRESTLING
Hewson £24.99
Very bad attempt at bringing the now-popular ring sport to the Amiga. Not worth looking at at all. ★

INTERNATIONAL ICE HOCKEY
Zeppelin £7.99
Limited ice-hockey thing with not a lot going for it except that there are no other ice hockey games. ★

INTERNATIONAL SOCCER CHALLENGE
MicroProse £24.99
A valiant attempt at 3D soccer but it just doesn't work – it's a bit jerky and it's hard to be accurate playing shots. ★★★

INTERNATIONAL 3D TENNIS
Palace £24.99
Uses 3D polygon graphics which move smoothly, but it doesn't compare to the likes of *Pro Tennis Tour 2*. ★★

IRON LORD
UBI Soft £24.99
Medieval adventure with lots to do, a good atmosphere, no real depth or variety in the gameplay, but good fun. ★★★

ISHIDO
Accolade £24.99
A mixture of Othello and Go, plus a few other elements, but the degree of luck you need can be frustrating. ★★

ISHTAR – LEGEND OF THE FORTRESS
Daze Marketing £29.99
Very effective RPG with detailed and colourful but slow graphics. Character interaction makes this an RPG that you don't have to be a hard-core D&D fan to enjoy. ★★★

ITALY 90
US Gold £24.99

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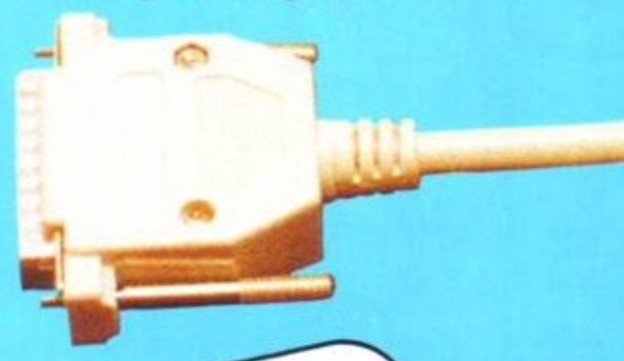
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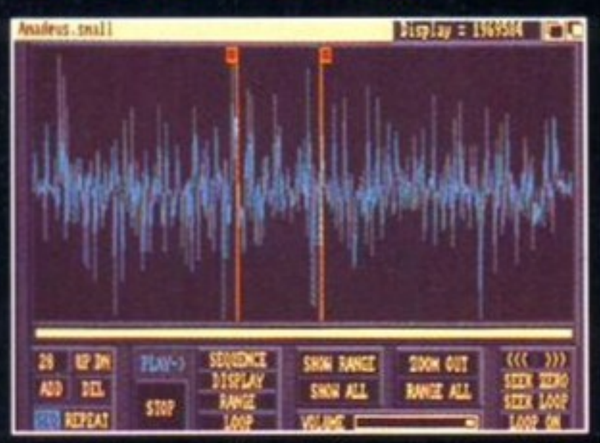
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Vikings Fields of Conquest is a strategy simulation for up to six human or computer opponents. Each player assumes the role of a Lord in control of a kingdom with up to twenty armies to command in an attempt to become sole ruler and King of medieval England. Vikings Fields of Conquest has taken over two years to produce, is stunningly presented in 64 colour mode on the Amiga and contains all the elements of an in depth gameplay together with state of the art presentation, a must for strategic role players.

Kingdoms of England II



KRISALIS SOFTWARE LTD.



© Krisalis Software Ltd., Teque House, Masons Yard,Downs Row, Moorgate, Rotherham, S60 2HD Tel: 0709 372290

Sports games

There's nothing better than a quick game of footie, a round of golf, or having a break with Jimmy White. All is possible with your Amiga...

RUNNING AND JUMPING can be hard work, just ask Ben Johnson. So, like Uncle Ben why not take the easy route to sporting glory. In his case that meant gaining a chemical advantage, but your Amiga allows you to enter almost any sporting arena past, present or future as an equal – and potential champion.

The sporting genre is wide, as it encompasses any directly competitive event. So if you're the kind of person who likes nothing more than yelling 'Ha, eat that scuzball, TWO nil!' then sports games are probably for you.

Every kind of sport has been simulated: athletics, boxing, football, cricket, darts and even sailing. Some of these work better than others as computer sports, but it is the way they are written that really makes the difference. Some are as much fun to play as the sport they simulate – for some unknown reason they just work well and allow the sport they simulate to be enhanced and not smothered by the siliconisation process.

There had been a multitude of soccer games before the mighty *Kick Off* legitimised the whole ball-kicking affair. The Epyx 'Games' series worked the other way around, taking the stick-waggling multi-event athletics sim to the limit early on in Amiga history, while *Jimmy White's Whirlwind Snooker* has only just made the green baize a legitimate place for people with personalities to play.

What makes these games so great to play is the skill factor involved. Each needs to offer a solid, basic control system that is flexible enough to benefit from some serious playtime. Then, skill starts to develop and some serious liberties can be taken within the game structure. In golf sims you begin to be able to read greens Sevvy-style. In soccer, passes can be looped in Waddle-style, while in snooker, backspin can be put on a cue ball with Hendry-esque class.

So if you've ever harboured dreams of wandering on to the pitch for a World Cup final, to strut your stuff on centre court or even yell 'Red 42' at the line of scrimmage – plug in, turn on and kick off.

Bat & ball

PRO TENNIS TOUR 2

UBI SOFT **£25.99**

Tennis is one of those sports where the dividing line between genius and cack-handedness is very slim. Some folk have the ability to hit a ball inside the lines, but most of us don't. Learning to play well used to mean spending embarrassing hours of serious running about on the local council court, then *Pro Tennis Tour 2* came along.

Finally there's a tennis sim on the Amiga that everybody can play – even those with no sense of timing – but few can win. The game takes care of the swing and things, 'all' you have to do is decide which kind of shot to play and where you want it placed. This stresses the tactics of tennis, where it is not the passing shot that wins the day but the four shots leading up to the strike – the four shots where your opponent was drawn to the wrong side of the court and now stands stranded as you spring the trap.

It's graphically good and sports a decent enough sound system – although there are no grunts. But these factors don't matter, the essential points of tennis have been put into a tight two-player sim. It isn't a classic because the essential skills are too swiftly learned to stand up to long-term play, but for two weeks a year it's the biz. And that's about as much tennis as anyone can stand, right?



The only thing it's missing is that really smart lemon barley water stuff that they always have around Wimbledon time.

RBI 2

DOMARK **£25.99**

More of a little league game really, but worthy of a mention just for its approach to sport. *RBI2* is serious fun. It doesn't mess around with any of this serious simulation nonsense, oh no, it comes out of the dugout and tries to hit the ball out of the ground.

Controlling a cartoon pitcher, you have to use basic joystick waggles to alter the flight of the ball. As a batter you just have to anticipate the flight of the ball and then try and time the swing. That's all there is to it really, but when played in two-player mode the guessing soon ups the enjoyment stakes. To keep things rolling along, simple fielding moves and base stealing are permitted, but these too are limited.

All of *RBI*'s subtleties can be mastered swiftly and that is really its downfall, as long-term play is not on the agenda. Still, for a knockabout and to penetrate at least a few of the mysteries of 'America's game', it ain't bad.



'Schwing' that bat! No US sports game would be worth its salt without at least one *Wayne's World* pun now, would it?

AMIGA GAMES A-to-Z

An official game of the 1990 World Cup, this is reasonably playable but there's just not enough excitement. ★★

IVANHOE

Ocean **£24.99**

While it's got amazing graphics, there's no game. ★★

JAGUAR XJ220

Core Design **£25.99**

Featuring fast-moving graphics and great playability, this is one of the best motor racing games for the Amiga, although arguably not up to the standard of the *Lotus* games. ★★★★

JAMES BOND COLLECTION

Domark **£29.99**

Licence To Kill, an average collection of sub-games; *The Spy Who Loved Me*, a very good collection of sub-games; *and Live And Let Die*, a limited racing game on water. ★★★

JAMES POND

Millennium **£24.99**

Beautifully executed and very easy to start playing, this is an excellent arcade game. ★★★★★

JET SET WILLY 2

Software Projects **£9.99**

The classic 8-bit platform has been converted to the Amiga with much success. Ideal for reminiscing. ★★★

JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin **£29.99**

Incredibly realistic and technically impressive – the 3D camera-style view of the action works brilliantly and the rules and physics of the game are implemented perfectly. If you're into snooker or not, it's well worth playing. ★★★★★

JIM POWER IN MUTANT PLANET

Loriciel **£25.99**

A rather slick platform shoot-'em-up game which not only looks great but plays well too. If you want a platform game where a bit of thought's involved (for a change) this is worth looking at. ★★★★

JOCKY WILSON'S DARTS

Zeppelin **£9.99**

If you really must play darts with your Amiga you might as well do it with this pretty decent implementation. ★★

JOE BLADE 2

Smash **£4.99**

A plain yet relatively enjoyable arcade adventure set in a prison. A good bit of simple fun. ★★

JOHN BARNES EUROPEAN FOOTBALL

Krisalis **£25.99**

A poor football game which cynics would say was trying to cash in on the European Football Championships. ★★

JOHN MADDEN FOOTBALL

Electronic Arts **£25.99**

Brilliant graphics and sound and the sport of American Football is implemented near-perfectly. Some people may find all the rules a bit daunting, and you'll beat the computer opponents after a while, but this is still one of the best sport sims on the Amiga. ★★★★★

JUDGE DREDD

Virgin **£24.99**

A poor licence devoid of gameplay and presentation. ★

JUMPING JACKSON

Infogrames **£19.99**

Brilliant music and cute graphics make it instantly accessible and it's fun, though the gameplay is a little repetitive. ★★★★

JUMP JET

Pocket Power **£2.99**

Simplistic arcade-biased flight sim-esque knockabout written about 1987 and looks and plays accordingly. ★

JUPITER'S MASTERDRIVE

UBI Soft **£24.99**

All in all this is good fun – not overly exciting or impressive, but still a very playable motor racing game. ★★★★

KARTING GRAND PRIX

Pocket Power **£2.99**

An early attempt at a *Super Sprint*, hampered by ridiculous over-complexity, and slow, jerky, gameplay. It's certainly not much cop. ★

KEEF THE THIEF

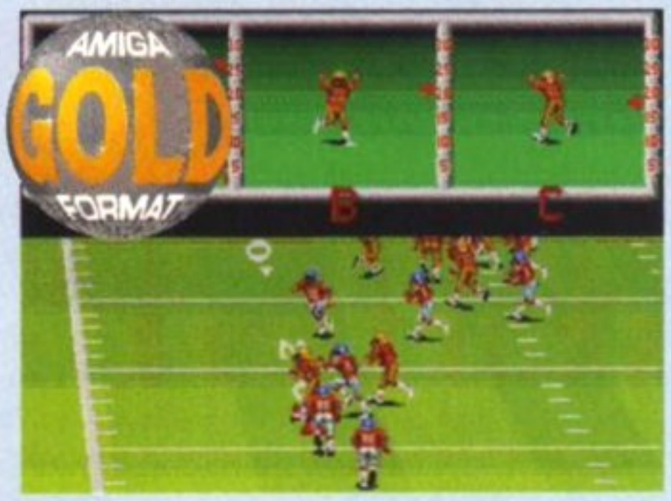
Electronic Arts **£24.99**

An RPG game with added action and puzzle-solving parts which adds variety to the genre. However, it remains a relatively average offering. ★★★

US football

JOHN MADDEN FOOTBALL

ELECTRONIC ARTS £29.99



The defence are playing zone, so if we run a timing pattern it may be possible to split the seam. Obviously the way they're blitzing we'll need to play in the Red Gun formation with two wideouts – got that? Hut, hut.

Listen up you guys. Gridiron has a meat head rep it doesn't deserve. It's a test of tactics, guile, gut calls and, uh, meatheaded violence. But these testosterone tendencies come at least fourth in the games priorities and that's why *John Madden* scores.

JMF takes you down on the pitch in a mixed up coach-cum-quarterback combination. Before each play you have to make the call, then snap the ball and see that decision through. If everything goes horribly wrong then you have to pull the quarterback out of the pocket and start improvising.

The action is made possible by a brilliant four-window playing screen. Dominating the screen is the playing area that scrolls around following the ball. On offence this means it centres around your quarterback until he hands the ball off or passes downfield. At this point, at the top of the screen, three more of your players are shown in small windows. You have to keep your QB out of danger while one of the three gets free and allows you to pass.

Timing is essential as receivers can be sent spurting into the reception zone or dive for an under thrown ball. These tricks are necessary for victory because good defensive calls can leave your ball boy with nowhere to run to and nowhere to hide. The more audacious the play, the longer the wait while people hit their slot. It's a gunfight. Will you bottle out and bung the ball before everything breaks open or will you stay cool and hit the mark?

Neatly balanced, *JMF* offers a wide range of teams and abilities to play against, but best by far is the game against another human coach. Then as both players send in their instructions with disguised joystick motions, your demeanour can give your game away and so the bluffing starts. Which is when the fun – and the fireworks – start.

Proper football

KICK OFF 2

ANCO £25.99

The lads really done good. In just their second season the *Kick Off* squad took the Amiga world by storm. The small sprites, high-speed action and deft ball skills make this title the one to own, the one to play and the one not to be found talking about otherwise people would think you were a bit of an anorak.

Using an overhead perspective, on-pitch radar and FAST players *Kick Off 2* has set the standards by which all other footie games are forever to be judged. Into the normal mix of passing and shots, it added aftertouch. The idea isn't totally original, but the way it is implemented is a stroke of genius. It allows the ball to be curled round defenders on the cross and to fade away from keepers on the volley. It is the business, and could be used everywhere from place kicks to corners.

The speed, the options and the skill all make *Kick Off 2* a great program but it has something more, personality. This comes in many ways but what can only be described as 'bugs'. There are moments of inexplicable strangeness during play, but that somehow adds a sense of reality to the whole affair because you could quite rightly say 'we wuz robbed Brian'.



The classic *Kick Off 2*! At last footie makes sense, kicking is fun and the goalies aren't crap.

STRIKER

RAGE SOFTWARE £25.99

Football is a team game. Most computer versions stress the single player legging it down the wing and then hoofing the ball goalwards, but *Striker* captures that element of soccer that has been sorely missed by both computer simulation and the English game: the pass.

With an effective isometric perspective you have the chance to watch an entire third of the pitch, so team mates can be spotted as they dive into the 18-yard box to receive a cross. This of course means that the player intelligence needs to be hot, and indeed it is a superb soccer sim.

A man taken down the wing will pass intelligently to the players ahead, and once you gain control of these guys, a sudden stop gives your support time to arrive in the middle. Good as gold, the rest of the team trot in allowing looping crosses to the toe of their boot, which will leave the keeper for dead.

Striker does lack a little on the options side – the team formations are a little weird and the tournament's real tough. But *Striker* does offer an immense range of differently skilled opponents, an excellent control system and near-perfect team action. It's how football should be played.



Team work is *Striker*'s secret weapon. It actually ENCOURAGES passing. But it's football...

AMIGA GAMES A-to-Z

KENNY DALGLISH SOCCER MANAGER

Zeppelin £7.99

See *Graeme Souness Soccer Manager*, except give it a bit of credit for trying a little harder. Still pretty useless. ★★

KICK OFF

Top Shots £7.99

The original ground-breaking football game which will soon have spawned two sequels. Its flexible, the control technique makes for unpredictable gameplay. Great. ★★★★★

KICK OFF 2

Anco £19.99

One game which you'll either love or hate with its tricky controls, this is one of the most popular Amiga games ever and really was the definitive football game until the likes of Sensible Soccer came along. Still a classic. ★★★★★

KID GLOVES

GBH £7.99

Simple and attractive platform action at its best, this looks cute and plays well, all accompanied by cute sound. ★★★

KID GLOVES 2

Millennium £25.99

Disregards the original *Kid Gloves* to make it more exciting, but as a game it doesn't come off and is no fun. ★★

THE KILLING CLOUD

Image Works £24.99

Impressive on the surface with attractive and fast-moving graphics, but as you play you notice an increasing number of inconsistencies and illogicalities. ★★

THE KILLING GAME SHOW

Psygnosis £24.99

Great platform shoot-'em-up with a lot of action, although it does get too complicated. Still very playable. ★★★★★

KING'S BOUNTY

New World Computing £25.99

A very good Dungeons & Dragons-type adventure that's well presented and easy to get into. ★★★★

KING'S QUEST V

Sierra £39.99

One of Sierra's best adventures, using their friendly icon interface. But expensive and needs a hard drive. ★★★★

KLAX

Respray £7.99

A real mind bender, this one, which looks and sounds better than the classic *Tetris* but offers different, yet still simple, gameplay. Gets more frantic the longer you play. ★★★★★

KNIGHTMARE

Mindscape £30.99

Uses the icon system from *Captive* but in a setting that's not thought out, with poor design. The fantasy setting works well, but the role playing aspect is too mechanical. ★★★★

KNIGHTS OF THE SKY

MicroProse £34.99

A playable flight simulation. The controls aren't as complex as the average flight sim which helps to make it so accessible, as does the action-led gameplay. ★★★★★

KULT

Action Sixteen £7.99

Highly atmospheric arcade adventure with suitably moody graphics and clever puzzles. Playable and pretty. ★★★★

KWIK SNAX

CodeMasters £7.99

Yet another game featuring the character Dizzy, but based along the lines of *Pengo*. One for young players. ★★★

LANCASTER

Actual Screenshots £24.95

While the 3D graphics impress, the gameplay is repetitive and lacks excitement. ★★

LASER SQUAD

Blade £19.99

Futuristic wartime sim which makes up for poor graphics with fast-paced, atmospheric strategy gameplay. ★★★★★

LAST NINJA 2

Hit Squad £7.99

Interesting cross between martial arts and isometric arcade adventure, well made but forgettable in the end. ★★

LAST NINJA 3

System 3 £25.99

Improves on the previous *Last Ninja*, but still difficult to control. This is the sort of game that'll appeal to those who like beat-'em-ups but want to think a bit as well. ★★

SENSIBLE SOCCER

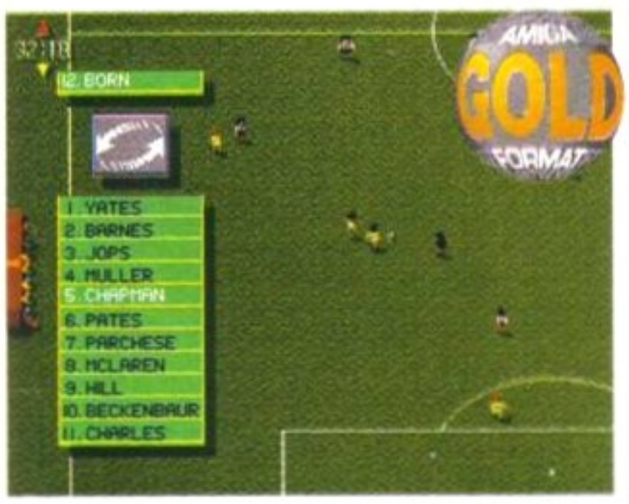
OCEAN **£25.99**

Oh, the smell of the lineament and the roar of the crowd. *Sensible Soccer* is in many ways the sensible choice for the die-hard footie fan. It offers more choices, more control and fewer moments of extreme oddness than any previous look-down soccer sim.

Sensible's secret lies in sharp control. Running on the ball, passing and even at set pieces (an area of the game *Kick Off* never fully got its head around) it does what you tell it. Which, depending on what you told it, may be a good or bad thing. But the control is always there and once you've learned the basics, each player in your squad can become a Des Walker/Gary Lineker/Gazza clone.

Even off the pitch *Sensible* makes a real effort to stay faithful to the footie cause. The tactics really seem to make a difference and are presented so well that even Graham Taylor could understand them (almost!). The squads are all accurate too – a factor which will of course be eroded by time – but it's fine if you're a Leeds fan.

Essentially, *Sensible Soccer*'s just plain, quality football. The moment you come on the pitch you can tell it's been put together by folk who love their soccer and it really shows.

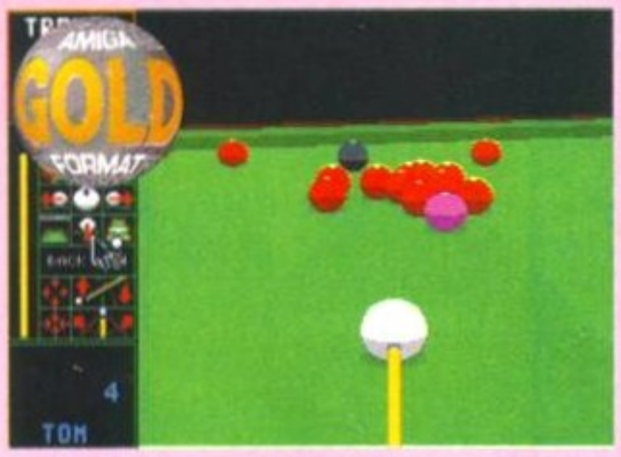


***Mega-lo-Mania* comes to the Kop. *Sensible Soccer* is the only serious alternative for footie freaks.**

Ball control

JIMMY WHITE'S WHIRLWIND SNOOKER

VIRGIN **£29.99**



And in hushed tones I describe the smooth table-top action of *Jimmy White's Snooker*.

When snooker came out of the sporting closet back in the early Seventies the TV nation fell in love with the game. After 15 years though, it now seems more than dull. For Amiga owners at least, Archer Maclean changed that with *Jimmy White.*

Whirlwind Snooker is a 3D polygon representation that allows you to try your hand at potting and snookering one of the great champions. The swift 3D allows you to swing the table around to check each shot from every angle, to trace out the potential path of a ball, to zoom in and check that what you're planning will work.

It doesn't make snooker easy; players still have to calculate minor things like cue ball position, but the tangible hands-on approach employed gives everybody an even chance. In fact, for reasons not really clear, the game just works, liberating snooker from being 'interesting' to actually making it fun.



Stand in a field then hit a small ball towards a small hole – absolutely excellent fun.

PGA TOUR GOLF

ELECTRONIC ARTS **£29.99**

Golf is expensive and time consuming to learn. If you persevere, the first few years are spent picking your ball out of hedgerows. So the chance to play on computer is appealing. *Leaderboard* proved it was possible, and since then everybody has been trying to better it. *PGA* did just that, translating swing and power to mouse control and allowing the timing to take the strain of the skill factor. But *PGA* offers more. A multitude of factors must be taken into account: wind, club selection, where the ball is aimed etc.

There's also some good graphics and realistically annoying theme music. Together the package makes a great golf game. Strangely there is no one feature that makes it miles better, but somewhere in the code something just makes it work as a test of skill, concentration and luck – which is perfect for any sports sim.



***Links* uses 4,096 colours and fractal generated courses. OK it doesn't, but it does look good.**

LINKS

US GOLD **£29.99**

On the fast PC *Links* wowed the world. On ordinary machines it is an effective cure for insomnia. Unfortunately the latter is also true of the Amiga conversion.

Links tries and nearly succeeds in becoming a legend, pipping *PGA* to the pin – but it falls foul on speed. The HAM-mode graphics are truly sumptuous and the tree-lined courses really look like tree-lined courses and not some 16-colour approximation. Throw in some sampled speech and the effect is enhanced, yet slowed even further. These ambitious elements are matched by an excellent player control mechanism and high-quality simulation elsewhere on the course, but they can't compensate for the fact a single round, particularly if played with friends, takes an absolute eon.

AMIGA GAMES A-to-Z

LEANDER
Psygnosis — **£25.99**
Professional and smooth-moving platform game without much depth, but playable and enjoyable too. ★★★

LEATHER GODDESSES OF PHOBOS
Infocom — **£9.99**
Humourous, slightly risqué text adventure which looks poor but plays well with a good parser. A classic. ★★★★

LED STORM
Kixx/US Gold — **£7.99**
Another vertically scrolling drive-'em-up which looks colourful, sounds great but plays very poorly. ★

LEGEND
Mindscape — **£30.99**
Another isometric RPG game: a very enjoyable mix of action and strategy which, apart from annoying character controls, keeps you coming back for a long time. ★★★★★

LEISURE SUIT LARRY III
Sierra — **£34.99**
An adventure for consenting adults with a large number of sexual references.Playable up to a point, but way overpriced for what it is. ★★

LEISURE SUIT LARRY V
Sierra — **£34.99**
Now looking very tired, slow and with some illogical puzzles. If you spend £35 on it you'll be most disappointed. ★★

LEMMINGS
Psygnosis — **£24.99**
The ground-breaking and now-famous game, *Lemmings*' originality has now spawned a number of clones, all to do with saving creatures. ★★★★★

LIFE AND DEATH
Mindscape — **£25.53**
Surgery sim is amusing for a while, soon gets repetitive. Some parts are funny, but all in all a missed chance. ★★★

LINE OF FIRE
US Gold — **£24.99**
A fast-moving and hostile game, with few positive factors. There's a lot of action – in fact, too much – and none of it's very intelligent. Near-impossible brainless carnage. ★★★

LINKS
Access/US Gold — **£37.99**
Perhaps the best Amiga golf game uses the HAM graphics mode to create some realistic and colourful scenes. It looks great and plays brilliantly. ★★★★★

LIVING JIGSAWS
Miles Computing — **£24.99**
One for young Amiga users, but no-one else, so simplistic and pointless it's a waste of time and money. ★

LOGICAL
Rainbow Arts — **£19.99**
Easy to get into but it takes a while to move so things get dull very quickly. Not one of the best puzzle games. ★★

LOMBARD RAC RALLY
Hit Squad — **£7.99**
Playable if a bit jerky, this is a good attempt at bringing the action of a motor rally to the Amiga's screen. ★★★

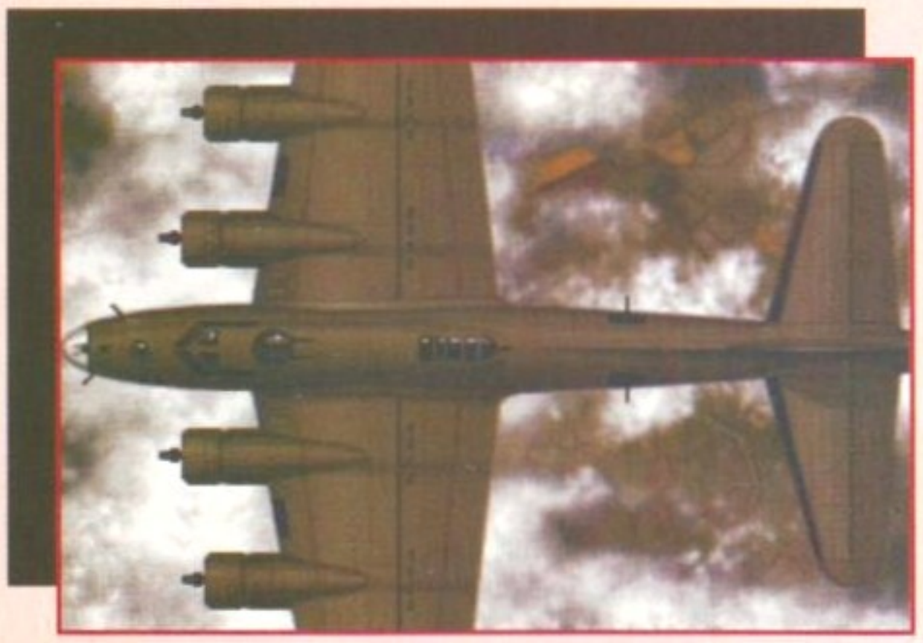
LOOM
LucasArts/US Gold — **£24.99**
A lot of work has gone into creating this game's atmosphere. It's an adventure in a non-traditional mould which works brilliantly, despite being too short. ★★★★★

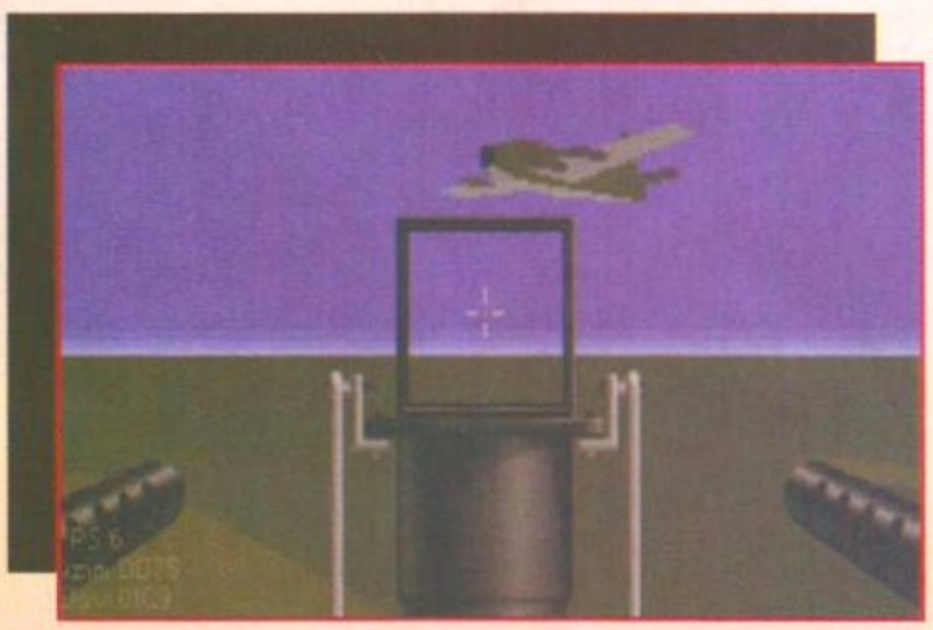
LOOPZ
Audiogenic — **£19.99**
This is a novel and tricky puzzle game, better than the much-vaunted *Pipe Mania*. Check it out. ★★★

LORD OF THE RINGS
Electronic Arts — **£29.99**
Another attempt at bringing Tolkien to the computer screen, this one works well, with a comprehensive control system. The whole thing's a bit too big and it takes a while to get around, though. Perhaps too ambitious. ★★★

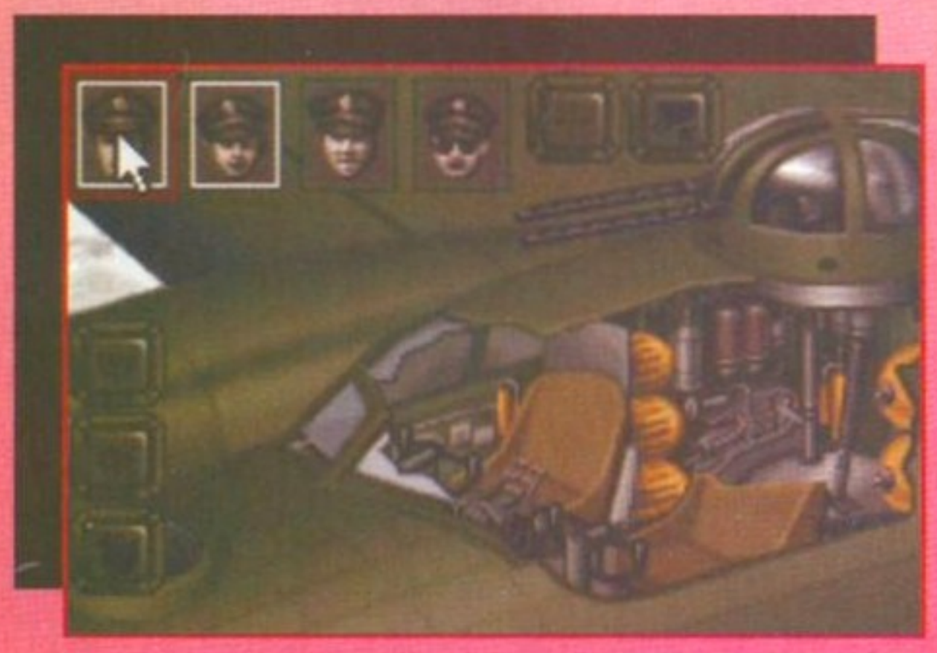
LORDS OF CHAOS
Blade — **£24.99**
While there's a lot to do and the game's easy to play, there is very little action. Gameplay is logical and there's a considerable challenge there, but overall a disappointment. ★★★

LOST PATROL
Ocean — **£24.99**
Large but unfulfilling game in the Cinemaware mould that









B17 Flying Fortress

It's a flying experience you'll never forget

In the Spring of 1942 the United States 8th Air Force landed in Britain. Its task to mount the aerial offensive in German occupied Europe. Striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. The Flying Fortress.

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Released first on IBM PC Compatibles, followed by Commodore Amiga and Atari ST.

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Motor racing

What's your forte? Formula One? High-performance Lotus driving? Or do you prefer smashing about in a stunt car? Read on and drive on...

MARK MY WORDS, everyone, motor-racing is going to be the thing around October time. Why? Because that nomex-wearing, Senna-stomping marvel, Nigel 'Our Nige' Mansell is going to win the Formula One Drivers' World Championship, that's why. If he doesn't (and I have a ready-to-eat hat here, just in case) then there's something very unfair about the world. But whatever the final result, you can bet your Recaro seats and fluffy dice that motor-racing in the UK is going to get a well-needed shot in the arm. And that means more (but not necessarily better) racing games to play with.

What's needed is a definitive, straight-outta-the-pits grid-check to see which of the many hundreds of racing games is worth taking any further. It would be a shame to see hordes of Skoda-like racing games lining up for their first Amiga burn-off, when what we want is corner-hugging, grandstand-viewing, high-speed, low-ridin' mean machines zooming on to our screens. So here's your guide to the very best in four- (and two-) wheeled excitement. If you can get to grips with these, then you'll be well-practised for what is sure to follow: racing-game overkill. And when it happens, you'll be able to make up your own mind about what's good and what isn't, what's fast and what's slow, and the proverbial lap-times to beat.

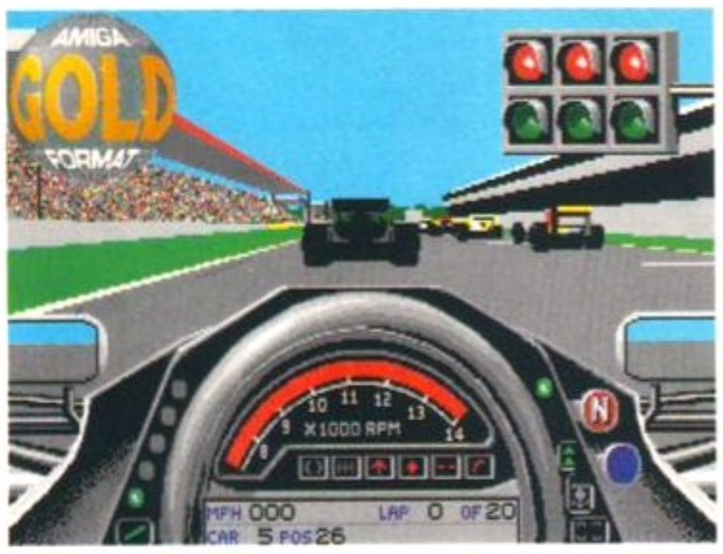
There are some excellent racing games already available and plenty of old jalopies you wouldn't even let your mother-in-law be seen driving. Perhaps of all the game-types on the Amiga, the racing game has been subjected to the most hype and marketing-speak, so it's important to know the real truth. And here it is – the real wheel deal, the shortlist circuit – so you won't get caught with a flat when the hype machine starts up when Our Nige takes the chequered flag.

So strap yourself in, plonk your visor down and wait for the lights. Feel your gut tense as you blip the throttle and glance at the dash. But don't worry about the high-pitched squeaking – that'll just be Murray Walker.

Car racing

FORMULA ONE GRAND PRIX

MICROPROSE **£34.99**



***Formula One,* the biggest, hardest and probably the most expensive sport in the world. Now that's entertainment!**

The undisputed champion of the racing genre, *Formula One Grand Prix* is the work of British designer/programmer, Geoff Crammond. It's the ground-hugging equivalent of a flight sim, using three-dimensional vector graphics techniques normally associated with games like *F-19 Stealth Fighter*. Despite these processor-hungry methods, *F1-GP* performs almost as speedily as most sprite-based racers, and it's realism is unbeaten.

A wealth of options awaits the racer: the ability to create near-perfect team line-ups that mirror the real world of Formula One, to the fine-tuned adjustments of car-handling which can be saved for specific circuits. The world's most spectacular circuits are recreated, right down to the trackside objects and grandstands. Whether you're out for a quick one-off burn-up, or a full-blown attempt at the world championship, *Formula One* delivers. It's got all the ingredients that go-faster joyriders are after: speed, power, action and nail-biting competition.

INDIANAPOLIS 500

ELECTRONIC ARTS **£25.99**



The ultimate silly car race. Get high-powered cars and drive them in circles for two hours in *Indy 500*.

Another high-profile contender from the 3D vector-drawn camp, *Indianapolis 500* is similar to *Formula One Grand Prix*, but falls short of that game's high standards. It's great fun, but because American Indy racing hasn't quite got the attraction of *Formula One*, it's not got enough variation to make it the best. Indy racing takes place on giant oval tracks, one of which is represented here. This makes the racing a bit predictable – it's all left-hand bend, left-hand bend followed by a bit of straight, repeated anything up to 400 times. All the same, the action and excitement is there, with cars bashing into each other, spinning around and shattering into zillions of pieces on almost every lap.

Aside from the racing, *Indianapolis* has numerous pit-stop tweaks which you can mess around with. You can set up your cars with over-inflated wheels on the outside, hard or soft tyres and stiffened suspension to make it go like a rocket in a circus Wheel of Death. It can all get very silly, but it's worth it. ▶

AMIGA GAMES A-to-Z

ends up being tedious. Good graphics and sound create atmosphere, but not one you'd really like to play in. ★★★

LOTUS ESPRIT TURBO CHALLENGE
Gremlin — **£24.99**
The car's great feel and the game's excellent presentation makes this one of the best driving games on the Amiga, but the groundwork this one laid down has since been surpassed by its sequel. ★★★★★

LOTUS TURBO CHALLENGE II
Gremlin — **£24.99**
Brilliant fast-moving graphics help to create a driving game with a great atmosphere and feel. Not a simulator in the sense of Formula One GP, but well worth a spin. ★★★★★

LUPO ALBERTO
Idea — **£25.53**
Strange gameplay and unusual graphics don't help, although it could well appeal to younger Amiga owners. ★★★

LURE OF THE TEMPTRESS
Virgin — **£30.99**
Large-scale adventure game, better than the Sierra games by being larger and generally funnier, but not quite as good as the Monkey Island games. Very good. ★★★★★

MAD DOG WILLIAMS
Game Crafters — **£30.99**
A Sierra-style adventure that's not playable. Poor graphics and average gameplay just make this a mediocre title. ★★

MAGIC FLY
Electronic Arts — **£24.99**
Now dated by its wireframe 3D graphics, there's a lot to it in terms of challenge but not in terms of excitement. ★★

MAGIC GARDEN
Electronic Zoo — **£25.99**
An unusual cross of *Sim City* and gardening. Sounds interesting? It might all be too cute and odd to appeal to people who like strategy games, but good for kids. ★★★

MAGIC POCKETS
Renegade — **£25.99**
Technically impressive and contains a lot of clever ideas, but it's all a bit of a mixture – the metallic graphics in particular don't match the cutesy game. And it's a bit boring. ★★★

MAGNETIC SCROLLS COLLECTION
Virgin — **£29.99**
Compilation of three classic graphic adventures: *Fish, Guild of Thieves* and *Corruption.* All have been upgraded from their original releases to use a more advanced windowing system along with the very good Magnetic Scrolls parser. A good collection of three very good adventures. ★★★★

THE MANAGER
US Gold — **£30.99**
An option-packed football management game for up to four players at once. Enjoyable, but only if you're heavily into the real thing. ★★★★

MANHATTAN DEALERS
Pocket Power — **£2.99**
Funny-looking beat-'em-up thing that's deceptively enjoyable. It won't change your life in any way, shape or form, but you'll get three quid's worth of fun from it. ★★★

MANCHESTER UNITED
GBH Gold — **£7.99**
Interesting mixture of football action and management which works well, although the sideways-facing action sequence isn't brilliant. A good, cheap soccer game. ★★★

MANHUNTER 2
Activision/Sierra — **£29.99**
Even though this is a relatively exciting adventure game, its poor graphics and puzzles turn it into a dire production. ★★

MANIX
GBH — **£7.99**
More or less an updated version of Q-Bert, but there's just not enough to it to take your attention for too long, let alone justify its price tag. Better versions in PD. ★★

MASTERBLAZER
Rainbow Arts — **£24.99**
In spite of its fast-paced action and 3D graphics, this game looks and plays in an old fashioned way. ★★★

MAUPITI ISLAND
Lankhor — **£25.99**
Well put together and offers an interesting challenge but it's very limited – not enough game is there for the price. ★★★

STUNT CAR RACER

KIXX/US GOLD **£7.99**

Prior to *Formula One Grand Prix*, Geoff Crammond's laurel-winning racing game was this one, *Stunt Car Racer*. Another 3D vector-drawn affair, it takes a crazy, light-hearted look at the world of stock car racing and provides hours of high-speed entertainment. You take control of a belt-and-braces hot rod, (about one step up from a go-kart, but with a big beefy engine) racing around a narrow track about 20 feet above the ground. Around each of the barely-believable tracks you'll find gaspingly giant leaps, roller-coaster hills and plenty of stomach-churning cambers to contend with.

Stunt Car Racer is renowned for a feature which all too few racing games make use of: simultaneous two-player racing. With this neat feature, you can hook up two Amigas using a null-modem cable and race against a fellow driver – for real. You wouldn't believe how much this simple act adds to any racing game, let alone one as good as *Stunt Car Racer*. Instead of cursing the programmer and his collision-detection, you get the chance to hurl abuse at friends and relatives (or be on the receiving end of same) as the pair of you race around merrily carving each other up a treat. And isn't this is really what competition is all about – interaction, sociable gatherings and a lot of shouting? Yeah! *Stunt Car Racer* definitely brings out the worst in you, in front of all the family. And what's more you don't need any insurance and you haven't got to be over eighteen. Fancy a quick joy-ride anyone?

CRAZY CARS 3

TITUS **£25.99**

So new that the paint's still wet, *Crazy Cars* is a refreshing change to the normal racing game. It's not just lap after lap of oval racing, or jerky sprites on top of horizontal lines – instead it's a high-speed, smooth-scrolling race against the forces of law-and-order as well as other crazy-wheelin' hotheads. You race on a number of different courses around American cities, trying to earn enough cash and parts to keep you competing. You're stacked up against some nutty weirdos that really know how to put their clogs down hard, plus a bunch of redneck traffic cops that will run you off the road as soon as look at you.

It's heaps of fun, and really really smooth (the secret of good racers). The feeling of speed is enhanced by an excellent choice of background graphics and road-side details – everything really seems to whiz by, even before you've pressed the all-important turbo-boost button.

It may not quite be up to the standard of *Formula One Grand Prix*, but here the emphasis is on entertainment rather than realism. As a demonstration of pure arcade-style speed and excitement, *Crazy Cars 3* is unbeaten (thus far.). Forget the pits and the nose-cone-crunching chicanes, *Crazy Cars 3* is pure all-out speed with a smattering of garage-work and dodgy dealing thrown in between races. If you can afford to gamble away your life every time you start your car, you can afford the meagre amount that *Crazy Cars 3* will set you back. It's worth it, and believe us, you'll have fun!

LOTUS TURBO CHALLENGE 2

GREMLIN **£25.99**

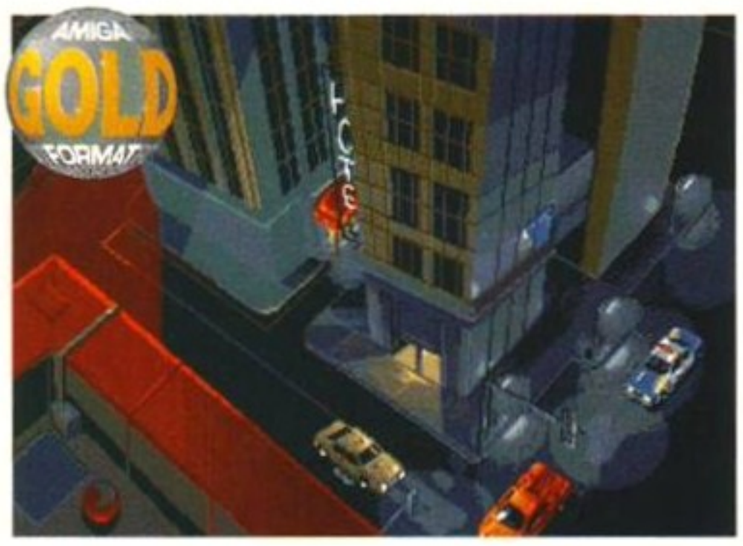
Soon to be updated but not yet past its sell-by date, *Lotus Turbo Challenge 2* is still more than worthy of a bit of praise and attention. It's been overtaken (at least partly) by *Crazy Cars 3*, but it's one of the best-looking, fastest-driving racers you could take for a spin. Like *Stunt Car Racer*, *Lotus Turbo Challenge 2* has a simultaneous multi-player mode, but this time it's with a difference. *Lotus* enables four drivers to go pedal-to-the-metal around the same track as one another thanks to horizontal split-screens and a null-modem link. A real peach!

Hardly surprisingly, the game is centred around the inimitable *Lotus Turbo Esprit*, one helluva classic motor. All the drivers are kitted out with the same wheels, so there's an even match on a seemingly endless course. On your travels across country, you'll have to deal with fogbound highways, dense city traffic, pelting rain and snow. And that doesn't leave you much braking time for the roadworks, rocks, chevrons and stray bollards which seem to jump out right in front of you just when you've managed to lap all of your mates.

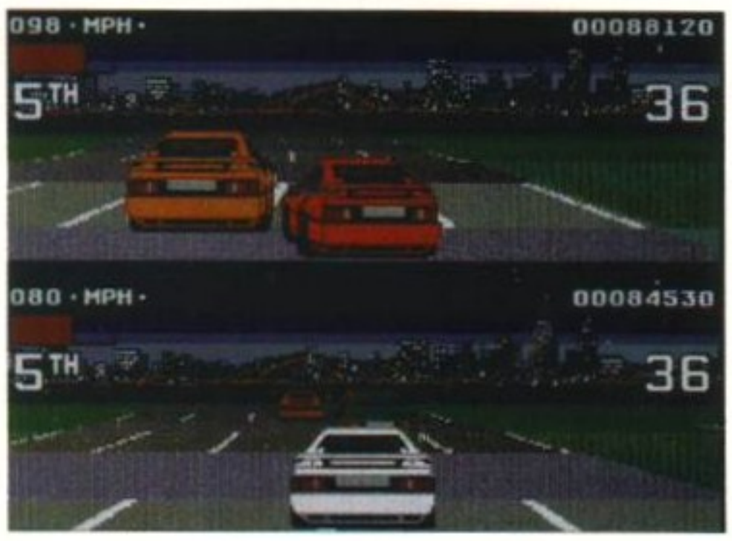
Fun for a whole bunch of people, and exhilarating for the lone driver, *Lotus Turbo Challenge 2* is worth buying for any car collection. If you're thinking of racing friends, take heed of Our Nige's sage advice: "You've just got to keep thinking about the road ahead, Murray, and just hope the car holds out". Quite.



Stop, stop, stop – all this is getting silly, and very dangerous. Stunt Car Racer's a year of driving dangerously.



How a car can be insane has yet to be proved, but these french motors are a bit daft – and there are three of them!



Classic racing action – four ways! – in Lotus 2. It's that fast, that hard and that good!

AMIGA GAMES A-to-Z

MAX
US Gold **£29.99**
Very good compilation of four very good games (each of which is mentioned elsewhere): *SWIV, Night Shift, St Dragon* and *Turrican 2*. ★★★★★

MEAN STREETS
US Gold **£24.99**
A combination of many different game styles make this a game with a lot of variety. Action is slowed down by disk swapping, but this doesn't spoil the overall effect. ★★★★

THE MED CONFLICT – HARPOON BATTLESET 3
Electronic Arts **£14.99**
Further scenarios for *Harpoon*, these will only appeal to owners, and enthusiastic ones at that, of the game. ★★★

MEGA LO MANIA
Image Works **£30.99**
Incredible sound effects and speech, small, detailed and amusing graphics, and addictive gameplay make this one of the classic god-sims out there. ★★★★★

MEGATRAVELLER
Empire **£30.64**
Huge challenge and excellent atmosphere create a good balance of strategy and action in absorbing RPG. ★★★★★

MENACE
Sizzlers **£9.99**
Average shoot-'em-up from the same team who went on to create *Lemmings*. Good-looking but quite difficult. ★★★

MERCENARY III
Novagen **£29.99**
Another game in the *Mercenary* series, original formula of a huge 3D game with several different solutions, but once-impressive graphics and gameplay is looking dated. ★★★

MERCS
US Gold **£25.99**
An average conversion of uninspiring *Ikari Warriors*-related coin-op blaster. Looks thin without arcade visuals. ★★★

MEGA SPORTS
US Gold **£25.99**
30-odd sports games from various previous collections (*California Games* and that sort of thing). A lot of disks, lots of fairly ordinary games for your money. ★★★

MEGA TWINS
US Gold **£25.99**
Reasonable cutesy platformer. The graphics glow and it's a good copy of the arcade original. Thin but playable. ★★★

METAL MUTANT
Silmarils **£25.99**
A mixture of three different types of game – exploring, fighting and puzzle solving – which add up to a game that's not very exciting even though it's all well put together. ★★★

MICROPROSE GOLF
MicroProse **£34.99**
Very good golf game which looks and plays really well, but its price and some odd quirks mean this doesn't beat the best Amiga golf game, *PGA Tour Golf*. ★★★★★

MICROPROSE SOCCER
Kixx/US Gold **£7.99**
Overhead football game along the lines of *Kick Off* but not as playable – graphics are larger but that makes it slow. ★★★

MIDNIGHT RESISTANCE
Ocean **£24.99**
Good balance of arcade action with thinking helps this stand out. Controls are tricky, but a good shoot-em-up. ★★★★

MIDWINTER
Rainbird **£24.99**
Another hybrid of the strategy and 3D graphics combination in this vast, and sometimes dull, game which can take some getting used to but becomes likable. ★★★★

MIDWINTER II: FLAMES OF FREEDOM
MicroProse **£34.99**
One for the *Midwinter* fans only, this sequel expands on the original in many ways, but because some parts are illogical the admirable idea just doesn't work. Tries to be both a strategy and action game and doesn't quite succeed. ★★★★

MIG-29
Domark **£29.99**
Impressive but very technical flight sim which is too limited for most Amiga users – there are only five missions and the ones that are there aren't so exciting. ★★★★

VROOM!

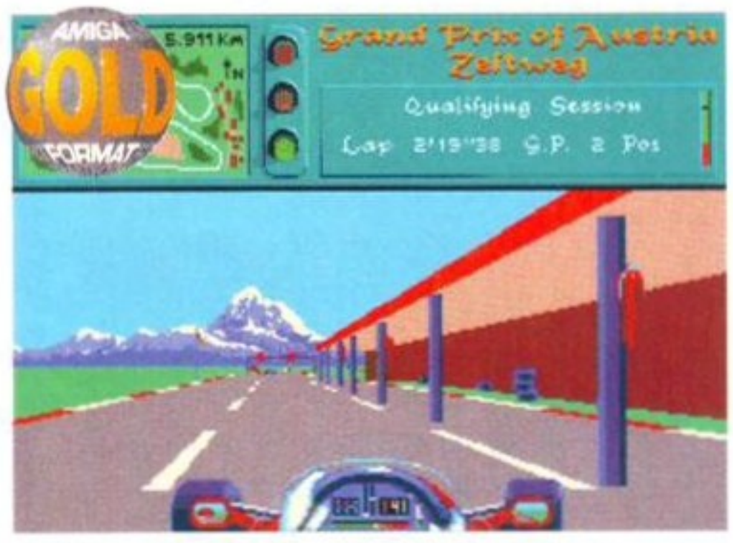
UBISOFT **£25.99**

The poor-man's *Formula One Grand Prix*, in a funny sort of way. It's got nothing like the detail and accuracy of Crammond's finest, but it's got a kind of twee, semi-realism that's still very appealing. The cars are fast, the tracks are fairly accurate representations of their real counterparts, and the sprites are only slightly cardboard-cutout looking.

Vroom's two main highlights are its pit-stop sequences (which are a bit simplistic, but still, they're pit-stops OK) and its simultaneous two-player mode (which is stunningly fast and superb fun, but needs two Amigas and a null-modem link). They take it from being just another racing game to being a major event. Its action is high-paced, and occasionally a bit too much to handle on a joystick (mouse-control is more responsive, but sadly not available on all the game's options), but there are some glorious moments: impacting into trees, neck-and-neck duels and narrow bottle-necks. Excessive speed has never felt so good!

Like *Formula One Grand Prix*, *Vroom* features most of the world's important grand prix circuits (although a few of them have been modified since the game was published).

You can take your pick from the speedy-smooth Silverstone or the inscrutable Japanese Fujiyama and a host of other raceways. They all have one thing in common – tortous twists, blundering back-markers and enough action to last a lunchtime. Jump in and put your pedal to *Vroom*'s metal.



God knows how they thought of the name, but *Vroom* will keep any potential Cosworth owner happy.

Motorcycle racing

TEAM SUZUKI

GBH **£7.99**

Flight sim graphics made it on to two wheels when *Team Suzuki* took to the track. Set on realistic racetracks from around the world, *Team Suzuki* is real full-tilt excitement, but it needs a cool hand and a supple neck to be able to handle it.

There are two viewpoints available: a first-person perspective, which has the craziest horizon you've ever seen, and a trailing-behind view which follows a little more steadily hanging from your tailpipe. Different riders prefer different methods, and many *Team Suzuki* players who have ridden real motorbikes find it harder to control than pedestrians and car-drivers do. Weird, but it's probably due to the reflexes that bikers develop. Either way, it's a fun and testing little number, well worth a hack or two.

SUPER HANGON

HIT SQUAD **£7.99**

An oldie, but a goodie, ZZKJ's conversion of the Sega arcade hit is the best you'll find on two wheels. It's basically the knee-scraper's equivalent of *OutRun* in terms of the time it was made, but there's been little in the way of motorcycling action for the Amiga since then, so in a way, it still holds its own against games like *Lotus Turbo Challenge 2*.

Four differently pitched courses feature all the usual stuff we expect from car racers: hills and dales, tightening, zigzagging bends and roadside objects galore. Each course has a number of checkpoints to cross within a preset time in order to continue racing, in exactly the same way *OutRun* worked. Similarly there are different tunes to play on each track, though they're a bit wearing after only a short while.

Some excellent competition, and some real rip-roaring graphics and near-miss effects make *Super HangOn* still worth a few sovs of anyone's money. If you think in terms of 'two-wheels good, four-wheels bad', then *Super HangOn* ain't no Honda Fifty. Glide on, man, superfast!

COMBO RACER

GREMLIN **£7.99**

The odd-ball contender has to be this one, a two-man motorbike-and-sidecar jobby with many a fun moment. It's unique in that it's the only simultaneous two-player racer that operates in team mode. One player takes control of the throttle and steering, while the other player yanks the joystick from side to side round the corners, holding the bike down on the road.

It's not the cleverest of racing games by a long chalk, but it's still got a bit of charisma. A good team that can work the machine is quite an uplifting experience, and worth the effort, you'll find.



Some of the slickest, fastest and smartest polygons ever seen – shame *Team Suzuki* bikes are so hard to steer.



***Combo Racer*, high-speed sprite fun and one of the silliest two-player modes ever thought up.**

AMIGA GAMES A-to-Z

MIG-29M SUPER FULCRUM
Domark **£39.99**
Just as technical as its predecessor, but offering enough new features not to appear a direct clone. Not as much graphical detail is provided as in some of its competitors, but there is a game in there worth playing. ★★★★★

MIGHT AND MAGIC 2
New World Computing/US Gold **£30.64**
More or less the same at heart as the recent *M&M 3*, but this is more primitive and not worth bothering with. ★★

MIGHT AND MAGIC 3 – ISLES OF TERRA
New World **£40.99**
Huge, detailed RPG with good mixture of strategic and combative action. Graphics come secondary to the gameplay, which is very good. Hard drive recommended. ★★★★★

MIGHTY BOMB JACK
Elite **£24.99**
Even with the addition of power-ups this fails in making the classic gameplay more up to date. Still fun. ★★★

M1 TANK PLATOON
MicroProse **£24.99**
With effort you can get a lot out of this, but it's a detailed and highly thorough tank sim for obsessives only. ★★★★

MONOPOLY
Leisure Genius **£19.99**
Retains the flavour of the original board-game. ★★★

MONSTER BUSINESS
Eclipse **£19.99**
Simple gameplay and great characters go a great way to creating the cute arcade antics of a few years back. ★★★★

MONTY PYTHON'S FLYING CIRCUS
Virgin **£19.99**
Graphics have the humour and style of the TV show, the game itself is rather basic. Funny and fun for a while. ★★★

MOONBASE
Mindscape **£35.99**
Close to Sim City in design and execution, but a bit too close if you've got the original. A bit limited all-round. ★★★

MOONSHINE RACERS
Millennium **£24.99**
Not even the lively hillbilly music can lift this driving game from being a slow, 'graphically challenged' affair. ★★

MOONSTONE
Mindscape **£30.99**
Atmospheric graphics and sound effects, but only an average game beneath it all. ★★

MOONWALKER
US Gold **£24.99**
Instantly forgettable (rather like the movie) with its dire graphics and incredibly tedious gameplay. ★★

MOUSETRAP
Pocket Power **£2.99**
Great little platform game in the *Manic Miner* tradition. The graphics are dismal, but don't be put off – this is a groovy, challenging and addictive little game at a silly price. ★★★★

MUDS
Rainbow Arts **£24.99**
Rather amusing but silly sports game that's a hybrid of rugby and basketball and all very violent. But it's too similar to all the other violent sports games out there and it's really not as good. ★★

MURDER
US Gold **£24.99**
Atmospheric isometric whodunnit, but its repetitive nature leads on to tediousness. But good if you've got the (considerable) patience to persevere. ★★★★

MUNSTERS
Alternative Software **£7.99**
Pretty hopeless attempt at a licence of the 'popular' TV show, in a sort of arcade adventurey kind of vein, except without any adventuring and precious little arcade fun. ★★

MYSTICAL
Infogrames **£24.99**
Different approach to the *Gauntlet*-style of game all done with an unusual graphical style. Somewhat dull. ★★★

MYTH
System 3 **£25.99**
An average console-like platform game which looks rather nice but there's not much to it. ★★★

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Complete with: Kickstart 2.04 CHIP, Workbench 2.04, Install, Fonts and Extras disksfull Commodore manual set

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Distant Suns new version!!.....£34.99
GB Route Plus.....£54.99

Army & navy

Whatever your mode of transport, tanks, ships or subs, there are battles to be won out there, and this way no one gets hurt...

WHEN YOU'VE HAD your fill of high-flying military games, where do you turn to? What do you do when you've bought the farm too many times? There are a few other simulated military careers available to experience, ranging from the ground-based attackers to the underwater assassins. The army and navy stores aren't nearly as full of really good sims as the fly-boys', but there's still plenty of fun to be had on and below the ground.

There are few safe places to be hiding, er, taking cover, on a battlefield, but a tank is the only place where you don't need an excuse. Especially if it's your job. So imagine what it would be like to run not just one tank, but a whole bunch of tank squads. That's what's on offer from the very best of the tank sims below. There's lots of down-the-barrel action, infra-red night sights and dramatic building-shattering explosions. After a time you'll realise how scary it would be for real, and thank your lucky stars that you have a saved game. But the exhilaration, simulated or not, is massive, and you can feel your mind flip as you grind out your military dances.

If you'd prefer to duck your head under the covers and take the subtle, silent approach to war, then submarine sims sound right for you. They've got plenty of action, but usually on your terms. Instead of barging in over the horizon, you can secretly float along the bottom gathering data about your enemy's position, strength and battle-value. Like an alligator, you can pop up from the depths and drag a few victims down to a watery grave. Dark, deadly and claustrophobic, submarines are a strange place to find people playing – but we do, in our thousands – and these are games to play.

If sneaking around underwater seems like cheating to you, why not stay on top in an aircraft carrier? It's the best of all worlds, in a crazy sort of way, but you've got to be able to master flying, sailing, hovering and planning if you're going to make a real go of it. Just in case the desire to get nautical is burning you up already, we've included a carrier simulation just for you. Anchors aweigh, me hearties!

Tanks

M-1 TANK PLATOON

MICROPROSE **£24.99**

MicroProse is as on the ground as it is in the air, and *M-1 Tank Platoon* is the proof. It's highly complex, a bit tough to get into at first, but its 3D vector graphics are very close to the real thing.

You control a squad of tanks from several different positions while the action continues around you. You can zoom down to control an individual tank: driving it, loading its gun with shells, aiming it and firing. Alternatively, you can guide all four tanks (and sometimes extra platoons of vehicles too) around a large battle-map.

You've got to get trained up if you want to get the most out of *M1 Tank Platoon*. You soon manage to build up a rapport with the 16 brave squaddies – you'll wonder why they're so brave (despite your bad management) and you'll be cheering with them when you, er, they win.

TEAM YANKEE

EMPIRE **£29.99**

Is it multi-tasking or multi-tanking? *Team Yankee* puts you in the thick of the action in four places at once. The difference is *Team Yankee*'s emphasis is more on fighting than it is on team-building; instead of just four main tanks, you control 16, formed into four squads of four. The soldiers in the tanks are less real, but just as important to keep happy.

Team Yankee calls for a lot of strategy work and the missions are not simple. The split screen mode soon stops being a burden and becomes excellent when you learn how to view your aggressive action from four sides at once!

PACIFIC ISLANDS

EMPIRE **£25.99**

The follow up to *Team Yankee*, *Pacific Islands* is essentially an improved version of the original. There are some tougher missions, coupled with an easier speed control method, and the result is superb. The action is real, the sound effects clear and the animation excellent. Perhaps its drawback is the time it takes to complete: you get week's of head-scratching, rethinking, and power-mongering.

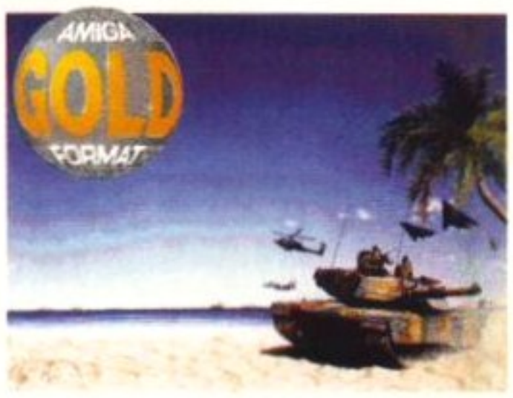
Pacific Islands also introduces a new theme in tank games: managing your cash resources. Between battles, you have to fix your tanks, boost your troops and buy replacements, and your ability to do it depends on the battles you've won. The cleaner and quicker your campaign; the more cash you get and the easier it is to be clean and quick. But dawdle around getting creamed, and you'll soon see the pay cheques getting thinner. Hard work, but that's war.



Bringing a whole new meaning to the phrase *'M1 Tank Platoon* kicks out'.



How many tanks can a man eat? *Team Yankee* gives you 16 luverly tankies...



... as does the sequel *Pacific Islands*. An excellent tank blast.

AMIGA GAMES A-to-Z

'NAM
Domark _____ **£24.95**
Well researched and even educational strategy game, but is perhaps a little too serious. Political element and tactical decision-making help it stand out. ★★★★★

NAPOLEON
Internecine _____ **£29.99**
If you fancy living the life of little Napoleon this will appeal, but the unfriendly game system spoils the overall annex-'em-up appeal. ★★★

NARC
Ocean _____ **£25.53**
Close conversion of the coin-op, including all the violence. Limited by the game it was based on. ★

NARCO POLICE
Dinamic _____ **£24.99**
Graphically impressive, the unreliability of the computer carrying out your commands can prove lethal. ★★

NAVY SEALS
Ocean _____ **£25.39**
Enjoyable if you're interested in mindless violence, but it's not very technically impressive. ★★

NEBULUS
Hewson _____ **£19.99**
Original gameplay and impressive graphics entice you into playing, as does the easy-to-grasp gameplay. Patience is a virtue, though, as things can be frustrating. ★★★★★

NEBULUS 2 – POGO A-GO-GO
21st Century Entertainment _____ **£25.99**
Keeps the classic formula of the original but ends up being far less playable with the additional of power-ups. ★★★

NECRONOM
Linel _____ **£25.99**
Technically impressive shoot-'em-up but just too difficult if you don't have an autofire joystick. ★★

NEIGHBOURS
Impulze _____ **£25.99**
Not even *Neighbours* fans will get a kick out of this dismal skateboard racing game which looks and plays badly. Give it a miss. ★★

NEUROMANCER
Discontinued _____ **£24.99**
Based on the William Gibson book but without the atmosphere or much playability, for that matter. ★★★

THE NEVERENDING STORY II
Linel _____ **£25.99**
Great movie to base a game on. Has several sub-games to make things interesting, but the licence is wasted. ★★★

NEVERMIND
Sizzlers _____ **£9.99**
It's an isometric puzzle game. It takes getting used to, but once you do it's quite an enjoyable game. ★★★

NEW YORK WARRIORS
Virgin _____ **Discontinued**
Another *Ikari Warriors* clones. If you want to relive history, fine, but there are better games available. ★★★

NEW ZEALAND STORY
Hit Squad _____ **£7.99**
A close conversion of the arcade game, retaining the cute graphics and platform action of the original. ★★★★★

NIGHT SHIFT
LucasArts (US Gold) _____ **£25.63**
Full of character with effective and clever graphics, things get so complex with the detailed backgrounds, that objects and platforms are difficult to see. Very playable. ★★★★★

NINE LIVES
ARC _____ **£24.99**
Cute platform-based action belies the difficult nature of the game. Too difficult and frustrating to appeal though. ★★★★

NINJA COLLECTION
Ocean _____ **£19.99**
An average collection of beat-'em-ups: *Dragon Ninja, Double Dragon* and *Shadow Warriors*, each mentioned elsewhere. ★★

NINJA REMIX
System 3 _____ **£25.99**
Impressive graphics but a lack of gameplay. Large challenge ends up being too boring, and is void of any excitement. ★★★

NINJA SPIRIT
Activision _____ **£24.99**
Accurate conversion, with the speed and violence retained. The lack of imagination is also retained, though. ★★

Submarines



***Hunt for Red October* is a test of nerves beneath the waves of the North Atlantic. Can you defect from the USSR undetected?**

HUNT FOR RED OCTOBER

OXFORD DIGITAL /UNIQUE **£9.99**

Pre-dates the Sean Connery movie, but post-dates Tom Clancy's novel of the same name. It's a cat and mouse simulation where you, the Soviet captain, are attempting to defect to America with a Russian sub. But first, you have to weave your way through the treacherous Icelandic seas and dodge the spy-trawlers and their dangerous depth-charges.

Hunt For Red October features a complex control panel with lots to fiddle with, and you're limited to the mouse which can make things slow. The sub's gauges, radar screens and underwater microphone traces all make for exciting underwater experiences, but the strategy side is a little tough for first-timers. You'll probably take a few goes just to get out of the Reykjanes Ridge. Some fun to be had with the periscope, torpedoes and realtime depth-radar, though.



***Silent Service* puts you on a WWII sub hunt for the Japanese Imperial army, navy and anyone else who knows them.**

SILENT SERVICE II

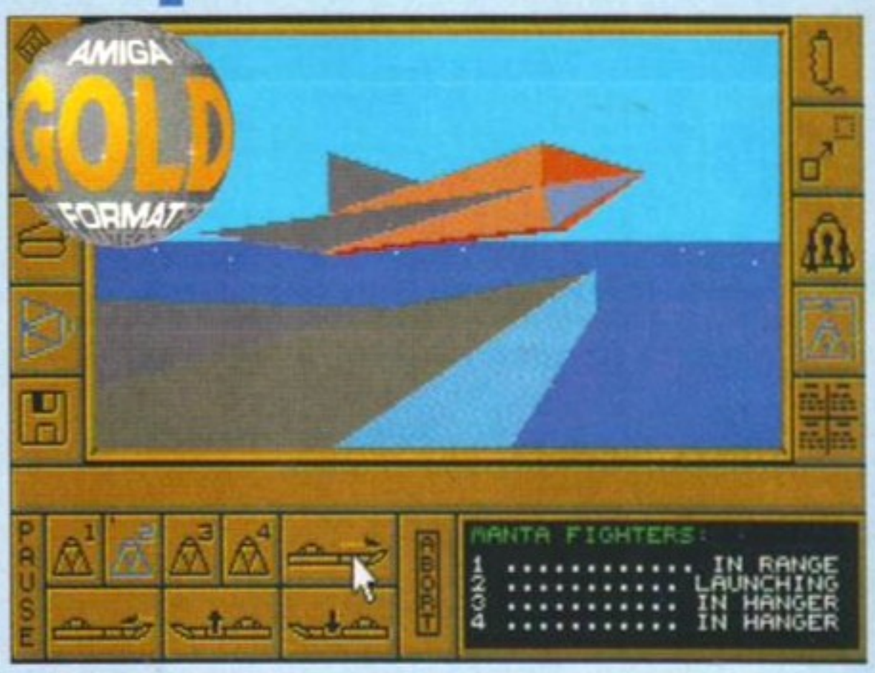
MICROPROSE

£34.99

Once again, MicroProse wades in with a realistic, chilling experience that's excellent to play. An underwater *F-19* in all ways except for the absence of 3D graphics. It's full of dodging games and silent running on 2D radar screens with the addition of some neatly drawn animations. These show the torpedoes firing out of the tubes and depth charges dropping on to the sub.

It's got atmosphere but it can get stale. The missions are a test of all but the best players' strategies, but they can get repetitive as the visuals are always basically the same. If you like flashing screens and whizzing graphics, you may not get on with this.

Ships



One of *the* major strategy games. Carrier Command broke new ground combining simulation and strategy in one huge wargame!

CARRIER COMMAND

RAINBIRD **£DISCONTINUED**

It may be almost as old as the oceans themselves, but *Carrier Command* is still steaming along (albeit in the just-barely-a-ship-sim category), proving that it's no Titanic or QE2. In many ways, it's much more than merely a ship simulation – it's also an amphibious craft and aeroplane simulation as well.

You control a huge carrier containing a wealth of armaments, on an enormous mission to conquer a group of neutral and enemy islands. You steam around until you happen upon an island and then send in your machinery to claim it for your side. Of course, the enemy is doing the same to your islands.

There are a number of different tactics available, ranging from the stealthy, considerate approach to the underhand, violent, all-out attack. You pilot the planes and steer the amphibious craft as much as you like, dropping bombs and spreading your national seed. Everything has a handy autopilot which enables you to nip off and handle the carrier-type things like reading the maps, sending out the decoy-buoys and aiming the huge deck gun.

Still a classic, even after all this time *Carrier Command* is guaranteed to entertain you for many a long hour. Don't take it too seriously, but take it anyway – *Carrier Command* is worth it for quick blasts of exciting seaborne strategy and action.

AMIGA GAMES A-to-Z

NINJA WARRIORS
Virgin **£9.99**
Interesting action game with Dynamic Loading System which is supposed to keep things going without disk swapping. ★

NITRO
Sixxlers **£9.99**
Technically impressive, nice graphics and smooth scrolling. But the game itself isn't quite addictive enough. ★★★★★

NORTH AND SOUTH
Action Sixteen **£7.99**
Amusing and enjoyable strategy game with some cleverly animated graphics. A good balance of strategic thinking with some arcade-style graphics. Almost a classic. 4

NUCLEAR WAR
US Gold **Discontinued**
Hybrid of *Risk* and Dictator but with a dubious sense of humour. Not as complex as these games, either. ★★

OBITUS
Psygnosis **£34.99**
Great intro (as per most Psygnosis games) but the game itself is a weak clone of Dungeon Master with sill arcade sections. Not very exciting and overpriced. ★★★

OH NO! MORE LEMMINGS!
Psygnosis £25.99 (or £19.99 as an add-on)
More classic gameplay but it doesn't add enough to make it brilliant. If you've got the original then you'll like this, but it all seems like a stopgap until *Lemmings 2*. ★★★

ONSLAUGHT
Hewson **£24.99**
Sort of a strategy-based action platform game, the confusing graphics don't help. The result's a bit of a mess, with the great sound offering a brief respite. ★★★★

OOOPS UP
Demonware **£25.95**
Barefaced clone of *Pang* with great sampled music based on the record of the same name. Still not enough there, though, to make this worth purchasing over the original. ★★★★

OPERATION HARRIER
US Gold **£25.53**
Using US Gold's ill-fated 'Rotoscape' system, this jump-jet shoot-'em-up was programmed to completion, but pulled at the last second before release. Not too bad. ★★

OPERATION STEALTH
Delphine (US Gold) **£29.99**
Interesting mix of adventure and arcade sequences. Big challenge which is easy to get into. ★★★★★

OPERATION THUNDERBOLT
Hit Squad **£7.99**
As good as a conversion of the arcade game as it could be, let down somewhat by the absence of the mounted Uzis that made the coin-op stand out. ★★★

ORIENTAL GAMES
MicroStyle **£24.99**
One of the most recent attempts at a one-on-one beat-'em-up, but it isn't innovative enough to bring it up-to-date. Ability to edit the joystick moves makes things easier. ★★★

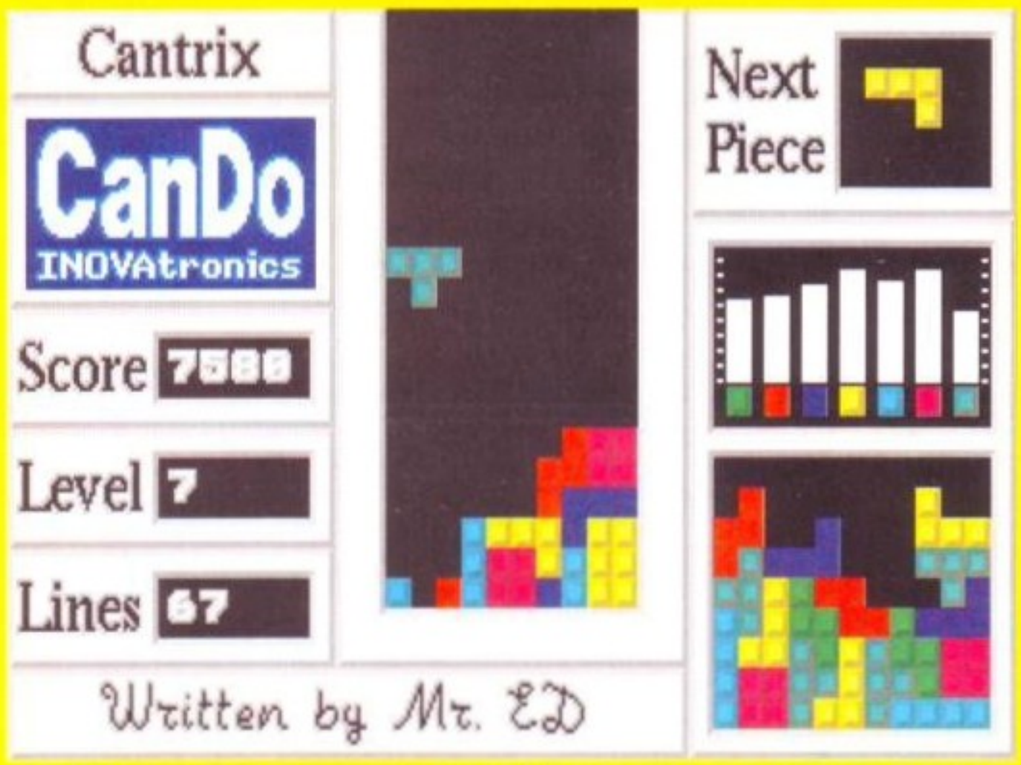
ORK
Psygnosis **£25.99**
Very good graphics and animation make this a slick game but not one that stretches the imagination to any great extent. A bit like *The Killing Game Show*. ★★★★

OUT RUN
Kixx/US Gold **£7.99**
Poor conversion of the classic arcade game. Graphics are average but while the game is still playable it pales in comparison to the many other driving games available. ★

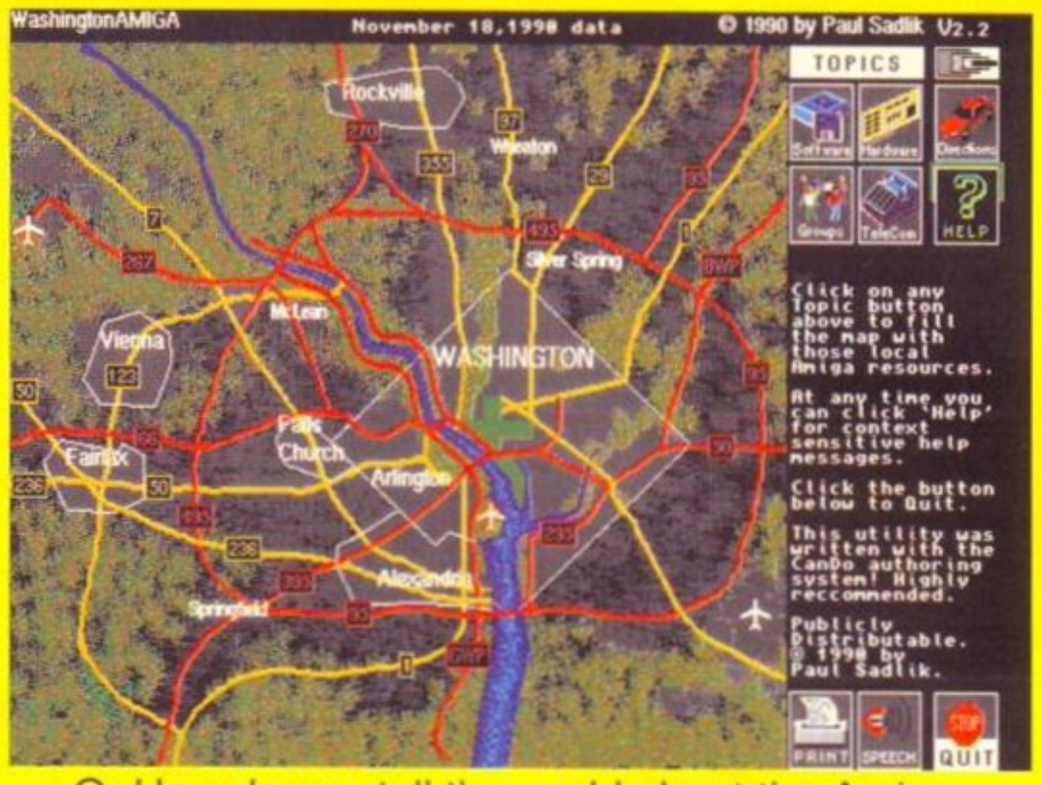
OUTRUN EUROPA
US Gold **£24.95**
Much better than the earlier *OutRun* games. The different vehicles add variety but the levels are all a bit samey. Professionally done, but not as good as a lot of others. ★★★

PACIFIC ISLANDS
Empire **£29.99**
Very atmospheric and rather complex, but still accessible to those not used to strategy-based games. Graphics aren't brilliant, but don't let that put you off. ★★★★★

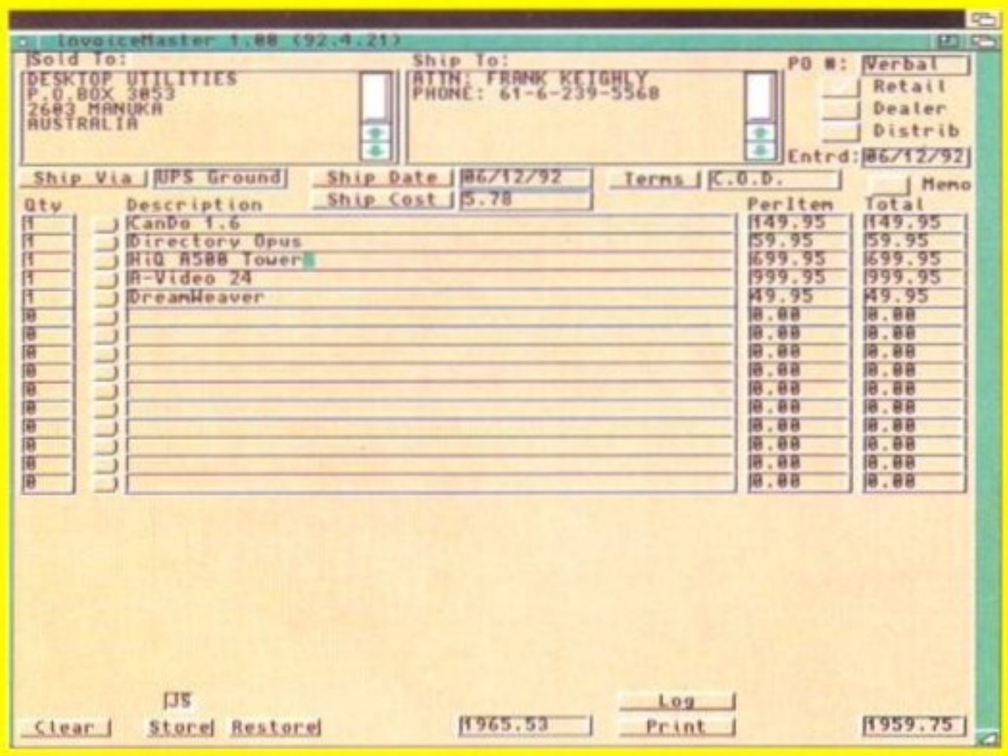
PANG
Ocean **£25.99**
Close conversion of the arcade original, retaining the addictiveness and great two-player gameplay. Cute and appealing, this is novel enough to make it well worth looking at. ★★★★★



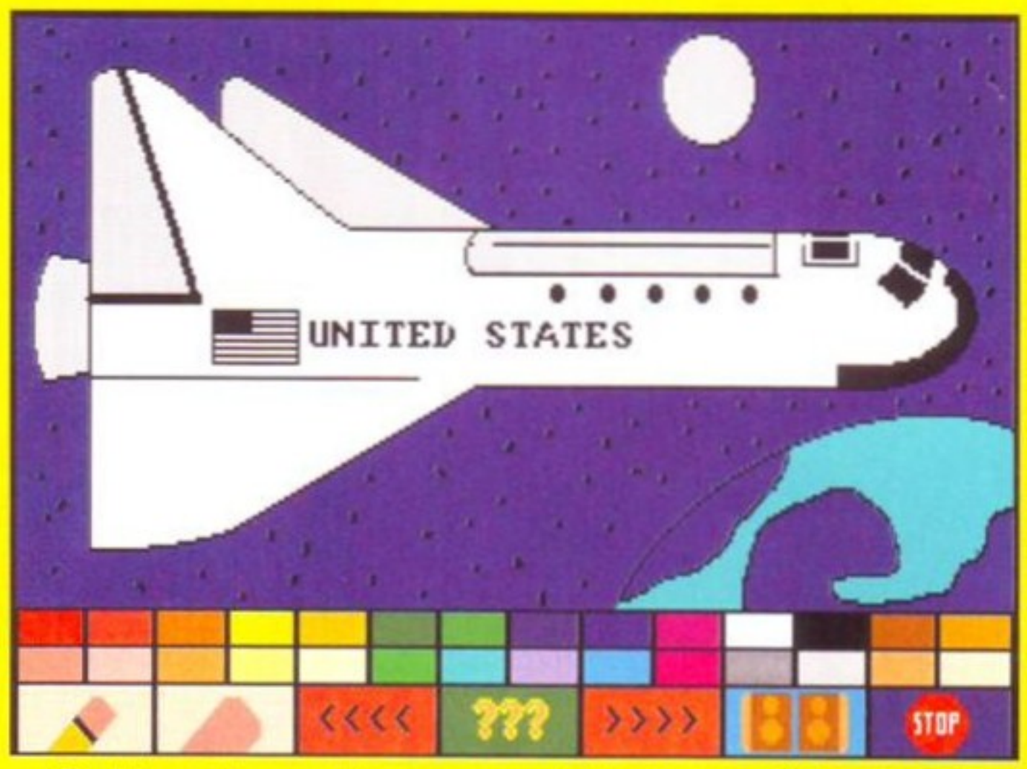
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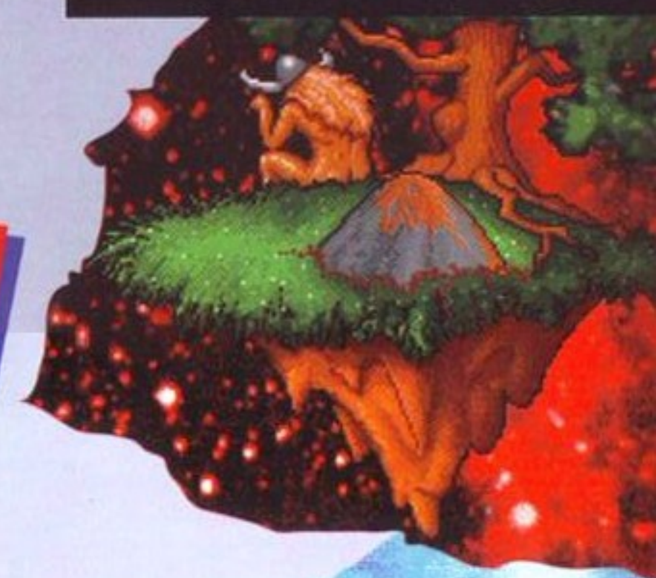
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Table-top wargames

It's not all war, war, war you know. It's important to take out time and calculate where your troops are, and how the Russians are doing...

FIREPOWER ISN'T EVERYTHING you know, as Stormin' Norman will verify. To be effective it must be used with some restraint, with skill and expert timing. Get it right and you sweep to victory, make one mistake and your forces get battered to the point of destruction. To win you'll need good timing, good luck and an almost instinctive understanding of the rules.

The ability to look at a situation where you appear hopelessly outnumbered, outgunned and out of position and then discover the feints and ploys needed, not only to survive, but win is what table-top wargames offer. Computers take this genre a step further though, as they take away all the tedious tables that have to be looked up, the cardboard armies that can be wiped out by the dog's tail and the need to imagine. You just give the order and let the machine do the work of determining the outcome, moving the counters and providing the animated entertainment.

The animated enactment, though, only serves to free up the mind for the fighting at hand. Remember, you'll be warring against a machine that knows the inside leg measurement of every piece, that knows every rule to the letter, that's been taught strategy by the programmers and is only pretending to be playing badly. At all times you have to watch the screen, learning the computer's tactics as it makes a move and then watch the outcome of your attempts to cut them down. Their subtleties are always hidden, but uncovering them always takes your save-game army one step closer to victory. You won't get fooled again! – as those Who people are fond of saying.

Modern computer table-top wargames are fast and slick. The games' charm may not be as instant as a cutesy platformer with zillions of colours and twee tunes, their impact is less than a full-blooded, gore-crazed, shoot-'em-up, but these are the ones that will keep you sat up until three in the morning having 'just one more go' until you finally manage to take down that enemy General or whup that alien's butt. Game on!



Never judge a battle by its cordite. *Battle Isles* may look like a simple game but it has a viciously good tactical bite.

BATTLE ISLES

UBI SOFT **£29.99**

'Any wargame that uses a joystick must be duff' is an understandable, if totally inaccurate, first reaction to *Battle Isles*. It's wrong because all a joystick proves is that the control system is so simple an eight-pin joystick with one fire-button can give you as many options, as much fine control, as any pull-down menu.

Battle Isles is a 16-level war that's played in movement and fire phases. While you move, your opponent (human or computer) sets their fire. While they move, you line up your shots. If you capture the enemy base or blow them away then you win and start the next level.

The key to *Battle Isles* is its fine blend of basic resource management and clever fighting. Ensuring that none of your troops get annihilated, while wiping the enemy off the board, one unit at a time, is the only way to win.

The game slowly escalates the conflict, with bigger maps, more resources and a wider range of vehicles. The higher the level, the more complex the battle. Best of all though is that all this mind-blowing complexity and realism is hidden brilliantly under superb cartoon animations and an arcade look. ⏵

LASER SQUAD

BLADESOFT **£19.99**

Brutal graphics set the tone for this truly brutal squad-level battle. It sets eight space marines fighting against fearsome droids in a tense tactical masterpiece. Despite the rudimentary pics and the unforgiving rules, it matches up on gameplay terms to just about anything found on any computer, anywhere.

That may sound a little like hype (probably because it is) but *Laser Squad* has that essential quality of table-top wargames: balance. Each move you make effects each marine's ability to fight. Is speed more important than the ability to defend yourself? Will the cheap rifle bought at the beginning be good enough to take out that droid? Just how does that rocket launcher you've found actually work? Where did that enemy go? These are the questions you are asked at every stage of the game, and uncertainty adds an excellent air of tension to the battle.

AMIGA GAMES A-to-Z

PANZER BATTLES
Strategic Studies Group _____ **£25.99**
Bright and attractive wargame, although the subject matter isn't invigorating stuff and nor is the gameplay. Interesting if you want to drive a tank but not for many others. ★★★

PAPERBOY
Encore _____ **£7.99**
An above average conversion of the arcade game, although the simplistic gameplay of the original is hardly exciting. Playable but not brilliant. ★★★

PARADROID 90
Hewson _____ **£24.99**
Original gameplay and nice metallic bas-relief graphics make this classic from the days of the C64 not date at all. Not a lot added, but very much a classic. ★★★★★

PARASOL STARS
Ocean _____ **£25.99**
Impressive technically and has great gameplay with a superb two-player option. Perhaps not as addictive as *Rainbow Islands*, this is still one heck of a cute arcade game. ★★★★★

PEGASUS
Gremlin _____ **£25.99**
Mixture of a *Rastan*-style slasher and an *R-Type*-style shoot-'em-up, neither of which is very well done. ★★★

THE PERFECT GENERAL
UBI Soft _____ **£34.99**
Tremendously playable and accessible wargame with lots to do, although it all happens at a very pedestrian pace. ★★★★

PERSIAN GULF INFERNO
Monkey Business _____ **£7.99**
Gruesome arcade game based on an oil rig. People are killed in explicit detail, but there is a playable game here. ★★★★

PGA TOUR GOLF
Electronic Arts _____ **£34.99**
Very accessible with some realistic gameplay and a lot of options make this the best golf game on the Amiga. All armchair Nick Faldos should love it. ★★★★★

PGA TOUR GOLF TOURNAMENT COURSE DISK
Electronic Arts _____ **£14.99**
More courses to give the main game some extra life. Doesn't expand it in any way apart from the additional courses, but if you liked the original you'll find this well up to par. ★★★★★

PGA TOUR GOLF PLUS
Electronic Arts _____ **£29.99**
Compilation of PGA and three new 18-hole courses (as seen in the PGA Tour Golf Tournament Course Disk). ★★★★★

PHOTON STORM
ARC _____ **£24.99**
Frantic blast-'em-up with simplistic graphics but oodles of gameplay. If you're into the likes of Jeff Minter games you'll be right at home with this adrenaline-pumping blaster. ★★★★

PICK'N'PILE
UBI Soft _____ **£19.99**
Another hybrid, this time of *Puzznic* and *Boulderdash*. This combination doesn't work very well though. ★★★★

PINBALL DREAMS
21st Century Entertainment _____ **£25.99**
The best pinball game on computer or console. Impressive graphics and ball physics make it as enjoyable to play as possible, although there's not a lot of variety. ★★★★★

PIT-FIGHTER
Domark _____ **£24.99**
Looks distinctive with its digitised sprites and attempted 3D effect, but it just doesn't work. Another case of an average conversion of a relatively shallow-playing arcade game. ★

PLATOON
Hit Squad _____ **£7.99**
Large multi-part game in the traditional Ocean style, this one about Oliver Stone's movie. This mixture of maze-based and shoot-'em-up action works. ★★★

PLOTTING
Ocean _____ **£25.53**
Cute graphics help to add some life to this puzzle game, but the gameplay does get a bit too similar after a while. Excellent two-player mode is fun. ★★★★

PLUTOS
Pocket Power _____ **£2.99**
It might look like a C64 game (well, there's no 'might' about it), but this is still one of the best vertically scrolling shoot-'em-ups, and at the price you'd be mad to miss it. ★★★★★

RISK

LEISURE GENIUS £19.99

Taken from the classic strategy board-game, this conversion of *Risk* is good, but not that good. The world map looks just the way it should, the fighting takes place just the way it should, the speed's fine but the computer foes are real dullards.

The Amiga enemies you may want to fight are not easy to beat, but are terrifyingly predictable. The settings put your computer into mindlessly aggressive, passive-unless-attacked or just plain psychotic mode with little room in-between. For a few games such predictability is fun, suckering the enemy into traps that even Custer could have seen. At the end of the day though, it's cheap enough to go out and buy just for wars against fellow humans. After all it is *Risk*.

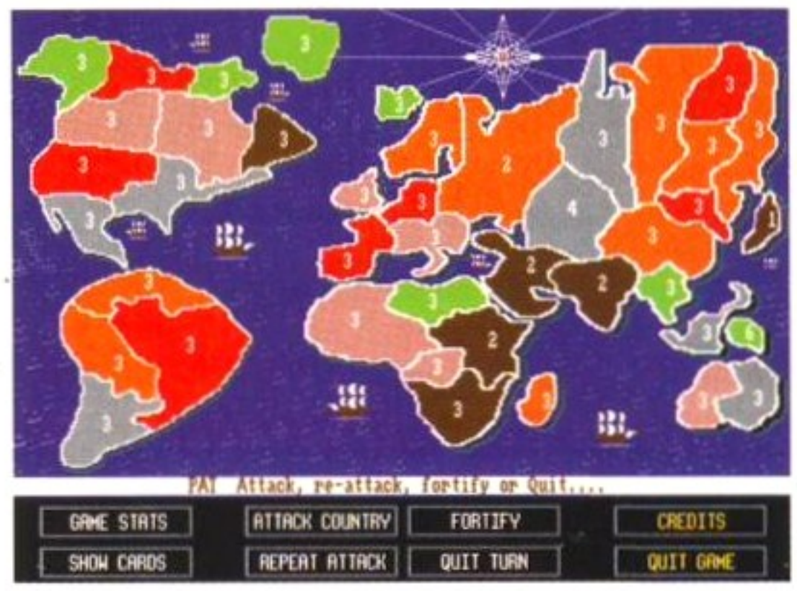
WATERLOO

PSS £24.99

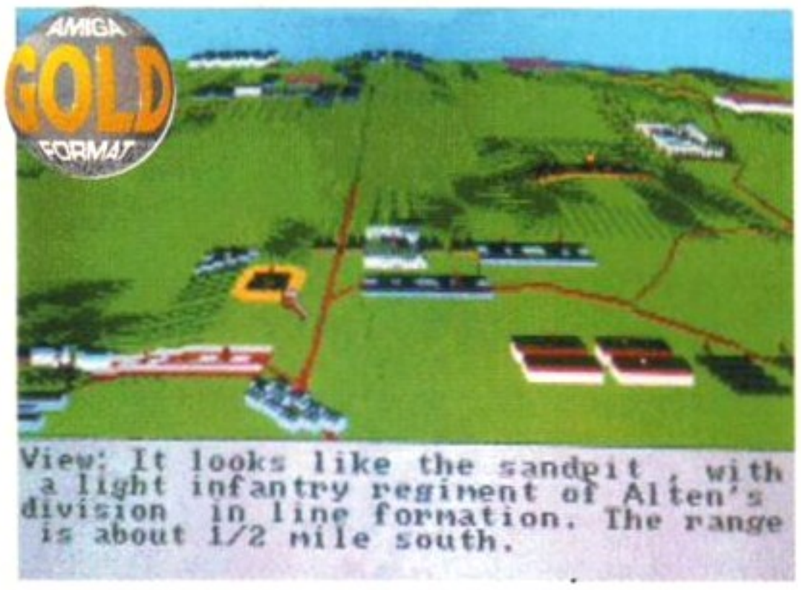
In the beginning there was *Borodino*, a precise re-enactment of Nappy's bust up with Prince Kustov of Russia. Then along came *Waterloo*, which gives you the chance to re-fight one of the Corsican's big flops in either one or two-player mode. *Waterloo*'s real strength, though, is that it puts you in the boots of either Bonaparte or Wellington.

There are no hexagonal maps here, just good views from your general, and the field commanders of local high points. Using this information alone you must command the battle with eight orders per turn – because you only have a limited number of runners to relay your orders to the men in the field. It's this type of factor that provides real challenge.

Waterloo's strength is the depth of strategy (your Amiga army understands both simple and complex commands) and its 3D representation of the battlefield. The graphics are a little slow but that's survivable and *Waterloo* has the class and depth to shrug off such problems. Give yourself a little time to learn how to play this one and your family won't see you for weeks.



***Risk* – the world's greatest board-game – comes to computing with three very dense opponents to vex and annoy you.**



Waterloo, Waterloo, how does it feel to have won the war? As Benny, Bjorn and the two birds were fond of saying.



Very different and very good *Armada* is one of the few 19th century sea sims – that is it's probably the only one.



It looks like an Asterix cartoon and plays like chess. *Celtic Legends* offers a fresh approach to mass slaughter.

ARMADA

PSS £24.99

Using much the same 3D polygon look as *Waterloo*, *Armada* is one of the few high-quality sea-based wargames around, and the only good one to feature this fascinating period. Basically you have the task of either invading England or stopping said event dead in its tracks.

The classy engine that drives these Peter Turcan wargames is here and in high gear, providing the power behind this intriguing title. Although it's not everybody's dream game, those who are prepared to give it time to reveal its strengths will no doubt be rewarded with some excellent seaborne battles.

CELTIC LEGENDS

UBI SOFT £30.99

That Demog eh? Doesn't know when to stop. First he gets hold of a tower, then what's next on his shopping list? The World! Guess who has to stop him with a neat blend of sword slinging and spell casting?

The Asterix-style graphics and the RPG trappings help to disguise this wargame's real 'hex' base. As a wizard (General) you have to defend your magic tower (HQ and stores) with magic (artillery/special weapons) and foot soldiers (foot soldiers). Moving around the large-scale map you try to gain a tactical edge and then strike during the *Battle Chess*-style combat sequences.

AMIGA GAMES A-to-Z

POLICE QUEST 2

Sierra (Activision) £34.95

Good simulation of the life of a policeman but ultimately tedious, with too much administration and too little crime-busting. Tedious after a while. ★★

POOLS OF DARKNESS

SSI/TSR £30.99

Based on Dungeons & Dragons, this features some attractive RPG gameplay but looks out of date compared to other similar games, including SSI's own *Eye Of The Beholder*.★★

POOLS OF RADIANCE

SSI/US Gold £30.64

Another RPG, indistinguishable to, say, *Champions Of Krynn*, and likely to put newcomers off for life. ★

POPEYE 2

Alternative Software £7.99

Platform game that's basically a '90s version of Donkey Kong. It's got sod all to do with Popeye, but it's a really nice little game to play, and that's all that matters really. ★★★★

POPULOUS

Electronic Arts £14.99

The original god-game, this has since been surpassed by the many clones it's inspired. Still enjoyable to play and well worth trying, especially at its budget price. ★★★★★

POPULOUS II

Electronic Arts £29.99

An improvement on the original, with more options, variety and better paced action. Not much different to its predecessor, this is more a continuation of the winning formula. Essential, especially if you missed out on *Populous*.★★★★★

POPULOUS: THE PROMISED LANDS

Star Performers £5.99

A data disk for the original, offering more scenarios. Get more out of the original with this. ★★★

POPULOUS WORLD EDITOR

Electronic Arts £10.99

If you want to customise the original Populous then this is for you, although there's only so much you can do with the elements of the game. ★★★

THE POWER

Demonware £24.99

This puzzle game's got tons of levels and a screen designer to help its lastability, although things all start to get a bit dull. Excellent music. ★★★★

POWER DRIFT

Hit Squad £7.99

Good attempt at converting an awesome coin-op, but while the tracks and characters of the original are included, the confusing graphics and gameplay demonstrate that the programmers bit off more than they could chew. ★★★★

POWERMONGER

Electronic Arts £29.99

A continuation of the *Populous* style, but with enough variety to make it different from the game it resembles. ★★★★★

POWERMONGER: WW 1 EDITION

Electronic Arts £14.99

Powermonger is given a new lease of life and made more relevant to real life with this data disk. The graphics have been changed, but the changes to gameplay are minor. ★★★★★

PP HAMMER AND HIS PNEUMATIC WEAPON

Demonware £25.53

Platform action in an old-fashioned style, although it can get frustrating and sometimes gets a bit too complicated. Could have been much better. ★★★★

PREHISTORIK

Titus £25.53

Instantaneous appeal with its cartoon graphics and humour although it's a bit rough in places. Good fun but not as good as the similar (and better) *Chuck Rock* and *Toki*. ★★★

PRINCE OF PERSIA

Domark £25.53

Well-known for its animation and simple gameplay, this is a large and enjoyable arcade adventure with a near-perfect balance of technical achievement and playability. ★★★★

PROJECTYLE

Electronic Arts £10.99

A futuristic sports game with depth and fast-paced action. It can get intense which could put some people off. ★★★★

LOTUS III

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A racing game from the « future »

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GREMLIN®

Magnetic Field Software Design

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Board games & puzzles

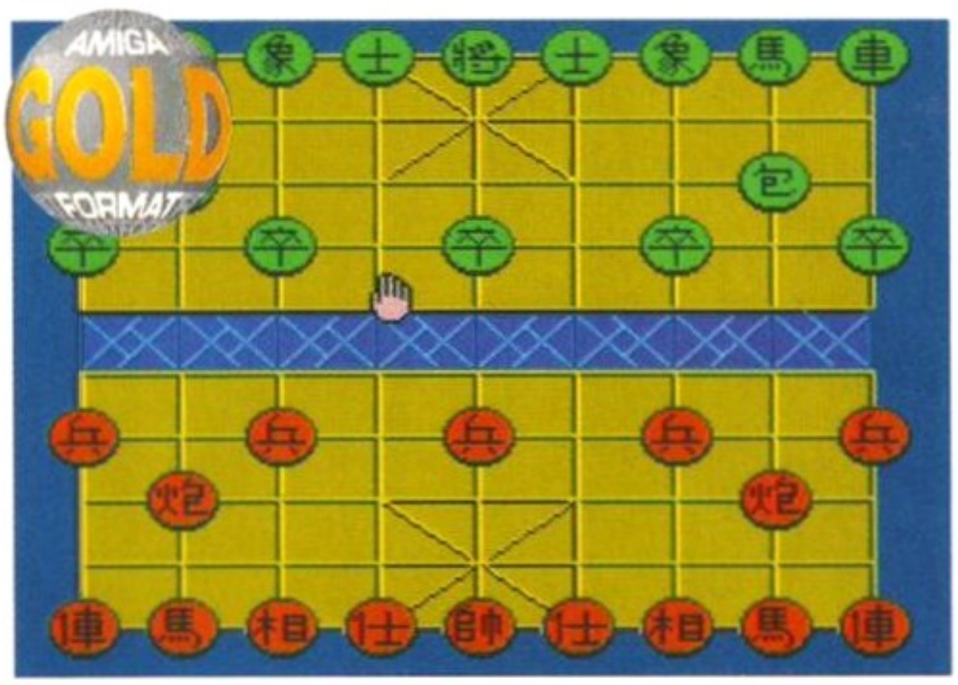
Here's the chance to play all those Christmas-day favourites, but without all those painful relatives telling you their versions of the rules...

WERE BOARD-GAMES bored games for you? The kind of torture inflicted by your parents on a wet Sunday afternoon? A nightmare where you had to spend three hours explaining the rules to Aunty Pat each time you played, and she would still try to build a hotel on the Billiard Room while playing *Triv*?

Board-games on computer initially appear a bit of an anachronism; surely it would be better to buy the board-game itself? It would be cheaper and you get one of those unfeasibly big boxes that won't fit in any cupboard in the house. Yet the charm of a good board-game on disk is that you get taken through each step, so reading (and understanding) the rules isn't necessary, animations add a little extra drama to the resolution phase of each turn and you don't need a table the size of Nebraska to lay the board on. The major advantage, however, is that you don't need a family the size of the Waltons to play them.

This solo style of play has grown a number of games that could only exist on computer. These are games which set out a few basic rules and apply them with increasing exactitude at increasing speeds. Like boardgames they stress tactical and analytical thought, but throw in pressure to pep things up a little.

None of these games seek to simulate an environment accurately, they simply present a rules system that you must understand and then exploit if you are to win (or do well in). Many of them have no obvious end, but it is simply the pleasure of doing well within the artificial construct that makes play fun.



It's chess, Jim but not as we know it. *Distant Armies* offers you the chance to try out Babylonian chess without the aid of a safety net!

DISTANT ARMIES

EXOCET **£24.99**

When it comes to board-games – or any kind of game for that matter – there is one undisputed champion, chess. Like it or not this one 'simple' game has fascinated more people on the face of our planet for the last millennium than the population of China's had Pot Rice™.

This worldwide approach is reflected in the brilliant *Distant Armies*. It unites the many different styles of chess that formed the 64 square, 32-piece struggle we know as the modern game. Circles, hexagons and other weird board shapes are there for you to try your hand at under accurate historical rules. With a help function to assist novices through moves (and who is an expert on Bablonyian Chess?) it makes for a mesmerising tour of chess history.

Best of all, *Distant Armies* plays a strong game. Even if you play on easy level, it will get you in a right royal fashion if you get silly or make mistakes. And that's in both historical or modern mode.

PICTIONARY

DOMARK **£24.99**

The board-game that's like charades, but with pencils and no crap acting from smashed relatives. You have to draw a picture which your partner can recognise. To facilitate this Domark has knocked together a good little paint package, a board graphic and put the questions into RAM. The solution is fun – mainly because no one can draw a recognisable computer picture in under two minutes – but misses two key points. Firstly, you definitely need another person around to play. Second, *Pictionary* was always best played after a visit to your local beer emporium – and if you think a pencil is tough to handle in that state, a mouse is infinitely worse!

MURDER

US GOLD **£24.99**

Not strictly a board-game, *Murder* is in many, many ways an elaboration of the classic (well Bill, Ted and the Grim Reaper like it) Cluedo. Set in a country house you have to track down the members of the household, ask them questions and find out who done the dirty deed.

With a neat notebook function that records the important clues you collect and some moody black-and-white isometric graphics, it brings *Cluedo* into the 1990s. It isn't the easiest game in the world and it certainly isn't the most dynamic, but for armchair detectives there are thousands of corpse-riddled country



It was not Professor Plum with Miss Scarlet in the bathroom, it was me! I did it, honest!

AMIGA GAMES A-to-Z

PROFLIGHT
Hi Soft **£39.95**
Technically accurate flight simulator with all areas covered but it's just too realistic. Whether this is a bad thing or not depends on what you want out of a flight sim. ★★★

PROJECT X
Team 17 **£25.99**
Near-perfect presentation doesn't make the game any easier – it's very tough. Still, once you're drawn in by the smart graphics and sound there's a fast-paced shoot-'em-up there, although novice blasters might be overawed by it all. ★★★★

PROSPECTOR
Pocket Power **£2.99**
...In The Mazes Of Xor, to give it its full title, is a really weird and highly original maze puzzle game that once saw full-price success. Not a bad buy at this price at all. ★★★

PROTECTOR
Pocket Power **£2.99**
Really astonishingly dismal *Defender* rip-off that dates from the very first days of the Amiga. And boy, does it show. ★

PRO TENNIS TOUR 2
UBI Soft **£24.99**
One of the most realistic sports sims on the Amiga, capturing the feel of the sport brilliantly. If you don't like tennis, though, then this probably isn't for you. ★★★★★

PURSUIT TO EARTH
Exocet **£19.95**
Similar to the classic coin-op *Gyruss* but not half as good. Poor presentation and dismal gameplay. ★

PUZZNIC
Hit Squad **£7.99**
Addictive puzzle game based on a simple concept, but which can get very difficult – to a frustrating degree – on later levels. Once you start playing, though, it's hard to stop.★★★★★

PSYBORG
Loriciel/Digital Integration **£24.99**
Weird arcade game, basically a sort of cross between Trailblazer and Tempest. Sadly, it's not as good as either of them, and it's drastically overpriced for what it is. ★★

QUADRALIEN
Pocket Power **£2.99**
Another bizarre maze puzzle game, a bit less primitive than *Prospector In The Mazes Of Xor*, but not as easy to get to grips with and not as much fun. ★★

QUATTRO FIGHTERS
CodeMasters **£7.99**
This is a compilation of four budget games, all at a budget price. It consists of: *MIG-29 Soviet Fighter*, an addictive *Afterburner* clone; *Kamikaze*, an average vertically-scrolling shoot-'em-up in the mould of *SWIV*; *SAS Combat Simulator*, a game made up of *Ikari Warriors* and *Kung Fu Master*-style parts; and *Guardian Angel*, an average beat-'em-up. ★★

QUEST FOR ADVENTURE
US Gold **£34.99**
Collection of three adventures: *Operation Stealth*, classic adventure game with a great plot; *Indiana Jones And The Last Crusade*, which used to be the best adventure game on the Amiga (until *Monkey Island* came along); and *Mean Streets*, the weak link – it's a combination of a few game styles without much substance as a result. ★★★★★

QUEST FOR GLORY II – TRIAL BY FIRE
Sierra **£34.99**
Several disks full of an unplayable, poorly programmed and badly designed RPG. One of the worst games of its type on the Amiga. ★

RACE DRIVIN'
Domark **£24.99**
Improved graphics and playability compared to its predecessor, but while it all is an improvement there's not much of a game there in the long term. But it is fun while it lasts. ★★★

RAILROAD TYCOON
MicroProse **£29.99**
Incredibly detailed with a lot of depth, this can take a while to get into and play. If the idea of running a railroad fascinates you and you've got time on your hands, give it a go.★★★★★

RAINBOW COLLECTION
Hit Squad **£19.99**
Brilliant collection of three classic games (each mentioned elsewhere): *Rainbow Islands*, *New Zealand Story* and *Bubble Bobble*. These games are unmissable. ★★★★★

houses to explore. As the saying goes: 'this man's been murdered and someone's responsible', and it's your job to find out whodunnit!

MONOPOLY

LEISURE GENIUS **£19.99**

The all-conquering board-game is exactly the same on computer as it is played from the box. It plays just as well, better in fact because it's harder for folk to cheat, and that's what counts. The structure still has its niggly problems – a financial war of attrition in the middle of the game – but if you want to find out what drove folk to build the Docklands complex, give it a shot.

STRATEGO

ACCOLADE **£25.99**

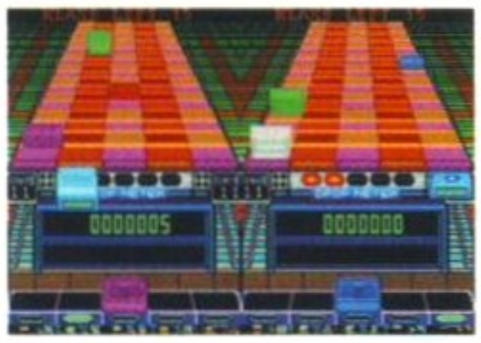
Stratego is something of a disappointment. It captures the feel of the game well, but it makes no advances – it suffers from being too faithful to the original!

You take on the role of a general who has in his command an army of specialists whose abilities only give them the power to kill certain members of the opposing force. At the start of the game the identities of the enemy's forces are hidden. Only combat or observing their movement patterns reveal a piece's power. The element of mystery adds suspense, but the computer hardly contributes to this already strong mix, except in the long wait for the Amiga to make its move!



Almost worth the wait, but not quite. *Stratego* plays like the real thing – only slower.

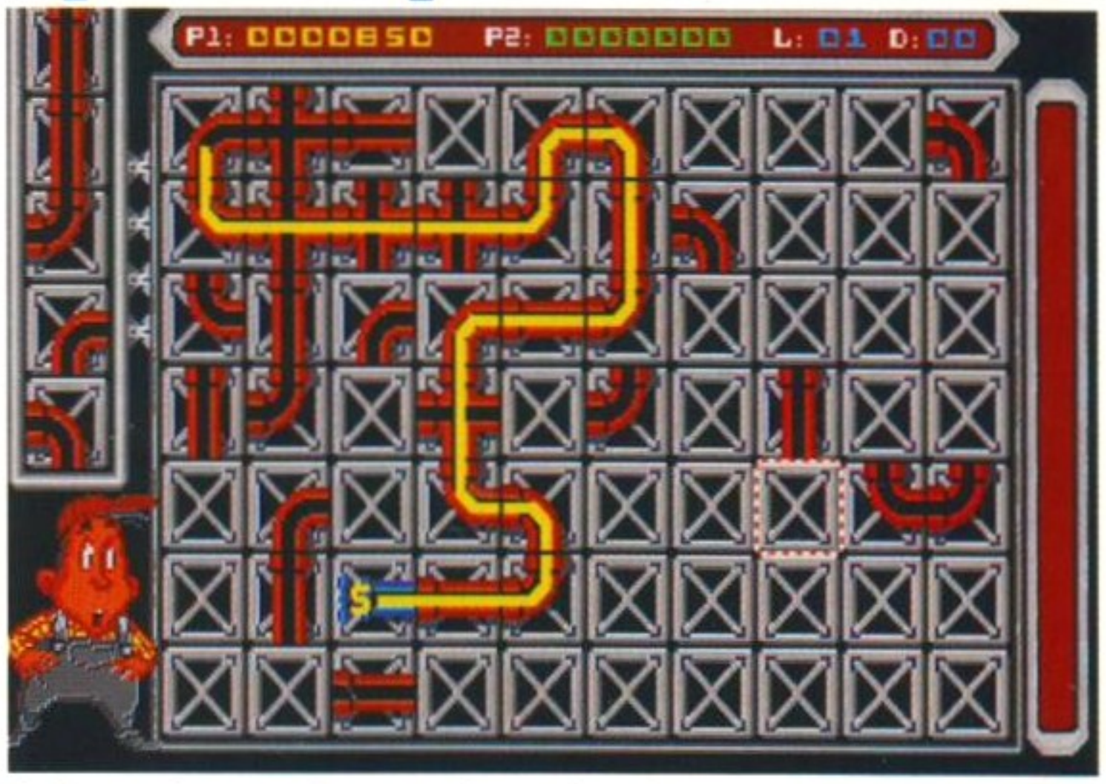
Computer-specific puzzles



But why is it called *Klax*? What does *Klax* actually mean? Help?



All tiles and no grout! Sort 'em out against the clock in *Puzznic*.



The best puzzles are simple concepts that are elegantly expressed. *Pipemania* hits the spot. It just challenges you to build a circuit – and show off – before time runs out!

KLAX

RESPRAY **£7.99**

This was the first ever simultaneous arcade and computer game launch and it plays like a dream. You sit at the end of a longish table, down which roll coloured tiles. At your end of the table is a bat on which up to five tiles can be collected. This paddle can also drop tiles into five troughs below, and it is there that the points are generated. By dropping tiles in certain into certain colour specific patterns points are earned. Your job is to juggle the tiles well enough to make these patterns.

Klax tests the ability to think under pressure. The right colour tile never rolls your way at the right time, you always end up with the wrong number of tiles on the paddle or with one stupid mistake blocking a massive score.

PUZZNIC

OCEAN **£24.99**

Tiles have a strange stranglehold over computer puzzlers. In Puzznic they crop up in sparkling form. This time the aim is to match their pattern. A task made all the more difficult by a time limit and the tiles' bus like insistence of cropping up in threes.

Using a single cursor you have to gather the tiles in an order that will leave the screen clear (the 'pairs' disappear from play when they touch) with no rogue pieces left on screen. At first, despite the cramped space, the tiles have to be moved in, Puzznic is easy but towards the end it gets beautifully tough. A sweet game but a small one, Puzznic expresses many of the best things about computer puzzles: totally pointless, but massively absorbing.

PIPEMANIA

EMPIRE/LUCASARTS **£25.99**

A basic 'juggle the pieces against the clock' formula shouldn't be this much fun, but it is! Pipemania sets you the task of building a pipe network with pieces that the game itself delivers. Each level calls for more sections of pipe to be laid, with the penalty for clearing up misplaced pieces being points.

Simplicity is actually Pipemania's strongest suit. The loud clock ticking slowly builds the tension before water is released into your swiftly built system to test the integrity of the maze you've constructed.

It will drag you back time after time, because you know that your own highscore can be beaten – eventually!

AMIGA GAMES A-to-Z

RAINBOW ISLANDS
Hit Squad **£7.99**
A brilliant game of arcade platform action and a near-perfect conversion of the coin-op, although it is a level short. Believed by some (including our sister magazine *Amiga Power*) to be the best game on the Amiga. ★★★★★

RALLY CROSS CHALLENGE
Anco **£19.95**
Another Super Sprint clone that is technically competent but, like most of the others, limited as far as long-term enjoyment goes. Good fun with more than one player. ★★★★

RAMBO 3
Hit Squad **£7.99**
Poor maze-based interpretation of the *Rambo* concept – poor as a game, and poor as an interpretation. ★★

RANX
UBI Soft **£25.53**
Very well presented but underneath the graphics and sound lies a limited beat-'em-up based on a comic strip. Superficial entertainment in the extreme. ★★

RBI 2 BASEBALL
Domark **£29.99**
Very good implementation of baseball on the Amiga, one of the best attempts yet. Limited if you don't like the sport – just like all sports games – but if you're excited by the idea of playing baseball on your computer then you'll like this. Gets to at least third base. ★★★★

REALMS
Virgin **£29.99**
Smooth-running and interesting god-sim game, with some brilliant battle sequences to liven up the relatively staid and steady strategy and management bits. Once you get used to them though there's a great game there. ★★★★★

RED BARON
Dynamix **£34.99**
Very slow and unplayable attempt at a WW1 flight sim. Good presentation and lots of options, but the way it's all implemented makes it one to avoid. Go to an air show instead. ★

RED HEAT
Hit Squad **£7.99**
Another poor interpretation of an (average) movie. The action in this game is beat-'em-up-based, with some jerky and poorly defined graphics matching the jerky and poor gameplay. Missable. ★

RED STORM RISING
MicroProse **£24.99**
Realistic submarine game based on the Tom Wolff book of the same name. An absorbing mix of sim and strategy – this is tense map-and-chart stuff. A good strategy game but an occasionally tedious one. ★★★★★

RENEGADE
Hit Squad **£7.99**
Poor attempt at converting a relatively simple coin-op. The sluggish graphics and simplistic gameplay harks back to the 8-bit days, and those versions of the game were far more playable. Very poor. ★

RENEGADE LEGION INTERCEPTOR
SSI/US Gold **£7.99**
Instantly intriguing with its vast array of military hardware but this attempt at an RPG just doesn't work, nor do the dire action sequences that pop up during the game. ★

RESOLUTION 101
GBH **£7.99**
Fast moving 3D graphics coupled with a large challenge in this case don't work together to provide a game with long-term enjoyment. It just gets too repetitive after a while. ★★★★

REVELATION
Krisalis **£19.99**
Based on safe cracking, which is an interesting idea for a game, this is just too complex to make it immediately accessible – something which is needed for a puzzle game. ★★★★

RICK DANGEROUS
Kixx/US Gold **£7.99**
Enjoyable if a bit frustrating, this arcade adventure has proved popular with its simple graphics and gameplay. It's been surpassed by its successor in many ways, but it's still good fun to play. ★★★★

RICK DANGEROUS 2
MicroStyle **Discontinued**
Some people like it, some people hate it, but this cute and

AMIGA GAMES A-to-Z

action-packed arcade adventure has proved popular, even more so than its predecessor. A bit samey in places and there's some luck involved, but it's still very good. ★★★★★

RISE OF THE DRAGON

Sierra _____ **£34.99**

Atmospheric combination of digitised graphics and comic book-style presentation work well to create an innovative and accessible adventure. It's different and it works. ★★★★

RISKY WOODS

Electronic Arts _____ **£25.99**

Slick presentation and good-looking graphics initially prove attractive but underneath this facade lies a rather average and frustrating arcade game. ★★

ROBOCOD

Millennium _____ **£24.99**

Console-like graphics and gameplay are found within this large and playable game. Lots of visual jokes and puns add to the enjoyment of the game. ★★★★★

ROBOCOP

Hit Squad _____ **£7.99**

Simplistic yet relatively playable game that's based on the movie. Made up of several parts , they gel together reasonably well, although this game's two sequels have both improved on the theme. ★★

ROBOCOP 2

Ocean _____ **£24.99**

Initially impressive with its good graphics and presentation which try hard to create a movie-like feel to the game, but it's let down by the gameplay which is predictable. ★★★

ROBOCOP 3

Ocean _____ **£25.99**

Good use of filled 3D with a mixture of driving and shoot-'em-up action. While the game's big though, it's not as big as some other 3D games, but it's still good fun. ★★★★★

ROBIN HOOD

Millennium _____ **£25.99**

Enjoyable game with a good sense of humour, while some of the graphics are a bit small in places this is a very good game all the same. ★★★★

ROBOZONE

Image Works _____ **£25.99**

A mishmash of different game styles which sounds interesting in theory but it's all been executed in a poor fashion. Very expensive for what it is. ★

ROCKET RANGER

Mirror Image _____ **£7.99**

Great graphics and movie-style presentation all look good, but underneath the presentation it's sometimes hard to find a game. And if you've got a single drive, prepare yourself for a lot of disk swapping. ★★★★

ROCKFORD

Wicked Software/The Software Business __ **£6.99**

An Amiga conversion of the arcade game which was an interpretation of the computer game *Boulder Dash*. Nicely done and quite a chuckle for a while. ★★★★

ROCKSTAR ATE MY HAMSTER

CodeMasters _____ **£4.99**

A humourous managerial game in which you have to take your chosen rock band to the top of the charts. Simple presentation and some dire tunes don't spoil this rather enjoyable outing. ★★★

RODLAND

Storm _____ **£25.99**

Brilliant conversion of the arcade game which actually improves on the original game in many ways. Cute and very well-presented, this is an addictive and enjoyable platform arcade game. ★★★★★

ROGUE TROOPER

Krisalis _____ **£25.99**

Reasonably enjoyable arcade adventure which has some interesting puzzles but just not enough in the way of gameplay. Also, having only one life can prove frustrating. ★★★★

ROLLING RONNY

Virgin _____ **£24.99**

Instantly attractive with its console-style graphics and simple gameplay, but in the end it's all a bit too simple for most Amiga owners and a bit old-fashioned. ★★★

RORKE'S DRIFT

Impressions £19.99

Computer implementation of a table-top-based wargame, but with very few options and annoying gameplay. Best to look elsewhere for this type of game. ★★

ROUND THE BEND

Impulze/Zeppelin _____ **£25.99**

I don't remember actually seeing this one on the Amiga, but, er, the C64 version was quite a good platform maze romp with comic interludes. So it's probably quite like that. ★★

ROTOX

Action Sixteen _____ **£9.99**

The use of the Rotoscope graphics techniques works well, but underneath the gloss is a rather simple and repetitive game that's spoiled even further by the slow disk accessing throughout the game. ★★★

R-TYPE

Hit Squad _____ **£7.99**

A good conversion of the coin-op, but even that is a game which has been surpassed in the horizontal scrolling shoot-'em-up game stakes by others, including its sequel. ★★★

R-TYPE II

Activision _____ **£25.99**

Very close to the arcade game, which itself was a classic shoot-'em-up. It's also very difficult, which could put the undetermined off, but this is one of the best blasters around on the Amiga. ★★★★

RUBICON

21st Century Entertainment _____ **£25.99**

Shallow gameplay and unoriginal gameplay are two characteristics of this rather poor horizontal shoot-'em-up. It's all been seen and done before, and better too. ★★★

RUGBY COACH

D & H Games _____ **£24.99**

Not overly different from the myriad of football coaching games already available, and has the same unexciting characteristics. ★★

RUGBY – THE WORLD CUP

Domark _____ **£24.99**

Fast and well produced sporting action, although not quite the *Kick Off* of the rugby games that Domark first claimed. Very playable, but a couple of gameplaying flaws that, once worked out, make it easy to complete. ★★★★

RUN THE GAUNTLET

Hit Squad _____ **£7.99**

Multi-parted sporting and physical challenge game based on the TV series of the same name. Effective graphics and simple gameplay help to make this an above average game.★★★

THE RUNNING MAN

Unique _____ **£7.99**

Very poor game of the Stephen King-inspired movie. Dire graphics and tedious gameplay make it like the movie. ★

SAMURAI – THE WAY OF THE WARRIOR

Impressions _____ **£29.99**

A wargame based in 16th century China, this takes a long time to set up. There's a lot of options, but you'll have to be patient to get much out of them. ★★★

SARAKON

Virgin _____ **£19.99**

Inspired by Shanghai, this addictive puzzle game hooks you to the extreme. It's not let down by its occasionally confusing graphics either. Very good. ★★★★

SATAN

Dinamic _____ **£19.99**

Old-fashioned and tedious arcade action of the like that was seen several years ago. Difficult to complete, whether you'd want to bother is another matter. ★★★

SCOOBY AND SCRAPPY DOO

Hi-Tec _____ **£7.99**

Very playable platform game featuring some bright graphics and some bouncy tunes. Original budget action at its best. 4

SEARCH FOR THE KING

Accolade _____ **£29.99**

Attractive and very likable adventure game with some great Elvis jokes. The poor parser lets the game down in places though, and it doesn't compare with LucasArts' *Monkey Island* games. ★★★

SECONDS OUT

Pocket Power _____ **£2.99**

Rough and ropey version of the old arcade game *Punch-Out*, but curiously entertaining for a while if you play it without engaging your brain, and while thinking about how little it cost. ★★

THE SECRET OF MONKEY ISLAND

LucasArts/US Gold _____ **£25.99**

One of the best adventures ever – interactive, extremely playable, logical puzzles and some great humour. Comes on five disks which means some disk swapping and you'll need 1Mb to run it. ★★★★★

THE SECRET OF MONKEY ISLAND 2 – LECHUCK'S REVENGE

LucasArts/US Gold _____ **£37.99**

Perhaps the best adventure game ever made, this manages to improve on its brilliant predecessor with a wider gameplay area and greater depth, while retaining the original's sense of humour. Brilliant. ★★★★★

SECRET OF THE SILVER BLADES

SSI/US Gold _____ **£30.99**

More RPG by numbers, but this one's shabbier, more forbidding to get in to and generally more unfriendly than most. Deeply unpleasant and eminently avoidable. ★

SENSIBLE SOCCER

Renegade _____ **£25.99**

Highly playable football game with small yet detailed graphics and some simplistic but brilliant gameplay. Takes over from *Kick Off 2* as the best Amiga football game. ★★★★★

7 COLOURS

Infogrames _____ **£19.99**

Variation of Othello but with poor presentation that won't have you playing this for more than a couple of hours. ★★

SHADOW DANCER

US Gold _____ **£25.99**

Almost spot-on conversion of a not-bad arcade beat-'em-up, distinguished by having a ninja dog in it. Wait for the inevitable budget release which must be pretty close now, though. ★★★

SHADOWLANDS

Domark _____ **£29.99**

Isometric RPG similar to the *Ultimate* games of the 8-bit days but more involving. Some clever design and interesting use of a new graphics system, which keeps track of what you can or can't see, although there's not much else technically impressive with it. Not aesthetically appealing but very absorbing. ★★★★★

SHADOW OF THE BEAST 2

Psygnosis _____ **£25.99**

Impressive graphics and sound but that's about it. Simplistic and tedious gameplay effectively make this a very expensive demo. ★★★

SHADOW SORCERER

US Gold _____ **£27.99**

A different approach from SSI and not as well designed as some of their previous games. Not as playable as something like *HeroQuest* but nor is it as involved as *Eye Of The Beholder* either. A mid-range RPG. ★★★

SHADOW WARRIORS

Hit Squad _____ **£7.99**

Graphically close to the arcade game but jerky graphics and unrewarding gameplay means that it's not as enjoyable; not that it was all that enjoyable in the first place. ★★

SHANGHAI

Activision _____ **£19.99**

Based on the Chinese tile game and while it's graphically simplistic, the game is just so easy to get into and play. And once you start playing you won't be able to stop. ★★★★★

SHARKEY'S MOLL

Zeppelin _____ **£7.99**

Poor-quality *Operation Wolf* clone with dodgy graphics and uninspiring gameplay. The real thing is available at the same price, so get that (or *Operation Thunderbolt*) instead. ★★

SHINOBI

Tronix _____ **£9.99**

Average conversion of the beat-'em-up-based coin-op which is playable but not to a tremendously exciting degree. Average all round, really. ★★

SHOCKWAVE

Digital Magic _____ **£24.99**

Impressive fast-moving graphics along the lines of the trench scene in Star Wars, but the strategic sections spoil the game. If less attention had been paid to the tactical sections then this would have been much better. ★★★★

SILENT SERVICE 2

MicroProse _____ **£34.99**

Accurate submarine simulation which can be very absorbing, but only if you're into military strategy games. If you are then you'll go all 20,000 leagues with this one. ★★★★★

SILKWORM

Tronix _____ **£9.99**

Brilliant conversion of the coin-op shoot-'em-up, with great graphics and some classic one and two-player gameplay. Absolutely essential. ★★★★★

SIM ANT

Maxis/Ocean _____ **£34.99**

A novel, enjoyable and somewhat educational game in which you have to build and maintain an ant colony. It all plays rather slowly; slow enough to almost ruin the game. Novel but limited. ★★★★

THE SIMPSONS

Ocean _____ **£25.99**

Good use of the Simpsons' licence in this scrolling platform game which is very similar to those found on the consoles. A bit tricky for some of the Simpsons' younger fans. ★★★★

SIMULCRA

MicroStyle _____ **£24.99**

Fast-paced 3D blast with not a great deal of use of the grey matter. If you're into relatively mindless shoot-'em-ups then this is worth a look. ★★★★

SIR FRED

Action 16 _____ **£7.99**

Not the same as the classic 8-bit game of yesteryear, this is still quite a reasonable arcade runaround. Quite pretty, quite playable, just generally 'quite'. ★★★

SIRIUS 7

CRL _____ **£24.99**

Simplistic all the way: technically, in design and in game-

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play. Too simplistic, in fact, to make much of a game at all. Utterly boring. ★

SKI OR DIE
Star Performers _____ **£10.99**
Good if you've got a few (inebriated) friends round, but this mishmash of various sub-games don't add up to a very good game. ★★

SKIDZ
Kixx/US Gold _____ **£7.99**
Interesting mix of BMX and skateboard-based action, most of which is quite similar. Attractive graphics help to brighten a relatively basic game. ★★★

SKULL AND CROSSBONES
Domark _____ **£24.99**
Another good conversion of a poor coin-op resulting in – you guessed it – another waste of disk space for a game. Very slow and full of bugs, don't even bother looking for it. Nil

SLIDERS
Palace _____ **£25.99**
A futuristic sporting game that makes use of 3D isometric graphics. In theory this sounds interesting but in reality it's not much of a game at all. ★★

SMASH TV
Ocean _____ **£25.99**
Very good conversion of the classic arcade game, and even though it's cut down in a few places it's still a very good game. ★★★★

SOCCERMANIA
Addictive _____ **£19.99**
Compilation including some popular classics, but nothing you probably won't already have or can't get at budget price without buying some dross along with it. ★★★

SOCCER MATCH
Energise _____ **£7.99**
Really terrible football game. Almost any of the budget competition is a better buy than this, so don't even think about it. Get *Kick Off* with the Data Disk (£6.99) instead. ★

SOCCER STARS
Empire _____ **£25.99**
A mixed bag of four football games: *Kick Off 2* and *MicroProse Soccer* are both good, while *Gazza 2* and *Emlyn Hughes International Soccer* aren't. ★★★

SORCERER
Infocom _____ **£9.99**
Another classic fantasy text adventure from Infocom. Limited compared to the latest adventure games, and it doesn't look great, but still fun to play. ★★★

SPACE 1889
Empire _____ **£30.99**
Imaginative game along the lines of MegaTraveller, but perhaps a bit too complicated for many people. One of those games where if you like this type of game, then you'll like this. ★★★★

SPACE ACE II – BORF'S REVENGE
Empire _____ **£34.99**
Looks great with smooth-and-fluid cartoon-style graphics, but the gameplay's so simplistic and limited that after you've completed it you'll never look at it again. Yet another expensive demo. ★

SPACE CRUSADE
Gremlin _____ **£25.99**
Space-based version of *HeroQuest* with more strategy elements added. Very involved and cleverly done, and a good implementation of the board-game on computer. ★★★★★

SPACE GUN
Ocean _____ **£25.99**
Operation Wolf meets *Aliens*. This is an old-fashioned and tedious coin-op conversion that soon gets very repetitive. It's all done rather well, but it makes you wonder why they bothered. ★★★

SPACE HARRIER 2
Grandslam _____ **£7.99**
Average conversion of the technically demanding coin-op. The shoot-'em-up action is relatively basic, noticeably lacking the hydraulics of the original as far as excitement is concerned. ★★

SPACE QUEST I
Sierra _____ **£25.99**
Updated version of the original game with an all-mouse control system and some improved, but still poor, graphics. Humourous and involved gameplay is let down by some long loading sequences which cripple the game. ★★

SPACE QUEST IV
Sierra _____ **£34.99**
Very primitive adventure game with poor graphics and gameplay so tedious you'll fall asleep not only while the game's loading (which takes long enough) but when you're playing it as well. Very tired. ★★

SPACE ROGUE
Origin/Mindscape _____ **£29.99**
Very similar to *Elite* but more complicated and not as enjoyable to play. If you're after a space-based trading game try waiting for *Elite 2* which will be here... eventually. ★★

SPACE STATION
Pocket Power _____ **£2.99**
C64 platform games left this level of execution behind in about 1984, but the game itself isn't completely dreadful. It's just almost completely dreadful. ★

SPECIAL FORCES
MicroProse _____ **£34.99**
MicroProse have another go at an action game in this *Airborne Ranger*-style game with a number of scenarios and options, but which is a bit too complex to play and too expensive for an action game, even with strategy bits. ★★

SPEEDBALL II
Image Works _____ **£24.99**
So far this fast-paced violent futuristic sports game is the Bitmap Brothers' best product. Very hectic at times but the whole thing just oozes playability. Still brilliant. ★★★★★

SPELLBOUND
Sizzlers _____ **£9.99**
With action and sound almost non-existent, this arcade adventure may look relatively attractive with its colourful backgrounds but it's very boring to play. ★★

SPIRIT OF EXCALIBUR
Virgin _____ **£24.99**
A number of parts make up a somewhat insubstantial whole as everything runs very slowly. Don't be deceived by the pretty graphics – there's not much of a game there. ★★

SPOT
Leisure Genius _____ **£25.99**
Well-designed game that borrows a lot from Othello (the board-game) and improves on it. Very playable if not perfectly presented, and even supports up to four players. ★★★

THE SPY WHO LOVED ME
Domark _____ **£24.99**
It looks nice and plays with a rather high difficulty level, because there are only six levels – which can be completed with a bit of practice – but there isn't a long-term challenge here. Enjoyable but not essential. ★★★

SPINDIZZY WORLDS
Activision _____ **£24.99**
One of the most successful transitions from the 8-bits to the Amiga, brought up to date with a lot of new features. With its clever game design it hasn't dated. A classic. ★★★★★

SPORTING TRIANGLES
CDS _____ **£7.99**
A pretty hideous quiz game based around the even more hideous TV show of a few years back. At least here there's no danger of hearing Emlyn Hughes' voice. ★

SPORTS BEST
Loriciel _____ **£24.99**
Panza Kick Boxing (rubbish), *Tennis Cup 1* (pretty reasonable) and *Turbo Cup* (nice-looking but crap Porsche racing game). Poor value for money, really. ★★

SPY VS SPY
Wicked Software _____ **£7.99**
Based on the popular characters from *Mad* magazine, you have to beat your rival at getting out of an embassy. Cartoon graphics and some wacky sound effects along with some vicious gameplay makes the game very entertaining. ★★★

SPY VS SPY 2
Wicked Software/The Software Business ___ **£6.99**
Nowhere near as good as the first *Spy Vs Spy* game. This is an over-complicated and atmosphere-free attempt at a sequel that misses all the original's fun. ★

SPY VS SPY 3
Wicked Software/The Software Business ___ **£6.99**
A bit of a return to form after the terrible second game, but still nowhere near as classically addictive and entertaining as the original effort. Average. ★★

STACK UP
Zeppelin _____ **£7.99**
A slight twist on the excellent Sega puzzle game *Columns*, this is quite a classy and absorbing little game in its own right. Gets repetitive quickly, but good all the same. ★★★

STARBLAZE
Pocket Power _____ **£2.99**
Very, very basic cockpit-view shoot-'em-up that makes the 1979 8K Atari game *Star Raiders* (the nearest comparison) look positively deep and complex. ★

STARGLIDER II
Mirror Image _____ **£7.99**
A large sprawling 3D world with a lot of blasting and some exploration involved. Can get repetitive and is relatively straightforward to complete, but still a very good game and highly recommended. ★★★★★

STAR GOOSE
Pocket Power _____ **£2.99**
Odd vertically-scrolling shoot-'em-up that's quite a lot like *H.A.T.E.* turned through 45 degrees. Very simple, but fast and zappy and generally quite likable. ★★★

STARBLADE
Palace _____ **£24.99**
Not technically brilliant but the original concept helps to lift this unusual arcade adventure, although not to brilliant heights. Average. ★★★

STAR RAY
Logotron _____ **£4.99**
Colourful *Defender* clone which has the pace of the arcade game. Sometimes the coloured backgrounds obscure the on-screen action, but it's still playable. ★★★

STARUSH
UBI Soft _____ **£25.99**
Another horizontal scrolling shoot-'em-up with predictable gameplay. You can choose which level you want to start on so at least you can see most of the game – if you want to play it. Average. ★★

ST. DRAGON
Storm _____ **£24.99**
Brilliant graphics and a carefully calculated difficulty level make this one of the best horizontal scrolling shoot-'em-ups available. It's a tad difficult for most people, but if you like blasters this is well worth it. ★★★★

STEEL
Pocket Power _____ **£2.99**
Yet another game that only appeared on a magazine coverdisk because it was too crap to sell any copies by itself. Avoid it. ★

STEEL EMPIRE
Millennium _____ **£29.99**
Futuristic wargame which doesn't have exciting graphics or sound, but there's enough depth to make it interesting. It's all a bit too simplistic though, to make it worthwhile. ★★★

STEG THE SLUG
CodeMasters _____ **£7.99**
Rather novel and enjoyable platform puzzle game which doesn't feature Dizzy for a change. It's a bit reminiscent of the *Dizzy* games in places but some interesting add-ons make the game fun in its own right. 4

STELLAR 7
Dynamix/Sierra _____ **£24.99**
Yet another updated game from the 8-bit days, harking back to the *Battlezone* coin-op. It's an enjoyable and nostalgic blast, though it comes at a cost. ★★★

STEVE MCQUEEN WESTPHASER
Loriciel _____ **£25.99**
Shooting gallery-style gameplay isn't helped by the average graphics. It all adds up to a boring and rather out-of-date game that's not worth considering. ★

STEVE DAVIS WORLD SNOOKER
CDS _____ **£7.99**
'Sport' sim dating from the very earliest dawn of computer game time, but no less playable for all that. It's been around for years, and probably will be for years to come. ★★

STORM ACROSS EUROPE
SSI/US Gold _____ **£24.99**
Another SSI game that's good if you like this sort of thing but for everyone else they're likely to be put off by the slow gameplay and primitive graphics. It tries hard but it doesn't really work. ★★

STORM MASTER
Silmarils _____ **£25.99**
Great mix of attractive and atmospheric graphics with some absorbing strategy-based gameplay; another god-sim-style game in fact. It's an enjoyable mix and fun to play. ★★★★

STRATEGO
Accolade _____ **£25.99**
Based on the board-game, this sticks to the rules and style of gameplay of the original rather well, although only one player can play it. It's still best as a board-game. ★★★

STREET HOCKEY
Gonzo Games/The Software Business ____ **£25.99**
Awful 3D sports sim that completely fails to capture either the rough and tumble of street hockey, or the fast-moving skill of the actual game itself. Almost unplayable. ★

STRIDER 2
US Gold _____ **£24.99**
Attractive graphics and a huge challenge don't mark a significant advancement on the first *Strider*, especially if it's all as poorly presented as this. Playable but not an essential piece of software. ★★★

STRIKER
Rage Software _____ **£25.99**
Interesting variation of the football theme with the use of a realistic end-to-end isometric perspective view of the action instead of an overhead view. There aren't a lot of options, but once you get to the new perspective it's a scorcher. ★★★★★

STRIKER MANAGER
D&H Games _____ **£24.99**
Another football manager game that dates, in all respects, back to the early '80s. Heaps of numbers and no gameplay make this boring even for Casio calculators. ★★

AMIGA GAMES A-to-Z

STRIP POKER DELUXE
CDS _____ **£9.99**
Another piece of software exploitation with a bad game of poker and ugly graphics make this an utter waste of time. ☆

STRIKE FLEET
Electronic Arts _____ **£29.99**
Lots of missions and military hardware will attract those interested in strategy sims but if they look at this one they'll hardly find anything, at least in terms of a game. *Strike Fleet* strikes out. ★★

STUN RUNNER
Tengen/Domark _____ **£24.99**
One of those games which was brilliant in the arcades but only because it had the hardware to give the game justice. This ambitious attempt doesn't even come halfway and should be avoided. Dire. ★

STUNT CAR RACER
Kixx/US Gold _____ **£7.99**
Classic 3D car racing action. The feel, the sound and the gameplay all help to make this a brilliant classic. Possibility for one-on-one action with the help of a cable between two Amigas. Unmissable. ★★★★★

SUPAPLEX
Dream Factory _____ **£25.99**
An attempt to bring *Boulder Dash* up to date but it fails because of some poor design – the cleverness of the original has been lost. Look for a better PD version instead. ★★

SUPERCARS
GBH _____ **£7.99**
Overhead racing action a là *Super Sprint*, with the possibility of adding bits and pieces to your car to increase performance. Simple but enjoyable to play. ★★★★

SUPERCARS 2
Gremlin _____ **£24.99**
Follows on from the original *Supercars* but doesn't advance on it significantly. There's a lot of tracks to race on and a lot of playability, although it might pay to look at the (budget-priced) original first. ★★★★★

SUPER GRIDRUNNER
Action Sixteen _____ **£7.99**
Frantic shoot-'em-up action based on the Jeff Minter game but not programmed by the hairy one. Still enjoyable to play but doesn't quite have the polish of some of Minter's shareware releases. ★★★

SUPER HANG ON
Hit Squad _____ **£7.99**
Classic motorbike racing action with fast-paced and smooth-moving graphics. Even though it's a couple of years old now, very few racing games can compare with it. ★★★★

SUPERHEROES
Domark _____ **£29.99**
This is a compilation of four games all featuring heroes: *The Spy Who Loved Me*, a decent collection of sub-games featuring *James Bond*; *Indiana Jones And The Last Crusade*, the dire Indy-based action game; *Last Ninja 2*, the unfortunate arcade adventure; and *Strider 2*, a shoot-'em-up. ★★

SUPER MONACO GP
US Gold _____ **£24.99**
Attempted conversion of the arcade game which doesn't come off in terms of authenticity but works in terms of a playable game. A very good racing game. ★★★★

SUPER OFF-ROAD RACER
Virgin _____ **£19.99**
Very close to the original arcade game, this is slightly more difficult than it could have been, mainly because of its sensitive controls. This is the best *Super Sprint*-style game on the Amiga, but could have been better. ★★★★★

SUPER SCRAMBLE SIMULATOR
Kixx/US Gold _____ **£7.99**
Cross country motorcycle racing game a lot like Kickstart in the old 8-bit days. Simple gameplay makes the game accessible and reasonably playable, but it soon gets tedious. ★★

SUPER SEGA
US Gold _____ **£29.99**
A mixed collection of five games converted from Sega coin-ops (some are mentioned elsewhere). Includes: *E-Swat*, bad conversion of a bad coin-op; *Golden Axe*; *Super Monaco GP*; *Shinobi*; and *Crackdown*, very good conversion of a *Gauntlet*-style game. ★★★★

SUPER SIM PACK
US Gold _____ **£29.99**
Compilation of four simulation games: *International 3D Tennis*, a 3D tennis game, *Italy 90: Winners Edition*, an above average football game, *Crazy Cars II*, a dire racing game, and *Airborne Ranger*, a complicated *Commando* clone. A very average selection. ★★★

SUPERSKI
Pocket Power _____ **£2.99**
Formerly *Eddie Edwards Super Ski*, the name should tell you all you need to know. Actually, to be fair, it's a fast and addictive reaction-tester, but there's almost nothing to it. ★★

SUPER SKI 2
Microids _____ **£25.99**
This consists of six winter events with fairly simplistic graphics and sound but still good fun, especially with up to four players. ★★★

SUPER SKWEEK
Loriciel _____ **£24.99**
A version of *Pacman* brought up to date with some strange graphics and frantic gameplay. Not brilliant, but if you like the now-ancient game then this could be an option. ★★★

SUPER SPACE INVADERS
Domark _____ **£25.99**
A close conversion... but of the original *Space Invaders*, at least in terms of speed. Doesn't really capture the feel of the coin-op *Super Space Invaders*, which the Amiga could have handled without too much difficulty. ★★★★

SUPER WONDER BOY
Activision _____ **£19.99**
One of the first cute console-like games to hit the Amiga, although nowadays it looks too slow and there's not all that much happening. Fun, but you sure won't jump up and down with excitement. ★★

SUPREMACY
Virgin _____ **£29.99**
Large, involving game in which you have to build galactic empires. Most of the action is number-based, though, which hardly makes the game all that exciting, even with its very good graphics. ★★★★

SWAP
Palace _____ **£25.99**
Competently programmed original puzzle game which isn't brilliant but it isn't totally boring either. It doesn't hold the attention for long because there's not really enough to keep you playing. ★★

SWITCHBLADE
Kixx/US Gold _____ **£7.99**
Simplistic arcade action in a similar graphical style to the two *Rick Dangerous* games. While not overly exciting, it's still playable. ★★★

SWITCHBLADE II
Gremlin _____ **£25.99**
Attractive console-style graphics combine well with the proven arcade/platform gameplay style. Very professionally put together, there's not too much to do in the game. Recently surpassed by the likes of *Harlequin*. ★★★★

SWIV
Storm _____ **£9.99**
Technically impressive with great graphics and sounds and a very good two-player option make this one of the best shoot-'em-ups on the Amiga, and definitely the best vertically scrolling one. ★★★★★

SWORDS AND GALLEONS
Idea _____ **£25.99**
Trading-style gameplay which fails to evoke any real sense of urgency and which, in the end, is easy to complete (even without the save-game option which was omitted). A rather mediocre offering. ★★

TANGRAM
Thalion _____ **£25.53**
Competent interpretation of the Oriental puzzle game, but that still doesn't lend itself to computerised interpretation. A cheaper and more worthwhile option would be to get the wooden original. ★

TEAM SUZUKI
Gremlin _____ **£24.99**
Very fast-moving 3D graphics make this look impressive on a technical level but as far as playability goes the highly sensitive controls means it takes time to get into. Not as good a racing game as *Formula One Grand Prix* or *Indy 500*. ★★★★

TEAM YANKEE
Empire _____ **£29.99**
Attempt at creating a combination arcade and strategy-based tank sim. Action element makes it more accessible, but there isn't enough action, nor is there enough depth in the strategy department. ★★★★★

TEENAGE MUTANT HERO TURTLES
Mirrorsoft _____ **£24.99**
Another case of a poor game selling in huge quantities. No real positive points in any area – graphics, sound and gameplay are all slower than a real turtle and look just as good. ★

TENNIS CUP
Action 16 _____ **£7.99**
Use of a split screen is innovative, but the slow response time makes the game feel less smooth to play. Still very good, but take a look at *Pro Tennis Tour 2* first. ★★★

TENNIS CUP 2
Loriciel/Digital Integration _____ **£25.99**
Not very different from the first *Tennis Cup* game, and still suffers from a horrible control system, but pretty good as tennis games go all the same. ★★★

TERMINATOR 2
Ocean _____ **£25.99**
Mixture of different sub-games, but none of them are of any real quality and some of them are quite bad. Don't bother getting unless you're a real Schwarzenegger fan, and even then, be very wary. ★★★

TEST DRIVE 2 – THE COLLECTION
Accolade _____ **£29.99**
Compilation of the motor racing game *Test Drive 2*, together with four supplementary data disks containing extra cars and courses. The only problem is, the game is very sluggish to play. ★★★

THAI BOXING
Pocket Power _____ **£2.99**
Really mind-bogglingly dreadful beat-'em-up from about a million years ago that plays like wading through chest-high treacle in diver's boots. ★

THEIR FINEST HOUR
LucasArts/US Gold _____ **£29.99**
Many different options and a good WWII feel make this an enjoyable flight sim, let down a bit by some poor graphics and some sluggish gameplay. ★★★★★

THEIR FINEST MISSIONS
LucasArts/US Gold _____ **£15.99**
Mission disk for *Their Finest Hour* which gives you some more life out of the original. But you can only use it if you've got the original. ★★★★★

THEME PARK MYSTERY
Image Works _____ **£24.99**
Another mix of an adventure game tinged with some arcade sequences which doesn't quite come off. Good presentation is let down by some poor arcade elements which spoil the whole game. ★★★★

THUNDER BURNER
Loriciel _____ **£19.99**
Afterburner revisited but with dire consequences – the gameplay is very limited and offers no challenge. ★

THUNDERJAWS
Domark _____ **£25.99**
Conversion of an average coin-op which turns into a less-than-average game. Poor graphics and sound, along with some serious bugs, don't help matters at all. ★

THUNDERSTRIKE
GBH _____ **£7.99**
A game that's like a 3D version of *Defender* which doesn't work on the Amiga when it has done on the PC. Could have been much better. ★★★

TIE BREAK
Ocean _____ **£24.99**
Difficult version of tennis with complex controls. The tennis court scrolls to each different part and makes playing the game awkward. There are better tennis games around. ★★

TILT
Genias _____ **£25.99**
Good try at a puzzle game which is based on an interesting idea but it doesn't work when executed – there's just not enough of a game there. ★★

THE TIME MACHINE
Activision _____ **£24.99**
Attractive arcade adventure which can be repetitive, to the extent of making the whole thing frustrating. Good, but not essential. ★★★★

TIME SOLDIER
Electrocoin _____ **£24.99**
A poor conversion of the coin-op which looks average and plays even worse. Looks as though it was put together very quickly late at night. ★★

TINTIN
Action 16 _____ **£7.99**
Not uninteresting multi-part platform/arcade game with a few atmospheric nice touches, although it's not quite as smooth to play as it might be. OK. ★★

TIP OFF
Anco _____ **£24.99**
Unplayable and restricted simulation of basketball with arcade elements and a coaching option. Not the *Kick Off* of basketball games. ★

TITANIC BLINKY
Zeppelin _____ **£7.99**
The follow-up to *Blinky's Scary School* boasts some very cute graphics, and a seriously tough arcade adventure challenge in the style of the *Dizzy* games, but more obscure. ★★★

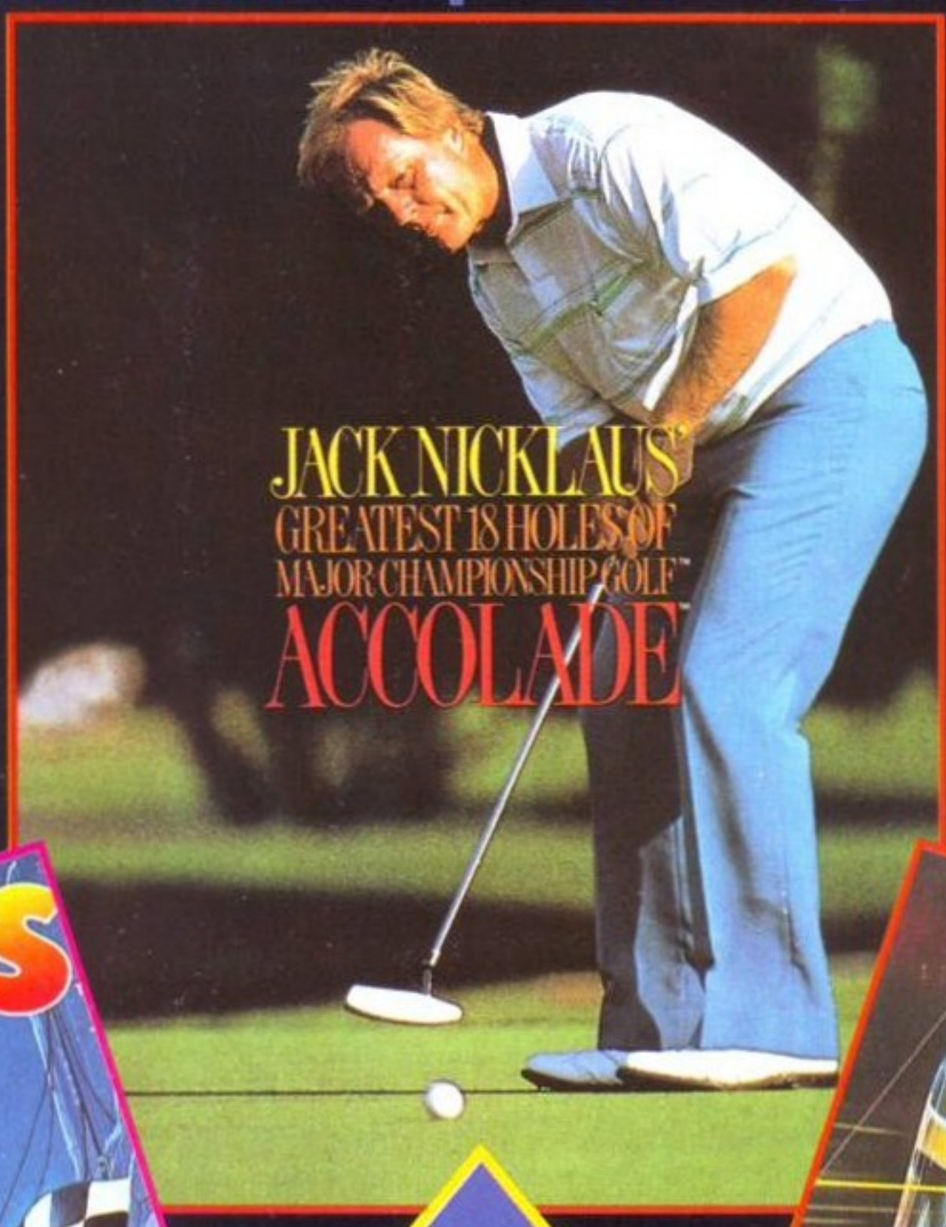
TITUS THE FOX
Titus _____ **£25.99**
Great graphics and design help to make this one of the best arcade platform games on the Amiga. ★★★★★

TOKI
Ocean _____ **£25.39**
Brilliant conversion of the arcade game but with not enough to do in the long term. What's there is great, but the game is too small overall. ★★★★★

AIM ONLY FOR THE TOP

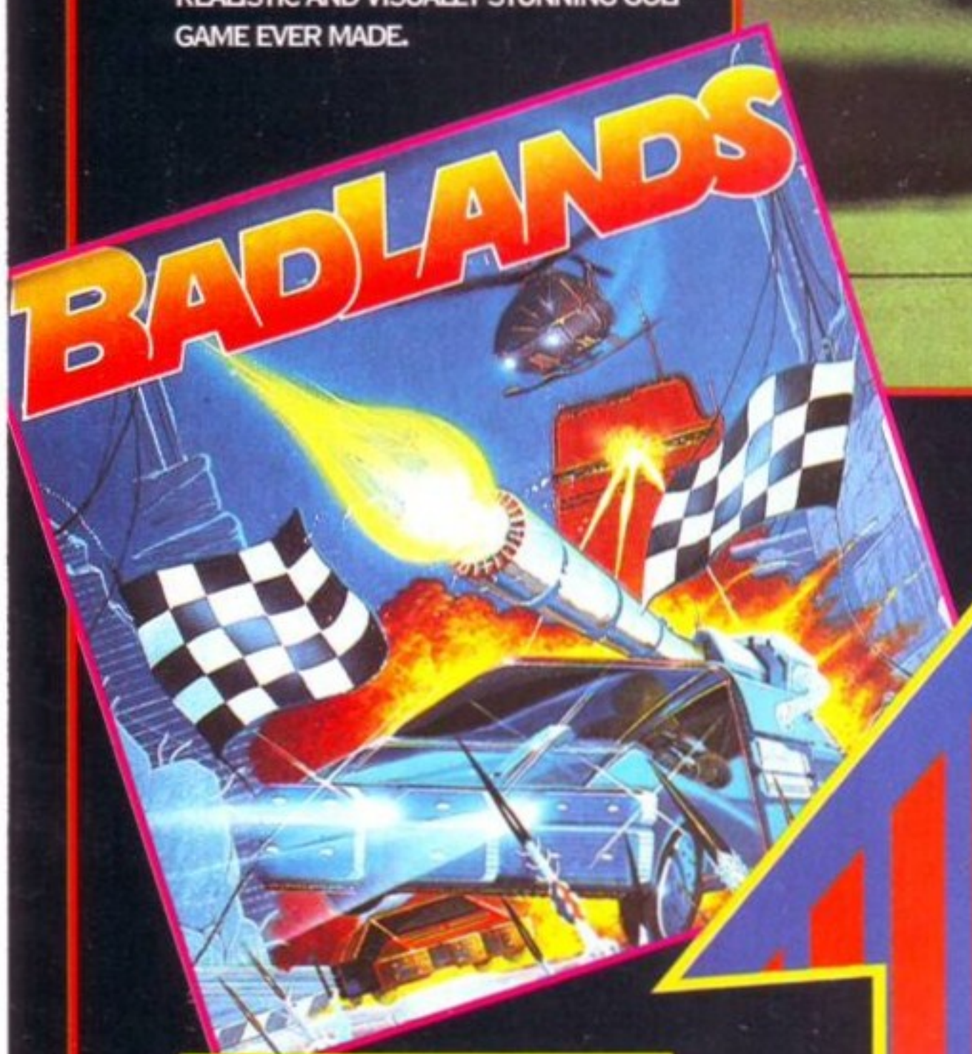


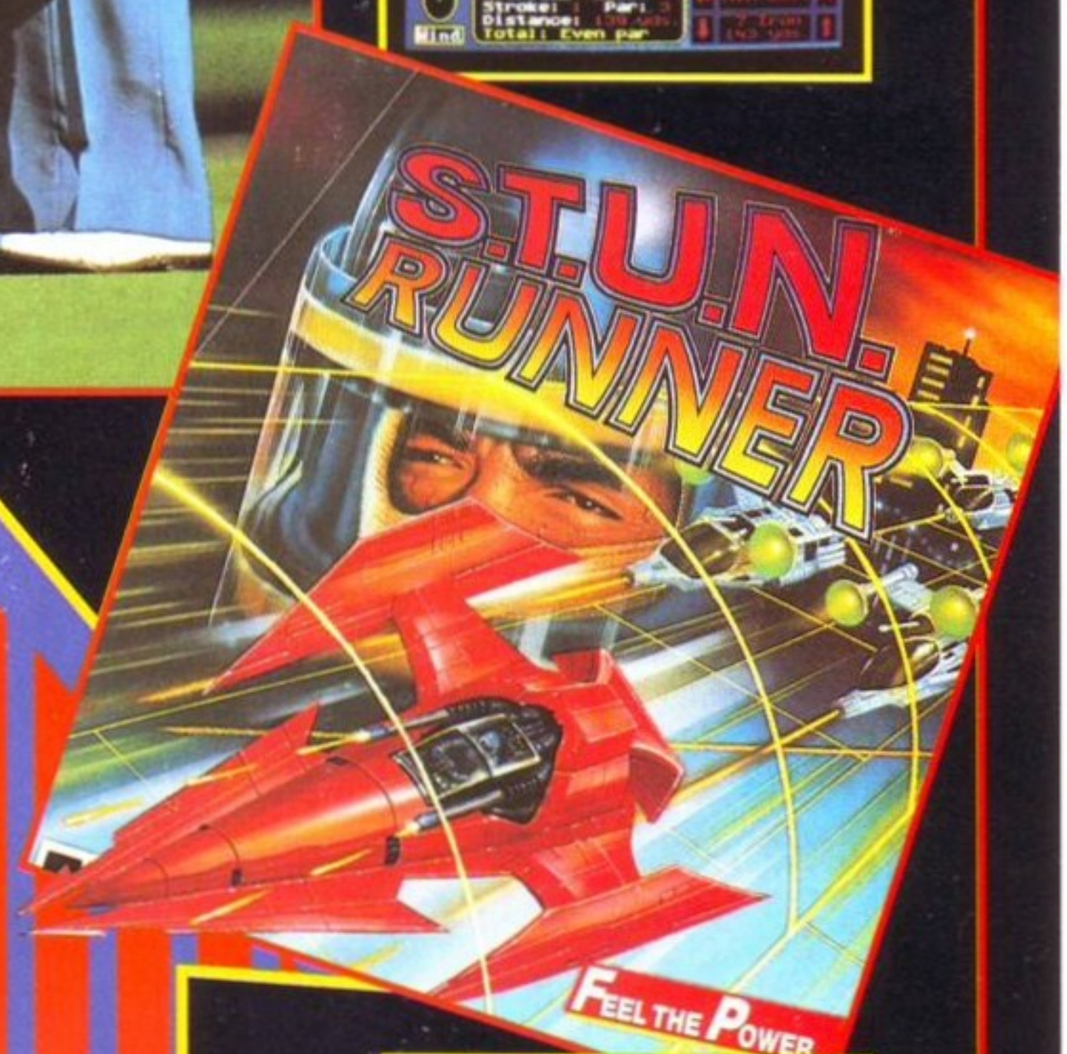
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AMIGA GAMES A-to-Z

TOOBIN'
Respray — **£7.99**
Reasonable conversion of the vertically scrolling water-based arcade game. Jovial graphics and some bouncy tunes liven up a relatively straightforward and limited game. ★★

TOP BANANA
Hex — **£25.99**
Psychedelic graphics and a dance soundtrack fail to inspire this rather average *Rainbow Islands* clone, which doesn't come close to the original. ★★

THE TOP LEAGUE
UBI Soft — **£30.99**
A mixed compilation featuring five games (some mentioned elsewhere): *Speedball 2, Falcon* (a very good flight sim), *TV Sports Football*, good-looking but limited American Football game; *Rick Dangerous 2* and *Midwinter*. ★★★★★

TORNADO GROUND ATTACK
Energise — **£7.99**
Totally grotesque scrolling shoot-'em-up that looks like it was written as an early Spectrum demo but rejected for being completely rubbish in every way. Ugh. ★

TORVAK THE WARRIOR
Core Design — **£24.99**
Atmospheric graphics aren't enough to make this *Rastan*-like game a winner. Sluggish controls and a restricted game hero limit the game that's there even further. ★★★

TOTAL RECALL
Ocean — **£24.99**
Another Ocean game consisting of many parts but not much substance. Average design and gameplay with little or no feel for the movie. ★★★

TOURNAMENT GOLF
Elite — **£24.99**
Average conversion of an arcade game that wasn't very hot in the first place. If you're after a golf game, try *PGA Tour* instead. ★★

TOWER FRA
Thalion — **£24.99**
An air-traffic control simulation that's not brilliant but not as dire as it could be. If the idea interests you have a look, but don't expect too much. ★★

TOYOTA CELICA RALLY
GBH — **£7.99**
Detailed simulation of the rally car but with not much of a game to back it up. The good presentation fails to make up for all this. ★★★

TOWER OF BABEL
MicroStatus — **£24.99**
Absorbing game with some action elements but one that's primarily been designed to test your brain cells. Quite slow paced but so engrossing you might not notice. ★★★★★

TRACKSUIT MANAGER 1991
Alternative — **£7.99**
One of the best text-based football management games around, while this won't amaze you with its presentation, the gameplay is very absorbing. ★★★

TREASURE ISLAND DIZZY
CodeMasters — **£6.99**
More platform and puzzle-based action with Dizzy, this time on a treasure island. As usual CodeMasters' balance of action and puzzlement is near perfect. ★★★★

TREASURE TRAP
Electronic Zoo — **£24.99**
Atmospheric graphics work well with this isometric *Knight Lore*-style adventure which has some arcade elements. Head Over Heels is similar in design and it's a much better game as well as being cheaper. ★★★★

TURBO OUTRUN
Kixx/US Gold — **£7.99**
The second of the *Out Run* games which is better than the first one but not as good as the third. Average. ★★★

TURN IT
Kingsoft — **£19.99**
Intriguing variation on the *Shanghai* concept which doesn't improve on Activision's game but is still absorbing. ★★★

TURRICAN
Kixx/US Gold — **£7.99**
Huge arcade game with a great feel and playability. The levels are too big, but it's still very good. ★★★★

TURRICAN 2
Rainbow Arts — **£24.99**
If you liked the original, you'll like this, but it's not different enough from the original to make it worthwhile. ★★★★★

TUSKER
Kixx/US Gold — **£7.99**
Bad arcade adventure that doesn't offer anything new or original. Good as far as it goes but that ain't far at all! ★

TV SPORTS BASEBALL
Mindscape — **£25.99**
The well thought out Cinemaware-style presentation makes an appearance in this rather straightforward implementation of baseball. If you want to play this sport on your Amiga, take a look at *RBI 2 Baseball* instead. ★★★

UGH!
Play Byte — **£25.99**
Highly addictive and enjoyable platform romp featuring some atmospheric rock-like graphics. Plenty of levels will keep you coming back for more. ★★★★★

ULTIMA V
Origin/Mindscape — **£29.99**
Incredible scope and depth makes this one of the best RPGs, although the lack of action will put the arcade addicts off. Since surpassed in many respects by *Ultima VI*. ★★★★

ULTIMA VI
Origin/Mindscape — **£30.99**
Even more scope and depth than *Ultima V*, so big, in fact, that you really need a hard drive to make the most of it. One of the best true RPGs for the Amiga. ★★★★★

ULTIMATE GOLF
GBH Gold — **£9.99**
An accurate simulation of golf but not offering enough to make it any advance over many of the other Amiga golf games, especially *PGA Tour*. ★★★★

ULTIMATE RIDE
Mindscape — **£24.99**
Reasonable attempt at another racing game, but while it's technically competent there's not a game there to make it sufficiently enjoyable. ★★

UMS II
Rainbird/MicroProse — **£34.99**
Technically impressive wargame, with a great number of user-definable options. The documentation for all this is limited, though, so you'll have to be an enthusiast to get the most out of this. ★★★

UNDER PRESSURE
Electronic Zoo — **£25.99**
Graphics reminiscent of Psygnosis games, but with very simplistic gameplay that's incredibly boring after a while. ★

UNREAL
UBU Soft — **£24.99**
Attractive arcade adventure with some interesting variations in gameplay. It's a hack-'em-up game with scope. ★★

THE UNTOUCHABLES
Hit Squad — **£7.99**
One of the best movie translations which retains a lot of the gangster-style atmosphere of the film. Another multi-part game, this works well with well-presented graphics and sound, although the gameplay is a bit limited. ★★★★

UTOPIA
Gremlin — **£29.99**
Good attempt at another *SimCity*-style game with the added dimension of war elements. Not all that well designed though, and it can get dull. ★★★★★

VAXINE
US Gold — **£24.99**
Imaginative and attractive shoot-em-up but extremely difficult. Can get frustrating. ★★★★★

VECTOR CHAMPIONSHIP RUN
Impulze — **£24.99**
Fast-moving racing game which is virtually unplayable. Another example of technical achievements winning hands-down over gameplay. ★

VENGEANCE OF EXCALIBUR
Virgin — **£30.99**
Interesting medieval adventure which is spoiled by some slow disk accessing and a lot of disk swapping. Good try but let down technically. ★★

VENUS THE FLYTRAP
GBH — **£7.99**
Attractive graphics and animation with an interesting mix of platform and arcade action. Repetitive nature can make things boring after a while. Enjoyable but limited. ★★★

VIDEOKID
Gremlin — **£25.99**
Interesting graphics and some great sound make this an enjoyable little blast that doesn't offer all that much for the die hard shoot-'em-up freak, but is very good for the less experienced player. ★★★

VIRTUAL REALITY 1
Elite — **£34.99**
A rather expensive collection of five 'realistic' games: *Stunt Car Racer*, the brilliant racing game; *Starglider 2*, a good strategy shoot-'em-up; *Midwinter*, an attractive but difficult strategy game; *Carrier Command*, the epic strategy game; and *International Soccer Challenge*, average football game seen from the goalie's viewpoint. ★★★★

VIRTUAL REALITY 2
Elite — **£34.99**
Another collection of games: *Sentinel* (the classic 3D strategy game), *Virus* (an interesting 3D shoot-'em-up), *Weird Dreams* (an unusual arcade adventure), *Resolution 101* and *Thunderstrike*. A worthy compilation. ★★★★★

VIRTUAL WORLDS
Domark — **£29.99**
A collection of four Freescape 3D adventures, including *The Crypt*, which hasn't been released elsewhere. The others are *Driller, Castle Master* and *Total Eclipse*. ★★★★★

VIZ
Tronix — **£9.99**
Retains the feel of the comic but mixes the jokes with a very limited game. Initially enjoyable but you'll only be playing it for a couple of hours. ★★

VOLFIED
Empire — **£25.99**
Very close conversion of the coin-op which essentially adds to the classic game *Qix*. Not a lot there in the way of screens, though, which limits its long-term potential. ★★★★

VOODOO NIGHTMARE
GBH — **£7.99**
Attractive graphics initially impress, at least until you start playing the game. Sensitive controls frustrate. Average. ★★★

VOYAGER
Hit Squad — **£7.99**
One of the first filled 3D games, this is a cross between a shoot-'em-up and an explorational game. Quite slow, this rather simplistic game plays well. ★★★★

VROOM
UBI Soft — **£25.99**
Extremely fast 3D racing game with plenty of options. Not much of a simulation, but for all-round racing action this is hard to beat. ★★★★★

WARRIORS OF RELEYNE
Impressions — **£29.99**
Not a bad wargame if you're the kind of person who can quite happily ignore the incredibly primitive levels of execution prevalent in the genre. ★★

WARLOCK THE AVENGER
Millennium — **£24.99**
Playable game along the lines of the 8-bit's *Druid*, but there hasn't been enough added to bring it up to date. Not worth nearly £25. ★★★

WARZONE
Pocket Power — **£2.99**
Elementary vertically-scrolling shoot-'em-up that you'll hate yourself for playing, until you get a grip on reality and start hating the programmers instead. ★

WELLTRIS
Infogrames — **£24.99**
If you liked *Tetris* then you'll like this (sort of) 3D interpretation of it. Doesn't quite have the same simplicity as *Tetris*, but it's still very playable. ★★★

WHITE SHARKS
Demonware — **£24.99**
Very fast shoot-'em-up with some excellent graphics and a novel power-up system. Doesn't add anything to the genre in the way of imagination, though. ★★

WILDLIFE
MD Production — **£19.99**
Similar to *Operation Wolf* but without the fast-paced action or the playability. If you're after this type of game, then go for the original. ★★

WILD WHEELS
Ocean — **£25.99**
Competent in design and programming, but lacking when it comes to the important element of playability. Looks good but not much fun. ★

WINGS
Cinemaware — **£29.99**
Simplistic attempt at a WW1 simulator-come-action game which works despite the amount of disk swapping. Good pics and plot development give it an adventure feel. ★★★★★

WINGS OF DEATH
Thalion — **£24.99**
Interesting variation of the vertical scrolling shoot-'em-up but not all that original. Range of power-ups helps, but this still doesn't make the game a lot of fun. ★★

WINGS OF FURY
Broderbund/Domark — **£24.99**
Characteristic graphics and simple cross between a flight sim and action game make this an attractive proposition, but there's not enough gameplay there for the long term. ★★★

WINTER OLYMPIAD
Microvalue — **£7.99**
Reasonable winter sports game consisting of several different sports. The simplistic gameplay dates back to the 8-bit days and the graphics are fairly average, but the game's quite enjoyable. ★★★

WIPE OUT
Gonzo Games — **£19.99**
This one's a variation of the venerable light cycles (as featured in *Tron*) but hasn't been brought up to date. It has simplistic presentation, but still good fun, albeit at quite a high price. ★★★

AMIGA GAMES A-to-Z

WIZBALL
Hit Squad _____ **£7.99**
A unique and intriguing game. You control a bouncing ball which has to colour in the levels. Simple but fun. ★★★★

WOLFCHILD
Core Design _____ **£25.99**
Combination platform/combat game which is technically average and has gameplay to match. It could have looked much better, but it is derivative of other games. ★★★★

WOLFPACK
Mirrorsoft _____ **£24.99**
While not as technically orientated as some other submarine simulations, this doesn't add to the game's overall excitement if you're an action freak. ★★★

WORLD CHAMPIONSHIP SOCCER
Elite _____ **£24.99**
Yet another good conversion of a rather average coin-op, offering little in the way of playability. There are many better football games around. ★★★

WORLD CUP FOOTBALL MANAGER
Addictive _____ **£7.99**
Football Manager gets rewritten yet again, this time with a dressing-room pep-talk sequence chucked in as well. Quite reasonable, but a bit out of date now.★★★

WORLD CLASS LEADERBOARD
Kixx/US Gold _____ **£7.99**
One of the first quality golf games, this now pales in comparison to the technically improved and more accurate golf games such as *PGA Tour.* ★★★★

WORLD CLASS RUGBY
Audiogenic _____ **£25.99**
One of the most accurate interpretations of the sport, but with little playability and the game takes a while to get into. Good, but could have been better. ★★★

WORLD CLASS RUGBY – FIVE NATIONS
Audiogenic _____ **£29.99**
Slight improvement on its predecessor *World Class Rugby* in technical terms, while the teams involved are based on those in the recent Five Nations championship. ★★★★

WRATH OF THE DEMON
Readysoft _____ **£29.99**
Very close to *Shadow Of The Beast II* in terms of graphics and playability. So close, in fact, that if you've got Psygnosis' title you don't really need this. ★★★★

WRECKERS
Audiogenic _____ **£24.99**
Interesting combination of some new ideas and game styles still don't impress – they don't work well together and it feels like a (poor) 8-bit game. ★★★

WWF WRESTLEMANIA
Ocean _____ **£24.99**
One of the better wrestling games for the Amiga but not very fluid or gripping in the way of action. Not dire, though, and you do get a free video. ★★★

XENOMORPH
Pandora _____ **£24.99**
Huge challenge and some pretty good graphics make this a good game, if a bit too big. The sound isn't good, but it doesn't spoil the rest of the game. ★★★

XENON
Tronix _____ **£9.99**
This is the game that put the Bitmaps on the map, and has been overrated for what it is, which is basically a simplistic and rather difficult vertical shoot-'em-up. ★★★

XENON 2
Image Works _____ **£25.99**
Over-hyped yes but still strong vertical shoot out with loads of neat weapons to collect and baddies to kill. Features on of the best ever in game soundtracks too. ★★★★★

XIPHOS
Electronic Zoo _____ **£24.99**
Technically impressive with some smooth 3D graphics and some clever *Elite*-style design, but it takes a long time to get anywhere exciting. ★★★

X-OUT
Kixx/US Gold _____ **£7.99**
Technically competent *R-Type* clone which is better than the official Amiga conversion, but isn't as good as its sequel, *Z-Out,* which is now also a budget game. ★★

XYBOTS
Respray _____ **£7.99**
Very good conversion of the coin-op, which is a futuristic maze-based shoot-'em-up. The different style of gameplay presentation makes for an appealing game. ★★★★

YOLANDA
Millennium _____ **£24.99**
Archaic graphics and the need for pixel-perfect movements don't add up to a great combination. Very difficult to play, to the extent of extreme frustration. ★

ZARATHRUSTA
Hewson _____ **£24.99**
Uses timeless gameplay style along the lines of the 8-bit classic *Thrust.* But while it's been updated presentation-wise, it's still the same enjoyable game, but at £25. ★★

ZIRIAX
The Software Business _____ **£24.99**
Variation of *Scramble* but it is extremely difficult – even those with a lot of shoot-'em-up experience could be strained. ★★

ZONE WARRIOR
Electronic Arts _____ **£25.99**
While this is in the classic vein of an arcade adventure, it's very poor. Stay away. ★

ZORK 1,2 AND 3
Infocom _____ **£9.99 each**
Classic sci-fi text adventure from the land of Zork. One of the classic adventures which has been surpassed in recent years but still holds a place in computing history. ★★★

Z-OUT
Kixx/US Gold _____ **£7.99**
Another game in the classic *R-Type* vein. Very well done but doesn't offer anything new. Better than *X-Out* but there are better horizontally scrolling shoot-'em-ups. ★★★★★

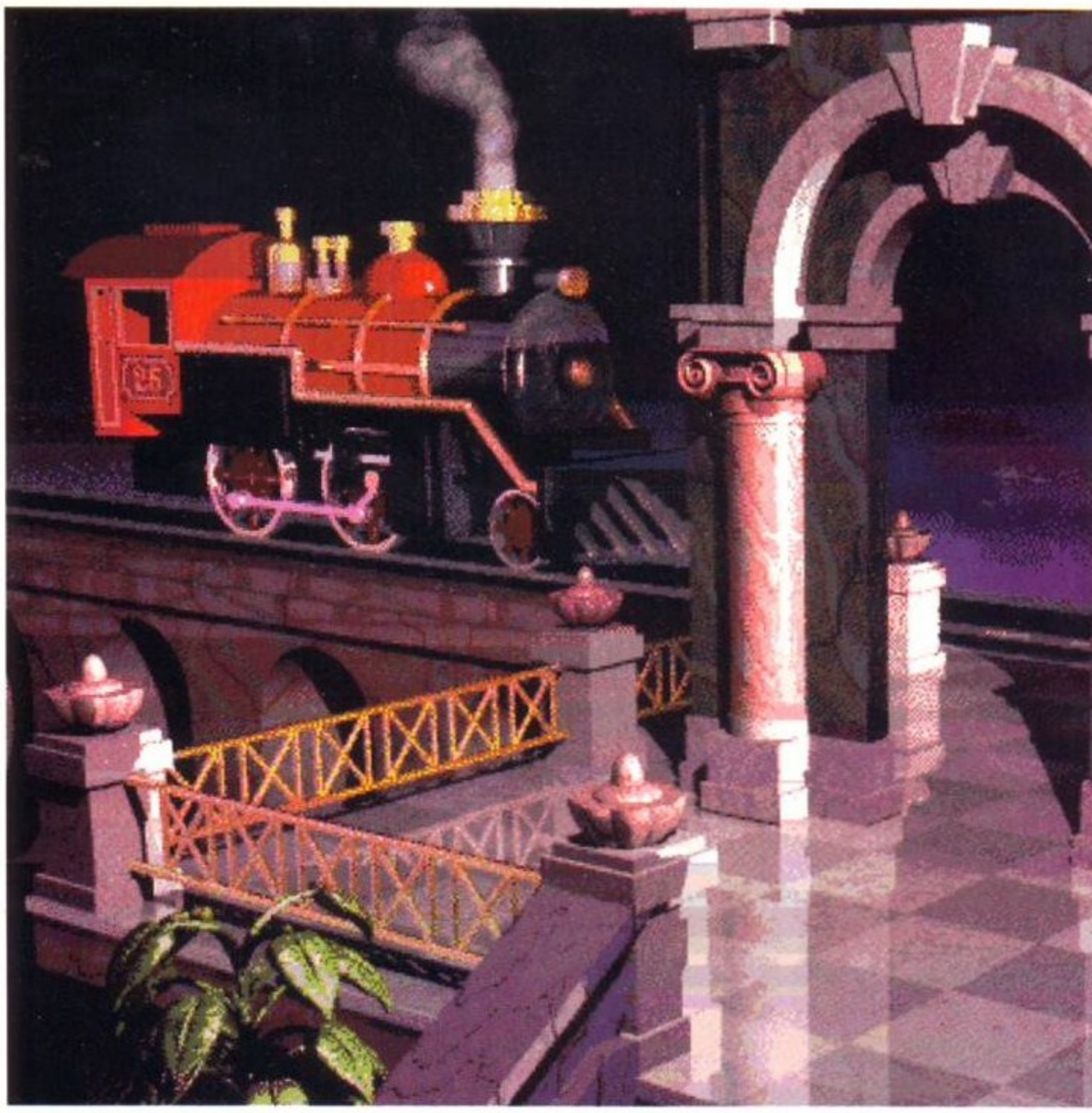


AS THE BOSS of Commodore UK used to say, the reason people want an Amiga is the 'Wow!' factor. More than any other single thing, it's the superb-looking graphics that make people want to buy an Amiga – not until its appearance was there a home computer capable of such stunning graphics.

Gorgeous game screens that use a full 32 different shades of colour are just the start, of course. The exciting thing about the Amiga is that it gives you the power to do it yourself. For years now, every Amiga pack has come with a free copy of *Deluxe Paint*, the paint program that has got thousands of Amiga owners interested in computer art.

Graphics

Creating your own graphics is the most fun thing you can do with your Amiga aside from playing games. Here's how to start...



This amazing image may be beyond your capabilities when you start off, but with a little experience in Amiga graphics and the right software, you can do almost anything you want!

The Amiga has the capability to display pictures at a very high quality, choosing colours from a 'palette' of 4,096 subtly different shades. In standard mode, up to 32 colours can be used on screen at once but, using the impressive HAM mode, you can create and display pictures using all 4,096 shades.

With advances in add-on colour cards for the Amiga 2000 and special video systems which can be added to the A500, these impressive capabilities have been improved even further. Using a True Colour card you can choose from a palette of more than 16 million colours and display photo-realistic images on the screen, if you can afford the hardware.

Before we go any further, let's have a quick run-through of the different types of graphics software available. First of all, there's **paint** programs. These allow you to individually change each little block of colour that makes up the screen, thus creating your pictures. Closely allied to this are **animation** programs, which take a series of pictures and flick through them quickly, giving the impression of movement. *Deluxe Paint III* is a combined **paint and animation** program.

After these, the other major area of graphics is **3D programs**. With these, you model objects in three dimensions and these objects are stored as mathematical co-ordinates. The objects are then 'rendered' which gives them coloured surfaces and possibly also lighting effects, such as shiny highlights and shadows.

After that come several fairly specialised areas of graphics, which are far less popular than either paint and animation or 3D graphics. One is **CAD** (computer aided design) which is a kind of technical drawing intended for use in architecture and engineering.

There is also what's known as **structured drawing**, a technique used to produce high-quality illustrations. This is mostly used in DTP (desktop publishing), so we've included structured drawing in the DTP section (pages 96 to 99) rather than here.

Graphics modes: what they are...

The Amiga can display pictures in a number of different ways. These different ways are set by the way the Amiga hardware works and are known as graphics modes, or screen modes.

What makes these screen modes different from each other is how high the resolution is (how many pixels fit on the screen) and how many colours can be used. As a simple rule of thumb, the higher the resolution of your picture is, the less colours you can use.

More recent machines (such as the A500 Plus, A600 and A3000) have even better graphics capabilities than their predecessors thanks to new custom chips which adjust the existing screen modes to provide screens of an even higher resolution than before.

Note that European machines using the PAL television system have different screen sizes to those running in the American NTSC format. An NTSC screen appears 'shorter' by a few lines. This can mean American programs aren't ideal for use on UK Amigas.

Here is a breakdown of the screen modes the Amiga has to offer...

LOW RES
This is the standard Amiga graphics mode used in most games, giving you a 320x256 pixel screen (320x200 in NTSC) with 32 colours on screen at once. The pixels are fairly large and blocky.

MEDIUM RES
This doubles the horizontal resolution (the number of pixels that fit across the screen). The Workbench screen is displayed in medium resolution, which gives you a 640x256 screen (640x200 in NTSC) with up to 16 colours on screen.

INTERLACED
This basically doubles the vertical resolution (the number of pixels that fit down the screen) without affecting the number of colours you can use, enabling you to display 32 colours on a 320x512 pixel screen (320x400 in NTSC).

HI RES
Pretty much the highest resolution mode you can get is an Interlaced, medium resolution screen, which means that you have a 640x512 screen (640x400 in PAL) with a limit of 16 colours on it.



Finally, there are a number of ways of getting raw material for your pictures and animations. **Fractal landscape generators** use clever mathematic techniques to produce realistic-looking scenery. **Clip-art** is ready-prepared images that you can incorporate into your own pictures. **Font disks** provide extra styles of type (lettering) for you to use when you want words to be a part of your images. Information on all these kinds of things follows, along with details of **video** programs, which can help you create titles for your videos. *Continued over* ▸

SO, WHAT EXACTLY IS A BITMAP THEN, MATE?

The vast majority of Amiga graphics is entirely dependent on what's called a bitmap. Do you know what one is? If not, read on and become enlightened...

Bitmap images
The vast majority of Amiga graphics use what are loosely referred to as 'bitmap images'. In fact, as we'll discover in a moment, a bitmap is actually something slightly more technical. What people mean by a bitmap image is actually one that you have created by individually altering the pixels that make up the image.

Painting with pixels
The word pixel is derived from the two words 'picture element'. A pixel is the building block out of which pictures are created. Imagine the computer screen as a piece of graph paper: each little square on the graph paper is a pixel. When you create a bitmap image, it's almost as if you have coloured each little square in to create your picture.

What is resolution?
A normal Amiga screen is a grid of pixels 320 pixels across and 256 pixels down (if you work it out, that means you have a total of 81,920 pixels on the screen). How many pixels make up the screen is known as the 'resolution'. The more pixels there are, the higher the resolution. And the better the image will look.

Why resolution matters
If you peer closely at a normal game screen, you can see the individual little blocks, the pixels, quite clearly. And if you look at a picture that has thin, diagonal lines on it, you can see how jagged it looks. The higher the resolution of your picture, the less jaggy the lines will look and the better your pictures will be. However, the resolution of your pictures is determined by in-built limits in the hardware of the Amiga. These limits are described in the panel on graphics modes at the bottom of this page.

What a bitmap really is
The bitmap itself is the way the computer stores data in its memory to describe the picture on the screen: in other words, it's a map of the screen made up of binary data, or bits. This may sound a little complicated, but it's actually quite simple, as follows...

How a bitmap works
Suppose you are working on a simple, two-colour image where any pixel can be either black or white. If a pixel is going to be black, the computer stores a one, and if the pixel is white, it stores a zero. The bitmap is made up of a big list of these ones and zeros, starting at the top left of the screen, working across the first line of the screen, then moving down to the next line and working its way to the bottom right of the screen.

And now bitplanes...
But suppose you want more than two colours in your picture? What then? Well, what the Amiga does is allow you to have up to five layers in a bitmap, each layer being called a bitplane. Think of it like five sheets of graph paper laid on top of each other. To work out the colour of the top-left square on the graph paper, you have to see whether there's a one or a zero in that position on every sheet of the graph paper. This means you can have up to five ones or zeros with which to describe the colour of any pixel.

How more bits means more colours
In a 1-bit system, you can have only two colours because your one bit can be either one or zero. Add another bit, and you can have four colours, because the pair of bits could be either one-one, one-zero, zero-one, or zero-zero. Three bits gives eight possibilities, four bits give 16 and five bits give 32 possible colours.

24 bits for true colour
A normal Amiga can only have five bits and so only 32 colours tops, but recently hardware has become available to give you lots more colours. It's very expensive, costing around £1,000 for the necessary card to plug in. It allows you 24 bits of colour, which, if you work it out doubling each time from 32 at five bits, gives a total of 16,777,216. This is enough to make any image look utterly realistic, so it's called 'true colour'.

IFF files
Bitmap pictures are stored as a standard type of file called an IFF (interchange file format) file.



Whereas a normal image has a border around the edge, an overscan image goes right off the screen.

OVERSCAN
Most of the time the Amiga displays graphics in a defined window on screen, leaving a border in the background colour around the edges. Overscan mode makes the picture run beyond the edge of the screen. Two Overscan modes are available – Standard and Max – which adjust the amount of 'bleed' which is off the edge of the screen.



Normally only 32 colours can be used in one picture, but a HAM image can use all 4,096 to quite remarkable effect.

EXTRA HALFBRITE
Using some clever colour processing, the Amiga can take a colour at a certain screen location and carry out a calculation to produce a new colour at half the brightness of the original. This is called Extra Halfbrite (or EHB) mode and with it you can have up to 64 colours on screen. This mode can only be used in combination with Low Res mode.

HAM MODE
For some extremely flash Amiga graphics, you'll no doubt want to make use of all 4096 of the Amiga's colours. This is where HAM mode comes in.

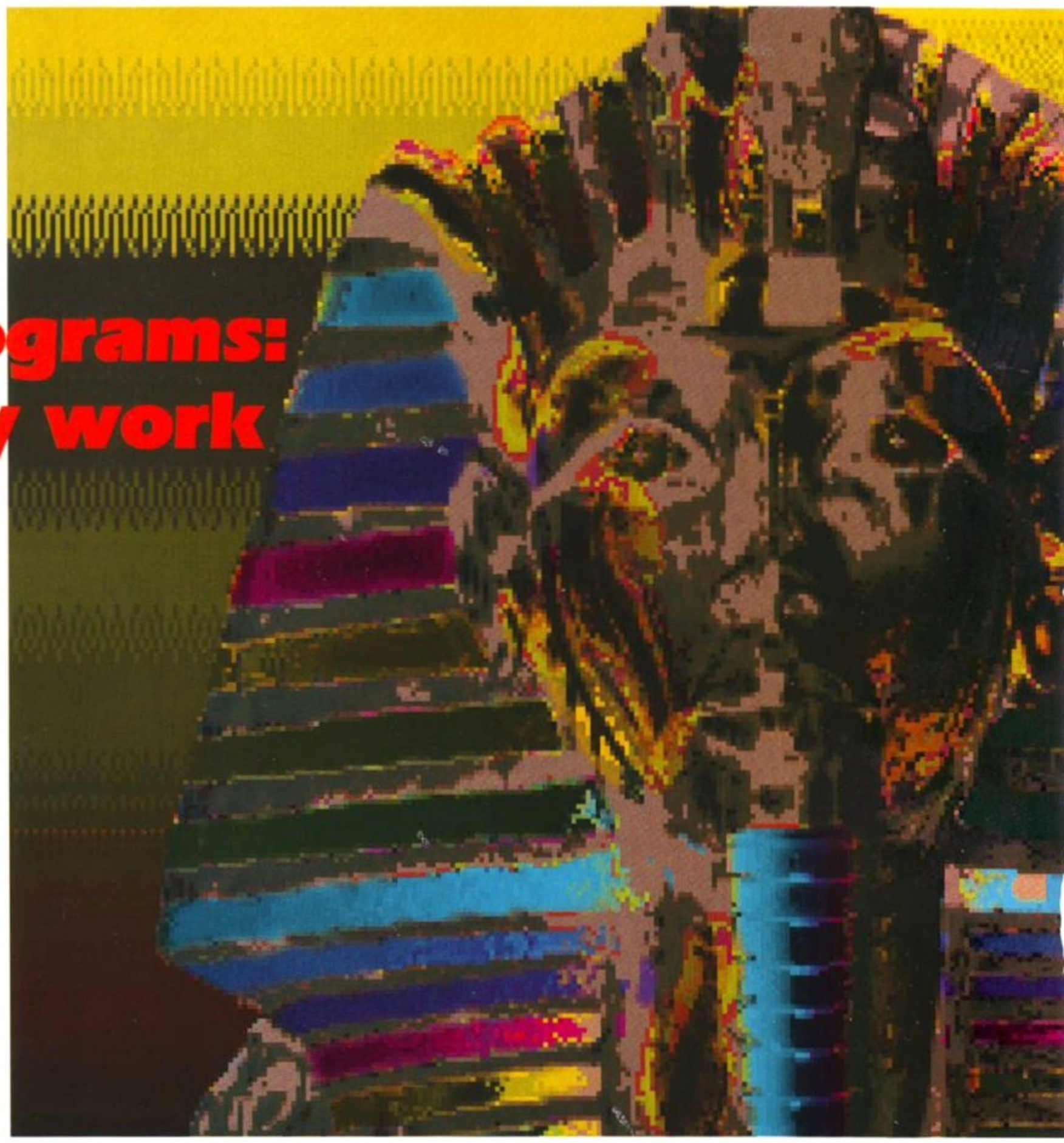
HAM actually stands for Hold and Modify and involves yet more clever calculations. In HAM mode, the Amiga stores a set of 16 'base colours'. It then carries out calculations on them to plot new colours using the entire range of 4,096 shades.

However, because of the process involved, not all colours can be placed anywhere on screen. If you're changing from black to white, for example, you have to go through red, green and blue on the way. This results in an effect called 'HAM fringing', but this can be minimised by most programs because they calculate the optimum base colours to use on a certain picture.

ECS SCREEN MODES
The A500 Plus, A600 and A3000 have a new Denise graphics chip as part of the Enhanced Chip Set (ECS). This gives two extra modes with very high resolutions. *Super High Res* uses four colours at 1280x256, or 1280x512 interlaced. *Productivity* uses four colours at 640x480 or 640x960 interlaced.

It's fun, it's simple, and it's definitely the place to start if you are new to graphics. Here's a brief run-through of what a paint program is and how to use one...

Paint programs: how they work



The variety of effects that a paint program makes possible is almost bewildering at first. Here we see *Deluxe Paint III* showing off a few of its clever tricks.

THE FIRST STEP in creating Amiga graphics is to actually draw the pictures. You can get around this by using a digitiser and a video camera to get images from videotape, photos or the world around you, but that doesn't really satisfy the old creative genius lurking within, does it? No, the only way to actually create your very own masterpiece from scratch is to use an art package.

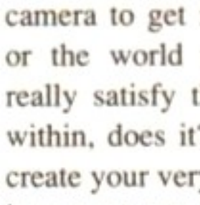
Amiga art packages fall into three major categories: those that enable you to draw in certain graphics modes; those with which you can draw in any mode; and those that also give you the facility to animate. But one thing all will have in common is certain tools to draw pictures. Here is a run down of the major tools you will find in most packages:

LINE DRAWING



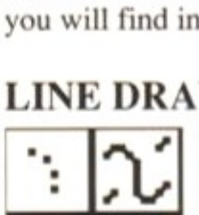
More often than not, the majority of your Amiga artwork will be created using line drawing. This includes drawing freehand, using rubber lines (which involves stamping down a start point and dragging out the required line) and curves (which work in the same way as lines, except that you can also control the curvature of the line).

SHAPES



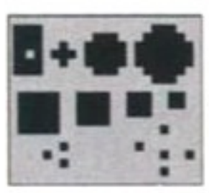
Much in the same way that lines can be drawn, you can also draw complete shapes (including squares, rectangles circles and ellipses). In most programs, these shapes can be drawn as hollow outlines or as solid, filled shapes. Some programs also allow you to create 'polygons' by drawing a few sides and getting the program to fill the space in the middle automatically.

AIRBRUSH



An airbrush in a graphics package works in a similar way to a real airbrush, scattering dots of a colour in a specified area to give a 'stippled' look. One advantage of computer airbrushes is that they can also use special brushes for some pretty weird effects.

CUSTOM BRUSHES



These are probably the most important and most exciting bit of computer painting. When drawing a picture, you are not only limited to simply using a number of solid colours with a number of different sized brushes, you can also 'clip out' an area of a picture and draw with it as if it were a brush. Using a number of special effects, including flipping, bending or misshaping a brush, you can carry out effects on pictures not possible in other media.

SPECIAL EFFECTS



As well as giving you a range of basic drawing tools, many programs also allow you to carry out special effects, such as blending colours together in strange ways, smoothing edges, adding shadows automatically, fading from one colour to another or even adding 'ghosted' shades to an area of your picture. And you can do clever mirrored effects and patterns easily.

JARGON BUSTING...

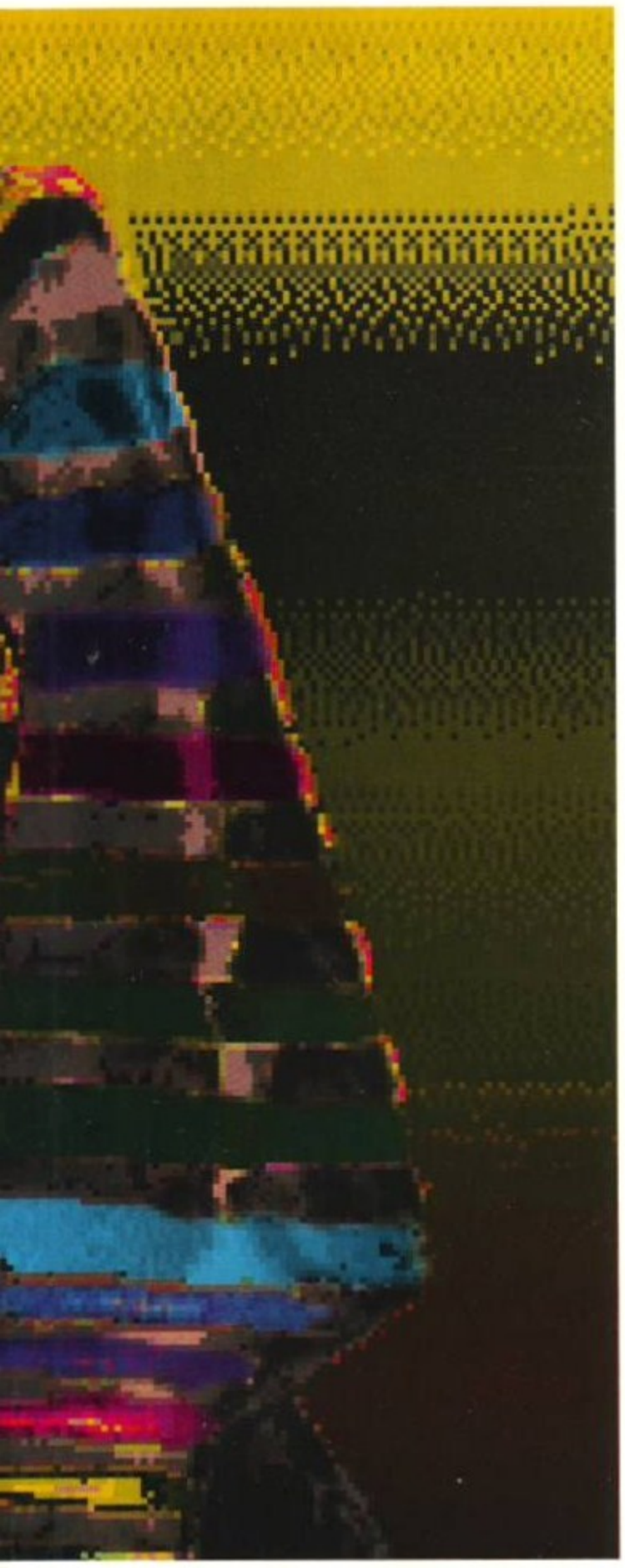
Anti-aliasing – Gets rid of the 'jaggies'. On diagonal lines or curves, where the pixels make thin lines look very jagged, this adds extra colours to make the line blend in and so look smoother. For example, a white line on a black background would have grey added around the edge to smooth it off.

Background colour – The colour the screen is before you start painting – see also 'foreground colour'.

Brush – Whenever you draw a line, you use a brush. The brush might be just one pixel wide, or it might be several pixels wide. Most programs give you a choice of brushes of different sizes and shapes. Built-in brushes are usually just one colour. Most can also use custom brushes (see below).

Built in – Ready-provided by the program. Opposite of 'custom', which means you make it yourself.

Custom brush – An area of your picture



A multi-mode paint package

Currently, there's only one program that lets you paint and animate either in the 4,096-colour HAM mode, or in 32 colours or less. Fortunately, it's brilliant...

DELUXE PAINT IV

ELECTRONIC ARTS **£89.99**

Most art programs only enable you to draw in a single graphics mode, normal 32-colour mode or HAM mode, but the latest in Electronic Arts' massively successful *Deluxe Paint* series has put paid to this limitation.

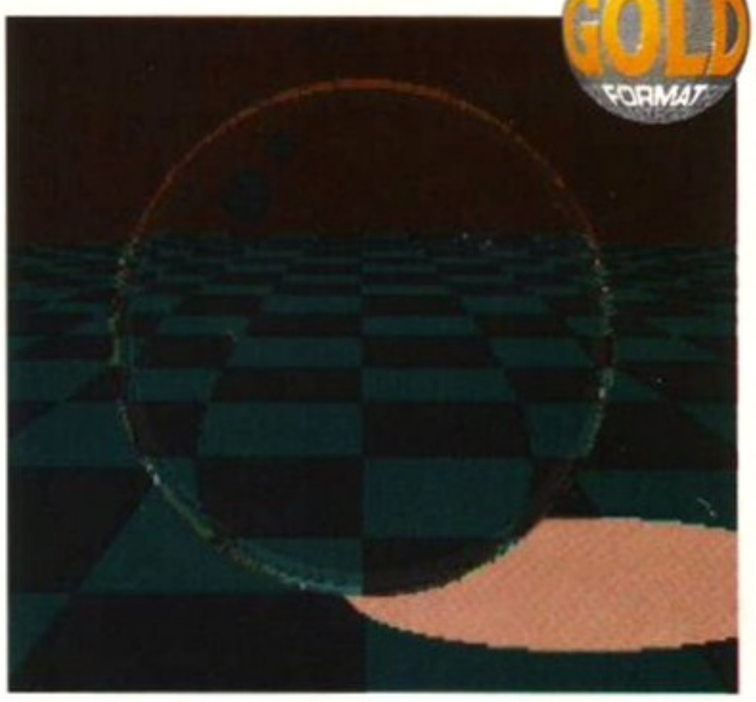
Previous versions of *Deluxe Paint* enabled you to draw in low, medium, interlace and high resolutions, but with a maximum of 32 colours. *Deluxe Paint III* had the added advantage of being able to use the Amiga's Extra Halfbrite mode to add another 32, darker shades, but this was still limiting. *Deluxe Paint IV*, on the other hand, incorporates all the excellent drawing tools that made version III such a success, but uniquely it also enables you to draw in HAM mode.

Deluxe Paint IV is the only version not written by original author Dan Silva, but a lot of the original code is used to put together version four. The first noticeable change is that the user interface is revamped. The tool panels are redesigned to give everything a slick appearance and many of the menus are reorganised to make certain options easier to access.

All the same drawing tools are there, continuing *Deluxe Paint*'s tradition as the easiest paint program you could use. Some of the panels that can be called up have been completely redesigned, adding more features and capabilities to the system (mainly to add extra effects to make the most of HAM mode).

The most prominent tools are, naturally enough, to do with the use of colour. The colour palette editor is completely new, enabling you to create whole banks of colours whatever screen mode you are in. This means that you can switch to HAM mode and have a whole bevy of shades at your disposal.

The method of setting colour ranges has also been changed, having been removed from the palette editor totally. The new editing panel now enables you to create spreads of colours using shades from anywhere in the palette (rather than just giving you the facility of 'bracketing' colours in small collections). Using these colour spreads, you can create graduated fills, colour cycles and shading effects, without any limitations on where the colours are in the palette.



***Deluxe Paint IV* – the original was created alongside the Amiga, the latest version is the best paint program ever.**

Deluxe Paint IV also includes a wide range of powerful animation tools to move animated brushes across the screen using an automatic movement-definition panel, twist them around in mock 3D and even metamorphose from one brush to another. In fact, many of the animation features rival those found on full-blown animation-only packages.

The sheer power and ease of use of *Deluxe Paint IV* make it pretty much the best paint program you can buy – and that's before you get to the animation section. If you want to produce hand-drawn graphics on your Amiga, but you don't want to be hamstrung by limited graphics modes, *Deluxe Paint IV* is an absolute must.

SOME VITAL TERMS EXPLAINED

that you have picked up, which you can now draw with. Custom brushes can be many colours, not just one.

Fill (and flood fill) – Mostly, when you draw something it will be an outline. If you want it solid, you can fill it. Shape tools, like circles and squares, can be drawn filled, in which case the fill will be the same colour as your brush. Flood fills generally keep filling an area until they reach a border of a different colour, then stop.

Foreground colour – The colour, chosen from the total palette available, with which you are currently painting (also called the brush colour).

IFF – Interchange file format: the standard file format in which all Amiga pictures are stored. Includes information on screen resolution, graphics mode, the size and colour palette of the image as well as your picture.

Palette – The range of colours available for you to pick and use in your picture. Also, confusingly, the total of 4,096 colours built in to the Amiga that you can choose from. If you are not working in HAM – say you are using 32 colours – you can alter the palette of your picture so that those 32 colours are the ones you want. The particular palette your picture is drawn with is saved as part of the picture (see IFF).

Range – This a spread of colours, from one shade to another – say, red to blue via lots of shades of purple. Fills can also be a range of colours. Also known as 'graduated fill' or 'blend'.

Rubber banding – A tool for drawing curves. You can decide where you want a curve to start and end, then drag the curve around and stamp it down.

Stencil – Part of the screen masked off so that you can't draw on it. Stencils can be 'colour stencils', where you can't draw on a particular colour or set of colours, or 'area stencils', where you draw an outline round a particular part of the screen and protect that from being drawn over.

AMIGA GRAPHICS A-to-Z

We've an enormous listing lined up here, covering every area of graphics software: paint and animation, 3D modelling and ray-tracing, video titlers, multimedia presentation systems and more. If you're an aspiring artist, here are the programs you need...

3D PROFESSIONAL

Progressive Peripherals/HB Marketing **£260.83**

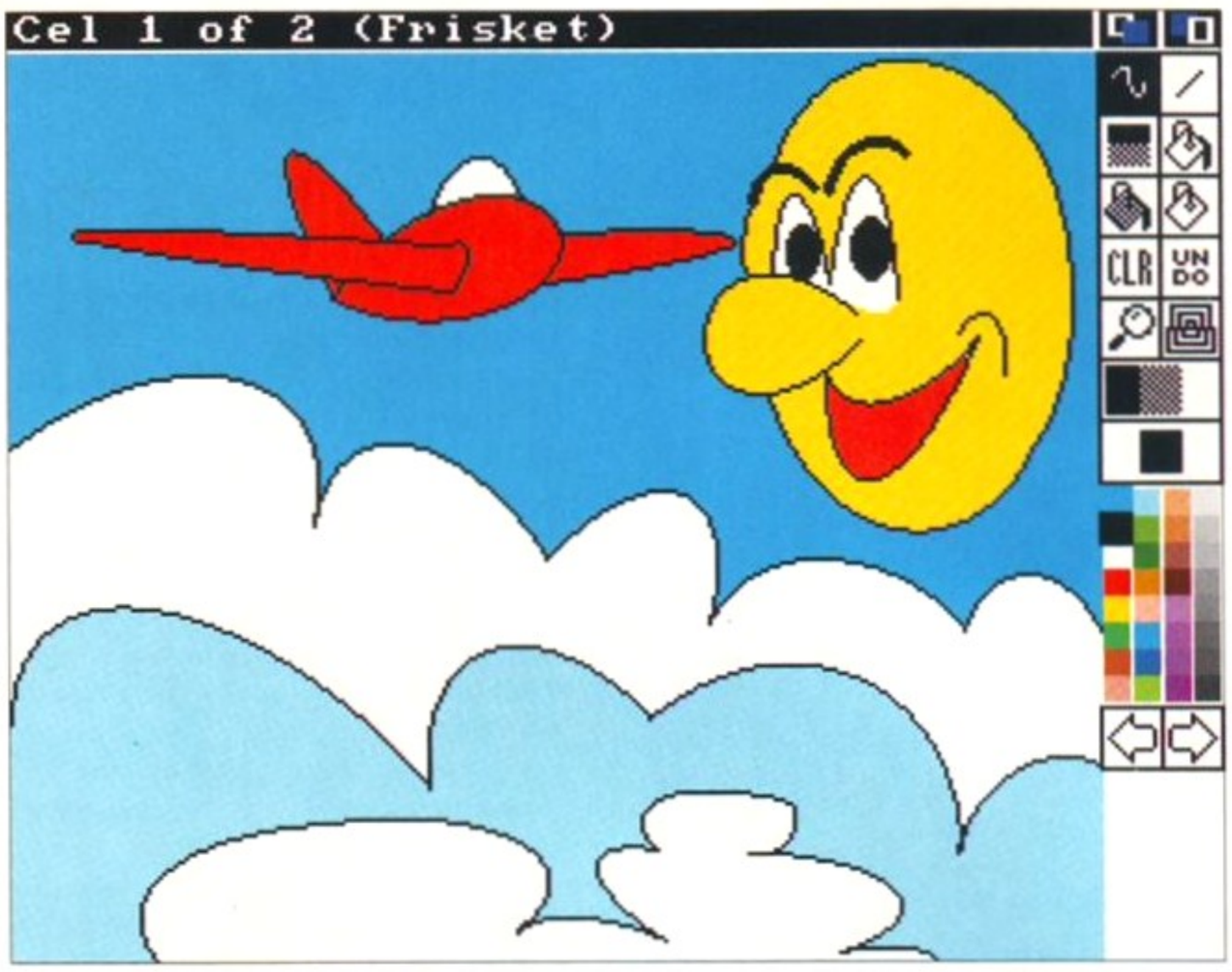
A 3D image rendering package that produces stunning images faster than most ray-tracing programs. It uses a polygon generating system to produce realistic fractal landscapes and land features such as trees, and clouds. It also includes *3D Professional Ray Tracer*, an import module to ray trace your 3D creations from *3D Professional* and other 3D programs, so you can create complex images using various rendering techniques.

***Amiga Format* rating 85%**

3D TEXT ANIMATOR

Mindware International **$49.99**

This unique product enables you to produce animated words and letters,



Non-HAM paint programs

The trouble with the 4,096-colour HAM graphics mode is it's trickier to use. So if you want an easy place to start, there's really only one choice...

DELUXE PAINT III

ELECTRONIC ARTS £79.95

This is the way most people get started in graphics – *Deluxe Paint III*. It's also the standard tool used by games programmers for creating the graphics used in games. It's that good.

Yes, I know! We've just been telling you that *Deluxe Paint IV* is the best paint program available for the Amiga, so why are we even mentioning the last one in the range? Well, there are a couple of very good reasons.

In the first instance, it's slightly cheaper than *Deluxe Paint IV*, but still features many of the same options and the excellent drawing tools that make it easy for you to create astonishing effects.

Another major point is for all you potential Amiga owners out there. In case you didn't already know, most of the current packs in which you can buy an Amiga come with a free copy of *Deluxe Paint III*.

There's also the point that *DPaint III* in normal mode is easier to use than the HAM mode in *DPaint IV*, and that *DPaint III* is the standard tool games programmers use to make amazing Amiga game graphics. Quite a pedigree. So hadn't we better tell you what this program can do? Of course we should.

Although it doesn't have the facility for drawing in HAM mode, *Deluxe Paint III* features the same friendly control system along with many of the same functions. All the drawing tools work in exactly the same way, allowing you to draw complex shapes using built-in or custom brushes.

You also have the option of using a wide range of brush manipulation tools, including reshaping brushes, blending colours, adding shading, drawing shadows, tinting areas of the screen with new colours and smearing shades together to create new effects.

Although many of these tools are included in *Deluxe Paint IV*, this version enables you to carry out the functions a lot more quickly and fluidly, since the intricacies of HAM put a few hefty limitations on what effects can be carried out. Many people even use *Deluxe Paint III* for these features, then afterwards load them into *Deluxe Paint IV* to finish the picture.

Deluxe Paint III also features an excellent animation system, with many animation options being carried out automatically. All you have to do is grab the brush you want to move, enter a few numbers for distance, rotation angle and the number of frames to use and hit the DRAW button. It's as simple as that.

Earlier versions of the program required you to have a memory expansion before you could store the frames that make up animations, but the program has been rewritten so anyone with one megabyte of memory can use the animation tools.

The fact that *Deluxe Paint III* is included with all new Amigas means that you can start to create masterpieces right from day one, but you can also upgrade to *Deluxe Paint IV* at a reduced cost. Can't be bad.

Is there an alternative? Well, there are other paint programs, but none comes close.

AMIGA GRAPHICS A-to-Z

moving and swooping them around in 3D. The program saves out any animations you create as ANIM format files, so that they can be loaded into painting programs such as *Deluxe Paint III* or *IV*.

Although it has a few interesting features, *3D Text Animator* is a pretty limited system. However, even if you do yearn for animated 3D lettering, the program still has a few odd little bugs and quirks which make it rather difficult to get to grips with.

***Amiga Format* rating 63%**

AEGIS DRAW 2000

Oxxi-Aegis/Meridian £169.95

A fairly powerful 2D drawing and CAD (computer aided design) system. It can cope with very complex structured drawings of up to 256 layers deep. It also features a flexible unlimited-zoom system and advanced functions such as auto-dimensioning.

The facility to edit your creations at any time makes this a fast tool for object creation – it can also import *AutoCAD* files directly and has full PostScript output support.

***Amiga Format* rating TBA**

AMIGA GRAPHICS STARTER KIT

Oxxi-Aegis/Meridian £69.95

A complete suite of pretty aged programs from Aegis, comprising paint program *Aegis Images* plus supporting programs *Aegis Animator*, *Aegis Draw* (CAD) and *Aegis Artpack* clip art.

A good, if slightly outdated, all-in-one cost-effective system enabling inexperienced users to get into graphics quickly and easily. Also includes the simple graphics adventure game, *Arazok's Tomb*.

***Amiga Format* rating 72%**

ANALYTIC ART

Crystal Rose Software $59.95

An interesting paint program that uses mathematically-defined fractal formulae with which you can create some rather original images, such as randomly formed chaotic pictures that convey a surreal aspect of realism (*er, what are you on Maff? – ed*).

It's possible to use this program to create hypnotic pictures that can be used on their own. However, it's best to incorporate the results into other works, making it just right for adding that spectacular whirlpool effect to your *Deluxe Paint* seascape.

***Amiga Format* rating TBA**

ANIM FONTS

HB Marketing £40.82 each (3 sets)

Three sets of fonts using two Amiga standards, the ColorFont system and the Anim format. The fonts are high-quality eight-colour fonts for use in any application that supports ColorFonts (you will need to run ColorText first) and the Anim format.

Each set contains fonts in the Anim format and also standard eight-colour non-animated ColorFonts. It's usable in most paint packages, but is a shade expensive.

***Amiga Format* rating 78%**

ANIMAGIC

Oxxi-Aegis £93.99

An animation sequencer rather than animation/paint package, this enables you to perform special effects with standard IFF and ANIM format picture files. Enables you to use spins, shadows, strobes, blending, shading, or to create your own effects. Once you have created a basic ANIM file, you can reprocess it and join several ANIMs together to produce short movie-style sequences.

***Amiga Format* rating 65%**

ANIMATION EFFECTS

Amiga Centre Scotland/discontinued £35

Intended for use with *Animator Apprentice*, it's a 2D animation sequencer that processes ANIMs with fades, flips, spins, wipes, scrolls and a multitude of other visual effects. The program is then able to compress the animation files to produce Hash ANIM compressed format files for use with the *Hash Animator* program.

It works with any ANIM file and can therefore be used to manipulate animated images produced by more complex and powerful programs.

***Amiga Format* rating 68%**

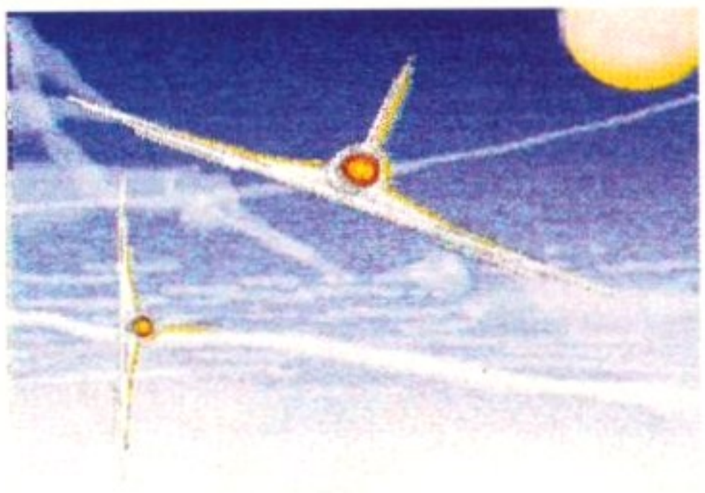
ANIMATION ROTOSCOPE

Amiga Centre Scotland/discontinued £30

Intended for use with *Animator Apprentice*, this one's an ani-

SPECTRACOLOR

OXXI-AEGIS **£77.54**



The first HAM paint program to have a similar kind of animation to *Deluxe Paint III*, this is *Spectracolor*.

Before the arrival of *Deluxe Paint IV*, if you wanted to draw and animate pictures in HAM mode, there was no choice but to buy a HAM-only package. One of the first HAM paint programs to appear was Microillusions' *Photon Paint*. Although it offered a wide range of paint tools, many people found it too slow and fiddly to use. It also had very little in the way of animation facilities.

Version 2 of *Photon Paint* improved this to a certain extent, making the HAM painting facilities smoother and easier to use as well as adding some simple animation functions. But then version 3 appeared, under a brand new name and adding the animation features seen in *Deluxe Paint*. This is it.

In order to make the most of HAM mode, an almost exhaustive number of special colouring and drawing effects has been included to back up the standard freehand, line drawing and shape tools. You can pick up brushes, drop them on to the background as colour tints, make 'ghosted' copies of the brush and even blend it with the colours already on screen. Other special effects include automatically adding shadows to shapes, mixing the colour of the brush with screen colours, tinting screen colours or replacing them completely.

One of *Spectracolor*'s most impressive features is its brush-wrapping tools. You can cut out an area of any HAM picture and wrap it around a ball, cone or cube, with all the shading automatically calculated so that it looks three-dimensional.

Spectracolor also features extensive animation. You have a choice of how to create animations: you can either draw all your frames individually, or define movement paths for objects and move them using a special control panel.

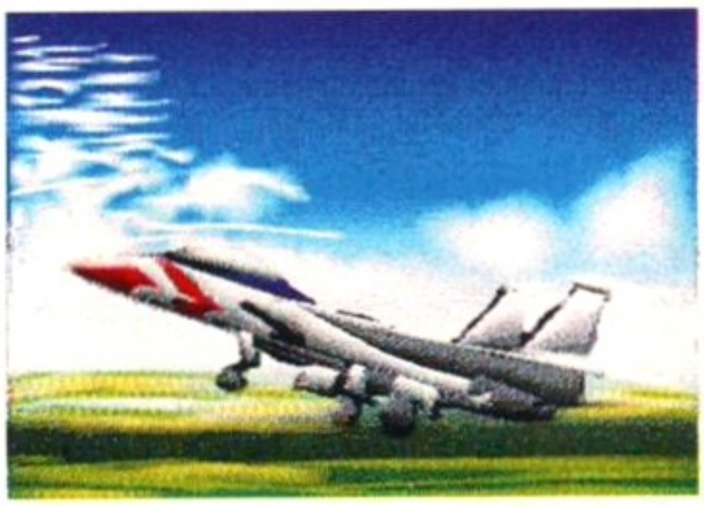
Although *Deluxe Paint IV* features HAM paint and animation too, *Spectracolor*'s extensive HAM-specific drawing tools make it worth considering.

HAM paint programs

If you're happy with Deluxe Paint III but still want to try HAM, or if you want to dive right in at the deep end, there are some good options for 4,096-colour programs. Here they are...

DIGIPAINT 3

HB MARKETING **£54.50**



What sets *DigiPaint 3* apart is a range of clever drawing tools that help you make the most of many colours.

DigiPaint 3 comes from Newtek, an American company renowned for high-quality graphics products. It is best known as the producer of *DigiView*, one of the most successful video digitising systems ever released. Its latest system, *DigiView 4*, actually enables you to digitise HAM-mode pictures in high resolution, giving you the ability to create some stunning pictures.

This kind of quality is put to use in the production of *DigiPaint 3*, which at the time of its release was one of the most highly-regarded HAM paint packages money could buy.

As well as offering all the usual painting tools, such as line drawing, freehand sketching and shape drawing, *DigiPaint* also offers some very individual drawing tools that make full use of the Amiga's HAM mode. A wide number of colour-manipulation systems are available for producing some very impressive colour effects, but it is with the shape-filling and shade-rendering features that *DigiPaint 3* impresses most. After setting a few simple options on the control panel, you can draw filled shapes with smoothly-shaded surfaces. This provides an incredibly easy way of drawing solid objects complete with shading.

The quality of images that can be created on *DigiPaint 3* is superb, thanks to some clever programming that has been employed to reduce the usual fringing found on HAM paintings. *DigiPaint 3* calculates the optimum base colours to use on a picture when it is loaded in, so you can cut and paste sections with little loss of clarity.

The only thing that *DigiPaint 3* lacks is a usable airbrush – which is an extremely useful tool for creating smoothly-shaded artwork, and will be missed by many computer artists. On the other hand, if most of your HAM paint work is in manipulating pictures, then *DigiPaint 3* is well worth looking into.

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mated painting system that uses a layered approach for creating animated sequences. Each frame of the animation is edited separately with its own background and independent overlay. This modular approach enables you to create animations quickly and in a manner that's easy to master. Ideally suited for novice animators, before moving up on to more complex platforms.

***Amiga Format* rating 68%**

ANIMATION STAND

Amiga Centre Scotland/discontinued _____ **£35**

This is an Amiga IFF format image viewer which, again, is intended for use with *Animator Apprentice*. The program enables you to zoom into and out of your picture images, as well as giving you the facility to pan and scroll around images larger than the physical screen size.

In effect, this produces views similar to a camera placed vertically above a picture, much like an animator's rostrum camera. However, this is a very basic program with no real function other than as a picture viewer. It's really a bit pricey for what it does.

***Amiga Format* rating 68%**

ANIMATOR APPRENTICE 3

Amiga Centre Scotland _____ **£199**

A unique animation program that uses a novel approach to creating sequences. First, models are built up using simple 3D objects such as polygons and then surface detail is applied, with the facility to texture map images created on paint packages to your objects. This 'organic' method enables you to create animations relatively quickly, with good-looking effects easy to achieve. Clever but eccentric.

***Amiga Format* rating 68%**

ANTI-A

Alternative Image _____ **£40**

This program takes standard Amiga fonts and can resize them to a desired level, at the same time anti-aliasing them by producing a colour graduation around the outline of the font. The resulting fonts are then saved in ColorFont format for inclusion in any compatible program.

It's perfect for creating smooth fonts that can be used in desktop video applications to produce professional-looking text without the jaggies.

***Amiga Format* rating TBA**

ART DEPARTMENT

ASDG/discontinued _____ **£71.48**

A 'true'-colour image-processing package that enables you to load in just about any bitmapped image format and save to any other format supported by your machine. When carrying out calculations on the image, the program converts all data to 24-bit, giving far better results. It also has powerful image enhancing functions with colour conversions, resolution conversions, digital scaling and more, and can be expanded to read more formats using a flexible Loader and Saver expansion module approach.

***Amiga Format* rating 88%**

ART DEPARTMENT PRO CONVERSION PACK

ASDG/HB Marketing _____ **£79.95**

This package contains expansion modules for *Art Department* (see above) to bring it up to the same standard as the *Professional* version (see below).

Effectively, all it does is add on all the 'loaders' which enable you to use doxens of file formats from other computers. This includes new alpha-channel support for updated Targa and Rendition loaders and loaders for X11 and Sun format rasterfiles for UNIX compatibility, enabling the Amiga to integrate fully with professional video and graphics environments. A useful upgrade if you need all these facilities.

***Amiga Format* rating TBA**

ART DEPARTMENT PROFESSIONAL V2.0

ASDG/HB Marketing _____ **£211.50**

A professional-level image processing system, with a whole host of additional features. As well as carrying out complex image processing, it has the facility to drive scanners and other graphic data input devices by means of its loader system. It supports just about any bitmap graphic format on any platform. This latest version also has JPEG support that can compress 24-bit colour images by up to 80 times. Direct support for several 24-bit cards such as Harlequin, IV24 and DCTV. The best at what it does.

***Amiga Format* rating 92%**



It looks amazing. It's the sort of technique the BBC uses to do graphics for their links and introductions. The possibilities are almost endless. But it costs a small fortune! This is *TV Paint*, the 24-bit 'true colour' paint program.

True-colour paint programs

For the ultimate in Amiga painting, you need a 24-bit 'true colour' system that gives photo-realistic images with millions of colours...

TV PAINT 1.6

AMIGA CENTRE SCOTLAND

£940

This is the real meaty stuff in the world of Amiga graphics. If you watch BBC TV at all, you will no doubt have seen the fancy effects used on the news and weather to create those ever-so-pretty maps and statistic screens. These are done using a fancy piece of graphics hardware known as a Quantel Paintbox, which costs many thousands of pounds.

For the most part, this kind of graphics power is unavailable to the home user, but if you've got an Amiga 2000 or 3000 and a fairly large budget, you can achieve this kind of quality. It may seem ludicrously expensive – the hardware add-on card that you need costs in the region of £1200, plus you'll need lots of extra memory and a 68030 processor, even before you shell out the best part of a grand for the paint program. But it's still a fraction of the cost of a Paintbox.

Amiga Centre Scotland is the distributor of a board called the Harlequin, which can be placed inside the Amiga to bring it up to the standard of professional graphics systems. The Harlequin is a frame buffer card and turns the Amiga into what is known as a 'true colour' system. This gives you a palette of over 16 million colours, enabling you to produce broadcast quality, photo-realistic images, since the human eye can't actually differentiate between more shades than that.

TV Paint is an image manipulation and art package which is specifically designed to be used in conjunction with the Harlequin card. As well as offering a wide range of colour-effects and drawing tools, *TV Paint* also gives you an unrivalled number of options for messing about with 24-bit images.

You can blur, smear, tint, shade and distort images, as well as altering the colours of a picture to create all manner of weird lighting and photographic effects. Some of the art tools available are very impressive, making the production of very psychedelic colour and pseudo-laser effects possible.

At almost a grand, *TV Paint* is most definitely not something most beginners will get the chance to dabble with, but when you consider the cost of a Harlequin board it's unlikely that low-budget users are going to need this kind of tool anyway. Still, if you want to produce fully-fledged broadcast-quality images, the combination of *TV Paint* and the Harlequin board is the business.

Other versions of *TV Paint* have been commissioned to be supplied with other true-colour cards: a good option is the AVideo 24 card, the cheapest 24-bit card to date, which comes complete with its own version of *TV Paint*. The AVideo 24 card can be fitted in an A500, costs £600 from Checkmate Digital of London, 071-923 0658 and scored 80% when reviewed in ***Amiga Format*** Issue 38.

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BIG ALTERNATIVE SCROLLER 1.06

Alternative Image _____ £51

Big Alternative Scroller is an all-in-one basic but powerful titling system that enables you to produce smooth scrolling text on plain backgrounds for overlaying on to your own video presentations.

It comes with several fonts covering a wide range of styles that will suit pretty well any video presentation, from script-like lettering to more conservative typefaces for formal presentations. It can add effects such as shadowing and underlining to text. It has variable scroll speed, runs from its own copy protected disk and is thus not hard drive installable, which is a pity.

***Amiga Format* rating 60%**

BROADCAST TITLER 2

First Choice _____ £255.37

Broadcast Titler 2 can help you produce professional high-resolution titles for video. You can have text in up to 16 colours per line, rather than just 16 for the whole screen, and can cope with up to 600 pages of text.

It includes support for ColorFonts and text filled with graphic images. Transitions such as roll, crawl, wipes, spirals and cycles are available, along with some more conventional display options. To give a *BBC News*-like effect, the program can import IFF pictures to use as backgrounds. It's still the best titling program, but expensive: check out *Scala*, which has more features.

***Amiga Format* rating 89%**

BUTCHER II

Amiga Centre Scotland _____ £29

An elderly and very scientificky-mathematicky image processing package that can be extremely useful for converting pictures from one resolution to another, with features like colour palette optimisation to produce the best possible results. Also enables you to analyse picture information and has basic tools with which you can edit and touch up your pictures. There's also functions for pixelation and palette control to process pictures.

***Amiga Format* rating 60%**

C-LIGHT

Peterson Enterprises/
Amiga Centre Scotland _____ £15

A low-priced 3D animation package with comprehensive control features. It incorporates a 3D object editor and its own ray tracing facilities, and includes the facilities to perform creative effects such as shadowing, mirrored surfaces and multiples light sources.

With it you can also produce stereo-vision real depth viewed 3D images. Although the program is good and cheap, many of the functions are difficult to get to grips with and the results leave something to be desired. Even at the price, it can't compete with the more expensive 3D rendering packages, such as *Sculpt*, because of the undesirable combination of fiddly controls and scrappy results.

***Amiga Format* rating 45%**

CALIGARI 2

Octree Software/Surface UK _____ £279

A modelling and animation system geared toward the professional user to assist the production of texture-mapped areas with full control of shading, shadowing, transparency and so on, plus full anti-aliasing control. Surprisingly easy to use, this latest version has full support for HAM, DCTV and HAM-E screen buffers and has Caligari Broadcast 2 compatibility. It's also up to 50 times faster than a standard ray tracing generating system.

***Amiga Format* rating 85%**

CALIGARI BROADCAST 2

Octree Software Inc/Surface UK _____ £1499

A highly professional modelling system, using similar shape-construction and rendering to that used in virtual reality systems. Real colour 32-bit image rendering, an unlimited number of lighting systems and projection techniques, support for Harlequin, HAM-E, DCTV, GVP Impact 24, and various file formats, slide resolution up to 8000 x 8000 pixels and the ability to read and write *Sculpt 3D* objects make this one to watch out for.

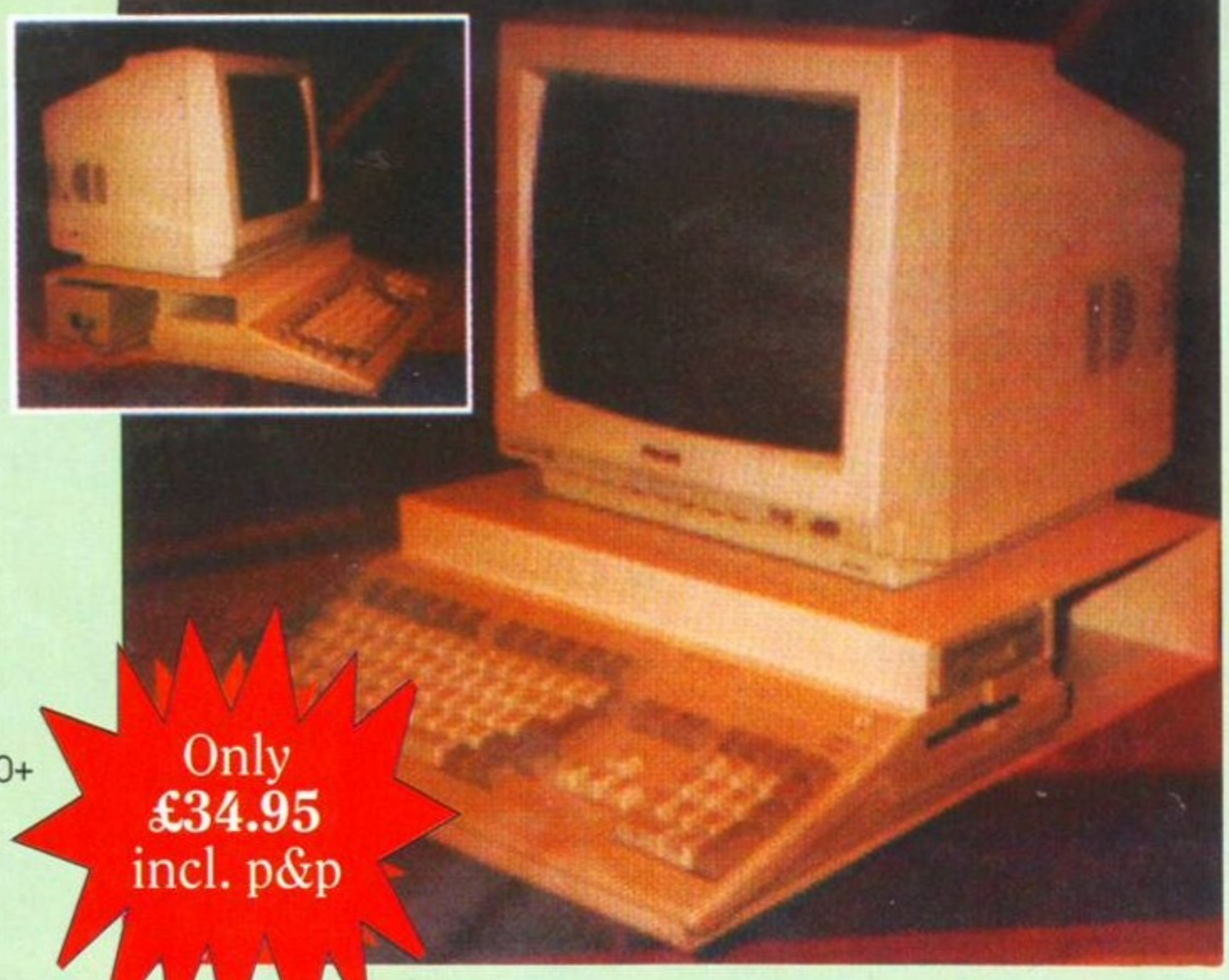
***Amiga Format* rating TBA**

CALIGARI PRO 24

Octree Software Inc/Surface UK _____ £799

An improved modelling and animation system geared

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If you want to see a really good example of Amiga animation, get one of Eric Schwartz's demos from a PD library. This young American animator produces marvellous cartoons using normal Amiga programs like *Deluxe Paint III* and *MovieSetter*.

Animation

One of the most fun things to do is create moving cartoon images on your very own Amiga screen. Here's what you should be considering...

ANIMATION SIMPLY MEANS moving images. In the same way as a film gives the impression of movement by changing from an image to a slightly altered image 24 times a second, you can make your computer flash images past at speeds of up to 25 frames a second to give the impression of movement.

Computer animation tends to fall into two distinct kinds. First, there's the cartoon style, influenced by years of Disney, Loony Tunes and so on. Secondly, there's what you might call special effects, images familiar from sci-fi movies, presented with less colour and more realism. To see what's possible in either kind, it's a good idea to look at public domain animation demos, some of which are stunning.

There are two main methods Amiga programs use to produce animations. The simplest is what's called 'page-flipping', where each individual frame of an animation is drawn as a completely separate picture and the frames are then shown in sequence to give the impression of movement. Although this can produce more subtle effects, it eats up memory like there's no tomorrow, so an alternative method was developed.

The alternative goes by the name of brush animation (it's also called 'cel animation', in imitation of the techniques used by old-fashioned pen-and-ink animators). It was pioneered by *Deluxe Paint III* and has since been widely imitated. It is basically concerned with taking backgrounds and moving animated brushes in front of them.

This usually involves drawing a background image, which will stay the same throughout a sequence. This is then copied across all the frames used in the animation. The moving parts are stamped on as brushes, the difference being that animbrushes change from frame to frame. Because only differences in the brushes, not differences in the whole image, are stored, this is more manageable in terms of file sizes and memory.

All you need to get started in animation is in *Deluxe Paint III* or *IV* – try it! But there are also some other great animation programs...



What better way to learn about animation than by using software written in association with the experts themselves, the animators at Disney.

DISNEY ANIMATION STUDIO

FIRST CHOICE **£68.99**

When you think about animation, who has more prestige than anyone else? No, not Rolf Harris. Think again. That's right – Walt Disney. Wouldn't it be nice if any budding animators could get help from the master of animation? Of course it would. And it is.

Although the program gives some painting facilities, it isn't really designed as a paint program, so the drawing options can't really hope to compare with something like *Deluxe Paint*.

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towards the professional user who wants to produce environment-shaded texture-mapped areas with full control of shading, shadowing, transparency and so on, plus full anti-aliasing control. It also incorporates an interactive spline-based animation system and this version features support for the 24-bit Harlequin frame buffer system.

***Amiga Format* rating TBA**

CALLIGRAFONTS: ANDRE'S STUDIO

Interactive Softworks **£29.95**

A collection of display and fancy fonts in ColorFont format created using Calligrapher in various sizes and in a number of colours. These fonts can be used in any application that accepts ColorFonts for your own use. Ideal for desktop video applications such as titling and slideshows.

***Amiga Format* rating 75%**

CALLIGRAFONTS: ASHA'S

Interactive Softworks **£59.95**

A collection of display and fancy fonts in ColorFont format created using *Calligrapher* and in various sizes and colours. These fonts can be used in any application that accepts ColorFonts. It's ideal for desktop video applications such as titling and slideshows.

***Amiga Format* rating 75%**

CALLIGRAPHER

Interactive Softworks **£75.99**

A font creation utility that enables you to design fonts in the ColorFont format in up to 16 colours. Fonts can then be used as a standard ColorFont and imported into any application able to utilise them, such as *DPaint III*, or can be used in desktop video applications for titling. Two Calligrafont packages are available with ready-designed fonts for use in your own applications.

***Amiga Format* rating 78%**

CANVAS

INOVAtronics/Checkmate Digital **£34.95**

The first in a series of 'clip art'-style library disks. The *Canvas* collection disks contain full-screen art images in full colour and several high-quality classic animations in the standard ANIM format. All images are in standard IFF format and can be viewed with most slideshow-type packages that can import ANIMs as well as normal IFFs.

***Amiga Format* rating TBA**

DELUXE PAINT III

Electronic Arts **£79.99**

A full-featured paint/animation program that works in all modes except Hold And Modify. It includes support for overscan screens and virtual pages larger than the visible screen size, limited only by the memory available, and has a full set of functions including perspective, light tables, stencils, colour ranging and blending.

With it you can create animations using various combinations of effects, either by using single-screen flipping or by using ANIM brushes laid over backgrounds. Animations can be saved in standard ANIM format for full compatibility with many other animation programs. Excellent.

***Amiga Format* rating 90%**

DELUXE PAINT IV

Electronic Arts **£89.99**

The updated version of *Deluxe Paint III*, now enabling you to use 4,096-colour HAM mode as well as the other drawing modes. It has several enhanced features such as automatic brush metamorphosis, enhanced stencil abilities, a freehand colour mixing palette, translucency and tinting effects and a very fluid anti-fringing system.

It also uses a video-style animation interface with which you can control your animation frames, in combination with a very powerful light table (or 'onion-skin') effect to enable you to carefully adjust animation frames. Advanced colour ranging and all other colourisation facilities are available to make textured-fill creation and colour cycling a doddle. The addition of a series of *Deluxe Video* tools make this the most comprehensive paint package available for the Amiga.

***Amiga Format* rating 93%**

DELUXE PHOTOLAB

Electronic Arts/discontinued **£69.95**

A comprehensive image creation and processing system. It combines painting and editing facilities with image processing and enhancement procedures, enabling you to touch up your images, convert images to different resolutions, alter colour data and optimise palettes for colour reduction. An

All the drawing tools are primarily designed for creating cartoon-style images (after all, that's what Disney does best), so a wide range of line drawing tools are on offer, with the colour system simply enabling you to fill areas with mainly solid colours.

Where the program comes into its own is with actual animation. The techniques involved are basically computer conversions of the methods used in creating a full, hand-drawn Disney cartoon. You can create 'cel' drawings of figures and objects, draw the background and then use an extensive set of movement definition and editing tools to animate them.

You can incorporate parts of objects to create a single animated figure, using an 'onion skin' effect to see how the movement will finally appear. This is a technique used in normal animation, where you can view several screens at the same time, making sure that everything moves properly without having to flick from one page to another.

You can also create full cel animations and transport them from one scene to another, so that you can create a full cartoon without having to repeat sections that look the same – much in the same way that real cartoons work.

If you don't think that you have the necessary artistic skill to start producing your own animations from scratch, or just want to see how Disney artists themselves do it, you can use the library files included with the program. These consist of images, cartoon characters, cels and animations of popular Disney personalities, including that spluttering anti-hero, Donald Duck. When used in conjunction with the tutorials, these demonstration files will allow you to get to grips with even the programs more complex operations.

Disney Animation Studio is one of the most feature-packed animation systems available. The only limitation that may crop up is lack of memory, since the complex cel animations require a fair amount of RAM. But memory upgrades are pretty cheap these days, so why not find out how real cartoons are made?



MOVIESETTER

GOLD DISK **£49.95**

Before art programs had their own animation systems built in, *MovieSetter* was a firm favourite with Amiga animators. The program doesn't actually feature any major art tools, but it does enable you to import brushes, animations and backdrops as standard IFFs, so that you can string them together and set up sequences to produce a full animation.

Because of its method of handling images, *MovieSetter* is best used for creating cartoon-style animations. As well as putting together cartoon drawings and backdrops, you can add extra spice to your cartoons with sound effects.

MovieSetter enables you to import IFF samples and create a 'soundtrack' for your animation by placing them in a 'sequence'. This means that your sound effects will also be in time with your animations, adding that extra special touch.

The control system is very straightforward, being aimed more at the novice animator rather than the experienced picture-mangler. All the same, this doesn't mean that it's short on results. Just look at Eric Schwartz's animations in the public domain. The majority of these clips (including the *Aerotoons* series, *Flip the Frog* and *At the Movies)* were all produced using *MovieSetter*.

Even though it's an old program, *MovieSetter* is a rather excellent cartoon animation program which should appeal to all Tom and Jerry or Daffy Duck prodigies.

***MovieSetter* isn't for creating the pictures, but it's great for putting the pictures together into animations and even adding sampled sound effects.**

FANTAVISION

BRODERBUND **£40.82**

Most animation programs are based on using cut-out images to move cartoons across backgrounds, but what about when you want to produce something a bit different? That's where *Fantavision* comes in.

A lot of the program offers the same kind of animation techniques as found in *MovieSetter*, particularly the animation of brushes over set backgrounds. You can load up an



***Fantavision* has one peculiar idea which makes it different: it enables you to use shapes which you can drag around and bend, making the animation of them easy.**

image, a brush or an ANIM file and edit them together to produce a full animation. You can also edit the colours of the animation objects to make sure that everything is spot on, and add sound effects to produce a full, stand-alone cartoon. Fair enough, but up to now this sounds like the same kind of thing as *MovieSetter*. But that's nowhere near the limit of this system's capabilities.

Fantavision adds an extra dimension in the form of 'object-orientated animation'. This means the shapes that move over your backgrounds can be bent and reshaped, not redrawn. It's clever, and easy. You can also define the start and end shapes and positions of your object, then get *Fantavision* to work out all the in-between frames. This technique is called 'tweening', and it saves you what could be heartbreaking years of drudgery.

Fantavision is not everyone's cup of tea, but it's easy to use, it's the only program that does this style of animation and it's cheap. Which makes it well worth playing with. ◗

AMIGA GRAPHICS A-to-Z

excellent-all-in one package for general and more specialised picture manipulation, but quite old.

***Amiga Format* rating 78%**

DELUXE VIDEO III

Electronic Arts **£99.99**

A complete 'animation video' production system that enables you to string together animations and combine them with audio output. It even has MIDI support, supports all Amiga resolutions and can create object-orientated interactive presentations or cartoon-style animations.

It can use all standard IFF bitmaps and ANIMs and any IFF sound and music files. *Deluxe Video* III is the perfect program for all-in-one audio-visual presentations, but users of *Deluxe Paint IV* needn't get hold of the program though, because most of the functions have been supplied on a disk with *DPaint IV*.

***Amiga Format* rating 83%**

DESIGN 3D

Gold Disk **$99.95**

A very old CAD-type modelling package from the people behind *Professional Draw*, that enables you to model wireframe objects to create images on a dithered 16-colour screen so you can display more apparent colours.

It uses a four-view method: top, side, front and perspective, with four light sources. Extrusion modelling enables you to create symmetrical objects quickly and easily.

***Amiga Format* rating 78%**

DESIGN DISK: FUTURE

Antic **£24.95**

A 3D 'clip art'-style object library for use with *Sculpt Animate 3D*, *VideoScape 3D* or any other package that can import these file formats. The 3D objects can be loaded and included into your own works for manipulation and customisation. It contains objects from a futuristic world.

***Amiga Format* rating 75%**

DESIGN DISK: HUMAN

Antic **£24.95**

A 3D 'clip art'-style object library for use with *Sculpt Animate 3D*, *VideoScape 3D* or any other package that can import these file formats. The 3D objects can be loaded and included into your own works for manipulation and customisation. It contains objects with skeletal human structures.

***Amiga Format* rating 75%**

DIGIMATE 3

AC Scotland **£35**

A good value-for-money simple animation program with painting facilities. The program can load in and process standard ANIM IFF animation files and use them to create its own animation sequences.

It's a cheap and cheerful program with only the basic functions, but nevertheless it's a good way in for inexperienced users and anybody who just needs to create a few simple effects.

***Amiga Format* rating 72%**

DIGIPAINT 3

NewTek/HB Marketing **£54.50**

A fully featured Hold And Modify painting package. It has a full set of painting and image manipulation tools with which you can create vivid and colourful pictures in 4,096 colours. It features font anti-aliasing, 3D texture mapping and user-definable overscan, as well as a full set of brush controls.

The gradient fills and brush-mapping are extremely easy to use because all the controls are laid out in a logical manner. The program also features the facility to import pictures in other resolutions, mapping them to the right format using an image processing program included in the package.

***Amiga Format* rating 81%**

DIGIWORKS 3D

Amiga Centre Scotland **£99.95**

Digiworks loads digitised or plain 2D clip art images and graphics and converts them into extruded (with depth) 3D images. It has full control over colours, coordinate systems and tracing accuracy and produces objects ready to import into a rendering program to produce quality images and ultimately to animate them. It uses a fast polygon-fill algorithm to produce 2D or 3D objects.

***Amiga Format* rating 77%**

DISNEY ANIMATION STUDIO

First Choice **£99.99**

An animation program with image editing and painting facilities which features state-of-the-art cel animation techniques,



When you get into 3D graphics, you're playing with the big boys. It's easy enough to get started, but be warned: you could end up spending thousands on extra hardware to get stunning 24-bit images like this.

3D, animation & ray tracing

The most powerful, most impressive and most distinctive area of graphics works in three dimensions. Here's all you need to know about 3D...

IT'S ALL VERY well having a paint package and creating realistic pictures with it, but there's no depth. The images tend to be static renditions of the real world viewed on a two-dimensional screen and, despite them looking realistic, there is just no feeling of reality to the picture.

The idea behind three-dimensional object drawing packages is to be able model the real world from within the constraints of your home computer. A mammoth task you may think, but with the Amiga, and the quality of graphics it can produce, lifelike images that convey a sense of realism can be incredibly easy to produce, given the time and patience – with an unaccelerated Amiga, lots of it.

Most commercial computer animations (such as the award winning *Tin-Toy* and *Luxo Junior* clips) are created using 3D animation. This is rather more complicated than 2D animation, because all the background scenery and objects to be animated need to be created as full three-dimensional objects before you can start.

Shapes are constructed as wire-frame forms, with all the relevant information (including colours, type of surface, lightsource and all the joints an object may have) being set up before it can be animated. Although it is a long, slow and laborious process, which gobbles up memory, the results can be stunning (just check out some of Tobias Richter's 3D *Star Trek*-style anims in the public domain) and are well worth the effort.

There are a few different categories of 3D programs around. These begin with standard 3D modelling programs that can create objects in a rather coarse, blocky format at the lower end of the scale, and go right up to professional standard 3D ray-tracing and rendering animation programs that can output in true-colour 24-bit format.

Perhaps the best way to describe what these programs actually do is to define a few terms and then relate them to each package as to whether or not those facilities exist. So let's take a quick tour of 3D graphics.

MODELLING

This is the process of actually creating an image on a computer. When you model an object, you define how the shape looks using either of two methods; surface modelling or solid modelling. The difference between the two is how the object is created. With surface modelling, the objects are made up of hundreds, perhaps thousands of lines and polygons, all at different angles and of different shapes to make up the image. Solid modelling uses a method of rotating two-dimensional objects about an axis or several axes to form three-dimensional objects. In both cases, your objects are usually seen in a wireframe format before the rendering stage.

RENDERING

Once you have created your objects, it is time to actually process the wireframe information and render the object in all its true glory as a solid object. You can set details in a scene

AMIGA GRAPHICS A-to-Z

as used in Disney-style animations. It uses 'onion skin' techniques by which you can view several animation cels on-screen at the same time, enabling you to organise cel movement carefully and precisely.

It comes with an extensive library of Disney cartoon images and animation tutorials to show you how to create high-quality sequences. It's somewhat limited compared with *Deluxe Paint III* by its mimicry of traditional Disney techniques, but the animation system should appeal to those with a conventional cartoon creating background.

***Amiga Format* rating 86%**

DOUG'S COLOUR COMMANDER

Seven Seas _____ **$49**

A powerful screen-manipulation system. This program is not a paint package, but rather a screen handler that enables you to grab screens and save them as standard IFF files. The program also enables you to print the files to any connected output device. It can only grab screens that use Intuition, however, and cannot grab programs such as games that take over the system. There are good PD programs that do the same thing.

***Amiga Format* rating 42%**

DRAW 4D PROFESSIONAL

Adspec Programming/Surface UK _____ **£149.95**

A 3D modelling and animation package designed unusually for producing complex objects for desktop publishing and video applications, but good for creative 3D graphics. It includes various shading methods and texturing facilities and can create complex polygons with any number of points. Full animation tools are available along with file import/export facilities for other packages.

***Amiga Format* rating 82%**

ELAN PERFORMER 2

NewTek _____ **£54.50**

For the production of live presentations, *Elan Performer 2* gives you real time control over your sequences, with full mouse/keyboard interaction. It has full ARexx support so can be issued with commands externally, and Elan MIDI and recorder facilities.

There are powerful utilities for cutting animations and splicing imagery into animations and animation format conversion. It's now bundled with NewTek's DigiView digitiser.

***Amiga Format* rating 68%**

EXPERT 4D JUNIOR

Genisoft _____ **£49.95**

The only beginners' 3D modelling and animation package enables you to create complex models from a variety of primitives (basic shapes). 2D models can be extruded to form 3D objects which can then have colours and texture styles, such as shiny, matt, metallic or plastic, assigned to them. A separate rendering module then produces objects in any resolution using two different methods. It's simple, but the results are a bit poor.

Amiga Format rating 72%

EXPRESS PAINT 3

Oxxi-Aegis _____ **£69.95**

A very comprehensive paint package that offers powerful 3D functions such as perspective, stretching, distorting, mirroring, anti-aliasing and the facility to wrap text on to irregularly shaped objects. A full set of standard painting functions are supplied, plus full PostScript printer output facility. A specially designed clip-art package is also available.

With all its fancy controls, the program appears very clever-clever, but ultimately the whole thing is just far too inaccessible to be of much use to anyone.

***Amiga Format* rating 43%**

FANCY 3D FONTS

Access Technologies _____ **£49**

3D fonts available in either of *Sculpt 3D* or *TurboSilver* formats. These fonts can be incorporated into your images just as objects to produce nicely rendered text in 3D. It contains a set of three proportionally spaced fonts: clones of Helvetica-Bold, Bookman-Italic and Clarendon-Medium.

***Amiga Format* rating 71%**

FANTAVISION

Broderbund _____ **£40.82**

An easy-to-use, basic 2-D animation package that features automatic 'tweening' and transformations to calculate intermediate animation frames – great for the lazy or for creating special effects. There's also object orientated drawing, with the facility to incorporate sounds into your animations. It's

such as surface texture, and shading methods such as Phong shading, which can create smooth gradients with more apparent colours than there actually are on-screen. You can also set lighting levels and the direction it comes from. For really good effects, there is another rendering method called ray tracing.

RAY TRACING

A form of rendering that is far more accurate, but as a result can take a very long time. The results it produces are amazingly realistic, thanks to the way it creates the image. It starts at a point where your light has been set, and literally draws rays from the source until it hits an object. Depending on the properties of this object, the light ray is either absorbed, bounced back or, if the object is translucent, the light is let through. This means that ray-traced images obey the laws of physics insofar as light beams are concerned, with deflected rays and so on.

3D ANIMATION

Animation is animation, but with 3D animation, things are a little more complex. Most animation systems use a method of literally flipping pages to produce apparent motion. Most 3D packages use an object-orientated approach: each object is individually rendered or ray traced on the scene. Each object follows the path defined for it, unaffected by other objects unless it happens to collide with any of them- we are, after all, considering a model of the real world.

With ray traced animation, because of the way the objects are rendered, and depending on the surface, you can see objects in motion as reflections on other objects as well as on their own. This effect is one of the main attractions of buying a 3D animation package.

These are the four main areas that define a 3-D graphics program, so without further ado let's look at some of the best packages available for your Amiga, from the inexpensive to the heavyweight professional.

HOW TO MAKE 2D PICTURES BECOME 3D

A useful addition to your 3D graphics package is what is known as a tracer. What it does is actually take a standard 2D image, usually in IFF form, and literally trace contours around each edge in the picture to produce a line drawing (keeping colour information intact) which can then be extruded to form a contoured three-dimensional object.

There are two notable programs that can do this, *Pixel 3D* and *RaceTrace*, *Pixel 3D* being the better by a length with its ability to use nearly all screen modes up to 32 colours whereas *RaceTrace* can only use screens at 320 x 256 pixels. The main advantage that *RaceTrace* has over *Pixel 3D* is image processing speed. That aside, *Pixel 3D* definitely has the edge with its ability to load *AutoCad* DXF files and the benefit of the most flexible extrusion control.

There are also object libraries available containing structured objects for importation into your program, or into your own creations, as well as a set of object fonts that can be used to create text easily in your final scenes. The world of 3D is the next step up from the typical canvas-like creations of 2D paint programs, and with *Pixel 3D* it is very easy to get into and produce incredible results.

UNDER £150

TURBO SILVER

AMIGA CENTRE SCOTLAND **£143**



Of the older generation of 3D programs, *Turbo Silver* is the one that stands out from the crowd for its variety of facilities.

Turbo Silver was the first release by Impulse, which has now moved on to its successor, the *Imagine* system. Produced as a comprehensive 3D object editor and animator, it is still one of the best, is very well supported, and has features not found on many other programs.

The basic interface is a powerful affair, with controls for multiple views, zooming and panning around your object, and a quick redraw. It can be a bit difficult to use; you can create just about any object you want, but complex objects take quite an effort.

The Object editor is where the bulk of the modelling is done. It is here that all the objects are constructed and edited to the desired shape. One of the most powerful features that sets *Turbo Silver* up above its competitors is its powerful texture mapping facility, using which you can define exactly how your surfaces appear. Texture mapping allows you to take an image (usually an IFF picture of some description) and literally mould it on to your object. The Object editor also enables you to position the lights and cameras in your microcosm, define animation paths, and assemble your final scenes.

Turbo Silver's render engine is also powerful. It renders in all of the Amiga's screen modes and resolutions, and can also render in either 12- or 24-bit colour. There is a host of render options, enabling you to render in wireframe mode, or perform solid modelling, and the full render mode when it's time to turn off the lights and go to bed for the night.

Full ray-tracing mode produces the best results with all your textures mapped and and all the light calculations done to the full. For quick previews, solid mode actually produces quite decent pictures in a fraction of the time.

The Animation editor controls the finer details in your sequences and enables you to manipulate your individual frames, of which you can have up to 1,000. Each frame has a scene, or cell, and you can reproduce the scene as many times as you like in your sequence, by either copying it to other frames or by cloning it. Cloning has the advantage of saving memory as there is only copy of the scene, but means that any changes later in the sequence cannot be made as it would actually change the original.

Despite being old, *Turbo Silver* is still excellent. There are also large libraries of 3D objects and fonts available in *Turbo Silver* format, which is great for learning your way around. *Turbo Silver* is a very able program and is perfect for those on a lower budget, needing the power that a program like this can give, but at a lower price. ➧

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good for beginners or for the experienced needing to push something out relatively quickly (provided you don't want it to look too stunning).

***Amiga Format* rating 54%**

FONT GRABBER

Genisoft/HB Marketing _____ **£49.95**

One of the most difficult things about creating fonts is struggling with a dot-by-dot editor to actually draw the individual letters. This useful typeface-designing utility enables you to draw up a font in any art package (as long as it's not HAM or EHB) and save it out as an Amiga font. You can also load up existing fonts and edit them in your favourite paint program, dumping them back to disk for use later.

***Amiga Format* rating 67%**

FORMS IN FLIGHT 2

Amiga Centre Scotland _____ **£69**

A good value 3D drawing package, with facilities for creating animations and mapping textures to any objects you create. It uses an unusual surface patch method and shades objects using Phong shading for ultra-smooth graduations. It has all the fundamental tools for object creation, including splining. Easy to use for the novice, but with powerful features for the more experienced user.

***Amiga Format* rating 54%**

GENESIS

The Software Business _____ **£49.99**

A fractal landscape generating program that can create relatively good scenery given the time and processing. The control interface is overcomplicated and the program doesn't directly support either US Geological Survey Digital Elevation Model files, such as those used by VistaPro, or 24-bit output. It doesn't even support HAM mode. However it does have a very comprehensive set of generating options.

***Amiga Format* Rating 65%**

HOME TITLER

Genisoft/discontinued _____ **£49.95**

As the name suggest, Home Titler is a titling package for use with genlocks to overlay text on to your videos or broadcast signal. It's very easy to use, with just the bare essentials for creating scrolling titles, and incorporates a text editor for easy creation of text, plus a variable speed scroller for smooth text animation. Ideal for the home enthusiast who requires the facility to produce title lists quickly and easily, but it may seem rather limited to the more experienced video editor. A basic system which is quite adequate for many domestic applications

***Amiga Format* rating 67%**

ICON PAINT

Hi-Tension _____ **£12**

A 16-colour icon designer that also enables you to up the number of colours on your Workbench to 16 (as long as you are using a version lower than Workbench 2), so that you can see your icons in all their glory. It has paint package style tools to enable easy creation of your icons and comes with a set of icons to use on your own applications and a set of utilities to make the most out of the package. Capable of some very nice effects, but at the sacrifice of a fair amount of that all-important chip memory.

***Amiga Format* rating 68%**

IMAGELINK (RASTERLINK)

Amiga Centre Scotland _____ **£179**

Powerful image-conversion software that enables you to convert from just about any bitmap format to another, including formats from other machines that are not normally found on Amiga packages.

The formats available include TIFF, PICT/PICT2, GIF, Sun Rasterfile and Truevision Targa, as well as ray-traced formats such as *TurboSilver*. Along with clever format conversion, the program also enables you to reduce the number of colours in an image and optimise the palettes used on a picture. It works with 1-24 bit images and can output directly to the Harlequin frame buffer board. Uses expandable module format image loaders and savers. Results are stunningly effective, but at a cost. The high asking price could mean that quite a few potential users will be put off getting hold of the package.

***Amiga Format* rating 88%**

IMAGICA

G2 Systems _____ **£464.13**

High-quality paint software with 3D texture facilities. It supports the use of scalable Compugraphic fonts with full

FROM £150-£250

IMAGINE 2

ALTERNATIVE IMAGE £223.25

This is the latest version of the highly acclaimed *Imagine* program from Impulse and is developed from *Turbo Silver*. The main changes you'll notice if you are familiar with the original version are that *Imagine 2* has a new 3D-style button interface, getting in line with the now-familiar Workbench 2 look that American developers are swiftly picking up and using as standard.

Imagine's interface is good, but it can be a little difficult to control; it can be very powerful, but what is the use of power if it cannot be controlled? Still, it just takes a little bit of getting used to.

One feature that has been added since the original *Imagine* is an array of buttons lining the bottom of the screen. The buttons are 'soft' buttons, which you can set up as you wish to bring up function requesters from any part of the program. This helps you work a heck of a lot faster, because you don't have to dig through menus and selectors for the tools you need a lot.

The render engine in *Imagine* is one of the best available. It is ultimately flexible and produces images a lot faster than most other packages would, running on a similar hardware set-up.

It can produce superb ray traced pictures that feel a lot more real than does the output of other ray tracers on the Amiga. As well as standard Amiga resolutions, it has support for frame buffer cards in so far as it can produce 12- or 24-bitplane images (that's up to 16,777,216 colours) and save them in standard IFF-24 format.

There are two editors in *Imagine*, the Forms editor and the main workhorse of the system, used to produce the final objects, the Detail editor. The Forms editor offers you an alternative method of creating objects from the Detail editor. It uses three views, one from the front, the side and a cross-sectional view. It is the cross-sectional view where the main interest lies – it enables you to edit your shape in planes or slices, and as a result can create strangely realistic objects in a very simple manner. You can also use symmetry and, by editing using all three views, have an amazing level of object control.



One of the two most modern and most impressive ray-tracing programs around, *Imagine* can create detailed scenes in glorious 24-bit colour. With some care, you can produce pictures that look almost like photographs.

The Detail editor is a more conventional editor that enables you to create objects from basic 'primitives' (base objects such as spheres and cubes). It also has a comprehensive set of tools for manipulating your objects with facilities to extrude, bend, stretch and otherwise transform your objects.

The real power in this editor, though, is in its detail handling – objects can be touched up with point editing, literally placing any point wherever you want it to give your images that final touch before rendering.

The animation facilities are controlled by what is known as a Stage editor. This enables you to create movement paths for your objects – the 'actors' as they are called in the Action Script editor, accessed by the Stage editor. The Action Script editor basically defines the in-between bits of each stage. There is also a Cycle editor which, as its name implies, can create cyclic object sequences, and a Project editor which saves your movies into a directory for ultimately processing through the render engine.

Imagine 2 is a powerful beast and, provided you can afford it in the first place, it actually represents extraordinary value for money when you weigh price against functionality. The results it produces, when rendered and viewed using a 24-bit system, have a certain quality about them that could not be bettered. On the whole, this is highly recommended for anyone who is serious about producing stunning 3-D graphics.

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anti-aliasing. It loads in IFF ILBMs up to 32 bits and has multiple brush functions such as scaling, rotating, skewing, axis flipping and more advanced functions such as transparency and embossing. Flood filling, gradient filling and texture mapping facilities are also included.

***Amiga Format* rating TBA**

IMAGICA PROFESSIONAL

G2 Systems _____ £881.25

A professional version of *Imagica* with extra features such as variable translucency, painting using colour cycling methods, object shading, line art modes, surface texture mapping and enhanced anti-aliasing.

Some additional painting functions have also been included, such as the very painterly smudging technique and smearing (which is a very useful feature in any paint package). An excellent professional quality system able to produce outstanding results, but at the price of nearly 900 quid, it had jolly well better be good.

***Amiga Format* rating TBA**

IMAGINE

Impulse Inc/Alternative Image _____ £270

A professional-standard rendering animation system that rivals programs on much larger computer platforms, but brings the power into a much more affordable price range. It features a four-way 3D viewer, a detail editor, a cycle editor, an action editor, a project editor plus a host of rendering and texture-mapping tools. *Imagine* uses advanced 24-bit rendering techniques to produce very high-quality ray-traced 3D scenes. With a little care, the results achieved could very well rival those produced on more expensive systems. A powerful package that, although expensive, is worth the rather high asking price

***Amiga Format* rating 93%**

KARA FONTS

Kara Computer Graphics/HB Marketing __ £80.87

Kara Fonts are high-quality ColorFonts with a wide range of typefaces in numerous sizes and styles. There a several sets to choose from with loads of conventional display fonts through to fancy eye-catching fonts. Perfect for use in titling applications or for presentation purposes. Styles include headlines, embossed, chiselled and script fonts in various numbers of colours up to 16.

***Amiga Format* rating 72%**

LUNAR CONSTRUCTION SET

INOVAtronics/Checkmate Digital _____ £24.95

A set of two disks containing clip art and various backgrounds for creating your own out-of-this-world scenes of space and the cosmos.

It contains various data on planets, moons and typical space objects such as satellites and cosmonauts. The artwork comes as standard IFFs for importing into most paint packages and can also be used as clip art for importation into desktop publishing packages.

***Amiga Format* rating TBA**

MAKEPATH

Virtual Reality Laboratories/ HB Marketing _____ £34.95

Although capable of producing some extremely impressive fractal images, the *Vista* series of programs leave the images looking rather static. Wouldn't it be nice to get a spectacular helicopter fly-past of your newly created scene? Well actually, you can.

This package enables you to animate those *Vista* and *VistaPro* landscapes you have created. It uses an intelligent spline-based system for creating travel paths through the scenery.You have full control over the flight with definable acceleration, banking, pitching and can use an interactive mode that enables you to see the effects of your changes almost immediately.

***Amiga Format* rating 90%**

MASTERPIECE

Wizard Software _____ £8.95

Your very own version of the 'Antiques Roadshow' for the Amiga. It's a historical guided tour through the ages with selected colour pictures of masterpieces from the world's (over) abundant supply of art treasures and priceless antiques. The images are ideal for use as clip-art when you need a picture of a rare vase. It makes for perfect viewing on a good night in with a pizza, or just when plain bored. Useful for... something?

***Amiga Format* rating 82%**



***Real 3D* uses a unique and more intuitive method to build up 3D objects: instead of defining the surface of the object, you build it up with 'building blocks' which are themselves 3D objects – just as if you were building a real model.**

OVER £250
REAL 3D PROFESSIONAL

ALTERNATIVE IMAGE **£305**

There are two versions of *Real 3D*, the beginners' version and this, the Turbo/Professional version. The beginners' version is good, but a little short on features, because it is a cut-down adaptation of this: whereas the professional version that we will concentrate on is a fast, full-featured program capable of creating some very impressive images and some superb animations – its main forté.

The modeller uses a triple-view editing system which is rather like that used by the old favourite the *Sculpt* series (a series of ray tracing programs that produced all the best 'shiny spheres on a chequered background' type pictures in the early days of the Amiga). Anyway, the triple view means you view an object from side, front and above when you are creating or editing it.

With *Real 3D* you also have an object selection window, which enables you to select an object for editing by choosing it by name, rather than by trial and error on the editing windows. As well as this, almost all the features are accessible from the main editing screen using a bank of icons, which certainly makes for easy operation.

Real 3D creates its objects in a way very different from that used by most 3D packages. Rather than using a skin method, defining the surface of a hollow object, it works by making up the model using a true solid technique where the 'primitives' (basic objects used as a building block) are genuine 3D objects defined mathematically using quadratic equations. Objects available are pyramids, prisms, cuboids, spheres and a host of others. They can all be manipulated into your required shapes, rather like Plasticine modelling, with functions such as cutting, drilling, glueing objects together and distorting. You can even use one object to cut into another to create some strange, weird and wonderful creatures.

Creating objects can also be created in an automatic manner by using the special 'combination' tool that performs a series of functions in one, or even one function a number of times. What the tools actually do is to create more complex objects from simple primitives into shapes of your choice: for example, chaining spheres and tubes together to produce snake-like objects. You also have a choice of up to 24 bend and distort functions to produce effects only possible with a lot of editing on other packages.

The render engine is simple and intuitive, yet still quite versatile and powerful. It is quite fast, but, like most raytracers, ideally requires quite an accelerated Amiga to make the most of it. It is as fast as *Imagine* in most cases and perhaps even faster at rendering solid objects. Transparent objects and semi-opaque objects do take a lot longer, though, because of the sheer number of calculations that have to be performed on the solid models.

The animation section in *Real 3D* is one of the strongest parts of the program. It has seven different animation methods and is able to perform motion by using key-frame animation, morphing or by the use of animated textures, for a start. The easiest method is by using the wireframe mode and controlling object paths that way, simply zooming or moving around with the computer recording your actions.

24-bit rendering is excellent and other features such as bump mapping – taking the red levels of brushes to produce contoured scapes – and some powerful image creation and manipulation tools make this program highly recommended at the high end of the scale.

Real 3D is a very well programmed piece of software, and, given the creativity, it can produce some of the best results you could hope to achieve.

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MODELLER 3D
Oxxi-Aegis _____ **$99.95**

Modeller 3D enables you to create 3D objects to incorporate into other animation programs. There's also the facility to create objects using polygons with an unlimited number of control points. Various manipulative tools include flip, merge, lathe and extrude, and functions such as rotate, translate, scale, mirror and remap to create your objects.

***Amiga Format* rating 63%**

MOVIESETTER
Gold Disk _____ **£36**

An animation package aimed at the novice who wants to create cartoon-style animation sequences. Although the range of editing functions may seem limited, some very impressive results can be achieved. You are not only given a set of animation editing controls, you can also add extra atmosphere by incorporating sounds into your movie. It imports standard IFF clips to animate and is operated by a very easy-to-use but very flexible interface that enables you to create quite complex animations quickly and easily. It also has full video overscan support. To give a hint of some of the things that are possible, many of Eric Schwartz's classic cartoons were produced on *MovieSetter*.

***Amiga Format* rating 82%**

MY PAINT 2
Centaur Software/discontinued _____ **£19.95**

This is a cheap and cheerful painting program which has been especially designed for use by young children. It only has a limited set of tools, but they are kept to a minimum so as not to confuse the youngsters.

It features thick and thin line drawing and filling in a limited range of colours, all based within a friendly mouse-driven icon-based interface for easy control. It includes a range of pictures for the kids to scribble on or to colour in. Ideal for children who want to express their creative licence without making a mess on your carpet.

***Amiga Format* rating 90%**

NEW DIMENSIONS
Wizard Software _____ **£13.95**

A 3D graphics program designed to teach the principles of 3D vision and graphics to the uninitiated. It comes complete with a comprehensive tutorial system to show you how it's done and also a pair of '3D' spectacles to wear so you can see your creations in 'true' 3D with real depth. Images can be seen to almost literally come out of your monitor or appear behind other objects.

***Amiga Format* rating TBA**

OUTLINE FONTS
Gold Disk _____ **£129.95**

35 fonts on five disks, all in Agfa Compugraphic format, which makes them ideal for use in most major DTP and structured drawing programs. Being from Gold Disk, the collection is aimed primarily at users of Gold Disk's DTP package, *ProPage*, but many other DTP programs can also use the fonts. Also included is a utility called CreateFont which converts Outline Fonts into a bitmapped equivalent for use in paint packages and the like. A very slick collection of typefaces, but at almost £130 it's not cheap.

***Amiga Format* rating 82%**

P.A.S.E.
Pure Graphics _____ **£49.95**

A cel animation system with full cel and object editing facilities. It features a very easy-to-use icon-driven interface to control all the main functions.

The program supplies the beginner with a good way to learn how cel animation methods are used to create smooth, fast animations. A good set of manipulative controls and effects make P.A.S.E. an ideal program for budding animators or enthusiasts.

***Amiga Format* rating 65%**

PAGE FLIPPER PLUS F/X
Mindware _____ **£122.55**

A full-screen animation system that works literally by flipping pages to create motion. Ideally suited for desktop video productions and similar presentations, it has full IFF compatibility and various transitional control special effects to make your final productions more interesting.

Because of the animation method, the system can become rather slow, depending on the resolution and complexity of your screens.

***Amiga Format* rating 61%**

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Fractals

One of the most fun and amazing types of program is the fractal landscape generator, which creates weird and wonderful scenery...

THERE ARE SEVERAL programs that use fractal routines nowadays, and they fall into two main categories. There are standard fractal programs, mostly in the public domain, that produce visual representations of fractal equations such as the Mandelbrot or Julia sets, mostly just for fun, and then there are the landscape generators, which are used to create realistic scenery for use as backgrounds.

Fractals are mathematical equations that, when presented with what is known as a 'seed' value as a starting number, produce another number which is translated to a pixel on the screen. Depending on the fractal set concerned, this number is usually fed back into the original equation to produce another number and so on, until as much information as possible has been represented within the constraints of the screen.

Nature itself is quite random, and by using fractal sets in landscape generators it is possible to 'emulate' Nature's creation process to produce landscapes of a remarkably high standard. Fractal images are such that as you magnify an image produced on a fractal program they actually retain their features, rather than losing detail as one might expect – such is the power of these programs to produce a wide variety of images of unlimited complexity.

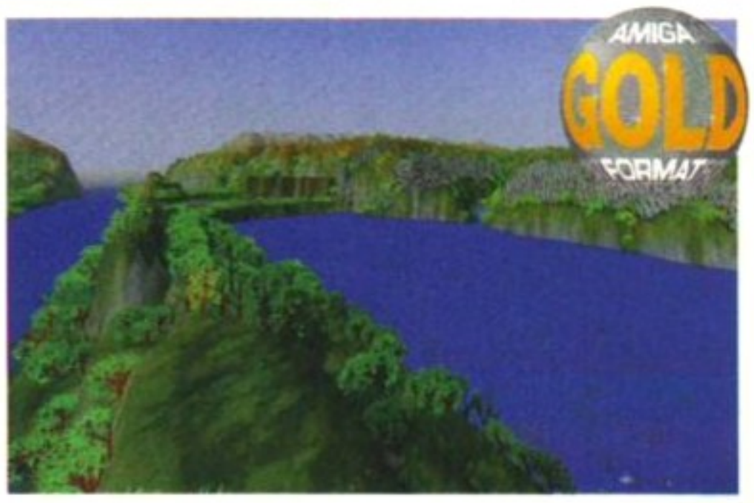
VISTAPRO 2

VIRTUAL REALITY LABS **£69.95**

VistaPro 2 is the latest version of the highly acclaimed *Vista* landscape generating system given away free with issue 33 of ***Amiga Format***.This version sees a whole new set of features and enhancements over the original. *VistaPro* now has the ability to render in 24-bit form, allowing for true colour pictures.

There is a multitude of landscape features that you can include in your scene, such as trees (coniferous, deciduous, palm or cactus), lakes, rivers and buildings, and you can select options for rendering, such as high-quality Gouraud shading or polygonal rendering for speed previews.

Creating a landscape can be done by two methods: by providing a random seed value for a purely imaginary and random landscape, or by loading in a DEM file (Digital Elevation Model) which is basically an IFF variation on an Ordnance Survey map, to render real landscapes such as the Grand Canyon with data from supplementary data disks.



As recommended by Amiga-owning sci-fi writer Arthur C Clarke, *VistaPro* creates gorgeous 24-bit landscapes.

VistaPro also has fairly good animation facilities and there are a lot of expansion disks available, such as *MakePath* for better animation control and *TerraForm* for landscape editing, as well as several data disks full of DEMs to render at will.

SCENERY ANIMATOR

POST HASTE **£59.95**

Scenery Animator, as its name suggests, is geared towards providing a comprehensive suite of animation tools as well as all the standard landscape generating functions, being a very close competitor to *VistaPro.* The program will load in standard DEM files to produce its landscapes in up to 24-bit, and has control over all land features; sky, snow, rock, soil, vegetation and sea.

Although you do not have as much variety as *VistaPro* in this department, *Scenery Animator* can use fractally generated clouds in the scene, something other generators have omitted. The real power of the program, however, lies in its animation capabilities.

Scenery Animator can produce some amazingly smooth 'fly-past' animations using some incredibly powerful yet easy-to-use tools. For example you can set up a path for the camera to travel along, at any speed by defining the number of frames in between each point.

You can then set up pass-through points where the camera must travel along, as well as setting up the camera to do pans and scrolls across the landscape smoothly. Once you have created your journey through your computer world, you can play it back at up to 60 frames a second using the PD program *ShowANIM,* supplied.

Well worth considering for advanced animation facilities as well as landscape control features.



As its name suggests, *Scenery Animator* is suited to creating sequences, like flying over the landscape.

AMIGA GRAPHICS A-to-Z

PAGERENDER 3D

Mindware International **$159.95**

Pagerender is a 3D image-production system which also includes 3D animation facilities. The program features tools to enable you to create your own object libraries from a large object library database. It uses a flexible coordinate system approach with facilities such as automatic script generation and automatic geometric restructuring.

It can create files in standard ANIM format for good compatibility, but has ARexx support for external program control, making it a viable option for multi-media systems. It also supports stereo vision.

Amiga Format **rating 44%**

PAINTER 3D

Pulsar **£129.95**

A 2D outline object creator which can rotate your objects about an axis or extrude them to produce 3D shapes. Using the extrusion method, you can also create landscape scenery and more complex objects. Limited in functionality with only basic manipulative abilities. Good, but a bit pricey for what it does.

Amiga Format **rating 71%**

PHOTON PAINT 2

MicroIllusions/discontinued **£78.22**

The sequel to one of the earliest Hold And Modify mode 4,096 colour paint packages. Combines HAM painting with basic page creation and flipping features, enabling you to create rather simplistic animations. Features good picture special effects such as rub-through, and painting using logical mathematics operators such as AND, OR, XOR add, subtract, maximum and minimum levels, as well as colour tinting and automatic shadows, with tools such as a variable size airbrush and filled polygons.

The program comes into its own with some very impressive brush-wrapping and light-shading techniques, offering brush tools not available on any other program. Although it has been replaced by Spectracolor, *Photon Paint 2* is still an extremely viable option for those who wish to use HAM mode and carry out a host of special brush effects.

Amiga Format **rating 86%**

PICTUREWARE

Nik Williams **£4.99 each**

Pictureware is a library of very high-quality colour and black-and-white digitised clip art, using any number of colours including 4,096-colour HAM mode. There are over 40 different disks in the catalogues, with subjects including humans, cars, motorbikes, landscapes and so on, with a wide variety of 'cultural' scenes digitised from around the world. The images are standard IFFs.

Amiga Format **rating 87%**

PIXEL 3D

Axiom Software/HB Marketing **£99.99**

Powerful 3D object creation utility that enables you to convert bitmaps into extruded 3D objects. This flexible approach enables you to create 3D objects quickly and easily. It uses data compression algorithms to reduce the size of its 3D object files and has support for importing and exporting to other file types such as *Sculpt 3D* and *TurboSilver.* Also supports export to AutoCAD DXF format files.

Amiga Format **rating 95%**

PIXMATE

Progressive Peripherals/HB Marketing **£49.95**

Image enhancement software system. Enables you to process your graphic images with extremely powerful manipulative tools. Conversion between screen formats is possible, along with special tools such as colour mapping, histogram testing and colour palette reduction.

The algorithms used were originally developed for NASA to enable the enhancement of pictures with functions such as tile, blur, and the use of filters and the facility to analyse colour data. Has over 3,000 special effects built into the program. Although it is a little on the old side, some of the tools are extremely useable, making it a very useful image-manipulation program.

Amiga Format **rating 72%**

PRESENTATION MASTER

Oxxi-Aegis/Silica **£204.99**

A very flexible presentation-style program with a whole host of features not available in other programs. *Presentation Master* actually has its own structured drawing facilities, graph creation facilities, the ability to read EPSF files, all with




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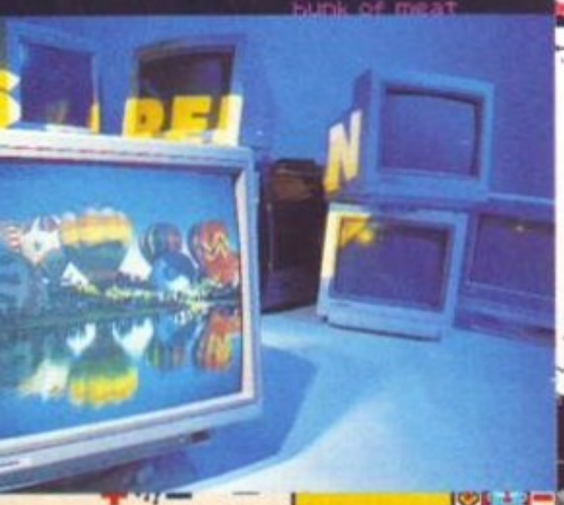

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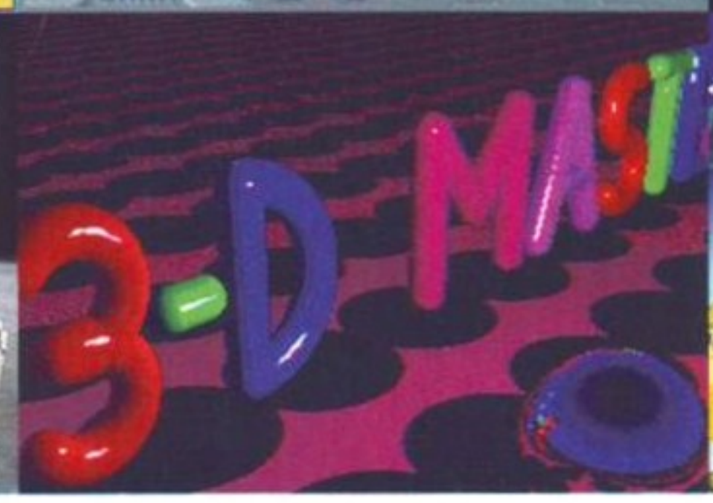

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sound and spelling
shapes



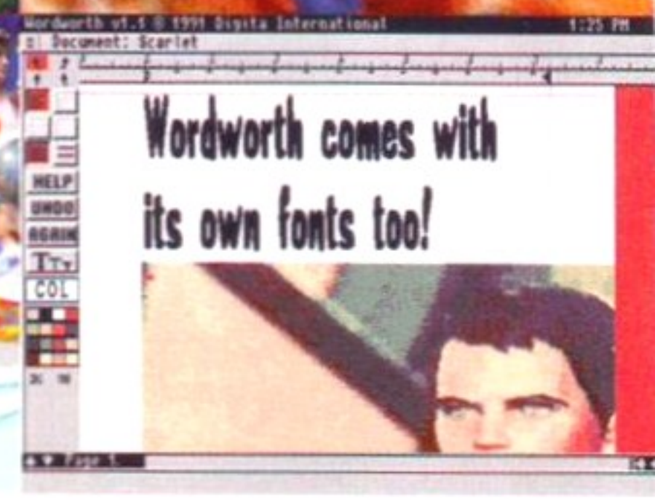

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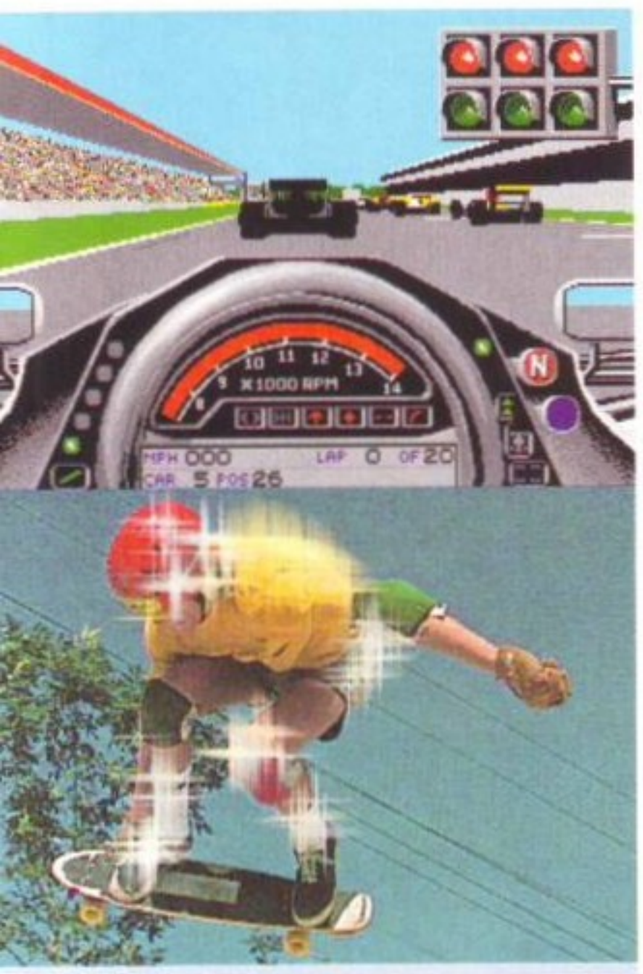


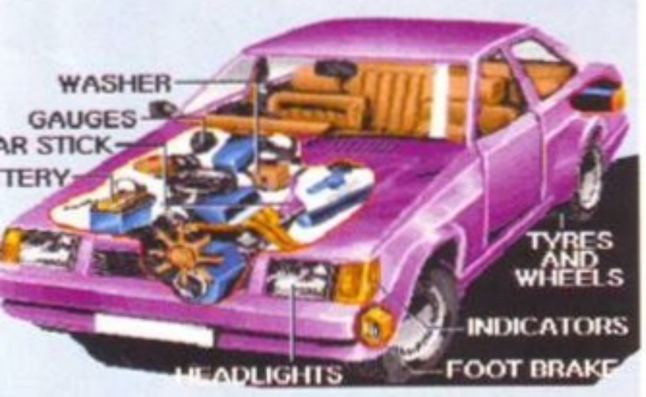

PC Format
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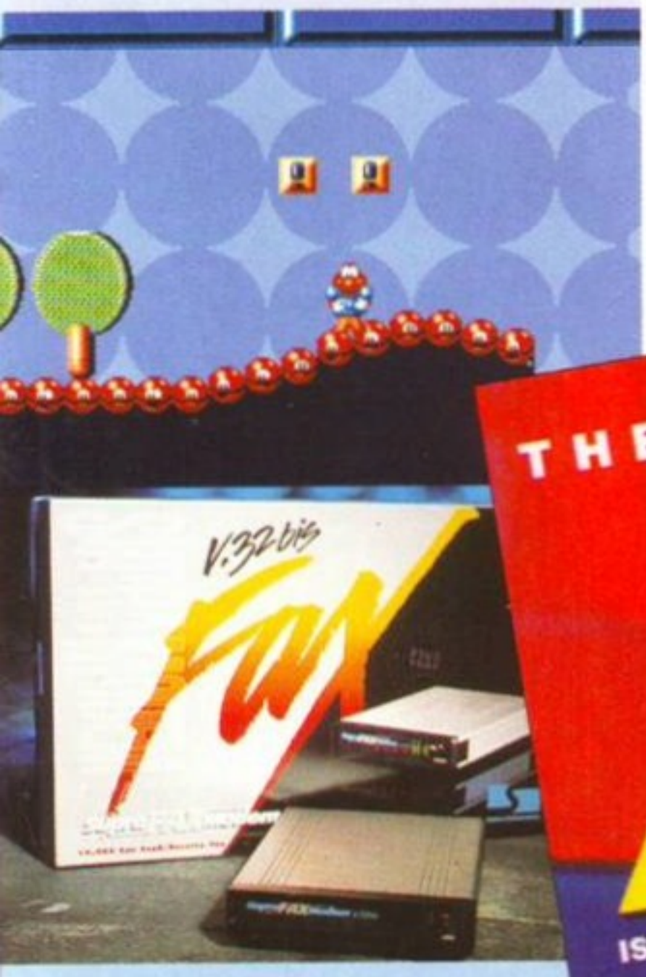

3-D MAST


3D


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Amiga Format

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Computer Aided Design

It's not something that is immediately going to appeal to the average Amiga graphics enthusiast, but CAD has its uses, particularly for technical drawings and diagrams...

COMPUTER AIDED DESIGN, or CAD, is the process of creating structured, mathematically precise technical drawings. The main application of CAD systems is for creating, or at least modelling, components using various views to make engineering them easier, although CAD is also frequently used in architecture and in other kinds of design and could be of use in any field where detailed drawings or diagrams are needed.

Since CAD drawings are constructed out of lines and are stored mathematically – these are *not* bitmap graphic images – they can be resized and viewed at various magnifications for precise editing. They can also be printed at the best possible level of detail, no matter how large the print.

Ideally, in order to make the best of such a program, you should have some kind of plotting output device to produce your 'blueprints', but of course any printer will work: it just won't be at as high a resolution. Thanks to this hardware requirement, as well as the professional nature of most CAD users and the fact that CAD programs don't have a widespread demand, they can be quite expensive, especially for the fully-featured 3D design packages.

There is a close connection between structured drawing packages and CAD programs, the main difference being in that structured drawing packages in the main only allow for two-dimensional design. Three-dimensional structured drawing packages, however, could theoretically be used if all you needed to do was to model objects without a view to manufacture, but for precise engineering, you would need a proper CAD package.

X-CAD 3000

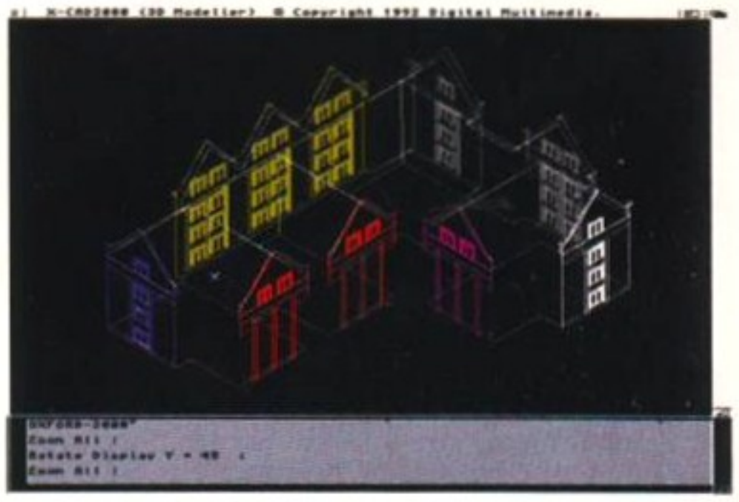
APPLIED VECTOR TECHNOLOGY/ DIGITAL MULTIMEDIA £359

This is a very fast CAD program that actually claims to be faster than *AutoCAD* running on a 386 PC at screen refresh. Well, without a 386 at hand we can't verify this, but *X-Cad* is certainly no slouch.

The program boasts some very impressive features, like support for digitising tablets, which even *DynaCADD* doesn't have, and also enables you to import *AutoCAD* DXF (Drawing eXchange Format) files in either 2D or 3D for editing.

The object editor has an accuracy of up to one-millionth of a millimetre which, when considering the design fundamentals that CAD programs should have, scores highly. The editor can also create a 'symbol library', a collection of objects that can be used readily for building up your designs.

Objects can be created in up to 256 'layers' piled on top of each other, and you can also view your images automatically in isometric or perspective 3D.



Although *X-CAD 3000* is new, it is the latest in a long series. It is also far and away the most impressive.

It supports output to any HPGL compatible plotter or any Preferences printer. It does need at least 1.5Mb, preferably 2Mb, of RAM to operate, but given the high spec, this is understandable. A new, powerful and very, very good CAD system.

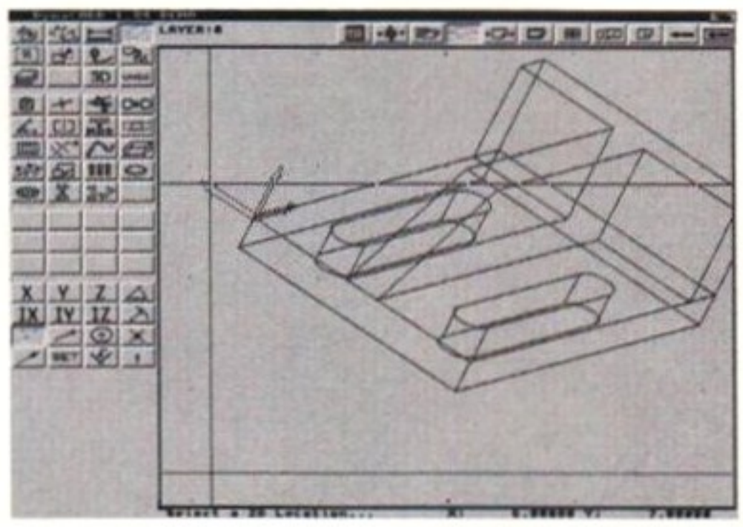
DYNACADD

DITEK INTERNATIONAL/ EXPRESSWORKS £763.75

Fast, and powerful, but at a price. Version 2 requires at least 2Mb RAM and a hard drive, but of course an accelerator and more megabytes help.

***DynaCADD* can import and export in *AutoCAD* DXF format, and although its modules are slower than, say *X-Cad*'s, they are far more accurate and do not need tweaking to adjust inaccuracies. Unfortunately, this version doesn't directly support digitising tablets, but hopefully the next version will have support...**

You can create 3D models in *DynaCADD* and it can export them for rendering in *Imagine* or *Sculpt*, but there are no built-in rendering facilities. For a program of this spec, this should have been included.



***DynaCADD* benefits from compatibility with programs that are an industry standard on PC-compatible computers.**

AMIGA GRAPHICS A-to-Z

an easy-to-use DTP-style-object orientated interface. It also has a simple spreadsheet to create charts and is a perfect candidate for creating slides and interactive productions.

***Amiga Format* rating 82%**

PROFESSIONAL DRAW 2.0

Gold Disk/Silica £129.95

When making illustrations for use with plans or DTP projects, the most common form of artwork used is a structured line drawing. *Professional Draw 2.0* is a good place to start, being one of the best structured drawing programs available at the moment.

As well as offering a wide range of complex drawing functions, it can create some very complex full-colour (including Pantone support) objects. It saves in its own proprietary file format that is support by the *PageStream* and *Professional Page* DTP packages. Also has support for Compugraphic-based outline fonts and can stretch, deform and align text to lines and curves. Gradient fills and bezier curves are among its other features.

***Amiga Format* rating 87%**

PRO VIDEO FONT LIBRARY

Shoreff Systems $59.95

A set of high-quality broadcast-standard fonts. There are five sets in the collection, with fonts varying from stylish script-style fonts to headline fonts and more traditional or conservative body copy fonts.

The fonts are usable in either *Pro Video Gold* or in *Pro Video Plus*, but not in *Pro Video Post*. An impressive collection with which some very professional looking displays can be created.

***Amiga Format* rating 76%**

PRO VIDEO GOLD

Shoreff Systems $249.95

A real-time character and title generator. Can be used as a fast sub-titling system depending on the application purpose, or for more general titling usage.

Has a very comprehensive set of special effects to control the flow of your text on-screen, as well as screen transitions. Has over 100 wipes and other effects for jazzing up your presentations.

***Amiga Format* rating 81%**

PRO VIDEO PLUS

Shoreff Systems/HB Marketing £159.99

A good video titling package with the facility to use the fonts supplied separately to create good high-quality text screens for any presentation application. Has a good selection of tools to manipulate the way your presentations will appear, with a wide variety of screen transitions and scrolling effects. Can be used to overlay titles etc. with full video genlock compatibility.

***Amiga Format* rating 83%**

PRO VIDEO POST

Shoreff Systems £249.95

A real-time character and title generator as above, but with advanced functions such as anti-aliased fonts and the capacity hold up to 2,600 pages of text or objects in memory at one time, depending on availability.

It has over 100 wipes and 84 digital video control effects for manipulating your final presentations. One of the best titling systems around, but a bit expensive.

***Amiga Format* rating 81%**

PRO/MOTION

HB Marketing/discontinued £69.95

Used in conjunction with *VideoScape 3D*, *Pro/Motion* is used to take the trial and error out of determining the way objects will behave under the influence of effects such as wind, gravity and magnetism. Features motion previews before the rendering process to tweak your animations before final processing. Uses an easy-to-use and flexible control interface.

***Amiga Format* rating 76%**

RACETRACE

Activa International/Alternative Image £110

An automatic tracing program that takes the outline of standard IFF bitmaps to produce vector-based full-colour object-orientated images. Once vectorised, the individual control points can be edited to touch up the final image and lines added/taken away to suit your needs. It has a comprehensive undo facility and can produce some excellent results. Saves in all the most widely used vector formats for the Amiga for importing into DTP applications.

***Amiga Format* rating 70%**



POST HASTE

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There are all kinds of raw materials readily available on disks: images in IFF form, *Sculpt* objects, *TurboSilver* objects, DEM landscape files, 24-bit pictures, 3D structured objects and standard outline fonts, and also 2D structured objects covering disparate subjects. Here are some that are definitely worth a look.

CANVAS

CHECKMATE DIGITAL £34.95

Canvas contains more than is found on the usual 'clip-art' disks, which normally feature small images for you to cut out and use in other applications. What you have here is a series of full-screen colour pictures, which can be loaded into any art program that recognises IFF picture files. *Canvas* also contains animation files saved in ANIM format, so that you can load them up and see how they work.

As well as general space scenery, the disks contain pictures of planets, moons, stars, satellites and even astronauts, so you can produce a wide range of cosmic pictures. The images can also be used as clip-art, so you can use them to illustrate your DTP documents.

PICTUREWARE

NIK WILLIAMS £4.99 PER DISK

A more sensible idea than charging more for a package of disks on various subjects may be to simply release individual disks at a budget price. That's exactly what Nik Williams has done with his *Pictureware* series.

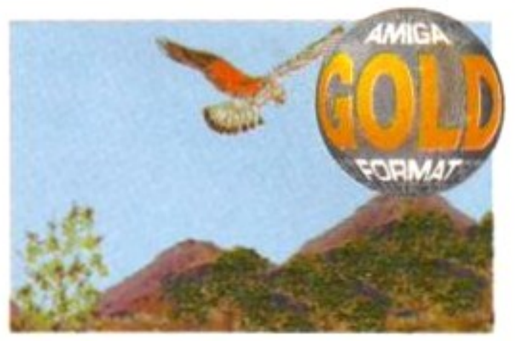
Each disk contains very high-quality digitised pictures in all screen modes (including HAM). A number of subjects is featured in the 40-disk series, including humans, cars, motorbikes and various landscapes.

REAL THINGS

RGB STUDIOS

£29.95

The first disk packs featuring animations and ANIMbrushes to be used with your graphics programs, covering subjects such as humans, horses, safari, sea life and birds, the *Real Things* packs are based on the study of the movement of living creatures.



If you like the idea of *Deluxe Paint* animation but you can't draw, try this!

As well as containing ANIMbrushes and backgrounds for you to use, the disks also contain screen with diagrams and text with information on the way animals move, giving the series a more educational slant. All the images and animations are of an extremely high quality, having been digitised and retouched for optimum clarity.

Clip art, image files & animation disks

It's all very well having stunningly powerful graphics programs, but what if you're short on inspiration? Getting a few ready-prepared raw materials could be the solution...

This is a good starting place for the novice artist and animator, since you can see how animations work before trying your own. The only thing that may put people off is the price.

LUNAR CONSTRUCTION SET

CHECKMATE DIGITAL £24.95

Set in the same style as the *Canvas* art collection, this two-disk package features images and data on planets and other outer-space scenes. The IFF images can be loaded into any standard paint package ready for you to design and build up you own planetary landscape.

THE DESIGN DISK COLLECTION

ANTIC £24.95 EACH

Design Disk images are high-quality 3D objects in various forms. Two collections, *Future* and *Humans* are available, for use in any package that can import the *Sculpt Animate* format or the *VideoScape* format. These are both 3D packages which have been very popular in the past, particularly in the PD demo-writing scene.

The *Future* collection contains images of objects as they might appear in the future. The set can be useful for creating scenes of other worlds or impressions of what they may be like. The design of homes in the future could be radically different from now and visualising these 'concept' houses can be done with just a little imagination.

The *Humans* set contains skeletal human structures. Human beings are generally extremely difficult to model, unless you're a bit of a whizzo artist, and this set can help out in areas where images of people are required. By using the facilities of your package, you can also model and see the human body animated, which are useful for motion analysis.

There are also many other collections of ready-made objects available on disk in the public domain, so keep an eye out.

AMIGA GRAPHICS A-to-Z

RASTERLINK (FORMERLY IMAGELINK)

Amiga Centre Scotland _____ £179

Powerful image conversion software that enables you to convert from just about any bitmap format to another, including TIFF, PICT/PICT2, GIF, Sun Rasterfile and Truevision Targa and also ray-traced formats such as *TurboSilver*.

Enables reduction of colours and optimisation of palettes. Works with 1-24-bit images and can output directly to the Harlequin frame buffer board. Uses expandable module format image loaders and savers. Stunningly effective – only problem is price.

***Amiga Format* rating 88%**

REAL THINGS

RGB Studios _____ £29.95

The Real Things collections comprise high-quality digitised and touched-up ANIM format brushes for use with *DPaint* and any other package that supports them. They can be used as clip art or for producing smooth animation screens, but their primary use is in educational projects, where visual representations of moving lifeforms are required.

This point is emphasised by the inclusion of data on many of the forms included in the packages, giving everything a teacher's-eye view. There are various objects on themes such as humans in motion, horses in action and birds as well as other forms of animals and wildlife.

***Amiga Format* rating 88%**

REAL 3D 1.4

Activa International/Alternative Image

Beginners version _____ £115

Turbo/Professional _____ £280

Highly sophisticated 24-bit rendering and modelling system. Full ray-tracing facilities with anti-aliasing, texture mapping, various methods of shading and point editing.

Having gone through a few changes, the latest update has morphing and key-frame animation. Supports solid and free-form modelling. You can also create images up to OS limits (32,768 x 32,768 under Workbench 2.0). Two versions for those with basic and more demanding needs.

***Amiga Format* rating 95%**

SCALA 500

Scala/HB Marketing _____ £99.95

Although it is a very powerful and impressive presentation system, *Scala* is way out of the range of many ordinary Amiga users. It's little brother, *Scala 500*, is just the thing to bridge the gap.

It is a home video titling system that bring you the power to create high quality titles and pictures to overlay on a video signal via a genlock, or over a custom background. Text can be scrolled in many different ways with effects such as drop shadowing, underlining and italicising applied to it. It is supplied with many backgrounds and hundreds of pieces of clip art to add to your creations.

***Amiga Format* rating 82%**

SCALA

Scala/HB Marketing _____ £264.37

Professional video titling system with a fully controllable screen transition system featuring over 80 wipes and a text flow system. Combines sound files, animation files and graphic files to produce professional-quality screens. Can also be used as an interactive multimedia presentation tool. Comes with a large library of fonts, backgrounds and clip art to get you started.

It has a very easy-to-use and logical interface and the latest version can be linked into a full multimedia system in a much more flexible manner than ever before, giving control over video, graphics, sound and MIDI to produce a whole presentation system, rather than being simply based around a single computer or video.

***Amiga Format* rating 86%**

SCENE GENERATOR

Natural Graphics _____ $49.95

Produces realistic-looking scenes and backgrounds. Can create landscapes with variable light sources and surface objects, such as water and snow and other objects like clouds. Has full control over colour ranges and has a very useful preview mode that can show an accurate representation of your scene quickly, before the full scene is created.

The menu interface is easy enough to get to grips with but, although simple to use, the rendered results look a little flat. Compared to something like *Vista*, *Scene Generator*'s

Font design

If you're likely to be using any kind of lettering as part of your images or as captions, being able to change type styles helps immensely...

SEARCHING THROUGH A public domain library's entire font collection just to find that one elusive typeface can be a daunting task, so why not design your own?

The Amiga's main font format is the now rather dated bitmap font, but there are at least seven different font formats in use: bitmap, ColorFonts, PostScript Type 1 and 3 fonts, 3D object fonts, ProDraw outlines, Compu-Graphic and Soft-Logik fonts, the last five being scaleable outline typefaces for DTP. So which format do you want to create fonts in?

You're restricted to creating normal Amiga Bitmaps and ColorFonts. But if you do want a wider choice of DTP fonts, there are conversion utilities available to swap fonts from one outline format to another. Here are some of the top font design programs and font collections currently available.

OUTLINE FONTS

GOLD DISK/HB MARKETING
£129.95

This is a collection of quality Compugraphic versions of the standard 35 fonts found in most PostScript printers. There are 11 families in the collection, including Times, Palacio (a Palatino clone), Courier, Zapf Chancery and Symbol, a greek character set.

They can be used in any program that supports Compugraphic fonts and installed on Workbench 2. The package comes with *CreateFont*, to convert Compugraphic outline files into standard Amiga bitmap or to *ProDraw* format. In this way you can create bitmap files at any font size.

CALLIGRAFONTS

INTERACTIVE SOFTWORKS
ANDRE'S STUDIO £29.95
ASHA'S £59.95

A collection of nicely-drawn, coloured fonts created with *Calligrapher*. They can be used in *Deluxe Paint* by running the *ColorFonts* program. Although they are very pretty, the price of the disks is pretty high, so make sure they're exactly what you want before buying.

FONTGRABBER

GENISOFT £49.95

***Fontgrabber* is primarily used for the creation of standard Amiga bitmap fonts. Rather than actually providing you with a character generating system, like Commodore's own font editor, *Fontgrabber* uses a novel approach involving importing an IFF image containing your characters, and it is only limited to the constraints of the Amiga's memory.**

To create a font, you would use a standard paint package to produce a screen containing all the characters you need in the font as a standard picture. This means you have all the advanced tools that, say, *DPaint* provides to touch up your character images.

The next step involves importing your IFF image (of any size or resolution) into *Fontgrabber*, where you literally pick up each character like a brush and assign it to a key. *Fontgrabber* automatically works out how each character should appear on the screen using routines to place all the characters correctly on the base line, so that 'p's descend and 'd's ascend, just the way they are supposed to do.



If you want to make your own fonts the easy way, *Fontgrabber* can help. It's very versatile.

Its a good program, but is limited to the creation of simple bitmaps – it doesn't support ColorFonts either, as it converts your screens into single-bitplane mono images at load time.

KARA FONTS

KARA/HB MARKETING £59.95

With the widest range of fonts available for the Amiga, *Kara Fonts* is one of the most successful font packages yet released. The disks contain an extensive set of different typefaces in a large number of sizes. There are also quite a few colour fonts. The sheer number of fonts means that you are bound to find something useful, so it's worth thinking about.

FANCY 3D FONTS

ACCESS £49

This is a set of fonts saved as 3D objects for importing into any program that supports either the *Sculpt* or *Turbo Silver/Imagine* file formats. There are three typefaces on the disk, a Helvetica-Bold clone, a Bookman-Italic clone and a Clarendon-Medium clone, all of which can be rescaled and styled.

All the fonts can be loaded into the object editor of your 3D graphics program to manipulate them or totally change their appearance.

There are not many sets like this, hence the high price, but there is a way to create your own 3D text using a program like *PageStream* to save a document with your text as an IFF image, then using a utility such as *Pixel 3D* to extrude it into a 3-D object. You could also use an IFF from *Deluxe Paint* but then you wouldn't have the scaleable font advantage unless you have Workbench 2.

AMIGA GRAPHICS A-to-Z

pictures the program produces tend to look a little bit stale.

***Amiga Format* rating 45%**

SCENERY ANIMATOR

Natural Graphics _____ $99.95

Fractal landscape creator that not only forms pictures of landscapes, but also enables you to create animations through a fractal world. Some of the effects created on the program can be amazing, with very realistic views throughout. Terrain can not only feature standard rocky vistas, but can also include clouds, trees, rivers and cliffs.

Light sources and camera positioning can be adjusted, enabling you to create spins and rolls on your flight over the landscape. There's a built-in key frame animation system that enables you to fully control the camera path around your landscape, with automatic 'tweening. A very useable program that yields excellent results.

***Amiga Format* rating 91%**

SCULPT 3D XL

Amiga Centre Scotland _____ £119

A superb and very powerful ray-tracing and rendering package with which you can create amazingly realistic pictures. Provides the user with various editing methods and modes of view. You can see your image in wireframe before rendering. Objects can have different surface textures, shading, colouring styles and various lighting schemes. An excellent professional standard package.

***Amiga Format* rating 78%**

SCULPT 4D PROFESSIONAL

Amiga Centre Scotland _____ £399

The best just got better. This version of *Sculpt* gives you the extra dimension of time to create animations from your ray-traced images. Uses methods such as key-frame animation and global animation.

A big program, so a hard drive and lots of extra memory recommended, but the results it produces rival that of much more expensive systems, especially when rendering in 24-bit 16.7-million colour mode.

***Amiga Format* rating 85%**

SCULPT ANIMATE 4D JUNIOR

Amiga Centre Scotland _____ £89

A cut-down version of *Sculpt 4D Professional* with just about all the same functions apart from the ray-tracing rendering facilities. Basically for the user that doesn't need incredible-looking objects but needs the 3D object creating facilities and animation functions. Can import all standard *Sculpt* objects and 3D fonts, producing good results despite its lack of rendering support.

***Amiga Format* rating 73%**

SHOWMAKER

Gold Disk/Silica _____ £249.95

An outstanding multimedia system with which you can create superb animations and other types of presentation material. You can attach sounds and even MIDI information and create seamless animation through many pages of various resolution and size. It has a very comprehensive sequencing control panel and comes with an excellent manual. It is a little pricey, but there's still not much else that comes close.

***Amiga Format* rating 92%**

SMOOTH TALKER

Zen/Silica _____ £141

Smooth Talker is a video prompting system similar to the Autocue-style systems used in television. A text file created by a word processor or text editor may be imported, or text can be prepared from within the program to be displayed in any Amiga font on-screen. The system features smooth bi-directional scrolling and boasts a handy 'remote control' system to enable you to vary the scrolling speed to the desired level.

***Amiga Format* rating TBA**

SPACE FONTS MANAGER

Activa International/Alternative Image _____ £90 (five-font set), £175 (10-font set)

A library of Three-Dimensional fonts for use with either *Imagine, Sculpt 3D* or *Real3D*. There are ten font families to choose from, incorporating clones of Universe, American Typewriter, Eras, Helvetica, Gaudi, Bauhaus, Optima, Times, Stymei, and Century Schoolbook. The packages include software to resize the fonts and restyle them, italicising them or embossing them to variable degrees.

***Amiga Format* rating 75%**

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GVP's HD8+ hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a fast action hard drive, RAM expansion capability, custom VLSI chip and FaaaSTROM SCSI driver, for unbeatable performance.

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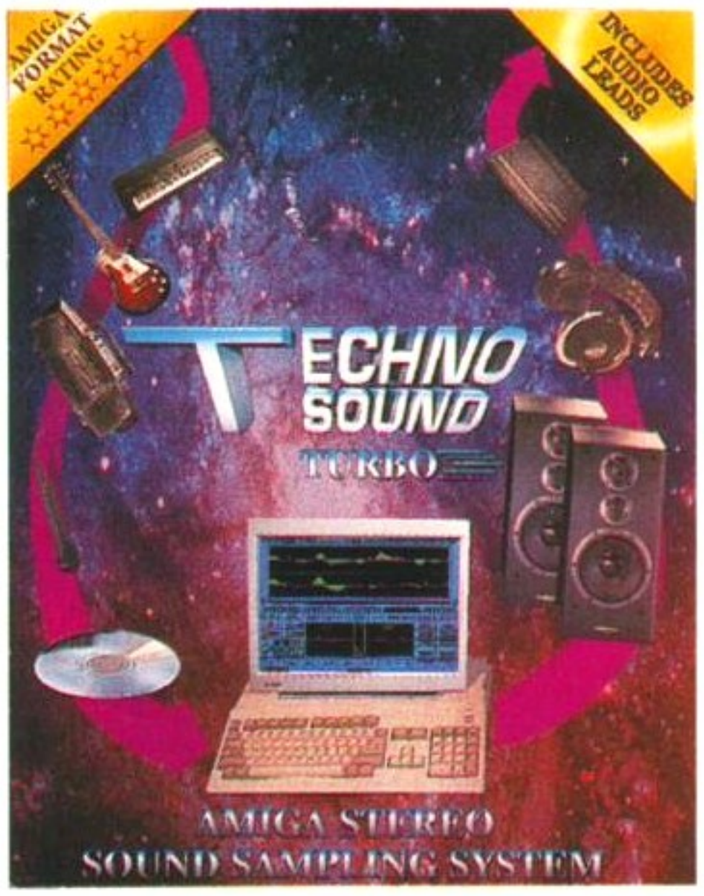
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Editing and adding titles to your home videos is just a start: you can mix Amiga graphics and sound with almost anything...

Presentation & Video

...and, yes, multimedia too. There are now all sorts of ways that you can combine pictures, text, sound and animations to blistering effect...

MULTIMEDIA IS WHAT it's all about, the latest big thing to make an appearance on the home computer platform. The idea behind multimedia is that of presenting information to users by means of an interactive approach. This information can be textual, audio or visual, but is usually all three forms of media combined; hence the name multimedia.

There are now quite a few packages available for the Amiga with which you can build screens of information from those three building blocks. There are simple programs with which you can create simple slideshow-style presentations, and more sophisticated programs that can create interactive productions controlled by the mouse or the keyboard.

The main application areas for these programs are, of course, information systems, such as those used at some train stations or travel agencies, or for creating business presentations for company demonstrations and such like. These programs are, however, a lot more flexible than just that. They can often be used as titling systems for Desktop Video applications or just as a convenient method for combining digitised pictures with text and sound or speech to produce annotated album slideshows; there are numerous applications.

CANDO

INOVATRONICS/
CHECKMATE DIGITAL **£99**

This is a multimedia presentation system using which you can combine *DPaint*-type animations, images, text, sound and music to create your own multimedia presentations. Once created they can be compiled to run as stand-alone applications so they can be distributed without the *CanDo* application.

CanDo productions take the form of decks of cards. Just as with a stack of playing cards, you can only view the top card. However, by creating buttons on a card, you can let the viewer jump to any other card in the deck (or even a different deck).

There are two ways in which you can create *CanDo* decks. The first is by using the Object tools from the main control panel. The second is by using *CanDo*'s built-in scripting language directly. These two methods can be mixed at will. This means you can create the majority of a stack quickly and easily using the tools from the main control panel just accessing the scripts to do any more involved bits.

Almost all the functions you need to make a *CanDo* deck are on a wide icon strip at the bottom of the screen From here you can take ▸

AMIGA GRAPHICS A-to-Z

SPECTRACOLOR

Oxxi-Aegis _____ **£77.54**

This is a fully-featured HAM paint package that brings the power of animation to HAM brushes and enables you to produce 4,096 colour movies. It includes full brush manipulation tools such as wrapping images around spheres, cubes and other shapes and also contour wrapping. The system is designed by the people that brought you *Photon Paint* and boasts a comprehensive range of painting tools with variable size paint brushes and blending and light source shading.

***Amiga Format* rating 89%**

SPRITZ

Oxxi/Silica _____ **£49.95**

This entry-level paint package features multiple active brushes and works in all available resolutions including 64-colour extra halfbrite mode. It is flexible enough for designing everything from party invitations up to posters, since it supports page sizes larger than the visible screen up to available chip RAM. There's a comprehensive set of work tools, including brush manipulation, line painting, fills, shape drawing and more. Easy to use tool panel and menu interface make this an excellent paint program to get into graphics.

***Amiga Format* rating 47%**

STARFIELDS

HB Marketing/Discontinued _____ **£51**

This program creates starfields such as those used in countless public domain programming and music demos. The starfields can be animated in various ways and viewed from several angles. They can be seen as going from one side of the screen to another or up and down, or they can even be given a perspective view to give the illusion of depth and travelling into space, just like the opening sequence of the original *Star Trek*. Limited in appeal, especially now that the Beeb is re-showing the series...

***Amiga Format* rating 64%**

THE DIRECTOR 2

Right Answers/HB Marketing _____ **£102.12**

An IFF and ANIM file processor that enables you to produce movies by stringing other graphics files together. *The Director* has its own sequencing language that enables you to manipulate your movie and control such professional-looking effects as transitional wipes, screen dissolves, page flips and a whole lot more. The program also enables you to include sound files and samples into your finished movies. It even has the facility to produce interactive movies requiring user input.

***Amiga Format* rating 58%**

TAKE 2

Rombo _____ **£45.95**

One of the most laborious tasks involved in creating cartoons is actually testing to see whether the frames are in proper sequence and that the characters move properly – animators are normally forced to do it using translucent paper (like tracing paper) and flipping several pages over each other. Very fiddly and time-consuming. *Take 2* oils the process slightly, being a computer-based line tester. Using a video digitiser, you can grab the individual frames and arrange them into a full cartoon. Sequences can be layered, rearranged and coloured to produce working versions of a cartoon, allowing you to test it properly. Its use is a little limited, but it's perfect for who it's aimed at.

***Amiga Format* rating 80%**

TERRAFORM

Virtual Reality Labs _____ **£29.95**

As powerful as *Vista* may be (in its various guises) it still only allows you to load in and create images from DEM landscape files. *Terraform* puts an end to the annoying nature of this limitation by enabling you to create extremely complex DEM files to use with *Vista*. Although it only seems to enable you to raise and lower areas of land, the results that can be achieved are stunning, making *Terraform* an essential add-on to any *Vista* user's set-up.

***Amiga Format* rating 68%**

TITLE PAGE

Eschalon _____ **$199.95**

Another video titling package with functions akin to those found in most other titling programs. This one contains a simple text editor for creating your titles and it can use various imported IFF backgrounds to display them on. Various textual styles and effects are available, as well as the ability to apply patterns to your creations. There's really very little

a blank card and add pictures, text, sounds, etc, by clicking on the correct icon. Placing items is a simple matter of clicking, or clicking and dragging over the area you want the item to cover. This automatically brings up a relevant section dialog box: if you've selected text, you can set the font, size and style; if you want a sound or image, you are asked to choose the relevant file from disk, and so on. To link cards together, you create buttons. A button can be set to take the user to another card, play a sound, show a picture or show text. At more advanced levels *CanDo*'s built-in scripting language can be used to program complex sequences so that massive effects are set off at the click of a button.

When you use the main control panel to create an object, the program works out what you've asked it to do and creates a script in *CanDo*'s programming language. You can also write scripts yourself, without using the control panel.

The advantages of this are not only can it be faster (especially if you've done a bit of programming), but you have access to a much wider range of commands, and this is where the heart of *CanDo*'s power really lies.

All the traditional functions of a high-level language are here: mathematical tools, Boolean functions, conditional loops and branching. In addition, you can tap directly into AmigaDOS for custom graphics routines and there are a number of unique commands created for easy editing and manipulation of stacks. The scripting language has over 200 commands and functions!

If this sounds deep and detailed, that's because it is. You might then also expect it to also be incredibly difficult and complex to use, but there you'd be wrong. Anyone can create high-quality applications using *CanDo*. If they can program in BASIC (or any high-level language) they'll feel completely at home with the scripting language. A clear, well-written and intelligently laid-out manual is essential for this type of program and, happily, the quality is well up to the standards set by the



One of the new breed: *CanDo* may not look very exciting, but it opens up all kinds of possibilities for multimedia presentations.

application. Much of the space on the three-disk pack is taken up with images, sounds, examples and help files, many of which complement the introductory tutorial that makes up a good deal of the manual.

Looked at unemotionally, *CanDo* doesn't have much over its competitors in the way of functions and commands and the UK price is a little on the high side. Where it scores is in the way the whole thing comes together. Everything about *CanDo* oozes quality. From obvious improvements, such as the excellent icon strip, down to little touches like the way the icon strip slides smoothly down to allow viewing of the whole deck The well-produced, spiral-bound manual is a good read and the tutorial section lives up to the title.

SCALA 1.1

DIGITAL VISION/SILICA £199

Scala is a desktop presentation system. This is a sort of cross between a desktop video package and an information presentation system. A desktop video program is designed for use mainly as a titling system and is used to create pages of scrolling text on a screen which can be overlayed on to a video image. This is done by means of a piece of hardware called a genlock, which basically combines the two pictures to produce one picture with the computer graphics overlayed on it.

On the other hand, a presentation system (also referred to as a multimedia system) is all about conveying various bits of information. This information can be in any form, be it music, text or graphics (the multiple formats for media). *Scala* combines aspects of both these two types of program, and helps you to produce screens packed with information, but with the facility to control these pages as you would titles on a film, giving the user the option to fade things on and off the screen.

Functionally the program is identical to version 1.0. It's not so much that new features have been added, but there are now extensions to already existing facilities. For example, *Scala* now supports anti-aliased fonts. This isn't a new font format, but means that *Scala*

AMIGA GRAPHICS A-to-Z

to put this above other competing titling packages apart from the price.

***Amiga Format* rating 72%**

TRIP-A-TRON

Llamasoft £15

Trip-A-Tron comes from Jeff Minter – yes, the man behind several llama shoot-'em-up games brings you this program to produce light shows on your Amiga. This 'creative' program can generate hypnotic film shows with flowing, swirling, constantly-changing areas of colour, almost like a plasma display when you input the music of your choice.It's not going to be of much use for producing finished animations, but it is interesting to view the program producing weird and wonderful 'screen music' shows.

***Amiga Format* rating 44%**

TURBOSILVER 3

Impulse Inc/AC Scotland £143

A complete system for producing high quality ray-traced and fully rendered photo-realistic images. The system is simple to use but boasts powerful control features, including an easy to control 'world view' and comprehensive camera controls over the objects you're generating and over the final images themselves. Also incorporated is an easy to use interface for animation generation, with a fully featured 3D editor. An expansion module is available to increase the facilities in the *TurboSilver* function set.

***Amiga Format* rating 67%**

TURBOSILVER MODULE

AC Scotland £19

An expansion module for *TurboSilver 3*, this is a package of six modules to expand the functionality and manipulative abilities of *TurboSilver*. It includes an expansion for InterChange, InterFont and object manipulation such as shrinking or expanding objects, aligning them and so on, as well as other object control. Enables greater flexibility and control over your *TurboSilver* world and objects.

***Amiga Format* rating 67%**

TV PAINT 1.8

AC Scotland £940

An extremely powerful 32-bit paint package (putting 24-bit colour and 8-bit alpha channel data under your control) for use with the Harlequin framebuffer card. It offers a heap of extremely powerful facilities such as Gamma control, colourisation, smearing and shading, transparency, masking and density fills. *TV Paint* can produce broadcast-quality photo-realistic images, and also includes a slideshow facility with 32 transitional effects.

***Amiga Format* rating 89%**

TV RECORD

AC Scotland £176

Used in conjunction with a Video Local Area Network as a single-frame 24-bit image recorder. Has the ability to control a wide range of professional video equipment. An invaluable tool for any studio using VLANs for recording a series of images whose frame data such as PATTERN and START/END has been defined. Works in either NTSC or PAL modes for compatibility with the majority of other video equipment, from the US, Europe or this country.

***Amiga Format* rating TBA**

TV*SHOW 2

HB Marketing (Discontinued) £80.25

A slideshow-style generating program that imports graphics and ANIM format animation files to create your own presentations. It is capable of performing a multitude of wipes and other impressive transitional effects such as reveals, scrolls and pushes. The system also enables the inclusion of digitised sound files, and you can even add speech to your slideshows. Plenty of nifty special effects to jazz up your final production.

***Amiga Format* rating 79%**

TV*TEXT PROFESSIONAL

HB Marketing £132.77

A very able and comprehensive video titling package that enables you to produce eyecatching video titles and desktop presentations. Offers full support for IFF graphics and animation files to enable you to incorporate them into your productions. Comes with three sets of dazzling fonts to brighten up your screens with. Usefully, supports all screen resolutions and modes except HAM and also has full ColorFont support.

***Amiga Format* rating 81%**



The best video titling package there is, *Scala* makes it simple for you to create sophisticated-looking title sequences and intro screens for your videos. But it can also do a lot more besides.

can apply smoothing routines to any Amiga font to produce good-looking screen fonts without the 'jaggies'. Perhaps a more exciting addition is the support for rescaleable fonts under Workbench 2. This means that any outline font can be used to create any point size on the fly, for *Scala* to use as a normal font. As an added bonus, *Scala* now supports fonts in the ever popular ColorFont format to produce excellent-looking text on the screen.

Scala itself comes with 17 high-quality fonts in various point sizes which it uses to produce quality screen fonts and, by applying its anti-aliasing function, results to rival a professional titling system are easily attainable.

Also included in the package are a number of backgrounds on which to place your text and symbols, as an alternative to a plain, single-colour screen. Another useful inclusion is a set of small pictograms, varying from symbols of things like cars and trucks to common signs and symbols.

Another enhancement is that you can now scroll text off the screen, akin to titles at the end of films, with new transition wipes which can go up or down the screen designed for this purpose. All the effects are fully configurable so that individual screens can have different wipes assigned to them, and even the individual bits of text on the page can have transition wipes assigned to them so that they flow on to the page in an interesting manner.

Other changes relate more to the working of the program, such as a new buffering system for ANIMs (standard IFF animation files) to provide a smoother end presentation. The loading and playing routines have also been optimised so that data loads quickly and is played smoothly.

Even using loads of ColorFonts in hi-res on a 16-colour screen with multiple symbols (in *Scala*, the term 'symbols' refers to various items such as *DPaint*-style brushes) and transition fades does not burden the computer. But then this is how it should be when you consider that the minimum ideal set-up is an Amiga with 1Mb chip RAM, 1Mb fast RAM and at least two drives or a hard drive.

Scala is designed to be a presentation system more than anything else, and some sort of audio facility should have been included to make the package more of a complete presentation tool – look out for *Scala MM2.00*, which will rectify this omission, providing for the use of 'beep' noises and soundtracks.

With all these changes, *Scala* has become a more powerful tool to use for multimedia presentations. This is not to say it's perfect though — no program is perfect. The improvements that have been made were definitely necessary, and have made a good program much better. *Scala* is one of those innovative products that has so many uses, but more importantly is so easy to use. Creating outstanding quality and information-packed screens on whatever you want is child's play.

The input interface is an absolutely wonderful piece of programming, fully intuitive. The manual is very good too, with a decent tutorial section, but very little technical information. What it does include is information on *Scala*'s script language, VISUAL, with which you can create presentations without even having to load *Scala*. All you do is just put it through the supplied *ScalaPlayer* program to create a stand-alone disk that can be run on any Amiga with 1Mb chip RAM.

PRESENTATION MASTER

OXXI-AEGIS/
MERIDIAN **£204.99**

Interactive slideshow programs are certainly nothing new, but Oxxi-Aegis' brand new *Presentation Master* takes the genre several steps forward. Its uses are diverse. At the simplest level, it can be used to generate simple slideshows consisting of 'slides' (simply IFF pictures) which can be flicked through automatically by the computer.

In the hands of an experienced user though, it can be used to generate highly-complex interactive presentations which steal more than a few tricks from the multimedia ideal. Whole families of layered slides can be defined and ▸

AMIGA GRAPHICS A-to-Z

TV*TEXT

HB Marketing _____ (Discontinued)

Original version of the now superseded video titling system. Has basic functions for text editing for positions on-screen, producing smooth-scrolling titles. Supports standard Amiga fonts in any size. Has a good selection of colouring facilities with various shading options. Can apply various styles to text such as underlining et al. A good package but a bit dated by today's standards.

***Amiga Format* rating 74%**

VIDEO DIRECTOR

Gold Disk/Silica _____ £149.95

Just what you've always dreamed about: a complete software and hardware system for editing video tapes on videos and camcorders. Using a special remote control system connected to your Amiga's serial port, you can control any video equipment with either remote, Control-L or LANC inputs. Using a remote control system you can easily assemble various video clips into a single movie. Can also be used in conjunction with a genlock for titling.

***Amiga Format* rating 92%**

VIDEO EFFECTS 3D

InnoVision Technology/AC Scotland _____ £159

Special effects titling system that takes two-dimensional text and objects and creates smooth three-dimensional effects. Flexible controls over path, speed, turns, spins, zooms and over the transitional motion in general. Also has a 3D extrusion function to create 3D logos with depth from flat 2D text. There's a very handy interactive realtime wireframe preview to enable fast viewing of your objects under current setting to enable tweaking.

***Amiga Format* rating 63%**

VIDEO STUDIO

Maxe Technology _____ £92

An all in one video titling and utilities suite. Can create scrolling title lists and can process your picture images with transitional effects such as wipes, fades, scrolls and other mixing facilities. A pretty comprehensive package containing all the essential tools for creating decent presentations or for overlaying images and text on to video signals via a genlock.

***Amiga Format* rating 74%**

VIDEO TOOLS ON TAP

Fordray _____ £90

A comprehensive set of utilities in a good desktop video software package. A full variety of varied tools for manipulating images and creating professional effects. Given the time, you can produce some very good presentations using some superb transitions. Designed to be as multitasking friendly as possible and compatible with any genlock system for overlaying capabilities.

***Amiga Format* rating 68%**

VIDEOSCAPE 3D V2

Oxxi-Aegis _____ £70.49

Videoscape 3D is a real-time three-dimensional animation system that enables you to create and view any three-dimensional object using a variety of lighting situations and in any of four different screen resolutions. Lighting can be diffused or specular and can be in any colour. The program has full support for overscan modes and the IFF standard for saving your images once they have been created, making it simple to touch them up in any paint program.

***Amiga Format* rating 66%**

VIDEOTITLER 3D V1.5

Oxxi-Aegis _____ £105.74

An all in one system for creating titles and graphics to overlay on to a video image using a genlock. It allows for various font styles, with shadowing, outlining and other effects, with an expert mode for designing your own text styles. Also includes the *Lights! Camera! Action!* package to perform screen transitions and wipes to fade over your video image. Ideal for Desktop Video or general graphic presentation applications.

***Amiga Format* rating 65%**

VISTA 1.2

HB Marketing (Discontinued) _____ £59.95

The original. *Vista* can produce some outstanding landscape displays on a standard Amiga (it doesn't make any use of 24-bit colour cards), and has flexible landscape options such as polygon levels and various shading options. It also offers support for various scenery objects such as trees and fully configurable levels of water effects and other surface fea-

used as a uniform foundation for new slides by creating what is called a 'slide template'.

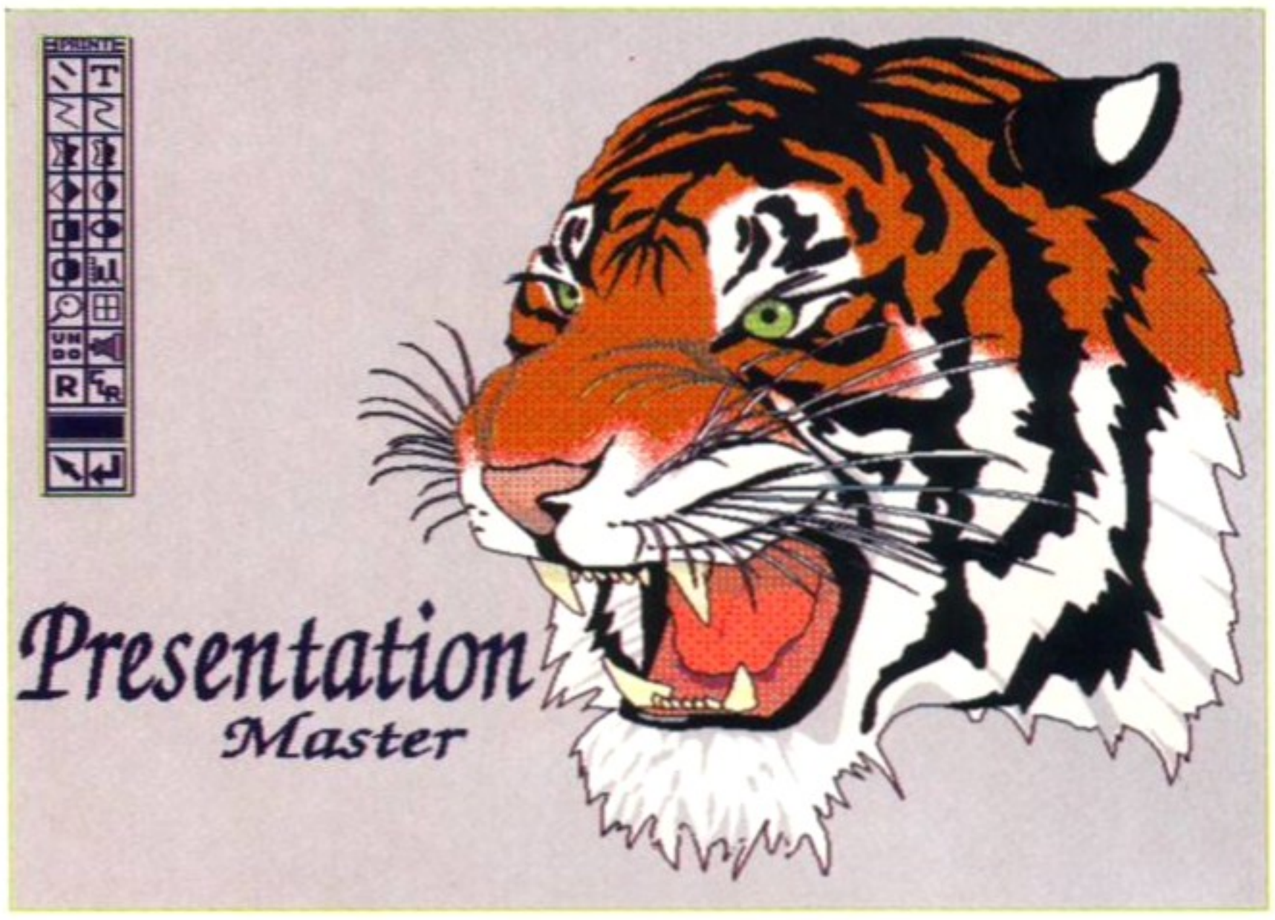
A slide template contains all the basic information about each slide type, such as its background image and the position of such things as the slide title. Slide templates are particularly useful if you need to use images or text over and over again (such as a company logo, for example).

Creating a new slide is a little like using a desktop publishing package. Before you start adding things like text and graphs to your slide, you must first create a content layer (a box basically) that will be used to hold some text or an image just like you would in a program like *ProPage*. Once again, templates can save you lots of time because boxes for more common elements, such as the title of the slide, can be defined as part of the template, which means you can get started as soon as the template has been loaded.

Content layers can hold a number of different types of information, ranging from basic text to IFF images and even graphs. If you're entering a line of text, all you have to do is to define the font (any standard Amiga bitmapped font can be used), its point size, style and colour and then type away. Once you've typed in your text, in true DTP style you can pick up the box that contains the text and move it around, resize it and so on. *Presentation Master* will automatically reformat any text within the box if the width of the box shrinks below its original size.

Graphs can also be created quite easily within *Presentation Master*. Once you've created a box to contain the graph, a single click on the graph gadget brings up a screen that bears more than a striking resemblance to a conventional spreadsheet.

Once all your spreadsheet data has been entered, all that remains is to mark out the range to be graphed and *Presentation Master* will do the rest. As you'd expect, a variety of different chart types are supported including the usual bar, pie and line charts plus a few not so familiar types. The program gives you extensive control over charts, which means that you can customise them to make them fit your own requirements.



Presentation Master is a unique piece of software, allowing you to create slideshows that are ideal for business presentations and also to produce multimedia presentations for almost any purpose.

One extremely useful aspect of this part of the program is that charts are generated as structured objects and can, therefore, be fiddled around with using the built-in structured drawing section. *Presentation Master* can read in structured clip art in standard EPSF format, using which you can port your *ProDraw* creations into the program with a minimal amount of hassle.

All the usual structured drawing tools are there in abundance including the invaluable Bezier curves, filled and outlined ellipses, circles and so on. What's more, the speed at which all of these operations are performed is very impressive indeed.

Presentation Master has another ace tucked up its sleeve in the shape of its PolyFonts facility. Bitmapped fonts are all very nice, but resize them and they become chunky. PolyFonts can be resized, rotated, distorted and flipped with no loss in quality whatsoever. A wide selection of PolyFonts are included, but for users who want more, *Presentation Master* supports outline fonts in both *PageStream* and CompuGraphic format.

Once all your slides have been defined, the next step is to organise them into a presentation using *Presentation Master*'s SlideSorter screen. SlideSorter will organise slides into a hierarchy, giving you the chance to create intelligent interactive presentations.

At the top of every presentation is a 'Root Slide' which could be something like your presentation's title screen. Below this you can then add 'child' slides which in turn can point to their own subset of additional slides. These in turn can have their own child slides, so you eventually end up with a presentation that is organised into a sort of tree structure.

The system requirements for the program are a little over the top and this could well be *Presentation Master*'s only stumbling block. It comes on 13 disks, requires a hard drive and needs at least 2Mb of ram to play around with — and then preferably more.

AMIGA GRAPHICS A-to-Z

tures. With all this, it offers only limited variable light and shadow control.

***Amiga Format* rating 73%**

VISTA PROFESSIONAL

HB Marketing _____ **£69.95**

An enhanced version of the original *Vista*, allowing importation of more data and allowing for more complex objects and images in each picture frame. A whole host of new land objects are available for inclusion in your landscapes, with more trees, buildings, roads and sunsets that you can incorporate wherever you fancy. *Vista Pro* is able to output to most 24-bit colour cards, including Video Toaster and Harlequin boards. Extra landscape data disks are also available to give you even more choice.

***Amiga Format* rating 92%**

X-CAD 2000

Silica _____ **£129**

A reasonably-priced 'entry-level' Computer Aided Design package with a full range of 2D drawing features and some 3D capability. Ideal for learning CAD, it includes extensive tutorials in both 2D and 3D and offers customisable menus, fonts and so on. Also boasts some advanced features for an 'entry-level' package, including automatic 'filleting' of objects and automatic generation of perspective views, as well as the capability to import and export *AutoCAD* DXF format files to make file transfers simple.

***Amiga Format* rating TBA**

X-CAD 3000

Silica _____ **£418.83**

Fully-compatible big brother to *X-CAD 2000*, with further 3D capabilities. Designed to be highly customisable, with user-definable screen and tablet menus and a C-based programming language. Designed for professional drawing office use, has a full range of schematic facilities for drawing electrical circuit diagrams, piping and instrumentation designs, and the like. Extensive view manipulation commands are available, and since the program is modular it is designed to fit in with other *X-CAD* programs.

Amiga Format rating TBA

X-CAD 3D

Cadvision International/Silica _____ **£324.83**

An upgrade package to the *X-CAD Designer* package to add three-dimensional modelling and drafting facilities over the original. The same easy to use but powerful interface is incorporated for full flexibility and control. Has a comprehensive set of tools to enable object manipulation, with many viewing modes and facilities for object control. A very able 3D CAD package.

***Amiga Format* rating 78%**

X-CAD DESIGNER

Cadvision International/Silica _____ **£71**

The designer part of the *X-CAD* series is a two-dimensional design and drafting package. The user is able to create objects easily and an excellent tutorial system enables newcomers and novices in the computer aided design environment to learn design approaches and methods with great ease. The ease of use is supported by a very configurable and powerful design system that can be harnessed with a little practice.

***Amiga Format* rating 62%**

X-CAD PROFESSIONAL

Cadvision International/Silica _____ **£299**

A high performance three-dimensional CAD package for the professional user. Has full support for many industry standard output devices and supports input from industry standard graphics tablets. Features powerful 3D surfacing commands and automatic hidden line removal. Designs can be viewed in orthographic, isometric or perspective modes and objects can be spun in true 3D space.

***Amiga Format* rating 76%**

ZOETROPE

Antic Software _____ **£99.95**

A good animation station with painting abilities. Uses 'tweening and brush animation methods to create smooth animations. The tools it has can be used to good effect to create interesting displays, but the final results can sometimes be a little coarse overall with nothing really special about them. A lack-lustre animation package by today's standards, and a bit pricey considering its lack of options.

***Amiga Format* rating 71%**



Showmaker is one of the most impressive pieces of software ever released for the Amiga. It allows you to control and construct whole films using almost any kind of sound or video source as well as the Amiga's own graphics and sound.

SHOWMAKER

GOLD DISK/SILICA £180

ShowMaker will only work with a hard drive. Sorry floppy users, but this program needs lots of space and speed to work properly. The first job is to stick the program on to your hard drive, and if you follow two paragraphs or so in the manual you can't go wrong. It's a different program to the others in that it is designed primarily for creating animated video sequences rather than a slide-based approach.

The program works by loading in set sequences of animation, stills and music according to your wishes. By using a simple system of point and click you can sequence together whole productions, vastly larger than the Amiga's memory can handle at one go. The output can go straight on to a VCR, with no normal video editing needed at all.

The theory is pretty simple: *ShowMaker* works out how fast your hard drive and processor are, and then works out when it needs to load information from the hard drive in order to play it at a given time. Once a given sequence of music or graphics (an event) has finished, *ShowMaker* clears all the memory used and starts on the next piece. It's called 'dynamic preload' and this is the only program that has this feature.

The bad news is that *ShowMaker* runs in interlace, making it tricky to use on a standard monitor and an eyesore if used with a TV. Luckily, the important parts of the program are displayed using a largish font, improving its appeal slightly to the average user.

You can seamlessly join together animations and still frames with no glitches at all. It doesn't matter what resolution or how many colours they use (it can even display DCTV 24-bit animations, although this isn't available in the UK yet). So you could start with a black-and-white animation, switch to a 4,096 colour HAM animation, do a bit of extra half brite and so on.

As for sound, you can play samples on any of the Amiga's four sound channels. They can be in any of the standard formats – raw binary and single/multi-octave IFF. After you've selected a set of sound samples you can change the sample rate and loop them too. There's a volume event channel to let you swell or mute the volume on cue.

If you prefer, you can use SMUS (Simple MUsical Score) files for your soundtracks. This is used by Aegis' *Sonix* program, among others, so you can play songs either with the Amiga's internal sound hardware, or output the song to a MIDI instrument.

Timing, that's the key to video production – getting all the video frames to display at the right time. *ShowMaker*'s timing restraints are really all you'll ever need. For a start, it will run along quite happily using the machine's internal clock, giving the basic 50Hz standard for video.

For the upmarket user there's SMPTE. Years ago, the Society of Motion Picture and Television Engineers worked out a standard way of recording a synchronisation track on to the audio part of a video tape, to keep two VTRs perfectly in time. To use it properly though, you'll need a SMPTE-to-MTC (that's Midi Time Code) convertor placed between the VTR and your Amiga, connected via a normal Midi interface. This gives perfect frame-by-frame rendering of your production – as good as *Sympatica* from Artbeat at a fraction of the cost, although *Sympatica* can do more with 24-bit images.

If you have a SuperGen 2000 genlock, then you can control it through *ShowMaker*, which provides the opportunity for external video images to be instantly switched or gradually faded with Amiga graphics.

ShowMaker will control a Video Toaster card directly. Although the Toaster is not available in this country until next year, this digital effects card transforms the Amiga into a veritable video workstation. Gold Disk don't recommend fitting a Video Toaster into the Amiga running *ShowMaker* though – because it won't be able to synchronise graphic events or sound properly. Instead, you can control a slave Amiga with a Toaster through yet another serial port.

VIDEO JARGON BRAVELY BUSTED

Multimedia – Media is what we hear or see or read. The word 'multimedia' has been coined by the computing industry as a word, basically translated, meaning more than one form of media, that is, incorporating such things as video, music and so forth. Most desktop video and presentation software packages are called multimedia packages because they enable you to combine the various different forms of media into one screen, often with audio attached.

Deck – When creating your presentation, there must be some sort of order to your sequences such as which screen appears when.

In *CanDo* each individual screen is called a 'card', which is arranged, unsurprisingly, as a deck. Cards can be accessed in the order that you define.

Script – There are two ways to control your presentations, either manually or via a script. A script enables you to automate your processes to some extent, by showing various screens at times you set up beforehand.

You can also 'program' your presentation program by controlling its functions directly without going through the standard user interface.

Slide – A slide is basically the same as a card in a *CanDo* deck, making up part of a complete slideshow presentation.

ANIM – The IFF standard for animated IFF images.

IFF – Interchangeable File Format. The standard laid down defining the structure of a type of file.

EPSF – Encapsulated PostScript File. A file format defining a structured drawing. A structured drawing is a picture that can be scaled without losing any quality because it is defined by its vectors.

MIDI – Musical Instrument Digital Interface – a standard code by which MIDI-equipped devices can communicate withe each other, for example, a computer and a synthesiser or mixing desk can exchange control information.

SMPTE – An acronym of the Society of Motion Picture and Television engineers, but it's more useful than that. The society gave its name to a time-code standard that is used to synchronise two or more devices, such as synchronising a computer to a video or tape machine so that a soundtrack can be recorded in sync.

MTC – MIDI Time Code – another standard time code used to synchronise MIDI-equipped devices. See SMPTE.

ColorFont – An extension to the standard bitmap Amiga font system by which each font can have a palette of up to 16 colours to define it. It's often used to give fonts a 3D look.

Genlock – A device by which two video sources can be linked, such as a video player and a titling program, so that the signals can be mixed.

Chromakey – A technique by which a particular colour on a video image can be 'keyed' and another image transposed on to that colour. Used to a massive extent in 1980s pop videos.



From the computer screen to the printed page, desktop publishing brings the power to produce high-quality printed documents to a living room near you!

Desktop Publishing

You too can produce your own newsletter or fanzine by harnessing the Amiga's desktop publishing power. Just take a look at all the superb software on offer...

DESKTOP PUBLISHING IS the art, or science if you will, of getting your microcomputer (yes, the Amiga) to print out documents containing both words and pictures. What those documents may be, and what use you may wish to put them to, is up to you. It could be a track listing for your videotape collection, or a newsletter for the local fishing club. It could even be a full-colour 164-page perfect-bound magazine – the very volume you are now reading was created on a computer no more powerful than an Amiga.

Getting a printer to output text and pictures isn't really all that difficult – after all, that's exactly what it was designed to do. But the level of control you can exercise over the printer depends on the sophistication of the software you are using. Some programs, like *Pagesetter 1.2*, can only print black-and-white text and bitmapped pictures from a dot-matrix printer. Other programs can output slanted, skewed and rotated text and 24-bit pictures directly to printer's film at more than 2,700dpi in more than 17 million colours.

The level of power you require depends on the type of documents you wish to produce and, more importantly, on the quality of the output you wish to achieve. But the most important thing to be aware of is that there is almost nothing that is beyond the Amiga's capabilities in this field of endeavour.

> "If you only own a not-so-humble A500, you can turn out work of excellent quality for something like a club newsletter or fanzine without it costing an arm and a leg"

The Amiga is well known for its strength in the areas of graphics and video, but it is a capable performer in the DTP arena too. It benefits particularly from software that is much more reasonably priced than programs available for other computers. A program as good as *PageStream 2.2* on the Apple Macintosh costs over £500, over twice as much as *PageStream*.

Let's not be unrealistic here: professional quality DTP takes a lot of memory, a large hard drive and an accelerated Amiga. If you were about to start from scratch and set up a full professional DTP outfit, you may well opt for a Mac. But if you already own a powerful Amiga you have a computer capable of creating top-quality documents without excessive outlay. If you only own a not-so-humble A500, you can still turn out work of excellent quality for something like a club newsletter or fanzine without it costing an arm and a leg.

As well as offering a powerful range of DTP application programs at affordable prices, the Amiga also has a diverse range of support software available, from programs that enable you to design your own typefaces, through to collections of fonts and clip-art you can import into your own pages to help you make your documents look that much more impressive and professional.

The software is just the beginning though: creativity comes from you, so let's take a look at the best tools of the trade.

AMIGA DESKTOP PUBLISHING A-to-Z

The Amiga has long been capable of desktop publishing. Since Gold Disk first released PageSetter back in 1986 the programs have existed, but recently the power and flexibility of these packages has increased dramatically. The obvious companion to a page layout program is a structured drawing package with which you can create high-resolution images for your documents. And here they all are...

ART EXPRESSION

Silica _____ £TBA

A powerful new object-orientated structured drawing package from Soft-Logik. It supports Adobe Type 1 outline fonts and can create images in up to 24 bitplanes by autotracing bitmaps. Includes some very powerful image creation tools and object, colour and line-blending. Can import EPS, *Aegis Draw, Adobe Illustrator* and standard IFF DR2D files.

***Amiga Format* rating TBA**

ARTWORKS CLIP ART

Artworks _____ £6.99 per disk

A large collection of high-quality mono bitmapped clip art drawn specially for the Amiga. The tidy line work eliminates the need to clean up scanned or digitised images. A wide range of subjects is available, with 115-270 images per disk.

***Amiga Format* rating 85%**

CITY DESK V1.1

Precision Software/discontinued _____ £149.95

Unusual early DTP program. Text and pictures don't go in boxes as usual; instead, the page is formatted into columns before text is imported. Once on the page the text becomes an object and can be moved, scaled, edited and so on, as in more conventional DTP programs. Included is a simple graphics editor and a manual in indecipherable jargonese. Version 2 in the States was much improved, but it was not released here before the demise of Precision Software.

***Amiga Format* rating 38%**

COMIC SETTER

Gold Disk _____ £49.95

This interesting program was specially created for producing graphic novel cartoon-type layouts. Bitmap and structured drawings can be combined with text and then printed out in colour at anything up to poster size.

***Amiga Format* rating 68%**

COMPUTER SAFARI FONTS

EM Computergraphic _____ £8-13 per disk

A large and impressive American Outline Font library exclusively distributed in the UK by EM Computergraphic. Lots of quality faces at reasonable prices. EM also sells a large range of PD and shareware fonts, all scalable, and Computer Safari fonts at a lower price than Safari in the States. Give 'em a look: there's no cheaper way of getting quality fonts.

***Amiga Format* rating 87%**

DELUXE PRINT

Electronic Arts/discontinued _____ £49.99

A strange basic DTP program crossed with a paint program. It offers the facility to combine IFF pictures with seven predefined document types (calendar, greetings card, banner, label, etc). It also has a library of graphics and borders. Results can be output to a colour dot matrix printer.

***Amiga Format* rating: 75%**

DESIGN WORKS

New Horizons/Silica _____ £59

Structured drawing package that fails to deliver the goods.

PAGESTREAM2.2

SOFT LOGIK **£199.95**

Originally an Atari ST program, and based on the world's best DTP program Quark *XPress* (the very same program that *Amiga Format* is laid out with). *PageStream* is now in its fourth incarnation and has fought a continuing battle with *ProfessionalPage*. Each time one of these two programs is upgraded, the other advances simultaneously, leading to head-to-head reviews in issues 3, 20 and 34 of *Amiga Format*.

It wasn't until the release of version 2.2 this year that *PageStream* finally managed to wrest the crown of 'best Amiga DTP program' from its longtime rival.

The program had long promised to deliver the goods, and has always featured full-colour Postscript separation, scalable fonts, on-screen text editing and manipulation, and a wide range of text and graphic file format compatibility. When added to its ability to run happily on a one megabyte machine, excellent Workbench 2-style user interface and straightforward menu system, a great program results.

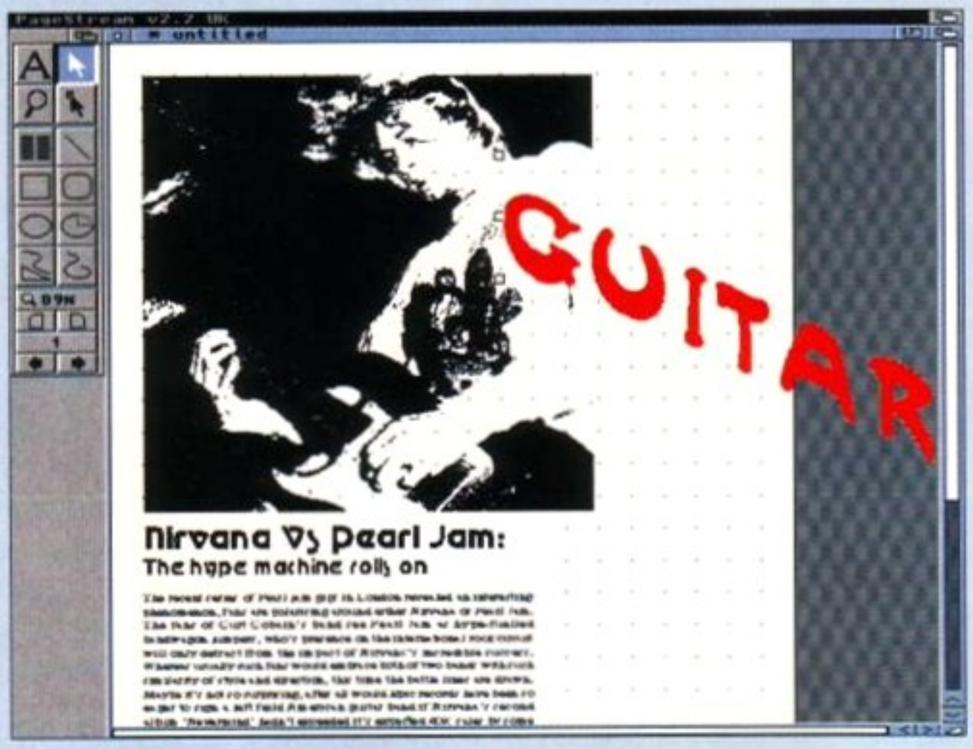
Although a wide range of picture formats can be imported into *PageStream*, the screen preview is only black and white, without even any dithering to give a better indication of what the picture actually looks like. The program has a unique facility by which you can edit structured drawings on screen, meaning that users who have clip art collections don't really need to buy a structured drawing package.

The text manipulation facilities of the program are second to none. Text can be resized with the mouse, skewed, twisted and even rotated to give impressive dynamic perspective effects.

The default screen display is in four colours, but launching the program from the command line interface enables you to select a preview of up to 16-colours, though speed is sacrificed as the number of colours is increased. Other options including the position of the control panel are selectable from the Shell, but it would be better if they could be set from within the program.

It comes with 11 rescalable outline fonts and supports Compugraphic, Adobe and its own Soft Logik format fonts as well as Amiga bitmap faces.

Without a doubt, the best!



***PageStream's* simple, attractive interface gives you easy control over a host of powerful features. Only the inability to display imported bitmaps in colour lets down this superb piece of software.**

PROFESSIONAL PAGE 3

GOLD DISK **£249.95**

It would be almost sacrilege to review the top Amiga DTP packages without giving a fair shout to *Professional Page*. Although in the opinion of many people it has now been succeeded by *PageStream* as the top package, it is still an absolutely excellent piece of software with very many users. It is also the program we have to thank for there being a high-end Amiga DTP scene at all.

Back when the Amiga was most famous for being a rather cool games machine, Gold Disk was pioneering the frontiers of possibility by developing *ProPage1*. It was first with colour, first with PostScript and first with scalable fonts. In fact, there's virtually nothing it wasn't first with. It was certainly first with the sexy new Workbench 2 look when version 2 came out in 1990.

The latest version has retreated once more into the realms of true professional DTP because it only runs from hard disk. In addition to this, it really needs you to be running under Workbench 2 to get the full benefit from the program. This is because it features a new automated page layout and design system called 'genies', which is really just a way of defining and initiating ARexx macros from within the program. No Workbench 2, no ARexx, no deal. Another feature of the new version is that it can be 'Hotlinked' to *ProDraw* version 3, meaning that changes made to a picture in *ProDraw* are automatically transferred to the *ProPage* document without you having to re-import it. Impressive stuff.

Despite being in 'second place', *ProPage3* is still a very high powered DTP program with which you can produce documents of a professional standard. In fact there was a Canadian Amiga magazine called *Amigo Times* which was produced entirely in *ProPage*.



The only reason people are making such a fuss about *ProPage* no longer being number one is because it was for so long. Bit it is still one of the most well-thought-out and well-realised Amiga programs there is.

AMIGA DESKTOP PUBLISHING A-to-Z

No PostScript output, no outline font compatibility and no text manipulation place this at the bottom of the pile. Not all bad, it would be a good entry-level structured drawing package if it were half the price.

***Amiga Format* rating 60%**

EM COMPUTERGRAPHIC FONTS

EM Computergraphic _____ **£2.50 per disk**

EM Computergraphic has set up purely to supply outline fonts for DTP users. This, its own huge collection, tends more to novelty and display faces, but as PD and shareware is excellent value for money. The fonts are in Postscript type 1 format. Thanks to a bug in the program, not all of EM's fonts are compatible with *ProPage*, but most are and all work with *PageStream*. All are being updated, so check first.

***Amiga Format* rating 87%**

EXPERT DRAW

Genisoft/HB Marketing _____ **£69.95**

A *ProDraw*-quality structured drawing package at a much lower price. It has all the features you'd expect from a program of its type, including excellent text manipulation. Let down only by Compugraphic font incompatibility.

***Amiga Format* rating 86%**

EXPERT DRAW FONT CONVERT

Genisoft/HB Marketing _____ **£39.95**

This utility makes Agfa Compugraphic outline fonts usable by *Expert Draw* and is thus almost vital to get the best from *Expert Draw*. When added to the price of *Expert Draw* it brings it much closer in line with its competitor *ProDraw*. Should be written into the program, or made much cheaper.

***Amiga Format* rating 60%**

HOME OFFICE KIT

The Disc Company/discontinued _____ **£149.95**

PageSetter 1.2 packaged with *KindWords, InfoFile, MaxiPlan 1.9, CaleFonts* and *Artist's Choice*. While the fonts, clip art and word processor make sense, the database and spreadsheet are of less interest to the DTP user. But look out for a new version arriving soon.

***Amiga Format* rating 42%**

HOTLINKS EDITIONS

Gold Disk _____ **£69.95**

BME bitmap image retouching software and *Pageliner* word processor, both rewritten, plus *Hotlinks* comms software for use with the Publish/Subscribe feature in *PageStream* 2.2. BME edits 24-bit images, giving a mono screen preview and colour indication of the currently selected pixel. *Pageliner* is a merely adequate WP. Pointless without *Pagestream 2.2*.

***Amiga Format* rating 73%**

LASER SCRIPT

Gold Disk/discontinued _____ **$N/A**

Enables *Pagesetter* 1.1/2/3 to print on PostScript laser printers and also enables documents to be 'merged'. It includes a few "high-quality typesetting fonts" too. No longer available; find it if you can.

***Amiga Format* rating 78%**

PAGESETTER 1/1.1/1.2

Gold Disk _____ **Covermounted on *AF* 34**

The program that started it all. Yes, *Pagesetter* was the first ever Amiga DTP program, and it shows. Dot-matrix output, no outline fonts and no colour at all. Outdated, and updated.

***Amiga Format* rating 25%**

PAGESETTER 2

Gold Disk _____ **£50**

The first major update to the entry-level DTP program is a total rewrite, using some of *ProPage*'s code. It still handles a page at a time, but adds text editing on-screen, outline fonts and *ProDraw* format clip art – still no colour.

***Amiga Format* rating 58%**

PAGESETTER 3

Gold Disk _____ **£99.99**

Not released yet but certainly imminent, this will again borrow much from the *ProPage3* code. Gold Disk promises many new features, including colour separation support, likely to make this the definitive entry-level DTP program.

***Amiga Format* rating TBA**

PAGESTREAM 1

Soft Logik _____ **£171.35**

Ported from the ST and based on Quark *XPress* from the Apple Macintosh, *PageStream* failed at first attempt to knock *ProPage* from the top of the Amiga professional DTP pile, despite having such useful facilities as grouping, text skewing, variable magnification and a user-editable hyphenation

PAGESETTER 2

GOLD DISK **£99.95**

The original, but no-one would try to convince you it is the best piece of Amiga DTP software. It is still well worth a look, though. Why? Well first because it is so cheap – in fact readers of ***Amiga Format*** 34 can upgrade their coverdisk version of the program for just £50. Second, because it is completely unrivalled as an entry-level DTP package, and it's important to know whether DTP is really a field you are interested in before you splash out your £200 for a professional package. Third, because in a few months Gold Disk is about to release version three, and that could be a quantum leap from version 2.

Version 2, rather than being just an update to version 1, the first-ever Amiga DTP program, was a complete ground-up re-write. Using code from *ProPage1*, Gold Disk transformed *PageSetter* from an almost dismal program into something perfectly acceptable.

This time around text can be typed directly into boxes on the page and the old text editing features remain. Compugraphic outline fonts are supported, allowing for 'jaggie'-free resizing of type, and text can have pattern fills, though the program lacks colour support.

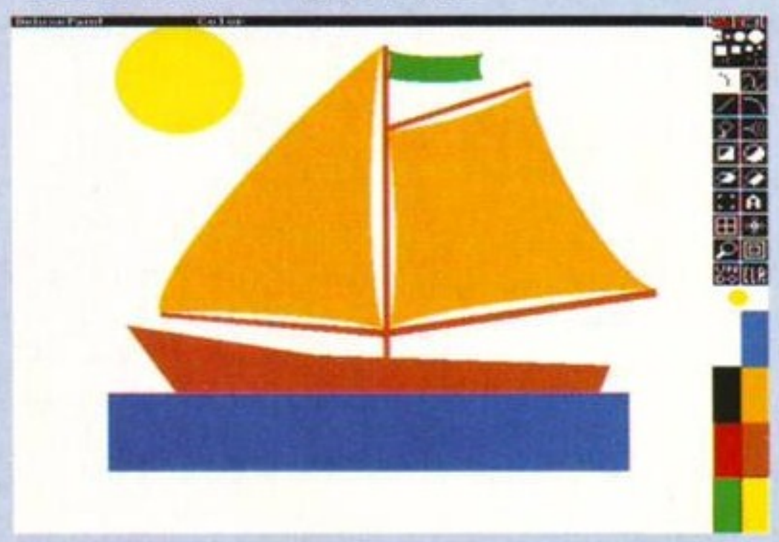
Gold Disk has big plans for version 3. The new version, which registered user of the current release will be able to upgrade to at a reduced cost, will for the first time have colour. Bitmaps and structured drawings imported will be printable to Postscript printers, and a colour graphics editor will be included. The text editor will also have a spelling checker, which represents quite a jump in the number of features offered. If Gold Disk delivers the goods, it will be the definitive budget DTP program, and a very useful one too.



Cheap and fairly cheerful, *PageSetter* is the best and the worst entry-level DTP program for the Amiga. All is set to change though, with the launch of version 3, which promises many improvements.

PROFESSIONAL DRAW 2

GOLD DISK **£129.95**

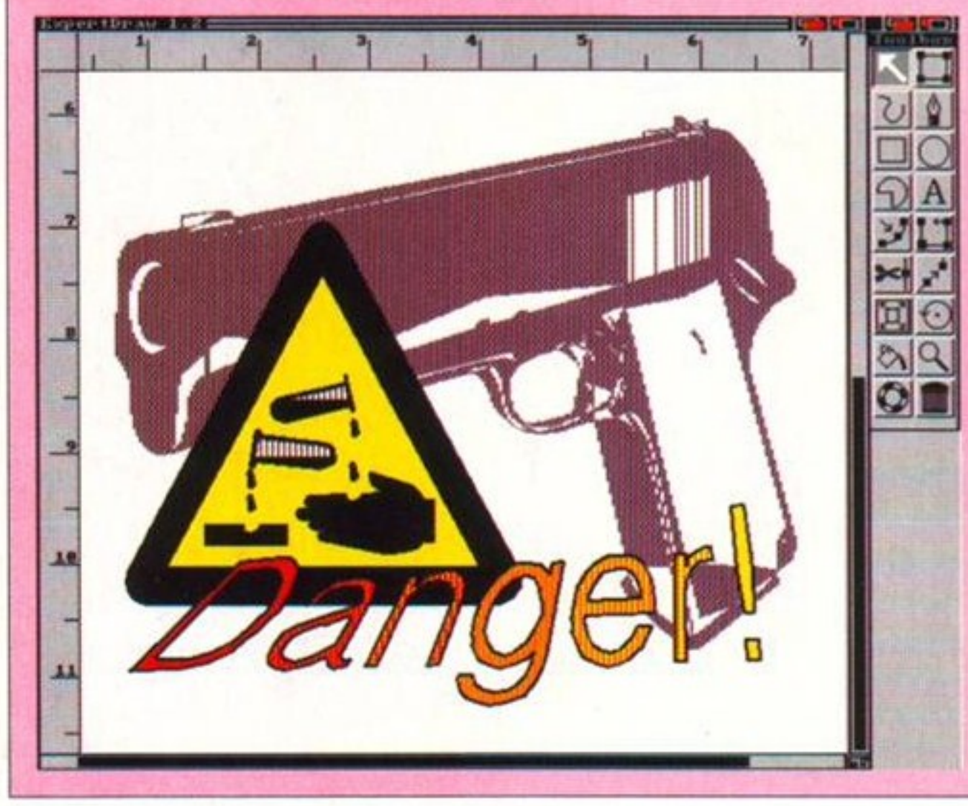


Despite being the first Amiga structured drawing package, *ProDraw* has managed to remain the one to beat for as long as anyone can remember. Its price is a touch on the high side, but it is still very cheap when compared with programs on other computer systems.

Gold Disk's *Professional Draw* was the first high quality structured drawing package for the Amiga. In fact the 'clip' format developed for this program has become the standard for structured drawings on the Amiga. The beauty of structured drawings is that they are defined by means of the points and lines that make up the image, rather than by their individual pixels. This means that when the pictures are enlarged they don't break up and become bitmapped. In fact a structured drawing will

EXPERT DRAW

GENISOFT/HB MARKETING **£79.95**



A recent arrival on the Amiga structured drawing scene is *Expert Draw*, a German program, translated for the British market.

It offers all the features you could want, or would get from *ProDraw*, at what appears to be a considerable saving.

AMIGA DESKTOP PUBLISHING A-to-Z

dictionary. Postscript colour separation is disappointing.

***Amiga Format* rating 74%**

PAGESTREAM 2

Soft Logik **£199.95**

The updated version of *PageStream* fails to top the Workbench 2 style *ProPage2*, despite such improvements as Agfa Compugraphic font compatibility, an undo feature and on-screen text manipulation.

***Amiga Format* rating 80%**

PAGESTREAM 2.1

The Disc Company **£199.95**

Not the promised rewrite, but instead a minimal reworking and a completely improved manual. It still fails to put *PageStream* ahead of stiff competition from *ProPage 2*.

***Amiga Format* rating 83%**

PAGESTREAM 2.2

Soft Logik **£199.95**

A free upgrade to registered users of version 2.0 and 2.1. Finally *PageStream*'s promise finds fruition. Re-written to the Kickstart 2 guidelines, this current version has set the standard for Amiga DTP programs.

***Amiga Format* rating 91%**

PAGESTREAM FONTS PACK

Soft Logik **£49.95**

Fourteen scalable fonts in Soft Logik's proprietary format. Excellent quality fonts at a reasonable price.

***Amiga Format* rating 84%**

PAGESTREAM PLUS PACK

Soft Logik **£49.95**

A set of quality rescalable serifed fonts in Soft Logik's proprietary format. Classic fonts at a very reasonable price.

***Amiga Format* rating 85%**

PROCLIPS

Gold Disk **£24.95**

170 excellent colour images in *ProDraw* 'clip' format, which has become the standard for Amiga structured drawings, so they can be used in a number of DTP programs or, of course, be edited in *ProDraw* or *ExpertDraw*.

***Amiga Format* rating 75%**

PROFESSIONAL DRAW 1

Gold Disk **£129.95**

The first Amiga structured drawing program, Gold Disk's companion to the *Professional Page* DTP package. For many years the only serious program of its type. Structured drawings can be resized to any scale without loss of quality.

***Amiga Format* rating 79%**

PROFESSIONAL DRAW 2

Gold Disk **£129.95**

The first revision of *ProDraw* brought a fivefold speed increase, text on curves and colour blends. An autotrace facility converts bitmap graphics to structured drawings, and outline fonts can be loaded and manipulated. The only thing against it is the high RRP.

***Amiga Format* rating 83%**

PROFESSIONAL DRAW 3

Gold Disk **£129.95**

Due any moment, and Gold Disk can be relied on to make improvements. Among those promised: far greater speed, a faster trace facility and a Workbench 2-style interface.

***Amiga Format* rating TBA**

PRO DRAW CLIP ART VOL 1

Gold Disk **£39.95**

The 'official' clip art collection for editing in *ProDraw* and for use in *ProPage*.

***Amiga Format* rating 78%**

PROFESSIONAL PAGE 1.0/1.1/1.2

Gold Disk **£199.95**

The first pro-quality Amiga DTP program. Version 1.0 was Postscript only, limiting its market to very serious users. The addition of dot-matrix support with 1.1 increased its appeal and response to user suggestions with 1.2 made *ProPage* the market leader for years.

***Amiga Format* rating 81%**

PROFESSIONAL PAGE 2

Gold Disk **£249.95**

Before the general release of KickStart2, the renewed *ProPage2* had a Workbench 2-style interface, Pantone colour support and 24-bit compatibility, but no Undo function. Released in early 1991, it kept the leader out there in front.

***Amiga Format* rating 85%**

always be rendered at the highest possible resolution of the printer being used.

Another advantage of structured drawings is that all the parts of the picture are discrete objects, which means they can be edited at any time without affecting the rest of the picture.

The main use of such drawing packages is to design logos and illustrations for use in high-quality DTP packages. So *ProDraw* was designed as a logical companion to *ProPage*.

As well as the obvious tools for drawing points, lines and curves, the program has an impressive range of image-manipulation functions and a host of other features which help produce professional-quality illustrations.

Compugraphic fonts are supported and text can be 'wrapped' on to curves. Objects can be blended to give graduated tints and an autotrace feature enables you to convert bitmapped images to structured format.

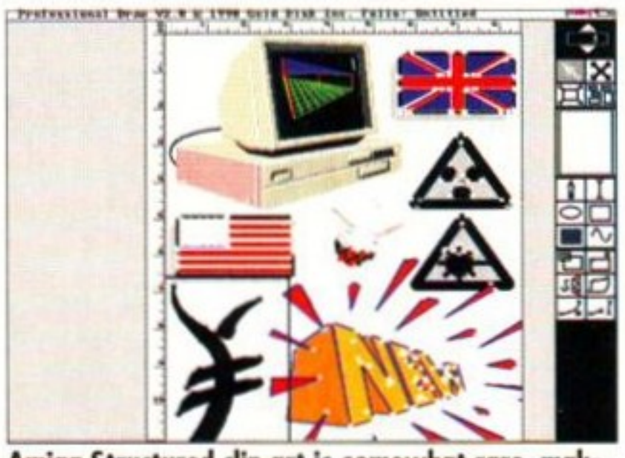
Excellent but relatively expensive.

PROCLIPS

GOLD DISK **£24.95**

Collections of structured clip art for the Amiga are nowhere near as common as they should be, but this one is one of the best.

Most of the illustrations are in colour, they are well drawn and all are in the *ProClips* format used by most structured art packages and DTP programs, so you should have no difficulty making use of them as you like.



Amiga Structured clip art is somewhat rare, making *ProClips* a welcome collection.

COMPUTER SAFARI FONTS

EM COMPUTERGRAPHIC **£8-13 PER DISK**

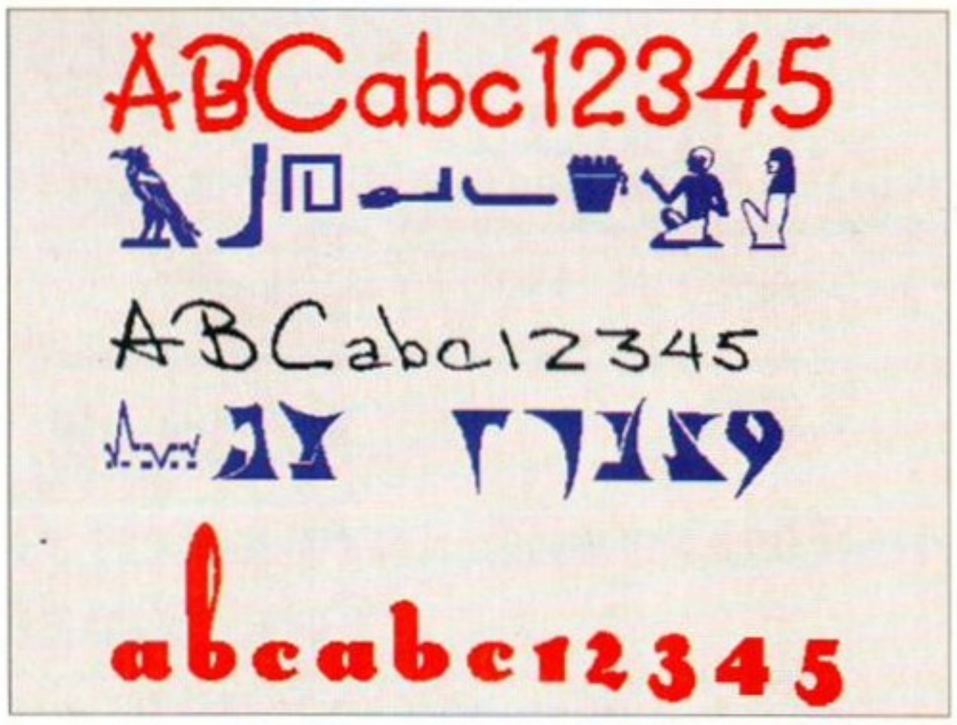
This excellent selection of fonts is exclusively distributed in the UK by EM Computergraphic, a company which has taken a quite innovative approach by presenting the fonts on a bare disk without excessive packaging and, despite scepticism from many areas, the system has paid off for not just the company, but for you and I as well. The company is benefiting from healthy sales and we benefit from the best-value rescalable fonts available anywhere.

The range of fonts is very impressive, spanning both useful text faces such as Book and Bodoni and novelty faces like Alien National and Egyptian Hieroglyphics. The range of faces is rivalled in the Amiga world only by Soft Logik's own *PageStream* library.

There are usually three faces per disk, in *PageStream* format, and with Adobe Type One equivalents. A bug in the *ProPage* program means that not all the Type One fonts are compatible, but this fault has been identified and the collection is being updated, so check before you buy. The collection in the UK has a different disk numbering system from the American disks, so again, if you already have fonts bought from the United States check with EM before you buy.

In addition to the commercial fonts, EM has a range clip art and PD and shareware fonts available at an even lower price. Again, they are all of the Adobe Type One format and are fully resizable in any quality DTP package – all the premiere DTP programs and utilities are also available at heavy discounts.

If you are into serious desktop publishing, give EM a call – you could save a great deal of money.



Fonts this good are easily available for the Amiga, but not usually at this kind of price. If you're into Amiga DTP give *Computer Safari Fonts* a try.

It's all there, everything you could want from a structured drawing program, for the bargain price of £79.95. The creator of this program seems to have taken a very long look at *ProDraw* and then copied it feature for feature, delivering all those great features in one well-presented and highly accessible package.

This program has been successful in Germany for some time, but has only recently become available in English. It's very accessible, and anyone who has used similar packages on any computer should have no problem getting started.

The facilities the program has on offer are very impressive, and so is the speed with which it executes them. Text can be wrapped on to any 'path' (curved line or circle). Shapes can be 'morphed', or distorted in a number of steps from one shape to another. A colour blend function enables you to select two different coloured objects, even the first and last letters of a piece of text and blend the colours they contain so that a smoothly graduated tint appears in the objects between them.

The program is fully compatible with *ProDraw* 'clip' format illustrations and clip art, so that a great many clip art libraries are accessible.

It all sounds too good to be true, but every silver-lined cloud has a dark interior and *Expert Draw* is no exception. The keyboard shortcuts are not intuitive and are a little confusing, possibly because of their German origins. The screen redraws every time you do anything at all, which is annoyingly time-consuming.

The program's biggest fault though is that it is not compatible with Compugraphic fonts. It comes with two excellent fonts built in, but if you want more you have to buy HB's font conversion software, at a cost of £39.95. Add that to the cost of the program itself and you reach a total of £109.90, much closer to the price of *ProDraw.* though it still manages to undercut it by a small amount.

AMIGA DESKTOP PUBLISHING A-to-Z

PROFESSIONAL PAGE 3

Gold Disk **£249.95**

Increased speed, ARexx support and a publish and subscribe system mark Gold Disk's attempt to stay in front. But this time it's hard disk only and it still lacks an undo facility.

***Amiga Format* rating 89%**

PROFESSIONAL TEMPLATES

Gold Disk **£44.95**

Pre-designed page grids for *ProPage*. Good for beginners, but *PPage* really is so easy to use that more experienced users will not find the templates necessary.

***Amiga Format* rating 78%**

PROFESSIONAL PAGE TYPE 1-4

Gold Disk **£39.95 per disk**

Four packs, each of three Agfa Compugraphic fonts, for use in *ProPage* and *ProDraw,* but also usable in *PageSetter, Expert Draw* and *Pagestream.*

***Amiga Format* rating 89%**

PROVECTOR 2.1

Stylus Inc/Surface UK **£249**

An extremely fast and flexible object-orientated structured drawing program. Can edit more than one picture at once and has fast and accurate freehand and bezier curve tools as well as conventional polygon tools, flexible object alignment, accurate text aligning, rulers, grid-locking and editable colour fill patterns. Excellent for vector drawings.

***Amiga Format* rating TBA**

PUBLISHER'S CHOICE

HB Marketing **£99.95**

A package containing *PageSetter* 1.2, *KindWords* word processor, a disk of clip art, headline fonts and *LaserScript,* a utility to enable *PageSetter* to print to laser printers. It's the best way to get the most from *PageSetter* 1.2.

***Amiga Format* rating 76%**

RESEP II

ASDG/Silica **£49.95**

A utility to enable *ProPage* 1.3 to handle and separate 24-bit scanned images. Useful in its time, but now for true colour compatibility you'd do better to upgrade to *ProPage* 2 or 3.

***Amiga Format* rating 45%**

SAXON PUBLISHER

Saxon Industries/Surface UK **£199**

Powerful professional DTP package, with several failings, notably a lack of non-Postscript printer support (but *Saxonscript* is now included free) and a less flexible approach to page layout than other programs (it requires you to plan a design before you begin, rather than sitting at the screen and 'doodling'). But, despite this, it is very fast, output quality is excellent and bitmap manipulation is superior to any other Amiga DTP package. An oddball, but not a bad one.

***Amiga Format* rating 83%**

SAXONSCRIPT PROFESSIONAL

Saxon Industries **£free with *Saxon Publisher***

The Amiga's best Postscript interpreter. Converts Postscript fonts for Amiga DTP use and enables *Saxon Publisher* to print to preferences printers, among other things. Free with *Saxon Publisher* v1.2

***Amiga Format* rating 87%**

SHAKESPEARE

Cloudhall Ltd **£99**

Ancient and idiosyncratic program, most notable for being the first budget DTP program to allow colour printing via dot matrix. It also has mono PostScript support.

***Amiga Format* rating 48%**

SOFT LOGIK FONTS

Soft Logik **8 fonts £69.95, 16 fonts £139.95**

The maker of *PageStream* acquired the rights to a large and impressive font library and released these excellent faces in Postscript type 1 format, in packs such as Classic fonts, Designer Fonts, Newsletter fonts and Starter fonts.

***Amiga Format* rating 89%**

TOP FORM

Designing Minds **$89**

A powerful and accessible package for producing invoices, statements and other kinds of continuous stationery.

***Amiga Format* rating 79%**

WORDWORTH CLIP ART

Digita International **£99.99**

A collection of mono clip art for use with *Wordworth.* It's all in IFF format and so can be used with any DTP program.

***Amiga Format* rating 71%**

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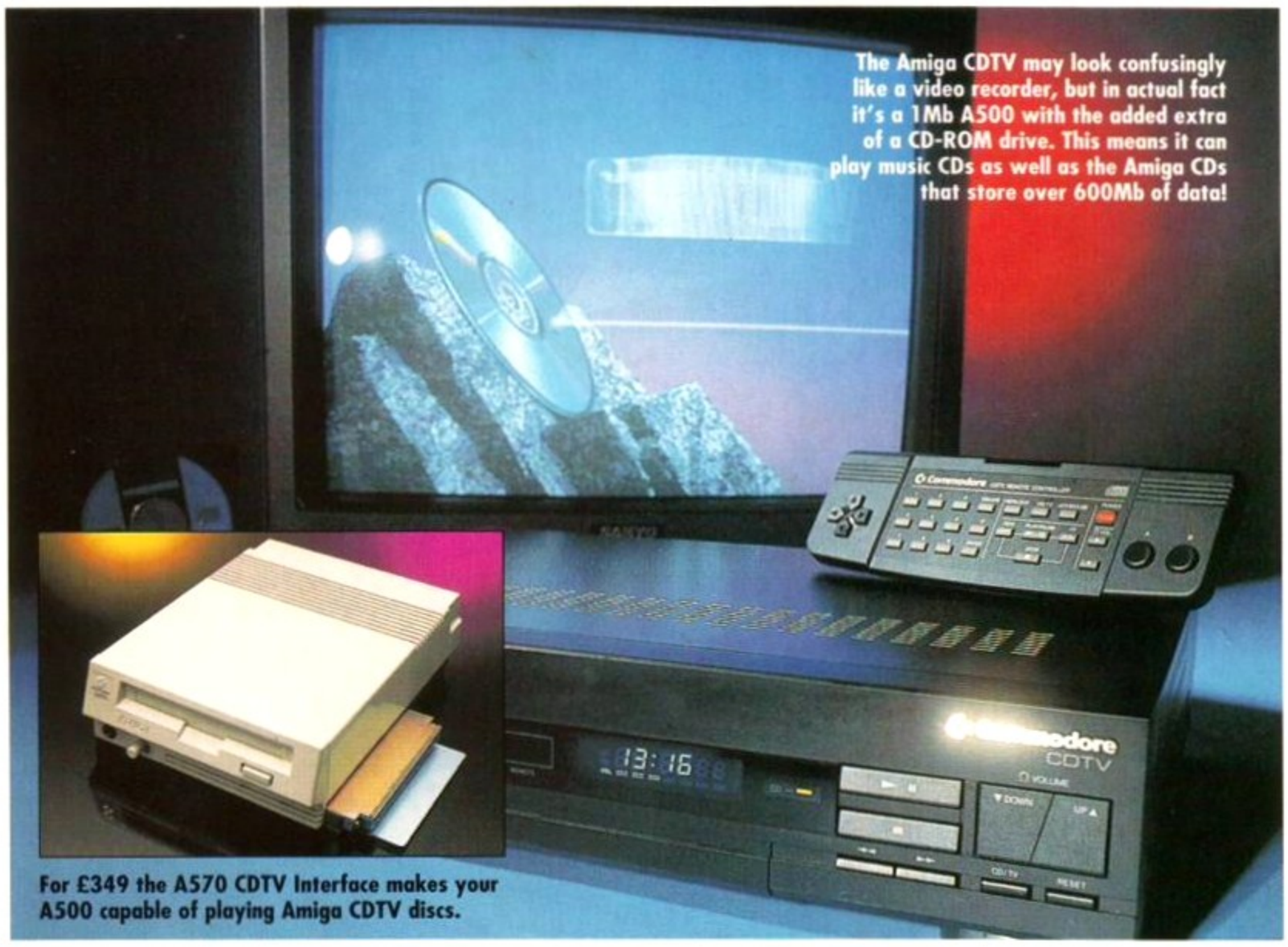
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The Amiga CDTV may look confusingly like a video recorder, but in actual fact it's a 1Mb A500 with the added extra of a CD-ROM drive. This means it can play music CDs as well as the Amiga CDs that store over 600Mb of data!

For £349 the A570 CDTV Interface makes your A500 capable of playing Amiga CDTV discs.

Amiga CDTV

It's either the future of home entertainment and the future of the Amiga, or it's a misguided and over-ambitious idea. Which? Well, the correct answer is entirely down to whether the software makes it worth buying...

IF A SUSPICIOUS-LOOKING character ever sidles up to you in a major electrical retail store and says: "Psst! Want to see the future of home entertainment?" just say no. You've seen it already. It's an Amiga.

The Amiga CDTV is housed in a smart, black metal case with a lit-up LED display on the front, looking for all the world like a familiar video recorder. Inside it, however, the main component is the circuit board of an Amiga. When CDTV first appeared, Commodore (the maker of the Amiga) described it as the next big thing in home entertainment. And in a sense it is.

Amiga CDTV is different from a normal Amiga in two ways, apart from the way it looks. Instead of using a joystick or mouse, you control it with an infra-red remote control, just a little different from the one you use with your video recorder. And instead of a floppy disk drive, it has a CD player.

For starters, this means that it can double up as a hi-fi CD player, so you can plug it into your stereo system and play ordinary compact discs on it, giving you all the sound quality and convenience you'd expect. But there is a more important reason for the CD player being in there.

Specially printed CDs can store Amiga data (compact discs are digital, in just the same way computers are) so programs can be stored on CD and run on the Amiga. The great thing about this is that whereas a floppy disk can store less than a megabyte of data, a CD can store more than 600 megabytes.

This absolutely enormous storage capacity doesn't mean everything about the Amiga will change overnight. Arcade games, for instance, have grown in cleverness so that they can continually do more astonishing things in very limited storage space. But there's quite a number of things to which it could make a significant difference.

In particular, the kind of adventure games that American firms like Origin and Lucasfilm (now called LucasArts) specialise in – games like the already-classic *Secret of Monkey Island 2*, widely regarded as the best adventure game ever made – can make use of this extra storage to do the most astonishing things with attractive graphics and sound. The theory is that games will develop with ever more realistic graphics and sound, until they are more like interactive movies than the kinds of games we know today.

CD data storage also makes plenty of room for new kinds of computer programs, which are loosely grouped together under the fairly unhelpful description of 'multimedia'. This basically means computer 'presentations' ▸

AMIGA CDTV A-to-Z

Here's the full alphabetical list of all the 100 or so titles which are, in theory, currently available for Amiga CDTV. In practice, only about 60 of these titles are on sale as we go to press, so some feature a 'TBA' (to be announced) rating. We have quoted manufacturers' names, but in fact all are published by Commodore under the name of CDTV Publishing.

ADVANCED MILITARY SYSTEMS
Dominion _____ **£29.99**
A complete 'coffee table book' on CD, with lots of pictures and text describing the world's most powerful and exciting military technology, from jump jets to Challenger tanks. This should make it pretty popular with the average young Amiga-owning lad, but it's one we have not yet reviewed.
***Amiga Format* rating TBA**

ALL DOGS GO TO HEAVEN
Merit Software _____ **£34.99**
Simple kids' colouring book based on the hit Walt Disney cartoon movie of a year or more ago. You flick through the line drawings to find one you like, then pick coloured pens to fill in the areas of colour. The whole thing is nicely done, but ultimately it is so simple and trivial that it seems a sad waste of CDTV's capacities.
***Amiga Format* rating 25%**

AMERICAN HERITAGE ILLUSTRATED DICTIONARY
Xiphias _____ **£49.99**
This dictionary makes it easy to look words up, and words can be spoken out loud which is very helpful if you don't mind the American accent. What the American origins don't affect is the words – there's lots of *English* English – but on the down side the pictures are very throw-away and some definitions use long words that aren't in the dictionary!
***Amiga Format* rating 45%**

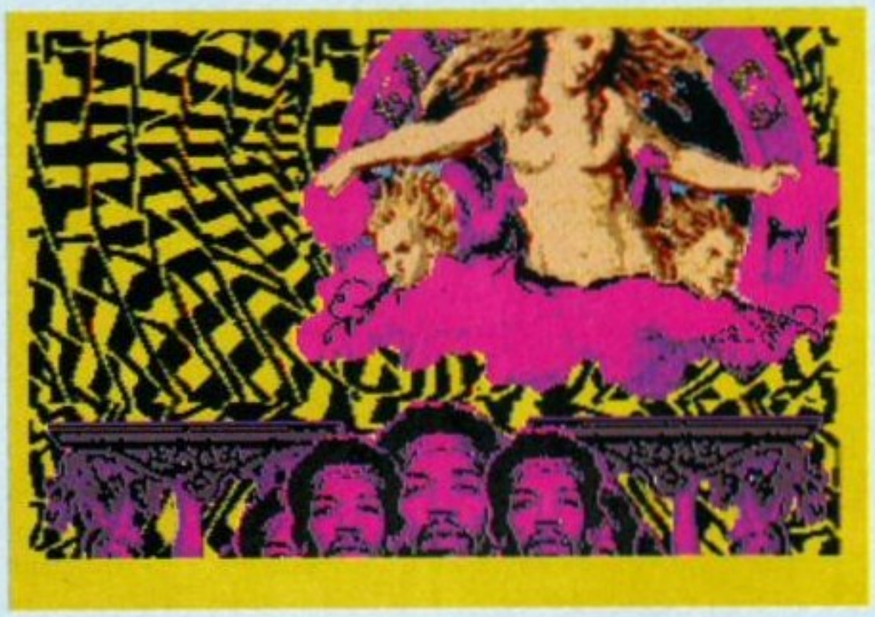
AMERICAN VISTA ATLAS
Applied Optical Media _____ **£54.99**
Detailed digitised maps are only the beginning (and the most disappointing part) of this very entertaining guide, a comprehensive visual tour of the United States with plenty of good digitised pictures. Just as good for geography lessons as for planning your next holiday.
***Amiga Format* rating 75%**

ANIMALS IN MOTION
On-Line _____ **£29.99**
An enormous library of black-and-white digitised pictures from the works of Eadweard Muybridge, the Victorian photographer renowned for his pioneering studies of movement. Stored as Amiga IFFs and anim files, these make a useful resource for Amiga animators.
***Amiga Format* rating 55%**

ANIMATED COLOURING BOOK
Gold Disk _____ **£24.99**
The last we heard, Gold Disk was reconsidering the release of this kids' colouring book, but Commodore seems to be quite sure it's on the way. We expect it to be pretty much along the same lines as *All Dogs go to Heaven*.
***Amiga Format* rating TBA**

ASTERIX BLACK GOLD
Eurotalk/Microdeal _____ **£34.99**
Digitised storybook: see *Read with Asterix* below.
***Amiga Format* rating TBA**

MUSIC LIKE YOU'VE NEVER SEEN IT?



Jimi Hendrix, live in your living room. This typical CD+G disc is a normal music CD, but if you play it on your CDTV and attach the TV, you can watch animated sequences of colourful graphic images.

They're by no means common yet, but CDTV can play what's known as CD + Graphics, or simply CD+G, discs. These peculiar things are normal music compact discs, but with one particularly exciting difference: if you play them on a CDTV you can also plug in your telly and get the benefit of graphics that are hidden away on the discs.

The graphics themselves are mostly either just lyrics for the songs or pretty pictures to 'set the mood'. Loading is quite slow, so full animation is simply not possible, but the flashy palette changes and scrolling are both quite effective.

CD+G discs are as yet fairly uncommon in the UK, and only one record label, Warner, publishes any so far. Most notable of the few artists whose discs have had graphics added are Jimi Hendrix, Lou Reed, Fleetwood Mac, 10,000 Maniacs and Chris Isaacs.

The discs of classical music that are currently available tend to be more imaginative in their use of graphics, with descriptions of what's going on at various points in the music and explanations of the musical form, as well as transcriptions of the lyrics.

Another offshoot of this is karaoke discs, where the on-screen graphics are the words of the song and the soundtracks don't have the words in. By karaoke standards, a CDTV plus discs is a pretty cheap setup, and you may well find, if you peer behind the bar of your local karaoke fun pub, there's a CDTV doing the honours.

that use the different 'media' of pictures, sounds and text to get information over to the user.

A typical example would be an encyclopaedia. For starters, an encyclopaedia is a collection of an enormous amount of information, and a CD is the first kind of computer storage that can hold that quantity of information.

Secondly, a multimedia encyclopaedia should make it easy for you to find the information you need. Offering you menus and lists on the screen, a good multimedia program would in theory be much easier to use than the average book.

Then there's the potential to use several different kinds of media to explain something. If you looked up 'Concord' for example, you might get text on the screen telling you about it, hear a narrator speaking that text, see a slideshow of pictures of the plane in action, watch animations of how the famous drooping nose works and so on. The possibilities are endless...

CDTV program discs are known as 'titles'. Currently, the list of titles available breaks down into two main categories, games and books, with a few miscellaneous items kicking around as well.

Most of the games to date have been straight conversions ('ports' as they are known) of Amiga games. Some of these, however, have a little extra added. CDTV can load and run an Amiga game and then play a soundtrack as real audio, so some games (like *Sim City* on CDTV) have a real audio soundtrack added. Others, like the flight sim *Falcon*, might include all the extra missions on the original disc rather than on extra 'mission disks'. Still others might have a little extra in the way of intro animation, like *Wrath of the Demon*. And one thing we are looking forward to is compilations of quality Amiga games, many tens of which could fit on one CD.

But overall, games to date have been disappointing because they have not made the most of CDTV's extra storage space. The notable exception is *The Case of the Cautious Condor*, which is a reasonable little murder mystery adventure spiced up with heaps of lovely cartoon graphics.

The books side falls mainly into two categories: kids' books and reference works. The major hurdle these have to overcome is the challenge of being more interesting or useful than an ordinary book, on paper, would be. Mostly they haven't succeeded.

Some of the ideas are fine: for instance, one of the encyclopaedias enables you to look up Martin Luther King and not only see a picture of him and read about him, but also listen to a recording of his famous "I have a dream..." speech. Unfortunately, these moments of excitement are few and far between.

The best of the reference books available to date are probably the *World Vista Atlas* and the *American Vista Atlas*, which combine the basic ingredient of maps with some imaginative uses of sound and graphics, and the *New Grolier Encyclopaedia*, which is lavishly illustrated with Amiga-originated pictures throughout.

At the very least, the idea of buying your Amiga programs on a CD should be appealing. CDs are less likely to wear out or be damaged than floppy disks, and CD versions tend to have enhancements like hi-fi soundtracks or added mission levels. It seems that some game publishers are likely to release new titles simultaneously as CDTV discs, for the same price as the floppy versions, so after your initial investment you'll be getting more for the same price.

Commodore has now released the CDTV in a pack complete with keyboard, floppy disk drive and Workbench disks, so it's easy to use it as a normal 1Mb Amiga and keep getting the benefit of your existing software. If you own an A500, you can trade it in for £200 when buying the new CDTV pack, getting it for only £399.

This is still only going to be good value if some CD-based titles that knock your socks off become available. So far, we haven't seen the top-class title that will guarantee CDTV makes it. In the meantime, here's a look at some of the best titles that have been released so far.

AMIGA CDTV A-to-Z

ASTERIX BLACK GOLD FRENCH 1 & 2

Eurotalk/Microdeal _____ **£34.99 each**

See *Learn French with Asterix* below.

***Amiga Format* rating TBA**

ASTERIX BLACK GOLD SPANISH 1 & 2

Eurotalk/Microdeal _____ **£34.99 each**

See *Learn French with Asterix* below.

***Amiga Format* rating TBA**

BARNEY BEAR GOES CAMPING

Free Spirit _____ **£29.99**

We've not seen this, but we have seen sister title *Barney Bear goes to School* (below) so you know what to expect.

***Amiga Format* rating TBA**

BARNEY BEAR GOES TO SCHOOL

Free Spirit _____ **£29.99**

Three mouse-button clicks in the allegedly 'interactive' animation intro of this title take Barney to school, where he can choose from three pathetic educational games. The title tells you just about all that happens of any interest. Poor.

***Amiga Format* rating 11%**

BASKETBALL

CDTV Publishing _____ **£29.99**

A standard American arcade game translated to CDTV from the Amiga. We'll have to see about this one...

***Amiga Format* rating TBA**

BATTLECHESS

Interplay _____ **£39.99**

A conversion of the classic computer game. It's essentially a simple chess game with very few options for changing the way you play. But it's all spiced up by a very nice animated display and it does play a very good game of chess.

***Amiga Format* rating 75%**

BATTLESTORM

Titus _____ **£29.99**

A very average viewed-from-above shoot-'em-up transferred direct from the Amiga. It makes little use of the potential that CDTV has to offer – not what you'd call good value.

***Amiga Format* rating 37%**

A BUN FOR BARNEY

BBC Multimedia _____ **£29.99**

Enterprising and charming kids' book with lovely graphics and a satisfying exploratory interactive approach. One of the pace-setters in the whole CDTV field.

***Amiga Format* rating 79%**

CASE OF THE CAUTIOUS CONDOR

Tiger Media _____ **£34.99**

Superb cartoon graphics make this 'Agatha Christie' style murder mystery a lively experience, though the gameplay is a little stilted and undemanding. A tantalising taste of what CDTV could one day become.

***Amiga Format* rating 79%**

CASINO GAMES

Saen Software _____ **£24.99**

Three simple arcade games: fruit machine, roulette and a sort of poker. You do get a choice of several hi-fi music tracks as accompaniment, but that makes absolutely no difference to the very poor games. If this is the sort of thing you're after there's better stuff available in the public domain

***Amiga Format* rating 21%**

CD REMIX 2

Microdeal _____ **£29.99**

A unique music system enables you to take audio CDs from your collection and get them to play in loops and sequences, creating your own remixes. It's very clever and the results are fun and effective.

***Amiga Format* rating 80%**

CDTV SPORTS FOOTBALL

Cinemaware _____ **£39.99**

Converted from one game in the famous *TV Sports* series, this is yer basic Stateside rugby-type football. A popular but aged Amiga game, converted.

***Amiga Format* rating TBA**

CHAOS IN ANDROMEDA

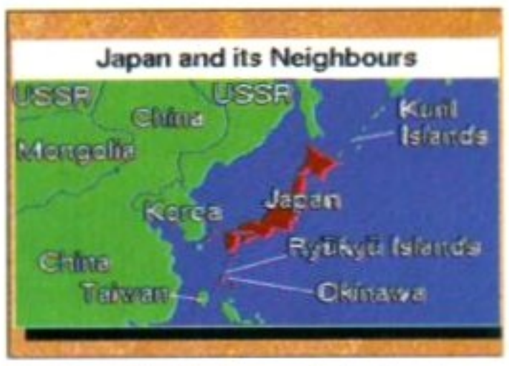
On-line _____ **£29.99**

A standard space epic adventure game which ultimately fails because it is confusing and pretentious. Reminiscent of the PD games you can't help tripping over.

***Amiga Format* rating 33%**

JAPAN WORLD

GLOBAL LEARNING SYSTEMS **£49.99**



Caution: this title knows Judo, Kendo and 10,000 other Japanese words.

With a rating of 89%, this is the one we've picked out as the best CDTV title released to date. Developed to help Derbyshire schoolchildren learn more about the Japanese, it's a fascinating disc for anyone who wants to know more about the ways of the East.

What it really does well is simply be interesting, but along the way it exploits the multimedia idea really well. It has lots of graphics, photos, animations and sound to show you the ins and outs of Japanese life and culture. You can even learn the basics of the Japanese alphabet and language. A genuinely intelligent and absorbing exploration is guaranteed.

CD REMIX 2

MICRODEAL **£29.99**



Always wanted to remix your favourite CDs? Of course you have! Now you can.

This is a simple but clever idea, and it stands out because it's something that only CDTV could do. Essentially it's a kind of music sequencer, but it works by taking precise timings from your music CDs, which mean you can loop and repeat sections of a record to make your own extended remix versions. Lots of fun.

NEW GROLIER ENCYCLOPAEDIA

CDTV PUBLISHING **$99**



The *New Grolier Encyclopaedia* stands out because of its excellent pictures.

The reason this American reference book stands out is that it has lots more pictures than most, and that's because it uses Amiga graphics throughout. The pictures are useful and attractive, which makes it a useful guide as well as a good-looking book to simply browse through. Unfortunately, it's only available in the US.

GAMES WITH FRONTIERS



***Sim City* lets you take control of your own city. Megalomania? No, that's another game entirely.**



Fresh new game concepts are few and far between, but *Lemmings* is one – and it's fun.



For sound and graphics, *Cautious Condor* is outstanding. Is this the future of CDTV gaming?

To date, we haven't seen a really good, pure CDTV game. In other words, we haven't seen anything that you couldn't possibly have done on a normal Amiga and that is also brilliant in its own right.

The best games to date are converted Amiga games. *Lemmings* is a straight port of the Amiga version and is only any less wonderful if you use the infra-red remote control, because it makes your control of the game far too imprecise for the levels that demand fast work.

The best CDTV game to date is almost certainly *Sim City*, which is considerably developed from the original Amiga version. It's had a whole bunch of new scenarios added, covering different periods of history, each with appropriate graphics and monsters. It also has a nice Zoom mode for a magnified view. Add to all this a decent hi-fi soundtrack, recorded in the studio, for added atmosphere and you're well away. Just different enough from the original to be a step on.

Developed specifically for CD-ROM, *The Case of the Cautious Condor* is absolutely outstanding, with masses of very attractive cartoon graphics and a very nice soundtrack. It's won awards in many countries for being the best example of multimedia software, but that was mostly in the days before there was any multimedia software.

It's a bit like playing an interactive movie and is the sort of thing that could only be done on a CD, which is to its advantage. The only let-down is that the gameplay is pretty basic and unfulfilling, being your random 'collect clues and solve' scenario. Still, you really ought to take time to see it sometime, even if you just watch the 20-minute cartoon animation introductory sequence.

AMIGA CDTV A-to-Z

CINDERELLA
Discis **£39.99**

Discis produces digital versions of a number of popular kids' storybooks, all of which use the same basic system, so it's worth explaining here how the system works. Essentially, what you have on the screen is the left- and right-hand pages of an opened book which has the words and the pictures digitised in pretty good colour.

A narrator speaks the story and music plays in the background. You can stop, replay or jump around the story at will. You can click on words or parts of the pictures to have the words spoken or the part of a picture described. An option allows the story to be read in Spanish, America's second language.

This system is consistently good, though the flaw in seeing delicate watercolour illustrations in a digitised form is obvious. Inevitably, Discis books vary in appeal according to the story. This one is a particularly wishy-washy and a very American version of the fairy tale standard.

***Amiga Format* rating 70%**

CLASSIC BOARD GAMES
Merit Software **£34.99**

Basically it's a compilation of three simple little Amiga games. Includes the old standard board-game conversions chess, backgammon and checkers. We haven't seen it yet, so we're looking at a...

***Amiga Format* rating TBA**

CONNOISSEUR FINE ART COLLECTION (THE)
Lascelles **£34.99**

Nicely-presented 'coffee table book' tour of art through the centuries, centring on digitised pictures with descriptive text and supplemented by an audio soundtrack of 10 appropriate classical music tracks. It's nicely created, but you can't help but ask who would sit down and 'enjoy' it?

***Amiga Format* rating 77%**

DEFENDER OF THE CROWN
Cinemaware **£29.99**

This once-famous game's attractive animated linking scenes benefit well from an audio soundtrack, but the game itself is pretty trivial.

Playing the part of a knight, you have to do a little bit of intelligent strategy work, keeping up your castle and your people, and also takes part in a few arcade sub-games, fighting your way into a castle or winning a joust. The result of this mixture is a trivial game that doesn't gain much from the attractiveness of the effects of which CDTV is capable.

***Amiga Format* rating 48%**

DEFENDER OF THE CROWN 2
Cinemaware **£34.99**

A fiver more for the sequel, probably because it's newer and a lot better (it says here), but we can't be sure until we see it. Out soon.

***Amiga Format* rating TBA**

DINOSAURS FOR HIRE
CDTV Publishing **£14.99**

A comic book on a disc. You might well ask, what's wrong with a comic book on paper? We can't tell you, because we haven't yet seen it.

***Amiga Format* rating TBA**

DOG FACTS
Intersearch **£34.99**

Also known as 'Fidofax' (ha ha!) this is a dog care book by the same people who do the *Gardenfax* series for gardeners noted below. If it follows that standard, it will be informative for dog owners but not much of a looker.

***Amiga Format* rating TBA**

DR WELLMAN, FAMILY HEALTH ADVISOR
Digita **£54.99**

Narration throughout by a professional actor and a decent presentation of information are the strong points of this medical reference title. Where it falls down ever so slightly is that it lacks the feel of absolute authority a medical guide needs, but it's an informative and intelligent work.

***Amiga Format* rating 78%**

EUROPEAN SPACE SIMULATOR
CDTV Publishing **£34.99**

A 3D game based on space exploration, though Europe's space contribution is comms satellites. Not yet reviewed.

***Amiga Format* rating TBA**

MULTIMEDIA PRESENTATION: THE GOOD AND THE BAD ON ONE DISC...



***Gardenfax* is not an outdoor facsimile machine. It's actually a multimedia reference work.**



To find what you want, you start by narrowing down parameters like Temperature and Light...



Of course, you *could* do it the way people do at a garden centre: "Ooh, *that* looks nice, Mum..."

The *Gardenfax* series is a set of four CDTV discs on the subject of gardening. While nobody but an aspiring gardener would want to buy them, and in some ways they are very amateurish, there's a couple of things about the way they are presented that make them exemplary.

With a multimedia reference work, one of the most important things is how you get at all the masses of information stacked inside. *Gardenfax* has come up with a very clever way of doing it. In the middle, there's a number which represents the number of plants under consideration. When you start off it's 200 or more, because the whole list of plants is available.

To reduce the list, you work your way around the panels at the outside of the screen, checking off the various categories you are interested in. You might, for example, start off at the Light panel and decide you want to consider only the plants that grow in very little light. Then you might move on to the Temperature category and specify plants that don't mind the cold, then the colours section, to choose plants which have blue flowers.

Each time you pick a type of plant, the total number in the centre of the screen is reduced. When it's down to a manageable quantity, you click on the view icon and browse through brief descriptions of each plant, each accompanied by a photograph. If you want, you can then choose to read a lot more about each one.

Although it lacks polish – the graphics on the front end are garish enough to make you heave, and many of the photographs are a bit off-colour – the basic idea is solid and extremely well thought-out. And you can imagine someone using it. Which is why we awarded it an 85% rating.

TRIVIAL PURSUIT

DOMARK **£49.99**



It's *Trivial Pursuit*, not *pursuits*, and *Genus* edition, not *genius*. As you know.

We've picked this one out more by dint of its famous name than because it's a high-quality CDTV title. It has lots of good ideas that enhance the famous quiz game, but some of them fall a little bit flat. All the same, if you like *Triv* and you're tied to your CDTV, this disc should give you some good, clean fun. Give it a whirl.

LEARN FRENCH WITH ASTERIX

EUROTALK/MICRODEAL **£34.99**

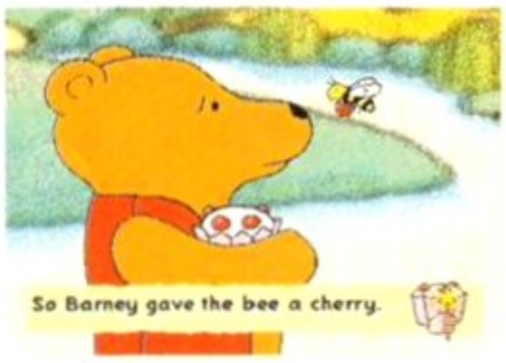


***Learn French with Asterix* and learn that the names are even cleverer in French.**

A digitised version of the famous comic book. You can play this back in a number of ways to help you practise your French. Pretty naff, until you plug Microdeal's VoiceMaster microphone in to your CDTV. You can then record phrases into your CDTV's RAM and play them back, comparing them to the original French from the soundtrack – an original and extraordinarily effective way of improving your pronunciation of a foreign language. Spanish versions of the disc are to follow.

A BUN FOR BARNEY

BBC MULTIMEDIA **£29.99**



Tom Baker narrates a delightful story about Barney, with not a Dalek in sight.

The multimedia idea seems to be particularly suited to explorative games for children, and this is the best yet. The graphics and the story (narrated by ex-Doctor Who Tom Baker) are delightful. Kids can move the pointer around the screen to discover areas where it goes 'active', and when it does, they can click the button to make all kinds of fun things happen. It's very sweet, and possibly the only really original idea yet seen on CDTV.

AMIGA CDTV A-to-Z

FALCON
Mirrorsoft _____ **£49.99**

The famous flight sim complete with all the missions that were originally on separate disks. The use of audio CD capabilities extend only as far as 'radio contact' messages in real speech, but these do add a lively atmosphere.

***Amiga Format* rating 75%**

FAMILY CIRCUS VIDEO TITLER
CDTV Publishing _____ **£TBA**

A video titling package for use by the amateur enthusiast with a camcorder and a genlock. Out soon.

***Amiga Format* rating TBA**

FRACTAL UNIVERSE
CDTV Publishing _____ **£34.99**

A so-called exploration of the amazing world of fractals and chaos theory, from simple recursive equations to the Mandelbrot set. We've got no idea how this works, so we can't judge it yet, but it should – if they do it properly – enable you to create your own fractals in real time.

***Amiga Format* rating TBA**

FRED FISH CD-ROM COLLECTION
Hypermedia Concepts _____ **£19.99**

An enormous collection of freely-distributable public domain software under the familiar Fred Fish name. If it's PD, it's probably here. This is a real treasure trove. This disc comes free with the A570 and also with CDTV from some sources.

***Amiga Format* rating 89%**

FUN SCHOOL 3 (UNDER 5S)
Europress Software _____ **£24.99**

A collection of six little educational games which deal with terribly basic concepts such as numbers and letters. Kids genuinely enjoy having a bash at it and can be left to their own devices once they've mastered the mouse. Pity it's a straight Amiga port.

***Amiga Format* rating 70%**

FUN SCHOOL 3 (5S-7S)
Europress Software _____ **£24.99**

This version of educational games for older kids has some more enterprising ideas, but exactly the same applies as for the Under 5s version above.

***Amiga Format* rating 70%**

GARDENFAX: FRUITS AND VEGETABLES
Intersearch _____ **£34.99**

A surprise hit, the unclassy but extremely effective method of giving you access to a huge green mass of information on plants makes for a winner. Essentially, the system is a catalogue of plants that helps you pick the best one for the growing conditions you have in mind.

***Amiga Format* rating 85%**

GARDENFAX: GARDEN PLANTS
Intersearch _____ **£34.99**

Same presentation as above, different subject. Still good.

***Amiga Format* rating 85%**

GARDENFAX: INDOOR PLANTS
Intersearch _____ **£34.99**

Again, essentially the same as the *Gardenfax* title on the subject of fruits and vegetables (above).

***Amiga Format* rating 85%**

GARDENFAX: TREES, SHRUBS, ROSES AND CONIFERS
Intersearch _____ **£34.99**

What can we say? The fourth volume in the series reflects exactly the same approach as those above.

***Amiga Format* rating 85%**

GUINNESS DISC OF RECORDS
Guinness _____ **£34.99**

Like the big-name book, this title covers the gamut of world records but presents them through pictures and text along with the odd bit of speech and animation. Lots of digitised photos and a 'tour' option with narration make it accessible, widespread use of Amiga graphics works well, but you're still left wondering if this is better than books or video.

***Amiga Format* rating TBA**

HEATHER HITS HER FIRST HOME RUN
Discis _____ **£34.99**

Presented in the same manner as all Discis books (see *Cinderella*, above) this is a slightly slushy tale of American kidhood. As if you couldn't have guessed.

***Amiga Format* rating 70%**

THE FRED FISH COLLECTION ON CD-ROM

HYPERMEDIA CONCEPTS **£19.99**



***The Fred Fish Collection* – a whole range of Amiga PD programs on one single CD.**

Plug an Amiga external disk drive in to your CDTV and boot it with a Workbench 1.3 disk, and you can load, run or save out any of the many hundreds of public domain programs on this extraordinary resource disc. It doesn't just bring you a handy selection of interesting programs; there's everything here, from quite respectable games to useful utilities. It just shows what CD-ROM storage capacity can do when used for normal Amiga purposes.

AMERICAN VISTA ATLAS AND WORLD VISTA ATLAS

APPLIED OPTICAL MEDIA **£54.99 EACH**



The world is your oyster – well, it's a CDTV multimedia experience at least.

There's a lot of people in the computer industry who will enthuse about the idea of multimedia. "You can do all these amazing things," they say, "show stuff and hear it at the same time – really get the full idea". But so often you simply can't.

One title that really brings over some of these exciting ideas is the *World Vista Atlas*. As you'd expect, it's got big digitised maps that you can scroll around, but these are the least exciting part by a long way.

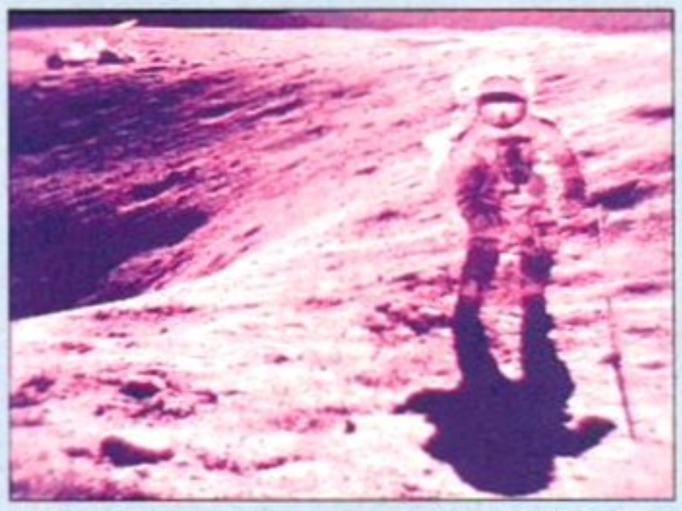
For many (but not all) of the countries in the world, you can go on a sightseeing tour, with heaps of photographs of the landscape, listen to the local music and even learn a few phrases of the language. That's pretty hot stuff.

In certain areas of presentation this title falls down, but the most annoying thing about the disc is that there are so many omissions. This is why, in the end, we gave its sister title *American Vista Atlas* a higher score: because the subject area is smaller, the American atlas seems much more comprehensive, giving a valuable tour of the States which makes the title ideal for educational use, or just for checking out where you want to go on holiday.

WHY WATCHING TERMINATOR 2 ON CD WILL SOON BE POSSIBLE...



He promised he'd be back, and he is. What's more, he may eventually make it on to CD in full-screen full-motion. If only they could fix that accent as well...



Is this the shape of things to come? *Heroic Age of Spaceflight* is a full-motion video on CDTV, but only in 32 colours and occupying a quarter of the screen.

Interactive multimedia CDs are such a vague idea that many pundits believe the masses will only cotton on if you tell them it lets you take control of your television. Unfortunately this isn't quite true: what CDTV and its rival, Philips CD-I, can't yet do is what's called full-screen, full-motion video (usually shortened to FMV).

In other words, to date you can't actually have a moving image, such as a television picture, and make it move exactly how you want it to under your control. In fact, you can't actually have video images running from a digital disc at all.

FMV is a great concept, because when it happens you will be able to buy digitally recorded videos on CD in just the same way you now buy digitally recorded music CDs. And they will also be able to make live action video a part of CDTV discs.

An international standard for FMV is being worked on by a group called the Motion Picture Expert Group (MPEG), and when it is finished – very soon, now – anyone will be able to make use of the chips MPEG devises to make FMV possible.

The problem is that it takes a lot of data to make up a full-colour, full screen television image. And to make the picture move realistically, you have to put 25 images on to the screen every second, which is far more data than you can possibly read from a CD in that amount of time. So MPEG is finding a way of reducing the amount of data by a method called 'compression'. Until then, CDTV has its own half-way house. It's called CDXL and is basically an Amiga animation that takes up a quarter of the screen and runs at the speed of video, so it looks like a real video.

The only title to date to make use of CDXL is Troika's *Heroic Age of Spaceflight*, which uses excellent NASA video footage. What's interesting about it is the way you can pause the video at any point and seek more information in the form of full-screen pictures and text. It's not a great title in itself, but it's worth seeing as a taste of the video age to come...

AMIGA CDTV A-to-Z

HEROIC AGE OF SPACEFLIGHT
Troika _____ **£19.99**

This is essentially just a video in 32 colours and a quarter of the screen, but the accessibility of the information it presents and the structure of multiple layers of data (you can 'zoom in' for more info) make this work quite well.

***Amiga Format* rating 55%**

HOUND OF THE BASKERVILLES
On-Line _____ **£29.99**

Multimedia entertainment with the fun taken out of it. Reams of text and only the odd picture make this classic Conan Doyle tale into a tedious mess of on-screen words.

***Amiga Format* rating 12%**

HUTCHINSON'S ENCYCLOPAEDIA
Attica Cybernetics _____ **£49.99**

One of the discs free with CDTV, this encyclopaedia is poorly presented. Fun bits, with real sound and pictures, are great when they come along, but all too rare.

***Amiga Format* rating 47%**

ILLUSTRATED HOLY BIBLE
Animated Pixels _____ **£29.99**

Type in all the words of the bible, digitise a few stereotyped watercolour pictures and you end up with the most unpleasant way of reading a book. Apart from the fact that you can search for words, it seems utterly pointless.

***Amiga Format* rating 25%**

ILLUSTRATED COMPLETE WORKS OF SHAKESPEARE
Animated Pixels _____ **£29.99**

Again, simply page after page of on-screen text and the odd line drawing give the lie to the idea that CD is likely to take over from books.

***Amiga Format* rating 25%**

INDIANA JONES
LucasArts _____ **£34.99**

Supposedly the first of several excellent games converted from the Amiga by the people who brought you those greats *Loom* and *Monkey Island*. But it now seems possible that Lucasfilm will not be entering the CDTV market after all. The company, set up by George Lucas of *Star Wars* fame, has changed name to LucasArts and changed tack slightly. Both *Loom* and *Monkey Island* were originally due to be converted, but both titles have now disappeared from the 'forthcoming' list in Commodore's catalogues. More news in the monthly ***Amiga Format*** as and when we have it.

***Amiga Format* rating TBA**

INSIGHT: TECHNOLOGY
Optonica _____ **£TBA**

An animated encyclopaedia of 'how it works' information. Each of the 200-odd entries has pictures, animation and video footage, the vast majority of which has been originated on the Amiga. Looks very promising.

***Amiga Format* rating TBA**

JAPAN WORLD
Global Learning Systems _____ **£49.99**

Probably the best title to date, this exploits the potential of multimedia better than any yet released, with a combination of pictures, graphics and animations that makes a highly enjoyable dip into a very different culture. Lots of fun.

***Amiga Format* rating 89%**

JACK NICKLAUS GOLF
CDTV Publishing _____ **£39.99**

Golf game conversion. Not yet reviewed.

Amiga Format rating TBA

LEARN FRENCH WITH ASTERIX DISCS 1 & 2
Eurotalk/Microdeal _____ **£34.99 each**

A digitised cartoon book with narration in French. A new dimension is added when you use the VoiceMaster gadget (see below) to record your own attempts at speaking Francais. The package is surprisingly good. You need both discs for the complete 'Asterix and Son' story, but each disc can stand alone. Also available is a Spanish version, and due out soon is another two-disc set in each language.

***Amiga Format* rating 84%**

LEARN SPANISH WITH ASTERIX DISCS 1 & 2
Eurotalk/Microdeal _____ **£34.99 each**

See *Learn French with Asterix.*

***Amiga Format* rating TBA**

AMIGA CDTV A-to-Z

LEMMINGS
Psygnosis _____ **£34.99**
This is still a great game even though it's just the normal Amiga version and somewhat spoiled by the laggardly, notchy nature of the CDTV remote control. This can make it tricky on levels where speed, as well as thought, is required. If you have a mouse-controlled CDTV system, get it.
***Amiga Format* rating 75%**

A LONG HARD DAY AT THE RANCH
Discis _____ **£34.99**
Presented in the same manner as all the Discis books (see *Cinderella,* above), this is another that is just a little too sentimental for UK tastes.
***Amiga Format* rating 70%**

LTV ENGLISH
CDTV Publishing _____ **£34.99**
An English language-teaching system for foreign students. Written by Americans, so presumably for them. Out soon.
***Amiga Format* rating TBA**

MIND RUN
Crealude _____ **£29.99**
The French are renowned for odd computer games, and this little collection of memory and IQ tests is bizarre in the extreme. And, unfortunately, not much fun.
***Amiga Format* rating 32%**

MIND RUN 2
Crealude _____ **£29.99**
More of the same, one would imagine. Out soon.
***Amiga Format* rating TBA**

MOVING GIVES ME A STOMACH ACHE
Discis _____ **£34.99**
Presented in the same manner as all the Discis books (see *Cinderella,* above), this is one of the more charming stories, with particularly lovely pictures. It makes a difference from sentimentality giving you a stomach ache...
***Amiga Format* rating 70%**

MUD PUDDLE
Discis _____ **£34.99**
Presented the same as all the Discis books (see *Cinderella,* above) this has to be the best of the titles. Great 'I can relate to that' storyline and mercifully little of the sentimentality that flaws most of the others. Yet it's still very cute. So, how *did* you get covered in mud then?
Amiga Format rating 70%

MUSICOLOUR
Virgin _____ **£49.99**
This soon-to-appear music-teaching system is based on the supposedly revolutionary methods of Candida Tobin, which help you remember music by relating it to colour. If you've always believed you could learn music, this could be the answer. Could be excellent.
***Amiga Format* rating TBA**

MUSIC MAKER
Music Sales _____ **£34.99**
Interactivity in this greatest-hits jukebox disc means pushing buttons to play drum noises along-a-rock stars. It's just not fun. Shows one of the great mistakes of the naive CD age.
***Amiga Format* rating 35%**

MY PAINT
Saddleback Graphics _____ **£29.99**
This kids' paint and colouring program is great on the Amiga but fails sadly as a CDTV disc because you can't draw freely without a mouse. The inadequacies of the infra-red control system are woefully obvious in this one.
***Amiga Format* rating 35%**

NEW BASICS ELECTRONIC COOKBOOK
Xiphias _____ **£39.99**
Absolutely packed with food ideas, and blessed with a clever menu system which enables you to access information easily. Pictures are badly and uninformatively used, though.
***Amiga Format* rating 75%**

NEW GROLIER ENCYCLOPAEDIA
Electronic Publishing _____ **$99**
A simple, straightforward approach works well in this US-originated encyclopaedia, and the plentiful illustrations, hand-drawn and Amiga-originated throughout, are great. Sadly, the disc is not available in the UK.
***Amiga Format* rating 84%**

NINJA HIGH SCHOOL COMIX
CDTV Publishing _____ **£14.99**
Comic book on a disc. Not yet reviewed.
***Amiga Format* rating TBA**

NORTH POLAR EXPEDITION
Virgin _____ **£49.99**
Could be one of the best titles yet. An interactive presentation of the tale of Ranulph Fiennes' polar exploration, ideal for school project work. Should be fascinating.
***Amiga Format* rating TBA**

PAPER BAG PRINCESS
Discis _____ **£34.99**
Presented in the same manner as all the Discis books (see *Cinderella,* above) this is a great little modernised fairytale with a feminist twist. Compulsory for little girls
***Amiga Format* rating 70%**

POWER PINBALL
CDTV Publishing _____ **£29.99**
A pinball game. Commodore's competitor, the CD-I system from Philips, has one, so CDTV had to, really. And naturally enough, we don't expect it to be up to much.
***Amiga Format* rating TBA**

PREHISTORIK
Titus _____ **£34.99**
A good-looking but essentially pretty dull cutesy platform beat-'em-up, by all indications converted straight from the Amiga. Not yet reviewed.
***Amiga Format* rating TBA**

PSYCHO KILLER
On-line _____ **£29.99**
If CD has the potential to bring us interactive movies, this would just about qualify as the interactive home video. Great ideas, let down by staid atmosphere and gameplay. The name is about the only thing about it that's half exciting (and even then it's only half exciting).
***Amiga Format* rating 13%**

RAFFLES
CDTV Publishing _____ **£34.99**
A game based, we presume, either on the famous gentleman burglar or on the chocolates of the same name. Couldn't possibly be the renowned ex-colonial hotel in Singapore, surely. Or the cigarettes. Not yet reviewed.
***Amiga Format* rating TBA**

READ FRENCH WITH ASTERIX
Eurotalk _____ **£29.99**
'Asterix and Son' digitised from the cartoon book and with speech added. It's not a good way of reading a book and doesn't have the added extra that the *Learn French with Asterix* disc (above) has. It certainly doesn't have much in the way of interaction going for it.
***Amiga Format* rating 25%**

SCARY POEMS FOR ROTTEN KIDS
Discis _____ **£39.99**
Presented in the same style as all the Discis books (see *Cinderella,* above) this collection of creepy-crawly rhymes is a jolly little collection. If Roald Dahl is your style of thing, this one should be right up your trouser leg.
***Amiga Format* rating 75%**

SHERLOCK HOLMES
Icom Simulations _____ **£39.99**
Subtitled 'Consulting Detective', this adventure game was unique in being developed using real actors to model for the graphics. Unfortunately, Mindscape (the software house which is supposed to be distributing this) has no details of its release. Not yet reviewed.
***Amiga Format* rating TBA**

SIMCITY
Infogrames _____ **£29.99**
This version of the 'god-game' that gives you a whole city of your own to take control of, or lose control of, is very like the Amiga version, but updated with new ideas and presentation that make it possibly the best CDTV game to date.
***Amiga Format* rating 75%**

SNOOPY: THE CASE OF THE MISSING BLANKET
The Edge _____ **£34.99**
Colourful cartoon animation and simple 'seek the object' puzzle gameplay make this a reasonably good diversion for the young stuck indoors on a rainy day, but it's uninspired and probably won't hold their interest if the sun's out and there's something else on offer.
***Amiga Format* rating 36%**

SPIRIT OF EXCALIBUR
Virgin _____ **£34.99**
The Amiga version is an average action adventure game set in the mythical world of – you guessed it. Can the CDTV disc add anything truly remarkable?
***Amiga Format* rating TBA**

TALE OF PETER RABBIT (THE)
Discis _____ **£39.99**
Presented in the same style as all the Discis books (see *Cinderella,* above) this Beatrix Potter classic stays mercifully faithful to the original and needs no introduction.
***Amiga Format* rating 70%**

TALE OF BENJAMIN BUNNY (THE)
Discis _____ **£39.99**
Presented in the same style as all the Discis books (see *Cinderella,* above) this is another Beatrix Potter classic.
***Amiga Format* rating 70%**

TEAM YANKEE
Empire _____ **£34.99**
A straight port from the Amiga version of the tank game in which you control a squadron in a test of strategy. Good, but no enhancements for CDTV.
***Amiga Format* rating 65%**

THOMAS' SNOWSUIT
Discis _____ **£34.99**
Presented in the same way as all the Discis books (see *Cinderella,* above) this sweet American childhood tale turns a little sickly.
***Amiga Format* rating 70%**

TIMETABLE OF HISTORY: ARTS
Xiphias _____ **£39.99**
In the same series as the two *Timetable of History* discs below, but we haven't seen this one yet. Difficult to predict whether it will be a winner or a loser.
***Amiga Format* rating TBA**

TIMETABLE OF HISTORY: BUSINESS, POLITICS AND MEDIA
Xiphias _____ **£39.99**
The clever 'time-line' access system actually doesn't really help you find anything you fancy a look at, and an unwarranted American bias makes the information contained in this reference work very disappointing. If you're a student of subtle bias and propaganda, then give it a look.
***Amiga Format* rating 45%**

TIMETABLE OF HISTORY: SCIENCE AND INNOVATION
Xiphias _____ **£39.99**
With less political bias affecting the material, this makes a decent enough reference work, with some nice extras in the animated sequences.
***Amiga Format* rating 70%**

TOWN WITH NO NAME
On-Line _____ **£29.99**
This is a nicely-produced 3D cartoon adventure with a witty twist, produced cleverly with Amiga-generated 3D graphics, but the gameplay rapidly becomes repetitive and scuttles the title before it really has a chance to take off.
***Amiga Format* rating 35%**

TRIVIAL PURSUIT
Domark _____ **£49.99**
A nicely-presented version of the famous board game with the addition of some cartoon sequences and pictures that go some way towards livening it up, but the whole thing is ultimately let down by details.
***Amiga Format* rating 65%**

VOICE F/X
Microdeal _____ **£19.99**
Due out soon. Designed for use with *VoiceMaster* (below). This software performs real-time effects such as echo and distortion on your voice. Should be fun.
***Amiga Format* rating TBA**

VOICEMASTER
Microdeal _____ **£24.99**
A microphone attaches to the CDTV's serial port so you can record your voice. Designed for use with the *Learn French with Asterix* discs (above).
***Amiga Format* rating 80%**

WOMEN IN MOTION
On-Line _____ **£29.99**
A collection of animated sequences of fat, naked Victorian ladies, taken from the photographs by Eadweard Muybridge, who virtually invented freeze-frame photography but was as mad as a hatter. A useful if eccentric resource for animators.
***Amiga Format* rating 55%**

WORLD VISTA ATLAS
Applied Optical Media _____ **£54.99**
As in the *American Vista Atlas,* the maps are minimal, but the cultural and photographic tour of the nations offered by the other material included makes a fascinating disc. It includes some quite excellent ideas – for example, you can listen to the national folk music and learn a few words of the language of any country. Its problem, however, is consistency. Unless you share the views of the authors who decided a particular country was worth scarcely any coverage, you may be a little disappointed.
***Amiga Format* rating 75%**

WRATH OF THE DEMON
Readysoft _____ **£29.99**
This good-looking arcade action game benefits from some very attractive intro animation in this version, but the gameplay is very much standard fare.
***Amiga Format* rating 32%**

XENON 2
Mirrorsoft _____ **£29.99**
This very dated shoot-'em-up is hampered by the notchy remote control system, which makes it frustrating. Still, the soundtrack with Roland '3D sound' is worth a listen.
***Amiga Format* rating 45%**



These days, all manner of musical systems can be brought together with the Amiga at the centre of the entire operation.

Music

The Amiga is the hot machine for budding electronic musicians and there's plenty of great software out there. We list it all here for you – so prepare for chart-busting success and read on...

JUST AS WELL, really, that some bright spark came up with the idea of computers being used in music. If they hadn't, modern popular music with its synthesisers, drum boxes and samples wouldn't be what it is today – and Amiga owners wouldn't be able to have half as much fun.

The Amiga has opened up many musical possibilities, with its relatively cheap 16-bit technology making it a very affordable music machine. It has the unique ability to use sampled sounds, which not only means you get great game soundtracks but also means you can create your own tunes in the acid house vein using just your Amiga. Plus you can link up to and control synthesisers and instruments using the standard known as MIDI.

MIDI SEQUENCING

The most obvious use for the Amiga is as a control machine for your MIDI (musical instrument digital interface) instruments. Using a MIDI sequencing program, you can link MIDI-equipped devices to your computer via a cheap MIDI interface. This enables you to write and record tunes as computer data, edit them, swap sections around, correct any mistakes, adjust the timing and tempo of a piece and even change the instruments you use before you even go near committing your composition to tape.

With current sequencer systems you can carry out some remarkable operations, such as automatically mixing the levels of your instruments, storing entire banks of sounds to be recalled at the press of a button and even synchronising mixers and tape recorders to your computer. With an extra piece of hardware plugged into your computer, you can even control all the lighting for a stage show, with everything running in time with the music. Now all you need to do is come up with an interesting idea for a song.

SAMPLING

These days, it's extremely unlikely that you'll hear a piece of electronic music that doesn't use samples. Sound samples are recordings of real sounds that have been stored as computer data. They can be played back at any pitch, looped, reversed and subjected to all manner of trickery. Because sound is stored as data, you can also edit it with ease. Cut, paste and remove operations can be carried out on sections of a sample, enabling you to get the exact sound you want. Once a sound has been edited to your satisfaction, it can be used as an instrument in your songs, or perhaps as sampled sound effects.

The superb sound capabilities of the Amiga have brought the field of sound sampling from the ultra-expensive studio market into the reach of the home user. Obviously, high-fidelity, CD-quality sampling is still in the domain of the dedicated sampler, but using a simple Amiga sampling package and a 'tracker' (such as *MED*), you can produce impressive tunes at a very low cost. Chart dance group Urban Shakedown have made use of this technology, recording a number of successful singles using just the Amiga's sampling capabilities.

SOUND MANAGEMENT

One problem that may begin to occur as your MIDI studio begins to get a little more extensive is the fact that it's difficult to keep track of all your sounds. Surprisingly enough, the Amiga can help here too. Not only can you use your Amiga for producing tunes and recording sampled sounds, you can also control the way your MIDI setup acts, keeping all your sounds organised in a logical way.

A librarian program such as *X-oR* enables you to dump sound data from your MIDI instruments and edit it on your computer using a series of easy-to-understand graphic screens (which is a damn sight easier than just entering numbers on a tiny LCD screen). You can simply store any of your newly edited sounds as 'banks' on disk, ready to be recalled later when you need them.

No longer do you have to scratch your head to remember what sound the bass-line of the track you recorded last week is supposed to be. Just pull down a menu, reload the bank and your MIDI setup will be returned to the exact state you want. *Continued over* ▶

AMIGA MUSIC A-to-Z

The Amiga music scene is a vibrant young thing, with frequent new and exciting developments. Here's our best shot at pinning down the current software market...

4D COMPANION

Gajits _____ **£99.95**

One of the biggest-selling ranges of synths is Roland's D series (D5, D10, D20 keyboards and the D110 Module). Gajits has released a version of the *CMPanion* editor to enable Roland D-series owners to edit the sounds on these instruments and store them in a database. All the options are laid out in a friendly way so you can quickly edit sounds and store them in a convenient way, but the main problem is that it will only work with Roland's range of synths, so if you've got a Korg, forget it!

***Amiga Format* rating 68%**

AMIGA SAMPLE LIBRARY

Walkabout Music _____ **£2.50 each**

Do you want some high-quality and wide-ranging sounds to use in your compositions? Well then this is the place to look. Here you will find a library of 25 disks and three tapes packed with some diverse and original samples, ranging from drums and guitars right through to ethnic voices

Sequencers

The basic tool of any Amiga musician is a sequencer. So whether you're just an enthusiast, or if you are thinking of getting 'professional', then read on to find out which one fits your bill...

SEQUENCERS WORK IN a very similar way to tape recorders, enabling you to both record and play back tunes on MIDI-equipped instruments. However, samplers do have a few advantages over tape recorders.

Because all the information is held as data rather than straight sound recordings, you can manipulate whatever you record, correct mistakes, cut and paste entire song sections and even change the speed of the track or the instruments used. You can even create tunes using a grid, making it easy for those with good musical ideas, but no knowledge of an instrument, to produce songs. We've found some of the top sequencers going and banded them by price so you can find one to suit your budget.



If you want to get into sequencing, but don't want to spend much cash, you can't go far wrong with *Music-X JR*.

UNDER £100

MUSIC-X JR

SOFTWARE BUSINESS £79.99

The author of *Music-X* designed the package to be a fully functional MIDI control system, but at the time of its release it was still out of the price range of many enthusiasts. To beat this problem, a simplified version by the name of *Music-X Jr* was produced.

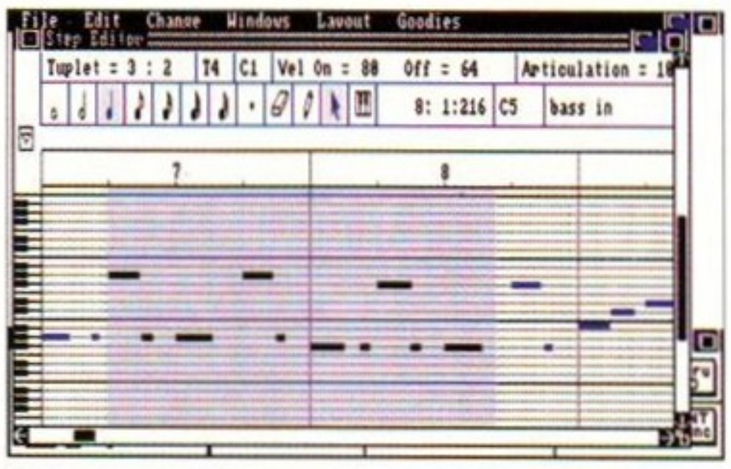
Although it features the same easy-to-use front end and editing system, a few key points have been removed. The filters page isn't there, so you can't re-route MIDI messages, and the patch editor and librarian have been left out. Despite the fact it doesn't contain these elements, it's still a very useable system and certainly shouldn't be missed by those who want to enter the world of MIDI sequencing without spending huge wads of cash.

TRAX

PASSPORT/DISCONTINUED £99

To begin with, the Atari ST was the favoured machine for MIDI users because of its built-in (although rather simple) MIDI interface. Software company Trax was one of the major players in the fledgling computer-based sequencer market, but managed to turn its attention away from the ST long enough to produce an Amiga sequencer called *Trax*.

At just under £100, and with such a major name behind it, *Trax* instantly gained a lot of credibility in the music market. The £99 price tag certainly didn't mean that it was low on features – a friendly tape-transport system and easily learned editing system doesn't require a great deal of experience to get the hang of. If you can find yourself a copy, it's a program well worth investigating.



***Trax* was one of the first sequencers to arrive on the Amiga market and was well received. It's still a good buy, though, if you can get hold of it.**

AMIGA MUSIC A-to-Z

and ethnic instruments – all at an extremely affordable price. If you use an Amiga sampler, you have the choice of buying the disks or sampling from chrome tape or DAT.

***Amiga Format* rating 87%**

AUDIOMASTER IV

Oxxi-Aegis £70.48

As far as sampling software on the Amiga goes, this package is the absolute business. There is a wide range of editing functions which includes multiple sample loops, time stretch, pitch conversion and extensive digital filtering. Couple this extensive set of commands with an incredibly easy-to-use editing system and superb sound quality and you end up with a package that could easily rival some studio samplers.

Amiga Format rating 94%

AUDITION 4

Sunrize Industries £49.99

This program was released to compete with version three of *Audiomaster. Audition 4* features many of the same features but manages to add a few new twists such as recording samples straight on to disk. The presentation and features are excellent, but the program has since been superseded by *Audiomaster IV.*

Amiga Format rating 93%

BARS AND PIPES

Blue Ribbon Soundworks £149

As well as offering all the standard recording and editing functions found on MIDI sequencers, *Bars and Pipes* enables you to apply special effects to MIDI data, such as adding harmonies, pitch shifting and creating arpeggios by way of an innovative 'pipeline' system. Unfortunately, you can't use the Amiga's internal sounds so you'll definitely need external MIDI equipment.

***Amiga Format* rating 83%**

BARS AND PIPES PROFESSIONAL

Blue Ribbon Soundworks £299

Bars and Pipes Professional contains all the elements of the original program, but has many more features making it a studio-bound sequencing system. It can also be used with various other programs (such as Blue Ribbon's other offering *SuperJAM*) to make up an entire musical composition system. It's got to be one of the very best Amiga sequencers on the market.

Amiga Format rating 90%

BARS AND PIPES INTERNAL SOUND KIT

Blue Ribbon Soundworks £44.99

You may find that not being able to use internal samples with your sequencer is a bit of a pain, so this add-on kit to the original *Bars and Pipes* program could well be very useful. With it you can use Amiga samples along with MIDI data in your sequences. It's an investment that makes the *'Pipes* system that much more brilliant.

***Amiga Format* rating 74%**

BARS AND PIPES MUSIC BOXES

Blue Ribbon Soundworks A-£44.99 B-£49.99

To save MIDI manipulators time when producing set patterns and songs, a number of packs are available for loading into *Bars and Pipes.* They hold patterns and sequences along with other files to help you start a library of music 'tools', but don't think they will do all the work for you.

***Amiga Format* rating 71%**

CMPANION

Gajits £99.95

Got one of those fancy Roland CM sound units connected to your Amiga? Want to edit the sounds? Well here's the program for you. *CMPanion* enables you to edit the sounds of the unit and save them to disk using a built-in database. Now you can call up whatever sound you want with ease.

***Amiga Format* rating 68%**

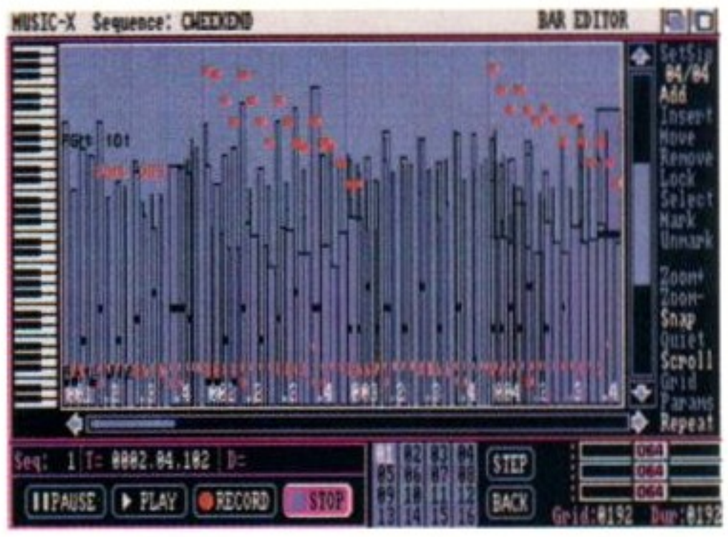
COPYIST'S APPRENTICE

Dr T's/Zone Distribution £99

In some professional music applications, it's essential to be able to produce printed scores of musical pieces. *Copyist's Apprentice* is in fact a score-writing 'word processor' with which you can import MIDI files and edit them to produce full musical notation of a piece of music. Unfortunately, though, you can't listen to the music on a MIDI system, so you have to make quite sure that your arrangement is right before make a printout.

***Amiga Format* rating 79%**

£100 TO £200
MUSIC-X 1.1
SOFTWARE BUSINESS **£149.99**



***Music X* 1.1 enables you to manipulate notes and entire patterns with the minimum of fuss.**

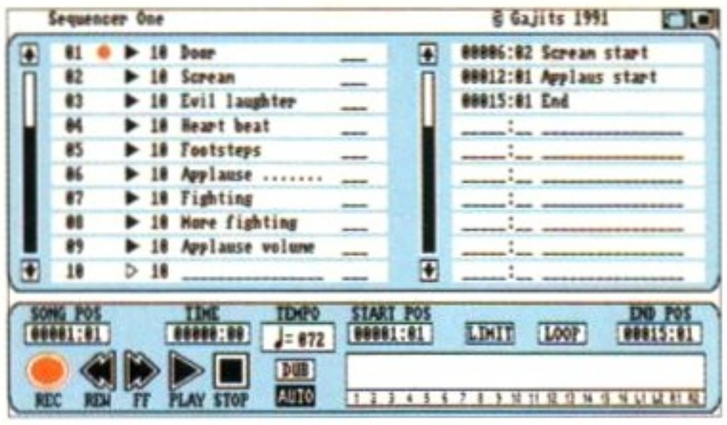
One of the earliest sequencers for the Amiga, *Music-X* (now available in its revised form) is still one of the most popular packages around. Recording, playing and editing notes is carried out via one of the most friendly interfaces around. Everything is displayed in an easy-to-understand graphical manner so you can manipulate notes and entire patterns with the minimum of fuss.

The program enables you to use Amiga samples to create tracks, giving you the most extensive set of options for using samples of any MIDI sequencer. Add to this the inclusion of a patch librarian, a full MIDI filter page and a keyboard mapping screen and you've got a very flexible system.

SEQUENCER ONE PLUS
GAJITS **£129.95**

Although it won admirers for being a cheap sequencing system, *Sequencer One* left a few people feeling a little cold because of its limited editing system. *Sequencer One Plus*, though, provides a more flexible method of creating and editing MIDI sequences.

With the original you could only record notes in real or step time, then edit them using a series of pull-down menus. This has been replaced by the 'diamond-drag' method, so now you can place notes on to a grid using the mouse and use the mouse to change the pitch, velocity and length of a note.



***Sequencer One Plus* is certainly no dog with its simple to use 'diamond-drag' interface.**

The program also contains a 'Juke Box' screen, by which you can set up lists of files to be loaded up and played in series, creating a sort of MIDI album. A frivolous addition, but interesting none the less.

OVER £200
KCS 3.5 LEVEL II
DR T'S/ZONE DISTRIBUTION **£279**

Dr T's *Keyboard Controlled Sequencer* was one of the first MIDI sequencing packages available for the Amiga. Although pretty powerful, the fact that all the functions were carried out by typing commands on the keyboard left many musicians feeling alienated.

Now that the latest version (with the new *Level II*



The latest version of *KCS* has a far friendlier mouse-driven interface. It's expensive, but well worth it.

software) has appeared, *KCS* has moved into a totally new era. All the original factors are there (recording, editing and song construction), but there have been a number of additions which means the new version surpasses anything else. The Tiger graphic editing system enables you to edit tracks via a friendly mouse-driven interface; with Quickscore you can print out full musical notation of your songs; and with Automix you can produce fully automated mix-downs of your tracks before you go anywhere near a tape recorder.

In all, a powerful, flexible sequencing package and not too tricky to get to grips with.

BARS AND PIPES PROFESSIONAL
BLUE RIBBON SOUNDWORKS **£299**

With *Bars and Pipes Professional* not only can you record and edit MIDI sequences with it, but you can carry out special effects on MIDI data as you record or play back. This is done by placing a series of special 'tool-blocks' in a pipe-line which affect notes as they are received or sent out to instruments.

The improved version has a range of new tools,



With *Bars and Pipes Professional*, Blue Ribbon Soundworks adds a new dimension to MIDI sequencing.

including improved editing and the facility to use internal samples. At £299 it's not cheap and isn't as flexible or powerful as *KCS 3.5*. However, it can be incorporated into systems using a number of programs (such as *SuperJAM*) to produce a full workstation. MIDI data can be passed from one program to another, with any required windows appearing on the same screen. This is useful if you've a special need for some functions, but because you have to buy all the programs so they can be linked together, it can work out to be a rather expensive sequencing solution. ▸

AMIGA MUSIC A-to-Z

THE HIT KIT
Gajits **£29.95**

This program is used in conjunction with that famous Gajits sequencer, *Sequencer One*. What *The Hit Kit* enables you to do is create drum tracks and bass lines in a wide range of musical styles. It's not as powerful as *SuperJAM*, but is still a useful add-on for *Sequencer One*.

***Amiga Format* rating 73%**

HYPERCHORD
Hologramophone/US only **$159**

How's this for a totally weird idea: *Hyperchord* enables you to construct tunes from mathematical graphs and algorithms, and so you are actually producing music from numbers. Like most new age, 'deeply amazing concept, man' offerings, the results sound absolutely dreadful. So on no account should you attempt to indulge your musical bent with this drivel.

***Amiga Format* rating 13%**

INTERSOUND
Scaniasoft **£49.99**

What we have here is a fairly standard piece of sampling software which offers the basic functions and editing options. Although it's nicely presented, there is nothing really impressive about the program to raise it to the standard of *Audiomaster IV*. A merely average offering, but at quite a reasonable price.

***Amiga Format* rating 55%**

KCS 3.5 LEVEL II
Dr T's/Zone Distribution **£279**

This is the sampler you need if you are after sheer power in the world of MIDI. This latest version of Dr T's *KCS* wins hands-down. Not only does it feature some extensive sequencing capabilities, but it also has score writing, automatic mix-down and a whole host of other tools that go to make it one of the most powerful sequencing systems available. Recommended.

***Amiga Format* rating 92%**

MED
Amiganuts United **£10**

Various sample tracker programs have come and gone on the Amiga, but this one has managed to last longer than most of them. *MED* offers standard four-track sample sequencing along with built-in sound sampling and synth-sound creation. Chart band Urban Shakedown use *MED* to create their singles, which can't be a bad recommendation. Take a look at our PD and Shareware Top 50 on pages 149-153 for a review of *MED* 3.21, this latest update is rumoured to be something very special indeed.

***Amiga Format* rating 84%**

MUSIC-X 1.1
Software Business **£149.99**

For some time, *Music-X* has been counted as the standard Amiga sequencing package. Version 1.1 features all the standard recording and editing features you'd expect, along with a fairly extensive library section and MIDI filter page. The very friendly approach makes it a very easy-to-use piece of software, but *KCS 3.5* beats it on sheer sequencing power.

***Amiga Format* rating 86%**

MUSIC-X JR
Software Business **£79.99**

This one's for MIDI musicians who are on a tight budget and undoubtedly have to cut a few corners. *Music-X Jr* offers the same ease of use and flexible editing system as its big brother mentioned above, but the filter, extensive key-mapping and librarian screens have been dropped to produce a cut-down version at a cheaper cost. Still a good deal for the penny-wise musician and provides a cost-effective learning tool for those new to MIDI sequencing.

***Amiga Format* rating 81%**

NOISETRACKER
Various PD Libraries **From around £5**

Noisetracker was one of the earlier tracker programs that was released for the Amiga, but despite it being a public domain program it still offers quite a range of sample-sequencing tools. However, the low cost and the masses of functions of something like *MED* make *Noisetracker* seem just a little old hat.

***Amiga Format* rating 58%**

OCTAMED
Amiganuts United **£10**

Based on the same user interface as *MED*, *OctaMED* uses

Samplers & Trackers

Bored with using Amiga-generated sounds with your sequencer? Then join in the sampling revolution and record your own with one of these top sequencers or trackers...

THE AMIGA'S ADVANTAGE over other computers is its impressive capabilities for playing high-quality sounds. Using a plug-in cartridge and a piece of sampling software, you can record real sounds directly into your machine, edit them and use the results in a 'sample tracker' to construct music. The cost doesn't need to be high – just have a look at the goodies currently available.

AUDIOMASTER IV

OXXI/AEGIS **£75**



The real business when it comes to sampling on the Amiga is Oxxi-Aegis' *Audiomaster IV*

To get the best results when sampling on your Amiga, you're going to need the best software. *Audiomaster IV* is at the top of the heap when it comes to Amiga sampling. You'll need to get hold of a sampling cartridge such as New Dimensions' excellent Technosound Turbo, which only costs around £30.

Audiomaster IV's features surpass just about every other sampling program on the market. With it you can not only record superb-quality samples in true stereo, but it gives you some superb sample-editing functions accessible via a very friendly editing interface. All the usual functions are present, such as cut, paste, delete and looping, along with some very nice extras.

One feature of particular note is that you can change the pitch of a sound without altering its length, and the other way round, so that you can edit samples to fit exactly into a piece of music. At £75 it's one of the more expensive sampling programs around, but it's definitely worth it.

MED

AMIGANUTS UNITED **£10**



Turning your samples into a tune is easy using the tracker program, *MED*, and it doesn't cost a lot either.

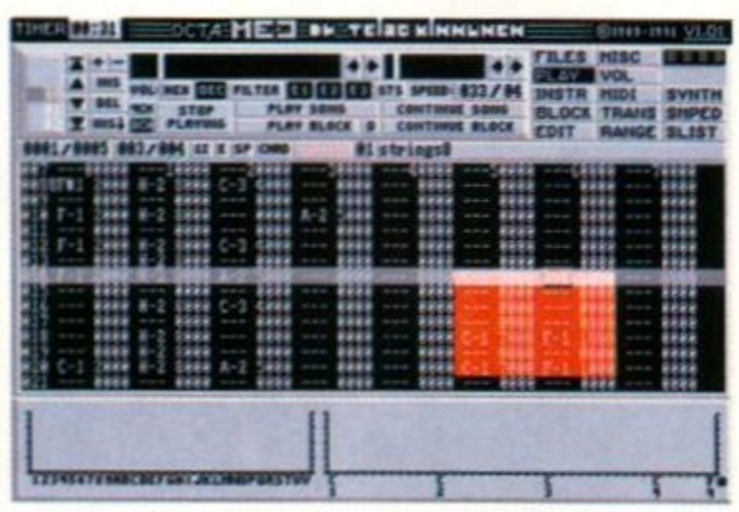
Now in its third version, *MED* is the most popular sample tracking program available. With it you can load up any IFF samples and construct them into four-channel tunes via a friendly step-entry system. Special effects can be added to notes, such as ramping the volume, muting a sample as it plays or sliding the pitch, which makes for some very interesting sounds.

If this isn't enough, you can also edit samples within the program, create synth sounds using the Amiga's sound chip and drive MIDI instruments. The MIDI capabilities are limited, but it is only £10.

OCTAMED PROFESSIONAL

AMIGANUTS UNITED **£20**

The main limitation that the Amiga has when using internal samples is that it can only play up to four sounds at any one time. However, Tiejo Kinnunen (who is the author of the highly successful *MED*) has done some rather nifty programming which means the Amiga can actually cheat, combining samples to give the impression that there are eight channels playing at once.



For that additional power with Amiga samples, *OctaMED Pro* gives you eight channels of sound to play with.

What this clever piece of coding enables you to do is create eight-track tunes using the simple *MED* editing system, as well as bundling you all manner of extras. The Professional version of *OctaMED* features all the editing functions of *MED*, with the addition of a full sampling program, a score editor (so tunes can be created on a musical stave) and a database for sounds, so that you can recall samples at the touch of a button.

£20 hardly seems like an extortionate amount to pay, and existing owners can upgrade to the reportedly even better version 4 for just £12.50.

AMIGA MUSIC A-to-Z

some nifty programming which enables your Amiga to cheat, combining samples to give the impression that you're producing eight-track tunes instead of the usual four. Add a built-in sample editor, a synth-sound creator and the facility to use MIDI and you've got a package that just oozes value for money.

***Amiga Format* rating 86%**

OCTAMED PROFESSIONAL

Amiganuts United **£20**

Not content with his very cheap and extremely useable eight-track sample tracker, Tiejo Kinnunen (the author of *MED*) has revamped *OctaMED* to produce this *Professional* version. The filing, sound database and editing windows have been improved and a score editor has been added to make it the hottest budget tracker system available. And soon we'll be able to get our hands on version 4 which, by all accounts, is even more amazing than the current version. It's £22.50 from Amiganuts (£30 with the manual) or existing users can upgrade for £12.50.

***Amiga Format* rating 89%**

PIXOUND

Centaur/US only **$59.95**

Here's another music system that will enable you to create tunes in a rather strange way. This time, the program reads pictures as you move the mouse over the screen, converting the colours to chord patterns. Unfortunately, all that you would manage to produce with this program is a cacophonous din. Another pseudo-new age program for you to avoid like the plague.

***Amiga Format* rating 9%**

QUARTET

Microdeal **£49.95**

Designed to back up Microdeal's range of sampling packages for the Amiga, *Quartet* offers four-track sample sequencing capabilities and some rather good sample editing options. However, the features that are available on the program have now been surpassed by superior titles such as the earlier mentioned *MED* and *OctaMED*, which are both considerably cheaper.

***Amiga Format* rating 72%**

THE SAMPLE SERIES

Gajits **£12.95 each**

Want to get hold of a library of sounds that you can use in your sequences? But you don't have the technical knowledge to record your own? Well fear not, because hope is at hand. This series of five volumes contains a fairly wide range of sounds, from percussive effects to brass instruments, all saved as IFFs so that they are ready to load into just about any program.

***Amiga Format* rating 81%**

SEQUENCER ONE PLUS

Gajits **£129.95**
Upgrade kit **£39.95**

With the original program having been given away with Issue 30 of ***Amiga Format***, those entering the world of MIDI have a fully fledged upgrade path.

This program is similar to the original, but has the added bonuses of a song organiser and a much friendlier graphic editing interface – the 'diamond-drag' system. With this method you can place notes on to a grid using the mouse, and also use the mouse to change the pitch, velocity and length of a note.

***Amiga Format* rating 81%**

SONIX

Oxxi-Aegis **£54.03**

Another one of the early music systems to appear on the Amiga, this program is still in constant use by quite a number of people. It enables you to enter notes (using the mouse) directly to a musical stave, thus constructing up to four channels of internal Amiga sounds and four channels of MIDI. A good feature of the program is an instrument page with which you can create your own internal synth sounds to play along with the Amiga samples.

Although once pretty impressive, *Sonix* now does look rather archaic compared to more recent systems that have appeared on the market.

***Amiga Format* rating 68%**

SUPERJAM!

Blue Ribbon Soundworks **£99**

OK, so you need to write a track in a particular style, but you need to get in done pretty damn quick? Well look no further

Patch editors & Librarians

Fed up with struggling to edit sounds on your synth? Keep forgetting where that groovy string sound is hidden? Looks like you need a patch editor and librarian to make things easier...

ALTHOUGH THE LATEST high-tech MIDI equipment with all its functions and capabilities may be very tempting, actually carrying out any editing functions on a fancy piece of kit can be an extremely daunting task. What would be easier is if you could manipulate the settings on your synth or effects unit via a computer screen. But lo and behold, what have we got here? A computer-based patch editor – just what the doctor ordered.

Using a computer-based editing system has a number of advantages. Think about it: no longer does a sound envelope have to be listed as a stream of numbers – it can be displayed and edited as an actual envelope shape. Patch editors also contain means of storing large banks of sound on disk so that you don't need to worry if you've used all the memory on your synth. After all, dedicated RAM cards for synths with a memory-dumping facility aren't cheap.

X-OR

DR T'S **£219**



Editing patches via a graphics screen on *X-oR* is a lot easier than entering numbers on an LCD screen.

Many patch editor and librarian programs on other machines suffer a problem; they only cater for one type of machine. Dr T's, though, has found a great way round this by creating a 'Universal Patch Editor and Librarian' – *X-oR*.

The program is written in a very open-ended way so that additional set-ups can then be added, not only to control a wide range of synthesisers, but also drum machines and effects units. After defining a file listing all your machines, you can then take a 'snapshot' of your MIDI system (by dumping all of the data on to the Amiga), edit the individual sounds and save the entire bank to disk, recalling it when you need it. You can also edit your sounds while running Dr T's *KCS*, recording all the changes along with your sequence. This all adds up to massive expressive control over your MIDI setup.

The only real problem is that *X-oR* is geared towards users with a large set-up, so if you've only got a single keyboard linked to your Amiga, it may be just a bit too much, especially at the price. Another hassle is knowing whether there is a fully working profile for your particular synth (the Korg Wavestation profile, for instance, has a few glitches), so it's worth fully investigating the program before you lay out any money. Still, it's one of the only programs of its type and is pretty much the only choice for Amiga users not using Roland equipment.

4D COMPANION

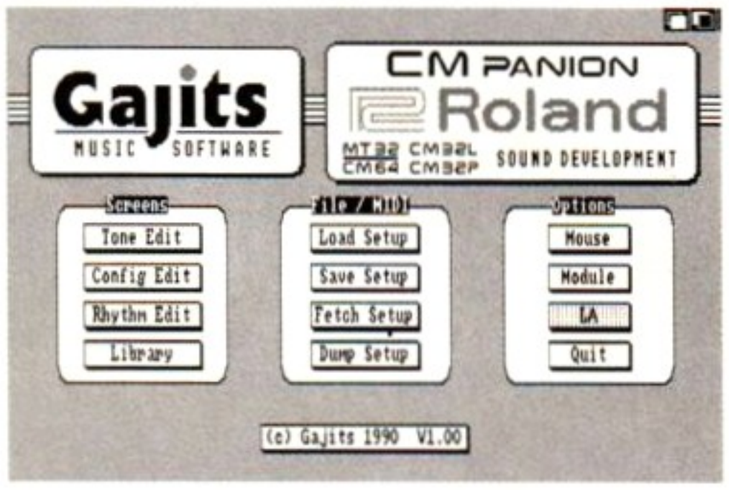
GAJITS **£99.95**

If you've got a small Amiga MIDI setup with one of Roland's D-series synths (D5, D10, D20 or D110 rack) you may want a program with which you can edit the parameters of your single synth and store them on disk. If so, then *4D Companion* is a must for you.

The program enables you to edit all the patch and programme parameters of any D-series synth via simple mouse-controlled screens and store them in an easy-to-use database. The program also operates in conjunction with Gajits' *Sequencer One* so you can edit sounds as you work on a piece of music, saving a lot of chopping and changing between programs.

CMPANION

GAJITS **£99.95**



If you use one of Roland's CM computer sound modules, *CMPanion* is a must for editing sounds.

As well as producing a range of successful synths, Roland also produces modules designed specifically for use with computers. The CM range of computer sound modules has the same basic internal sound-creation architecture as Roland's D series, the only difference being the way that the sounds are stored. Although capable of producing some very impressive tones, actually editing them is a very different proposition. There's no real way of editing sounds from the unit itself, so you need to use a computer-based editor.

CMPanion is a revamped version of *4D Companion* (for use with Roland's D-series synths), specially adapted to be used with CM modules, offering the same flexible editing and storage system as its MIDI counterpart. If you've got a music setup consisting of an Amiga linked to CM units, then this is the main one to go for. ◗

AMIGA MUSIC A-to-Z

because *SuperJAM!* is the program to help you get it done. Select a band of instruments, then call up a style sheet and get the program to do all the legwork for you.

Although this may sound like a rather uninspired and uninspiring way to make music, *SuperJAM!* is a far more useful system than it first appears. Use it as an ideas generator on those long, wet, brain-dead days.

***Amiga Format* rating 87%**

TIGER CUB

Dr T's _____ £99

This is a simplified version of the *Tiger* graphic music editing system (it is also now included with *Keyboard Controlled Sequencer 3.5*). *Tiger Cub* offers you full graphical manipulation of MIDI data, including notes, velocity, pitch bending, control changes and aftertouch. If all that you want is a bolt-on extra to handle some simple editing, then this is the one to go for.

***Amiga Format* rating 88%**

TRAX

Passport Designs/discontinued _____ £99

Trax was one of the earlier MIDI packages for the Amiga, but managed to gain popularity fairly quickly because of its ease of use. Some of the functions now seem a little simplistic when placed next to the more powerful systems that are now available, but it's well worth looking out for it if you can get it at a bargain price.

***Amiga Format* rating 78%**

TRYCHO TUNES

Zone Distribution/discontinued _____ £7.95 each
Pack of three _____ £12.95
Performance sets (pack of 10 _____ £39.95
(add £10 for DAT)

If you're a busy working musician who needs to produce versions of well-known hits for your job, then don't you think it would be a great help if you could get hold of the MIDI sequences for a particular track? Well now you need look no further because *Trycho Tunes* are just what the maestro ordered. However, maestro may have some bother because Zone has stopped distributing them – time to scour the mail order and classified ads.

The extensive library features a wide and varied number of old classics and pop hits that are ready to be loaded into your sequencer. Just assign the instruments and away you go. On the other hand, the hobbyists out there won't really have much use for them, since they will be producing their own songs.

***Amiga Format* rating 79%**

X-OR

Dr T's/Zone Distribution _____ £219

If you've got lots of MIDI equipment you will know that editing their various parameters can be incredibly confusing and time-consuming. Wouldn't it be nice if you could alter all those parameters directly from your Amiga? Enter *X-oR* to solve your problems.

This 'Generic Patch Editor' enables you to edit data on a number of different MIDI instruments and effects boxes and store it all in libraries on floppy or hard disk – effectively taking a snapshot of your entire MIDI set-up. It is aimed at the professional musician with a large MIDI setup, however, so if you've only got a single keyboard linked to your Amiga, then you will probably find it easier and cheaper to adjust the parameters on the unit itself.

***Amiga Format* rating 72%**

ZERO-G DATAFILE SAMPLE CDS

Time and Space _____ £49.95

One of the most time-consuming aspects of creating electronic music is finding the sounds to use. If you spend hours on end trying to pull the samples you require from your pop records and CDs, only to be disappointed because you can't get *exactly* the sound you want, then maybe a sample library is the answer to your prayers.

The *Zero-G Datafiles* are a pair of CDs each containing more than 1,000 sounds and spot effects ready for you to sample and use in your own musical creations. The sounds are geared towards dance music (many of the effects and vocal sounds are pulled from chart hits) so for techno enthusiasts it's a pretty useful resource to have around.

The sounds are also available in IFF form on a series of Amiga disks, so that you can load them straight into your sequencer and cut out the middle man.

***Amiga Format* rating 84%**

Song files & sample libraries

If you don't have the time to create backing tracks from scratch, or you don't have the necessary reference for getting hold of new samples, then try a sample or song library for a quick solution...

ONE OF THE most time-consuming aspects of creating music is finding the sounds to use. If you've only got a limited range of reference material, finding the optimum sound can be difficult. Even if you do find the sound you want, recording and editing the final sound can be an extremely lengthy process.

Luckily, you can buy collections of sounds that have been recorded and edited ready for you to use. For those of you who want to put together versions of established songs, there are also disks of song files available so you can just load up and let go.

ZERO-G DATAFILE SAMPLE CDS

TIME AND SPACE £49.95 EACH

Although sound sampling is now widely used, perhaps the most widespread use is in the field of dance music. Getting hold of useable samples to create dance tracks can be a very long and tedious affair, so any time -saving tool would come in handy. So step in the *Zero-G Datafile* series.

These three CDs contain more than 1,000 samples each, ranging from drum loops, via individual instrument sounds to wild and wacky voices and special effects. Many of the sounds are only of real practical use in dance music, but some of the samples to be found on the CDs could be useful in any musical style.

If you don't have the capability (or technical knowledge) to sample the sounds yourself, then you can get hold of a selection of samples on Amiga disk, titled *Zero-G Amigafile*. At the moment, only a collection of drum loops is available, but more disks should be on the way soon.

AMIGA SAMPLE LIBRARY

WALKABOUT MUSIC

1 DISK	**£2.50**
SET OF 25 DISKS	**£49.95**
DAT	**£16.95 EACH**
FOR THREE	**£38.95**
METAL TAPE	**£11.95**
FOR THREE	**£25.95**
CHROME TAPE	**£9.95**
FOR THREE	**£21.95**

Whereas the *Zero-G* sample collections are mainly geared towards dance music, Walkabout Music's sample series covers a much wider range of styles. The collection of 25 Amiga disks covers drums and percussion, guitars, basses, synths, ethnic instruments and voices – all from a diverse number of sources. They aren't just your usual dance samples – some of these sounds could easily help you to come up with your own interpretations of jazz, funk or even world music. Look out Peter Gabriel, here we come!

Not only are the samples available on disk, you can also get hold of them on DAT, metal tape or chrome tape and sample them yourself. Three tapes are available, featuring percussion, guitars and basses and those infamous 'world music' sounds.

The incredible variety available on the tapes and disks means that whatever style of music you create, you'll more than likely find something useful to add to your compositions, and the price is extremely reasonable for such an extensive library. The fact that you can buy the disks individually makes it the ideal place to find new sounds if your budget is tight.

TRYCHO TUNES

ZONE/DISCONTINUED £7.95 EACH

The uses of MIDI have been primarily studio and composition based, controlling instruments and playing tunes of your own devising. However, the flexibility of MIDI means that a few new avenues have recently begun to open up.

One particular area that's becoming inordinately popular is... wait for it... MIDI karaoke! Yes, it's true! That bawdy, pub-based singing pastime can now be carried out using the latest in MIDI technology.

So what do you need for MIDI karaoke? Apart from some MIDI sound equipment and a list of the words for the drunks to goggle at as they screech along? Some MIDI files of famous tunes, that's what. *Trycho Tunes* features oldie classics right up to Madonna hits. All you have to do is load them into your sequencer, set up the instruments to play each part and let it go. You will then have a professional-sounding version of a top hit with little fuss. Or at least, you would if this collection of disks hadn't been discontinued. Nevertheless, as we've said before and we'll say again, you may still find copies available second-hand or by mail order.

The tunes were also available on DAT, skirting the problems of setting up your MIDI system to play the right instruments. But then that kind of defeats the object of the exercise really, unless you're more into an evening's crooning rather than computing.

The *Trycho Tunes* collection has only recently gone out of circulation through Zone Distribution, so there's a good chance you'll still find copies around if you search hard enough.

MUSIC JARGON BUSTED

Aftertouch – Aftertouch sensitivity is a feature of keyboards that can sense a change in pressure on a key after it has first been struck.

Arpeggio – the playing of the notes of a chord in an ascending or descending order.

Bank – the section of a keyboard or sound module which contains the data for the sounds that the unit can produce.

CD – Short for Compact Disc, an optical disc which contains data in digital form which can be read from by tiny laser and converted into an analogue form by a digital-to-analogue converter (DAC) so that it can be fed through an amplifier..

DAT – Short for Digital Audio Tape, a recording medium that uses magnetic tape to record data digitally. The most common type is R-DAT, which uses a rotating record head (similar to that of a video) to store data on tape.

Filter – An electronic circuit which can modify a sound wave by cutting off predefined frequencies.

Internal sounds – Sounds that may be produced using the Amiga sound chip – not samples.

Key map – The setting on a synthesiser that tells the sound generator which note or sound to play when a key is pressed.

Librarian – A program that stores patch data relating to particular MIDI instrument.

MIDI – Musical Instrument Digital Interface, a code by which electronic instruments, computers and effects units communicate with each other.

Pitch bend – The pitch bender on a synthesiser is a small wheel or other device located to the left of the keyboard and is used to move the pitch of a note up or down. The MIDI data produced by the wheel can be stored by most good sequencers.

Ramping – Some sampling packages allow a stored sound to be ramped, which means the volume of the sound can be set to grow steadily louder or quieter.

Real time – A term describing the process of entering notes into a sequencer while it is playing. Notes applied to the sequencer via MIDI or from the computer will be recorded with the sequence.

Sampling – A method of storing sounds in digital form. A plug-in sampler for the Amiga will enable you to record sounds such as drums and bass and store them on disk for use in a sequencer or tracker program.

Sequencer – A software program, running on the Amiga with which sounds and spot effects can be arranged into a piece of music.

Step time – The entering of notes into a sequence one at a time as opposed to entering them to a tempo in real time.

Synthesiser – An electronic instrument with which you can can create or 'synthesise' sounds by modifying existing sound waves.

Tempo – The speed of a piece of music.

Track – A single area or path of a sequencer which can be used to record a single channel of data. Or one record/playback path of a multitrack tape.

Tracker – A program with whichinternal sounds and samples can be arranged into a song with no external hardware requirement.

Velocity sensitive – Velocity sensitivity is a term given to keyboards that can sense the speed at which a key is struck and change the characteristics of the sound produced accordingly – eg, the faster you hit the key, the louder the note.

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MJC PRICE £57.95

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MJC PRICE £52.95

NEW ROCLITE RF382C DISK DRIVE

New super slimline, super quiet second drive.

MJC PRICE £57.95 (cream only)

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The latest Amiga computer featuring surface mount technology for greater reliability and the latest Workbench 2 comes complete with Deluxe Paint 3 & Lemmings

PLEASE NOTE: for total peace of mind these computers now come with 12 months on site warranty.

MJC PRICE £339.95
(Price includes free courier delivery)

AMIGA A600-HD

Includes a very neat internal 20Mb hard drive for those needing extra storage space and faster loading.

MJC PRICE £439.95

(Price includes free courier delivery)
PLEASE NOTE: A600 prices correct at time of going to press - Please call - they may be even lower!

AMIGA STARTER PACK

Includes: 10 disks, mouse mat, joystick, dust cover & disk box

MJC PRICE £19.95
OR
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AMIGA A600 CONTROL CENTRE

The Control Centres are manufactured by Premier Micros and are made from sheet steel with welded seams and Epoxy coated to match the A600. They are precision made to fit over the back of the A600 to make a perfect platform for a monitor and improve the look of the A600. They also come complete with a shelf for extra drives and peripherals.

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AMOS V1.2 - The original Language....£31.95

AMOS COMPILER.....£19.95

AMOS 3D.....£21.95

NEW - VIDI AMIGA 12

Vidi Amiga 12 is the latest low cost colour digitiser from Rombo. There are no filters and no separate RGB Splitter. Colour images can be captured in less than a second. Mono images are grabbed in real time. Some of the features included are multi-tasking software, capture into a user definable window, composite or S-Video input, 4096 colour HAM mode, 64 colour EHB mode and many more

MJC PRICE £79.00

GVP PRODUCTS

A500 52Mb HD £349.95
A1500/2000 52Mb.....£279.95
A1500/2000 120Mb.....£419.95

NOTE! Hard drive prices include VAT and courier delivery.

SIMMs Modules 1Mb (70ns) £25.95
2 x 1Mb £49.95

MISCELLANEOUS

Pro Midi Interface.....£19.95
Stereo Master £29.95
Techno Sound Turbo.....£29.95
Romeo Megamix Master.....£28.95
Rombo Take 2.....£39.95
Home Accounts 2.....£36.95
Hisoft Devpac 3.....£49.95
Hisoft Hi-Speed Pascal £69.96

NEW - MAXIPLAN 4

Latest release of this excellent spreadsheet - up to 3 worksheets open at once, 70 in-built functions, 12 graph styles, database facility, colour or mono printing and much more. Requires 1Mb.

MJC PRICE £34.95

NEW - KINDWORDS 3

Features include: Ability to open two documents at once, import Kindwords 2 files, Proximity spell checker and thesaurus, text flow around graphics. Requires 1Mb RAM

MJC PRICE £32.95

Protext V4.3 .....£39.95
Pen Pal V1.4 .....£54.95
Wordworth V1.1 - UK Version £74.95

AMIGA EDUCATIONAL

FUN SCHOOL -
Probably the best selling Educational Software for the Amiga - great sound and graphics and now conforms to the National Curriculum (FS3 & FS4)

Fun School 2 - 8 programs per pack

Fun School 2 under 6.....£7.95
Fun School 2 6 to 8.....£7.95
Fun School 2 over 8.....£7.95

Fun School 3 - 6 programs per pack

Fun School 3 under 5.....£15.95
Fun School 3 5 to 7.....£15.95
Fun School 3 over 7.....£15.95

NEW - Fun School 4 - 6 programs per pack

Fun School 4 under 5.....£15.95
Fun School 4 5 to 7.....£15.95
Fun School 4 7 to 11.....£15.95

All Fun School programs will work with a standard 512k Amiga and the new A500 Plus.

KOSMOS Answerback Junior Quiz -
includes 750 general knowledge questions and a game reward.....£14.95

Answerback Senior Quiz -
as above but for age 12+.....£14.95

Factfiles - add-on question packs for the Answerback Quiz:
Factfile Spelling (6-11).....£7.95
Factfile Arithmetic (6-11).....£7.95

KOSMOS Language Tutors: with a vocabulary of over 2500 words + the ability to add your own - up to GCSE level:
French Mistress.....£14.95
German Master.....£14.95
Spanish Tutor.....£14.95
Italian Tutor.....£14.95

KOSMOS Maths Adventure: The latest offering from Kosmos covers the National Curriculum maths using a series of four games. There are four difficulty levels and your performance can be kept and printed out. (6-14).....**£17.95**

LCL SOFTWARE
Primary Maths Course (3-12).....£18.95
Micro Maths (GCSE level).....£18.95
Micro French (GCSE level).....£18.95
Micro English (GCSE level).....£18.95
Reading and Writing Course (3+).....£18.95

NEW - MEET ADI!
ADI is a friendly alien being that appears on this latest range of educational software from Europress (the manufacturers of the Fun School range). Each package is specifically designed to follow the National Curriculum for a particular school year.

ENGLISH 11/12: Features pronouns, verbs, adverbs, spelling, synonyms and prefixes/suffixes .....**MJC Price £17.95**

ENGLISH 12/13: Using dictionaries and reference books, construct adverbs, punctuate sentences .....**MJC Price £17.95**

MATHS 11/12: Covers geometry, algebra, statistics, symmetry, quadrilaterals and number operations .....**MJC Price £17.95**

Further information on our Educational range is available in our Educational Supplement - on request

VISA **Remember - prices include VAT & delivery!** Access

Education

The Amiga is being recognised as a powerful educational tool, both in the classroom and at home – just look at the incredible range of software now available...

EDUCATIONAL SOFTWARE DOES not really have much of an image. Most of the best-known educational packages are simple collections of little games, aimed to teach just the basics – pre-school and primary reading, 'riting and 'rithmetic. Too often, even parents who own an Amiga just don't bother with educational software. But they should.

As time has gone on, and with the arrival of powerful graphics and sound capabilities, educational software has progressed. While computers can't replace teachers, they can be used as tools to help with the learning process.

The struggle it has had to become accepted has a lot to do with the way education itself is perceived: as dull and boring. Any form of learning reminds kids of being stuck in the classroom, and adults of being kids stuck in the classroom. Software has to bridge the important gap between learning and fun.

Now educational software is becoming more attractive and colourful, making the learning experience fun *and* effective.

In the past the best programs were only found on the BBC computer that was widely used in primary schools in the late eighties, but now there's a growing range of quality Amiga programs that match, if not surpass, those of other machines. What's more, because Amigas are being used in schools, kids who have an Amiga at home can use their skills on the one at school, and vice versa. The price of computers has come down and now they're no longer out of the price range of homes or schools.

As educational software has improved, it has also become more professional. Most programs have a specific age group in mind, but take age ratings with a pinch of salt – children will usually find enjoyment and benefit from programs designed for younger or older ranges too. There's a wide range out there, covering everything from spelling and maths to touch typing and foreign languages.

Bear in mind that games don't 'teach', they reinforce earlier learning and help to introduce new concepts. Also remember some programs look wonderful, but have little educational value. Also, educational programs are designed for use over several years, so there should be some change in the difficulty level. This is required as an incentive for children to get the answer right, and hence gain admittance to the next level. It's also a means by which the educational aspects can be built on.

It's worth bearing in mind that what schools believe in using computers for is to teach computer literacy itself. From ever earlier ages, kids are being introduced to word processors, art packages and databases, to acquire the information technology skills they will need in later life.

Primary schools, with the youngest children, are particularly fond of using special kids' adventure games, like *Maths Dragons*. These encourage groups of kids to co-operate to solve problems and to practise language.

Bear all of the above in mind when choosing the right education software for your children. Anyway, let's settle back and take a look at some of the top programs available for you and your Amiga.



***Compendium 6* is an excellent compendium of educational games. It aims to help your kids learn the months of the year, different colours, the counties of Britain and all about the weather. It will even teach them how to type.**

COMPENDIUM 6

GENISOFT **£39.95**

AGE 5-13

This is a collection of six programs which were previously available separately. The programs cover a wide range of topics, ranging from word processing to weather monitoring.

The highlight is *Kidstype*, a colourful word processing and basic DTP package for children. Not only can the program handle text, there's also a selection of colourful patterns available which can be used to colourfully mix text and graphics around the screen.

Once a page is created the program can print both the text and the full graphics page. There is also a built-in spelling game – each letter is shown in cameo form along the top of the screen and the child has to select a letter and try to spell the name of the pictured object. *Kidstype* is a brilliant program and one which has no parallel in the software industry. Its ability to be customised gives it long-term value, possibly till even after the child has grown out of it.

Game, Set And Match is an excellent piece of software and is based on the 'matching pairs' concept and aims to teach shape recognition, the difference between colours, coins and numbers and their relationship to one another. The presentation is quite excellent and the colourful screens will keep your children occupied for hours.

Weather Watcher is slightly eccentric in its English love for the weather, bit it could come in very handy for a school science project because it enables you to create a database of weather statistics and present them in a colour-

AMIGA EDUCATION A-to-Z

When you look into it, it's pretty surprising just how many educational titles there are for the Amiga. A number of programs are used in the classroom for project work and may not be all that suitable for home use, but there's still a wealth of home-bound learning aids to help your children benefit from the Amiga advantage. Just take a look...

ADI ENGLISH
Europress Software _____ **Four age ranges £24.99**
ADI the Alien guides you through a collection of games and 'look and learn' animations designed to teach real, school-style lessons in a friendly way. Nat Curriculum compatible. In four versions, for ages 11/12, 12/13, 13/14 and 14/15.
***Amiga Format* rating TBA**

ADI FRENCH
Europress Software _____ **Four age ranges £24.99**
Same methods as *ADI English* but covers French.
***Amiga Format* rating TBA**

ADI MATHS
Europress Software _____ **Four age ranges £24.99**
Same methods as *ADI English* but covers Maths.
***Amiga Format* rating TBA**

AMAZING OLLIE
Storm/discontinued _____ **Age 4-8 £16.99**
Four games to introduce children to numbers.
***Amiga Format* rating TBA**

ANSWER BACK JUNIOR QUIZ
Kosmos _____ **Age 6-11 £20.39**
Non-trivial general knowledge quizzes.Very good value.
***Amiga Format* rating 85%**

ANSWER BACK SENIOR QUIZ
Kosmos _____ **Age 12-Adult £20.39**
More testing of fact retention, this time for older kids.
***Amiga Format* rating 85%**

BETTER MATHS
School Software _____ **Age 12-16 £22.95**
Tutorials and multiple-choice cover maths to GCSE level.
***Amiga Format* rating 75%**

BETTER SPELLING
School Software _____ **Age 8-Adult £22.95**
Easy-to-use spelling test game: fun, too, for all ages.
***Amiga Format* rating 80%**

BOYS AND GIRLS
APS/Rickitt Educational _____ **Age 4-9 £19.95**
Consists of ten parts involving reading, counting and sorting, using a variety of different problems.
***Amiga Format* rating TBA**

CAVE MAZE
CVS/Rickitt Educational _____ **Age 8-12 £14.99**
Adventure game teaches reading, logic and planning. Kids' adventures are ideal for younger children.
***Amiga Format* rating 80%**

COMPENDIUM 6
Genisoft _____ **Age 5-13 £39.95**
Six quality programs, including the brilliant *Kidstype*.
***Amiga Format* rating 93%**

COUNT AND ADD
Lander Software _____ **Age4-7 £25.99**
A cute character, lively animations and sound to teach basic counting and addition. Comes in five separate parts.
***Amiga Format* rating 75%**

ful and interesting way, keeping track of elements such as rainfall and humidity. *Calendar Quiz* is all about learning the relationships between days, months and years and includes several tests on the subject.

What is it? Where is it? is a simple little geographical quiz that tests your knowledge of the counties of the United Kingdom. *Words And Numbers* is the final program in the set and enables children to learn the relationships and order of words in sentences. The compilation is brilliant value. *Kidstype* is an excellent program and the others are very good, making this a varied and value-for-money selection.

MATHS MANIA

SCHOOL SOFTWARE £22.95
AGE 8-12



***Maths Mania* will give your kids a thorough grounding in the subject, but the lack of exciting graphics might cause their interest to wane.**

Maths Mania is aimed at junior school children, those aged between 5 and 11. It takes the child through basic addition and subtraction, at the most basic level. (*Better Maths*, the next package up, goes right up to GCSE standard.)

In order to cover the subject, *Maths Mania* is a series of programs that concentrates on logic, reasoning, memory training, multiplication and division. These have difficulty levels targetted at the age group the package is for.

Each program has several activities to teach the different aspects of maths which gives it all an element of variety. The packages aren't the most exciting to use, but do give children solid practice in the basic skills that they need to master.

While the educational value of the programs is very good, the *Maths Mania* series is let down to a certain extent by its presentation, which might not be colourful and lively enough to entice children to use it, especially if they're used to flashy graphics and sounds when they're playing games, for example. A program needs to make an impact before it can teach anything. Despite the quiet presentation, you'll be rapidly hooked on this because of the nicely weighted challenges involved.

MAVIS BEACON TEACHES TYPING

MINDSCAPE £30.99
ALL AGES

Mavis Beacon Teaches Typing is the best typing tutor program available for the Amiga and consists of several lessons designed to get both learner and more advanced typists typing better than ever before.

The program consists of many different lessons and it checks your progress constantly, changing the teaching methods to match your own abilities. It is easy to use, featuring pull-down menus and detailed graphics. There are also a couple of typing games which aim to provide a break from the instructive part of the program and to also encourage typists to track their progress.

In short, if you're interested in learning to touch type then *Mavis Beacon Teaches Typing* is an ideal program to get.

MIX AND MATCH

LANDER SOFTWARE £24.99
AGE 2-8

This is designed for teaching the basic principles of literacy. The idea is that children learn to recognise the relationships between various shapes and colours. An awareness of these is essential if a child is to tell the difference between letters and other objects. Because of the nature of the program, it is directed at children aged between two and eight.

***Mix and Match* is a simple and enjoyable puzzle game designed to teach pre-school children to distinguish the shapes of letters and numbers and useful for older children too.**



To teach these concepts, *Mix And Match* makes use of three different types of game. Most of them are simplistic to the older observer, but they deal with the faculties of recognition and memory which are crucial to literacy. In *Two Of A Kind* you have to find a match between objects displayed in the top and bottom halves of the screen; the screen is split into two with one object displayed in the top half and the ones you have a choice of selecting for the match in the bottom half.

Odd One Out is based on the same screen layout, but this time round you have to choose the picture that doesn't match. The final game, *Forget-Me-Not*, flashes the different objects on-screen for the child to match, which encourages the child to memorise and match the pictures, testing his or her memory and recognition and matching skills.

Mix And Match has several skill levels which are easily changed. The program is operated using the mouse and is easy enough for young children to use, although the very young may need an adult to help. A very good program and ideal for all young people.

SPELLICOPTER

ESP SOFTWARE £19.95
AGE 5-11

Spellicopter has been designed with the specific aim of teaching children to spell, making this usually tedious task both colourful and encouraging for them.

The program asks for the word to be spelt using the Amiga's built-in speech synthesiser chip. As each letter is selected by the child, the

AMIGA EDUCATION A-to-Z

DINOSAUR DISCOVERY KIT
Iansyst/Rickitt Educational _____ Age 3-8 £25.49
Teaches early reading skills using word and picture association, problem solving and reading simple sentences.
***Amiga Format* rating TBA**

DISCOVERY
Microillusions _____ £25.99
Fix your starship by answering maths and spelling quizzes.
***Amiga Format* rating 65%**

DONALD'S ALPHABET CHASE
Disney Software/Silica _____ Age 2-5 £25.99
Letter-recognition fun with the loveable cartoon character.
Amiga Format rating 80%

EDUCATION 1
Golem _____ Age 5-9 £19.95
Basic maths and shape recognition via animated games.
***Amiga Format* rating TBA**

EDUCATION 2
Golem _____ Age 7-12 £19.95
More difficult maths problem areas, counting and spelling.
***Amiga Format* rating TBA**

FACT FILE 500 SERIES
Kosmos _____ £10.16 each
A wide range of questions for use with *Answer Back Junior Quiz* and *Answer Back Senior Quiz*. Each pack consists of 500 questions covering all areas of the particular subject.
***Amiga Format* rating 85%**

FIRST LETTERS
Rainbow Software _____ Age 3-5 £7.99
Designed to teach children recognition of upper- and lower-case letters. Rather basic, but good value all the same.
***Amiga Format* rating 70%**

FIRST LETTERS AND WORDS
Iansyst/Rickitt Educational _____ Age 3-5 £25.50
Similar to above, but plus basic reading and vocabulary.
***Amiga Format* rating TBA**

FIRST NUMBERS
Susoft/Rickitt Educational _____ Age 4-8 £19.95
Designed to help children with the use of numbers, using techniques such as addition and subtraction.
***Amiga Format* rating TBA**

FIRST SHAPES
First Byte/Silica _____ Age3-5 £25.50
Use shapes to build toys. Features good use of speech.
***Amiga Format* rating TBA**

FUN SCHOOL 2, UNDER 5 YEARS
Europress Software/Hit Squad _____ £TBA
Colourful games teaching simple pre-school learning.
***Amiga Format* rating 60%**

FUN SCHOOL 2, 6-8 YEARS
Europress Software/Hit Squad _____ £TBA
A variety of games to teach children about the Amiga, involving calculations, arithmetic, angles, coordinates and shapes.
***Amiga Format* rating 60%**

FUN SCHOOL 2, OVER 8 YEARS
Europress Software/Hit Squad _____ £TBA
Most advanced in the series, this covers shape fitting, anagrams, mapping, travel and code breaking.
***Amiga Format* rating 60%**

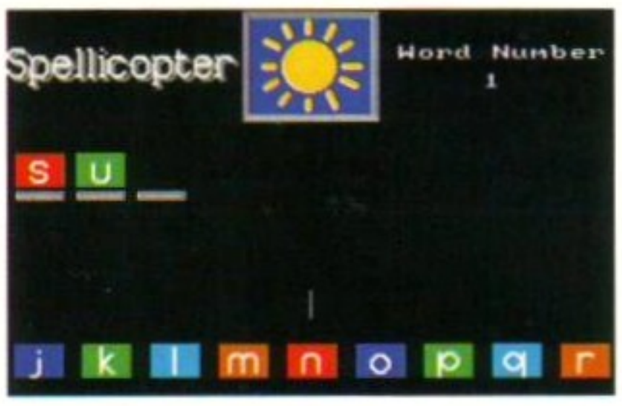
FUN SCHOOL 3, UNDER 5 YEARS
Europress Software _____ £24.99
Six parts cover counting, identifying letters, matching words to pictures and painting a farmyard scene.
***Amiga Format* rating 75%**

FUN SCHOOL 3, 5-7 YEARS
Europress Software _____ £24.99
Six games covering pocket money, a clock tutor, simple arithmetic, basic electrics and simple computer concepts.
***Amiga Format* rating 75%**

FUN SCHOOL 3, OVER 7 YEARS
Europress Software _____ £24.99
Basically more of the same but a bit more mature.
***Amiga Format* rating 75%**

FUN SCHOOL 4
Europress Software _____ Age 2-5 £24.99
New set of six games for fun and teaching basic three Rs.
***Amiga Format* rating 79%**

FUN SCHOOL 4, 5-7 YEARS
Europress Software _____ £24.99
English, maths and information technology in games.
***Amiga Format* rating 70%**



***Spellicopter* will help children gain confidence with their spelling, and they will have fun at the same time. If you know a child who has spelling difficulties then this program will help them no end.**

computer says either the name or the phonetic sound of the letter – this is selected by the user. If a word is spelt incorrectly the computer demonstrates the correct spelling and asks the child to try and spell the word again.

Each letter of the word can be picked using the keyboard or by moving the helicopter around the screen and picking up the letters. Having this choice teaches keyboard skills and if, as some children are, they are rather hesitant about using the keyboard, then they can use the far more approachable helicopter.

Either way, the program is made accessible to the child. As each word is spelt correctly the spelling score is raised and gives the child more time in the end-of-level game, a great incentive for the child to do well. This end-of-level game involves flying a helicopter and shooting at balloons, the number of which is relative to the child's spelling score.

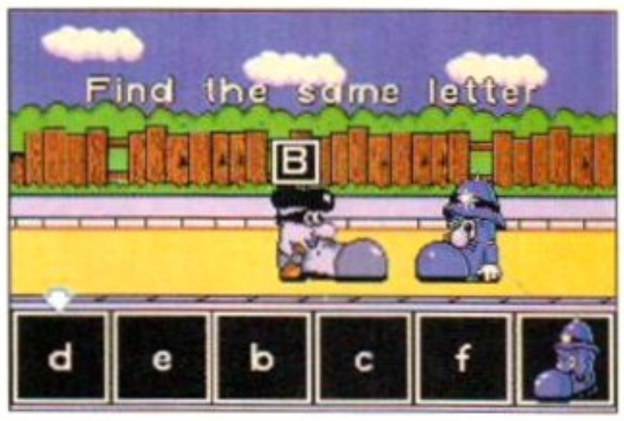
Not only is the program an effective teaching aid, but there are several program options, which range from a choice of difficulty level (easy or hard), which method the computer uses to speak the letters, and letter guides can be displayed to indicate the length of the word that has to be spelled.

As a tool for teaching spelling, *Spellicopter* is ideal for the five to ten-year-old age group it is aimed at. It's colourful and accessible to use, which is necessary for an age range that should be starting to get to grips with spelling.

SHOE PEOPLE

GREMLIN **£25.99**

AGE 4-6



One of the most bizarre licences to appear on the Amiga, *The Shoe People* is nevertheless a highly successful set of games for younger kids.

If you've never heard of the Shoe People, you're far from being the only one. But if you are under the age of eight, it's more than likely that you'd know and love these popular cartoon characters.

The licence forms games software house Gremlin's first foray into the educational market under the brand name First Class, and it's proved to be highly successful. This is a collection of six little games intended to test the usual early-learning skills and aimed at the pre-school and school starting age groups.

Sub-games involve finding the word that matches the picture; matching objects that belong in pairs; matching shapes and colours; unscrambling anagrams; matching lower-case letters with upper-case equivalents; number recognition; simple addition; copying movement patterns as Clown Charlie performs his tricks; and a paint program section. All are beautifully presented for maximum effect.

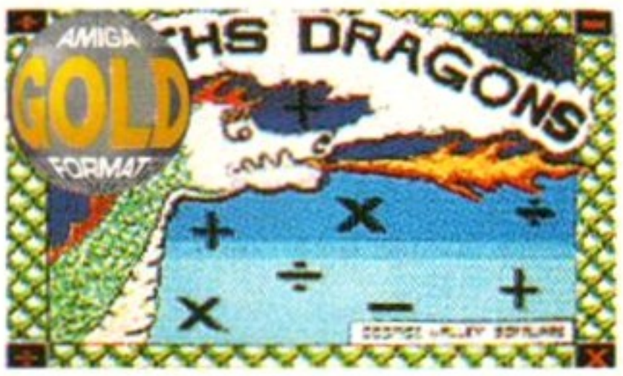
MATHS DRAGONS

COOMBE VALLEY SOFTWARE **£14.99**

AGE 6-13

The text/graphic adventure format is used in schools, but few adventures are suitable for the home market. The author of this and other Coombe Valley games is a teacher who has produced programs which are simple to use but eminently entertaining.

Maths Dragons is set in a cave complex inhabited by several families of friendly dragons. The child takes the part of a human visitor who has come to play. Unfortunately the baby dragons have messed about with the child's train set and scattered the pieces all over the complex. The aim of the game is to explore the cave system (which is like a large, rambling country house inside), collect the pieces and reassemble the train set.



***Maths Dragons* is an unusual educational game, because it's based on the adventure game format. Kids love the fantasy element.**

But the adult dragons, while friendly, are red hot when it comes to the value of education. If the player meets one of these dragons, a maths question will be asked. Get it right and the player can carry on. Get it wrong and one of the precious collected pieces are confiscated and placed elsewhere in the maze.

The text is very simple, perfect for early readers, and extremely imaginative. I have never seen a child who has not been instantly drawn into the fantasy world. And that includes grown-up children too.

All the addition, subtraction, multiplication and division options can be set at the start of the game. Another control is on the magnitude of numbers involved, which makes it very simple for the parent to set appropriate levels for any child. A random element means that the game is never ever the same twice, so adding lasting interest.

Because of the style of the game, reading and spelling are covered with the child having to type in commands like 'get engine'. But even quite young children can be left to play because the verb commands are easy to spell, while the object words are always available on-screen for the spelling to be copied – it's all very good practice.

Maths Dragons is highly recommended for all ages, after all, we've given it an ***Amiga Format*** Gold. Look out for the other adventures in the range too. They are equally as good in both their educational and fun aspects.

AMIGA EDUCATION A-to-Z

FUN SCHOOL 4, 7-11 YEARS
Europress Software **£24.99**
History and geography as well as maths. Colourful graphics.
***Amiga Format* rating 79%**

GOOFY'S RAILWAY EXPRESS
Disney Software **Age 2-5 £24.99**
Game teaching recognition of colours and shapes.
***Amiga Format* rating 80%**

HENRIETTA'S BOOK OF SPELLS
Lander Software **Age 7-14 £25.99**
Helps improve spelling, vocabulary and language skills using different styles of word games. Hilarious and excellent.
***Amiga Format* rating 85%**

HOORAY FOR HENRIETTA
Lander Software **Age 5-12 £25.99**
Helps children add, subtract, multiply and divide quickly and accurately, with the aid of Henrietta and her friends.
***Amiga Format* rating 85%**

JUNIOR TYPIST
School Software **Age 4-adult £16.95**
Children's typing tutor designed to help children spell as they're learning to type. Good fun for all ages.
***Amiga Format* rating 75%**

JUNIOR WORDSPLITS
Sulis Software **Age 8-11 £19.95**
Teaches kids how to read and spell difficult words.
***Amiga Format* rating TBA**

KIDTALK
First Byte/Silica **Age 8 and up £19.95**
Effectively a talking notebook, this is a simple word processor that uses the Amiga's speech synthesiser.
***Amiga Format* rating TBA**

LET'S PLAY AND LEARN
Torcoed/Rickitt Educational **Age 4-8 £19.95**
Like most of the *Let's Play* series, this is a set of six little educational games. In this one we have stories, counting, shape recognition and word formation.
***Amiga Format* rating TBA**

LET'S PLAY GAMES
Torcoed/Rickitt Educational **Age 4-7 £19.95**
Keyboard dexterity, problem solving, music, coordination.
***Amiga Format* rating TBA**

LET'S PLAY WITH MONEY
Torcoed/Rickitt Educational **Age 4-8 £19.95**
How to recognise values of coins and how to use them.
***Amiga Format* rating TBA**

LET'S PLAY WITH NUMBERS
Torcoed/Rickitt Educational **Age 4-8 £19.95**
Addition, subtraction, less than and greater than.
***Amiga Format* rating TBA**

LET'S PLAY WITH SHAPES
Torcoed/Rickitt Educational **Age 4-8 £19.95**
Six programs to teach shape recognition and symmetry.
***Amiga Format* rating TBA**

LET'S PLAY WITH WORDS
Torcoed/Rickitt Educational **Age 4-8 £19.95**
Word games in which the child makes a word out of a set of letters or finds missing words out of nursery rhymes.
***Amiga Format* rating TBA**

LET'S SPELL AT HOME
Softstuff **Age 4-10 £19.95**
Four-level game which teaches spelling in the home and in the garden, using familiar objects in those surroundings.
***Amiga Format* rating 65%**

LET'S SPELL AT HOME/FRENCH
Softstuff **Age 4-9 £19.95**
Like the English version. For multi-lingual teaching.
***Amiga Format* rating 65%**

LET'S SPELL AT THE SHOPS
Softstuff **Age 4-10 £19.95**
Teaches spelling at the shops. Uses the Amiga's speech synthesiser as well. (Also has a French version.)
***Amiga Format* rating 65%**

LET'S SPELL OUT AND ABOUT
Softstuff **Age 4-10 £19.95**
This time you're at the zoo, farm and seaside.
***Amiga Format* rating 65%**

MAGIC MATHS
School Software **Age 4-8 £22.95**
Numbers and maths with emphasis on addition/subtraction.
***Amiga Format* rating 70%**

AMIGA EDUCATION A-to-Z

MAGIC STORYBOOK
Softstuff Software — **Age 5-12 £29.99**
Create stories using illustrations, animation and sound.
Amiga Format rating 90%

MATCH IT!
Think Limited/discontinued — **Age 6-12 £19.99**
Three games based on the *Match Pairs* formula plus a version of Snap and a memory game.
***Amiga Format* rating TBA**

MATHS ADVENTURE
Kosmos — **Age 6-14 £25.99**
Four games to teach maths at National Curriculum level, including an adventure game.
***Amiga Format* rating 70%**

MATHS DRAGONS
CVS/Rickitt Educational — **Age 6-13 £14.99**
Classic based on a text/graphic adventure format covers addition, subtraction and tables in a hilarious environment.
Amiga Format rating 90%

MATHS MANIA
School Software — **Age 8-12 £22.95**
Aimed at junior school children to teach basic maths. A bit long in the tooth but still gives plenty of useful enjoyment.
***Amiga Format* rating 80%**

MATHTALK
First Byte/Silica — **Age 6-10 £25.50**
Two tutorials which can be used by teachers or parents to set problems, and two games on maths and equations.
***Amiga Format* rating TBA**

MATHTALK FRACTIONS
First Byte/Silica — **Age 8-12 £25.50**
Based on teaching fractions, in their decimal and percentage varieties. Uses the Amiga's built-in speech when explaining.
***Amiga Format* rating TBA**

MAVIS BEACON TYPING TUTOR
Mindscape — **All ages £30.99**
Teaches touch typing with the help of exercises.
***Amiga Format* rating 80%**

MEGA MATHS
LCL — **11-Adult £24**
Teaches A-level maths as per *Micro Maths* below.
***Amiga Format* rating TBA**

MICKEY'S RUNAWAY ZOO
Disney Software — **Age 2-5 £24.99**
Observation/puzzle game to teach numbers at basic level.
***Amiga Format* rating 80%**

MICRO ENGLISH
LCL — **8-Adult £24**
Teaches spelling, reading, writing and pronunciation (using the Amiga's speech) with the help of over 500 questions.
***Amiga Format* rating TBA**

MICRO FRENCH
LCL — **Age 10-Adult £24**
Consists of 24 parts designed to teach both spoken and written French right up to GCSE level in French.
***Amiga Format* rating TBA**

MICRO MATHS
LCL — **11-Adult £24**
A 24-part program that teaches GCSE-level maths.
***Amiga Format* rating TBA**

MIDDLE SCHOOL MATHS 1&2
Scisoft/Rickitt Educational — **Age 9-13 £13.95 each**
Two disks each consisting of five games covering aspects of symmetry, fractions, shapes, factors and co-ordinates: running a lemonade stand, angles, percentages and logic.
***Amiga Format* rating TBA**

MIX AND MATCH
Lander Software — **Age 2-8 £25.99**
Teaches visual relationships between shapes and colours which helps children distinguish letters and other objects.
***Amiga Format* rating 88%**

MONEY MATTERS
Triple R Education — **Age 2-11 £19.95**
Introduces children to the currency using four programs with a circus theme: covering how to recognise coins etc.
***Amiga Format* rating TBA**

OLLIE OCTOPUS' SKETCH PAD
Storm/discontinued — **Age 4-8 £16.99**
Drawing program for young kids meant to encourage their creative instincts. Basic drawing tools and eight colours.
***Amiga Format* rating TBA**

PAINT ME A STORY
GeniSoft — **Age 4-10 £24.95**
For creating picture books by adding pictures and text. A bit difficult to control. *Magic Storybook* is far better.
***Amiga Format* rating 60%**

PEPE'S GARDEN
Prisma Software — **Age3-7 £25.99**
Five games to teach reading, simple maths, and a simple paint program. Needs patience and perseverance.
***Amiga Format* rating 60%**

PICTURE BOOK
Triple R Education — **Age 2-5 £19.95**
These four programs are designed to teach young children the alphabet, basic spelling, counting and a version of snap in which you match words with pictures.
***Amiga Format* rating TBA**

PRIMARY MATHS COURSE
LCL — **Age 8-12 £24**
Maths at National Curriculum levels 1-4 covering counting, addition/subtraction, multiplication/division and times tables.
***Amiga Format* rating TBA**

PROF HUNTS FOR WORDS
Prisma Software — **Age 4-6 £25.99**
Involves hunting for words to complete stories that the program presents you. Slow to play – needs lots of patience.
***Amiga Format* rating 66%**

PROF LOOKS AT WORDS
Prisma Software — **Age 4-6 £25.99**
Five games encourage children to look at words closely and spell them, as well as learn about vowels, the beginnings and endings of words and double letters. Good, but slow.
***Amiga Format* rating 66%**

PROF MAKES SENTENCES
Prisma Software — **Age 4-6 £25.99**
Two games. The first concentrates on filling in the missing word in a sentence, while the other is creating a sentence from given words. Part three in a series. Also slow to play.
Amiga Format rating 66%

PROF PLAYS A NEW GAME
Prisma Software — **Age 4-6 £25.99**
This is part one of the *Prof* series which teaches reading. The computer speaks a word and the child has to find it on the screen. Ideal for beginner readers.
***Amiga Format* rating 75%**

PUZZLE BOOK 1&2
Soft Stuff — **Age 4 and up £19.99 each**
Educating but amusing quiz games for all the family..
***Amiga Format* rating TBA**

PUZZLE STORY BOOK
First Byte/discontinued — **Age 3-8 £25.49**
Create scenes by choosing settings, characters etc from a picture library. Scenes can then be used in stories, with the computer even speaking the words.
***Amiga Format* rating TBA**

READ RIGHT AWAY 1
HS Software/Rickitt Educational — **Age 5-8 £14.95**
Two different packages, using action games to teach word building and reading, word endings and double letters.
***Amiga Format* rating TBA**

READING WRITING COURSE
LCL — **Age 3-8 £24**
Consisting of 24 parts, this teaches reading, writing and spelling for young children using animation and speech.
***Amiga Format* rating TBA**

REASONING WITH TROLLS
CVS/Rickitt Educational — **Age 5-12 £14.99**
An adventure game incorporating basic logic skills and colourful graphics. It's a large game containing over 800 questions and eight levels of difficulty.
***Amiga Format* rating 80%**

ROBIN HOOD
School Software — **£22.95**
Another graphic adventure, based on the exploits of Robin Hood, to improve children's logic and decision making.
***Amiga Format* rating TBA**

SCROOGE (A CHRISTMAS CAROL)
School Software — **£22.95**
Dicken's classic story brought up to date in an adventure game which exercises kids' logic and planning skills.
***Amiga Format* rating TBA**

SHAPES AND COLOURS
Rainbow Educational — **£7.99**
Six games help children recognise colours and shapes, making sets of objects and differentiating between sizes.
***Amiga Format* rating 70%**

SHOE PEOPLE
Gremlin — **Age 4-6 £25.99**
Consists of six games which teach a variety of skills. Excellent graphics and animation – a well-handled licence.
Amiga Format rating 90%

SOOTY'S FUN WITH NUMBERS
Alternative — **Age 3-7 £19.99**
Consists of six programs designed to teach children how to use numbers, including simple addition and subtraction.
***Amiga Format* rating TBA**

SMOOTHTALKER
First Byte/Silica — **All ages £25.50**
This could be useful: a speech synthesis system that is designed to sound more natural than the Amiga's robot.
***Amiga Format* rating TBA**

SPELLICOPTER
ESP Software — **Age 5-11 £19.95**
Designed to teach spelling, making the task colourful and enjoyable with the incentive of playing a game at the end.
***Amiga Format* rating 87%**

SPELLBOOK
Softstuff — **Age 4-9 £7.99**
Teaches spelling. Old and basic, but enjoyable and cheap.
***Amiga Format* rating 65%**

SPELLBOUND
Lander Software — **£25.99**
Five different adventures. You have to find five keys by collecting letters and words. Arcade style – the kids love it.
***Amiga Format* rating 80%**

STARTER WORDSPLITS
Sulis S'ware/Rickitt Educational — **Age 4-8 £19.95**
Game where halves of words have to be matched together.
***Amiga Format* rating 66%**

TARGET MATHS
Triple R Education — **Age 6-13 £19.95**
Four maths games: times tables, number properties (primes, factorials etc), number scales and snakes and ladders.
***Amiga Format* rating TBA**

TELLING THE TIME
Rainbow Software — **Age 4-8 £14.99**
Young children learn to tell the time, covering areas such as 12 and 24-hour clocks, of the analogue and digital varieties.
***Amiga Format* rating TBA**

THE FRENCH MISTRESS
Kosmos — **All ages £20.39**
Tutorial and series of lessons covering French vocabulary and grammar. Very pedantic about the answers.
***Amiga Format* rating 80%**

THE GERMAN MASTER
Kosmos — **All ages £20.39**
A tutor and a wide range of lessons covering over 2,500 words and most aspects of German grammar.
***Amiga Format* rating TBA**

THE ITALIAN TUTOR
Kosmos — **All ages £20.39**
Similar tutor teaches all aspects of the Italian language including grammar and vocabulary.
***Amiga Format* rating TBA**

THE SPANISH TUTOR
Kosmos — **All ages £20.39**
Covers all areas of the language including essential vocabulary and grammar, using the program's own or your designed lessons.
***Amiga Format* rating TBA**

THINGS TO DO WITH NUMBERS
Softstuff/Silica — **Age 5-10 £19.95**
Three puzzle programs help children count, add, subtract, multiply and divide numbers, plus time and co-ordinates.
***Amiga Format* rating 75%**

THINGS TO DO WITH WORDS
Softstuff/Silica — **Age 5-11 £19.99**
Three programs designed to teach children how to read, spell and form sentences. Puzzle format is fun for adults too.
***Amiga Format* rating 75%**

THOMAS THE TANK ENGINE'S FUN WITH WORDS
Alternative — **£19.99**
Six sub-games teach children about how words are formed and spelt. Colourful graphics are used to make this more fun.
***Amiga Format* rating TBA**

THE THREE BEARS
School Software — **Age 5-10 £22.95**
Adventure game gives children practice in logic and problem solving as well as advancing their reading and spelling abilities. Simple concept but a bit inconsistent in play.
***Amiga Format* rating 65%**

TOUCH TYPIST
Sector Software — **£16**
Teaches touch typing with the help of a 3,000-word vocabulary and 402 different lessons.
***Amiga Format* rating TBA**

THE WIND AND THE WILLOWS
School Software — **£22.95**
Adventure game: you play Mole and meet the book's other characters. Colourful graphics and absorbing text.
***Amiga Format* rating TBA**

THE WIZARD OF OZ
School Software — **£22.95**
Adventure game: make decisions to affect the outcome.
***Amiga Format* rating TBA**

WORDPOWER
Sulis Software — **Age 10-Adult £19.95**
Consists of several games designed to help people increase their vocabulary and improve their spelling, using elements such as synonyms, vowels and adjectives.
***Amiga Format* rating TBA**

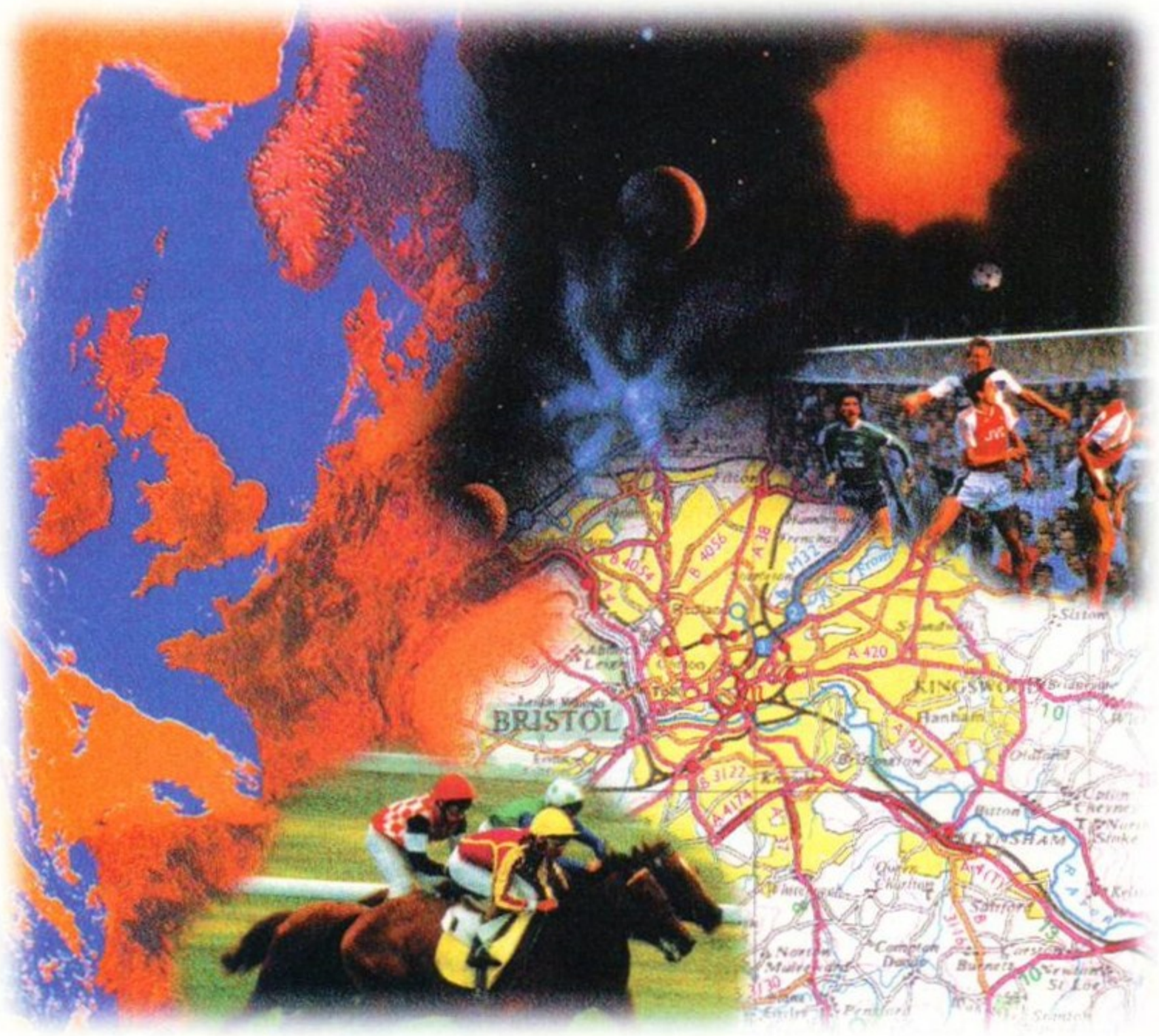
THERE ARE SOME programs that are hard to categorise. They aren't games, or business applications, or graphics programs – they're in a class of their own, unique in the world of software. We're talking about pools prediction programs, meteorology programs, route planners – programs that may be useful but are somewhat off-beat.

Well, what we've done is to round up all these weird and wonderful Amiga programs and incorporate them into this section: 'leisure' software. After all, most of them, as varied as they are, are based on recreation and can be used to make fun pursuits easier to grasp and understand. Many were written by fanatical hobbyists who wanted something to help them get the most out of their particular interest, no matter what it happened to be. You can now probably find a program connected with any hobby or interest, no matter how rare or unusual.

So, if you're a keen better, instead of recording race results in a notebook you can use a specially designed program to make the job easier. And who knows, it might come across an important factor you've overlooked and make you a winner! Or, if you've ever wondered what your handwriting style can tell you about yourself, then you can use a program that applies the existing principles of graphology to analyse it and tell you things you didn't know about yourself (or other people).

Apart from making leisure activities easier, you can also use these specialised programs in other areas, perhaps more useful in everyday life. For instance, *GB Route Plus* makes it easy for you to organise your travels around Great Britain, planning your route for you and telling you how long it will take and how much it will cost you in fuel.

In theory, computers are supposed to make life easier. They're tools designed to get a job done. If you're interested in programs that can help you with your hobbies, or you're curious to see just what unusual programs are available for your Amiga, then this section could well provide enlightenment.



Win on the horses, predict the weather, gaze at the stars, spot the ball – you can do all this and more with the Amiga

Leisure

You've played your games, written your novel, set up a business and created your own movie. Time to pack up and power down, right? Wrong! There's still a host of other Amiga activities on offer...

AMIGA LEISURE A-to-Z

It seems there's no end to what you can do with your Amiga – pools prediction, weather prediction, astronomy, handwriting analysis... what a versatile machine! And what a wealth of software there is.

Read on for a round-up of programs that can bring so much more variety to your leisure time, and possibly help you earn a little extra cash on the side...

COURSEMASTER

Intraset Ltd _____ **£24.95**

This is a comprehensive horse racing program which predicts the first three places for both flat races and steeplechases and also helps you manage your bets (in other words, keep track of where all your money is going).

***Amiga Format* rating 78%**

COURSEWINNER

Selec Software _____ **£36.50**

This is another racing program designed to enables punters to make the right betting choices by using all the usual data such as past form, the course distance and speed ratings to make a prediction.

***Amiga Format* rating TBA**

DISTANT SUNS 4.0

Virtual Reality Labs/HB Marketing _____ **£69.95**

Stand anywhere on Earth at any time in history. Displays star maps of the skies including constellation outlines and names, star names, magnitudes and lots of other information in an easy to use way.

***Amiga Format* rating 82%**

FOOTBALL FOLLOWER

Selec Software _____ **£32.50**

One for football enthusiasts, this program enables you to analyse British football statistics, making use of fixture lists and league tables.

***Amiga Format* rating TBA**

GB ROUTE PLUS 2

Complex Computers _____ **£79.95**

Route planning program. Includes motorways and service stations, A and B roads, cities, towns and villages. Gives you the fastest and the shortest route to where you want to get, along with projected petrol costs of the journey. Great if you travel a lot.

***Amiga Format* rating 85%**

GB ROUTE PLUS EDIT

Complex Computers _____ **£29.95**

Companion program to *GB Route Plus 2* which enables you to keep the main program up to date by entering data such as new roads, closures that make a particular route impracticable and the like.

***Amiga Format* rating 79%**

PERM-MASTER

Intraset Ltd _____ **£24.95**

Fast program for checking perm systems, both block and single-line varieties. Includes several of the top perms but you can also edit your own.

***Amiga Format* rating 76%**

POOLSMASTER

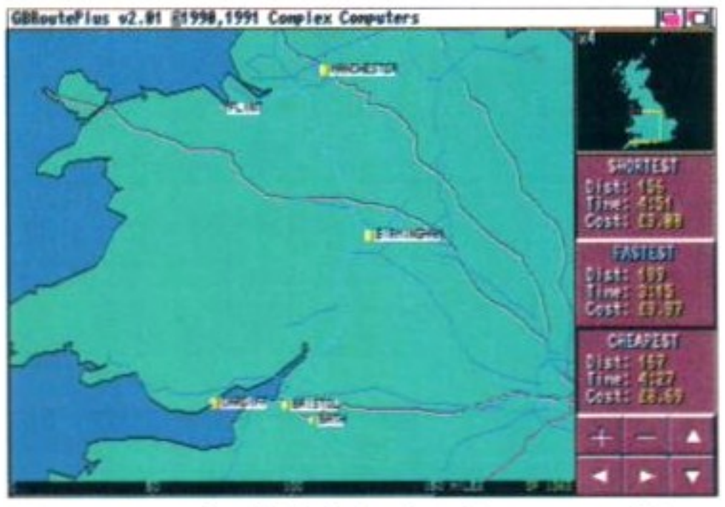
Intraset Ltd _____ **£24.95**

Predicts football results using its own scientific formula to predict the results of home, away and drawn matches and analyses the possibilities of those results.

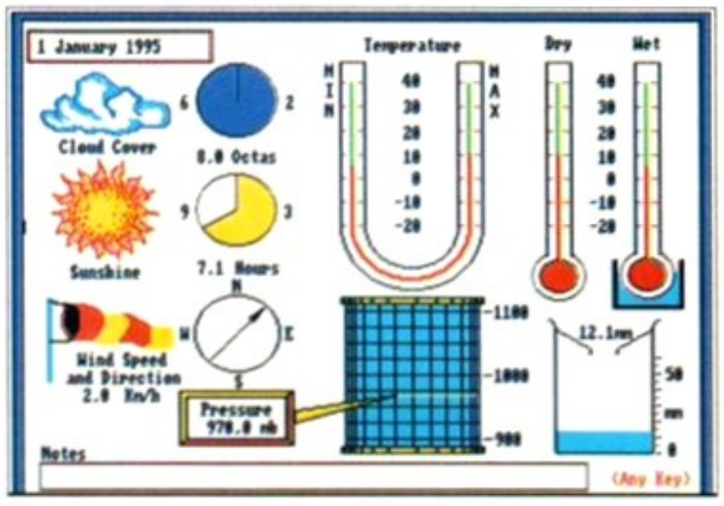
***Amiga Format* rating 72%**



***Distant Suns*, fairly close planets, nebulae in the middle distance – they're all here, with heaps of data as well.**



"No, you want the *left* fork. Look, it shows you on this handy map in *GB Route Plus*..."



***Weather Watcher* gives you all you need to be your own weatherman: gauges, a map, little symbols to put on it...**

DISTANT SUNS 4.0

VIRTUAL REALITY LABS/
HB MARKETING **£69.95**

Described by its author as a telescope and a time machine combined, *Distant Suns* enables you to stand anywhere on the planet (or elsewhere in the solar system, for that matter) at any time in history. So, you could see how the sky looked when Columbus discovered America, or which formation the stars were in on the day you were born or the day Mount Everest was climbed for the first time.

Not only does the program display the universe (well, at least a manageable part of it) at a specific time, it also displays star maps of the skies with a vast amount of data. Dozens of different variables can be displayed on-screen, including relatively understandable factors such as constellation outlines and names, star names, magnitudes and classes, as well as a lot of other data that only serious astronomers would be interested in – or be able to understand.

You can choose how you want to look at the skies on-screen: as a constellation map, from a human's eye view or as a magnified view, looking at the star formations in great detail. For astronomers, you can also observe such things as star precession and stellar occultation, while ephemeris tables can be plotted. It's also possible to generate animations of the heavens over periods of weeks or years to see them move around the screen, and fortunately they move much faster than they would have done originally...

Included is an option called *What's Up?* which gives you data on what's happening in the sky on any selected night, including full details of where the planets are and when the next meteor shower will be taking place, for example.

Distant Suns is a packed and polished program which includes so many options that both amateur star gazers and seasoned astronomers should be able to find something of use in it.

GB ROUTE PLUS 2

COMPLEX COMPUTERS **£79.95**

For any traveller, no matter whether you're travelling five miles or 500, map reading is one of the most cumbersome of tasks. Choosing the right way to go, let alone the best or fastest, can be near impossible, especially if you're not familiar with where you're going.

Now, though, if you're planning on travelling in Great Britain you can use *GB Route Plus 2* to guide you on your way. Just tell the program where you are at the moment and where you want to end up, as well as any places you want to see along the way, and it will display the fastest, shortest and cheapest ways of getting there. Print out this data, and you have all the information you need – aside from warnings of pile-ups on the M25 – to get you to your destination safely. The program gives you a breakdown of all the routes, junctions and other places you must pass through in order to arrive at your final destination.

This is the sequel to the original *GB Route* and has been upgraded in many ways. There is a rather attractive Workbench 2.0 look and feel to the program now, and extra roads have been added, including details of B roads (something lacking in the original) so you're now not limited to travelling along A roads and motorways if you don't fancy them or your Mum won't like you driving above 60mph. Graphics are now displayed in the form of filled vectors, not the line variety used in the earlier version.

When the program is asked to find a route for you, it looks in its matrix database to find all the routes from the destination to where you want to travel to, and using that information it then breaks the data down to find the best route back to where you want to start from. You can zoom into this route on-screen to see if it's what you want and then print out a hard copy to take with you on your travels. You can print the route in the form of a map, which dumps the map screen to your printer, or as a route listing, detailing the roads, junctions and places you'll come across.

GB Route Plus 2 is a practical and unique program of great use to those who travel a lot in Great Britain. The price isn't too great to be out of the range of most Amiga owners, all of whom will find the program a handy tool to help plan their travels.

WEATHER WATCHER

GENISOFT **£24.95**

Weather Watcher is a program for budding meteorologists and everyone interested in the weather who wants to keep track of day-to-day atmospheric readings and weather reports.

The program is a database that enables you to store this weather information on a daily basis. The more information you collect, the more useful the contents of the database will be for analysis of weather patterns and predictions. A bit like the Met Office computer systems, in that respect.

One of the program's main features is its ability to display its information graphically, with such elements as gauges for barometer readings, thermometers, sunshine hour readings and so on. In fact, the program can handle data for everything ranging from maximum and minimum temperatures, wet and dry bulb temperature, humidity, rainfall and cloud cover to sunshine, pressure, wind direction and wind speed.

Also included is a map of the British Isles and a number of straightforward weather symbols which you can use to create your own weather maps using a graphics program such as *Deluxe Paint*. Michael Fish, watch out!

Weather Watcher is only of real use to those people interested in meteorology rather than just the weather and it's not going to help you predict what the weather is likely to be like for your holidays unless you've been inputting the data for some time beforehand. Nevertheless, it's so simple to use that most people would get something out of it, especially children. In fact, Genisoft has included it in the *Compendium 6* education pack (see page 114) which highlights the program's educational bent.

POOLS PERM PLUS

Selec Software **£32.50**

Analyses and checks perms with the help of five years' worth of coupon results, enabling you to test your theories on previous results as well as check current weekly entries.

***Amiga Format* rating TBA**

POOLSWINNER GOLD

Selec Software **£36.50**

Uses 'artificial intelligence' routines to predict pools results, learning from the results of its own predictions. Includes a database of over 22,000 league and non-league matches from the last five years to make predictions, accepting and generating league tables of the latest results.

***Amiga Format* rating TBA**

SPOT THE BALL

Intraset Ltd **£24.95**

Yes, this is for predicting those spot the ball competitions. Uses a screen template so you can tell the computer where you think the ball is, giving you a choice of positions or predicting one for you. Can learn from previous results to make better predictions.

***Amiga Format* rating TBA**

THE GRAPHOLOGIST

Intraset **£49.95**

Did you know your handwriting can tell you a lot about your personality? *The Graphologist* asks you a number of questions about your handwriting (or another person's) and then produces a detailed report describing what it thinks your personality, state of health and so on are like.

***Amiga Format* rating TBA**

THE TIPSTER

Sidmouth Software/TAM Marketing
(0395 513558) **£29.95**

Uses horse and venue information from the *Racing Post*, such as the horses' past performance, age and handicaps, and then produces a list of the horses that are running and their ratings in order to help you pick a winner.

***Amiga Format* rating 70%**

TRACKMASTER

Intraset Ltd **£24.95**

Uses information from the racing papers to predict greyhound races, predicting the first three places of races and even warning you what not to bet on. The program also manages your bets so you can keep track of where your money's going – or gone.

***Amiga Format* rating 68%**

WEATHER WATCHER

Genisoft **£24.95**

Comprehensive database for storing meteorological information on a daily basis, examining it by day, week or month. Helpful and easy-to-follow on-screen graphics show barometer, wind speed, rainfall and several kinds of temperature gauges. Simple, pretty, does the job.

***Amiga Format* rating 72%**

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Business

Your Amiga is probably more powerful and better suited for business applications than the 'standard' PC business machine. Here's why...

THE AMIGA HAS long been regarded as a games machine and only laughingly been mentioned where 'serious' or business applications are concerned. But the Amiga is still the most cost-effective multi-tasking microcomputer available. Even the most basic machines have 16-bit processors directly supporting up to 9Mb of RAM and enormous hard disks; full colour graphics and an easy-to-use graphical user interface or GUI are standard.

Compare that to IBM's classic business computer, the PC. PCs directly access a maximum of 640k RAM and don't even have graphics, let alone colour capability. Multitasking operating systems, colour, GUIs and more powerful processors all cost extra – often at the expense of program compatibility. Fans will sing the praises of things like 256-colour Super VGA, neglecting to mention that the special monitors required can cost up to £600, and that's on top of the cost of the special graphics chips required. It could therefore be argued the joke is on the PC – a basic Amiga can display 4,096 colours on a household television set.

Why then has the Amiga failed to make more of an impact on the business world? There are several possibilities: for openers, the PC software base is so vast, it makes the Amiga's seem minuscule by comparison. There is also the argument that trends in the business world move slowly – and once something has a foothold it is very difficult to supplant. Computers entered a wary business world slowly but surely. They appeared on desktops almost unnoticed initially, but they are now as ubiquitous as VCRs, and it would have taken a brave and knowledgeable businessman to take that next step and try another type of computer, no matter what its attractions. Businessmen are creatures of habit and the PC probably only succeeded because it was the simple choice.

In choosing any business application, a potential user must decide whether PC compatibility is required or not. In word processing applications this is not generally a problem since ASCII is widely accepted – it gets the words across, if not the whole message. In databases, *dBase* is the accepted standard, so the one you use must accept this – although DIF (Data Interchange Format), CSV (Comma Separated Values) and ACSII will do at a pinch. Similarly, spreadsheets must support at least a subset of Lotus *1-2-3* .WKS format, though .WK1 is better; CSV and DIF will help.

Even if PC compatibility is not an issue, it is still important that your software should be able to exchange data with other Amiga applications. As far as this is concerned, PC compatibility can help, simply because it is so widely accepted as a standard – you could save a Lotus *1-2-3 spreadsheet* file from, say, *Advantage* and load it into *Analyse*, for instance. If you need to exchange data between packages a lot, it's better to consider an integrated system such as *Platinum Works* or *Gold Disk Office*. Either way, there are plenty of options that can make handling data easier. ▸

BUSINESS JARGON BUSTED

APPLCON – A new facility supported in Kickstart 2 and above. A running program can leave a pseudo-icon on the Workbench's desktop. You can then open any file by dropping its icon on the application's Applcon.

APPMENU – A facility supported in Kickstart 2 and above. An extra menu item on the Workbench 2 screen, Tools, is supplied so when an application is opened it can add its own items to this menu.

Cell – The position at the intersection of a row and a column in a spreadsheet. Cells are the 'pigeon holes' used to hold data, functions, text and so forth.

Circular reference – A system by which two or more cells in a spreadsheet refer to each other during calculations.

Field – A place in a database record used to store information – text, numbers, dates etc. To save disk space, you can store only a particular type of data in each field – you can't store text in a date field, say.

GEM – Graphic Environment Manager. An early attempt at a window-based front-end used on the ST. It looks very dated now.

IFF – Interchange File Format. Enables a variety of programs to exchange data. Mainly used for graphics, but IFF also supports sound, music and formatted text.

Intuition – The Amiga graphical user interface or GUI.

PostScript – A 'page description' programming language. Postscript programs are used by high-quality laser and page printers (usually) to produce very high quality output.

Record – A collection of fields in a database file.

Relational – A term that refers to databases in which two or more files may be linked together to form reports.

RTF – Rich text format. A system like IFF for text.

WYSIWYG – 'What You See Is What You Get'. A tortuous acronym describing programs in which the screen display matches the printed output.

AMIGA BUSINESS A-to-Z

Of course, working with your Amiga may not sound like heaps of fun, but the rewards to be had from taking advantage of the software available are immense. Whether it's writing, running a business or just keeping your finances in order, there's something here for you...

ACQUISITION 1.3

Taurus Impex/discontinued _____ **£249.95**

Ridiculously powerful and hugely comprehensive relational database that never quite caught the public imagination, probably as a result of being overshadowed by *Superbase*.

***Amiga Format* rating 85%**

ADVANTAGE 1.1

Gold Disk/HB Marketing _____ **£99.99**

Until recently, this was the best Amiga spreadsheet available. Although it's not the most powerful, its ease of use makes it perfect for beginners and experts alike. More than 80 functions and the option to add more through ARexx made this the choice spreadsheet for 1990.

***Amiga Format* rating 82%**

Word & Document processing

Word processing is the most common use for home computers. And your Amiga can make it all easy...

AT ITS MOST basic level, a word processor is little more than a clever typewriter. The advantage of a word processor is that you get to alter the text before you commit yourself to a printout or 'hard copy'. Even a basic word processor could just about save its own cost in correction fluid within a year. More advanced (and expensive) systems incorporate tools which can improve your spelling and help with your English. You can save 'form' letters – ready set-up texts requiring few changes before they are sent – or 'templates' with your name and address to save having to typing them in each time.

Word processors have gone down two roads in the last few years. Nearly everything supports some sort of WYSIWYG (what you see is what you get) interface, mainly because it's almost indefensible not to. There is a lot more to it than that though, and while some systems have branched into the competitive world of document processing, others have retained their heritage and kept word processing power as their prime concern.

Document processors are a firm favourite with beginners – usually for no better reason than the fact that they're capable of producing pretty documents with lots of fonts. This however creates two problems: first, the extensive use of many font families makes a document difficult to read, amateurish in appearance and unwieldy; and second, the extra processor work involved in displaying and handling the multi-coloured displays means low-end document processors are tediously slow and invariably full of bugs. As beginners find themselves demanding more from the software, they become increasingly disenchanted with the 'pretty' appeal. These caveats do not, however, apply to the better document processors like *Final Copy* and *Wordworth*.

Meanwhile, across the street from the crowd of document processors, the pure word processors are still performing well. Word processors cut out the gloss and just let you get on with creating text. This might sound a little dull, but if your job involves writing over 1,000 words a day the last thing you need is an unnecessarily complex system that strains every time you scroll through a document – or worse, one that crashes at the slightest provocation. Generally speaking, if you need to produce more than the simplest newsletter, use a word processor to produce the copy and a dedicated DTP system to lay out the pages.

SCRIBBLE! PLATINUM

MSS/HB MARKETING £34.95

Micro Systems Software's *Scribble!* is probably the most famous Amiga word processor; it was certainly one of the first. One computer professional described the name as "unfortunate. How can anyone take a program seriously if that's the best they can come up with?" Fair comment perhaps, but it cannot be denied that *Scribble!* has a long and impressive track record.

What you must remember is that *Scribble!* is a budget word processor – nothing else. You can read what you like into that, but love it or hate it, *Scribble!* is undeniably very beginner-friendly, even though it's about as flash as a Skoda Estelle. The latest version retains the slightly 'icky' interface. MSS has resisted the pressure to jump on the bandwagon and go for a Workbench 2, 3D bas-relief look and feel, as it has with *Excellence 3*.

In use the program motors along at a fair old pace, leaving many more 'advanced' packages in its wake – as a word processor it doesn't get held back by bitmapped fonts. Yet printer effects such as bold, underline, superscript and subscript are displayed on-screen. The new version receives a better spelling checker with some 104,000 words of British English – early versions came with a US dic-

Below left: *Scribble* is appropriately named, really: it's not very flashy but it's very fast and straightforward, it has an excellent manual – and it's cheap. Below right: *Protext* is the professional's word processor. It doesn't do much more than crunch text, but it does that brilliantly.





AMIGA BUSINESS A-to-Z

ANALYSE 2

Micro Systems Software/discontinued ____£49.95

Analyse used to be available separately, but now comes only in integrated form with *The Works* bundle. It's slightly more limited than *Advantage*, with just over 40 functions in total, but the charting facilities are more powerful. The interface is trickier to use than *Advantage's*, though.

***Amiga Format* rating 75%**

ARENA ACCOUNTS

Applied Systems/discontinued _____£176.19

No-one seems to know what fate befell *Arena Accounts*, although lack of sales seems a likely suggestion. This powerful package is based on a double-entry book-keeping system which, although more tricky to use than *Simplex*, is also more powerful. The manual is also a bit on the heavy side for novice users too, but it's still a worthy piece of software if you can get hold of a copy.

***Amiga Format* rating 80%**

BABY

Micro Systems Software/HB Marketing ___£19.99

An additional dictionary and thesaurus for most Amiga-based word processing applications. The dictionary is a reasonable 80,000-word effort (though only US English); the thesaurus has 23,000 head words and 1.4 million cross references. It's compatible with the Amiga clipboard, but few applications support it.

***Amiga Format* rating 52%**

CASHBOOK COMBO

Digita _____£79.99

Comprises *Cashbook Controller* and *Final Accounts*, bundled at a specially discounted price. See the separate entries under these titles for more information.

***Amiga Format* rating 85%**

CASHBOOK CONTROLLER

Digita _____£59.99

Replaces your cash and petty cash books, records bank transactions and handles credit sales and purchases. A very capable program on the face of things, but let down badly by a weak user interface.

***Amiga Format* rating 60%**

DAY-BY-DAY

Digita _____£29.99

A computerised diary planner from that master of business-on-a-shoestring packages, Digita. Some people swear by it, others probably swear at it. Good value for money if you need to organise your time more efficiently and don't have much time to do it.

***Amiga Format* rating 80%**

DBMAN 5.2

Verasoft/NovoPlan GmbH _____£265 (approx)

A *dBase* clone ported from the PC to the Amiga. Although now at v5.2, it has still failed to reach the UK market and must be bought direct from Germany. This programmable system features a full programming language comprising more than 320 commands, and it supports up to 128 fields with up to 2 billion records.

***Amiga Format* rating TBA**

DGCALC

Digita _____£39.99

This entry-level spreadsheet is a true memory gobbler and, frankly, it's a bit of a dog to use. It can only lay claim to just over 15 functions and has no graphics whatsoever. All right in its day, but very dated now.

***Amiga Format* rating 40%**

EXCELLENCE 2

Micro Systems Software/HB Marketing ___£79.99

A rough attempt at a word publisher from the creator of *Scribble!*. It is basically very similar to *Scribble 2* but with many extras: four snaking columns, Amiga font support, a better spelling checker and a thesaurus. It can output to monochrome Postscript printers and imports IFF graphics in up to 32 colours, but for some reason is ironically able to print only in eight.

***Amiga Format* rating 75%**

EXCELLENCE 3

Micro Systems Software/HB Marketing ___£79.99

This upgrade to *Excellence 2* has a greatly improved user interface, as well as these improvements: a 140,000-word spelling checker, a better thesaurus, automatic timed saves, support for Workbench 2 AppIcons and AppMenu, eight columns per page, a grammar checker, ARexx interface,

tionary. It also includes an impressive, uncomplicated thesaurus with over 470,000 words.

The manual, although printed on poor quality paper, is quite exemplary. Liberal illustrations and informed text get the new user going quickly, but plenty of information is supplied for more experienced folk too. The mail merge is fairly advanced for a package of this type and the program should integrate well with the majority of Amiga databases. Print quality is determined solely by the printer, although the program will opt for a laser printer if one is available through preferences.

PROTEXT 5.5

ARNOR **£80**

Protext is a professional writer's dream, and if a feature exists you can bet your right arm *Protext* 5 has it. Excepting *Word Perfect*, *Protext* is the only word processor capable of editing a file larger than the computer's available memory by buffering the file to disk. It is quite possible to write an entire book using *Protext*, and many authors have done just that. For churning out masses of text *Protext* is unrivalled on the Amiga.

Version 5 is preferable to the earlier versions because it was the first one to include the ubiquitous Collins-Proximity phonetic spelling checker and thesaurus. Up to then, Arnor had used its own version, and while impressive in its own right it was far less advanced than the Collins dictionary. Spell-checking is very important for writers and Arnor has developed the best system around – it's still unique among Amiga word processors. While other systems laboriously check the text one word at a time, *Protext* sorts the entire document (for speed), then lists just the suspect words for you. This enables you to take a quick rest while the program does the hard work completely unattended.

Like most good applications, though, *Protext* is not perfect and frequently shows its PC heritage. In some respects this is a bad thing because it means it does not make use of the Amiga's special features. Worst of all, *Protext* is a very difficult program to learn. It's filled to overflowing with all manner of strange keystroke commands and programming features. Overall, though, *Protext's* impressive performance is second to none.

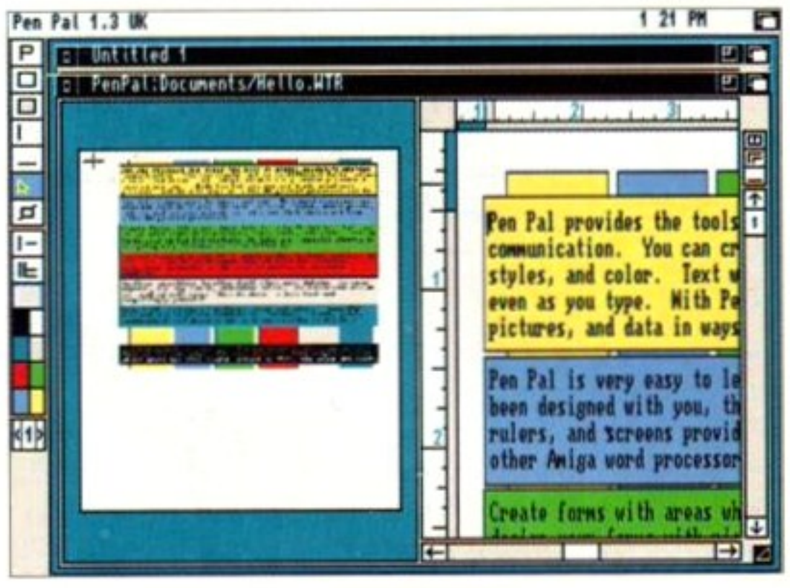
PEN PAL 1.3

SOFTWOOD **£79.95**

As document processors go, *Pen Pal* is not going to win any prizes for output quality because it is constrained to Amiga bitmapped fonts. It was chosen for this listing because it's fun to use – if you can describe word processing as fun. Although it's one of the cheapest document processors around, *Pen Pal* can import IFF graphics and flow text around them. Better still, it is the only system capable of loading and printing a HAM picture – although the display is limited to eight colours.

Some of the more wacky features include an internal database and drawing tools. The database used to be sold separately as *MI-Amigafile* as a simple flat-file jobby. By incorporating it into the word processor, Softwood created a complete junk mail system in one easy lesson, making it ideal for personal use and even small clubs. The drawing tools are less important, and are there to aid the production of pretty tables – at least it works in eight colours and is respectably quick to boot. Keep an eye open for the impending release of *Final Copy 2* from the same programmers – *Pen Pal* will almost certainly drop in price when that *Wordworth*-basher arrives.

Below left: *Pen Pal* is not the best choice if you need professional quality printouts, but it does handle graphics very well at a very reasonable price. Below right: *Wordworth* is an impressive system, and it's all British, but you'd think they could have come up with a less awful name...





WORDWORTH 1.1

DIGITA **£129.99**

The only British offering in the document processor stakes comes from Digita, which specialises in low-price, high-performance business software. Specifications include: facing pages; auto-save; page previe·v; screen saver; speech; text flow around graphics; 116,000-word *Proximity* spelling checker and 470,000-word thesaurus. The program supports 140 different printers, some with their own screen character sets, including 35 Adobe postscript fonts. It even features a sliding block puzzle (though why is another question).

After a shaky start, *Wordworth* is on well course to being the best all-round performer, although its current incarnation is not entirely trouble-free. The major bother lies with its performance on machines fitted with Kickstart 1.3. Since *Wordworth* relies heavily on your machine's own graphic routines, it slows to a crawl on the early machines and is very clumsy to use. Slap it on an A500 Plus with oodles of RAM and it nips along at a respectable pace. Digita claims that *Wordworth* will handle up to 100 documents at once, each doing its own thing – a claim open to dispute. Even so, this is a very impressive system that just keeps getting better. ◗

AMIGA BUSINESS A-to-Z

speech, a 16-colour screen, Compugraphic font support and colour Postscript support.

***Amiga Format* rating 80%**

FINAL ACCOUNTS

Digita **£39.99**

Final Accounts, as you would expect, produces a set of end-of-year accounts (including trial balance, profit and loss account and balance sheets) using the data produced by *Cashbook Controller* – but that means that it cannot be used without that program. It's powerful, but sadly let down by its user interface. Digita's *Cashbook Combo* offers better value for money.

***Amiga Format* rating 50%**

FINAL COPY 1.32

Softwood/grey import **£70 (approx)**

This amazing word publisher from the *Pen Pal* stable makes up for all the inconsistencies found in its predecessor. Although it lacks *Pen Pal's* internal database/mail-merge feature, this remarkable program is capable of printing typefaces of more than 200 points in height – that's more than two and three-quarter inches high – at the full resolution your printer is capable of.

This version is only available on grey import – that is, there's no UK distribution at the moment – and will soon be replaced by the rather more expensive (and much more powerful) version 2.

***Amiga Format* rating 92%**

FINAL COPY 2

Softwood/Gordon Harwood Computers **£TBA**

The new version of *Final Copy* (described above) is due for release by the time you read this. Extra features promised to appear in this latest version include: better on-screen font display, multiple rulers, a UK spelling checker and thesaurus and a better range of fonts.

***Amiga Format* rating TBA**

GALLERY

Helios **£49.95**

A flexible, user-definable flat-file database. This more powerful version of Helios' *Homebase* (see separate entry below) supports pictures, sound and text. Extended search-and-record tagging systems mean you can create slideshows using any combination of pictures, sounds and text. It also incorporates a simple, label-orientated report generator.

***Amiga Format* rating TBA**

GOLD DISK OFFICE

Gold Disk/HB Marketing **£69.33**

Without doubt this integrated package is quite superb value for money. It includes the acclaimed *Advantage* spreadsheet 1.0 and the *Transwrite* word processor.

Other goodies are a previously unpublished flat-file database and an early version of *Page Setter* for page layout. Not just four separate bundled programs, but a package that works together.

***Amiga Format* rating 92%**

HOME ACCOUNTS

Digita **£29.99**

A financial tracking system boasting: 60 expenditure and 13 income accounts; storage of up to 300 transactions for each account; the facility to display accounts by date, name, month and user reference; and handling of up to 100 different standing orders.

Comprehensive reporting facilities include: statements; account activity; monthly account balances and cash flow. It can produce simple graphics (bar or pie) on request. The interface shows its age, but the program is quite acceptable for the money.

***Amiga Format* rating 65%**

HOME ACCOUNTS 2

Digita **£54.99 (upgrade £29.99)**

A beefed-up version of *Home Accounts* featuring Digita's own Human Interface Protocol and many more features such as VAT calculations. The manual is greatly improved, as is the look and feel of the program.

***Amiga Format* rating 85%**

HOMEBASE

Helios **£29.95**

Now I've seen it all – a database with a loading screen accompanied by music. Hang on, there's more – it's got software protection as well. If you think this all sounds a little unprofessional, then you'd be right.

Homebase is original with a capital W and in great dan-

Databases

Forget index cards and filing cabinets. Information is easier to store and easier to access on your Amiga – and infinitely easier to update...

NAMES, ADDRESSES, TELEPHONE numbers, videos, films: anything that can be expressed as a list can be stored in a database. Although this is something of an oversimplification, this definition does sum up what database applications are all about. So how do you go about choosing which one is right for you? The prices vary from just a few pounds right through to several hundred.

Right at the bottom of the list are memory-based, 'flat-file' databases. Such programs store data in discrete units, like a card index, and are quite suitable for applications such as telephone/address books, club membership details and so on. The nature of the beast means that the size of any particular database is determined simply by the amount of memory fitted to your machine.

Moving up from memory-based systems we find disk-oriented applications, although almost all of these are also 'relational' systems too. Relational databases are just a development of their flat-file ancestors and work in a similar manner, but with relational systems it is possible to tie items in two or more data files together. Why would you want to do this? The theory goes that in many applications certain items rarely change – experts call this the 'graveyard' data. If many records contain the same item of graveyard data, then two things become apparent: first, if that item changes, every record must be changed, and second, it occupies extra room in every record.

Imagine that a database contains 1,000 records and one item in each is a supplier's name. If 20 characters of space are reserved for this, the data file will be at least 20*1,000 or 20,000 characters long. By using a 'relational link' of two characters, it is possible to reduce the size of the database by 18,000 characters – or 90 per cent. As this example proves, relational databases are a much more efficient way of storing information.

HOMEBASE

HELIOS **£29.95**

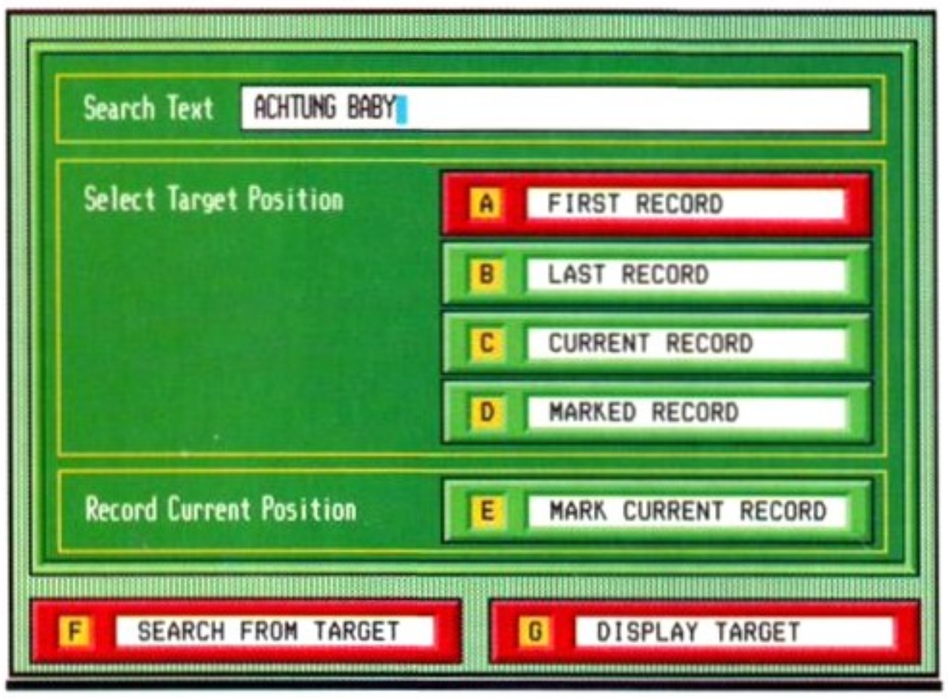
Something sticks out with current Amiga database applications: the flat-file systems are dull, available only in integrated systems if they are available at all. The remainder of the market is dominated by *Superbase*. For no better reason than some variety, we're including the only remaining original flat-file here. It's cheap, certainly. It plays music at you and presents a pretty loading screen, agreed – but under the gloss is a useful system. To be frank, *Homebase* is not going to win any awards in the power stakes, but it would make an ideal introduction to database applications in an educational environment.

SUPERBASE PERSONAL

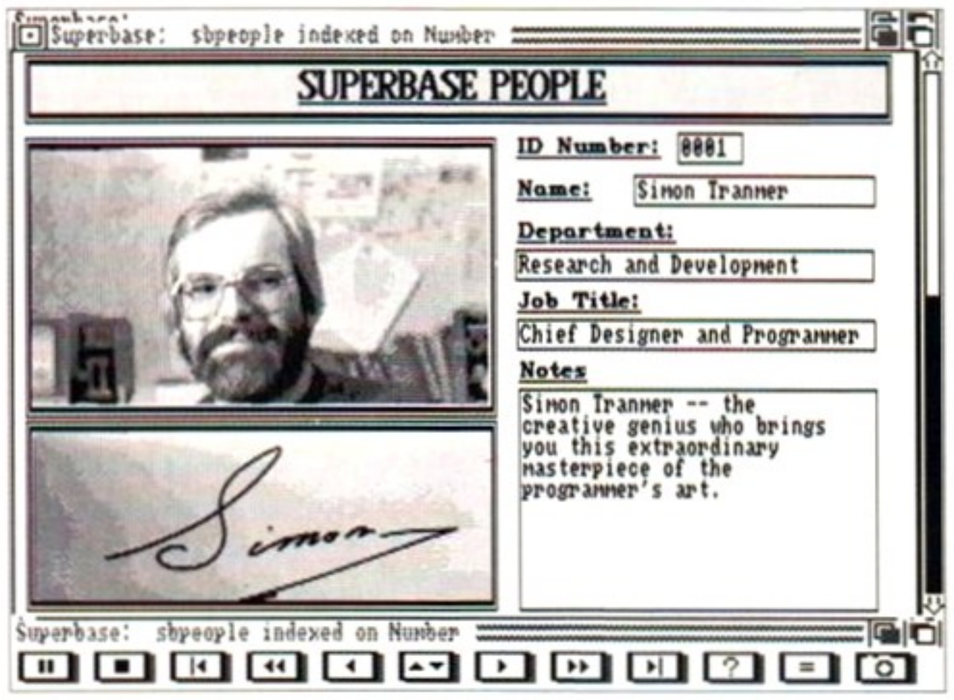
OXXI-AEGIS **£NA**

Superbase was the first truly affordable and user-friendly relational database system for any microcomputer and is still the best on the Amiga. Why then has it vanished from sale? It is possible that everyone who wanted a copy has got one, but where does that leave new users? Lurking in the dark with precious little to choose from! With the exception of *Order 2* (which many would dismiss as rubbish) and *DBMan* (which is actually a pricey database programming language) there isn't a decent relational system left for the Amiga, and that is a great pity.

Superbase offers a full window-operated front-end with its own VCR-like control panel. Functions like fast forward, play and visual



A simple flat-file database stores separate chunks of data, much like a card index. As flat-files go, *Homebase* is pretty flat. You might almost say it's a bit of a DIY database. Almost. But it *is* a good introduction to databases.



The other kind of database is 'relational'. This enables you to link separate items of data. *Superbase Personal* made the whole thing easy to use with its VCR-like control buttons, and it was much more powerful than it seemed.

AMIGA BUSINESS A-to-Z

ger of outweirding Zaphod Beeblebrox. It's pretty useless for serious applications, but it is cheap, fast, usable, gloriously colourful and ideal for kids of all ages.

***Amiga Format* rating 89%**

K-DATA

HiSoft **£46.70**

The K series of business software was published by Kuma, but has now been taken on by HiSoft. This particular example is the cheapest business-like database still shipping, *K-Data* works in an ugly simulated GEM environment (Graphics Environment Manager – the ST graphic interface). However, this inelegant flat-file is perfectly adequate for non-taxing database applications. The size of data files is limited to available disk space, so using a hard disk would be a great advantage.

***Amiga Format* rating 60%**

K-SPREAD 2

HiSoft **£59.95**

This old spreadsheet is getting a bit long in the tooth and probably should have been put out to pasture long ago. The simulated GEM interface looks ugly on an Amiga and the graphics facilities are limited in comparison to other, more up-to-date offerings currently available.

***Amiga Format* rating 60%**

K-SPREAD 3

HiSoft **£79.95**

The same comments apply here as applied to *K-Spread 2* above. The later edition is much more powerful than its predecessor – it has more than 100 functions – but the same caveats apply to its rather grotty user interface.

***Amiga Format* rating 70%**

K-SPREAD 4

HiSoft **£99.95**

This recent addition to the range is still quite badly bugged in some areas. Although it is an extremely powerful system, it is let down by a poor selection of chart types and a rather clumsy front end.

***Amiga Format* rating 85%**

KINDWORDS 2

The Disc Company/discontinued **£39.95**

Although it features a good UK English spelling checker and thesaurus, this must take the prize as the most disliked word publisher of all time – and news that it had been discontinued was greeted with indifference in most quarters. The replacement program is a complete re-write and inherits none of the original's bugs. Avoid *Kindwords 2* at all costs.

***Amiga Format* rating 10%**

KINDWORDS 3

The Disc Company/Profile **£79.95**

At last, a usable version of *Kindwords*. Essentially, *Kindwords* is a stripped-down version of *Wordworth*, and the excellent HIP (Human Interface Protocol) front-end developed by Digita carries over well.

Stripped-down it may be, but *Kindwords 3* not only boasts the Collins-Proximity spelling checker and thesaurus, it also supports all Amiga bitmapped fonts (up to 255 in one document) and 140 different printers.

IFF graphic support is incorporated, as is text wrap and flow. It has the features *Kindwords 2* promised, but it never really delivered.

***Amiga Format* rating 74%**

LOGISTIX

Grafox/Oxxi-Aegis **Discontinued**

Logistix was produced by the people who created the excellent relational database *Superbase*, but never really made the grade. It was both slow and hard to use, and it's been replaced by Grafox's *Superplan*.

***Amiga Format* rating 60%**

MAILSHOT PLUS

Digita **£49.99**

A unusual flat-file database which is entirely based on a curious animated mailing label system. Not particularly powerful, but extremely useful for printing address labels, which is what it was designed to do.

***Amiga Format* rating 55%**

MAXIPLAN V4

The Disc Company/Profile **£129.95**

This is the historical successor to *Maxiplan Plus* and *Plant IT*, and it is the only serious competitor to *Professional Calc* in the Amiga spreadsheet stakes. Its many features include: 12 different chart types; log and linear scaling; extended

search give you easy access to any record in the database. Three views are available in *Superbase*: in Table view the fields range across the screen; in Form view, they are positioned at customisable positions on screen; and in Record view each record is displayed as a list of fields moving down the page.

Four basic field types are supported in the basic system: Text (up to 254 characters in a field); Numeric (either integers or floating point); Date and Time; and External, which takes account of IFF graphics. Also, any field can be calculated or validated according to a set of user-defined rules. Output can be sent to screen, printer or file through a complex and comprehensive reporting system. The complexity of this part was the main bugbear for beginners and it is true that it takes some getting used to.

Although *Superbase Personal* was supposed to be only an entry-level system it was capable of handling more than enough data for virtually anything: up to 999 indexes, 16 million records and an unlimited number of fields on every file. The maximum filesize is an impressive 17 gigabytes – larger than the hard disks on some mini-computers.



The top-flight database *Superbase Professional* (right) is a superb package, but hold out until the high price falls, as it's bound to do, or try its cut-down little brother *Superbase Personal 2* (above), which is a real steal.

SUPERBASE PERSONAL 2

OXXI-AEGIS £99.95

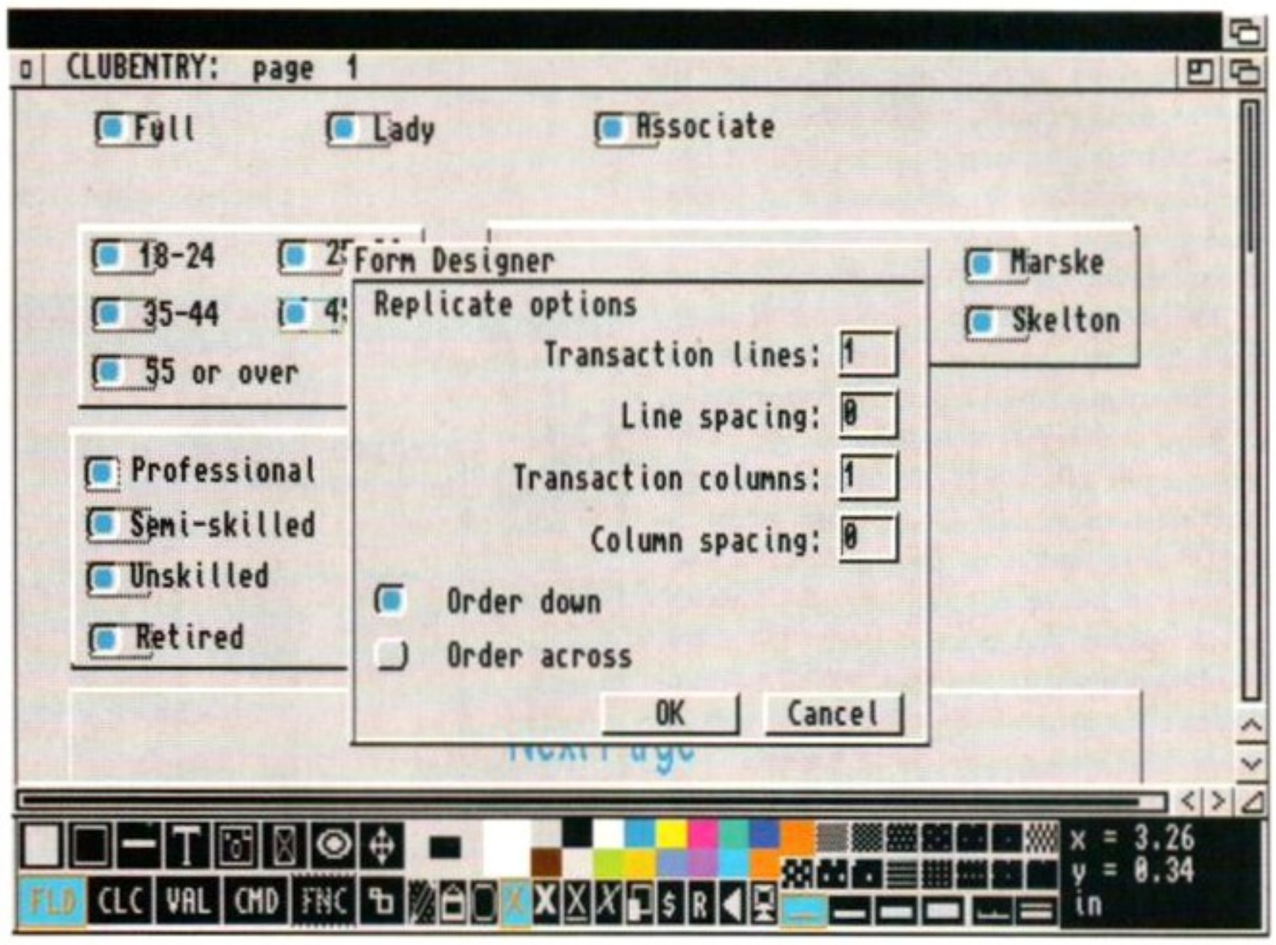
Superbase Personal 2 is a downgraded *Superbase Professional*. It has all the features and functions of *Superbase Personal* plus: Constant and Read Only field types; improved text field handling; a communications package built in; a text processor; a simple IF...THEN operator; a user-programmable validation requester; IFF sound files support; external text files and mail-merge. At the price this program is a steal – get it before all the stocks go.

SUPERBASE PROFESSIONAL 4

OXXI-AEGIS £411.94

Someone probably had a screw loose when the price for *Superbase Pro* was decided. It is included here because we think the price will shortly come down dramatically, probably to under £200. The reason for the high price seems to have been to avoid downgrading the PC version of *Superbase:* "Why do Amiga people only pay £150 and I have to pay £400?" Whatever the reason, *Superbase Professional* is a superb piece of software and, though it's not without its problems, it is the best Amiga database available. The main application is fully programmable through its own language and the user interface has been improved.

Superbase Professional also includes an incredibly useful, object-orientated forms designer. With this system it is possible to create screen versions of real forms – right down to the check boxes – and the person entering the data doesn't have to know what is underneath. A run-time applications generator was on the cards, but this never appeared, which is a pity. It is possible that the developer spent too much time and energy trying to get the numerous bugs out of the forms editor. Even with the bugs, *Superbase Professional* is a unique piece of software and clearly justifies its inclusion here. Look out for version 1.2 out soon ▸



AMIGA BUSINESS A-to-Z

database features and more than 70 functions.

Amiga Format rating 89%

MI-AMIGA FILE

Softwood/discontinued £49.95

This little flat-file database is no longer produced as a separate entity – it has been incorporated into Softwood's quite superb *Pen Pal* document processor, which means that in effect *Pen Pal* users can enjoy the program and get a free word processor to boot.

***Amiga Format* rating 50%**

MICRO BASE

Anco/discontinued £19.95

A cheap and cheerful little flat-file database that does the job quite adequately. It's file-compatible with *Micro Text* from the same stable and, although officially discontinued, it can still be found if you look around.

Interestingly, it's being bundled with the Amiga in the US as part of a deal with Domark, as is *Micro Text* below.

***Amiga Format* rating 60%**

MICRO TEXT

Anco/discontinued £19.95

A natty little word processor. It lacks just about everything, including anything like a WYSIWYG display, but is quite usable nonetheless. As mentioned above, it is officially discontinued as far as the UK is concerned, so you'll have to search around for this one.

***Amiga Format* rating 60%**

MICROFICHE FILER

Software Visions/discontinued £69.95

A highly unusual flat-file database that works like a sheet of microfilm. Although no longer manufactured, it can still be picked up and makes an interesting curio. Graphics support is offered, but is limited to just four colours.

***Amiga Format* rating 85%**

MINI OFFICE

Europress Software £59.95

This low-end integrated offering sells very well because it offers five simple yet good-quality packages: a very good and brilliantly simple spreadsheet, a word processor with some basic word publishing facilities, a limited flat-file database, and some adequate graphics and disk management utilities.

None of these sections on their own are world-beaters, but the combination of them all is very good. It should be shipping by the time you read this.

***Amiga Format* rating 84%**

ORDER 2

South Hams Software £69.95

A relational database that inherits a lot of bad habits from the PC. The entire package had a very home-grown and unprofessional feel which could not justify the high asking price, but it has recently been upgraded to version 2.2 in response to some of the criticisms made. We shall see...

***Amiga Format* rating TBA**

ORGANISE 2

Micro Systems Software/HB Marketing £59.99

Coming from the *Scribble!* stable, this is a functional if not outstanding flat-file system. It supports up to 128 fields per record and 4.2 billion records in any one file, which should be quite sufficient for most users' needs. It's also file compatible with *Scribble!* for mail-merge purposes.

***Amiga Format* rating 70%**

PEN PAL

Softwood/Gordon Harwood Computers £49.99

Probably the most friendly Amiga word processor around and the only one to feature an internal database – formerly sold separately as *MI-AmigaFile*. *Pen Pal* sports a wide range of useful features, including support for any Amiga-compatible printer, colour printing in up to 4,096 colours, and even a good selection of drawing tools.

On the downside, however, the spelling checker is rather weak and the package unfortunately doesn't have a thesaurus with it.

***Amiga Format* rating 85%**

PERSONAL FINANCE MANAGER PLUS

Michtron/Microdeal £39.95

Compared to the basic Digita offering, this one sounds a bit crude since it only offers 10 accounts per file. The truth is somewhat different though. For instance, it handles standing orders at seven different levels, including by four-week peri-

Spreadsheets

Make your Amiga a real labour-saver: let it do all the hard arithmetic and tell you what lies in your financial future...

SPREADSHEETS ARE FREQUENTLY described as a panacea for all business, financial and scientific problems. It is true to say even a basic 'sheet can be put to good use in all manner of business and mathematical problems. They have uses in all sorts of financial prediction and planning – but they cannot replace good, old-fashioned judgement.

There are not many kinds of programs that don't have analogues outside the computer world – you could type words without a word processor or keep records without a database – but a spreadsheet would be pointless without a computer, and their reason for being is to put the calculating power of computers to practical use. In essence, every 'sheet is defined as a series of intersecting rows and columns: the junctions form blank spaces called cells, and the trick is simply to define the calculations that relate the data in one cell to that in another. Setting up a spreadsheet is the closest most business people ever get to programming a computer. Make no bones about it, that's what you have to do with even the simplest spreadsheet before it will do anything.

The software does the hard work of arithmetic, but it is up to you to ensure that the calculations are both correct and performed in the right order. Never has the ancient computer jargon term GIGO (garbage in, garbage out) been more appropriate than when it applies to a user's wrongly defined 'sheet. Imagine setting up a profit and loss forecast which predicts that your company will make £1 million, only to find that you've made a simple error in the calculation and it will in fact *lose* the same amount. It can happen.

When it comes to features, spreadsheets vary as widely in function and capability as word processors. Most offer at least basic graphics and, although these are not strictly necessary, they are handy to have. When comparing features, look for the real differences: line charts (for instance) stay basically the same no matter how many ways you display them. Some sheets even have basic flat-file database capability, but no Amiga offerings have the more esoteric, yet handy, functions such as linear regression.

The following list of recommended spreadsheet buys also includes the very best in accountacy software.

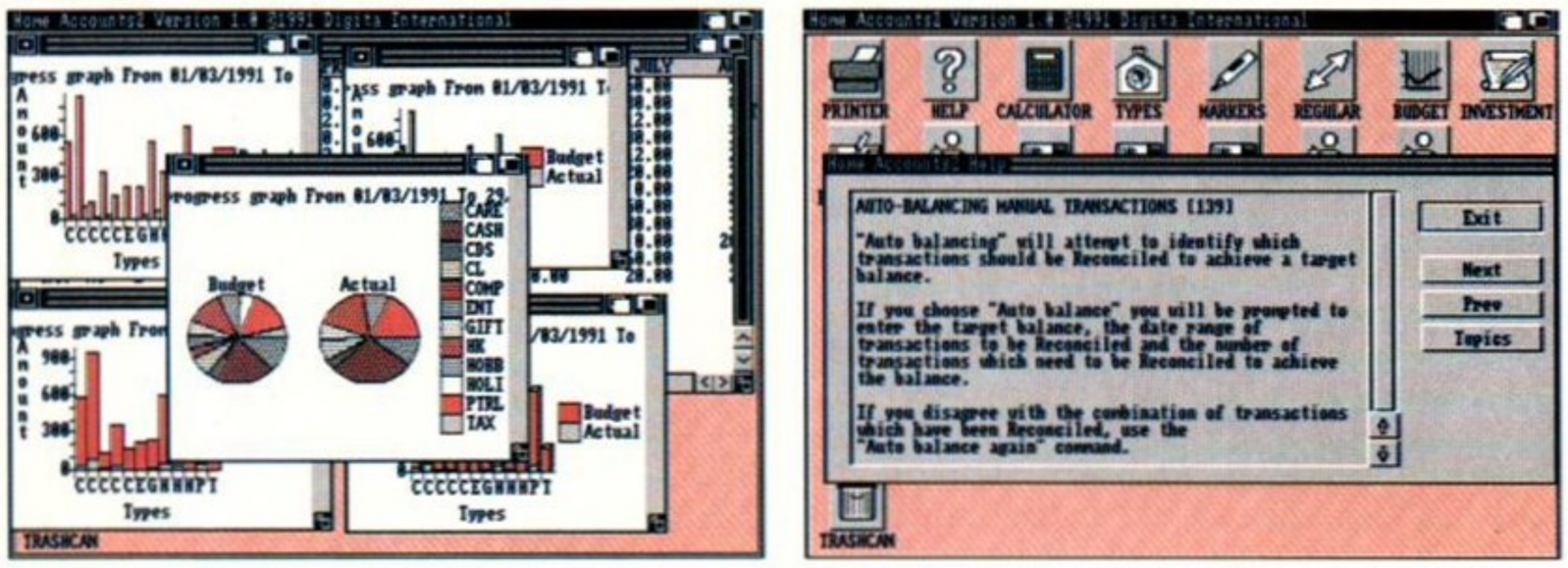
HOME ACCOUNTS 2

DIGITA **£54.95**

Bob Hope once defined a bank as "a place that will lend you money if you can prove you don't need it". No more suitable starting point could be used to describe Digita's *Home Accounts 2*. Keeping track of spending is a nightmare – and unless you employ a decent bookkeeper, the 'ghosts in banks' ATM machines could fleece you without you even knowing it. Admittedly, banks rarely get it wrong, but when they do, the customer is often left holding the bill in one hand while trying to prove it with the other.

Home Accounts 2 is probably the best attempt yet to help you keep track of your money with ease. Unlike the original *Home Accounts*, this one is based on a completely new look-and-feel user interface (Digita calls it HIP) which operates like a desktop. At grass roots, though, the new program works just like the old one. Tell it how many accounts you have, how much is in them and when the regular bills must be paid, and the program looks after the rest. Every time you write a cheque or pay cash for something this must be entered manually. If any account gets below a user-defined limit, the program warns you.

It must be said, Digita's new manuals are a great improvement on the old ones, and the sooner they upgrade the rest of their range to bring it in line with recent offerings the better. The *Home Accounts* tome does not gloss over things financial; it explores them in some detail and offers some very sound advice.



***Home Accounts 2* is very nearly a complete money manager: you just tell it where the money was and it tells you where it's gone. The manual even offers you some handy advice to help make sure the same thing doesn't happen again next month...**

AMIGA BUSINESS A-to-Z

ods and by calendar month, and up to five different views of any account can be open at once. Four charts are available, including trends and 3D budget comparison. It's a lot nicer to look at and feels better than the Digita engine, but the poor-quality manual and packaging let it down.

***Amiga Format* rating 70%**

PERSONAL TAX PLANNER

Digita **£49.99**

This is one of the most daunting programs you're ever likely to come across – the interface looks like it belongs on a 10-year-old Spectrum and it's about as friendly and helpful as a rabid skunk. On the upside, it works – and you can't say fairer than that.

Although it does not cover capital gains tax, *PTP* is comprehensive enough to suggest that it could quite possibly save most tax payers its purchase price in the first year of ownership – and it undeniably cuts out the middle man. Better still, the annual update disk only costs £12.50. If doing your tax planning yourself appeals to you, you might even find it interesting.

***Amiga Format* rating 50%**

PERSONAL WRITE

Cloanto/HB Marketing **£29.99**

There are three main advantages to this word processor: it's fast, it's cheap and it outputs to Postscript printers (after a fashion). After that, there's precious little else to it. It even lacks a rudimentary spelling checker and thesaurus, the former being more than essential in today's market. Postscript support is limited to the particular printer's internal Adobe fonts, but it is possible to include escape sequences within the document.

Some of the additional features are more suited to the European market and, for pure word processing needs, *Transwrite* is a better option.

***Amiga Format* rating 65%**

PLAN IT 3.0

Best UK/discontinued **£100 (approx)**

Inherited as *Maxiplan* and revised under a new banner with a new publisher. Although powerful (more than 70 functions with graphics) and easy to use, *Plan It* is a little too fond of random crashes to make it useful in a serious environment.

***Amiga Format* rating 70%**

POWER WORKS

The Disc Company/discontinued **£99.95**

Contains *Info File, Kindwords 2* and *Maxiplan Plus*. Take away the spreadsheet and you aren't left with much.

***Amiga Format* rating 60%**

PRODATA 1.21

Arnor **£99.88**

One of the more advanced flat-file database systems around. It supports up to 300 fields and five indexes for any data file. Maximum file size is limited only by disk space. At the price, however, it should have been a fully relational system.

***Amiga Format* rating 59%**

PROFESSIONAL CALC

Gold Disk/HB Marketing **£159.95**

Although it is high-priced even by today's standards, *Professional Calc* is a star among spreadsheets and a worthy successor to *Advantage*, which it effectively replaces. The user interface has been revised and improved, and more functions have been added. Although still far from perfect, it's reliable enough for serious use.

***Amiga Format* rating 89%**

PROTEXT 4.36

Arnor **£99.88**

Protext is Arnor's wonderful word processor and, although it retains its PC heritage, it remains a useful and usable program. *Protext* is fast and powerful, though tricky to learn – this makes it the choice for many computer journalists and you can't say fairer than that. The spelling checker, although highly efficient, is limited to about 70,000 words in this version, and not everyone finds the program's PC-style command line interface easy to use. The price stated here is current, but may rise later in the year.

***Amiga Format* rating 75%**

PROTEXT 5.5

Arnor **£152.75**

This newer version of *Protext* catapults the word processor beyond even the high-powered *Word Perfect 4*. New features in version 5 include the Collins-Proximity spelling checker and thesaurus; the ability to set text in newspaper-style

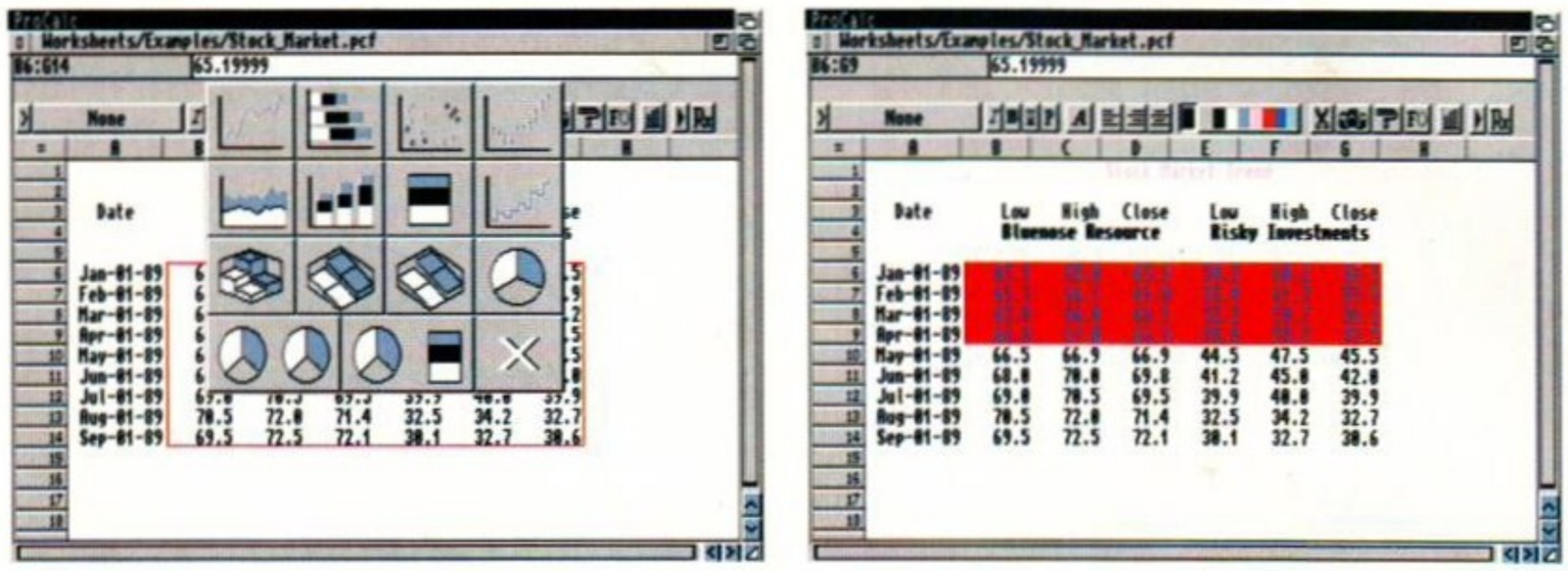
ADVANTAGE

GOLD DISK **£102.12**

Gold Disk's first attempt at the spreadsheet market was a strong one indeed – as *Advantage* blew in, out blew the competition. Once more the shining feature of this most excellent spreadsheet is the simple user interface. Want a graph? Select a range, hit a key and a visual requester pops up, demonstrating what graph types are available. This is a wonderful innovation which has been enhanced for *Professional Calc* and copied by others.

In some respects, although *Advantage* is powerful for home and business use, it is weak on the scientific side. Charts, for instance, cannot be plotted with logarithmic scales, and it is only possible to select one range of data for any one chart, even though only memory limits the number of charts being displayed. The same is true of the function list: while the program includes many financial and statistical functions the mathematics only extends to basic trigonometry.

Macros are available via ARexx, which is good news for Workbench 2 users who can program in it, but precious little use to the rest of the world. Functions as basic as Fill Range are only implemented in ARexx and this is a glaring oversight. Fortunately, *Advantage* is capable of importing files from *Maxiplan* and Lotus *1-2-3*. Overall, *Advantage* is a fast, reliable and highly user-friendly spreadsheet that's well worth the asking price.



It's twice as fast as *Advantage*, and it's got more functions than most users are likely to find a use for. In short, *Professional Calc* lives up to its name. It does lack some top-of-the-line features, but it's about the best there is on the Amiga.

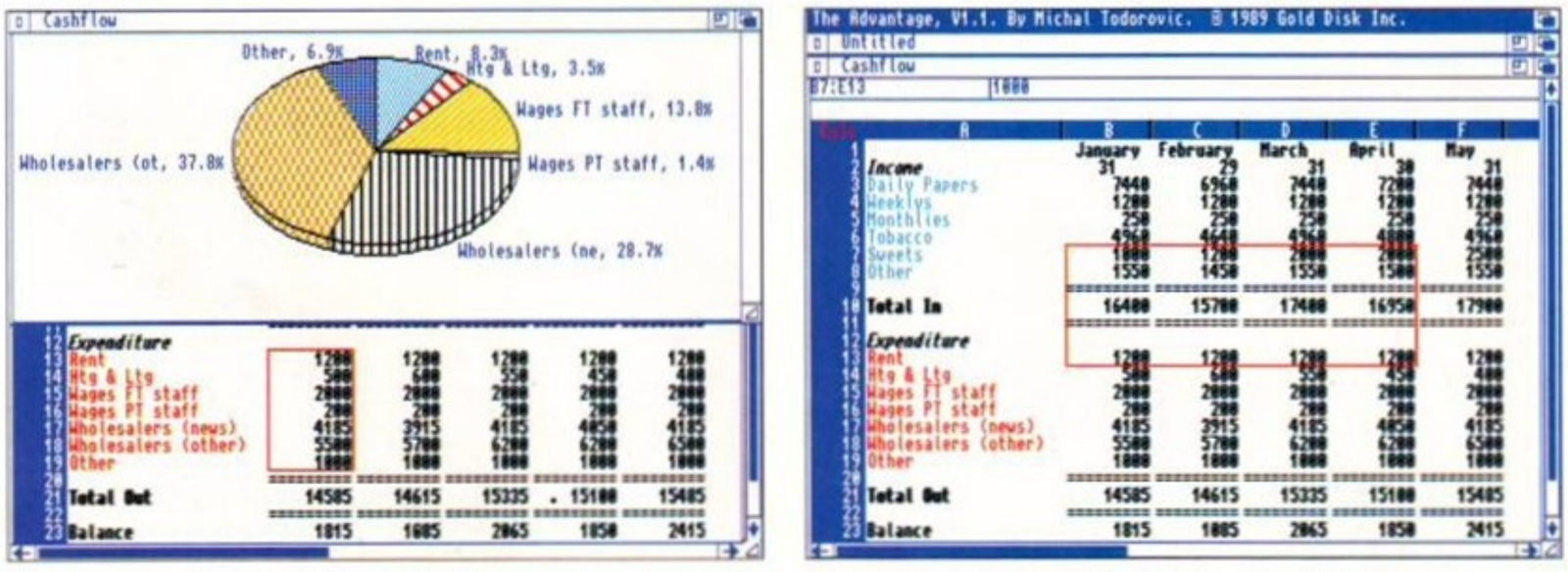
PROFESSIONAL CALC

GOLD DISK **£159.80**

Anyone spending over £150 on an Amiga application has every right to expect something very special, and as it happens *Professional Calc* is just that. The already excellent user interface has been enhanced to look like Workbench 2 and improved with the addition of a tool bar (commonly called a ribbon). The ribbon is like the ruler found in many word processors and includes many of the more common operations. The idea is that instead of using a menu, you use the ribbon – it is a lot faster than it sounds, because it saves you all the mouse movement of having to pull down a menu and find the option you want.

The original *Advantage* featured just over 80 functions – this one has over 125. Style tags (text attribute groupings) enable labels and messages to be set up quickly and the outline mode hides formulae and data you don't need visible at the time. Cut, copy and paste now work as they should (the original made absolute pasting easier than relative, even though relative is more often used). Graphics are now available in dithered colours – squeezing up to 136 apparent shades on to the eight-colour screen. Routines such as Fill are now included as standard, and so is a proper macro recorder. The ARexx interface is still there for anyone who needs to use it.

Professional Calc is at least as fast as *Advantage*, twice as slick and even easier to use. Some desirable features are still missing: Gantt (project planning) charts and log scales, for instance. However, even though the price reflects it, this is certainly the best Amiga spreadsheet yet to appear. ◗



The advantage that *Advantage* has is its ease of use. Whatever you want, there's a foolproof little visual guide to help you choose between the options available. It's not ideal for heavy scientific use, but it's fast, friendly and reliable.

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columns, export to *Microsoft RTF*, widow and orphan control, automatic hyphenation, a better mail-merge facility, file compatibility with *Prodata* and document statistics. There are also drop-down menus in addition to the old command-line interface controls. French and German dictionaries are available at extra cost. *Protext 5.5* is, without doubt, the best and most reliable word processor for the Amiga.

***Amiga Format* rating 86%**

PROWRITE 3.1

New Horizons/HB Marketing _____ £143

The best thing that can be said about *Prowrite* is that it supports Workbench 2 features: AppIcon and AppMenu. The interface is ugly to look at and clumsy to use. Even as word publishers go, it has poor graphics import (text flow and wrap must be done manually) and only eight screen colours are available. Printing is worse. Postscript and macros are available using extra software, but at this price they should have been included.

***Amiga Format* rating 49%**

QUICK WRITE

New Horizons/HB Marketing _____ £49.99

In essence this is just the word processor part of *Prowrite*. As pure word processors go, *Quick Write* is slow, but nothing like as bad as, say, the late *Kindwords 2*. Although the display is clear, given the limited features and overall price, *Scribble Platinum* is a far better bet.

***Amiga Format* rating 75%**

SCRIBBLE! PLATINUM EDITION

Micro Systems Software/HB Marketing __ £34.95

When it comes to word processing, *Scribble!* is the greatest toy of them all. It's cheap, fast and highly usable, yet capable of great things when tied with a database such as *Organise!*. The screen display is clear and uncluttered and the program feels good to use.

The 104,000-word spelling checker and 470,000-word thesaurus are perfectly adequate, though not as accurate as *Protext*, for one. *Scribble* can print IFF graphics but it can't display them, though at this price who cares?

***Amiga Format* rating 82%**

STD INDEX

Sector Software _____ £14

This is a stand-alone database of UK STD codes. Enter the name of the town or village you want and it gives you the area code, or enter the area code and it tells you where you are calling. Over 6,500 UK entries and 2,000 worldwide dialling codes are included.

***Amiga Format* rating 66%**

SUPERBASE PERSONAL

Oxxi-Aegis/discontinued _____ £40.82

Gone but not forgotten – the classic Amiga database of all time. A fully relational system and incredibly easy to use. Supports up to 16 million records and 99 indexes for any file. File size is limited only by the disk space available and the number of fields in any record is limited by available memory. It also supports IFF graphics and sound.

***Amiga Format* rating 90%**

SUPERBASE PERSONAL 2

Oxxi-Aegis _____ £99.95

Everything that applies to *Superbase Personal* applies here – only this one is still available. Several new field types were added to this version in addition to a crude text editor and internal communications package.

***Amiga Format* rating 92%**

SUPERBASE PERSONAL 4

Oxxi-Aegis _____ £Call

The classic Amiga database is reborn. *Personal 4* has all the features of *Personal 2*, plus the forms editor found in *Superbase Professional*.

***Amiga Format* rating TBA**

SUPERBASE PROFESSIONAL 4

Oxxi-Aegis _____ £411.19

Superbase Personal 2 plus a proper, object-orientated forms editor and a complete programming language. It would have been the ultimate Amiga database if only the forms editor hadn't been full of bugs and the asking price so ridiculously high. Oh well. The price has got to come down eventually.

***Amiga Format* rating 80%**

SUPERBASE PROFESSIONAL 4 V1.2

Oxxi-Aegis _____ $299.99

As yet unreleased in the UK, this latest version is claimed to

Integrated business software

Imagine taking the data from your word processor and using it in your spreadsheet or database. It can be done...

MOST OF THE products you'll see listed as integrated systems are merely compilations – there are only two true integrated business systems for the Amiga: MSS's classic *The Works!* and Europress Software's new *Mini Office*. A true integrated system should have a common interface shared by all the programs and should be run from a opening interface. Also, each of the modules, although capable of independent use, must exchange data with the others should the need arise. As far as the Amiga is concerned, they should also multitask easily with Workbench and each other.

The strength of an integrated system is also its Achilles heel. Some software houses shine at word processors, others at databases, yet others at spreadsheets – but few are the masters of all three of these essential business tools. The two packages here give the best value for money and most consistent quality.

MINI OFFICE

EUROPRESS SOFTWARE £69.95

Europress didn't invent the idea of integrated software, but gave it the idea life back in the early 1980's with *Mini Office* for Acorn's BBC. Compared to other programs of the type and vintage, the software was primitive, but it was cheap and it did the job. *Mini Office Amiga* incorporates some of the original thinking of the first version but is light-years ahead.

The word processor is a simplistic word publisher with minimal font and graphics handling; the database is a limited, memory-based flat-file affair. The shining light in this collection is the spreadsheet: it's not perfect, but it is brilliantly simple to use and everything *DG-Calc* should have been but isn't. In addition there is a graphics package which can take data manually from the spreadsheet or (so it is claimed) from the database. An interesting addition in this pack is a suite of disk utilities, along the lines of (but nothing like as powerful as) *Directory Opus*. At around £14 per application, you can't really get better value for money than this.

THE WORKS! PLATINUM

MSS £91.91

Although it's getting a little old now, *Platinum Works!* remains a popular choice – and with good reason too. The latest version of this most integrated of the integrated systems has been completely revised for the UK market. Interestingly too, when everyone seems to be setting the minimum memory requirement to 1Mb, *The Works!* operates in just 512K. It even comes with a completely automated hard disk installation program – all good news for A600HD owners.

Although it looks a little tacky and outdated, *The Works!* is an effective tool and is best described by its specification:

WORD PROCESSOR: A version of *Scribble!* with an 80,000-word British English dictionary, plus a 140,000-word thesaurus. Offers IFF graphics output to printer and WYSIWYG display of bold, italic and underline. Nothing too flash, but it does the job.

DATABASE: Previously called *Organise!*, this simple flat-file database supports up to 128 fields per record and up to 4.2 billion records per file (subject to available disk space). It also features over 40 mathematical functions (as a spreadsheet) and is file compatible with *DBase III*.

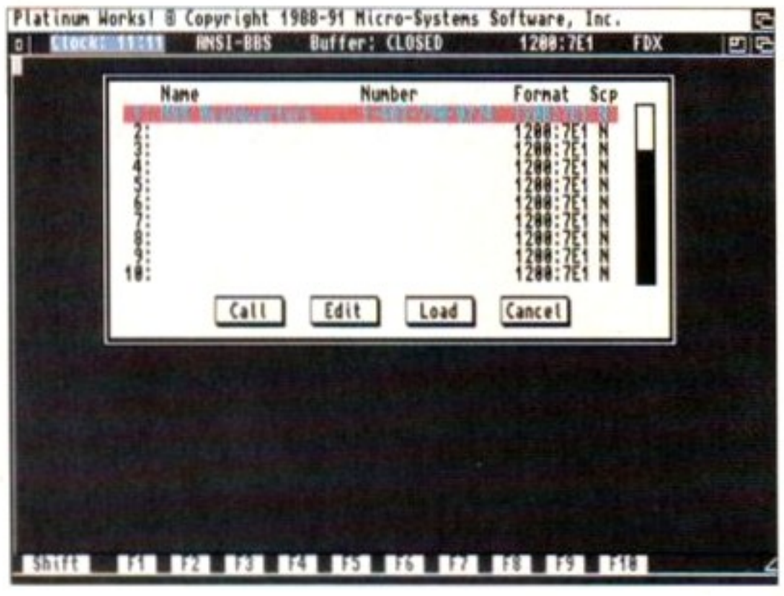
SPREADSHEET: Claimed (dubiously) to be the fastest Amiga 'sheet, it does support a major subset of the Lotus *1-2-3* command set and can import and export files in that format. Has a macro language and eight graph types. Not outstanding, but usable and easy to learn.

COMMUNICATIONS: This much underrated system can drive the Amiga's serial port to a remarkable 57,600 BPS, offers X, Y, Z, and WXmodem plus Kermit, Compuserve B and SADIE™ (simultaneous file transfer chat) protocols. Plus scripting, user macros, auto-redial and a 40-number telephone directory.

SIDEWAYS PRINTING: A separate utility prints spreadsheets and IFF graphics sideways. Makes printing very wide 'sheets easy.

Below left: *Mini Office* is a package of fair-to-middling applications, but it's cheap and it does the job.
Below right: *The Works!* is not flash by today's standards, but its five integrated units all work capably, and they all work together. It's a good choice if this is important to you.





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address all the known bugs in earlier versions and features an improved form display and a new command. UK price will probably be around £300 (which is a little more reasonable) and there'll probably be an update charge of £20 to registered owners of the earlier version.

***Amiga Format* rating TBA**

SUPERBASE PROFESSIONAL RUNTIME

Oxxi-Aegis $399.95

This new long-promised *Superbase* module is designed to enable developers to create entire database-related, accountancy and stock control systems for the Amiga without the main *Superbase* program – now that could make for some impressive applications.

***Amiga Format* rating TBA**

SUPERPLAN

Grafox/discontinued £99.95

Grafox's follow-up to *Logistix* promised the world and gave very little in terms of speed, which was what it badly needed. It was the first spreadsheet to incorporate project planning and *Lotus Symphony* import capability, but this was not enough to save it from obscurity.

***Amiga Format* rating 75%**

SYSTEM 3

Digita £59.99

Strictly speaking, *System 3* is an integrated package, but its strength is in handling accounts. Three interlocking modules look after stock control, invoicing and cashflow. It's not supposed to be the be-all and end-all of business software, but it's a neat idea that does what it's designed to do and works reasonably well.

***Amiga Format* rating 80%**

SYSTEM 3E

Digita £79.99

This is just like *System 3*, but handles twice the number of accounts ledgers, stock items and so on. If you have £300 to spare and can program *Superbase Professional* then you don't need this. On the other hand...

***Amiga Format* rating 85%**

THE WORKS! PLATINUM

Micro Systems Software/HB Marketing £91.91

This used to be a good choice for beginners because it offered five programs that performed well and were easy to use: *Analyse, Organise* and *Scribble!*, plus communications and sideways printing utilities. Despite stiff competition from the integrated packages from Gold Disk and Europress, this is a most comprehensive pack.

***Amiga Format* rating 85%**

TRANSCRIPT/TRANSWRITE

Gold Disk/HB Marketing £39.95

There is constant discussion over what this super little tool should be called. Essentially, it's everything *Personal Write* should have been but wasn't. Multiple document windows and a super-fast (though admittedly American) spelling checker make it a must for occasional users. The only serious competition comes from *Scribble!*, which, although better in many respects, is not quite as simple to use.

***Amiga Format* rating 82%**

WORDPERFECT 4.1

WordPerfect Corporation/HB Marketing £217.38

Since the release of *WordPerfect*, the WordPerfect Corporation has pulled out of the Amiga market and retreated behind, what is for it, safe lines in PC land. The reason is quite simple: the company got its fingers burnt because *WordPerfect* is too darned expensive for what it offers. Although one of the most powerful word processors around, the Amiga version is no better than *Protext*, which sells at half the price. Worth considering if you use *WordPerfect* on a PC, but otherwise best avoided.

***Amiga Format* rating 70%**

WORDWORTH 1.1

Digita £129.99

Without doubt this is one of the best document processors on the Amiga today. Although it lacks the print par-excellence of Softwood's *Final Copy*, *Wordworth* makes up for it in other ways. The spelling checker and thesaurus are slick and the features abundant. Version 1.1 is supposed to support Workbench 2's outline fonts correctly, but we have not had the opportunity to test this yet. It's important to note that *Wordworth* does not run comfortably under Kickstart 1.3.

***Amiga Format* rating 80%**

The Digita range...

Home Accounts2®
An advanced version of Home Accounts, which is limited only by the capacity of your computer. Sophisticated reporting with graphics, and special options such as VAT and loan calculation facilities. Equally suitable for businesses, clubs and charities (ST and Amiga). **£54.99**





Home Accounts
Ideal for home users who want a simple low-cost way to plan and manage home finances. **£29.99**

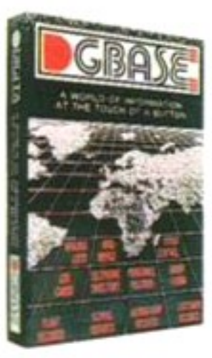
DGCalc
This fast, simple spreadsheet includes many advanced features, including a windowing facility, so that you can look at different parts of the spreadsheet at the same time. **£39.99**





Mailshot Plus
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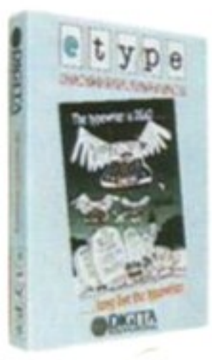




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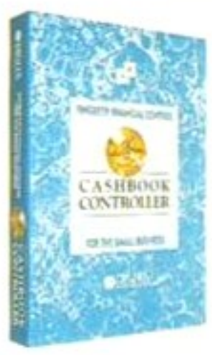


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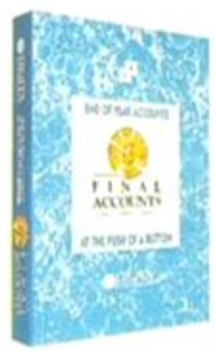
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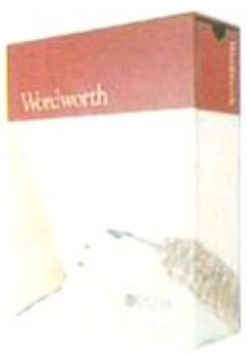


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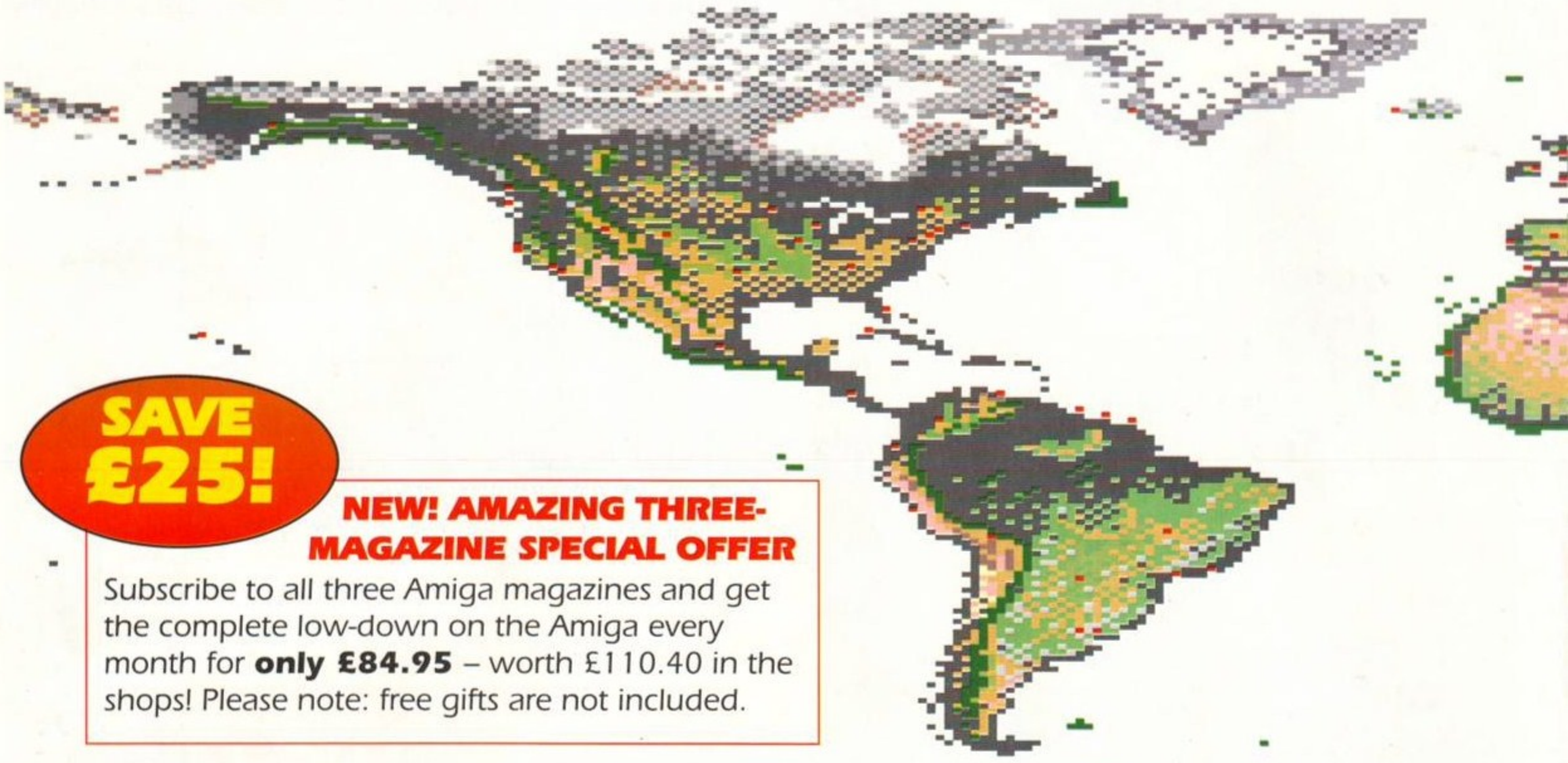
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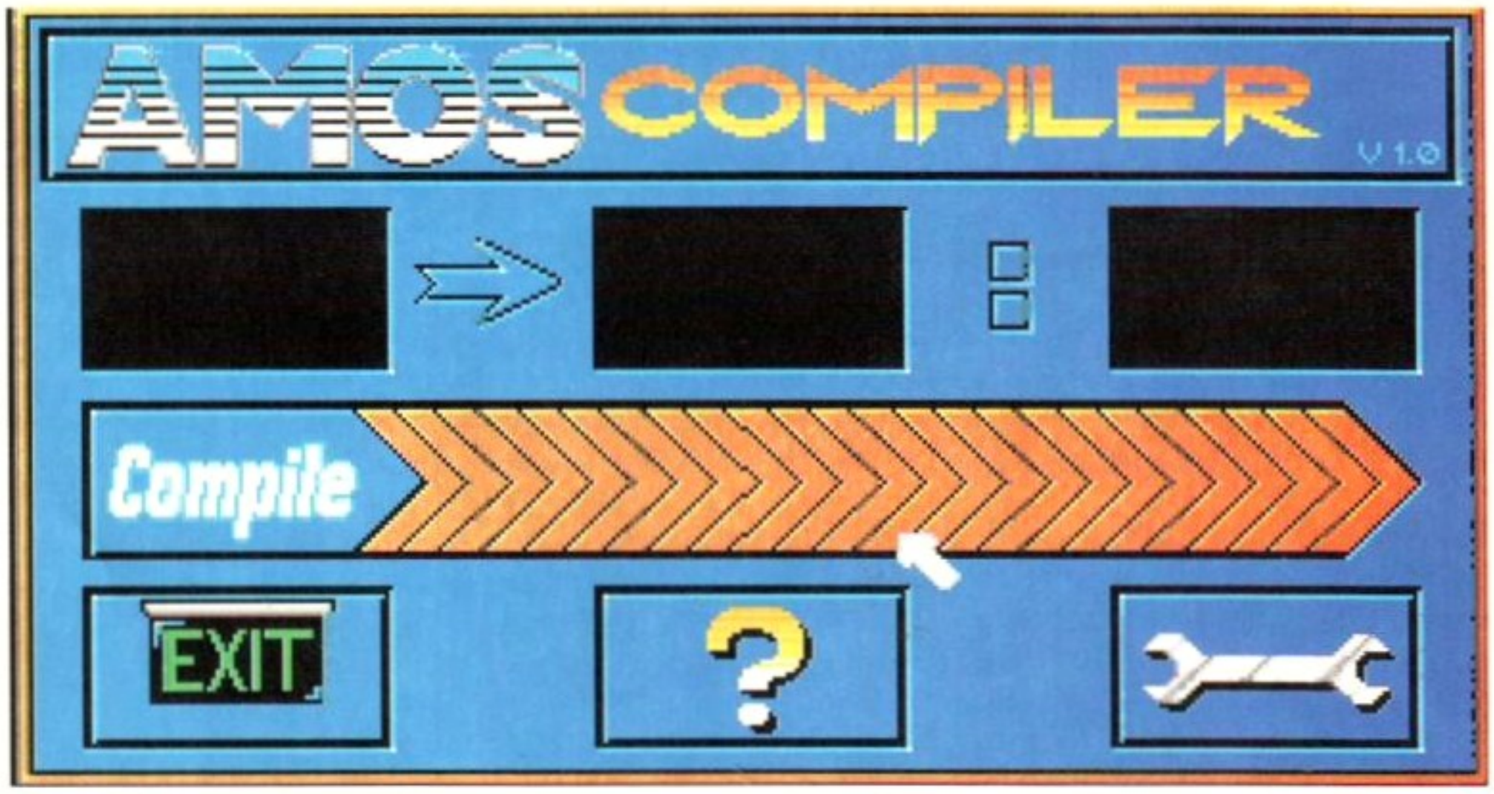
HARDWARE REQUIREMENTS

To get the most out of many of these programming languages, you need a computer that is able to handle them.

If you want to run your programs faster or independently of the interpreter, you'll need to compile them, and this needs more memory – it often requires as much to handle the compiler as to hold the program you're creating. The un-compiled source code of programs, particularly those in C or assembler, is often much larger than the size of the program it is being used to create, and takes up more memory as a result.

Then you'll need more storage space. You can compile programs to memory, which can be risky, or on to disk. Compiling to floppy disk, while possible, can be incredibly slow, particularly with larger files. And as the files get larger, saving them on to disk becomes more unreliable – a hard disk becomes the order of the day, not only for reliability, but for speed and storage size as well.

For people who want to program seriously, the absolute minimum would be an Amiga with 1Mb and two disk drives – many programs need at least 1Mb to run in the first place (check with your supplier first). Any less than that and you'll not only be limited in the size of programs you can produce, but you'll also get frustrated by the number of times you have to swap disks.



One of the best programming add-ons there is, the AMOS Compiler enables you to convert your source code into stand-alone programs. It also boasts one of the most straightforward and foolproof interfaces you could hope to use.

Programming

Can't find a program that does exactly what you want? Curious to see just what your Amiga can achieve? Try a bit of DIY coding...

ALMOST EVERYONE AT some time or another wants to create a program on an Amiga rather than just boot up and play those written by other people. It's only natural. But to do that, you have to have some idea of what you're doing. Of course, you don't need to learn the whole panoply of programming technique in order to write something small – you only have to learn what you need to write it. But there is another consideration. Is your coding endeavour just a one-off, or is there more you want to do? Or are you looking to get a full-time job coding arcade games?

The answers to these questions will help you decide which language you choose and stick with. New options have come thick and fast over just a few years. Chief among them are newer, more muscular versions of the old Basic language and the new hypermedia authoring systems. Both offer a way in to the kind of programming power previously out of your reach, and yet both are comparatively easy to learn.

Being able to program a computer is a personal triumph over dull silicon, but what is programming good for? Well, you can create a program you need that did not previously exist, but there's no point writing a text editor or word processor, because other people have got there first. You can make programs to suit yourself, a bit like making chisels and saws for your own workshop, or an entertaining game for friends to play.

More often than not, the point of the exercise in all these pursuits is the exercise itself. The mental exercise you get from rolling your own programs outweighs the usefulness of the programs themselves. Sometimes, however, you'll do something nobody has done before and you'll be so pleased with it that you'll release it into the public domain or as shareware. That's often the ultimate aim of DIY coding.

With something like *AMOS*, it's easy to have your idea for a game up and running in a day. Obviously, honing and perfecting the code take a little longer, but you can hack out the graphics and sounds in an afternoon. Applications are harder to program, but you can go for things that haven't been done before, either because there isn't a big enough market to make them commercially viable or because they're too advanced for most people to grasp. That's the cutting edge.

Games are certainly a good place to start experimenting. Some of the finest PD and shareware games are *AMOS* driven, and some of the worst too. Then there's science. Quite a few programs have been created as part of science degrees and projects for school, some ▸

AMIGA PROGRAMMING A-to-Z

In the early days of computing, you wouldn't have considered buying a computer without a programming language included in the package. Right up until late 1991 all Amigas came with their own version of Basic, but since the advent of Workbench 2 there's been no such bonus. Now's the time for you to choose your own means of programming, so here's what's available...

AMIGA LOGO

Commodore/Silica _____ £49.95

Logo was invented by a gent called Seymour Pappert and was his attempt at creating a computer language that is both fun and educational – which gives you some idea of how much use it is for serious programming. In operation, Logo largely involves moving a cursor or turtle around the screen with a series of up, turn and move commands. *Amiga Logo* is Commodore's version and follows the original specification closely. It's a tired old educational language just waiting for the last train to oblivion.

***Amiga Format* rating 24%**

AMIGAVISION

Commodore/Silica _____ £111.63

A multimedia authoring system from Commodore, *AmigaVision* enables you to combine graphics and sounds into your productions via an icon-driven interface, making it easy and fairly intuitive to use. Video, animations, graphics, text and sound can be incorporated into presentations or applications. The program is bundled with all Amiga 3000s and is also available separately.

***Amiga Format* rating 79%**

AMOS THE CREATOR

Europress Software _____ £49.95

One of a new age of programming languages to emerge in the wake of the woefully inadequate *AmigaBasic*. *AMOS* is an extended Basic with many single commands which would have taken a whole page of commands in previous languages. It stores music and graphics compressed in memory banks, which saves time loading and saving files from disk, and saves many coding hassles to boot. The language, created by Francois Lionet, is based on his now obsolete Atari ST game-programming system *STOS* and offers a creative potential second to few.

***Amiga Format* rating 89%**

AMOS COMPILER

Europress Software _____ £29.99

An extension to *AMOS* and one of the best add-ons going. It compiles programs into super-fast machine code and creates stand-alone programs – programs that run from the *AMOS* editor, *RAMOS* or from command line interface-activated programs. Capable of staggering speed, it turns *AMOS* from an interesting curio into a powerful development platform that anyone can use.

***Amiga Format* rating 95%**

AMOS 3D

Europress Software _____ £34.99

An extension to *AMOS* commands, not a stand-alone program, *AMOS 3D* enables you to create and move 3D objects in *AMOS* programs. It's not as fast as doing it yourself from scratch in machine code, but it takes you less time to learn and implement. Besides, you can always compile the code and get at least halfway there.

***Amiga Format* rating 78%**

of which put professional programs to shame. Real scientists use Amigas to show the way the universe works, but you can't buy their programs off the shelf because they are specially written, perhaps in C or machine code or even in a compiled Basic.

C is far and away the most used development system on the Amiga, at least as far as applications programs are concerned, with machine code second and compiled Basics third. But the simpler methods of creating programs are on the rise and soon you will be able to create programs simply by stating exactly what it is you want; the computer will do the rest.

The first two kinds of programming languages available to you are extended Basic and the multimedia authoring tool. Extended Basics have been around for some time, but it's only lately that computers of sufficient power have been around to make worthwhile use of them. On a text-based computer, the best you can do is print letters on the screen. On a sprite-based machine you can move two-colour shapes around. But on a 16/32-bit machine, you need something more powerful – the command sets of modern extended Basics really need a little more poke if they're going to get very far.

On the Amiga this has already happened in a big way with Europress Software's *AMOS*. What started as a simple extended Basic for the creation of game programs has grown into a massive system capable of helping you create and compile very sophisticated programs. The compilers aren't the most efficient, nor do they produce the fastest or smallest code, but they are very easy to get to grips with. The secret of *AMOS* is its ability to load sounds and graphics into special memory banks and run them in parallel with the control program. There are specially optimised machine-code-style animation instructions which are compiled at run time, and you have the option to compile the whole program using the *AMOS Compiler*.

If you know Basic already, you're off to a good start. But even if you don't, it's simple enough to grasp. Screens are loaded and compacted into special buffers in memory and sounds are loaded in a similar fashion. When needed, they can be called into play. The beauty of this is that all the screen-loading routines are included in *AMOS*, which means that any really fancy programming has been taken out of your hands. If you want the computer to load a screen, you just tell it to do so and it's done, leaving you free to contemplate what you want to do with the screen once it's there. This is a perfect division of labour: the computer does the mind-numbingly boring jobs and you concentrate on the important and creative task of designing the program.

For the fainter of heart or the less experienced coder, there is *Easy AMOS*, one of the finest tutorials on programming ever assembled. Some of the utilities are so advanced that they are used by *AMOS* programmers in preference to the utilities supplied with the main version. *Easy AMOS* also has a brilliant tutor program which enables you to see the source code of your program and a window with the output on the same page. And you can step through any program a line at a time to see the effects. This enables you to grasp what is being done on-screen while seeing what commands are being used to do it. This kind of approach provides an excellent means of learning what's envolved in writing a worthwhile program.

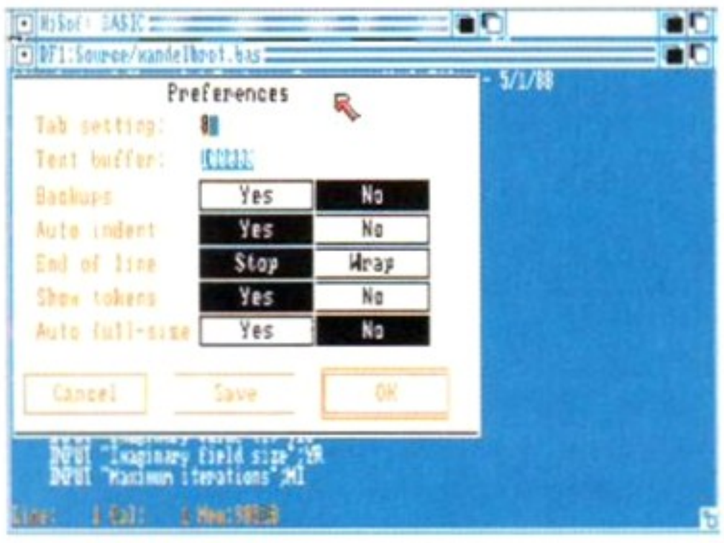
Alternatively, there are systems involving hardly any programming at all – the multimedia authoring end of the spectrum. Then there's 'hypermedia' – a word that was coined at the dawn of computing to describe a new kind of interactive document in which you could get more information and cross-reference a word or phrase simply by mouse-clicking on it.

On the Amiga, *CanDo*, *HyperBook* and *AmigaVision* are all extensions to this basic hypermedia authoring idea. *CanDo* is a menu- and script-based version of the Mac *HyperCard* idea, and very good it is too. *AmigaVision* is a successful attempt to remove almost all the typing and stick to the principle that the best way to design a program is to simply bolt the ideas together.

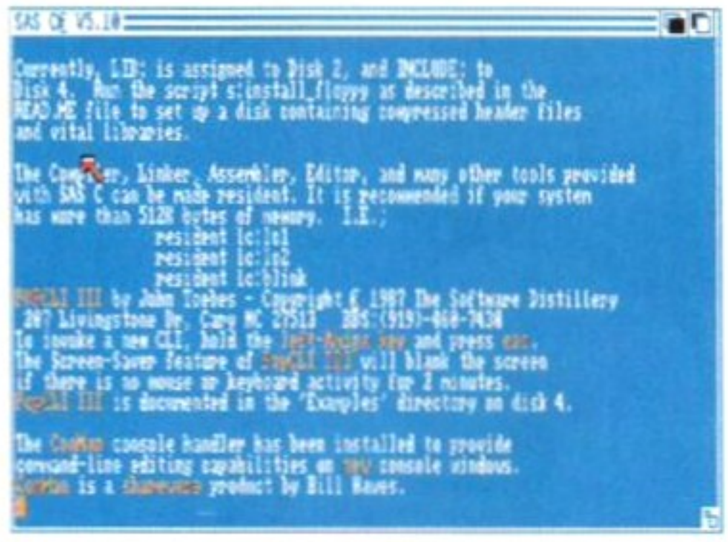
So *AmigaVision* is largely based on pulling icons into their relative positions on a grid and then linking the various components together. Using all manner of interfaces you can make your computer operate compact disc players, MIDI instruments and other non-computer machinery to enhance the end results of your program, making it a true multimedia set-up. Such programs offer the closest you can come to 'instant programming', but the only way to go for uni-



***CanDo* is simple to learn, very powerful to use and was given away free with issue 36 of Amiga Format.**



***HiSoft Basic* makes programming very easy for you and earns a well-deserved 89% rating.**



C is popular with Amiga programmers because it was used in AmigaDOS itself, and *SAS C* implements it well.

AMIGA PROGRAMMING A-toZ

AMOS TOME

Shadow Software _____ £24.99

The *AMOS Total Map Editor* enables you to create massive scrolling maps in your *AMOS* programs. It has far more uses than just games, and the new Series 4 version out now has special map animation commands and a huge manual.

***Amiga Format* rating 80%**

AREXX 1.1

Wishful Thinking/Meridian _____ £39.95

Derived from the mainframe program REXX written by MF Cowlishaw, AmigaRexx or ARexx was written by William S Hawes. It is an interpreted language, like Basic, and the programs you write and execute using the system are called 'scripts' or 'macros' – although you can write programs with ARexx, it's more to do with the way in which you'd write AmigaDOS scripts; that is, to drive other processes and programs rather than use it as a program in itself. It's been so successful that it has recently been added to the actual Amiga System disks in Release 2, so it comes free with every Amiga. Handy, because a lot of programs these days use ARexx macros to move information around. If you don't have Workbench 2, buy ARexx at least.

***Amiga Format* rating 84%**

ARGASM

Argonaut Software _____ £59.95

ArgAsm was written by prominent Amiga developer Argonaut, creator of such games as *Starglider 2* and *Birds of Prey*, after frustration set in over the low speed at which the Amiga assembles machine code data. This package includes the assembler and an above average programming editor, so you can write and assemble data using the single package. Very fast in operation, this is a good assembler, but has been surpassed in most respects by Hisoft's *Devpac 3*.

***Amiga Format* rating 81%**

ASSEMPRO

Abacus/US distribution only _____ $79.95

Reasonably popular in the States, this assembler isn't as advanced or as user friendly as HiSoft's *Devpac* series, especially version 3. In fact, *Assempro* is quite old now and shouldn't be a first choice for serious programmers. There is one reason for getting the tool though: the popular *Abacus* series of books on the Amiga features source code written with *Assempro*, which could be handy if you're learning the language (although the source code could, with a bit of knowledge, be adapted for use with other assemblers).

***Amiga Format* rating 67%**

AZTEC C PROFESSIONAL V5.1

Manx/Grey Matter _____ £123

AZTEC DEVELOPER

Manx/Grey Matter _____ £182

A pair of similar products, apart from the fact that the developer version is bigger and more flexible and is meant for full-size system development rather than casual coding. Not as widely used (certainly in the UK) as the *SAS/Lattice C* compiler, but still a very powerful system and much loved by American users.

***Amiga Format* rating 79%**

CANDO 1.6

INOVAtronics/Checkmate Digital _____ £99.99

This is the plain man's intro to programming. *CanDo* is both incredibly simple to get started with and stunning complex at the same time. Although based on a series of menus and buttons which do most of the work for you, this program has a powerful script language which enables you to create everything from an AmigaDOS utility program to games. It's limited in what it can do for games, and AMOS would probably be a better bet if you're serious about that aspect, but for knocking together an application in an afternoon you can't beat *CanDo*'s speed and power.

***Amiga Format* rating 76%**

DEVPAC 3

HiSoft _____ £69.95

The assembler for the Amiga, and now in version 3, which adds a lot more oomph to an already very clever program. It used to be the exact twin brother of HiSoft *Basic* in its combined editor/compiler set-up, but now sports a more racy Workbench 2 look. The upgrade of HiSoft *Basic* to version 2 brings it in line with *Devpac* for that totally integrated look. Most people who write computer games on the Amiga would choose this program.

***Amiga Format* rating 89%**

versally useful programs (that is, something you can distribute as public domain or shareware software) is to opt for something like *AMOS* or *CanDo*, with which a bit of actual programming is involved.

Along the way towards programming heaven, you must stop off at *HiSoft Basic*, even just for a visit. It's a less simple programming tool than *AMOS*, but where *AMOS* is a more 'quick and dirty' approach, *HiSoft Basic* programs are lean and mean. Using full Intuition menus and screens, it enables you to create programs which run on the Workbench, or even open up their own windows. Either way, the programs you get are indistinguishable from the kind you'd create in machine code or C. Not so good for writing games, it's the business for utilities.

Ultimately, there are two languages to choose: either C or assembler. You may find yourself in the twilight zone of Pascal, but you'll be in a minority – the vast majority of coders use HiSoft's *SAS C* or the assembler *Devpac 3*.

C is used on the Amiga for creating serious applications programs. The language became popular when the computer first came out, mainly because of its speed and comparative simplicity to assembly language, but also because many of the Amiga's system routines were written in the language, making it easy for programmers to 'jump in' and use them. Utilities are best written in C – *SAS C* being the programmer's favourite. It gives you a certain amount of speed, but the code can be read and adapted by others provided it is well commented. Nowadays C is becoming less used by commercial developers as they become more proficient with assembly language and need to compete with other developers for speed.

For games, particularly fast-moving ones, and programs such as public domain demos, assembly language is the only way to go. For these programs you need the extra speed that assembler can give you – it's as close to machine code as you're going to get – and most programmers opt for the excellent *Devpac 3* for really zippy results.

If the Amiga is to be really stretched in the areas of graphics and sound, assembler is the only way of instructing the machine at its maximum speed. But whichever programming language you choose, the sky's the limit.

Unusual languages

There are several other languages available on the Amiga, ranging from dialects designed to program mainframes 20 years ago to the latest new-age programming languages designed to take us into the 21st century. But while they are available, they aren't common – most of them originate in the US and haven't managed to find their way over here in great numbers. Also, few of them are used for serious purposes. You may want to tread off along your own path, but beware, for it is written: where few people tread, technical support will not follow. On the other hand, if you do a college course in any of these languages, it could be handy if you can use the language at home as well.

You can, if you really want to, code in LISP, a very popular tongue from the 'artificial intelligence' community. It's not any cop for much besides AI. AC Fortran enables scientists and mathematicians to run some cheesy old programs on their Amigas. Modula 2, Pascal's powerful successor, has its followers and the compilers are very high quality, but still fail to take off in anything like large numbers.

Forth was another contender for the great programming language of the '90s and was also soon for the chop. Forth had its supporters too, but this and many other third-generation languages are just different dialects of the same idea – Pascal and C are the only two left standing. Other newer languages are emerging – Pascal author Nicholas Wirth's Oberon is a good example – but the field is presently a little narrow at the high end.

If you want to get your hands on any of these languages, it is more than likely that you'll have to send away to companies in the US. Here's a list of some of the languages available and where you can get them, although it would pay to write or call and ask about availability before sending money:

AC FORTRAN
Absoft Corp, 2781 Bond Street, Rochester Hill, MI 48309, USA ☎ 0101-313-853-0050 $295
A Fortran compiler and debugger that conforms to the ANSI standard.

AMIGA OBERON
A+L LG, Daderix 61, 2540 Grenchen, Switzerland ☎ 010-41-6552-0311 $125
Amiga version of the new programming language by Nicholas Wirth, author of Pascal.

BENCHMARK MODULA-2
Avant-Garde Software, 2525 Preston Road, Ste 1613, Plano, TX 75093, USA ☎ 0101-214-612-8204 $199.95
Version of Modula 2 including compiler, linker and editor. Includes a number of demonstration programs.

M2AMIGA
A+L LG, Daderix 61, 2540 Grenchen, Switzerland ☎ 010-41-6552-0311 $125
Another implementation of Modula 2 on the Amiga.

JFORTH PROFESSIONAL 3.0
Delta Research, PO Box 151051, San Rafael, CA 94915-1051 ☎ 0101-415-461-1442 $179.95
Fast implementation of Forth. Compiles directly to machine language. Includes source-level debugger, text editor, two assemblers, disassembler and other system tools.

There's a wide range of common and not-so-common languages available in the public domain. The documentation is often severely lacking and the implementations themselves can be simplistic, but they're perfect if you are familiar with the language and want to dabble with it on the Amiga, or if you want to play around but don't want to spend a lot of money. Be warned, though. The lack of documentation and program testing can prove frustrating.

Again, many of these originate in the US, and the Fred Fish series of disks are the ideal source for them – they're available from most PD libraries. Here are some of the most popular, along with their version numbers and PD Soft disk numbers – those prefixed by F are part of the Fred Fish collection:

C

North C v1.3	V298/V299
PDC v3.33	F351
Sozobon-C v1	F171

FORTH

MVP Forth v1.00.034	F9

ASSEMBLY

Asm 68K v1.1.0	F81
A68K 2.71	F521

MODULA 2

Modula 2 (pre-release)	F24

PROLOG

SBProlog v2.3.2	F140&F141
TinyProlog v1.1	F145

AMIGA PROGRAMMING A-to-Z

DIRECTOR 2.0
Right Answers Group _____ £99.99
Most Amiga demos in the late '80s were produced using this program. *Director* has been upgraded, but is still a compiled Basic with a leaning towards graphics and sound. This puts it roughly half way between *AMOS* and Hisoft *Basic* – not as gamesy or flash as one, but not as serious as the other. It is mostly used in the education and audio-visual fields.

***Amiga Format* rating 80%**

GFA BASIC 3.5 INTERPRETER
GFA _____ £49.95

GFA BASIC 3.5 COMPILER
GFA _____ £29.95
This is a competent version of Basic which sits in between Hisoft Basic and Commodore's own AmigaBasic in terms of both speed and ease of use. One advantage of this one is that it's compatible with GFA Basic programs written on the ST, the main Basic language on Atari's machine. And once you've written your programs in GFA Basic, you can use the GFA Compiler so they'll run independently of the interpreter.

***Amiga Format* rating: 69%**

HISOFT BASIC 1.05 (INCLUDING HISOFT EXTEND)
HiSoft _____ £49.95
This is one solution if you want to code really fast utility programs but only know a little Basic. HiSoft *Basic* is a compiled Basic, which means before the programs are run (or saved to disk) they are compiled into machine code – which can be run as if you'd baked it yourself. Compiled Basic code ends up a lot bigger than normal machine code, but you can fix that with a little compression.

***Amiga Format* rating 88%**

HISPEED PASCAL
HiSoft _____ £99.95
People once said Pascal is the programming language of the future. Now we're in the future and there are still precious few Pascal coders out there. But unlike COBOL and Fortran, Pascal is hanging in there, ably assisted by this excellent UK-built compiler. Pascal is a lot like C but more verbose and, like C, it has its champions who will fight anyone to the death to prove it is the best language on Earth. Time will tell.

***Amiga Format* rating 79%**

HYPERBOOK
Gold Disk/Silica _____ £59.95
A slightly ropy hypertext system from a company that usually produces quality stuff. *Hyperbook* is quite underpowered compared to its competitors like *AMOS* or *CanDo*, so comes out looking like a poor cousin. Not highly recommended.

***Amiga Format* rating 50%**

SAS/LATTICE C 5.10B
HiSoft _____ £229
A C compiler to be seen with, and definitely the most widely supported by libraries. C was developed as a language for writing operating systems, such as UNIX, but found a niche as the programming language for UNIX applications. Because the Amiga was made by a bunch of UNIX-heads, a lot of C was used in the initial releases of AmigaDOS, which naturally means a fondness for C by Amiga programmers.

***Amiga Format* rating 92%**

SHOOT-'EM-UP CONSTRUCTION KIT
GBH/Gremlin _____ £9.99
Affectionately known as *SEUCK* by users, this program provides a relatively easy way of creating your own scrolling shoot-'em-up games. While the games the program produces couldn't be used commercially, there are a number of very playable offerings available in the public domain. With a bit of effort some reasonable results can be produced and at this budget price *Shoot-'Em-Up Construction Kit* is very good value for money.

***Amiga Format* rating 86%**

3D CONSTRUCTION KIT
Domark _____ £49.99
A bizarre marketing ploy by Domark/Interactive, *3D Construction Kit* gives you the to power to create 3D environments using the successful Freescape system. A risky business, but it seems to be paying off – at least *3D Kit* seems to be moving across to other platforms and disporting itself like a 'virtual reality' toolkit. OK, so VR it ain't, but it is good fun and a very easy-to-use and versatile system.

***Amiga Format* rating 80%**

BEST BUYS • TOP TI

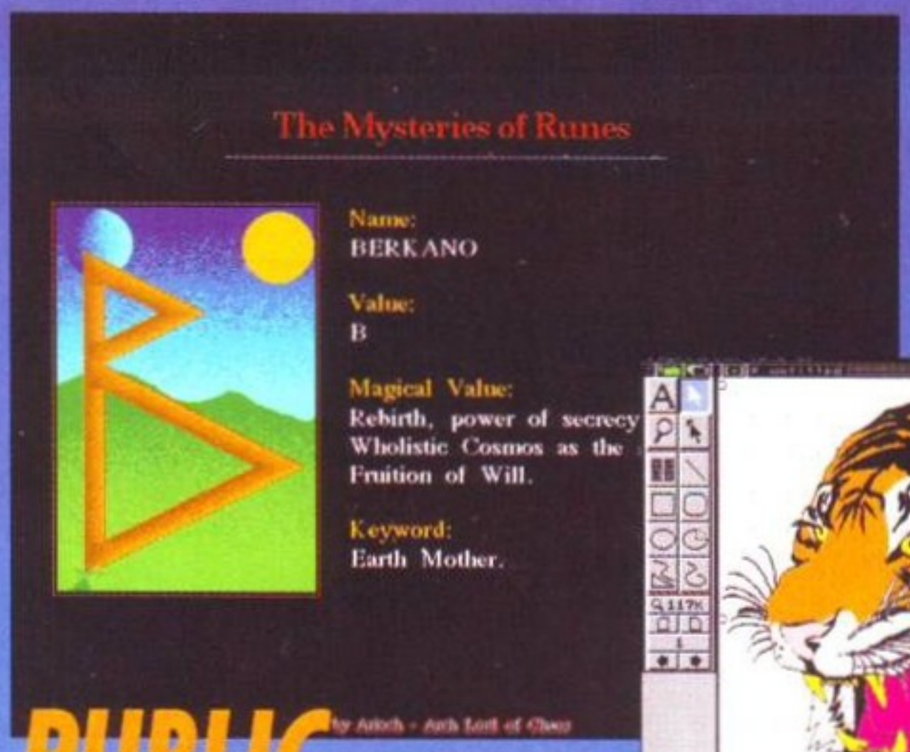
AMIGA SHOPPER

...THE MAG THAT'S PACKED SOLID WITH ALL THE FACTS YOU NEED TO MAKE THE MOST OF YOUR AMIGA – ALL FOR AN UNBELIEVABLE £1.50!

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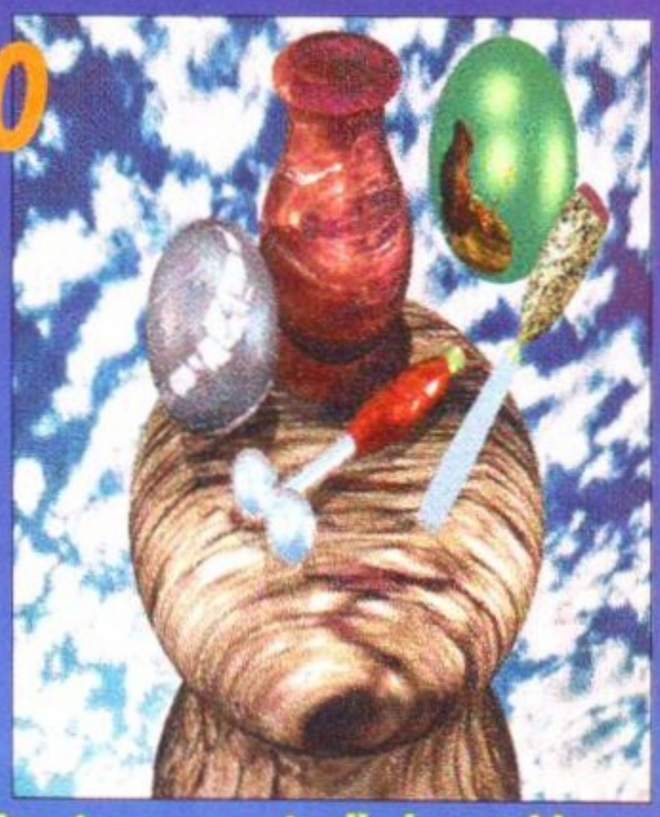
PLUS: Business, AmigaDOS, ARexx, Comms, Listings, Education, AI & C

PS • EXPERT ADVICE



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Read our reviews and tutorials on all the latest video gear and turn into a desktop director



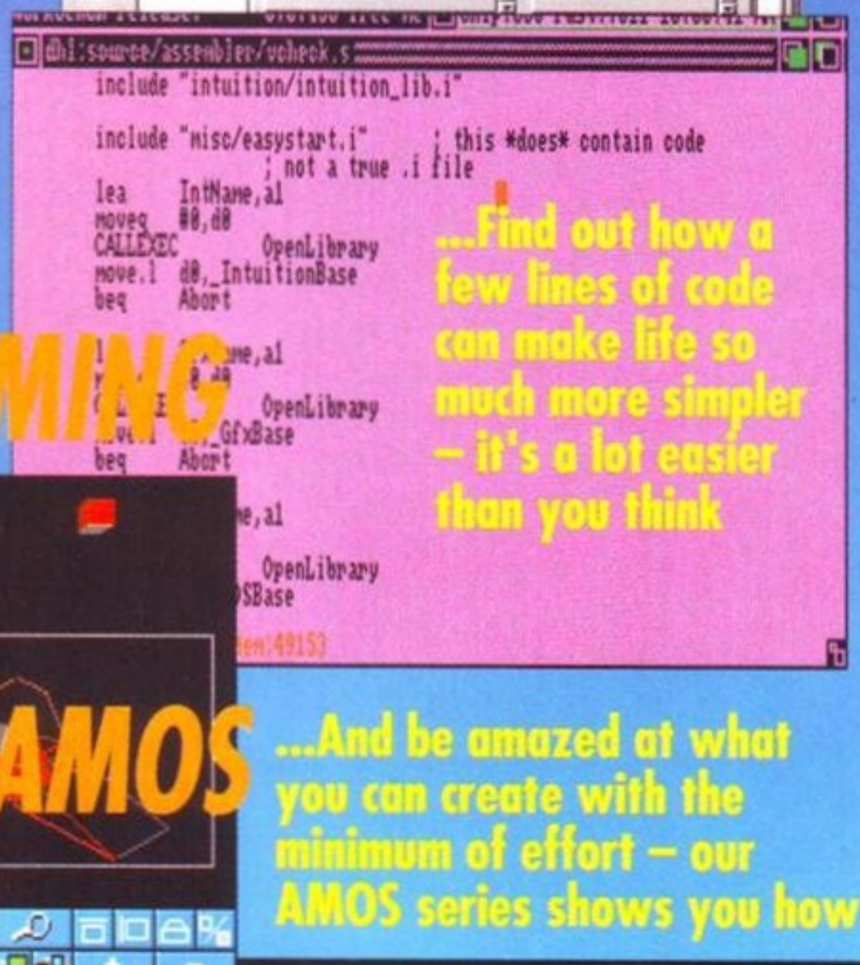


DTP

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Looking for the best in low-cost and no-cost software? – then catch our regular six page round-up

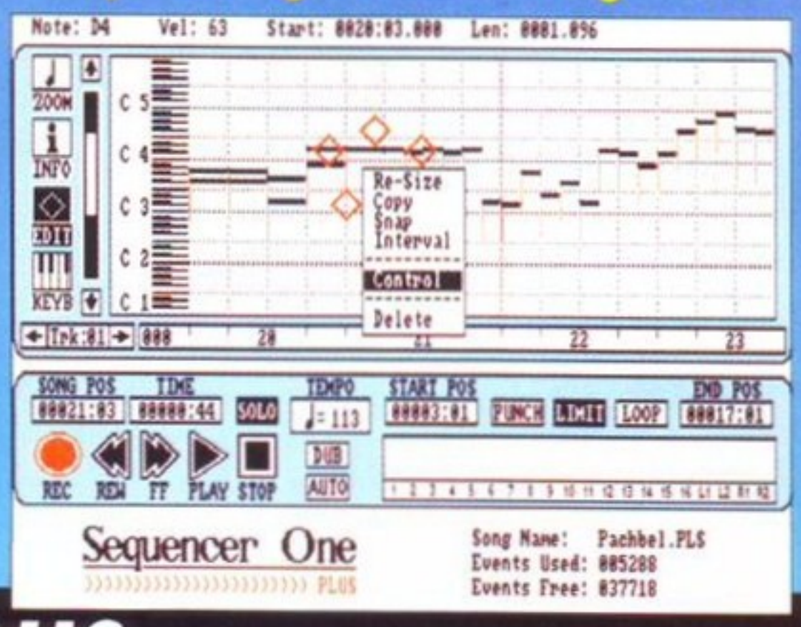


PROGRAMMING

...Find out how a few lines of code can make life so much more simpler – it's a lot easier than you think

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NEWS

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IFFY IMPORTS

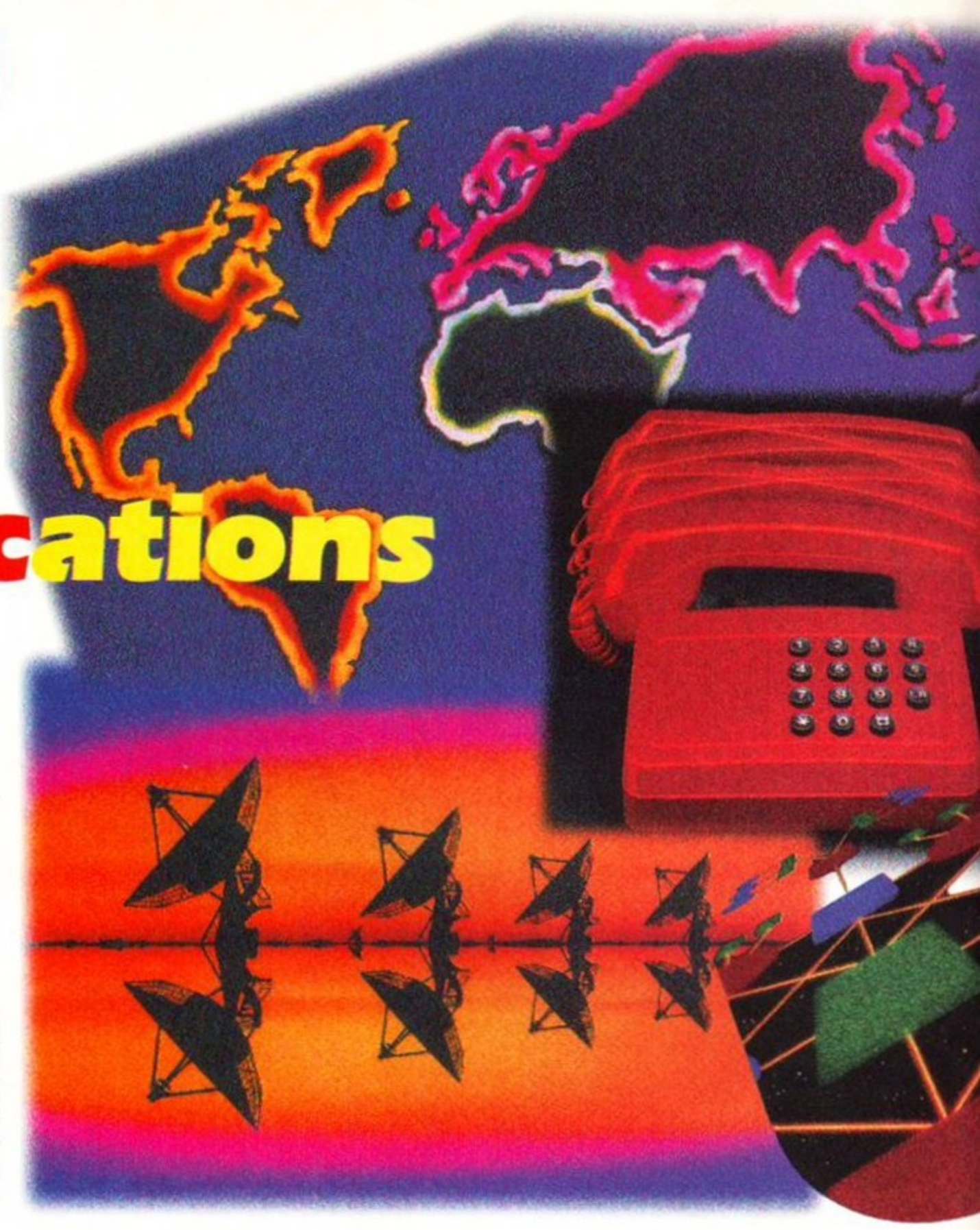
Could you please tell me how to import standard IFF pictures into GFA Basic?
Paul Skippings
Norfolk

The easiest way is to convert the IFF picture to an image structure and use that. The GFA demo program called IFF-/to-BOB.GFA does these translations. For all the details get a copy of AS 10 and read the GFA BASIC article.

And our at-a-glance Product Locators – All an Amiga user could need!

In the early days of home computing, psychologists warned that people would stay glued to their monitors and lose the ability to communicate. They were utterly wrong. You can stay glued to your monitor and talk to the world at the same time...

Communications



No man, or woman for that matter, is an island unto him or herself, particularly when we can all use our Amigas to send messages and exchange programs via modem.

HOW CAN YOU contact other Amiga owners around the world and swap hints, tips and programs with them? Well, you could send letters to them all, but a faster and much more effective way is to connect a modem to your Amiga, plug it into a telephone line and call some bulletin boards, or BBSs as they are also known. BBSs are computer notice boards, if you like, that are set up to enable computer owners to contact one another and swap messages and files.

In order to get 'on-line' – which is the term used to describe using a BBS – you need three things: a phone line, a modem and some communications software. The phone line is the medium by which the data is transferred between the BBS and your computer, while the modem, or MODulator/DEModulator, is the clever little device that translates your computer's digital information into audio noises which can be sent over the phoneline and then translates the message back into digital data at the other end.

For your computer to be able to use the modem and to send data to and from it, you need communication, or comms, software. In its most basic sense, comms software performs the function of sending what you type on the keyboard to your Amiga's serial port and to the modem, from which you can call other modem-equipped computers. With the same software you can also control the modem's hardware directly, performing such functions as dialling the phone numbers of other BBSs, setting the modem's speeds and, depending on whether the modem is capable of it, setting compression rates – squashing the data to help minimise the time you spend on-line.

But while this may be a comms program's fundamental function, there are other features that can make some better than others. Look out for support for a wide range of transfer protocols – Zmodem is a necessity because it's faster and more efficient at ensuring that files are transferred accurately; ANSI support enables you to display text screens using different characters and colours which make screens look more attractive, although it can slow things down; and a built-in phonebook can save you time and trouble by storing your commonly used BBS numbers. Most comms programs have these features and some even have others such as a script language for controlling the comms program indirectly, and ARexx support, to enable other applications to transfer data to and from the program.

Communications enables you to achieve far more with your computer that you could, say, by playing a game, and you don't even need to leave your computer's keyboard. But while



There is one vital piece of equipment that you will have to buy when getting into comms, and that's a modem. The Supra FAXmodem V32bis (above) is one of the best available and, while it's not incredibly cheap, RRPing at £399, you can pick one up at a dealer for around £260. It has just about every protocol listed except for V23 or HST, but it can communicate at V32bis (14400), with a throughput of up to 57,600bps using compression. As an added bonus, you also have built in facsimile facilities.

PD & SHAREWARE COMMS PROGRAMS

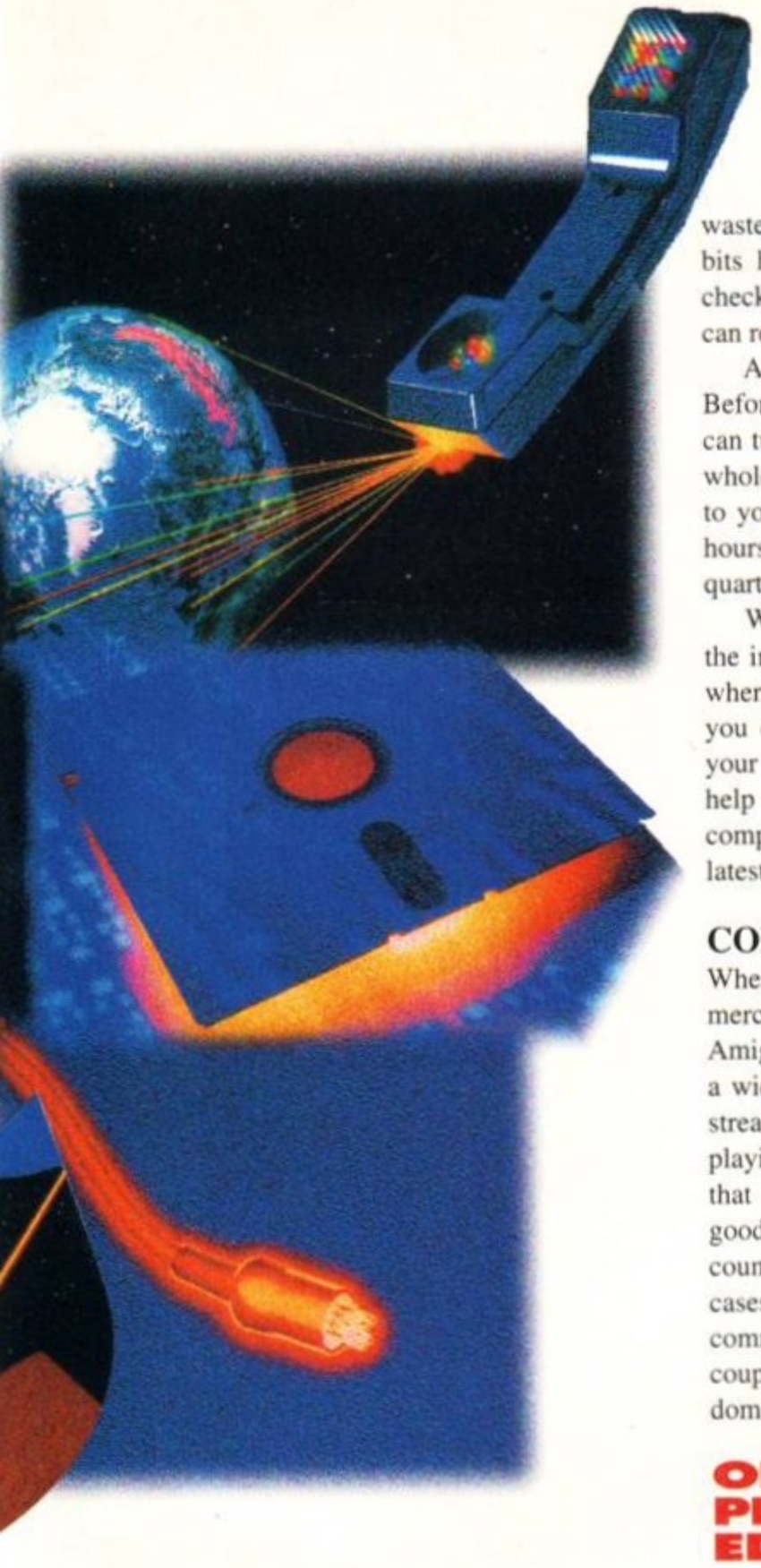
It's fair to say that no current commercial comms programs surpass those available in the public domain. And not only is there a much wider range of comms software, the programs available are more regularly upgraded. One such is *NComm 2.0*, a shareware program by DJ James (Fred Fish disk F621). It's currently the best comms program for the Amiga – PD or commercial – and you can read more about it in our PD and shareware Top 50 starting on page 149.

There's also *Term 2.2a*, a PD offering by Olaf Olsen Barthel (PD Soft V743 & V744). It's a good program, but will only run on machines with Kickstart 2.0. Like *NComm*, it's got a wide range of functions and is regularly updated.

Term uses the added functionality of Kickstart 2.0. Not only can you use standard transfer protocols that come with it, but because it handles the XPR external protocol libraries you can use the latest protocols as they come out. *Term* doesn't have a script function, as *NComm* does, and its ARexx support is less elaborate, but it's still fine software.



***NComm*, the best comms program for the Amiga, can be yours for the price of a disk. Now all you need to add is a modem, an Amiga and a telephone line. Easy!**



there are endless possibilities opened up by comms, there are some drawbacks of which you should be aware. Initially comms can take some getting used to – setting up your modem and comms package, and then getting a clear 'signal' while you're on-line may require a bit of time and effort.

It's also easy to get bogged down by the jargon. Terms such as 'parity', 'stop bits' and 'duplex' are regularly bandied about and may take some getting used to; but they're essential to know about, because the better you understand what you're doing the less time you'll waste on-line. (For the record, parity and stop bits have to do with standard built-in error-checking systems, and full duplex means you can receive and send at the same time.)

Also, don't forget about your phone bill. Before you know it, those few minutes on-line can turn into hours as you get absorbed by the whole on-line atmosphere. And when it comes to your phone bill, time costs money – a few hours on the phone can add pounds to your quarterly contribution to BT's profits.

With a bit of care, and once you get used to the ins and outs of being on-line, you'll know where to go on BBSs and what to do. Then, you can leave messages to other users about your Amiga technical and game problems, help other Amiga users, find out all the latest computer news, and upload and download the latest PD and shareware programs.

COMMS SOFTWARE

When it comes to software, there are few commercial comms programs available for the Amiga, mainly because communications isn't a widely used area, at least in terms of mainstream computer users who are more into playing games and word processing. Those that are available, while functional, aren't as good as many of their PD and shareware counterparts in terms of features and, in many cases, support. Here's a list of the commercial comms programs commonly available. A couple of very good programs in the public domain are mentioned in the box opposite.

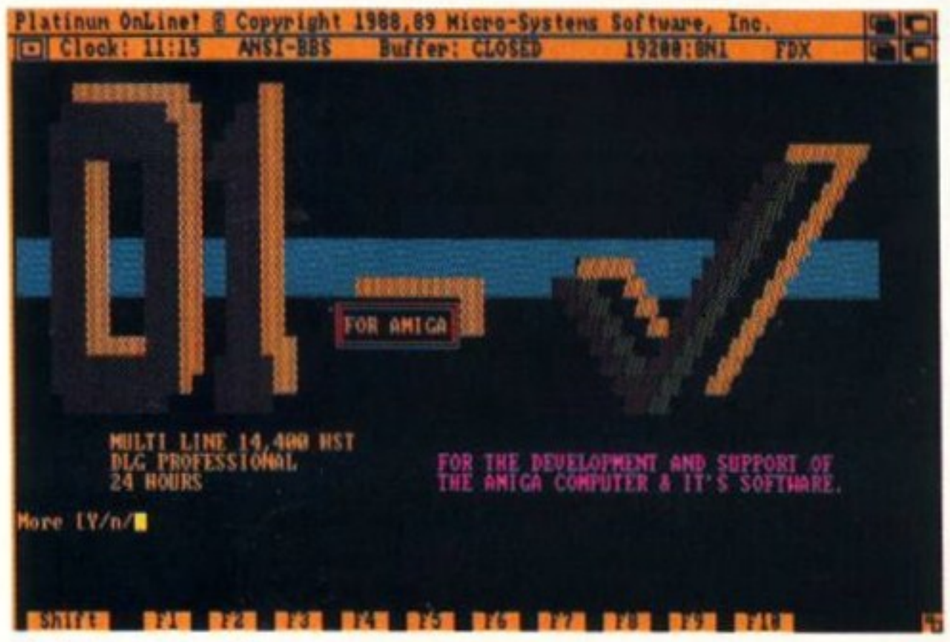
ON-LINE! PLATINUM EDITION

MSS/HB MARKETING £39.95

Designed to offer value for money as well as ease of use, *On-Line! Platinum Edition* is relatively successful. Most of the common comms functions are present, including support for ANSI graphics, X and Zmodem protocols and a call timer. The company that produces the program, MSS, has also devised its own protocol called SADIE, although this is hardly supported. There is also support for ARexx and basic scripting functions.

The program's relatively old now and looks a bit dated, but still works well.

***Amiga Format* rating 74%**



The best commercial comms package available for your Amiga, *On-Line! Platinum Edition.* Not exactly the cutting edge of modern design, but it works well.

A TALK III

OXXI-AEGIS/DISCONTINUED £39.99

Prolific publisher Oxxi-Aegis also branched out into terminal programs with *A Talk III*, and you may still be able to dig out a secondhand copy of the program.

A Talk III is a reasonably comprehensive terminal program which includes support for the X, Y and Zmodem protocols, a script language with over 40 commands and a built-in phone directory. Again, while the program is usable it's still not as good as *NComm*, which is available at half the price.

***Amiga Format* rating 72%**

K-COMM 2

HISOFT £49.99

This is a reasonable, if outdated, program from the now-defunct Kuma Software, but now available from HiSoft.

K-Comm 2 contains most standard comms functions, such as support for baud rates from 75 to 9600, including the 1200/75 split baud rate, and the facility to view Viewdata information as used in Prestel. There are also a few other handy functions including its own on-line help file and a call timer to keep track of your phone bills.

Because of its age *K-Comm 2* doesn't cope with the Zmodem transfer protocol, which is almost essential to have these days; it does have Xmodem, though, which is functional if not overly fast or efficient.

***Amiga Format* rating 66%**

COMMS JARGON? TIME TO GET BUSTING

BBS – Bulletin Board System. A computer running software enabling you to connect to it to send or receive files and messages.
BPS – Bits Per Second. See Baud, Throughput.
BTLZ – British Telecom Lempel Zev compression protocol, used in conjunction with LAPM correction to give up to 4:1 compression.
Baud rate – The actual rate at which communications are taking place. Not to be confused with Throughput.
CPS – Characters Per Second. Roughly a tenth of the bps rate. See Throughput.
Downloading – The process of receiving files from another computer.
Hayes compatible – Hayes-compatible modems have the same basic instruction set, enabling comms software that supports the command set to control the computer. Most modems have extended command sets to cater for specific features.
LAPM – Another error correction protocol, more effective than MNP.
Local terminal – Your computer and modem.
MNP – Microcom Networking Protocol. Levels 2-4 and 10 provide error correction facilities, and level 5 error correction and compression offers up to 2:1 data compression.
Protocol – A communications standard used to ensure that transmissions are compatible across various computers and systems. A file protocol, such as X, Y or Zmodem, sends files in blocks and checks that each block has been received correctly so that if there is an error because of a noisy telephone line, only the last block has to be resent.
Remote terminal – The 'remote' computer system you are connected to.
Throughput – The rate of data transfer. This rate is usually measured in bps, or cps, and takes into consideration the compression that some modems utilise to increase throughput.
Uploading – Sending files to a remote terminal.
V21 – 300 baud communications – 300bps.
V22 – 1200 baud communications.
V22bis – 2400 baud communications.
V23 – 1200/75 split baud communications.
V32 – 9600 baud communications.
V32bis – 14400 baud communications.
V42 – Error correction protocol using either MNP or LAPM correction systems.
V42bis – Error correction and compression protocol, with MNP or LAPM correction and BTLZ compression.
Viewdata – A terminal system using 1200 receive, 75 send baud rates. Used by Prestel and other systems where a lot of data is being received.

NBS
S1 1CHAIN LANE NEWPORT
ISLE OF WIGHT PO30 5QA
TEL: 0983 529 594
FAX:0983 821 599

United Public Do

The innovators n

THE BEST SELECTION OF PD IN THE UK !

GAMES

PG001/2 ADVENTURE SOLUTIONS Excellent !
PG003 AIR WARRIOR Good flight Sim +
PG006 ANTEP & SLOT CARS role playing game+
PG008 ASI 1 Tanx, Rollerpede, Avatris +
PG009 ASI 2 Four classic games ! Get it +
PG010 ASI 3 Megaball & Drip Superb !+
PG011 ASI 4 Frogger & more games +
PG012 ASI 5 Raid, Go Looly & Retaliator+
PG013 ASI 6 Pacman & 4 more - cool !
PG014 ASI 7 Moonbase, Trix, Mightworks
PG015 ASI 8 Airace2, Hball, + more !+
PG016 ASI 9 Battle pong & Blizzard +
PG017 ASI 10 Escape, Pipeline, Pickout+
PG018 ASI 11 Dad, Connex,Reversi+Trippin+
PG019 ASI 12 Llamatron, Car, Powerpong
PG020 ASI 13 Twintris + more good games
PG021 ATIC ATAC Really playable ! +
PG023 BATTLEFORCE strategy war game
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent! Get it +
PG028 COLOSSUS & WORLD Fab adventures !+
PG029 CROSSWORD COMPILER As it says !+
PG032 DRAGONS CAVE D&D style game Mega+
PG034 ETERNAL ROME Strategy & DOMINOES+
PG036 FLASHBIER 200 levels of boulderdash !
PG046 HACK Great text adventure-infocom style! +
PG048 HOLY GRAIL One of the best Text adventures+
PG053 LARN A superb text adventure game +
PG056 LASERZONE Great old 64 classic shoot em up!
PG059 LORE OF CONQUEST space trading D&D game
PG061 MASTER OF THE TOWN Shoot the signposts !
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Text based D&D adventure
PG064 NAPOLEONIC WAR SIMULATOR strategy game!
PG065 NESTOR CARD GAME Good cards game +
PG066/67 NETHACK D&D Adventure needs 2 drives
PG068 NO MANS LAND Hi tech war game-shoot em up. +
PG069 NU GAME Mega Shoot em up with good graphics
PG070 PETERS QUEST Rescue the maiden ! +
PG071 POM POM GUNNER Like beach-head on the 64+
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +
PG081 SERENE II Follow up to the above game +
PG093 TENNIS Good game (Some language) 1mg
PG094 TRAIN CONSTRUCTION KIT make your own tracks+
PG101 THE INSIDERS CLUB Stocks & shares game
PG108 ASI 14 ChinaChallenge2 & Amiga Columns!+
PG110 SUPER SKODA CHALLENGE Nice car racegame! +
PG112 ULTIMATE CARD GAMES Cribbage,Patience etc.
PG121 A500+ GAMES PACK 21 games to run on a plus+
PG127 AIRMANIA Super platform game from Addware +
PG128 CHEAT WORKS Stacks of new cheats
PG129 PUGGLES Brilliant Q*Bert game !
PG132 ASI 15 Battlecars Lettrix & Mambamove!
PG133 ASI 16 Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defenda, Jetman Bugblaster+
PG135 ASI 18 Henry in Panic Skyflyer Omega race!
PG136 ASI 19 Growth,FranticFreddy & more!
PG138 BATTLE OF BRITAIN & WAR strategy war games
PG139 DUNGEONS OF MADROJ Excellent D&D game
PG140 MIND GAMES Stacks of fun with this !
PG141/3 SWORD OF WARLOCK RPG adventure 2drives
PG146 ASI 20 Microbes Hollywood trivia Coin drop +
PG147 QUADRIX Excellent puzzle game +
PG149 A NIGHT AT THE TOWN Witty text adventure+
PG150 E -TYPE exellent asteroids clone
PG151 FLAG CATCHER Avoid the bombs !!
PG152 TETREN A very nice Tetris clone
PG153 WAR very good strategy/arcade game+
PG154 NUMPTY & ALIEN INVADERS Manic miner game!
PG155 ASI GAMES 21 Zeus Tettrix & more +
PG156 ASI GAMES 22 Lemmingoids,Wizzys quest Duel etc+
PG157 ASI GAMES 23 Quick money,BIP,Interferon Arcadia+
PG158 PORK A PORK Pop the balloons & stop the foxes+
PG160 ENTERTAINMENT+ 1 Klondyke Hball & more+
PG161 ENTERTAINMENT+ 2 Zerg BounceNbob Frogger +
PG162 ENTERTAINMENT+ 3 spacewars, squamble & more
PG163 ENTERTAINMENT+ 4 Zon Hanoi Yelp & more +
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+
PG165 SOLID SQUAD Nice little sriving game
PG166 RAID III Wicked new shootemup !!!! +
PG167 SERENE III From the author of Raid !!!+
PG168 WHATSITSNAME Great new puzzle game just in

EDUCATION

PE001/5 EDUCATION SET science programs for ages 11+ +
PE006 KIDSPAINTFab little talking colouring book+
PE007/8 LEARN & PLAY Maths, spelling stc. 5-10 yrs +
PE009 STORYLAND 2 Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTROMOMY book on a disk.+
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR Translator
PE015 TREASURE SEARCH find the lost treasure ! +
PE016 COLOUR THE ALPHABET learn letters & colours! +
PE018 TYPING TUTOR, Superspell Budget & Mscalender! +
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +

BUSINESS

PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB010 JOURNAL Keep track of finances
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB012 QBASE Simple 8 field database
PB013 QED Simple & effective text ed+
PB014 RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB016 UEDIT ISSUE 3 NEW VERSION Text Editor+
PB017 VISICALC SPREADSHEET Simple to use+
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 3.4 NEW Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +

UTILITIES

PU002 A-GENE Good geneology program +
PU003 A68K 68000 Assember program
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams +
PU006 ANIMATED POINTER PACK Moving pointers!
PU012 ASI GRAFFIX UTILS graphics convertors etc+
PU013 ASI BOOT UTILITIES bootblock utilities +
PU015 BIORYTHMS, STARCHART 2 Good programs+
PU017/20 C MANUAL II (4) Learn to program !!!
PU021 C-LIGHT RAY TRACER Good program+
PU022 CHEMESTHETICS molecule displayer +
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier +
PU039 DBW The foreunner to Skulpt 3D !!! +
PU040 DEMOLISHER 168 UTILTIES - MEGA !+
PU041/43 DESKBENCH alternative workbench (3)
PU045 DIRECT ACTION Edit animation sequences etc.
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens
PU049 DYNAMITE FONTS More CutNPaste Fonts
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+
PU061 GENESIS DEMO fractal generator really good!
PU062 GRAPHICS UTILITIES Various misc. programs+
PU063 HAMLAB Convert VGA PC >IFF/HAM +
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more +
PU065 ICONMANIA Program icons & more !+
PU066 ICONS Cramm packed with icons !+
PU067 IMPLODER V4.0 Megacrunching Util+
PU069 JAZZBENCH Alternative Wb for 1.2/3 users
PU071 JR COMM 1.02 Modem users comms package
PU072 METALLION UTILS Font Editors & more utils+
PU073/76 KING JAMES BIBLE Old&New testaments (4)+
PU077 LANGUAGES DISK Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Hires design package. Excellent +
PU079 MACVIEW,DRAW,ROTATE 3 unusual progs.Good!
PU080 MESSY-SID Read/Write PC Files, Brilliant!+
PU083 MORSE PROGRAMS for the radio hams.
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+
PU089 PASCAL COMPILER needs a good CLI knowledge+
PU091 PENDLE 200 MEGAUTILS An essential collection+
PU095 PRINTER DRIVER GENERATOR new drivers+
PU096 PRINTER DRIVER UTILITIES Various utils etc.
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+
PU101 QUICKBENCH Instant WB uses RAD: very clever!
PU102 RAZOR 1911 Excellent collection of utilities
PU108 ROT A simple 3D drawing package.Very popular.+
PU109/10 (2 disk) Structured clipart for Ppage +
PU112/3 SOMETHING FOR NOTHING Video Utils&Fonts+
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU116 SUPER 'C' DISK Collection of C commands
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+
PU129/30 VIDEO APPLICATIONS Video utilities+
PU132/3 WINDOWSBENCH A Windows 3/WB2 lookalike
PU134 WORKBENCH HACKS amusing stuff !
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU138 LAST HOPE Recover lost files
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU141/2 TAROT II Learn about your stars !+
PU143 OPTIUTILS 1 Crammed full ! Get it+
PU144 OPTIUTILS 2 Get this disk too ! +
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+
PU149 ELECTRONIC PROTOTYPER Veroboard designer
PU150 FOOTBALL LEAGUE ED Update league positions
PU151 BROTHERHOOD UTILS 1 Dcopy,Scenery,Qed +
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +
PU167 MULTI-PLOT Superb data plotting program ! +
PU168a/b RAY-DANCE Demo version RayTracer! (2)
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+
PU171 OPTICOMMS 2 Ncomm 2 & more +
PU172 WORDPOWER Solve Anagrams/Crosswords+
PU173 LSD UTILITIES 23 new utils!
PU174 ASTRO 22 professional astrology program! +
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PU182 STOCK ANALYST Technical analysis program+
PU183 AMYGEN Excellent geneology program+
PU184 PROCALC V1.0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+
PU189 TRONIK VIRUS KILLERS 21 virus killers & docs+
PU190 BENCHWORK 1.0 workbench alternative
PU191 LANDBUILDER fractal land generator+
PU192 SID 2 Get this ! directory util !!! MEGA!+
PU193 PLUS 8 Mandelvroom showiz arq addmenu
PU194 PLUS 9 Mouseblanker Nuke Back&front
PU195 PLUS 10 Popup Filesearch Dcopy2 Fblank
PU196 PLUS 11 Lablemaker Calckey Multiinstall
PU197 MOBED 2 Dpaint for Sprites & bobs+
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +
PU199 TDM SLIDESHOW GENERATOR wipe/fade pics
PU200 LITTLEBENCH 1.3 Now for 1.3 owners !!
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +
PU203 SCOPE 184 utils & clips for Ppage
PU204 GATOR GRAPHICS Dpaint Tutorial disk+
PU205 PC TASK Wicked PC Emulator Get it !!! +
PU206 MSDOS PROGS PC Shareware Progs for PCTask +
PU207 MULTISID Combines SID2 & Multidos(PC>AMIGA)
PU208 ASI HANDYTOOLS 3 A mega compilation of utils

ANIMATIONS

PA033 BUSY BEE Cute animation of a freaky bee
PA036 CX1 SPACESHIP Excellent RT anim +
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+
PA041 ERIC-S COTOTE 2 A corker!! 2M
PA043 ERIC-S MORE AEROTOONS Very witty !!!+
PA044 ERIC-S SHUTTLECOCK plays with satallite.
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA048 GYMNAST ANIM Gymnast swings on bars! +
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+
PA059 MR POTATO HEAD Potato man in cabaret! +
PA060 NEWTONS CRADLE RT animation +
PA064 PROBE SEQUENCE Alien life probe? +
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+
PA074 THE WALKER vs The Helicopter - Mega !+
PA075 THE WALKER vs A2000 A classic ! +
PA077 UNICYCLE ANIM Super anim of unicycle & car! +
PA079 MR POTATO HEAD 2 Another fab Chris Hill anim! +
PA080 LEMMINGS ANIMATION Very funny indeed
PA082 TIN TOY ANIMATION Ray traced tin soldier! +
PA083 MORE CLASSY ANIMS The Bionic Bimbo !+
PA084 JAMES POND v LEMMINGS I like it !!!
PA085 JET ANIMATION Fractal Flight but better! +
PA086 FRACTAL ANIMATION full screen low flying anim! +
PA087 TEA POT ANIMATION Very good RT anim
PA088/9 MR POTATO HEAD:The circus act!!! (2)
PA090 TOO MUCH 3D Ship flys out of monitor!! +

AGATRON

We stock the full agatron range here's the best:
AGA21 ENTERPRISE Docking with Space station+
AGA22 ENTERPRISE APPROCHING Very good indeed +
AGA23 FLEET MANOEVRE Stunning ! 1m +
AGA24 KULI PEN animation & ping pong. Great 1M +
AGA25 THE RUN A superb car chase 1mg or over. 1M +
AGA26 SHIP ROCKING & enterprise leaves dock. 1m +
AGA28 SHUTTLE & ENTERPRISE Fabulous ! 1M +
AGA31 PORCHE car rising from a table, superb 1M +
AGA36 BIRD OF PREY an excellent animation 1m +
AGA37 TOBIAS GOES KNACKERS-Check this out! 1m+

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M!
PP017 JUGGLER II Juggler meets Ms Juggler! Fab! 1.5M
PP018/20 LOST IN SPACE (3) From the TV series 2M
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo
PP028/33 UPGRADE (6) Massive 5 mg animation!!
PP 034/5 VAUX KILLERS (2) An old but good anim 2M!
PP036/7 WALKER DEMO (2) A 2mg version of a classic
PP038/9 WAVE SAILING (2) Nice anim of wave sailor 1.5M
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+
PP047 GOTTA GO Crazy dog walks his master? 1.5mg +
PP048/9 A DAY AT THE BEACH Stunning ! 2 Mg
PP050 UNSPORTING Wicked aerotoon from Schwartz+ 2M

DEMOS

PD016 BUDBRAIN II Hilarious megademo !
PD018 CHAOS ROCK Fab light show with fractals! +
PD020 CRIONICS MEGADEMO maddona demo & more
PD021 CRIONICS NEVERWHERE Real world demo
PD033 DEVILS NO REALITY multipart demo !+
PD046 IRAQ DEMO Amusing demo with Saddam
PD068 PHENOMENA ENIGMA Absolutely brilliant! +
PD069 PHENOMENA JOYRIDE Very good demo !
PD076 PLASMUTEX Good plasma & great music +
PD077 PMC ALPHA OMEGA Superb vector demo+
PD078 PUGGS IN SPACE Witty cartoon demo
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD098 SILENTS ICE Brilliant Fx & music!
PD108 TOMSOFT TRIP TO MARS 3D trip to mars!
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic !
PD113 VANGELIS DEMO Fab music & color cycling! +
PD119 REBELS OUTLAND Good demo fron them !
PD123 IB MANGA Nice Japanese style cartoons!
PD124 ANDROMEDA DECAYING PARADISE Good! +
PD125 RAY OF HOPE 2 Great ! good music & graphics!
PD129 RAZOR 1911 VOYAGE Very good fx and music
PD130/34 ALCATRAZ ODDESSY Awesome !!! Get this !!!
PD135/6 CRIONICS HARDWIRED Very impressive demo!!!
PD138 SEEING IS BELIEVING Excellent demo & music
PD141 WILDFIRE MEGADEMO great House & dance music
PD143 CAT Silents & Crionics demo for cat club +
PD145 NECRONOMIA Excellent demo, if bit freaky ! +
PD146 DOS Excellent vectors & music demo +
PD147 HARDCORE Anarchy's cool new demo
PD148 CHAMELEON A new vector world demo,
PD149 MAGNETIC DREAMS Excellent new demo
PD150 TSL PARTY WINNERS Music & gfx - Superb
PD151 TERMINATOR 3 Interesting ripoff of the movie
PD152 HUMAN TARGET Wicked Rave/vector demo Get it!
PD153 DEFORMATION with the men from the MTV demo
PD154 GET FROGGED You'll love this, just get it !!
PD155 MULTICA Wicked demo from andromeda Get it !!!
PD156/7 REAL EMPATHY Good Demo & Fab game inc. !
PD158 DIGITAL PUNISHER Very good BlitterZoom Fx

MUSIC DISKS

PM010 AMEGA PARTY WINNERS Four WICKED songs+
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. +
PM014 BANGING RAVES kickin remix of house
PM016 BEATLES SONIX Nice music +
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +
PM022/23 CLASSICAL MUSIC Bach, Handel etc +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM059 MANIACS OF NOISE This is brilliant!+
PM067 POPEYE MEETS BEACHBOYS Hilarious! +
PM069 RAZOR FACE ANOTHER DAY very good !!!
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Music & game+
PM074 SOUND OF SILENTS Jut get this its mega!
PM079 TECHNOTRONIX REMIX Good remixes etc.
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+
PM087/88 HIS MASTERS NOISE by Mahoney & Kaktus
PM090/91 MOZART HORN CONCERTO'S 4 by H.Gannon +
PM092 PIANO TUNES Nine piano songs- good +
PM096 STAIRWAY TO HEAVEN Rendition of the song+
PM100/103 MANIC RAVES II Fantastic rave stuff !
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM105/6 KEFRENS MEGAMIX Fabulous dance music+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM113 PROTON GATES OF TIME 6 good pieces of music+
PM114 UPROAR SPLIT BEAVER MIX rave megamix +
PM115a/b CHROME Brilliant music disks !+
PM116 LIONS GREATEST SHOW ON EARTH Very good!
PM117 MUZAK OF THE WORLD original Amiga music! +
PM118 TSP RIPPED MUSIC 1 Some good tracks+
PM119 TSP RIPPED MUSIC 2 MOre of above+
PM120 IDEAL MODE AEROSOL EP Go raving mad +
PM121 NIGHTBREED MUSIC DEMO 8 Rave music demo +
PM122/4 PLAYSID 2 (3) You must get this !!!!! +
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise +
PM126/9 LSD MUSIC PACK (4)A Excellent music collection+
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +
PM133 DANCE TRANCE Rave tracks played amiga style.
PM134/5 SOUNDS OF SCIENCE (2) Absolutely Brilliant!+
PM136 WICKED HOUSE Superb rave music by origin.
PM137 KEFRENS MEGAMIX II Very good !! dance music +
PM138 EROTICA 6 Mega music ! inc crocketts theme ! +
PM139/40 SPRING MELODIES (2) 9 tracks fron anarchy
PM141 HARDLINE MUSIC 7 groovy synth-style tracks +
PM142 FRACTAL MUSIC Very well presented !! get it!
PM143 FALCONS MUSICBOX 2 Average music disk+

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+
PS008 AIRCRAFT SLIDE Pics of fighter aircraft! +
PS009 ASTRONOMY SLIDE very impressive !
PS013 BORN TO BE FREE wild animals +
PS014/15 BUTTERFLIES (2) High quality !+
PS019 COLOURCYCLES Neat fx ! +
PS025/26 DIVINE VISIONS (2) Mythological+
PS030 FRAXION FUTURE VISION fantasy pics+
PS033 GERMAN RAY TRACE Superb See these !+
PS069/70 SILENTS/CH 42 (2) This is superb!+
PS072 SUPER HAM CARS This is a must-Mega!+
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS087 ALTERED DECEPTIONS Chris hills super work+
PS088 EVOLUTION SLIDE Excellent educational pics+
PS090 FRACTALGEN Incredible fractals etc +
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray traced +
PS094 INVISIBLE WORLD II Yuk Bedbugs And more !+
PS095 TOTAL CONCEPTS SLIDE Pics of forthcoming CLR+
PS096/97 GALLOWEEN Excellent new slideshow
PS098 NEWTYPE SLIDE Japanese cartoon style
PS099 ARTO IKOLA SLIDES digipics: Cats, ladies +
PS100 ACE & DR BLOOD Good Real 3D pictures! +
PS101 ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+
PT004 ASI AUDIO MAGIC 2 good compilation
PT005 CASIO CZ EDITOR 250 patches ! +
PT006 DELUXE MUSIC DATA Midi music
PT009 K1 IFF SAMPLES Fabulous samples +
PT013 MED 3.2 Excellent music seq. +
PT014 MED MUSIC DISK As it says !+
PT015 MIDI DISK Various midi stuff +
PT016 NOISETRACKER 4 channel sequencer
PT017 NOISETRACKER EXECUTABLE Create standalones!
PT018 PERFECTSOUND SAMPLER Nice sample editor
PT019 ROLAND D110 + S220 Converter program
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+
PT024 ST-80 BEAST SAMPLES very nice +
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality+
PT030 YAMAHA DX7 VOICE SORTER
PT031/2/3 ST-87 - 89 3 disk full !+
PT034/5 ST-97 & 98 More samples !+
PT036 SAMPLE MAKER create synthetic samples
PT037 PROTRACKER 2.0 The bees Knees !!!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT039 SUPER SOUND 2 Add reverb & Fx to samples+
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!!!!

AMOS PD

APD036 AMOS UPATER Latest updater !!! v1.34 +
APD076 RAINBOW WARRIOR Paint your own copperlists
APD083 AMOS PAINT V3.7 Paint in 2-64 colours.+
APD096 PAIR IT Match the cards to make a pair+
APD103/4 PICK UP A PUZZLE Solve jigsaw puzzles+
APD110 CROSSFIRE Nice game, for the kids !+
APD115 BALLOONACY Bomb the buildings !+
APD176 DATABASE MASTER V2.0 Good database+
APD180/1 DUNGEON DELVER maze game - Good!+
APD230 AMOS ASTEROIDS 4 types of asteroids!!+
APD237 SHAPES Excellent kids game !+
APD257 CASSETTE LABELLER + MIXED SOURCE+
APD271 WIZARDS DOMAIN graphical adventure+
APD292 WAR OF THE FOUR graphic adventure game+
APD293 GRAND PRIX SIMULATON Very popular
APD329 FRUIT MACHINE Good for the gamblers !+
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+
APD363 FAMILY HISTORY DATABASE Latest version!+
APD373 COMPILER 1.34 UPDATE Amos compiler !+

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PG169 ASI GAMES 24 Revenge Dux Croak 3d maze +
PG170 ASI GAMES 25 Another mega collection - Buy it ! +
PG171 ASI GAMES 26 Superpacman 92 Smash tv Ashido +
PG172 ASI GAMES 27 Addictive card games. Really good!+
PG173 GHOSTSHIP A very nice 3D Freescape type game!
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX A 2 player shoot each other up game+
PG176 TECHNOBAN GAME Quite a nice puzzle game! +
PG177 HELLZONE Stunning R-type clone-GET THIS! +
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG179 BLOB A tricky game written in ShootEmUp Kit +
PG180 SECTOR 1 A nice game similar to alien breed +
PG181 STRIKEBALL Baseball type game done in Amos +
PG182 ETHOS Simple graphical adventue Sinbad style +
PG183 CATACOOMBS A great D&D style game. VG.GFX +
PG184 FATAL MISSION Very good Shootemup game +
PG185 ARAZMAX Similar to the game microbes. Good +
PG186 ASI 28 Doody, DrMario, Invaders2, Madbomber2+
PG187 ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+

KICK OFF PLAYERS !

NEW DATA DISKS !!!!
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G912 Man Utd, Man City, Palace, QPR, Liverpool, Everton, Oldham, Norwich

G913 Wimbledon, Chelsea, Leeds, Sheffield Wed, Southampton, Spurs, Arsenal, QPR

G914 Sheffield Ud, Norwich, Coventry, Middlesboro, Blackburn, Aston Villa, Notts Forest, Leeds.

G916 SCOTLAND: Rangers, Celtic, Hearts, Dundee Utd, Aberdeen, St JohnSt, Airdrie, Dunfirmline

G917 SCOTLAND: Hibs, Motherwell, Falkirk, St Mirren, Celic, Rangers, Aberdeen, Hearts

NEW UTILITIES

PU209 FRED FISH CATALOGUE contains FISH 1 - 670 +
PU210 PCQ PASCAL Latest version of this Pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!!! +
PU212 PERM CHECK PLUS This is a pools prediction prog
PU213 RACE RATER Another horse racing program!! +
PU214 DIR WORK A Sid type file copying program! +
PU215 CAPTIONATOR Superb shareware video titling! +
PU216 WBASE 1.3 A multitasking workbench database! +
PU217 BROTHERHOOD UTILS 2 More utilities for the plus!+
PU218 ORDER Excellent demo of this commercial Dbase+
PU219 WBHACKS+ Good collection of hacks for + owners
PU220 HUNTERSOFT GFX Convert B/w pics to color
PU221-225 8 COLOR ICONS Hundreds of new icons +
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2) +
PB028 LITTLE OFFICE Integrated Wpro,S/Sht,Dbase,Gfx +

NEW MUSIC

PM144 BOUNCER Remix of the song by Kicks like a mule!
PM145 PARADISE TECHNO POWER Great techno music !
PM146/7 ROLLING Good music on a false workbench!!! (2)
PM148/9 DRUMS & REVERB Exellent synth type music!! (2)
PM150 DESKTOP HARPSICHORD RECITAL Classics! +
PM151 INTENSE RAVE VISION A very good rave music !!
PM152 PARADISE: NO BRAIN NO PAIN Good for ravers!! +
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!!! +
PM155 VINE G-RAVE 5 more good rave tracks!!! +
PM156 VIOLENCE PHONOBOMB Four good tracks +

NEW DEMOS

PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD160 ANDROMEDA POINT BLANK Crazy polygon effects
PD161 BRONX MEGADEMO II Several sections to this!
PD162 ALCHEMY MARCHWITH Very good new demo+
PD163 GUARDIAN DRAGON 2 NEW demo from Kefrens
PD164 DESIRE MENACE Good Psycho rave demo +
PD165 DARK DEMON Mega new demo .... get it+
PD166 PALACE LINUS Like the 7Up Ad on TV +
PD167 ANALOG FALLEN Excellent demo +
PD168 MELON DEZIGN 808 A classy new demo
PD169 BIG BANG Excellent spacey-type demo+
PD170 PEICE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+
PD173 EXIT MEGADEMO 3 Another very good demo

NEW ANIMATIONS

PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+
PA094 AMY JOGS,WALKS & SNEEZES by Eric Schwartz! +
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +
PA096 OH NO MORE CLASSY ANIMS The last chuck? +
PA097 A SMALL STATION AT KHERNE New 1mg version+
PA098 EASTER ISLAND ANIM A nice fractal animation!+
PA099 ATF AGILITY new ES anim, very witty as usual+
PA100 VTOL CONTEST Check out this new ES anim ! +

NEW ... ALPHA GRAPH ... NEW

Alpha graph is a brand new CLR graphing program for business or home use, please ring for more details £3.50 +

NEW-FRESHWATER FISH-NEW

CLE07 Freshwater fish is the latest in the series from Total Concepts, the people who brought you Solar System, this subject covers a Freshwater Fish,a fascinating subject for young and old alike. If you enjoyed the Total concepts series then you will also enjoy this title. + Comatible. 2 Disks £4.50

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POW003 **QUANTOX+** Fair shootemup
POW004 **BATTLEVALLY** Strategy shpotemup
POW005 **JUMPJET+** Simple Flight Sim
POW006 **SLAYER** Good mindles blast
POW007 **STEEL** Explore&Blast. Good Gfx
POW008 **ARGIPELIGOS** Classic Puzzle game
POW009 **BAD COMPANY** Great spaceharrier Clone
POW010 **EYE OF HORRIS** Platform game
POW011 **PROSPECTOR** Tricky Maze game
POW012 **STARBLAZE+** Star wars type game
POW013 **STARGOOSE+** Excellent ShootEmUp
POW014 **STAR RAY** Defender clone - Get it !
POW015 **CHICAGO 90** Isometric 3D car chase
POW016 **DEMOLITION** Average Breakout game
POW017 **DOGS OF WAR+** IkariWarriors type - good!
POW018 **HATE+** Isometric 3D ShootEmUp - Great!
POW019 **BATTLESHIPS 1-2** Player Classic
POW020 **MANHATTAN DEALERS+** Great BeatEmUp game

THESE GAMES ARE WELL WORTH CHECKING OUT !!!!

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CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, and will you and your children an interactive guided tour through the incredible world volcanos, rocks and minerals. the program is very simple to use just point and click. Geology is on 2 Disks £4.50 +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



CLE04 KIDDIES COLOURING PAD This is a colouring book for young children and they wont get in a mess using it ! It is very simple to use with full instructions with the program. Simply pick a picture and colour it in ! Includes a save option, so once you have coloured you picture you can save it out to a disk to print out using Dpaint etc. Price £3.50 +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +

SMOOTH SCROLLING TITLES

created with VIDEO TITLES

CLU01 VIDEO TITLER is a program that will allow you to create smooth scrolling video titles with the greatest of ease, programmed by Darren Mccaul, whose Starbase is due out soon, the program lets you use any amiga bitmap font, of which several are supplied, and scroll in any colour vertically up the screen. Essential for all video enthusiasts. £3.50 +



CLU02 FISH INDEXER If you have ever wanted a program, but have never been able to find it ANYWHERE chances are it's probably in the fish library, but rather than having to rake through thousands of lines of text, why not use the Fish indexer, a superb database of the entire Fred Fish library, with full search, print and more.Price £3.50+

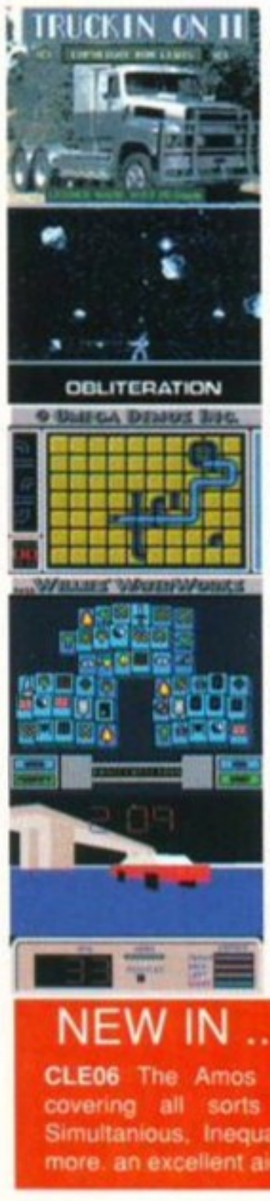
CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

CLG01 NORRIS A machine code programmed platform adventure starring Norris, help him journey his way through level after level battling beastly beasts and montstrous medieval men ! This game has a great atmosphere, and is immensley playable, it will have you addicted in minutes !
Price £3.50

CLG02 DARK THINGS Another excellent quality platform game along similar lines to MarioLand, you know - scrolly along, then run & jump kind of thing, so your kids will love it, we did, and we're just a bunch of of kids at heart ! Price £3.50 +

CLG03 PHASE 2 Superb sideways scrolling shoot em up, along similar lines to the all time classic defender, anyway you control a photon powered XZ-1B fighter and you must battle with the forces of evil ! The gameplay is brilliant and the scrolling and animation silky smooth, if you want my advice - buy it. Price £3.50 +

CLG04 X-SYSTEM This is a corker a superb multilevel shootemup, you know the type, balst your way through hoard after hoard of aliens and end of level guardians, it even has a built in platform game thrown into he bargain, programmed by the BadBoyz this is one of the best shootemups about, get it and prepare to be impressed. price £3.50 +



CLG05 TRUCKIN ON This is a new version of a PD game that was originally bugged to hell, the programmer has taken all the main elements of the game and re-programmed it in C, so its now fully playable truck driving simulation and management program. TO is a must for all you truckers out there and is supplied on 2 disks & needs 2 drives! 4.50.

CLG06 OBLITERATION This game has had many a rave review, programmed in machine coed its fast & furious arcade action as you work your way thru this asteroid infested game, blasting wave after wave of rocks, this game is utterly addictive and includes a bonus game MAD BOMBER which is as addictive as the main game. A must for all gamers ! Price £3.50

CLG07 WILLYS WATER WORKS If its puzzle games you like then we've got just what you want, you control willy, a plumber, whose job it is to built a pipeline using the pipes he has before the water starts to flow, and this certainly isnt as easy as it sounds ! A superb little game that will have you and you kids(?) entertained for hours. £3.50

CLG08 DRAGON TILES This is an excellent puzzle game you have a huge stack of different icons which, using the mouse you must match up to make a level disappear, sounds boring but its actually very addictive, I was playing it for hours ! A Vast improvement on the PD version, Dragon tiles is well worth anyones couple of quid ! Price £3.50 +

CLG09 MOTOR DUEL Now this is just fabulous ! Martin would not leave this game alone for days, its a 3D car racing-chasing-shooting game, with guided missles and lasers, its by the same programmer as the PD game Battlecars, but its a lot better, play the computer (Mega difficult) or link up to anoth amiga for 1 on 1 action ! Price £3.50 +

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CLE06 The Amos Maths Instructor, superb maths tutorial covering all sorts of subjects including trig, Quadratic, Simultanious, Inequalities, Volumes, Area, Vat & Interest and more. an excellent aid for GCSE students. Price £3.50 +

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Utilities

Speed up operations, recover dodgy disks, manage your files better, print documents better – you can do all this and more with amazing Amiga utility programs...

WE ALL KNOW how difficult computers can be at times. Disks fail, files get accidentally deleted, you spill coffee on the keyboard – whatever the cause, it creates a problem you could really do without. Not only is it a hassle trying to fix the problem, it also wastes a great deal of valuable time which could be far better spent playing games or working on that important document.

To help cure your computer calamities, and to generally make normal computing a lot easier, various clever programming types have written utility programs. Utilities come in various guises, most of them designed for a specific purpose, either to achieve something that other programs can't achieve, and serve to make an existing way of doing things easier. And in a few special cases they are capable of performing functions which, until we have the programs, we wonder how we ever lived without them in the past.

There are quite a few such programs available for the Amiga covering topics as diverse as repairing damaged disks to making programs smaller in size to transferring files to other disk formats. Some are designed to make the Amiga easier to use. Take *Directory Opus* for example – instead of using the Amiga's unfriendly command line interface for copying, deleting or renaming files, you can use this program to highlight the file in a directory listing and then click on a button to perform the required function. No typing is involved; you just use the mouse. What could be simpler?

Other programs become invaluable for different reasons. Most of us will have deleted a file that we regretted deleting, or would have inserted a floppy disk and seen an error message pop up. Instead of resigning our data to the great trashcan in the sky, we can use programs such as *Quarterback Tools* to rescue the data and the disks so they can live to work another day (or week or year...).

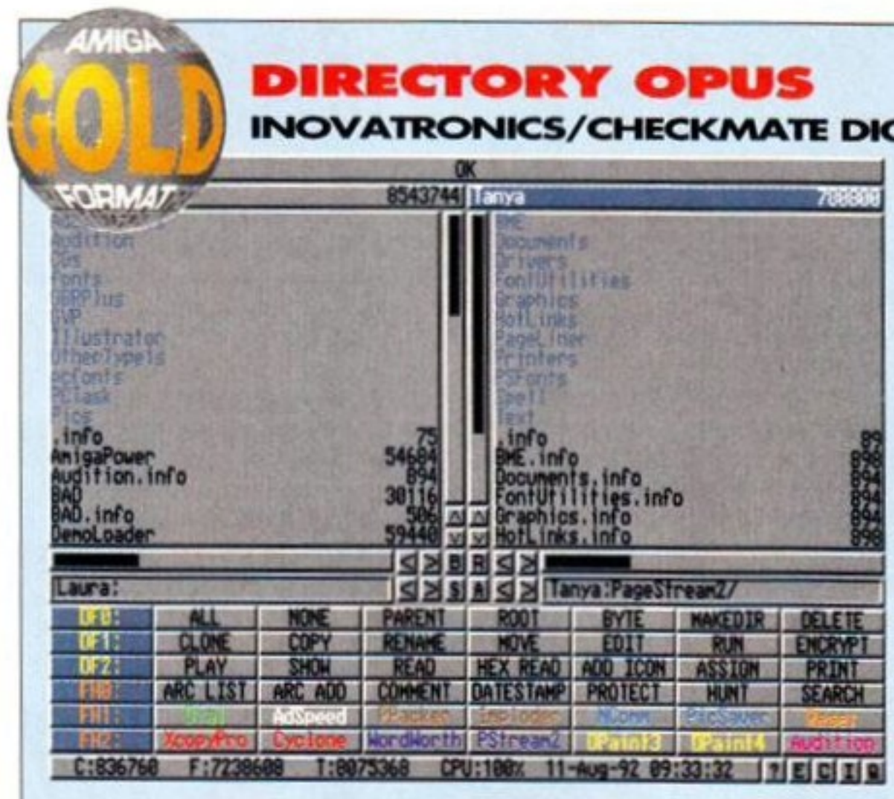
Interestingly, some areas of utility software are not covered very well by commercial programs and for these areas you're better off looking at public domain and shareware software – see the PD and shareware Top 50 on page 149 for more.

Virus hunting and killing programs are a key example of this. While there have been commercial virus killers in the past, they are simply not updated fast enough to be able to cope with the ever-developing virus menace. Similar programs in the public domain, which can often do much more than their commercial counterparts, are updated monthly and often even more frequently than that. And there's the great advantage that PD utilities only cost the price of a disk – a very cost-effective way of getting more out of your Amiga.

In short, utilities are an essential part of computing on the Amiga, performing functions that, once you get used to them, you can't live without. They're about making life easier, so make your life easier here's some of top commercial titles currently available – titles we've tried and found indispensable.

DIRECTORY OPUS

INOVATRONICS/CHECKMATE DIGITAL **£39.95**



No more mucking about with the command line interface when you can manage files by mouse-click with *Directory Opus*.

A very powerful file management program, *Directory Opus* enables you to perform most disk and file-related tasks at the click of a button.

Standard operations which would normally be achieved using the rather cumbersome Amiga command line interface, such as copying, deleting and renaming files, are now achievable simply by highlighting the files and then clicking on the task you want the program to perform – easy. It's also possible to view IFF pictures and animations and listen to 8SVX samples all from within the utility.

One of the program's main features is its ability to run programs directly – just click twice on the name of the program you want to run and it will load. And, depending on the program, it'll enable you to return to *Directory Opus* once you've exited the program.

***Directory Opus* can be fully customised; everything from the program's colours to its number of buttons and menu items (not to mention what those functions can do) can be changed. It also supports ARexx, enabling you to run ARexx programs and scripts, provided you have ARexx that is.**

In short, *Directory Opus* enables you to perform tasks for which you would previously have had to use several different utilities. Since it has come out, though, the shareware utility *SID 2* has come out, which is just as good, if not better, and as shareware is free to try out. Nevertheless, *Directory Opus* is still a very good program and makes using the Amiga a heck of a lot easier.

AMIGA UTILITIES A-to-Z

You can buy some amazingly useful and productive software for your Amiga, ranging from superb DTP packages to word processors and graphics programs. This is all very well, but sometimes you'll find that you need some kind of 'housekeeping' software to tune your system to its peak and help look after all your files. Take a look at what's available and see how useful utilities can be...

AMI ALIGNMENT

Trilogic **£29.99**

With this program you can examine a disk drive to determine the drive's head alignment, speed and its ability to read and write disks. It's useful as a diagnostic program if programs aren't working through bad head alignment.

***Amiga Format* rating 67%**

AMI-BACK 1.4

Omega Projects **£49.95**

A fast program designed to back-up the data on your hard disk. It has an unfriendly interface, but there are some good features such as being able to back-up your hard drive regularly at defined intervals. It backs up data in standard AmigaDOS format so that you can retrieve files easily.

***Amiga Format* rating 71%**

B.A.D.

Centaur Software/HB Marketing **£42.95**

A utility for optimising disks by relocating data into contiguous, unfragmented blocks. It has modes for optimising in either Workbench or standard CLI modes and can work on either floppy or hard drives, or to block- based RAM devices.

***Amiga Format* rating 80%**

CROSSDOS 4

Consultron/Silica **£29.95**

A utility by which you can transfer files between PC, ST and Amiga disks. It works by installing custom drive handlers (mfm.device) that work together with the standard Amiga trackdisk.device to automatically switch between MS-DOS/ST or Amiga formats. See above for more.

***Amiga Format* rating 82%**

DIRECTORY OPUS

INOVAtronics/Checkmate Digital **£39.95**

A file management tool which is fully configurable from gadgets to menus. It can be set up to launch executables, batch files, or even ARexx scripts, and is fully ARexx compatible. It can automatically determine a file type and either play a sound or show a picture when you click on the filename.

***Amiga Format* rating 90%**

DISK MASTER

Progressive Peripherals/Trilogic **£29.99**

A file management program similar to *Directory Opus* but with fewer functions. It has all the basic CLI replacement functions, plus extras such as format and can run external programs. A good program, but *SID* version 2, which is shareware can do as much if not more, for less money.

***Amiga Format* rating 71%**

DISK MASTER 2

Progressive Peripherals/Trilogic **£49.99**

An upgrade of *Disk Master*, there are a few extra file-related features and a new Workbench 2.0 look. It is more configurable, and is flexible in this respect, but *Directory Opus* still has the edge for user friendliness and functionality. *Directory Opus* is cheaper as well...

***Amiga Format* rating 74%**

CROSSDOS 4

CONSULTRON/SILICA **£29.95**

One thing can be said about the Amiga's disk format: it isn't standard. In fact, it is so unusual that other computers are unable to read Amiga disks. So, if you want to transfer software between different computers, the way to go is to use PC formatted disks which can then be read by PCs, STs and, with the help of *CrossDos*, Amigas as well.

CrossDos enables the Amiga to read PC and ST formatted disks and to treat them as if they are 'normal'. That is to say, the program patches the Amiga's disk drives so programs can access them as they would normally, but instead of treating them as DF0: or DF1:, they're now DI1: or DI2:. Thus, you can access PC disks from almost any application, making it easy to transfer graphics and text files between formats.

As well as read from and write to PC, or MS-DOS, disks, *CrossDos* is capable or formatting, copying and checking the disks for errors, adding to its versatility.

CrossDos is destined to become an Amiga industry standard. Not only is it a very good program in its own right, it's due to be packaged with Workbench 2.1 when it comes out later in the year. No matter which way you get the program, if you need to transfer files between the Amiga, PC or ST, this is the one to go for.

QUARTERBACK 5

CENTRAL COAST SOFTWARE/HB MARKETING **£49.95**



When working your hard drive hard, it's wise to take precautions and back it up – that's where *Quarterback 5* comes in.

Virtually the Amiga standard when it comes to hard disk backing up utilities, *Quarterback* makes it easy to save your hard disk's contents to protect it (and yourself) from unforeseen disasters such as hardware failure or virus infection.

You can back up either an entire hard drive or part of it, and this can not only be saved on to floppy disk but also to other hard drives and tape streamers; virtually any standard Amiga volume.

***Quarterback* can be run from the command line interface, for real tech heads, or you can use a mouse. You can set it up to back up only back-up files that have been written after a certain date, the most recent files, or the entire hard disk each time you use the program. All this happens quickly and much faster than comparable hard disk programs (not that there are all that many).**

If you want to play safe with your valuable computer data, then *Quarterback* could be the tool you need.

POWERPACKER PROFESSIONAL V4

EUROPRESS DIRECT £14.95

The commercial successor to the series of the popular *Powerpacker* shareware compression programs, *Powerpacker Professional* v4 improves on the earlier shareware and commercial offerings.

It can compress program and data files to less than two thirds of their original size, which is better than its predecessors, freeing up valuable disk space. Programs that have been compressed with *Powerpacker Professional* can be loaded and run as if they were normal files because they 'de-crunch' themselves into memory; you don't need to do anything.

There is also a collection of freely distributable supplementary tools which come with the program and are designed for using data files which have been compressed by it. Also included are *PPmore*, with which you can load text files that have been compressed, and with *PPshow* you can display and print compressed IFF and HAM images, while *PPanim* is used for viewing animations.

For programs that don't support 'Powerpacked' files directly (and this is most programs), there is a small patch included with the main program that enables programs, such as *Deluxe Paint* to handle the compressed files.

As a compression program *Powerpacker Professional* is very efficient and powerful, saving you valuable disk space. The supplementary programs that come with it make the utility very powerful and because they can be distributed by anyone this means everyone can benefit from *Powerpacker*'s powers. Excellent. Every Amiga owner should have one.

QUARTERBACK TOOLS

CENTRAL COAST SOFTWARE/ HB MARKETING **£71.47**

If you're the sort of person who gets frustrated every time your Amiga floppy disks or your hard disks throw up strange error messages on the screen, then it might pay to take a look at Central Coast Software's excellent disk optimiser *Quarterback Tools*.

The program is designed to get the best performance out of your floppy and hard disks and can optimise these devices so data is stored as efficiently as possible, and it can check disks for errors marking any it finds so the computer doesn't try to use them. The facility to check for and fix errors is of particular benefit to hard disk users because it's usually such a terrible job to do on such a huge storage medium.

Quarterback Tools is also capable of recovering deleted files and unformatting a disk that's been formatted – a neat trick which it implements by storing a backup of the file allocation table, the part of the disk that stores information on which files are present on the disk and where. The disk must have been formatted with *Tools* in the first place, and as soon as you write anything to it then the un-format option won't work.

It's a program that integrates the sort of jobs that would previously be done by several programs into and improves upon them. If you want to ensure your data is always safe, or want to save it if it isn't, then take a look at *QBT*.

AMIGA UTILITIES A-to-Z

DOCTOR AMI
Free Spirit Software/Silica **£24.95**

Doctor Ami diagnoses your Amiga's memory and hard drive to check for potentially dangerous errors by performing low-level tests. It can be useful for remapping bad blocks, but *Quarterback Tools* is better. *Doctor Ami* is cheaper and if you only require simple diagnostic tests then it's up to the job.

***Amiga Format* rating 68%**

DOS 2 DOS
Central Coast Software/HB Marketing **£51.03**

A program designed to transfer files between the PC, ST and Amiga formats, including some file conversions. The disadvantage compared with other file transfer programs is that it takes control of your floppies so the Amiga cannot multitask while it is running. Otherwise, a very competent program.

***Amiga Format* rating 75%**

FACC II
ASDG/Silica **£19.95**

This floppy accelerator sets up caches for your floppies so that directories appear quicker and programs can run faster. The advantage over the standard AmigaDOS addbuffers command is that the disk information is remembered even after ejecting the disk.

***Amiga Format* rating 62%**

FLEXIDUMP PLUS
Care Electronics **£39.95**

Designed to print colour graphic screens, enabling you to adjust brightness and contrast. It uses its own printer drivers, which are better than the standard drivers supplied with Workbench. You can produce good looking printouts with good gray-scales and printing colour is even better, with full controls for colour correction and dithering.

***Amiga Format* rating 80%**

FONTGRABBER
Genisoft/HB Marketing **£49.95**

A program that enables you to create your own bitmap fonts. Rather than providing a font editor, you create fonts on a IFF screen in any paint package and import them into *Fontgrabber*. Letters can be assigned to keys and saved, and you can also load in a font and convert it to an IFF. Unfortunately, the program does not support ColorFonts.

***Amiga Format* rating 66%**

MAC-2-DOS
Central Coast Software/HB Marketing **£99.95**

A program designed to transfer data between the Amiga and the Macintosh. It comprises a software interface, the hardware required to connect a Mac disk drive to the Amiga and utilities to convert files as it is transferring them.

***Amiga Format* rating 82%**

MAVERICK V4
Blitsoft **£24.95**

A copying program which includes *Override*, to make programs usable on a hard disk, and *Inspector*, a disk editor.

***Amiga Format* rating 62%**

POWERPACKER PROFESSIONAL V4
Europress Direct **£14.95**

A powerful file compression tool that can both compress and decompress files to save disk space. It can automatically detect files compressed by some inferior crunchers and will re-crunch them using its own more efficient algorithms.

***Amiga Format* rating 92%**

QUARTERBACK 5
Central Coast Software/HB Marketing **£64.95**

A hard disk back-up tool to protect your data from hardware failure or virus infection. It also supports tapestreamers and backup hard drives.

***Amiga Format* rating 87%**

QUARTERBACK TOOLS
Central Coast Software/HB Marketing **£71.47**

Great for helping maintain your data, the program is a life-saver when it comes to rescuing dead hard drives or just un-deleting files. It can even recover data when both the root and the boot blocks have been corrupted beyond repair.

***Amiga Format* rating 90%**

SUPER BACK
Disk Company/Silica **£49.95**

A hard disk back-up program that can save and restore individual files and directories as well as entire disks. Basic, but affordable, it comes with good documentation.

***Amiga Format* rating 74%**

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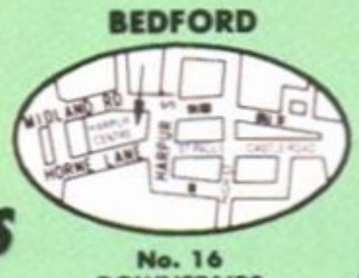
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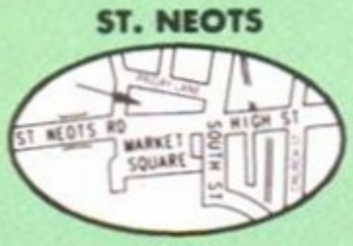
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Forced to use a PC at work or a BBC at school? Hard luck. Need to run a program written for another computer, but don't have that computer? In either case, your Amiga can help. With the aid of an emulator, either hardware or software, your Amiga can run other computers' programs, sometimes faster than the original machines.

Emulators

Powerful, versatile, flexible – just some of the things your Amiga normally is. But if you need it to, it can also become another computer entirely...

YOUR AMIGA ISN'T just an Amiga. It can also be used to run programs written for other computers. To do this the Amiga uses emulators – hardware or software, or sometimes a combination of the two, which enables it to act as if it were another computer.

As you can imagine, to be able to run programs written for another computer is very clever – so clever, in fact, that the Amiga can sometimes struggle in terms of speed and compatibility. This doesn't often happen with the hardware emulators, because they usually include much of the original machine's hardware which is then hooked up to the Amiga. Commodore's Bridgeboards are examples of this – they contain the ROMs and most of the hardware of the PC, making the card a PC in its own right, but using the Amiga hardware to access the card and read the disks.

When it comes to software-only emulators, things are a bit trickier. The Amiga has to use its own processor to replicate all the functions of the computer it's pretending to be. While its 7.14MHz 68000 processor is by no means a snail, it can struggle to cope with running software designed for much slower computers at the right speed, sometimes failing to run them at all. A related problem is that software can make calls on specific chips that the Amiga doesn't have, so the Amiga not only has to try to perform the same function but sometimes also convince the software that all is running normally so that it doesn't crash – not easy.

In spite of these difficulties, some valiant attempts have been made to emulate other computers using only software. Two of the more notable programs are commercial, while there is a plethora of emulators available in the public domain.

THE EMULATOR 2

GENISOFT £39.95

The Emulator 2 was written specifically to enable Amiga owners to access the wide range of quality educational software available for Acorn's BBC machine. In the past the BBC was the computer for which most educational software was written, largely because of the machine's popularity in schools, and to a large extent this is still true.

Apart from educational software, the BBC is also notable for its very good interpretation of the Basic language – indeed, BBC Basic is one of the most powerful versions of the language available for any computer.

When it comes to emulation, *The Emulator 2* is very good, supporting all of the original computer's graphics modes and sound, as well as handling the BBC's Basic. And, unlike most emulators, it is actually faster than the original, running between two and seven times as fast.

The Emulator 2 is in fact so fast and so effective at emulating the popular Acorn that educational institutions could do worse than upgrade their systems to Amigas and access the range of software available for the Amiga in addition to the very good educational software for the Acorn, as well as the older BBC.

***Amiga Format* rating 84%**

64 EMULATOR 2

ENTERTAINMENT INTERNATIONAL £34.99

One of the most popular questions when the Amiga first came out was whether, since it was a Commodore, it would run software for other Commodore machines, in particular the Commodore 64. Many people thought that simply because it was more expensive than Commodore's older flagship, it would immediately be able to run software for the less expensive machine.

Alas, that was not the case. To try and bridge the gap, a number of companies have released software emulators for the Amiga designed to enable them to run Commodore 64 programs. The *64 Emulator 2* is the only such program still widely available.

The program uses a custom cable to enable it to connect to and access the C64's disk drive. From there programs can be loaded and run, and while programs do run more slowly than on the original machine, the emulator can run most of them.

***Amiga Format* rating 73%**

BBC EMULATOR

GENISOFT £39.95

A solution for all those misguided souls who bought a BBC micro to get computer literate and ended up with a big cream-and-black doorstop. The *BBC Emulator* enables you to run a BBC disk drive and transfer all your programs to the Amiga, on which you can then run them. And not only that: you can run them at about seven times the speed too.

Some example programs are enclosed with the emulator, along with a very thorough manual to take you through all the various technical limitations and drawbacks. It's a bit of nostalgia for most of us, but it could be very useful to teachers who want to use an Amiga in the classroom.

***Amiga Format* rating 56%**

PD EMULATORS

The public domain provides a number of emulator options. Some emulators are less useful than others, but there's a wide range available from most PD libraries.

***A64 Emulator* – A very good shareware C64 emulator, but it requires a special cable to connect a C64 disk drive to the Amiga before it is fully usable – registering the program is the only way to get one.**

***Spectrum Emulator* – Yes, even Sir Clive's colour computer can be emulated. Programs run quite a bit more slowly than on the Spectrum, but they do run. Ideal for reminiscing about the past.**

***ST Emulator* – This very good program can run most ST programs, although you do need the hardware to be able to handle it (lots of memory being the key factor).**

There are also emulators available that handle software for the Sinclair QL and the ZX 81, among others, all of which are available for just the cost of a disk.

For more, see our Top 15 PD and shareware utilities on page 152.

FILE TRANSFERS VS EMULATORS

An important distinction has to be made between emulators and file transfer utilities. File transfer utilities, such as *CrossDos* and *Dos2Dos*, are capable of reading from and writing to other computer disk formats, but they can't run software written for those machines as some people seem to think. They've been designed simply to enable text and data files to be transferred between computers and no more – so you can bring home the letter you started writing on a PC at work or a BBC at school, say, and finish it on your Amiga. They don't let you load and run software.

Emulators, on the other hand, are capable of reading and writing the disk format of the computer they're emulating and can run that computer's software as well.

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22. FT-X Accounts (P)
23. Mcad (P)
24. ARP
25. Term v2.1 (2) (WB2)
26. Bible (4)
27. Form Designer (P)
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30. Clip Art (5) (P)
31. Thief Sound Ripper
32. Zero Virus + Bootx v4.30 (P)
33. Genealogy Program
34. Rim Database
35. Amibase Pro (P)
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42. 202 Utilities
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DEMOS

1. Khem Station Animation (3) (2 Meg)
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3. Mr Potato Head 2 (P)
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6. Budbrain 2 (NP)
7. Triangle Megademo (NP)
8. Batman Demo (P) (1 Meg)
9. Dukula Demo (P) (1 Meg)
10. Popeye Meets The Beach Boys (P)
11. Space Fighter Demo (P)
12. The Walker Demo 2 (P) (1 Meg)
13. Excel U.K. 28 (NP)
14. Virtual Demo (NP) (1 Meg)
15. Man In The Mirror (P) (1 Meg)
16. Global Trash (P)
17. Fillet The Fish (P)
18. Tran Light Cycles (P) (1 Meg)
19. Project Yanks (NP) (2)
20. Coyote 2 (P)
21. Silent Hardwired Demo (P) (2)
22. Magician & Jogger Animation (P) (1 Meg)
23. Magician v2
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27. RSI Megademo (P) (2)
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29. Horizon Sleeping Bag Demo
30. Gate Megademo 2 (NP)
31. Addams Family Slideshow (NP)
32. Predator Megademo (P) (2)
33. Dragons Megademo (NP)
34. Walker Demo 1 (1 Meg) (P)
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36. Anarchy Inspiration Has Come
37. Landing Animation (P) (4) (4 Meg)
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8. The Yello Mix (P)
9. Turtle Power (P)
10. Timex Black Box (P)
11. R.A.F. Megamix (P)
12. Axis Jochen Hippel (P)
13. Dmob 4 (NP) (2)
14. Techno - Tronic (P)
15. Dragnet 12" (P)
16. Crusaders Bacterium (P)
17. Digital Force (P)
18. Madonna Vogue (P) (4)
19. Miami Vice Theme (4)

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2. PD Games I (P)
3. PD Games II (P)
4. Monopoly (P)
5. A500 Plus 21 Games (WB2) (P)
6. Arcade Games II (P)
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8. Squarnble (P)
9. Lemmingoids (P)
10. Sealance (P)
11. Assassins 2 (P)
12. Tettrix (P)
13. Pom Pom Gunner (P)
14. Star Trek 2 (P) (1 Meg)
15. Asteroids (P)
16. Battle Cars (P)
17. Llamatron (NP)
18. Air Warrior (P)
19. Super Skoda Challenge (P)
20. ED 209 Robocop (P)
21. Down Hill Challenge

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Public Domain & Shareware Top 50



Looking for the best in public domain software? You'll find games, demos, and applications to rival many commercial offerings, but at a fraction of the price. Here's the **Amiga Format** Top 50 titles to show you the way

WHILE THERE ARE hundreds of programs available for the Amiga commercially (and you've read about many of them in this guide), there are just as many in the public domain. Instead of paying upwards of £20 for a program, you can buy PD programs for little more than the price of a disk. And once you get the program you can copy it freely and pass it on to your friends.

Cheap doesn't mean nasty either. There are hundreds of quality PD programs available in all areas of Amiga software, including games, utilities and business software – programs for which you'd expect to pay much more than the cost of a disk. There are also programs you wouldn't be able to find anywhere else, including the graphics and music demos the Amiga is so well known for, and a number of unusual-yet-useful utilities.

With so many programs available, it's hard to keep track of the good ones, let alone find them. So to help you out, here is the ***Amiga Format*** top 50 Amiga PD programs, featuring the Top 10 games, Top 10 demos, Top 10 business and productivity programs, the Top 15 utilities and the Top 5 education programs. They're all definitely worth having and they won't cost you a fortune.

To make life easy for you, we've included the names and contact numbers of the PD libraries that supplied us with the titles, along with the disks' catalogue numbers, where appropriate, so ordering your copy should be a doddle. Because PD can be freely copied, you may well find the program you want available from a variety of suppliers as well. Don't forget to check the memory requirement when ordering a PD program – Eric Schwartz's *At The Beach* demo uses a massive 3Mb of RAM – and A500 Plus owners should make sure to check for compatibility. *Continued over* ▸

WHAT IS PD?

The term 'public domain' can mean many things. Generally, it's all about 'free' software, but there are variations: many programs that are regarded as public domain aren't PD in the true sense.

True public domain software is, at its simplest level, software that can be freely copied – anyone can copy the program and no-one can charge more than the cost of copying of the disk. The author has waived copyright on the program, which means you can do (almost) anything you like with or to the program and not have the Federation Against Software Theft on your back for pirating it. However, most PD programs, particularly utilities, have some kind of author accreditation which can usually found on the boot-up screen or in the documentation. Such programs, commonly called 'freeware', can still be freely distributed, but it's an infringement of the author's copyright to remove his or her name from the program and to mess about with the code.

Public domain software can be obtained from PD libraries, from bulletin boards and from friends – there is no restriction on who can stock the programs or sell the disks. While you do have to buy PD software from libraries, the price charged should only be enough to cover the costs of the disk itself, the copying of it and the administration involved.

The next step on from PD software is shareware. Shareware programs can also be copied by anyone, but if you use the program for more than a certain trial period (usually about 30 days) you're obliged to register it by paying a sum of money to the program's author. This sum can vary, but once you pay it you usually get some extras, such as a more advanced version of the program, printed documentation and so on. For example, author Jeff Minter will give you another complete game, a poster and a newsletter if you take the trouble to register his shareware shoot-'em-up *Llamatron*. Such extras act both as an incentive to register and a reminder that registering is the 'right' thing to do.

Then there's licenceware – programs that are only available from certain libraries and are sold at a pre-determined price. A portion of this money goes directly to the author, ensuring that recognition and reward go to the person who wrote the program. In effect, it's commercial software, but is often considerably cheaper than a commercial equivalent.

BUYING PD SOFTWARE

The most common outlet for PD is the public domain library. There are literally hundreds of these and, while many stock the same titles, prices differ between libraries. Don't necessarily buy your PD from the library that charges the lowest prices for disks – there are other factors to consider. For instance, some of the larger libraries have to employ people to fill orders for disks, using expensive duplication equipment. Also, with the ever-present shortage of floppy disks, some libraries have taken to using higher-quality disks, which cost more to buy, even at wholesale prices. All of these factors have to be considered when you're trying to get a program – you're paying for quality and service that may not be available from a cheaper library.

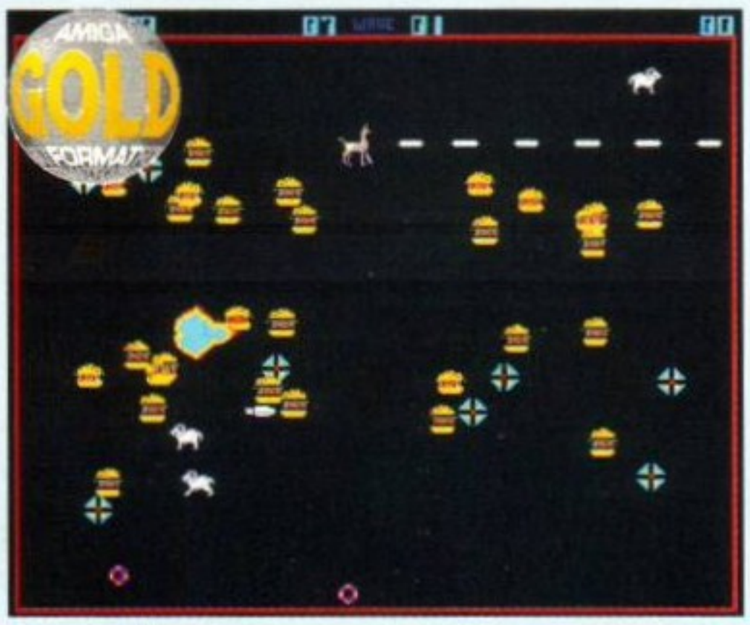
At the same time, don't disregard smaller libraries either. Some of them can afford to offer disks at a cheaper rate simply because they're small operations trying to make headway into this now-crowded industry.

The amount of money you end up paying for a public domain program, as with the commercial variety, isn't always an indication of its quality. Some people are after a quick quid and will put out rubbish asking for a registration fee, while others are genuinely interested in helping others for next to nothing. If cost is a factor, it's a good idea not only to look at the rating a program gets in a review, but also to see how much it may end up costing you later.

In short, shop around for your software. Look at advertisements to get some idea of who's selling disks and pore over software reviews – *Amiga Format* is a great source for these. If possible, talk to other Amiga owners to see who they've had good service from. And if, in the case of shareware, you use a program often, register it!

Top 10 PD Games

You could pay upwards of £20 for the latest arcade conversion, but for extra fun at minimal cost check out any of these PD and shareware games...



Llamatron has the gameplay and addictiveness of *Robotron*, the classic coin-op on which it is based, and llamas to boot.

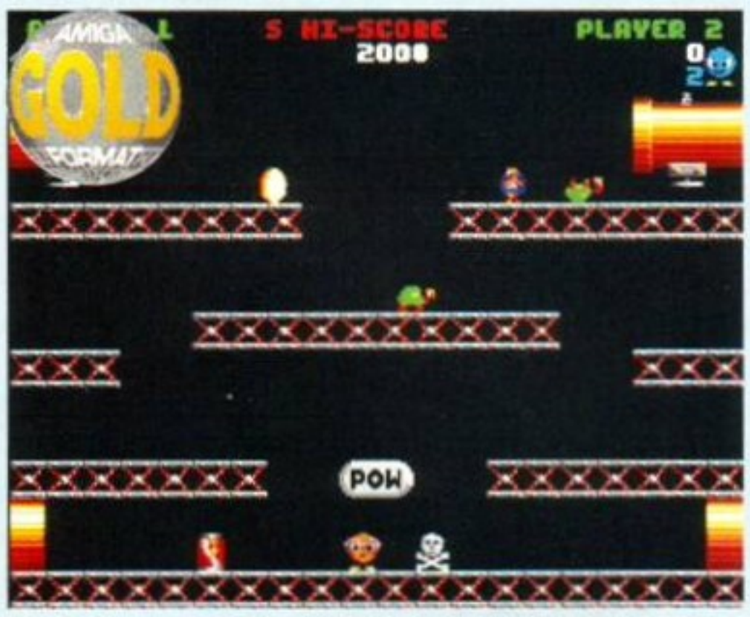
1 LLAMATRON

SHAREWARE BY JEFF MINTER

From Vally PD PG019

Llamatron was the first shareware release from Mr Jeff Minter and marked his move from commercial software into the public domain. The game is a rivetting variation on the classic coin-op *Robotron* – you control a plutonium-death-spitting llama hell-bent on destroying almost everything throughout a hundred screens. Terrific fun.

***Amiga Format* rating 91%**



Doody's got everything – platforms, wacky little creatures, more platforms with wacky little creatures on them...

2 DOODY

PD BY AGILE PRODUCTIONS

From Start Computer Systems 1539

Doody is a clone of the Nintendo arcade game *Mario Brothers*, but instead of controlling the brothers you're a 'Doody' who has to upset and then run into various creatures, flipping them upside down by jumping underneath them when they're on the platforms above. So addictive, it's a classic, even if it's not that original.

***Amiga Format* rating 90%**

3 CABARET ASTEROIDS

PD BY VERTICAL DEVELOPMENTS

From PD Soft 1735

Classic arcade games are the bread and butter of the PD games scene and *Cabaret Asteroids* is one of the best. A near-perfect replica of Atari's early '80s coin-op *Asteroids*, the game has you controlling a spaceship and blasting asteroids into tiny pieces.

***Amiga Format* rating 88%**

4 BATTLE CARS

LICENCEWARE BY PHILIP G HARLE

From Déjà Vu LPD71

Take a spin with *Battle Cars*, an overhead car racing game which pits you against the computer or a friend in races around seven scrolling courses. You can use missiles to destroy other cars and winning races earns you money for increasing your car's performance.

***Amiga Format* rating 87%**

5 REVENGE OF THE MUTANT CAMELS

SHAREWARE BY JEFF MINTER

From PD Soft 2313

Moving from llamas to more familiar pachyderms, Jeff Minter converts his 8-bit classic *Revenge of the Mutant Camels* to the Amiga. You're a death-spitting camel in combat with typically Minter-esque creatures, including phone boxes and even Mr Minter himself as you scroll horizontally through the different levels.

***Amiga Format* rating 85%**

6 LEMMINGOIDS

PD BY EL CARACHO

From 17 Bit Software 1845

What do you get if you cross the creatures from *Lemmings* with the gameplay of *Asteroids? Lemmingoids*, that's what. You control an umbrella which has to blast those loveable (?) lemmings to bits as they drift through space. As a two-player game *Lemmingoids* is even more fun – each player can bump the other into the path of the deadly lemmings.

***Amiga Format* rating 83%**

7 SUPER AMIDASH

PD BY ANDERS JOHANSON

From Amiganuts 1038

On the Commodore 64 there was *Boulderdash*, an addictive game that had you controlling a little creature around a mine and digging through the dirt to get to diamonds while avoiding the boulders that threaten to crush it. *Super Amidash* is an Amiga PD version that captures all the playability of the original.

***Amiga Format* rating 81%**

8 SUPER TWINTRIS

PD BY BIG BROTHER COPY

From PD Soft 1816

If any single title epitomises the puzzle game genre it's *Tetris*. It has been popular in the public domain and of the many versions available *Super Twintris* is the best, with its two player option and excellent presentation.

***Amiga Format* rating 81%**

9 SEVEN TILES

PD BY ALPHA FLIGHT

From Crazy Joe's.....1544

A ball game of sorts, *Seven Tiles* combines the playability of *Kick Off* and the violence of *Speedball*. You pit your team against the computer's or another person's players and aim to score as many goals as possible.

***Amiga Format* rating 79%**

10 MISSILE COMMAND

PD BY MAX BITHEAD

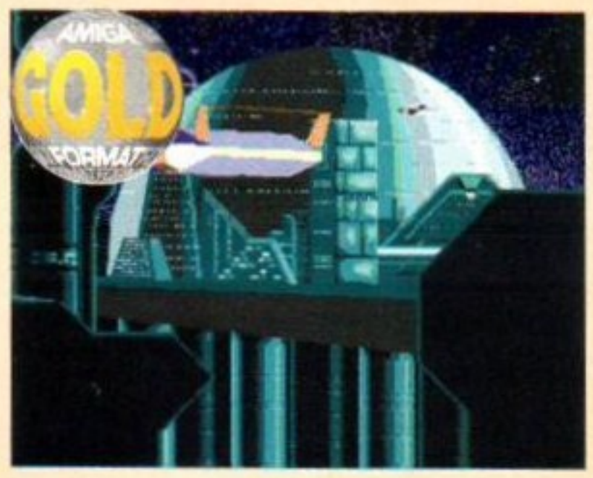
From Vally PD PG009

Another classic game, *Missile Command* has you protecting your city from incoming nuclear missiles by firing your own limited supply of missiles at them. Fast-paced action at its best.

***Amiga Format* rating 78%**

Top 10 Demos

Want to see what your Amiga is – programs designed to really



Not just a display of technical wizardry, *Odyssey* boasts an engrossing story as well.

1 ODYSSEY

PD BY CRIONICS & SILENTS

From NBS PD130-134

A five-disk extravaganza, *Odyssey* is a combination of technical expertise and quality entertainment. It's a story brought to life by programming techniques like filled vector graphics and great music. Good atmosphere and a good story.

***Amiga Format* rating 94%**

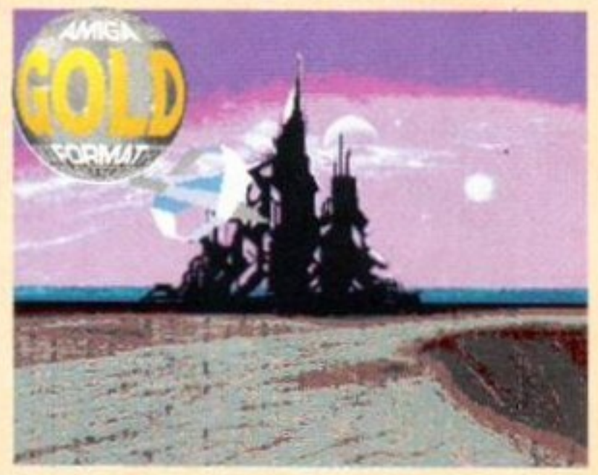
2 AT THE BEACH

PD BY ERIC SCHWARTZ

From PD Soft 2384

Eric Schwartz is well known for his cartoon animations. *At the Beach* is one of his best, with Schwartz stalwart Flip the Frog and his girlfriend Clarisse spending a day at the beach and being hassled by Moondoggie, who has his eye on Clarisse.

***Amiga Format* rating 93%**



No, it's not the latest attraction at EuroDisney – it's some of the great graphics in *Hardwired*.

3 HARDWIRED

PD BY CRIONICS

From 17 Bit Software .....1562A+B

From the cinematic opening sequence to the climactic finalé, *Hardwired's* technically-impressive sections combine into an all-round quality production. Great graphics, great sound – it's all here.

***Amiga Format* rating 90%**

4 LANDING

PD BY TOBIAS RICHTER

From PD Soft 2074

Many PD demo authors go on to do commercial work, and Tobias Richter did the intro sequence to Team 17's *Alien Breed*.

capable of? Check out some demos stretch the Amiga's capabilities...

Landing is an animation of a spacecraft approaching and landing on a planet. Everything runs smoothly and looks good.

***Amiga Format* rating 89%**

5 ANTI LEMMIN' DEMO

PD BY ERIC SCHWARTZ

From PD Soft.....1700&1701

Another classic from Eric Schwartz. Some of Psygnosis' *Lemmings* characters are shot at by a MiG fighter and then get their revenge. Good graphics and a sense of humour are typical of Schwartz works.

***Amiga Format* rating 89%**

6 WILDFIRE MEGADEMO

PD BY WILDFIRE

From PD Soft 2137

The *Wildfire Megademo* is one of the more eclectic collections of demos strung together as productions, featuring some pounding music and colourful acid-style graphics. Sure to send your senses silly.

***Amiga Format* rating 86%**

7 CLASSY ANIMATIONS 1992

PD BY STEVE PACKER

From NBS H686

Steve Packer is also well known for quality animations, particularly those featuring his character Chuck, who returns in *Classy Animations 1992* after Steve threatened to kill him off. All his animations have simple-yet-stylish graphics and humour.

***Amiga Format* rating 83%**

8 ENIGMA

PD BY PHENOMENA

From Pentire PD.....D257

Though it's been around a while now, this is a classic. It features a particularly attractive animated series of ray-traced balls in front of a fractal background. A lot of variety and well worth watching.

***Amiga Format* rating 82%**

9 LINUS

PD BY BJARKE VIKSOE

From 17 Bit Software 2086

One of the very latest, it's a brief but hilarious romp involving a simple line-drawn character who wanders a one-dimensional world indulging in curious antics with a rabbit, a swimming pool and an unexpected hole. Simple, but effective.

***Amiga Format* rating 81%**

10 MANIC RAVES

PD BY SID

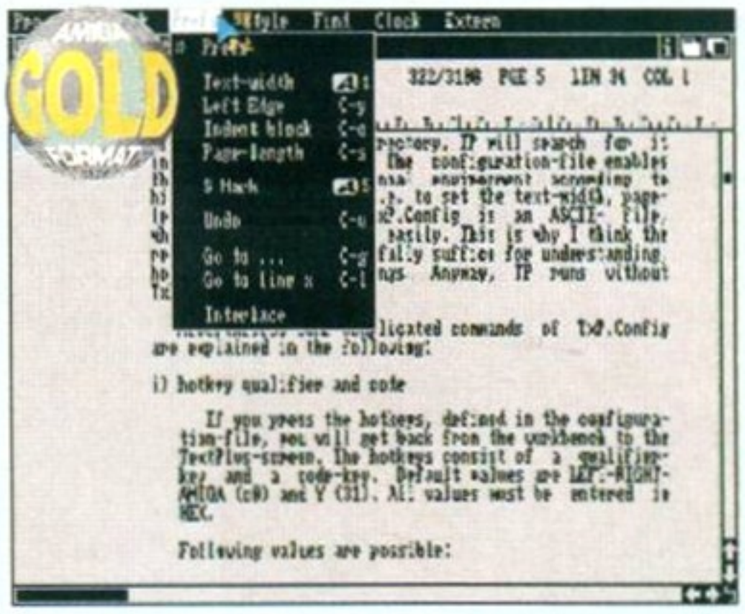
From 17 Bit Software 1229&1230

A two-disk package filled with amazing tracks that wouldn't sound out of place on an LP. The songs are packed to the gunnels with samples that are gradually introduced and more are added until the demo reaches its climax.

***Amiga Format* rating 79%**

Top 10 Productivity Titles

PD software can be fun, but there's a serious side to it as well. Whether you want to write your memoirs or design circuits, there are programs that help you...



For just the price of a disk, *TextPlus* 3.0 offers a range of text formatting options to rival full-price word processors.

1 TEXTPLUS 3.0

SHAREWARE BY MARTIN STEPPLER

From 17 Bit Software 1703

If you haven't found the right word processor to suit your typing tastes, try *TextPlus* 3.0, one of the best PD word processors available. It offers features found in programs costing much more, such as its wide range of printing options and full text formatting.

***Amiga Format* rating 93%**

2 POWERBASE 2.1

LICENCEWARE BY STEVEN RENNOCKS

From Déjà Vu LPD77

Database program *PowerBase* enables you to input, store and sort information, making it much easier to find and manage. With it you can not only store data, but access it very easily with video-type controls.

***Amiga Format* rating 91%**

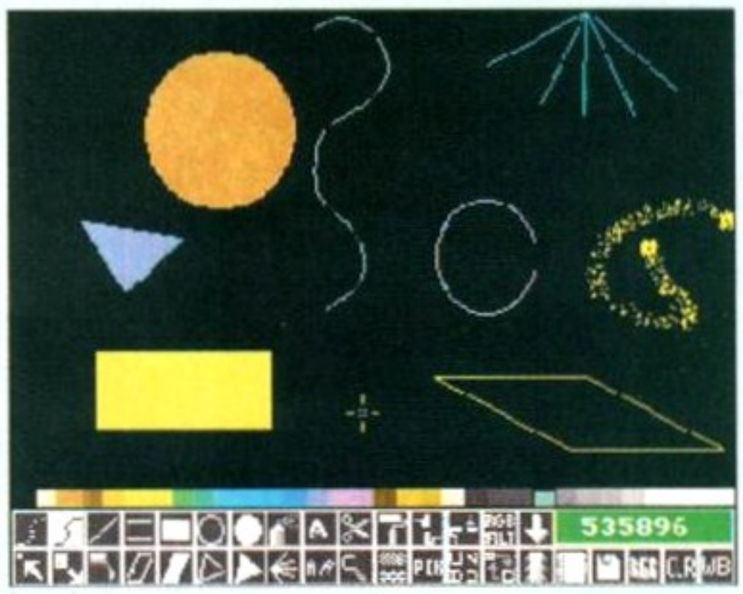
3 PAGE CREATOR

LICENCEWARE BY ALISTAIR STEPHENSON

From 17 Bit Software

Until recently there wasn't a good desktop publishing package in the public domain, but this licenceware offering has changed all that. More than capable of creating and printing quality laid-out documents, it doesn't go as far as similar commercial programs, but it's usable and well worth the asking price.

***Amiga Format* rating 90%**



Francis Bacon's latest masterpiece? Well, no, but possibly his next one, if he's smart enough to get *Spectrapaint*.

4 SPECTRAPAINT 4.1

PD BY TWILIGHT SOFTWARE

From Crazy Joe's.....1545

While most Amigas come bundled with *Deluxe Paint*, there are many alternative art packages available, and *Spectrapaint* is one of the best. It's easy to use and offers all the standard painting functions. A very competent drawing tool.

***Amiga Format* rating 88%**

5 UEDIT 3A

SHAREWARE BY JOHN PETERSON

From PD Soft V645

For editing something like a startup sequence you don't really want a full-fledged word processor; a text editor will do the job nicely and with far less hassle. *UEdit* is one of the best text editors around and can be fully customised to suit your needs.

***Amiga Format* rating 87%**

6 VIDEOLAB

LICENCEWARE BY S LENNOX-GORDON

From Déjà Vu LPD75

If you're a home movie buff, you'll love this video-titling program with which you can create all those familiar scrolling and fading titles, using different fonts and colours. While you'd need a genlock for professional use, *VideoLab* by itself is fine for spicing up your video productions.

***Amiga Format* rating 84%**

7 BIZCALC

SHAREWARE BY MICHEL LALIBERTE

From Essex Computer Systems

.....Home Business Pack 1

Another program for keeping track of your budget, *BizCalc* enables you to enter details of your financial status. Loan repayments, mortgages and general bills can be entered and *BizCalc* displays or prints out a repayment plan for you. Neat.

***Amiga Format* rating 82%**

8 A-GENE 4.19

LICENCEWARE BY MIKE SIMPSON

From Amiganuts .....£15 (£8 to upgrade)

If you're at all curious about your family tree and want to arrange the data you have, *A-Gene* is the program you need. It's a genealogical database which enables you to input and store details about the members of your family and print out a family tree.

***Amiga Format* rating 81%**

9 AMICASH

SHAREWARE BY KEITH A GRANT

From 17 Bit Software 1700

In these economically dour times, it's important to keep track of your finances. *AmiCash* helps you monitor your income and such outgoings as standing orders. Useful and very easy to use.

***Amiga Format* rating 81%**

10 ELECTROCAD

SHAREWARE BY DEREK PELL

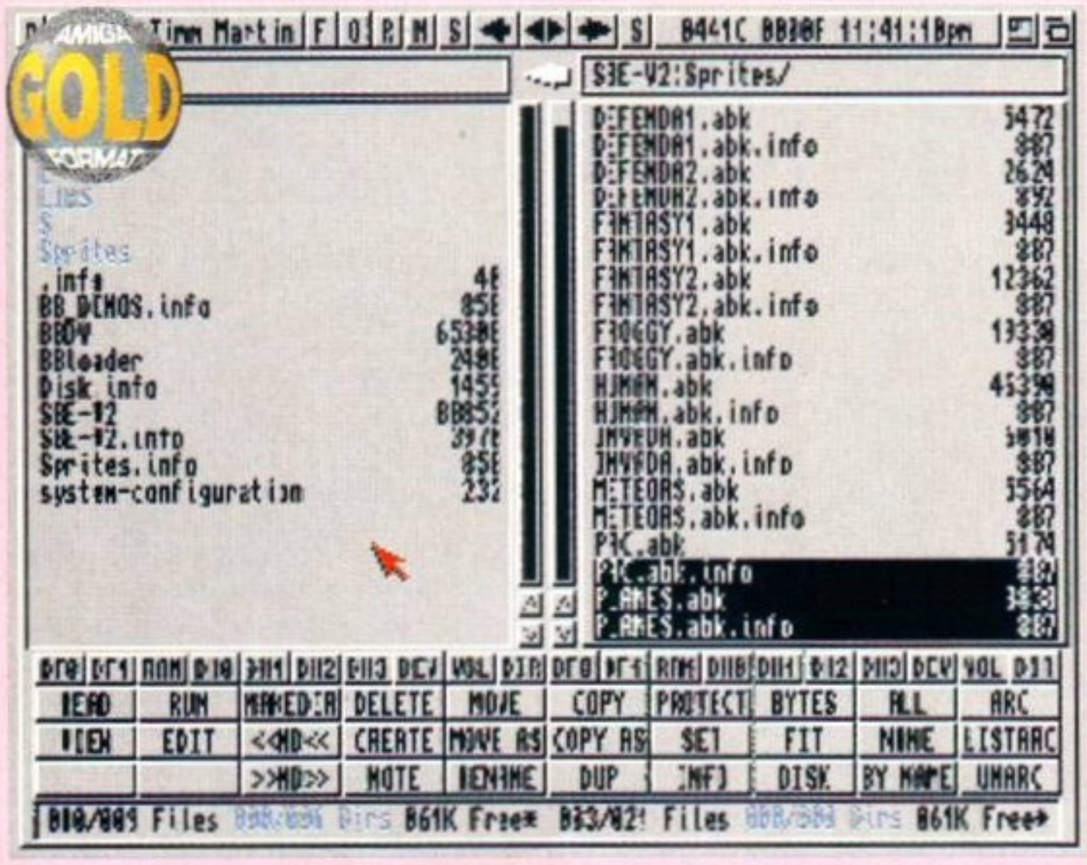
From Crazy Joe's.....1451

For every electronics enthusiast with an Amiga, *ElectroCAD* is a must – it's a program that helps you design circuits. You can place different types of component on an on-screen printed circuit board and the program will generate accurate schematic diagrams.

***Amiga Format* rating 80%**

Top 15 Utilities

PD software is not limited to the sort of programs you'd find in your high-street computer shop. Aside from standard utility fare like sprite makers and file utilities, there are dozens of programs that perform functions you didn't even know about...



If you find point-and-click a bit of a challenge, you need something that makes file and disk operations even simpler – something like *SID 2*, for instance...

1 SID 2

SHAREWARE BY TIMM MARTIN

From Start Computer Systems PU192

The sequel to the famous *SID* (now there's a surprise), which provides an easy-to-use front end for the Amiga, making file and disk operations easy. *SID 2* improves on the original, with more features and the facility to customize almost any aspect of the program.

***Amiga Format* rating 94%**

2 NCOMM 2

SHAREWARE BY TORKEL LODBERG

From Vally PD.....PU171

Another sequel, *NComm 2* is one of the most advanced communications packages available for the Amiga, commercial or otherwise. Offering almost everything you could want in such a program, *NComm 2* includes Zmodem protocol file transfers, a built-in script language and ARexx support. A must for all comms enthusiasts.

***Amiga Format* rating 93%**

3 MED 3.21

PD BY TEIJO KINNUNEN

From 17 Bit Software 1926

MED enables you to sequence samples and create musical masterpieces using the Amiga's four built-in sound channels and the program's MIDI capabilities. There are now many public domain soundtracker utilities available, but *MED* is the best with its MIDI support and sampling capabilities.

***Amiga Format* rating 89%**

4 SUPER SOUND 2

PD BY DAVID O'REILLY

From NBS U707

The Amiga's sound chip is a quality device, capable of playing some realistic-sounding samples. There are dozens of sample disks available in the public domain and with *Super Sound* you can load and edit them, cutting, pasting and adding effects to the digital data.

***Amiga Format* rating 87%**

5 SYSINFO

SHAREWARE BY NIC WILSON

From MCPD MCU88

With the Amiga 600 and yet more Amigas on the horizon, it's getting increasingly difficult to keep track of all the hardware combinations out there. *SysInfo* is a handy tool designed to examine your computer and display how it's set up, including the presence of custom chips, co-processors and additional cards.

***Amiga Format* rating 85%**



Play back all those realistic sampled sounds with *Super Sound 2*. This appears to be the sound of a man falling under that train they always use for stereo demonstrations.

6 VIRUS CHECKER 6.0

PD BY JOHN VELDTHUIS

From Aardvark PD.....U/121

Computer viruses can render hard or floppy disks useless, so it's wise to guard against them. *Virus Checker 6.0* is one of the best virus utilities – it can hunt and destroy both bootblock and link viruses in a multi-tasking environment.

***Amiga Format* rating 84%**

7 MESSYSID

SHAREWARE BY TIMM MARTIN & OLAF SEIBERT

From NBS U619

MessySID is a hybrid of two shareware programs: *SID*, the popular file utility, and *MessyDOS*, which enables your Amiga to read from and write to MS-DOS-format disks. This is handy if you want to transfer data, such as text files, between the two formats as well as carry out many other file-related functions.

***Amiga Format* rating 84%**

8 SCENERY

PD BY BRETT CASEBOLT

From Boot-Up PD U194

Fractals are mathematical equations used to generate amazing images. *Scenery* is a fractal program that can generate landscape scenes pretty quickly, such as snow and water covered hills and mountains. It's very easy to use and gives really eye-catching results.

***Amiga Format* rating 82%**

9 ANIMATION BRIDGE

SHAREWARE BY RON TARRANT

From 17 Bit Software.....1698B

There's a huge range of animation packages available for the Amiga and, while many of them conform to the IFF ANIM standard, there are several other standards used by other programs. *Animation Bridge* enables you to convert animation files of one type to another. It supports animations created by *Deluxe Paint, AniMagic, Animation Station, Animation Editor* and *Director/Movie 2.0.* Easy to use, it's essential if you're into animation.

***Amiga Format* rating 82%**

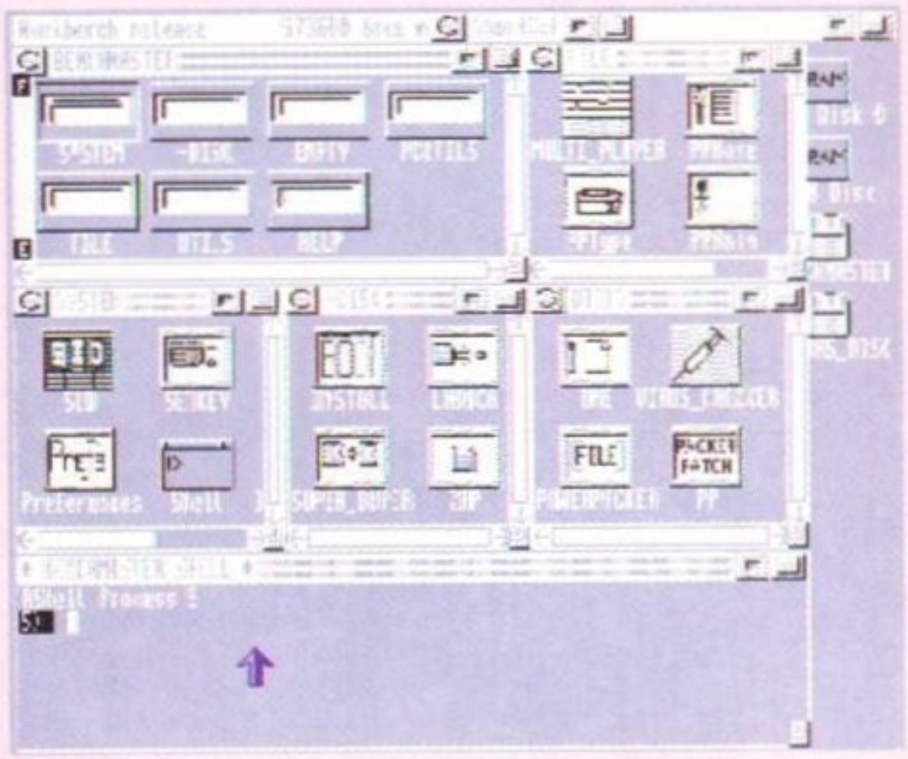
10 ST EMULATOR

PD BY TILL

From Crazy Joe's.....1228

The *ST Emulator* turns your Amiga into an ST, emulating the look and feel of the ST's graphics environment manager (GEM) interface. With it you can run a lot of ST software, although you must have the memory to be able to do this. It's not perfect, but if you want to see what the 'other side' is like, here's your chance.

***Amiga Format* rating 81%**



Benchmaster can do for your Workbench what Black and Decker's Workmate (®, ™, and all that) did for your workbench. If you get my drift.

11 IMPLODER V4

PD BY PETER STRULIK & ALBERT J BROUWER

From NBS.....U640

Once a commercial program, *Imploder* is a powerful compression utility. It enables you to compress an executable file to around half its original size, yet still run it as a normal uncompressed program.

***Amiga Format* rating 80%**

12 BENCHMASTER

PD BY SIMON EVANS

From NBS.....U701/U702

While Commodore's Workbench is all well and good, there are still many people who aren't completely happy with it. To improve things, Simon Evans has created *BenchMaster*, which has a better-looking display than Workbench. What's more, a greater variety of programs, including virus checkers, *SID* and a number of other utilities, serve to make it more useful.

***Amiga Format* rating 79%**

13 PRINT STUDIO

SHAREWARE BY ANDREAS KREBS

From 17 Bit Software.....1543

Normally if you want to print out text files, IFF pictures, windows or anything like that, you need a number of different utilities. *Print Studio* can print out all of these and can even change their attributes, such as colour, before doing so.

***Amiga Format* rating 76%**

14 NEWZAP

SHAREWARE BY DALLAS J HODGSON

From MCPD.....MCU88

NewZap is a disk editing program that enables you to examine and edit the data on your disks easily. With a bit of skill you can change bits of programs, such as text messages, or just satisfy your curiosity to see how data is saved on to disk.

***Amiga Format* rating 75%**

15 DOPE INTRO MAKER

PD BY DOPE INC

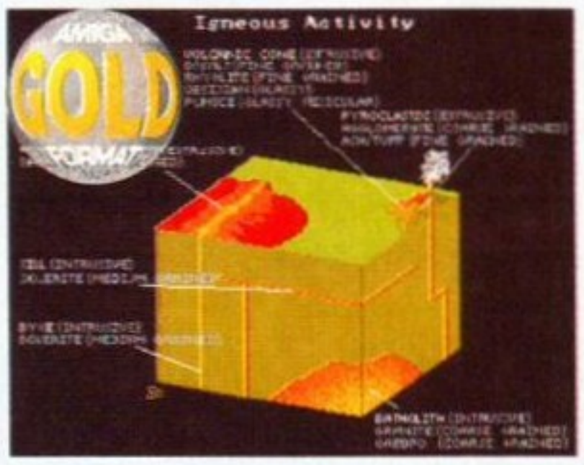
From Crazy Joe's.....580

Creating demos usually requires a good deal of technical and coding knowledge, but with the *Dope Intro Maker* it's possible to create your own easily. Compared to others, the demos that the program creates are simplistic, incorporating a logo, starfield, scrolling message and soundtracker tune. However, they work well and are easy to create.

***Amiga Format* rating 73%**

Education

Contrary to popular belief, learning can be fun. PD software can help you or your child learn anything from spelling to geology...



What you didn't know about geology in a nutshell. Like that the Earth is actually a cube.

1 TOTAL CONCEPTS GEOLOGY

LICENCEWARE BY CHRIS HILL

From Vally PD.....CLE02

Total Concepts Geology will teach you or your child all about what happens on top of and underneath the Earth's surface. It's possible to flip through pages of text, clicking on certain words to get more information about them, along with some impressive-looking graphics.

***Amiga Format* rating 91%**

2 STORYLAND 2

PD BY DAVID ALEXANDER

From Amiganuts.....1206

Storyland 2 uses the structure of a fairy-tale adventure and various sub-programs, including computerised colouring books and jigsaws. Some of the adventure elements might prove to be a bit tricky, especially for the young, but progression through the program gives you a real feeling of achievement.

***Amiga Format* rating 89%**

3 BIG TOP FUN

LICENCEWARE BY LEN & ANNE TUCKER

From Déjà Vu.....LPD29

Run away to the circus in *Big Top Fun*, a four-part program that teaches word recognition and spelling. Very colourful, with a few quality sound effects thrown in for good measure, it teaches and entertains using several popular circus events.

***Amiga Format* rating 87%**

4 WORD FACTORY

LICENCEWARE BY DELWYN FARR

From Déjà Vu.....LPD10

Word Factory has been written to help five- to eight-year-olds increase their vocabulary skills. The task is to put different letters of a word on to a conveyer belt and spell out the word selected by the computer. Graphically very colourful and with the occasional burst of sound, *Word Factory* is a very competently produced piece of software.

***Amiga Format* rating 84%**

5 PLAY IT SAFE

LICENCEWARE BY LEN & ANNE TUCKER

From Déjà Vu.....LPD14

What do you get if you put a child in the same room as a pair of scissors? Trouble, that's what. If you're worried about what your young 'uns may get up to, *Play It Safe* could help. The game's all about identifying potential hazards around the house and is a great buy for parents of particularly busy children.

***Amiga Format* rating 82%**

PD Library contacts

If you've taken a shine to any of the titles in this Top 50, here's how to contact the libraries that kindly supplied us. If no phone number is given, the library in question operates by mail only.

17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH ☎ 0924 366982

Aardvark PD, 53 Cumberland Road, Loughborough, Leics LE11 0DE ☎ 0509 210157

Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

Boot-Up PD, Computer Home Supplies, 30 Sunnings Lane, Corbets Tey, Upminster, Essex RM14 2DQ ☎ 07082 221591

Canhams Leisure Software, PO Box 7, Bletchley, Milton Keynes MK2 3YL ☎ 0908 640763

Crazy Joe's, 145 Effingham Street, Rotherham S65 1BL☎ 0709 829286

Déjà Vu, 7 Hollinbrook, Beech Hill, Wigan, Lancs WN6 7SG ☎ 0942 495261

Digitz, PO Box 144, Mexborough, S. Yorks S64 9SL

Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex SS16 4JA. ☎ 0268 553963

MCPD, 6 Colchester Road, Prittlewell, Southend-on-Sea, Essex SS2 6HP ☎ 0702 351941

NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 466933

Pentire PD, 10a Hag Hill Lane, Taplow, Maidenhead, Berks SL6 0JH ☎ 0628 666641

Start Computer Systems, Barbican House, Bommersfield. Sunderland SR6 0AA ☎ 091-565 2506

Vally PD, PO Box 15, Peterlee, Co Durham, SR8 1NZ ☎ 091-587 1195

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BJ Sheet Feeder	£59.99
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Canon BJ Cartridge	£18.50

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Software companies

If you can't find the programs in this guide at your local dealer, or would like more information on the products listed, here's a handy list of the software manufacturers and distributors who'll be able to help you out...

21st Century Entertainment
56B Milton Park
Abingdon
Oxfordshire OX14 4RX
0235 832939

A+L
Daderiz 61
2540 Grenchen
Switzerland
010-41-6552 0311

Absoft
2781 Bond Street
Rochester Hill
MICH 48309
USA
0101-313-853-0050

Access Software
4910 West Amelia Earhart Drive
Salt Lake City
UT 84116-2837
USA
0101-801-359-2900

Acclaim Entertainment
4 Walcote Place
Winchester
Hants SO23 9AP
0962 877788

Accolade
Bowling House
Point Pleasant
Wandsworth
London SW18 1PE
081-877 0880

Activa International
PO Box 23260
1100 DT Amsterdam
The Netherlands
010-31-2069-11914

Active Sales & Marketing (Thalion)
Unit 4, Acton Hill Mews
Business Centre
310-328 Uxbridge Road
Acton Hill
London W3 9QU
081-752 0260

Activision/The Disc Company
738 East Kerman Rd
92658 Boulogne
Birlancourt
France
010-33-1-49-10-99-95

Adspec Programming
467 Arch Street
Salem
OH 44460
USA
0101-216-337-3325

Alternative Image
6 Lothair Road
Leicester LE2 7QB
0533 440041

Alternative Software
Units 5-7,
Baileygate Industrial Estate
Pontefract
West Yorkshire WF8 2LN
0977 797777

Amiga Centre Scotland
Harlequin House
Walkerburn
Peeblesshire
Scotland EH43 6AZ
089-687 583

Amiganuts United
169 Dale Valley Road
Hollybrook
Southampton SO1 6QX
Fax 0703 785680

Anco Software
7 Millside Industrial Estate
Lawson Road
Dartford
Kent DA1 5BH
0322 292513

Arc Software (Atari)
Atari House
Railway Terrace
Slough SL2 5BZ
0753 533344

Arcana Software
2 Clare Street
Bristol
Avon BS7 7XS
0272 297162

Arnor
611 Lincoln Road
Peterborough
Cambs PE1 3HA
0733 68909

Art Work
1 Pond View
Wootton Ulceby
South Humberside DN39 6SF
0469 588138

ASDG
925 Stewart Street
Madison
WI 53713
USA
0101-608-273-6585

Audiogenic Software
Unit 27, Christchurch Industrial Centre
Wealdstone
Harrow HA3 8NT
081-424 2244

Avante-Garde Software
2525 Preston Road, Ste 1613
Plano
TX 75093
USA
0101-214-612-8204

Axiom Software
1221 East Center Street
Rochester
MN 04856
USA
0101-612-322-4720

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29a Bell Street
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0737 222003

Black Belt Systems
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Glasgow
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USA
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St Ives
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0480 496497

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Bradwell Common
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Bucks MK13 8EL
0908 666265

Blue Ribbon SoundWorks
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GA 30306
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Broderbund Software
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0923 894064

Celebrity Software International
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0492 531830

Centaur Software
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CA 90278
USA
0101-310-542-2226

Central Coast Software
424 Vista Ave
Golden
Co 80401
USA
0101-303-526-1030

Centresoft
Unit 2&3, Holford Industrial Estate
Holford Way
Birmingham
B6 6AX
021-625 3399

Checkmate Digital
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London
N1 4PR
071-923 0658

CodeMasters
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Stoneythorpe
Southam
Leamington Spa
Warwickshire
CV33 0DL
0926 814132

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Commodore House
The Switchback
Gardner Road
Maidenhead
Berks SL6 7XA
0628 770088

Complex Computers
2, The Arcade
Waterfoot
Rossendal
Lancs
BB4 9AF
0706 224531

Computech Services
87 Victor Gardens
Hawkwell
Hockley
Essex
SS5 4DY
0702 206165

Consultron
89-59 Ridge Road
Plymouth
MI 48170
USA
0101-313-459-7271

Core Design
Tradewinds House
69/71 Ashbourne Road
Derby
DE22 3FS
0332 297797

Crystal Rose Software
119 North Bonnie Ave
Pasadena
CA 91106-2103
USA
0101-818-795-6664

D&H Games
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Shefford
Bedfordshire SG17 5AN
0462 816103

Europress Direct
Junction 8 Business Centre
Rosscliffe Road
Ellesmere Port
South Wirral
Cheshire L65 3BN
Fax 051-357 2813

Daze Marketing
Dagmar House
12 Old Street
London EC1V 9AB
071-490 2944

Delta Research
PO Box 151051
San Rafael
CA 94915-1051
USA
0101-415-461-1442

Digital Marketing International
Unit 3, Poyle 14
Newlands Drive
Coinbrook
Berkshire SL3 0DX
0753 686000

Digita International
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EX8 1JL
0395 270273

Digital Multimedia
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Hockley
Essex
SS5 4DY
0702 206165

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Microdigital Soft S.A.
Urbanizacion las Lomas
c/ Valle de Belagua 29
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Spain
010-34-1-632-0000

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Birlancourt
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The Disc Company
11440 San Vicente Blvd
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CA 90049
USA
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Putney, London
SW15 1PR
081-780 2222

Dream Factory
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Watchmoor Road
Camberley
Surrey GU15 3AJ
0276 684959

Dr T's Music Software
124 Crescent Road, Suite 3
Needham
MA 02194 USA
0101-617-455-1454

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90 Heron Drive
Langley
Berks SL3 8XP
0753 549442

Elite Systems
Anchor House
Anchor Road
Aldridge
Walsall WS9 8PW
0922 55852

EMC Computergraphic
8 Edith Road
Clacton on Sea
Essex CO15 1JU
0255 431389

Empire Software
4 The Stannetts
Laindon North Trade Centre
Basildon
Essex SS15 6DJ
0268 541212

Enigma Variations
1 Grove Park Court
Harrogate
North Yorkshire HG1 4PD
0423 501595

ESP Software
32a Southchurch Road
Southend-on-Sea
Essex SS1 2ND
0702 600557

Europress Software
Europa House
Adlington Park
Macclesfield SK10 4NP
0625 859333

First Choice
Unit 8, Armley Park Court
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Free Spirit Software
720 Sycamore Street
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G2 Systems
5 Mead Lane
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Amex House
40 Princess Street
Manchester M1 6DE
061-236 2515

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Lovet Road
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Harlow
Essex CM19 5TB
0279 412441

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Newlands Drive
Colnbrook
Berks SL3 0DX
0753 686000

GFA Data Media
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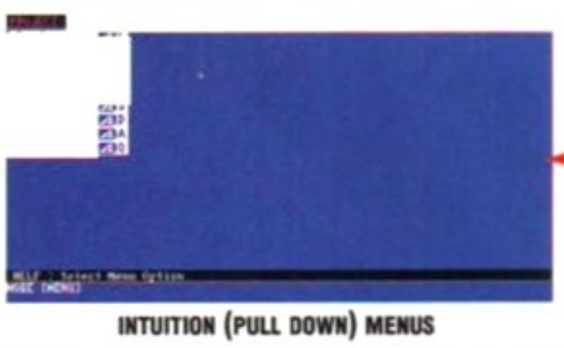
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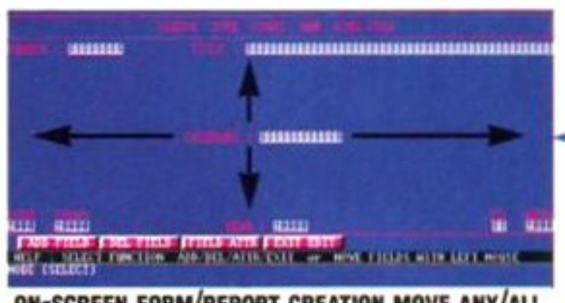
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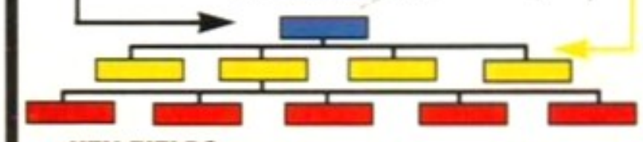
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MULTIPLE FORM LEVELS
ALLOWING ACCESS TO MORE THAN ONE DATABASE



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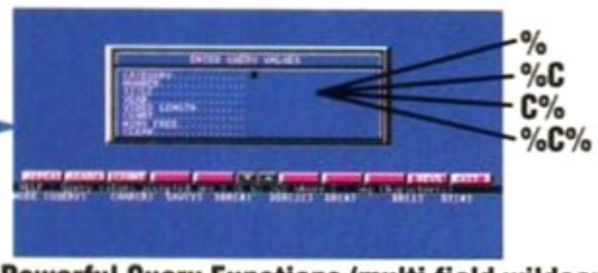
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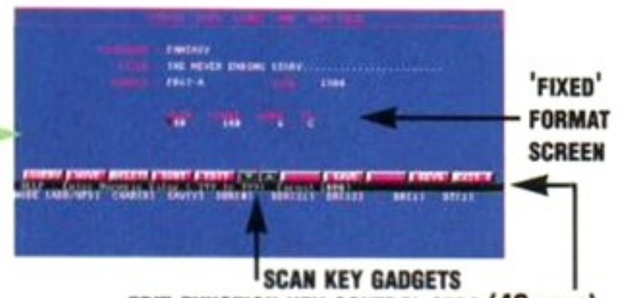
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Powerful Query Functions (multi field wildcards) enables searching a database for required records





85 86 87 90 91 88 93 89

FROM THE MAKERS OF THE WORLD'S BEST-SELLING AMIGA MAGAZINE

The Amiga Format Annual 1992

Past

We look back at all the big Amiga news of 1992

Present

All the best buys – we name the hardware and software that's set to clean up in '93

Future

What's coming up next year? The experts reveal all

What a year it's been! We've seen an Amiga revolution, with new models out, the A570 CDTV drive shipping and the promise of even better Amigas to come. And it's not just Commodore that's been busy – news of amazing hardware and software developments has come thick and fast.

To put the year in perspective and to find out to what's on the cards, we're grilling all the experts, hardware and software manufacturers to find their views on where the Amiga is headed. For a year in view, plus exciting news of what's coming up, make sure you get the Amiga Format Annual.

On sale October 22 Only £3.95 Don't miss it!

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Keyboard switchable!

AMIGA 600



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PHOENIX AMIGA Power Pack

When purchasing any Amiga you can also buy our unbelievable value PHOENIX POWER PACK, which includes over **£100** of quality software and accessories. Probably the best bundle around, just look at what you get!

SOFTWARE
Man Utd Europe • Kick Off 2 • Captive
Rick Dangerous • Pro Tennis Tour 2
ACCESSORIES
Fully Microswitched Joystick
50 Capacity 3.5" Disk Box
8mm Mouse mat •10 Phoenix Branded Disks with Labels

Phoenix Power Pack.....**£39.99**

AMIGA 1500

2.04 Workbench Includes: Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puzznic, x Elf, Amiga Format Book and Joystick

AMIGA 1500.....**£554.99**

AMIGA 1500 + 1084 SDI

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Limited Stocks Only!

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Colour Stereo Monitor Including "F19 Flight Simulator" and 1 years on-site warranty.

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EXTRA MEMORY-Only £27.99 when bought with drive!

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GVP COMBINATION ACCELERATORS & HARD DRIVES-The ultimate expansion product for the Amiga 500!

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A530 Combi 40MHz + 240Mb Hard Drive.....**£1019.99**
A530 68882 Co-Processor.....**£229.99**

ACCELERATORS 1500/2000

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ACCELERATOR RAM Modules

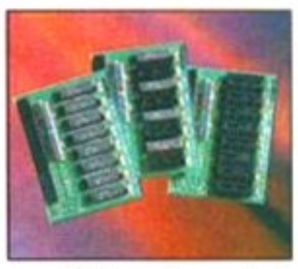
1Mb Simm-32 Bit 60 Nanoseconds.....**£65.99**
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All drives feature super slim design, enable-disable switch, thru port and come with a **1 year replacement guarantee!**

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LC24-200 Colour.....**£279.99**
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These prices are accurate at the time of going to press but please call for the best deals. Quantity discounts are also available on some chips so please ask.

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*This price is for 1 Mb of RAM
These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

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VIDI-AMIGA 12.....**£94.95**
FEATURES INCLUDE: • Colour images captured in less than a second •Mono images grabbed in less than a second • Multi Tasking software • Advanced error diffusion stippling • Cut and paste with masking • Capture into a user definable window • Load and save IFF, ILBM & ANIM files • Grab flipped on an X or Y axis • Multi frame store with animated playback • Composite or S-Video input

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A must for computer artists and enthusiasts of any age.•Traditional animation • Story boards • Product • Presentations • Home Line Tester • Cartoon Productions (both visual and sound).

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Please Note: this is a limited offer only while stocks last!

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Quarter Back.....£45.99
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(Rechargeable)

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Powerful image processing tools for the office or the home enviroment.

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POWER-

Features:100-400 dpi • 64-Greyscales Thruport to printer • **FREE** Editing software.

Power Scanner v2.0.....£94.99
Power Scanner Colour.....£234.99

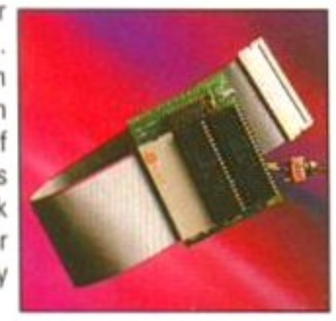
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Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

AlfaScan.....£124.99
AlfaScan Plus.....£149.99
AlfaScan T *(inc OCR Software)*.....**£249.99**
AlfaScan OCR *(inc OCR Software)*.....**£279.99**

PHOENIX Kickstart ROM Sharer

Because some older games and business software will not run on the new Kickstart 2.04 ROM. PHOENIX have designed a sharer for both ROM chip sets. Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 Plus without the drawback of losing all your old software. Fits any Amiga 500/1500/2000.



***Kickstart ROM Sharer.....£24.99**
***Kickstart Rev 3/5 ROM Sharer.....£27.99**
***Keyboard Switchable ROM Sharer.....£34.99**
Kickstart 1.3 ROM.....£29.99
Kickstart 2.04 ROM.....£34.99
*(ROM Chips not included)

"Dear Sir, I am Writing to thank your company for the help shown to me recently, when I purchased the Phoenix ROM Sharer"
R. W. Cooke~ Milton Keynes

AMIGA RELEASE 2

Now Only..

£79.99



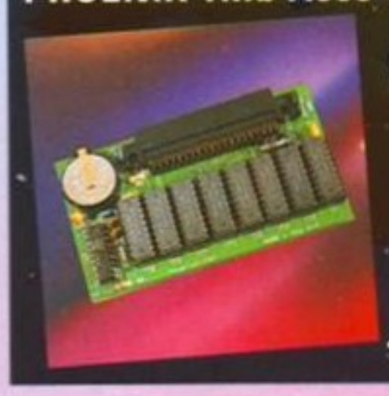
The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast!

TRAIL BLAZERS-WHAT'S NEW IN AUGUST 1992!

In this month's new "TRAIL BLAZERS" section we spotlight some of the best new products and peripherals currently available for the Amiga.

ROMBO VIDI AMIGA 12...£94.95
(for details see below/opposite)

PHOENIX 1Mb A600 UPGRADE



Simply the Best !
...£44.99

EPSON GT-6000 FLAT BED FULL COLOUR SCANNER-Plug into Amiga parallel port scan documents as a resolution of up to 600 dots per inch in up to 16 million colours
Phoenix Price.....£989.00

ASDG-SOFTWARE-Scanning controller software comes in two forms, integrated into art development as a new module or used as a stand-alone programme-Save scans direct to disk-
Phoenix Price.....£109.99

ROCKEY BY ROCTEC-The new chroma key unit - used in conjunction with a Genlock - allows you to superimpose live video over graphics or video-substitute the brightness portion of a video source with a keyed image-Embed live video in graphics!
Phoenix Price.....£299.99

LEADS & CABLES

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Midi-Midi 3m.....£4.99
Midi-Midi 5m.....£5.99
Amiga-Scart.....£9.99
***Amiga-RGB.....£9.99**
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