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Autumn/Winter 1992

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■ ISSUE 1

■ AUTUMN 1992

WH WH

INTRODUCTION

6 Hello, good evening and well done! Now you've got this far in the first ever issue of **AMIGA FORCE**, turn the page to find out who we are and what we're all about. You can even giggle at our mugshots!



DRIVING FORCE

12 On your marks... get set... GO! Phil King parks his posterior in the driving seat to bring you this car-racing round-up. Discover which driving games are first past the post, while he ignores those left on the starting grid.

RICH PICKINS

23 Here's where we review all the latest decent full-price releases. If it's worth the asking price you'll find it here, if it isn't, you won't! A great selection of pretty diverse game styles for our first issue — wheepee!



THE FREE AMIGAS!

17 What do you mean you already own an Amiga? Whether you want to upgrade to an A600, or you'd just like a second machine so you can have four-player races on Lotus 2, here's your chance to win one... of three, for free!

THE TIPS

36 Is Ocean's *EM* ruining your health? Are you leaning your hair out over The Hit Squad's *R-Type*? Blaspheming at the Blimp Bros' *Gods*? If so, then help is at hand! Maps galore and a whole lot more.

READ ALL ABOUT IT!

9 All the latest news from the Amiga world, nattered about over coffee and biscuits. Among topics under discussion is a new steering wheel from Logic 3, endorsed by none other than Nigel Mansell.



HAT'S HERE?

CONTENTS

JUST AROUND THE CORNER

20 What will your local software store have in store for you in the run-up to Christmas? Well there's a new Tetris-type game from Accolade and a spooky isometric 3-D adventure from Core, for starters!

GODS POSTER

42 Oh my Gods, what a groovily gruesome poster! One of the best Amiga games of all time makes its debut as the first ever AMIGA FORCE poster spread... and what a blinder it is!



GOING PUBLIC

66 Come with us as we explore the dark, mysterious, mostly FREE realm of the Public Domain. Excellent games are what we're interested in, and there are some truly awesome PD offerings to be found here...



CUT OUT 'N' CHEAT!

73 Thanks to our unique cut-out-'n'-cheats, there'll be no more hours spent rifling through dog-eared back issues searching for that elusive game cheat. Simply clip out our coupons and keep 'em with the disks!



WIN THE TOP 100!

81 That's right, pop-pickers, we're giving away the best-selling 100 budget games. Such a huge prize requires a gargantuan effort, though... answer every one of the 100 questions right to enter the draw!



SECTION



BUDGET BARGAINS

30 Short arms, deep pockets? Fear not — the indispensable guide to out-price Amiga software is here! All the latest, greatest and cheapest software in town gets the AMIGA FORCE treatment, cheque it out...



WE ARE AMIGA FORCE!

THE MAGAZINE WITHOUT AN ATTITUDE PROBLEM

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HELLO, GO EVENING A WELL DON

**amiga
FORCE**

WHO ARE WE?

Brought to you by the same people who launched both CRASH and ZXMP 64 on an unsuspecting public, we at European Impact have a wealth of experience to draw upon when it comes to producing computer-games magazines. Having been in the business of supplying joystick junkies with original, exciting mags since home computers were first introduced in the UK, we maintain a firm grasp of the market and an accurate picture of what gamers want from a mag. Every staff member on the Amiga Force team has had years of gameplaying practice... one or two of them can even remember the first time they clocked Space Invaders!

**amiga
FORCE**

Welcome to the first action-packed issue of Amiga Force, and congratulations! Yes, give yourself a big pat on the back for picking us off the shelf — over the next eighty odd pages you'll discover enough decent Amiga games coverage to warrant the £1.95 cover price twice over... and more!

THE A-TEAM

STEVE SHIELDS

■ Outgoing leader of the team — aka the Editor — Steve's big ambition is to try (almost) everything at least once, no matter how embarrassing. Past eccentricities include growing an 'amazing' goatee beard, wearing a Davy's-style woolly hat, and supporting Cardiff City FC (sneppet). Apart from these eccentricities he's a really nice bloke who would never dream of giving anyone a P45 (fingers crossed).



PHIL KING

■ The most talented joystick jockey in the known universe. If our Production Deputy Editor hasn't completed a game, it probably isn't worth playing. A wonderfully witty personality, Phil's reviewed more computer games than most of us have had hot dinners. Come to think of it, he's also had more hot dinners than any of us have had hot dinners, too!



GOOD AND BETTER!

WOT, NO COVER DISKS?

■ That's right! We're the only Amiga games mag that hasn't got at least one disk taped to the front cover, and there's a very good reason for this: **MONEY!** Way over half the stuff that's tagged onto 'free' disks these days is rarely looked at more than once, so what's the point? By taking the plunge and deciding not to carry any disks, we're able to keep the price down to £5.95 — a hell ton quid cheaper than most others.



HOW IT'S DONE

■ Every Amiga game released is sent to our office, and eagerly loaded. After a good blast, we all sit down and discuss the various pros and cons. If the general consensus is good, we'll go ahead and review the game. But if we reckon it's appalling, we won't devote any space to it. After all, no-one wants to read news and reviews about rubbishy games. Basically, if we haven't covered it think very carefully before you buy...



WHAT ARE WE?

■ Basically, we're a tip-sheet magazine for Amiga games enthusiasts. Although we'll be bringing you news of forthcoming games in the previous edition every issue, as well as reviews of new, full-priced games and budget releases, it's hints, tips, cheats, maps and general playing guides that Amiga owners have been clamouring for — and you can look to us to provide you with them. It's all very well twiddling attention on all the latest releases, but most Amiga owners will only ever get to play a handful of them. So what about the games you already own, but have neglected since you failed to beat that giant baddie on *Laser Blade*, or whatever? That's where we step in. By providing hints and tips for big-selling Amiga games old and new, we plan on breaking tough life into your software collections. Just imagine all those hundreds (thousands?) of screens you've never seen, languishing away on floppies at the back of your disk box. What a waste, huh? As far as the reviews go, instead of lengthy, detail-laden in-depth exposés of every new release, we'll concentrate on the nitty gritty: where best to spend your hard-earned cash. If it's worth the asking price, you can rely on our judgement and honest, forthright opinions. If it's not, we won't bother reviewing it.



IAN OSBORNE

■ Staff Writer
Ian Osborne is tagged often to fame in that he once stood on the same escalator as Margaret Thatcher in British House of Commons. Not much to brag about, we know, but he maintains that the memory always gives him a warm glow, so who are we to argue? A dedicated advertiser/teleshopping buff, Ian's philosophy in life is simple: examine everything and, if that doesn't work, roll a die at it. Oh, and contrary to popular belief, Ian wouldn't be seen dead in an anorak (he prefers to wear it while he's still alive).



MARK CASWELL

■ Affectionately known as 'Cocky' to his friends — and called a whole lot worse by his enemies — Mark is one of the longest-serving members of European Impact. Some say the offices were built around him, while other, less kind individuals reckon the building should be brought down on top of him! A huge shoot-'em-up fan, Cocky's own games which provide a bit of blood 'n' thunder in his otherwise remarkably dull existence.



INTRODUCTION

TAKE A TIP FROM US

■ We're committed to bringing you the very best in playing tips every issue, from shoot-'em-ups to strategy sims, puzzles to arcade adventures. Any game, in fact, we reckon is tricky enough to warrant it will receive the Amiga Force treatment. Tips requests for games that you're stuck on will be taken seriously, and tips that YOU send in are particularly welcome! Prices will be awarded each issue for the best tips, cheats, maps etc received. You can send them to the following address: Amiga Force Tips, European Impact, Ludlow, Shropshire SY7 1JW. A £30 software voucher will be awarded to the sender of the most nifty Amiga game tip each issue. Letters on any Amiga-related topic can be sent to the same address, as can comments or suggestions about the mag.



BYE BYE... FOR NOW!

■ Well we hope that explains the why's and wherefores of our operation, all that's left to say now is hope you enjoy the mag, and we'll see you again next issue. Oh, and you can stop patting yourself on the back now, you're probably getting some funny looks! May The Force Be With You!

Steve Shields
Editor



MARK KENDRICK

■ With an ego the size of a small galaxy (and a head liable to melt), Mark is responsible for designing Amiga Force. Almost obsessively talented in all aspects of design, it's just a pity his dress sense doesn't reflect the fact. Head-over-Heaven boots in love with all things American, Mark's big dream is to wake up and discover his main issues the best quality pie on the block, his pet's become a rockstar and the house has miraculously mutated into a condo! See, isn't it?

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READ ALL ABOUT IT!

SENSIBLE DECISION

One of the AMIGA FORCE crew's favourite games of all time has just received an overhaul. Renegade Software have listened carefully to footie fans' comments about their chart-topping hit, Sensible Soccer, and decided to incorporate the suggested changes.

A special 1.1 version of the game, which features clubs and players currently performing in the 1992-3 season, is hitting the shelves about now... but Sensible Soccer fanatics would be (footie?) mad to rush out and buy it. Instead, devotees who already own the game are offered a special deal whereby they mail off their original version, along with just £3.95 (+ p.p.s.) and they'll receive not only the updated version, but their own copy back to boot!

Playing for keepers?

Humours about enhanced computer-controlled goalkeepers have reached our ears, too. Hopefully this new, tweaked version of the game will incorporate nine, more intelligent net-men — our only real criticism of the original was that the keepers would occasionally let the side down badly by failing to pick up the ball. For further information about this, or any other Renegade product, write to: Renegade, Unit C11, Metropolitan House, Wapping Wall, London E1 6SS.



HOT OFF THE BENCH PRESS!

As you using Amiga Workbench Version 2 yet? And, if so, have you mastered the shortcuts, discovered its foibles and utilised all the gubbins? Have



THE RACE IS ON!

It's the run-up to Christmas, once again, and hardware manufacturers are taking their places on the commercial starting grid in pole position on the monitor front: we find Philips Consumer Electronics who, it has to be said, have a rip-roaring, tyre-screeching, turbo-thrusting plan going to put my foot down in a minute, get on with it! — Ed) offer for the festive season...

Not only have they slashed a huge £100 off the price of their CM8000/II colour monitor (ensuring they're the first to break the £200 price barrier — it'll now be retailing for a reasonable £109.99!), they've also struck a deal with Zenith Software which will see them giving away some top gear!

It takes two to turbo!

As well as seeing their favourite Amiga games in sharper detail, purchasers of the CM8000/II will receive Zenith's excellent Lotus Turbo Challenge 2. Given away free with every monitor from now till the end of January, owners of the game needn't feel too hard done by: for only £5 they can exchange their feeble Lotus 2 for the soon-to-be-released Final Challenge — Lotus 3!

Sell not satisfied? Then why not enter their exclusive competition too? First prize is a helicopter trip for two to the 1993 British Grand Prix at Silverstone, where a pair of grandstand seats await — as well as an introduction to a famous Formula One personality (he's just hope it's not Murray Walker).

For further information about this, or any other Philips products, contact Philips direct on: 081 859 4444.

any idea what we're talking about? No? Then Bruce Smith Books Ltd may have the answer!

Missing Amiga Workbench 2's the latest addition to the BSB book range, and deals exclusively with the updated Workbench. Written with complete novices in mind, the volume takes users through the intricate world of Workbench with little fuss. Equally well suited to beginners or upgraders alike, this is a vital purchase for anyone struggling to get to grips with their machine.

Just Dosing around

From relatively simple functions (such as learning how to use the menus and copy files), to advanced procedures like getting to grips with AmigaDOS and Graphics Printing, M4W 2 sets everything out in a clear, concise, easy-to-understand fashion, weighing in at a hefty 326 pages, it'll bring the cash register bell at £14.95.

For further information on this or any of Bruce Smith's Books, telephone (0923) 862666, or write to them at: Snugg Clark Green Business Centre, 1, Le Lane, Bicker Wood, Airedale ALP 3UG.

THE ART OF BART

No, that ridiculous caricature in the photo isn't a belated April Fool. Once again Cheesha are offering yet more ridiculously comicbook jizzies on the gaming public, this time using character licenses as a selling point.

As well as the well-known Bart Simpson effort, Cheesha also scooped the rights to Batman Returns, Alien 3 and Terminator 2 — expensive and pointless licenses that are reflected in the £12.99 price tags. A Cheesha spokesperson described the concept as 'possibly the biggest ever tie-in in film/gaming and video-game hardware history... a truly new product concept.'

Bart Simpson jizzies? I'd rather eat my shorts!

FOXING CLEVER!

French software giant Titus are taking the budget market by storm as their new (and Fox) title explodes onto the scene! Launched late last month, 12 releases are planned between now and November. These are *Crazy Cars 2*, *Fire And Forget 1 & 2*, *Wild Streets*, *Atchaphophos*, *Off Shore Warrior*, *Dick Tracy*, *Dark Tales*, *Ultimate Conquest*, *Penetration*, *Angry Force* and *Dark Century*.

As yet, all titles are releaseless, though Titus are considering splashing out on a ring mode. Whatever they decide, the games cost a mere £9.99 — well worth hunting down!



OCEAN NOSE AHEAD

First there was Band Aid; that dreadful racket that raised a fortune for famine relief. Then came Live Aid, which saw everyone who was anyone (and a few who never were!) tripping the light fantastic in a marathon gig to end war and all. For the more artistically minded there was *Spinal Aid*, and now there's *Cosmo Relief*, an ongoing spectacular where everyone can (and should) do their bit for the Third World.

To coincide with the March '90 event Ocean Software are releasing *Sleepwalker*, a game in which you must guide your noncontributing buddy through a construction site, jungle, zoo, graveyard and all manner of dark and dangerous places. To prevent your olives wilting, you must set off traps yourself! Walk over these traps, detonate that dynamite, stick your fingers in a plug socket — painful, but true! Needless to say if the sleepwalker hits a trap he'll get a nasty awakening.

Every link in the software chain will make a donation (distributors, retailers, us!) but no-one's expected to make a loss. We'll bring you more news as it's made, so slap on that red nose and stork!



WHEELY WICKED!

Is the latest car racing game driving you round the bend? Then help could be at both hands from Logic 3, joystick manufacturers extraordinaire!

On its way to a shop near you is the new FreeWheel controller. As you can see from the picture, the FreeWheel is shaped like a car steering wheel, with the addition of two thumb buttons conveniently located on the inner part of the ring. Plugging straight into your joystick port, the wheel incorporates a number of microswitches which respond to left/right rotational movements, as well as forward/backward tilting — making it ideal for flight simulators also.

Awaiting test drive

We haven't received the actual device yet (although we're assured one is winging its way to us), so how well it performs has still to be tested. Try it out in the shop before you buy would be our advice, then, and don't forget to check your mirror!

For further information about this, or any Logic 3 products, contact super-stockists Spectra Video at: Unit 27, Northwood Industrial Estate, Boreford Ave., Wembley, Middlesex HA9 9LU.



BUNDLING 'EM OUT

Commodore recently unveiled their latest offerings for budding Amiga enthusiasts everywhere with some great new *Amiga* packs.

The first, *The Wind And The Wheel* is aimed at proven game fiends everywhere, and features *Deluxe Paint II* (has anyone actually bought that program, or did everyone get it with their Amiga?) Just a thought, *MicroPro's* brilliant *Formula One Grand Prix*, *Ocean's* *Fastlane* and *System 3's* forthcoming *Silly Putty*.

Great stuff, isn't? Certainly better than potential *Hard Drives* get from the somewhat patchy *Epic HD* pack.

Millennium's *Rome* is great and *System 3's* *Myth* has to follow, but why did they include overpriced, overhyped trash like *Epic's* *Thru' The Portal* is a curious addition, too. Okay, so it's a good program, but you'd be far better off with the board game. The ubiquitous *Deluxe Paint II* is also here.

The wind, *The Wind And The Wheel* sets you back a cool £349, while the *Epic HD* offering costs £499. They're certainly got Atari worried — they've just slashed the price of the beleaguered *ST* to a minuscule £249. They'll be giving it away in cardboard packets next!

READ ALL ABOUT IT!

curse of ENCHANTIA



Strapped with the curse of Enchantia, the evil Duke's magical powers have turned the once peaceful kingdom of Enchantia into a dark, twisted land. Now, it's up to you, the brave hero, to break the curse and save the kingdom. You'll need to use your wits and courage to defeat the Duke's minions, solve puzzles, and uncover the secrets of the curse. The game features a rich, detailed world with a variety of enemies, puzzles, and a compelling story. You'll also get to see the Duke's Palace and the Grand Temple in his quest to conquer the kingdom. Curse of Enchantia is available on Commodore Amiga (1 megabyte and 16-bit), compatible.

Screen shots from 2004 PC version

CORE
DESIGN GROUP

DRIVE FORCE

Buying a driving sim is an even more precarious business than looking for a second-hand car.

There are a lot of dodgy motors going around, so to make sure you don't buy a banger, PHIL KING test-drives the very best racers on the Amiga road. If it ain't here, it ain't worth bothering with.

APB

■ **Demonk**

N of a racer at all, this has you driving round the scrolling-overhead-view town in a cop car.

Arrest the daily quota of petty offenders and you're given a proper pursuit job, securing the streets for a major criminal. These take a bit of finding, and are only arrested by repeatedly smashing into their vehicle. Chase HQ style. Back at the station there's a hilarious interrogation sequence where you wobble the joystick to shake a confession out of your captive!

This programming is mediocre with sluggish, ropey scrolling, a washed-out colour scheme and dull soundtrack. The fact that it's still a good game is a testament to the gameplay quality of the Tengen coin-op. Don't prepare to be dazzled, but get ready for some competitive crime-catching.

OVERALL 75%



CRAZY CARS 3

■ **Times**

The first two Crazy Cars games were mediocre, but it's a case of third time lucky. The superfast, undulating 3-D is very reminiscent of the Lotus games. It's this immense speed which provides the thrills as you weave through the considerable amount of traffic. Smashing into other cars, or roadside objects, causes you speed-reducing damage — costing you cash for repairs in the garage between races.

Other cars are mainly there just to get in the way, but in most races you compete against up to three rivals. Beat those and not only do you win the top prize money, but you collect on any side bets laid with them (it's a neat poker-style bidding scheme).

It's not nearly as easy as it sounds, though — the higher the prize money, the higher the race entry fee. And car add-ons like turbo, better tyres and higher top speed cost an absolute fortune. Perhaps the most useful, and affordable, extra is the radar for detecting police speed traps. Although being chased by a cop car is the ultimate thrill, getting caught results in a huge fine. One dirty trick is to bump another driver into the cops, so they chase him instead!

Individual races are enjoyable, and competition is enhanced by the long-term challenge of a four-division driving championship. The only thing missing is a two-player mode, and this is where the similar Lotus 2 has the edge.

OVERALL 85%

VROOM

■ **Lankhor/Mid Soft**

Spectacular speed makes this one a real thriller. The spot-based 3-D is possibly the bested ever, with a very smooth update.

In addition to a training mode and modern link two-player option, there are two distinct ways of playing the game. The Arcade mode involves passing a set number of cars. Super Monaco style, to qualify for the next circuit. On the other hand, the Race mode is a World Championship tour with points awarded for the top six places in each race.

The superfast race action is hectic. Collision with roadside objects or other cars causes precious seconds and can cause damage. This is rectified by a pit stop, at a excessive five! cost.

As a serious sim Vroom can't compare to the likes of Formula One Grand Prix. But for no-nonsense arcade-style driving it's a top contender.

OVERALL 86%



NG



FERRARI FORMULA ONE

■ Electronic Arts

This detailed simulation of Formula One racing even gives you access to Ferrari's Fiorano test track (with split-time sensors), tyre room and wind tunnel. There are used to test the efficiency of your car adjustments. Virtually every aspect of your Ferrari can be altered: tyres changed, engine tuned, aerodynamics raised/lowered, gear ratios and suspension adjusted, etc. The presentation for this is excellent: just drag the cursor over each part of your car to bring up the relevant settings menu.

As racing fans know, there isn't just a universal optimum setup — adjustments are required to suit each of the 16 Grand Prix circuits. Even then, the best setup for qualifying sessions will be vastly different from in the race, where fuel is strictly limited and tyres must last longer.

The tactical side of the game is so strong that you can choose just to manage the team, letting the computer drive for you. But for budding motorists, the 3-D race section isn't bad, considering the game's four-year age. Control is via mouse only, and pretty sensitive too. Though this can prove frustrating at first, with practice it enables subtle drifting. If you're out for total realism, you can even race the authentic number of laps, with races lasting up to two hours real-time!

In the arcade stakes, Ferrari's left on the grid by such superstar thrillers as Lotus, but as a tactical sim it still shines in the points.

OVERALL 86%

INDY HEAT

■ Storm

Strangely, this sequel to Super Off Road removes the bumpy dirt tracks and goes back to its primitive Superprint roots. It's still a very playable game though, with the classic bird's-eye-view, single-screen racing proving addictive.

As usual, the four cars sprites are tiny, but they zip around at a fair rate. In fact, using nitro-boosts is only recommended on long straights, unless you want to slam into the scenery. Hitting objects or other cars causes damage which must be repaired in the pits. Refuelling also occurs here so, as in Lotus Sport, you often risk running out of gas by leaving the pits early. As if there isn't enough bumping and bashing on the track, dirty tricks include knocking opponents out of their pit lane, and even running over their cars!

As the 16-race season progresses, the cars can be swapped up by spending collected spinners on nitros, engines, tyres, speedster crew etc.

It's classic, hectic racing, particularly with three players.

OVERALL 84%



FEATURE



FORMULA ONE GRAND PRIX

■ MicroProse

Great Command's comprehensive Formula One sim picks up where Ferrari left off. Every aspect of your car's setup (gear ratios, wings, tyres etc) can be altered to suit each of 16 international circuits. Advice is given in the superlative manual, which also includes track maps and codes of background information on the circuits and teams — it's fascinating reading.

On-screen presentation is no less impressive, with plenty of attractive static screens and a stunning action replay mode, incorporating a host of camera angles to view the action. This is portrayed in glorious 3-D: fast, accurate and with incredibly detailed scenery — zooming round Monaco is an experience to relish. The cars are also very well drawn with lots flying off when they crash — a pity their engines sound like electric drills!

The most useful option for beginners — and perhaps the game's most impressive aspect — is the choice of how much you want to control. Not only can you have automatic gears, but also auto-braking and even the best racing line shown as a dotted line on the track. These 'rational' options (plus the in-depth 'expert' driving techniques guide) are perfect for getting to grips with the car, so with a bit of practice you're soon scoring around the pits.

To do well in the World Championship, though, you need to do more than fast lap times. Dealing with traffic takes real expertise, especially on narrow, tortuous tracks. Overtaking the intelligent computer cars is a difficult task — even lapping backmarkers can be tricky. And for once, qualifying sessions are complicated by the realistic inclusion of other cars — egghead, how does Mansell keep so cool?

Due to the incredible amount of detailed realism throughout this epic of a game, there's a fair bit of shuffling between the four 1.1 disks (a second drive is definitely recommended). However, this minor annoyance is a price well worth paying for what is undoubtedly the greatest motor-racing simulation ever created.

OVERALL 96%

LOTUS ESPRIT TURBO CHALLENGE

■ **Graphics**

Not only is this a technically excellent 3-D racer, it's also one of the best two-player games ever... Weaving through the intelligent computer traffic, you can see your opponent in the distance. As he bumps into the rear of a computer car, you put your foot down and get ready to zoom past. Seizing one way then the other, you attempt a manual-style overtaking manoeuvre, but at the last moment he spots you and baulks your move. You ram into his backside, and rise to a snail's pace.

It's a furious contest all the way, especially with rocks and oil patches on the track. Then there's the gamble of taking as short a refuelling pit-stop as possible, risking running out of gas if you misjudge the amount needed to complete the race.

As in the sequel, the undulating tracks are impressive for their graphical detail and supersonic speed, especially considering the split-screen effect. The supportive presentation is completed by some neat blueprint intro screens and four thrumming rock tunes plus meanie engine FX.

Lotus not only looks dead fast, under its bonnet puns a finely tuned monster of a gameplay engine.

OVERALL 96%



IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD

■ **Virgile**

Believe it or not, this game's testability is even longer than its mouthful of a title. The Leland arcade classic has been perfectly converted by the veteran Craftgold programming team.

Four tiny cars speed around the eight bumpy dirt tracks, splashing through water pools and leaping over ramps. As in the coin-op, up to three players can take part, one using the keys — which is actually an advantage with the simple rotational controls.

The racing's tough, but if you're far behind, a few quick nitro-boosts help you catch the leaders. Nitros, and more permanent car improvements, are bought in the in-level shop — paid for by money bags collected on the track. And you need all those power-ups to beat the great 'Iron Man' himself — watch out for him speeding up towards the end of races.

With better graphics, an extra player and more hectic racing than its sequel *Iron Heat*, this is the superaddictive speed-king of Superprint variants.

OVERALL 88%





LOTUS TURBO CHALLENGE 2

■ **Granada**

The big question was how could the original Lotus be improved upon. The answer is, it couldn't. Instead, this 'sequel' drives off at a tangent. There's still the split-screen view, undulating 3-D and simultaneous two-player mode (or three-four players with two linked Amigas). But this time, rather than racing around circuits, the action is much more like Turbo Out Run. Checkpoints must be reached within strict time limits, otherwise it's game over.

Though this decreases the competitive two-player thrill slightly, the superfast 3-D makes Lotus 2 an exhilarating arcade experience. Graphical variety is much improved over the original with eight vastly different stages, and this adds to the gameplay with such features as logs to jump, night-time racing, ice patches and even juggernauts crossing the road!

It's a completely different kettle of fish to its predecessor (the whole screen is used in one-player mode), but the same technical excellence and compulsive playability make Lotus 2 the best 'checkpoint' racer around.

OVERALL 90%



TURBO OUT RUN

■ **US Gold**

It's not quite a top-notch conversion of the classic coin-op, but it's a compulsive cruise across America. Your Ferrari F40 packs a massive engine, and the 3-D scenery whizzes past even faster (if a tad jekily) with the turbo activated. 16 frantic stages take you through a coast-to-coast tour of America, dodging thick traffic and outrunning the cops. Regular checkpoints must be reached within strict time limits, or it's game over. Furthermore if you're overtaken by the Porsche driver, he risks your fettle gathered every fourth stage, you get to upgrade your car's engine, tires or turbo.

Although technically far surpassed by many newer racers, this ride retains the feel and playability of the classic coin-op.

OVERALL 74%



STUNT CAR RACER

■ **MicroStyle**

Another Geoff Crammond masterpiece, this is far removed from the realism of Formula One Grand Prix. Here the action takes place on rollercoaster-style tracks, complete with incredibly steep hills, ramps and huge gaps to jump.

Performing huge leaps and nitro-boosting round banked bends is a stomach-churning experience, and it's all too easy to veer off the side as you race to the limit against a solitary computer driver. You then suffer the ignominy of being hoisted back onto the track by a huge crane, and watching your opponent zoom into the distance.

Whether you're far behind or way ahead, there's always the incentive to go for the fastest lap to earn an extra championship point. There are four divisions of three drivers and two tracks each, with promotional celebrations at the end of the season.

It's a tough challenge to rise through the ranks, but the emphasis is on fantastic fun — there's nothing quite like just making it across a huge river! Fast 3-D ensures an exhilarating experience, though the drab-like engine noises irritate.

Presentation is excellent with options to practise all the tracks, enter an eight-driver league, play head-to-head against a real-life opponent via modem cable, and save position and lap records to disk. It all adds up to a supremely playable racer with a unique, refreshing style.

OVERALL 94%



SUPERCARS II

■ **Carcin**

A great improvement on the original *Supercars*, this souped-up sequel incorporates a split-screen two-player mode. The scrolling overhead-view races are hectic as hell with bump-'n'-barge tactics employed by all. But even Ayton Senina would draw the line at firing missiles at his rivals! Take enough damage and your car explodes, costing precious seconds to be replaced on the track. You're also dealt a whopping repair bill after the race.

Money for repairs, weapons and car improvements is earned from finishing in the top five (but you're disqualified anyway) and also from sponsorship. The latter is decided by your responses on just one of many (optional) conversation scenes. You also get to talk to a Policeman, Journalist, Soldier, etc. to earn money for car improvements.

This ongoing drama of financing your racing adds extra spice to the long-term challenge of the championship, as does the tactical use of weapons. Most of all though, it's a hell of a lot of skiddy, slitherin' fun!

OVERALL 87%



Don't let the name fool you. This isn't a game involving a lot of heavy lifting.
You can't even lift a dumbbell! And I don't like trying to lift. This isn't the Age 1.



NITRO

■ **Pygmalion**

Up to three players can compete in this slick variation on the Hot Rod (Sega coin-op) theme. Four-car races take place on overhead-view scrolling tracks. If a car gets left behind by the scroll it's repositioned further down the track, losing some fuel in the process. Gas is the name of the game — run out and it's game over.

Extra fuel can be collected en route, as can nitro and cash to spend in the interval shop. As well as upgrading tires, acceleration etc, you can even change your car type (sports, buggy or Formula 1) to suit the current terrain. Each of 32 races takes place on roads or cross-country, it's a bit of a mystery tour, with the route only shown by a few arrows. Night races are especially confusing (you can even pick up a dark bulb to turn off your opponent's headlights!) — you're recommended to follow the other cars round most of the way, and try to get past just before the finish.

Though the even-paced action never really gets the pulse rate rocketing, it's an enjoyable solo challenge. Multi-player games are more fun, with cut-throat competitiveness and a mad dash for the bonuses.

OVERALL 79%



JAGUAR XJ220

■ **Care**

It doesn't quite live up to its illustrious name, but Jaguar's a highly polished game nonetheless. Ironically it's very much in the Lotus style, with split-screen two-player racing and easy car handling — you can go full throttle round most bends. There's even a similar CO-style selection for the soundtrack.

The 3-D moves at a fair old rate too (though not quite as fast as the real thing), with varied scenery for 36 worthwhile races. Particularly effective are the weather conditions, such as fog, rain, snow and sandstorms.

However, even with your view partially obscured by such distractions, it's not that tough to beat the computer drivers and win top prize money (awarded for the first six places). Cash is essential to pay the air fare to the next international venue, and repair your car. Preparation for the later is very slick, with the facility to view the Jag from three angles.

The only slight flaw is that it's fairly easy to amass a lot of money, detracting from the challenge of a full season. Individual races are still a lot of fun though, especially with two players.

OVERALL 86%



SUPER MONACO GP

■ **US Gold**

A fine conversion of the Sega coin-op, this portrays the legendary Monte Carlo street circuit in attractive, layered 3-D. It even features extra tracks: before you play in the playboy capital, you must prove your skill on tracks in France, Brazil and Spain.

After a qualifying lap, you're thrust in to the hustle and bustle of close, nose-to-bumper racing. You must overtake enough cars to stay within the qualifying standard, which decreases with every lap. Passing the best computer drivers is tricky as you only have a speed advantage round the bends — so no easy powering past on straight. In fact, you must constantly watch your mirrors for cars trying to bump past you on straight sections.

It's a fast, slick arcade experience, but the minimal number of tracks lessens long-term appeal.

OVERALL 81%

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(a) 1, (b) 8, or (c) 16

2. What does 'Amiga' mean in Spanish?

(a) Girlfriend, (b) Spectrum, or (c) El Dorado

3. What is the emphasis on in **AMIGA FORCE**?

(a) The careers of wig-wearing BBC presenters, (b) Nora McVitie's tea-time treats for single pensioners, or (c) Top-notch Amiga tips



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JUST AROUND THE CORNER

We can't guarantee that any tall, dark strangers are poised to enter your life (or even if your milk will be delivered tomorrow!), but what we can do is give you a glimpse of some forthcoming Amiga releases. Here are a few that look very promising...



■ **Up the Arsenal!** Stick options screens and plenty of options are typical of a top-notch **Thalamus** release...



ARSENAL

■ **Thalamus, £35.99**

Football games come and football games go, but only the very best make it to the Amiga Force League Premier Division. *Revenge of Sensible Soccer's* top of the table and looks don't mean inevitable, but this could all change with the release of *Arsenal* by Thalamus. To celebrate this momentous occasion, we called Arsenal supreme George Graham...

Bring bring, bring bring — Hello, Highbury! ...
Hello, George! George — That is you, isn't George?
"Yes it's me, George Graham. Who am I speaking to?"
"It's Amiga Force magazine! We want to ask you about Arsenal, the computer game."
"What? Why should I bloody know about it? I run a football club, not a software company!"
"But what about the horizontally scrolling pitch, George? I hear it runs at an incredible 60Hz!"
"I don't bloody know! Look, ask me about Saturday's game..."
"And what about the digitised pictures of the players, George?"
"They're only stills, but I bet they move faster than the Arsenal boys! Ha ha ha!"
"Very strange! Funny! Now stop waffling about that bloody game or get off my phone!"

"And what about the match commentary, George? And... George? Are you there George?"
Oh well, we asked the president of the Woolwich Train Spotters And Stamp Collectors Club for his opinion. "I've got mixed feelings about it," he said. "I hate those nasty, horrible arcade games but I might make an exception if the management element's good. I don't know whether I'll buy it yet — money's short, and I need a new arcade."

WAXWORKS

■ **Acropolis, £24.99**

Waxworks are creepy places at the best of times, and in the new Acropolis release you get to explore one, searching for your missing brother Alex. The building was owned by your recently deceased Uncle Boris, who spent years collecting his collection of wax dummies. All of them are either dark, monstrous beings from his imagination, or characters from horror films. Your first temptation is to destroy the waxworks, but something draws you to the old Victorian building in which they're housed.

Before you know it you're enticed into a dark, shadowy world where the wax figures come to life. You discover that Alex is somewhere in this strange scene, so you set out to rescue him. There are five worlds to explore, including ancient Egypt, 19th century England, a misty mine — shaft and a haunted cemetery. The game's completely icon-driven, and a first-person perspective means you'll have plenty of chances to meet homicidal creatures face to face. Programmed by Horowitz, the team who brought *Divine Madness Of The Dark and Divine* to Waxworks opens its doors in November.



SOUND BITE

DARKMERE

■ Core Design, \$34.99

Long ago, a young Elf warrior named Gildom performed many brave and daring deeds. One of the most difficult was the slaying of a giant Dragon called Eryssas, who was terrorizing a human village. Although for this act Gildom was banished from his own village, he became King of the grateful village and married a beautiful Elf woman named Berengaria. They had a child named Eloye, but soon afterwards Berengaria disappeared, never to be seen again. Gildom searched in vain for his beloved bride, but his soon became a monster and broken Elf.

So much so, he allowed thieves and cut-throats to terrorize the village, while in the surrounding forests a horde of Orcs planned mischief. Gildom realized his mistake and sent his by-now-fully-grown son out to battle the forces of darkness, armed only with Gildom's enchanted sword. Eloye's task, therefore, is to hack the enemy horde to ribbons, and thus end the Curse of Darkness.

A 3-D isometric adventure, *Darkmere* is split into three main levels: the village, forest and Orc coven (each level is split into a wide variety of locations). There are plenty of characters to interact with (or hack apart), so it's not all 'kill anything that moves' fun. Find out if Eloye can save the day when *Darkmere* appears in October.

■ **Eat, sleep, you spawn of evil!** This is a mock-up screen depicting a typical combat encounter. We have only seen static screens of the game so far, but each and every one just screams 'quality'.



■ This grumpy geezer on the left is actually your dear old dad, who can be called upon to give advice and guidance during the game. We'd strongly suggest you try to stay in his good books!

■ (Below) The *Amiga Force* Editor arrives for work on Monday morning... and is welcomed by the Publisher, (right)



■ Atmospheric graphics and a user-friendly icon system look set to make *Wizards* another sure-fire winner for Acornsoft.



■ A misleadingly innocent-looking old man (left) holds deadly secrets galore. Can you rescue your long-lost twin before the assorted ghouls and ghosts get the better of you? Just follow the yellow brick dirt-track to find out!

PREVIEWS

■ Like an off-colour Sonic Hedgehog, *Tearaway Thomas* slips around the scrolling screens at very high speeds... indeed!



ZYCONIX

■ *Accolade*, £34.99

Original concepts abound! Or maybe not. The latest in a long line of puzzlers, *Zyconix* involves the novel concept of positioning falling blocks to form lines of the same colour which then disappear. This prevents the screen filling up — when checkblock, it's game over.

It's a blindingly original idea, as you can see from the screenshots. Oh well, if it plays anything like those other computative puzzlers (to which are it bears absolutely no resemblance whatsoever), you'll be doing more lines than you ever did at school.

To prolong appeal even further there are four different game modes (named after characters), all of which permit one or two players (with split screen). *Lois'* is the basic game, while in *Clayton's* each player starts with a pre-built block — remove it to enter a bonus level. *Spyn's* game allows the player ten blocks to complete a line, or else an indestructible line appears at the bottom of the screen. In two-player mode, the first player to complete a line passes the indestructible one to his opponent! Finally, *Shazna's* game is a straight race against the clock.

In all modes, matters are complicated by special items which help or hinder: mines, spikes, disintegrators, transparent blocks etc. There's also the usual array of difficulty levels, so novices and experts alike should find *Zyconix* a treat when it drops onto the screen in November.

■ Inside the castle, Thomas must avoid the spoons and collect enough gems.



TEARAWAY THOMAS

■ *Seawards*, £23.99

The Sega console, new Sonic The Hedgehog, and the Amiga will very soon be joined by another fast-moving creature. *Tearaway Thomas* is obviously inspired by a certain speedy hedgehog, and will be hitting the shops in October (the programmers are completing the game as we speak). It's a multilevel platform game (the number has yet to be decided) that sees Thomas whizzing around scrolling screens, collecting various coloured gems within a very tight time limit, and finally reaching an exit.

Of course as this is a platform romp, there are plenty of objects for the athletic hero to jump on, spring from and fly off. Bad creatures can be leapt over with ease, but if Thomas hits them he's stunned for a short while.

Watch out for hidden gems and bonuses, and teleports which whisk Thomas off to strange new worlds to collect bonus goodies. Get ready for the speedy new star of the computer world as he hits an Amiga near you soon.



■ Not just another Tetris clone! *Zyconix* offers four different styles of play, in one or two-player mode. Thwart your opponent or go for glory first.



RICH PICKINGS

To help you flash your cash in the right directions, here's a roundup of the best new releases on the market — any of which are worth shelling out for....

■ Playbyte, £25.99

As game names go, this one takes the biscuit — UGH! sounds more like something you hear in an Indian restaurant lobby than a classy computer game! Can you imagine going into a software shop and asking for UGH!? The shopkeeper would call the man in white coats! Hopefully Playbyte won't lose sales over it though, because it's really rather good.

You play a prehistoric cave-dweller who runs a heli service from his stone-age helicopter (don't you just love it already?). Being a pedal-powered (prehistoric) model your chopper doesn't hover too well — the heart of the game is learning to fight the effects of gravity and inertia. Each level is played on a static screen where you must collect stone-age citizens from the

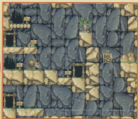
numbered caves peering the various platforms, and carry him or her to the cave chosen. Do it fast enough and you'll get a tip, but be careful — hit the ground too hard and you're in trouble!

You need to transport a set number of beds to get on to the next level, but be quick about it — running a chopper on pure pedal power is blimey tiring, and if you run out of energy before you reach your quota you'll come to grief. Energy can be replenished by dropping a huge boulder on a tree and eating the fruit that falls from its branches, but you can only do this once on each level. Careful not to land on top of your passengers too!

As you progress through the game you'll come up against all manner of tricks and traps. Some caves are unreachable without taking a dip — hit the water from a great height to reach the required depth, then giving it under the obstruction. Later still you'll be battling man-eating dinosaurs and racing rising water levels. Although your taxi's amphibious, it doesn't handle too well under water and keeps bobbing to the surface, so it's best to complete the stage before the cave's submerged. Each screen has its own password so you won't get bored of the early levels (unless you really want to).

UGH! is an undeniably addictive game, and some of the presentation effects are dead snazzy. The water is particularly good — it's a pity the screenshots can't show the ripples. And the way the 'get ready' signal is printed on a log which falls into the drink and floats away has to be seen to be believed.

■ Things start getting pretty tricky as the levels progress — so what's new?



■ As a troglodytic taxi driver (flier?) your mission is to deliver your cave-dwelling comrades from one stoney abode to another. Their vocabularies are very limited, so you won't get bored on route!



UGH!

absence. When the chopper or its passenger hits the water, there's no splash. Land too hard and you just bounce off the screen intact — falling to pieces on the spot would look much better. Worst of all, if you hit a platform when flying, exactly the same thing happens, missing a real opportunity for some deftly destruction.

At the end of the day UGH! is a great game, but with a little more thought it could be even better. Try before you buy, but there's every chance it'll grab you by the throat and refuse to let go.

RICH PICKINGS



FASCINATION

Cocktail Vision, £29.99

What a paradox — *Fascination* is a treat to the eyes, easy to use and fun to play, but it's also slightly flawed. This makes life very difficult for the reviewer: how do you write a review that doesn't sound more like an indictment than a buying recommendation? At the end of the day it's up to the reader to decide if its strengths outweigh its weaknesses, but let's get this straight right now — overall, *Fascination* is NOT a bad game.

The first thing you notice is the interactive character's a WOMAN! Highly unusual, but make no mistake — this isn't a right-on attempt

■ It's not much to look at, we know, but *Bug Bomber* does offer one hell of a lot to do. One to four players can compete... or even co-operate.



■ Meet the delectable *Thrallia* — now you too could have a lady like her! Just make sure you take good care of it on Miami's mean streets...



The delectable... Thrallia. Right! You're invited to spend Fortnight your seduction.

to reflect the gender imbalance in computer games, just an excuse for cheap sexism. The user manual describes her as 'the senior captain on the Paris-Miami flight'.



Her goal is to find a dangerous aphrodisiac and take it to a company president, and (worse of all while she takes a grolustine) shower you watch a graphic routine that has no effect on the game whatsoever! It is any wonder that the overwhelming majority of gamers are men when game designers seem incapable of portraying a female without becoming preoccupied with her sexuality?



The second major malfunction is the puzzles — they range from the devastatingly easy to the abominably obscure. For example, before you leave the first location you must hide the aphrodisiac. Several places are available, but finding the right one is pure guesswork! This isn't difficult — you'll find the right place eventually through trial and error, but it's hardly good advertising.

Thirdly, the game design is frustratingly linear, and never lets you forget you're playing a computer game. You can't explore

BUG BOMBER

Kingsoft/DMI, £25.99

When we all heard about computer viruses and the harm they can do, in *Bug Bomber*, trouble with a capital 'T' strikes when a band of 'bugs' invade an important computer. This paralyzes it, but help is at hand as you and up to three pals become debuggers. Pre-game options are abundant, even incorporating two completely different game modes: Versus Computer has all the players co-operating to destroy computer-controlled bugs, while Versus Opponent is a sort of demolition derby between the players. Other options include the number of computer enemies, computer IQ and number of games needed to win.

The playing area is a large square split into 165 smaller ones, and life is at first peaceful. But it soon becomes hectic as other players and computer-controlled characters enter the fray. By moving the joystick in one of the four compass directions, various weapons and items can be accessed: Blocks, Bombs, Mines, Thunderbolts and Eggs. The laying of eggs takes precious energy, but they hatch into various deadly drones (Planners, Churches, Hummers and Killers) or energy. The last item's certainly needed when the enemy hordes attack, as loss of energy reduces the speed of your character's movement. This is annoying, especially if you're being chased by enemy forces or you've just planted a bomb.

Energy conservation is the key to succeeding in *Bug Bomber*. To help you out, there are plenty of energy and IQ icons lying around. The latter are important for boosting the intelligence of your drones, they start life with the equivalent brain-power of your current IQ level.

Bug Bomber is one of those games that doesn't look too good at first sight, but proves incredibly compulsive. Good fun played solo, it really comes into its own with more than one player. This is particularly true in Opponent mode, when it becomes a frantic, strategic contest to the death! The variety of things you can do means success can be achieved using many different tactics — though one thing you'll always need is a ruthless streak!

ATION



The coolest captain on the Pacific
is a woman? Well, you're
delicately holding your tea,
isn't he ready for takeoff?

■ This intro screen (left) reflects the graphical quality which is evident in every screen of the game. You'll have to buy it to see the shower scenes, though!

your world to any degree; you can't leave most locations until you've solved the necessary problem, even when there's no logical reason why you shouldn't. Also, the manual guides you through the game like Anna Rice leads *Treasure Hunt* contestants, limiting still further your freedom to explore.

With so much going against it, *Fascination* must be a complete disaster, right? Well, no — it's got a lot going for it too! The graphics are clear and crisp, the user interface is dead simple to get to grips with, and for all its faults it has a certain endearing quality. At a time it would be ideal for the inexperienced adventurer (or voyeur?), but is thirty quid? Not a bad game, but think carefully before you buy.

FIREFORCE

■ **Ice, £25.99**

While all hands of the elite fighting force such as Delta Force, Navy SEALs and the Green Berets. Now a member of another hand-selected group is being sent into some of the world's hell-holes in the world... if you want to take up the challenge, that is!

You play an operative of Fireforce, and it's your job to succeed where the regular army have failed. The game starts with you filling in the duty roster and sign on the dotted line. Then head for the Deployment screen, where you can choose the mission type (there are 12 on offer), get a description of the current mission, start and rendezvous times and the rendezvous point (unless it's down if you can't remember it).

You're also given the choice to revisit the roster, begin the mission or visit the armory. There's some real ass-kicking ordnance available but you're limited to a maximum equipment weight of 26 (only more and the character would probably feel over). The weapons are perfectly impressive: you've a choice of M16 LAW Rocket Launcher, M171 Carbine, AK-47 Assault Rifle, M60 Machine Gun, M16 & M203 Grenade Launcher and Heck MP8. Other equipment includes M16, M16 & AK-47 ammo, M60 belts, M20 & M203 grenades, C4 explosives and field dressing packs (essential after a fire fight).

As mentioned before, our hero only has a short amount of time to complete each mission (generally 15 minutes), and return to the rendezvous point. So once he's dropped from the helicopter, go for it. Or choose there are enemy soldiers out to stop you, but a load sandwich is an excellent argument stopper.

If a stray bullet strikes your trail body, a chunk of energy is lost (first-aid packs replenish it). Dead bodies should be searched, as very often there's equipment to be scavenged. A small tip here: on the armory screen you should grab the Kalashnikov AK-47 Assault Rifle, for the first couple of missions at least. This is because most of the enemy weapons are of Russian manufacture (AK-47s no less), so there are no problems with reloading ammo (never ah!).

Each mission has a different goal. Most involve either terminating an important enemy target or blowing up buildings (great fun, it's best to know what you're dealing with on each mission, so you can take the correct equipment with you). It's no good being hand grenades and an M60 on a demolition job. On the other hand, C4 explosives and rocket launchers aren't much use in a fire fight.

Believe weapons you prefer. *Fireforce* is the perfect game for junk-to-merchants. We highly recommend it.



■ Like a thinking man's *Commander*, *Fireforce* combines gang-bo up-and-at-em action with strategical elements. Think before you shoot!



RICH PICKINGS



■ Dojo's got a burning ambition to complete level one (above), but will those killer squirrels prove too hard to handle? That poor-guy get to Dan's left may contain a helpful item — look it to find out!

DOJO D

■ Europress Software, £25.99

Originality isn't always required for a good game, as Dojo Dan proves... well, not quite. There are plenty of 'boredom' gameplays afoot here. The most obvious similarity is with the excellent *First Samurai*. But while Dan can perform athletic martial-arts leaps, kicks and punches during his ego arcade adventure, he's a much more cute-looking chap.

This mirrors the slick cartoonish style used throughout the game, with some cutesie-buddies looking almost too sweet to kill. Bashing 'em reveals pin-yang symbols, providing Dan with much-needed extra earnings. If he runs out, he loses a life and is plopped back at the start of the level — arrrrrrrr!

The only niggle from this problem is when you touch one of the instant points, but these are few and far between and often located in the most awkward places. So things get very frustrating, particularly as many of the levels involve leaping upwards — and it's all too easy to fall to your death. Things aren't helped by the way the swimming noddies quickly regenerate after dying, often completely without warning.

Some of the fair-learned frustration is eased by the ability to start on any of the first four of the two worlds — though it's difficult to imagine completing one, never mind all. There's a further choice of which order you attempt each world's four levels. These aren't all mindlessly scoring platformers — variety is added by some horrendously exciting flying action (Dan sprouts wings!) and a Mouse Alan-style section. Then there's the *Zone* (The Hologram-like volcano level, featuring swinging platforms on chains and stone blocks to push into the lava and rods).

All in all, it's a hatch-potch of ideas that don't quite gel. Though providing much-needed variety, some sections look totally out of place, while others (including the standard platform action) don't work as well as they might. It's unfortunate that the game's best, and most original, aspect is the superb soundtrack, with a different tune for each level. Nevertheless, if you can bear the initial frustration, Dojo Dan eventually proves a reasonably playable challenge.

CURSE OF ENCHAN

■ Core Design, £34.99

Okay, so it sounds like a gut-bustin' dish from a Mexican menu — but Core Design's *Curse Of Enchantia* is a lot better than the title may suggest. A sprawling arcade adventure featuring a host of lavish backdrops (painted freshwater in acrylics, then digitized), this game is set to wow Amigaheads everywhere.

The dark and mysterious world of Enchantia exists in a different time, space and dimension from Earth. But thanks to the machinations of an evil witch, who rules the realm, a portal has been opened allowing the scuffling tug to teleport a young lad across the void. And guess what. Yep, you've got it... that little chap is YOU!



■ Having made it safely to the lake-bed, remember to wear the fish bowl before you drown. Extra oxygen can be obtained from Mr Fish (left), while an electric prodder takes care of the sneaking shark...

In her 'internal youth' pollution, y'know, and once she gets you in her extremely evil clutches she'll be able to rule Enchantia... for ever!

■ Having just found the fish bowl (after escaping his coil), our hero must now make his weary way along a scurrying corridor. One-legged guards and evil enormous hamsters hamper his progress.



Live male children don't exist anywhere in Enchantia, that's why the devious crime has gone to all the trouble of opening a portal to get you there. You're to be the main ingredient

diverse locations. Graveyards, Medieval Villages, Crumbling Castles, an Ice Palace and even the bottom of a lake await, while objects as diverse as fish-bowls and paper-

DAN



ANTIA



dips enable our hero to complete his quest (which is, of course, to find a way back home).

With a similar approach to *Goblines* in its playing style, *Curse Of Antia* features a host of rooms which, if selected in the right place, at the right time, AND while the proper object is being held, allow access to further screens. And what screens they are! Superbly painted and rendered, this one scores over *Goblines* by including scrolling sections.

Surprisingly fast for an icon-driven outing, and wonderfully logical in its approach, *Curse Of Antia* has wide appeal and bags of originality. This rib-tickling humour featured throughout is the icing on the cake, and we strongly recommend you take a closer look at it in-store. Better than a bean burrito any day!



REVIEWS

With stunning static backdrops and gameplay that's both compelling and frustrating, our advice is this: Troddle off down the shops and buy a copy! (Specially addictive, this one'll grab you immediately.)

TRODDLERS

■ **Storm, £25.99**

Long, long ago in a land far away (well), lived Divinus the Sorcerer and his two apprentices, Hocus and Pocus. Professional to a fault, they spent far more time mucking around than doing their studies — when it came to all things magic they were as competent as Sarah Ferguson's PR team 'til a job's worth doing, shove it' was their motto.

Innited by their mischievous antics, Divinus sent them to clear out the storeroom, which hadn't been touched for centuries. 'That'll keep them out of mischief' he thought. He was wrong! Unbeknownst to Hocus and Pocus, of 'De was making more Troddlers (I thought only a nursery and daddy Troddler could do that, hoping they'd behave better than the glumous lewzons). And guess what was in the box? That's right! — TRODDLEDS! Not wasting a moment, the wee ones made a dash for the wizard's teleport system and were transported to a grim wasteland. Divinus was furious. 'Get them back at once!' he screamed, 'and by blawdy' quack about it!

A 175-level save-'em-up in the Lemmings mould, *Troddlers* just oozes variety. Your character (a big Troddler in a green jacket) must guide the little Troddlers (the Pinkies) from their starting point to the exit, saving a set number to reach the next screen. Getting them from A to B isn't easy — like the Lemmings, they mindlessly plod along regardless of what's ahead, (a) unlike Lemmings they can walk up walls, over blocks and even along the ceiling! So how do you guide 'em through the wasteland and into the exits? By building some blocks of your own, that's how!

Like the PD game *Wacky's Quest* (reviewed this very day), you can build your blocks in any direction, (but only in squares) adjacent to your own position. Stap 'em above you, build 'em below, next to you, diagonally... the choice is yours, but you've only a limited supply so don't build recklessly. You're far too long in the tooth to walk walls yourself, but you can jump the height of a block. You can also push the blocks and even destroy them, though there's nothing you can do about the lighter-coloured blocks.

Easy, eh? What could possibly go wrong? Well for starters some of the Troddlers were mutated into grey, garish zombies who kill the Pinkies on contact and deplete your energy. (Getting one in the exit means automatic failure. There's also a whole host of tricks and traps standing between you and success. You've got to work quickly too — delay too long and you're forced to place blocks on top of your pink pals, making a horrible squishy mess.

With 100 levels in one-player mode, 50 with two players working as a team and a further 20 with them at war, you won't complete it in a hurry — a comprehensive password system prevents it getting boring, too. A great game, though perhaps not quite as addictive as its suicidal inspiration.

■ **The Amiga Force crew are up to level 41 so far, and experiencing some difficulty. If anyone can send us a few tips on how to complete it there's a drink in it!**



ODDZ & ENDZ

Entrance — Where the Troddlers start.

Zombie's Entrance — Where the dead return!

Exit — The Troddlers' destination.

A Rock — Can be pushed to break or squish.

Garmon — Destroys just about everything in its path, except immovable blocks.

Ice Cube — This is one block the Troddlers CAN'T walk on.

Rebounder — Stops the Troddlers from being splatted when falling from a great height.

The Mine — Fires around at random, breaking the head out of your blocks.



RICH PICKINGS

CodeMasters, \$24.99 (Compilation)

Hands up all those who haven't got at least one CodeMasters game in their collection... not many are there? Not that it's surprising. They've long been the most successful original budget houses, and their games seem to get better with every release! Their latest offering is a five-game compilation featuring one brand-new game and four rereleases. None are particularly old — no bunting out yesterday's duds to make a bit of cash here, but are they any good? Read on...

CAPTAIN DYNAMO

Starry — that was quick. Captain Dynamo is reviewed this very day on a budget release, and here it is again on compilation! We're dummed if we're reviewing it twice, so check out our glowing endorsement in the budget version!



STEG THE SLUG

If you thought all games were clones of copies of blatantly derivative rip-offs, you've obviously never played Steg One of the most original concepts in years, this one will have you slugging it out with your Amiga for ages.

Stegs a hard-working slug with a hungry family to feed. Battering each level surrounded by maggots, you must take them to your kiddies through a series of chambers and passages — not easy with no hands! This is achieved by enveloping the maggots in floating bubbles and guiding them away from hazards, eventually bursting them over the Typhoons (as the humans like to be called). Watch out for some interesting power-ups and devices too.

For all its potential, Steg isn't that well executed. The scrolling leaves much to be desired, and guiding Steg round corners is a bit awkward at times. Even so, it's still a damn good — with loads of levels and a joystick system to stop you getting bored early on, it's certainly not a rip-off.

Core, £25.99

Who's the saddest guy you've ever met? Was it the guy in the anorak who thinks him slapping is an awarding hobby? Or the pirate who's been after 'The Bode Song' on CD for the past three years? Or maybe it's the post who rushes home from school every day 'cos he doesn't want to miss 'Neighborhood'. I say it's none of these — the saddest, most depressing person of all time is the nerd who bought a Mega Drive 'cos he thought the Amiga couldn't handle console-style platformers! You want proof? Check out Doodlebug!

Like most purely platform games, Doodlebugs plot leaves a lot to be desired — a dark, evil fiend named Princess Lady Bug, and her old man (the king of California) calls in Doodlebug to help. Remember dude, he fowled, don't do it! — DODDLE! I remember which public school he went to!

Technically, Doodlebugs superb. With three layers of stunning parallax scrolling in eight directions, it's easily as good as the better Mega Drive platformers. The sprites are terrific too, of buggy himself being especially well animated — he even taps his foot and glares at you if you fiddle your thumbs too long!

To get rid of the baddies standing between you and Her Hopeless Highness, take to the air with a breathtaking leap, hitting fire to perform a Scissors spin. The results are fatal for anything dumb enough to get caught underneath you!

Arguably the most impressive gameplay feature is the power-up periods which Doodlebugs collects and throws, each one drawing a different piece of equipment to be utilised by our amiable arse. There's some heavy-duty hardware such as helicopters and tuggies later in the game, but you'll have to catch up some gold to get those.

Doodlebugs not a fast game in the Sonic The Hedgehog mould, more of a mid-paced tactical outing. It's occasionally claustrophobic; levels force you to think about what you're doing, and it certainly doesn't lack depth. We'd be supplanting it if we said it's the best platformer on the Amiga, but if you're into classy, colourful console-style action you won't be disappointed.



PUTT

System 3, £25.99

What the Amiga needs now is a really great character for the public to latch on to. You know the sort of thing, an instantly recognisable figurine, a superstar to beat (Sega's Sonic or Nintendo's Mario. Well now we might just have one. Not only is System 3's Putt a fantastic game, it also stars one of the cutest, most versatile critters in the history of Amiga games.

Putt is NOT a happy chap. Imprisoned on planet Earth by Deezledude the Cat, to escape he must battle his way up a skyscraper which extends all the way to Putt Moon. Trouble is it hasn't been finished yet, and the construction droids aren't doing their job — sounds like a good excuse for a platform-and-ladders romp! And that's exactly what we've got here: a

Blue Pencil — Drains an umbrella which is stored for use as soon as you pick it up, and activated when you fall too far.

Red Pencil — Drains a balloon. As soon as you grab it, it'll take you floating far higher than you can leap!

Green Pencil — Drains a poison bottle, which in turn makes you invincible for 15 seconds.

Yellow Pencil — Drains a stopwatch that freezes the screen for 10 seconds.

Brown Bomb — Rubs out your enemies with this mega-powerful smart bomb.

ALL-STARS

REVIEWS



MAGICLAND DIZZY

When *Conquest* gold-winner first appeared on the Spectrum it was heralded as one of the most original games ever. Since then it's spawned countless sequels, each an advance on (though not particularly ahead from) the last. *Magicland Dizzy* is simply more of the same, a cutesy arcade-adventure dual-platform romp through the magical world of the folk folk.

The problems and character interaction are a definite improvement on its predecessors, and the graphics — well you can't go far wrong with *Dizzy*, can you? *Magicland*'s a bindingly addictive game which arcade adventurers everywhere will love to see — if you've never played a *Dizzy* game, give it a go. If you have, you'll know what to expect.

first, but soon become instincts. Full marks to Spectrum 3 for including a training screen!

Potty boasts a tactical depth never before seen in a platformer, and it's brilliantly executed too — no fiddling around with endless menus and no *Rick Dangerous*-style unfair deaths either! You'll spend ages picking out the best way to get to the exit, how to get rid of no this badde, how to get round that problem, etc. For example, at one point you come across two mortar-firing doozies who zip 'rounding' and fire a rocket at you on sight. By jumping between them at just the right time you can turn them into blasting each other. A few screens earlier there's a Terminator Carrot ('Uzi nino caroti-matweaver') — keep in front of him but out of the firing line and the recoil from his gun sends him crashing over the edge of the platform. It's little touches like this that put *Potty* in a class of its own.

It's difficult to describe just how good *Potty* is. The graphics are unbelievable, speech samples excellent, gameplay a dream, and the main character could easily become a cult figure. The inclusion of level codes would've been a boon, but that's about the only flaw. Short, tight stages with well-defined goals make it a sparsely sparser no Amiga owner should be without!

CJ IN THE USA

There's nothing like a good old cutesy platform romp, is there? *CJ in the USA* is so cute you'll choke, but it doesn't play as well as its predecessor, *Dischord Amica*.

Those familiar with *CJ*'s last romp will find no surprise here — it's virtually the same game! The same through-the-frank-bulldozer blasting, same collect-and-chase theme, same talking, same everything, but with one important difference — it's not as good! So what went wrong? The movement controls are a little wonky, the collision detection is somewhat erratic, and the overall layout's not as exciting. Even so it's not a disaster — if you've finished *Dischord Amica* and are hungry for more, you could do worse than check this out.



ROBIN HOOD — THE LEGEND QUEST

Aha, a controversial one! *Robin Hood — The Legend Quest* is never before been released, but opinion is divided as to its merits. Half the team think it's a pile of tosh, the other half quite like it.

It's not difficult to see where the inspiration for *Robin Hood* came from. A player *Robin* does, you must guide of *Robin* through a suspiciously familiar-looking castle, collecting treasure as you go. To make progress you'll need to collect a few keys — very useful for opening doors! Look out for the Sheriff of Nottingham's minions as well.

Robin Hood has all the trappings of a good game, but loses a lot in the execution department. The main sprite walks like he's tied his underwear, and his legs bend like

the rubber pencils you get from joke shops. Worst of all, the scrolling's a pain in the eyes — the smooth enough but all that parish brickwork's a bit scrolling.

So there we have it. *Potty* quite's worth of games for a mere £26. There's something for everyone here, and no substandard turkey. *Robin Hood* — *Legend Quest* and *CJ in the USA* aren't as good as their predecessors, but are far from being sludgy. *Super All-Stars* is well worth checking out.



BUDGET

BUDGET BARGAIN

Hands up everyone who gets £40-a-week pocket money... not many of you, are there? Those of us who aren't spoilt rotten depend a lot on budget cuttings for our gaming. So it's a good job there's more and more top-notch cut-price releases arriving every month!



SWIV

Kinx, £7.99 (Rerelease)

Is this the best vertically scrolling shoot-'em-up ever? Fast, playable, snooty... if there's a blaster to beat SWIV, we're yet to see it!

When first released the title was often taken to mean *Six More IV*. Although the programmers denied it was a sequel, the similarities are obvious — both feature one- or two-player action, one player taking a helicopter, the other a jeep. Both have you blasting through unpleasant tons of high-tech gadgetry, collecting power-ups. But that's where the similarities end. Where *Six More* was a side-on-view horizontal scroller, *SWIV* takes a vertical overhead perspective, giving the jeep far more room to manoeuvre (in *Six More* it could only hug the ground, jump and die a lot). This makes it much better as a two-player outing.

SWIV plays like a dream. The baddies move at a fair rate (but the scroll itself is slow, so you won't have them zipping off the screen (or worse still, into you) before you've had time to blink. Enemies come in all shapes and sizes and have vastly differing methods of attack, though they all fit in with the flavour of the game. The graphic artists done a super job, creating a real militaristic atmosphere, and best of all it's in one long level which loads while you're playing. No peeping out for a couple during accessing here!

A mega-sneaky rip-snorter that didn't disappoint at full price. At £7.99 it's a steal!



NINJA



■ These screen-shots just can't do justice to the lavish backdrops... or ace animation.



■ System 3's chap sethry beat-'em-up arrives on the Amiga at a budget price. Heyah!



LAST NINJA 3

Kixx, £7.99 (Re-release)

That's the thing about System 3's Last Ninja series — you either like them or you don't. Fans of the 2-D-isometric-perspective-action-adventure-cum-beat-'em-up genre will turn cartwheels over this, but despite much-improved resolution and playability it won't win over any detractors.

Taking an honest complaint about the earlier games in the series, Last Ninja 2 features far more convoluted problems: the size of the game screen has been reduced, giving more room for the control panel. Object manipulation is made vastly more complex — the previous Ninja games suffered from an appalling lack of depth in this department, and rarely expected you to use more than one item in solving a problem. The screen update is far quicker too.

With all this improvement going on, you'd think they'd do something about the control system. The other Ninja outings were cursed by some of the worst joystick controls ever seen on the Amiga — it was hell trying to get your man to do what you intended! While Ninja 3 is undeniably an improvement, it's still far too easy to fumble off a cliff when trying to boost a baddie.

All things considered, Last Ninja 3 is a fine game. The improved object manipulation gives the game real depth, and the problems are trickier (if a little obscure). Okay, the controls still suck but we can't have everything. If you're a fan of the earlier Ninja games or maybe disappointed by their lack of depth, Ninja 3 is an essential purchase.



■ An awesome end-of-game hi-score screen (left) goes a long way towards compensating the player for an untimely demise. And this big bopper (below) is just the kind of chap to bring about such a sudden death...



■ With a simultaneous two-player option, a plethora of evil enemies to annihilate and some of the most ear-rumbling sound effects ever heard on an Amiga, Div's is a shoot-'em-up to be reckoned with. Easy it ain't, but that's not any kind of handicap — providing you're up to the challenge!



BUDGET

BUDGET BARGAINS

■ He's big, he's bad, he's a bit of a fool—he doesn't half look a name in that get-up, though. Oh, we can be sooo cruel!

CodeMasters, £7.99 (Original)

Captain Dynamo isn't your usual superhero. He's got the tacky miniskirt, the multicoloured tights, but... he's a geriatric! Pulled out at retirement as an age when most get fat and talk about the good old days, Dynamo must save the world (again) from the evil diamond thief and retired scientist August Von Physwatter.

A perilous platform spectacular, Captain Dynamo's a cross between *Rick Dangerous* and *Rainbow Islands*. Starting at the foot of each level, you'll need all your wits about you to reach the exit at the top, collecting gems as you go.

How do you time your leaps between laser blasts? Where should you land when you've done it? What do you do on the lifts? Each level presents a new set of challenges such as moving platforms, rotating buzz-saws, pulleys... all the thrills and spills of a top platformer! Its forgoing (not pixel-perfect) leaps don't make life easy, they just mean when you die you're only yourself to blame (which is exactly how it should be).

As well as great gameplay, Dynamo also boasts superb graphics and animation. The sound leaves a lot to be desired: an ill-fitting tune and no effects at all. A password system wouldn't have gone amiss either, but don't let all this put you off — at eight quid it's a bang!



■ Put your hands together please, for the wrinkliest super-hero to ever don a pair of tights. Okay, so he's a bit of a fool, but he can sure move!





There are no flies on this guy – well, with a pair of jacks like that there'd be little point, would there? Pick up the treasure as you go, and try not to trip over your weapons!



Our lad in the snazzy knickerbo is mashing rings round the opposition (above), although those green hoops only appear after you've lost a life.



SAVAGE

Kick, £7.99, (Rarehouse)

It's days of old when heroes wore loin cloths and carried huge axes, lived one of the 'ancient Barbarians' around. Savage loves nothing better than whistling his axe through the air and annihilating his enemies. And it would seem he has good reason to be peeved: being locked in a castle dungeon with only you for company doesn't do much for anyone's temper. To add insult to injury his sweetheart's been kidnapped, and is even now being held somewhere in the castle.

Not knowing this, Savage makes a break for freedom. This entails a huge battle against the castle's denizens in a horizontally scrolling shoot-'em-up. As he stomps along, the dungeon denizens attack without mercy. Savage is initially in possession of magical axes, but destroyed creatures leave behind jewels and more powerful weapons.

After displaying gymnastic abilities over flaming and seemingly bottomless pits, Savage reaches the guardians of the dungeon door. Once past he finds himself in Death Valley, a vertically scrolling section where vicious skulls, ghosts and monoliths attack. This section's viewed in a 3-D first-person perspective, so get ready for a vert-inducing time.

At the end of the level, Savage discovers what we've known all along. His girl's being held in the castle he just left, so there's nowt for it but to return to the castle! This time he manages to go around Death Valley, and very soon the walls of the castle loom.

Savage's only hope of seeing his sweetheart again lies with his pet eagle. This he sends into the castle to destroy the last of the denizen hordes, and then pick up their special powers. You control the eagle, via Savage's psychic link with the bird. The feathered fowl cheerfully dispatches the surviving evil creatures with venomous spit. It then only remains to rescue the girl of Savage's dreams. A shoot-'em-up in the classic mould, Savage is tough but well worth the measly eight-quid price tag.

BUDGET

BUDGET BARGAINS

Klax, \$7.99 (Rerelease)

Whaddya? Of Hega has won the world championship, and budget labels everywhere are cashing in by rereleasing their old racers. At (disgrace prices) USA Gerd's conversion of Sega's Super Monaco GP isn't the best driver on the Amiga, but at budget prices it's not a rip-off.

Super Monaco GP features an excellent choice of gear controls — beginners can opt for an automatic, progressing to a four-gear model and finally there's a seven-gear super car for the really flash. Well it's excellent in theory anyway. In practice it's far too forgiving — you can spend far too long in top gear, using the brakes to slow down and accelerating with impunity.

The graphics are a bit hit and-miss too. The cars are pretty enough and the sprite-based 3-D gives a real feeling of speed, but a few liberties have been taken with the backgrounds — since when were F1 circuits surrounded by high-rise office blocks? And as for the sound... guess the ear plugs!

Complaints aside, Super Monaco GP is still a very playable game. It's fast, exciting, and if you turn the sound off and ignore the backgrounds it's not bad at all. Not the best racer on the Amiga, but a fair game in its own right. Don't expect miracles and you won't be disappointed.

Even tunnel-vision is catered for in Super Monaco GP, watch out for these walls now, now! yee. Unlike other racers, crashing into track-side objects is fatal.



Come on Flimbo, get a move on son. Time is of the essence in this System 3 blast from the past. Age hasn't had too bad an effect on this platform collect-'em-up, though. It still remains a good romp...



MONACO GP

BUDGET



■ **Yes** right, so, we never left - sit down, wait to wait around but with hiked-up benches as lovely as those, failing to qualify isn't much a let down at least.



- **Show and tell:** Comprehensive options and data screens keep our chair racers informed as to what is going on. Study the maps, learn where the bands are and play on it!



FLIGHT SPEED TRAINING

1998



FLIMBO'S QUEST

Elas. 17.99 (Barbano)

Why do the villains in computer games possess such silly names? The arch enemy in *Flintrix* is Quest, no exception. Dr. Franz Darschult is in big trouble due to a failed immortality experiment. He's aging rapidly, and will soon die if he doesn't do something fast. To this end he's kidnapped a young girl called Pearly, and plans to use her "socially sustaining juices" to return him to normal. But help is at hand in the guise of Pearly's boyfriend Flintrix.

But Dandruff hasn't been voted Megalomaniac Most Likely To Trample Everyone Else Into The Dirt seven years, running for nothing. Dandruff sets his army of mutated creatures loose to bite and sting Flimbo, depleting his lives (the starts with three).

But Flimbo's in possession of a gun, so he can cheerfully blast the little blighters' invasion off

As he loafs around the horizontally scrolling, platform-filled levels, Flimbo collects coins to spend on weapon improvements and potions in the centrally located shop. This is also where he brings the parchments needed to reach the next level. Dropped by some badasses on their demise, each contains a letter of a computer code. Seven code words need to be discovered and fed into Dandruff's machine. Otherwise Peasy'll never speak to Flimbo again, come to think of it, he'll never speak to anyone again.

Partners games are always popular, and *Flint's Quest* is no exception. The original \$35 price tag was a tad over the top, but on balance the game's a win.

Gobliiins



One of the weirdest, wackiest and most wonderful games ever released for the Amiga features a trio of troublesome Gobliiins. On a mission to save their beloved king from an evil curse, the cheerful chappies must negotiate a plethora of puzzles while conserving as much of their precious energy as possible. A tough game (to say the least!), here's an annotated solution to get you through the early stages...

1



Make Ignard punch the rock here - this will knock the horn off the bumpy bull's head at the top.

SCREEN ONE: The object here is simple - find a pickaxe to progress to Screen Two. Getting your hands on it, though, isn't as easy as it sounds! Here's how ya do it...

4



Finally, send Oups to grab the pickaxe and then proceed to Screen Two by clicking on the 'GO' icon.

3



...which Ignard can then turn into a pickaxe by casting a spell on it!



2



Oups can now pick up the horn and blow it! The noise will make a branch fall from the tree...



THE CAST



OUPS!

Picks up and uses objects - but can only carry one at a time...



ASGARD!

Not only can he climb, he also packs a mighty punch - a handy guy to have around!



IGNARD!

Blacky wizard with a spell up his sleeve - magic!

PLEASE
LOOT!

After a short wait(er?) the party arrives on **SCREEN TWO** - an apple tree, a broken bridge and a diamond mine. Here, this should prove entertaining...

1



To get the ball rolling here, Ignafius needs to cast spells on the second and last apples from the left. This will double their size...



2



After the wls has done his bit and enlarged the apples, Agard can punch 'em with the tree so's Oups can pick 'em up...



3



Now send Oups to collect the apples - you'll notice he drops the pickaxe in order to do this, but don't worry. Carry the apples to the gap in the bridge and drop 'em in. Hey presto, you've just bridged the gap!



4



Go back and get the pickaxe, cross the bridge and smash the diamond out of the ore using the flat icon - careful positioning is required if you want to avoid an avalanche! Now pick up the gem and Screen Three will follow...



SCREEN THREE: Now you've got the diamond you'll find yourself back at the magician's house (Screen One).

Simply walk Oups to the front door and have him use the diamond - try anything else and you'll receive a cool reception!



ICONS

ARROW: Used by all three characters to move around screen, also enables the player to switch between characters.

FEET: Allows each character to access their special functions - makes Oups use his current object, Agard punch and Ignafius cast his spell.

HAND: Only available to Oups - allows him to pick up and drop items.

PLAYING TIPS

SCREEN FOUR: Inside the magician's house, and all you've got to do is give him the diamond. Easy? Not on your life!

3



Oops! Ignatius must cast a spell on the left-hand plant.

6



The way is now clear for Gupp to

collect the diamond (he'll have dropped it to pick up the jar), and take it to the magician by climbing up the book cover. Drop the gem into his hand and you'll have completed the first stage of the game. Well done!



5



Punch the book off the little table.



1



Forget the jar on the right (it's a whole different can of worms), but get the left-hand jar and take it to the plant on the right of the magician's desk...



2



...then open the jar to release a fly. Gulp! As the plant munches away switch control to Ignatius.



4



Once the Wizard's been down, Angard can climb the stem to reach the desk top. Now walk him over to the large book on the far right.



Well! The wizard had asked us to bring back from the depths of the Earth Rindin's Mushroom, Argonide's Elixir, and the Bald Plant, in order to cure a King.



PHEW! IF YOU THOUGHT THAT WAS TRICKY, DICKIE, YOU AIN'T SEEN NOTHIN' YET. WAIT TILL YOU SEE WHAT'S COMING! TUNE IN AGAIN TO THIS CHANNEL NEXT ISSUE FOR MORE GREAT GOBLIN TIPS...

ELF

THE CRITTERS

GREEN ORC

— If you've read the classic tale

'Lord Of The Rings', these green skinned monsters will be familiar. They're as vicious as their famous cousins.

FLYING CRITTERS CARRYING PLATFORMS

— These harmless creatures are very useful. They lift platforms which allow Cornelius to reach otherwise inaccessible parts of the screen.

FLYING LIZARD — Not many lizards can fly, but with the whirly blades on his back this cold blooded reptile is fighter pilot material.



BALL ON LEGS

— These dory dudes do little else but jump up and down, but they'll certainly deplete the oil energy level if barged into. Best avoided.

BALL SHAPED CREATURE

— These wander along the platforms and cause heavy damage if they hit you.



5

TAKE



Jump onto platform and grab the chicken.

ELF is one of the hardest games we've played in a long while, but being such generous folk we bring you a Level One solution. It's a toughie, but once you've sussed out this part with our help, you'll be ready to tackle Level Two.

3



GIVE



Give the feather to the Indian, he'll trade it for a sheet of old newspaper.



1

Drop off ledge and grab birdseed.

Use platform to get back to the ledge,

TAKE



COLLECTIBLE ITEMS



GREEN BUG — Smart, fast-moving and deadly, make sure you remember the bag spray.



FIRE BREATHING DRAGON — It's turbocharged BT time

when this big baddie is around. So look and load, then shoot to kill.



VERY PAINFUL SPIKES — These rise from the ground and perforate your posterior.



GREEN CHEST — This

contains a useful potion, shoot it and collect the bottle when it disintegrates.

6

USE

USE

Go to the spit and use the matches, the fire will be lit and it only remains for you to use the chicken (which roasts on the spit).

4

GIVE

Hand the bribe on the bag the newspaper, he'll give you some matches for it.



FREEZE POTION — Freezes Cornelius, NOT the monsters. Don't drink!



HEALTH POTION — Restores energy lost in combat. Worth fighting for.



ONE UP POTION — An extra life is yours when you shoot this chest.



HEALTH POTION — This also restores energy lost in combat.



AUTOFIRE POTION — Rapid shots will be yours to aim. Very neat!



PETS — These come in several guises and are used, along with plants, to purchase goods in the shop.



BIRDSEED — Given to the bird in exchange for a feather.



CHICKEN — Cooked and used to bribe the Oriental guy.

2

Give the bird seed to the feathered friend, who'll exchange it for a feather.

GIVE



7

Finally, you must bribe this Oriental geezer with the cooked chicken, then he'll let you through to the second section of the game.

BRIBE



amiga FORCE



G O D S

THE BITMAP BROTHERS



BISLEY90 ©



PLAYING TIPS

THE SHOP

There're sixteen different goodies for sale, if you possess the correct amount of parts and plants you can choose any one of the following...



HERO SPELL — This gives Cornelius invulnerability to enemy fire.



UP AND ACROSS FIRING — Amaze your friends with this neat party trick.



SHOT SPEED LEVEL ONE — Cornelius's shot speed is faster than the A-Force crew with a dose of clartinea.



SHOT SPEED LEVEL TWO — We're in psycho mode here matey, the energy bolts leave Cornelius's hands thick and fast.



DOWN AND ACROSS FIRING — This is rather fun too, it certainly gives the attackers something to think about before they croak!



FORCEFIELD — This useful icon allows you to absorb the impact of enemy fire.



THREE WAY FIRING — For the real astroverts among you.



EXTRA LIFE — Another life is yours to command.



SMALL HEART — This one replenishes part of Cornelius's energy bar.



BOMBS — Garage huge castles in the ground with these very powerful explosives. Guy Fawkes eat yer heart out.



FLYING CONTRAPTION — Now Cornelius can fly through the air with the greatest of ease.

4



GIVE

Give the wizard the apple seed and the spell book, he'll then let an apple your way. Don't eat it!

3

TAKE

no relevance here, but it's essential for the next section... so hold on to it!



This book can help

2

TAKE

Make sure you collect this tiny apple seed to give to the wizard.





WOLF SPELL —
Alone of big ears
to tumble from
PHRETT inducing
heights, and survive!



ADVICE — Are you
lost, or just plain
stupid? This
option'll set you on
the right track.



CHAIN MAIL — This
makes Cornelius
worth a small
fortune to scrap
metal dealers, it also
protects him from bullets.



ANTIFREEZE — This
is needed on the Ice
World to defeat a
frozen character.



BIG HEART — Full
energy is bestowed to
the man with the
incredibly large ears.

A PLANT FOR ALL OCCASIONS

These (along with pets) are essential for
purchasing goods, there're eight in all:



Stinking Toadflax



Dripping Marshsnake



Spiny Nutwort



Brown Horse Foot



Purple Berry Grump



Whispering Bludgevine



Oozing Shroom



Snapping Pitcher



1

SHOOT



Shoot this flapping volume to
receive the wizard's spellbook.

5



GIVE



Give the not so unfriendly
guard the apple to get to
the next section.

PLAYING TIPS

2

GIVE

Got an axe to grind? Give it to this guy along with the gold, then he'll sharpen the axe for you. Now take it to the lumberjack. Okay?

5

GIVE

Give the old Grumpy the teeth and she'll hand over a clothes peg.

4

ATTACK

Attack the Rock Monster using the spell, and while he's still stunned steal his choppers.

1

TAKE

First off, collect the bag of gold.

COLLECTABLE

BAG OF GOLD — This is used to pay the axe grinder for sharpening your blunt axe.

MAGIC MUSHROOM — These bestow bonus points when Germyne pauses to pick them up.

BLUE FLOWER THING — Another bonus item to bring joy and happiness to our pointy-eared pal. Now that's flower-power!

3

GIVE

Give this lumberjack chappie the now sharpened axe, he'll then replace it with a badly written spell.

THE COLLEGE'S

LADYBIRD — These small unobtrusive creatures might not look much like a threat, but tread on one and you'll soon learn to tremble about it.



A RABBIT — These creatures are completely harmless, should 'em and you're a mean snore who should be ashamed of yourself.



SWITCH — Hubble, bubble, toil and trouble, you'll wind up with a fireball up the jackals unless you move a bit aheadish.



ARM ON FLYING CARPET — Shades of the 'Arabian Nights' here with this master of exotic music.



PLACARD CREATURES — Completely harmless, they carry a placard that converts into points when Cornelius walks into them. Depending on the number placed, of big ears is that times one thousand points. Ex. = 3000 points.



DRAGON HEAD — These rise out of the ground without warning and breathe lethal fire.



SPINES —
Unless of
'Vulcan ears has
a cast iron belly, landing on these
spiky poles will hurt.



PILE OF RUBBLE — It's annoying when Cornelius is being attacked and his back's against this immovable object. Some is shorable. Mouth.



ZOMBIE — From the depths of the earth come these nasty green creatures. George Romero would be proud of these EY-bating ghoulies.



If you're a complete plank, these handy signposts direct Cornelius to a point where a creature's waiting to round off his lonely ears.



BONUS ITEMS



Training

stinks, and then it is impossible to pass. Use the clothes peg to solve this never problem.



The end-of-level guardian, and he's bad news. He bounces across the screen, spewing out bullets as he goes. Corneilus should be in possession of three way shot, and level two shot speed for the best chance of survival. Dodge the bouncing arachnid, blasting the crud outta him all the while.

PLAYING TIPS LEMMINGS LIFELINE

Not all Lemmings are suicidal suckers — this lady ain't for leaping! She's SUE E SIDE, and she's here to help you...

Depressed? Lonely? Suicidal? Phone the Samaritans! If you're stuck on a level of Lemmings though, write to: **SUE E SIDE**, *Design Force, Eurogamer Impact, Lifford, Straphshire BYS TJB*. We'll need to know which game you're playing (the original Lemmings or the sequel), the level you're on (Time, Creep, etc.), the screen ID# and access code. Requests for full solutions will be ignored.



Level **CRAZY**, Screen 2, Game: **Oh No — More Lemmings**. Screen: **Dolly Dimple**, Passcode: **FLCHNTGBM**.

1



Turn a leftward-bound lemming into a **CLIMBER**, changing him into a **VERTICAL DIGGER** as he reaches the top of the brickwork. The other lemmings are too high to fall, so make sure you leave some brickwork to the right...



2



Now your lemming is on the ground, make him a **BRIDGE BUILDER** in a dip close to the Sanctuary.



He'll then lay one brick and, as he's in a trough and can't build upwards, he'll turn around.



3



When the lemming is on the fourth peak from the Sanctuary heading right, build a bridge. Keep replenishing his brick supply until he hits his head on the short length of brickwork below the platform.



4



He'll turn round and come down again. About two thirds of the way down, build another bridge — two lots of bricks are sufficient. He'll then walk off the end and head for home.



5



Release the rest of the lemmings by selecting **VERTICAL DIGGER**, and place the cursor as far to the left as possible. Hit the left mouse button and send our blue-suited buddies plunging to the ground, all heading left. If you've done it correctly, the bridges will break their fall and they'll all head for home!

by selecting **VERTICAL DIGGER**, and place the cursor as far to the left as possible. Hit the left mouse button and send our blue-suited buddies plunging to the ground, all heading left. If you've done it correctly, the bridges will break their fall and they'll all head for home!



The blank screen, as to speak, innocent enough you may think — but first impressions can be deceptive...



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RAVYDET

Watch out, your drone won't protect you against these huge fireballs. There are a couple of ways to deal with the creeps that fire them: either send the drone into them (hit the space bar), or keep moving up and down, using your beam weapon.



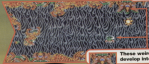
By now you should be heavily armed with drone and lasers, so the big jetpackers are no problem.



These folies can be dealt with by sending your drone out in front, or just keeping it attached to the nose of your ship and running them. Trouble is, die soon after and you restart here without your drone. In this case, use rapid fire and watch their bullets.



This big guy looks tough but he's a piece of cake to kill. Just position your ship level with his mouth, send in the drone and move to the top, just left of the eyeball to avoid his fire.



These weird alien 'plants' spawn pods which, if not shot, quickly develop into firing nasties. No problem if you're fully armed.



The least powerful of the lasers, you normally only get these when you've picked up a red power-up after dying and losing all your weaponry.

You're likely to be heavily armed by the time you get these missiles, but they home in on enemies so can be useful. Worth going for...



a red power-up after dying and losing all your weaponry.

ICONS

Pick up this orb and it floats just above your ship — just the job for knocking out gun turrets.



This speed-up makes your ship move quicker and speeds up activation of your beam weapon.

Old classics never die, they just get rereleased. R-Type is still one of the best shoot-'em-ups around, so get blasting with these red-hot tips!

Use rapid single-shot fire to kill the red ships, as they seldom line up — unlike the yellow ones which can be despatched by holding down fire to activate the beam weapon.



Shoot this to reveal a power-up — collect it and your helpful drone comes to join you.



If you've lost your drone, this section is very tricky. Shoot the first power-up ship, collect the speed-up and slip past the missile launcher. The second power-up gives you the drone, so you should then be okay.

Shoot this power-up ship to collect missiles.

There are two possible techniques here: use your drone (in fact or attached to your ship) to hit the vulnerable segment, or use the beam weapon. Either way, use the drone to deflect bullets.



If you have the orb, use it to smash into these guns. If you haven't, then some delicate aerial manoeuvres are in order!

These revolving cannons pop out of the scenery, top and bottom, without warning. They take a few shots to kill, but you can eliminate two simultaneously with the beam.

Place your ship to the left of the baddle, just above the level of its top, and send in your drone. Move down to the bottom left (where you're safe from the worm), press space again to lodge your drone at the top of the baddle and keep blasting to knock out the vulnerable blue 'eye'.

You can't destroy this wriggly worm, but gain extra points from shooting his segments. After making an expedition leftwards he returns to the big end-of-level baddle.



The top icon gives you the B-Type drone (below) which absorbs bullets, fires and can be attached to the front or back of your ship.



Diagonal lasers are great for getting at baddies hiding in rocks and crannies. They even bounce off walls, so with clever aiming you can even do ricochet shots.

We reckon these yellow things are meant to be fireballs — whatever they are, they're very useful as they follow the contours of the landscape.



This is the business! The most powerful laser annihilates even the biggest baddies with very few shots. Go for it!



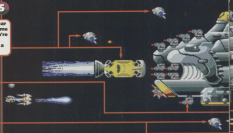
PLAYING TIPS

LEVEL THREE

Aim rapid fire to just clear the top of the rocket flame and hit its source. If you're unarmed, these two power-ups will give you a drone and fireballs.

Turn your drone into this gun, then move down to avoid the laser fire and use fireballs to eliminate the second gun.

Shoot the power-up to collect high-powered lasers. Use these to make mincemeat of the four rockets and detaching ship section.



LEVEL FOUR

Use the beam weapon (fold down fire) to kill this and clear a path to zip past the missile launcher.



Clear away any remaining green stuff to allow maximum manoeuvrability. The big bubble splits into three sections then reassembles before splitting up again. When he splits, go to a safe area of the screen and wait in the drone.



These aliens home in on you, usually creeping up from behind. Either put the drone on your back, or manoeuvre around and behind the battles.



These laser-firing aliens require two beam-weapon shots to destroy. As you've little hope of killing them all, try to just clear a path through.



LEVEL FIVE

Use the beam weapon to kill these, but watch out for their segments which spin towards you.



PLAYING TIPS

After destroying all the top guns, send your drone in and quickly move right round the ship, pressing space when you're just to the left of the alcove. Your drone should lodge in the heart of the ship. Move your ship into the alcove and fire like there's no tomorrow. If you blow it... there won't be!

Wait for the three guns to fire then smash your rear-attached drone into them. Use the same technique on the top guns.

Stay in this alcove when the ship scrolls down, then blast the three guns, shoot the power-up for diagonal lasers, and quickly manoeuvre the drone to attach to your ship's rear.

The easiest route though the green stuff is down the bottom. Blast through with your beam weapon — it's best to keep your drone behind to deal with the nasties that follow you.

Attach the drone to your rear to deal with these baddies which come at you from the left. Collect the power-up for lasers.



This is where it starts getting tricky! Use your beam weapon to knock out loads of baddies simultaneously.

Use the beam weapon and the drone to knock out all the blobs to reveal the nasty who can then be easily dispatched.

PLAYING TIPS

LEVEL SIX

Place your ship to the left of this gap, ready to knock out all the yellow ships, then speed past the missile launchers.



These big ships can't be destroyed, so weave between them, shooting the firing 'ships' as you go. Grab the power-up to get the drone.



You need to quickly shoot the power-up to get the drone, then move to safety to the right of the wall, firing to kill the stream of baddies with the drone.



This huge ship appears from the left, so it's a good idea to attach the drone to your rear.



LEVEL SEVEN

Use the beam weapon to dispose of these baddies, before speeding past the missile launchers.

Loads of these green footie-like aliens appear from the top and bottom.



LEVEL EIGHT

Your orb will deal with the falling nasties while you beam the little alien who pops up from the floor and the big baddie on the right.



These indestructible stars appear from the bottom and swirl around in large circles, so can be avoided by staying in the middle.





With the drone attached to your rear, move your ship to this position and just keep firing to destroy all the big ships which enter from the top.

The best technique here is to get your ship above the little platform to avoid fire from the other battles, and use rapid fire to knock out most of the yellow ships before the scroll forces you to slip to the right. Easy...

CJ

in the
USA

Everybody knows that America's bigger and better — just like that jolly jumbo 'CJ'. Trouble is, you can easily get lost or killed, so here's a survival guide!

LEVEL TWO

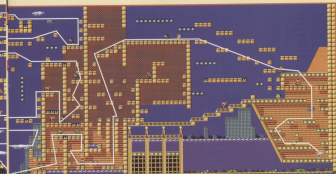


Coppers are unarmed — just like in *Door of Might*!



CJ must recover as many of his little buddies as possible.





Spiny Spikes are fatal on contact, so avoid at all costs.



They may look cute, but these poaches have a big bite.



This is one cloud with out a silver lining — it fires lightning bolts.



These spiked balls always turn up in the most awkward places.



Of course, Koopa's a pretty sort of fellow, but he performs surprisingly athletic leaps to crush GJ.



Everyone knows elephants are scared of mice, and these pesky rodents kill GJ.



40-60-67! These boys keep around, flinging their footballs at you.



You can't make monkeys out of this gangly gook. He's big, he's hairy and he's after poor GJ's peanuts!





This guy's a real basket case and he's deadlier than Magic Johnson!



You'll be crying more than crocodile tears if you run into this snapper.



Snakes slither quickly, spitting their deadly venom!



This mean cowboy's quick on the draw with his lethal six-shooter.



Some baddies leave behind tasty junk food when shot.



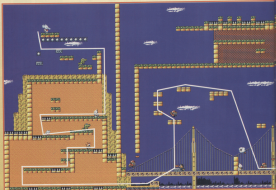
These assassins aim to plant more than a flag on G.P.'s butt.



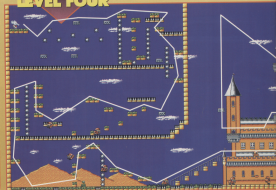
These funky Ra-Kin Klawners are crazy bull-kickin' killers!

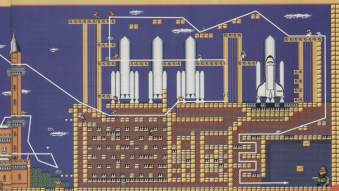
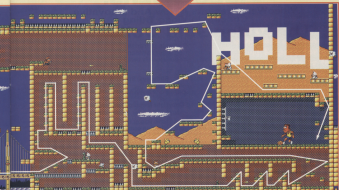


G.P.'s foe's back in town. And this time he's brought out his big guns.



LEVEL FOUR





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LODS

PLAYING TIPS

Ye Gods! The quest for immortality is enough to test the mightiest of heroes. Time to pray for a heavenly guide to the first level... Wow, it's a miracle!

8

The treasure key allows you to open this door by flicking the switch.

9

The world key unlocks the final door when you flick the switch.

6

The right switch causes extra walkers to appear, as does the left one. On its own, the middle switch deactivates the spikes. Click it back off and move to the right and a chest (with key) falls from the ceiling. Fiddle with the left two switches to reveal a bonus gem.

4

Flick this switch to eliminate the spike on the left platform.

7

Move onto the teleport jewel for a short cut upwards.

5

When both switches are flicked back off and you stand under the higher one, this platform slides away.

2

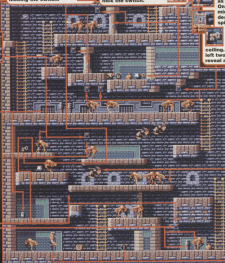
Flick the switch to destroy the spikes.

3

Watch out for the floors coming at you from right and then left.

1

You start unarmed, so run right and collect the dagger.



PLAYING TIPS

5



Flick both switches to open the trapdoor, allowing the teleport jewel to drop. Walk into this and you're transported to this small room. Collect the pet and another teleport jewel returns you. Take the pet to the stores for a bonus jewel.

CHEST KEY — used to open treasure chests.



TRAPDOOR KEY — lets you get down to it.



ROOM KEY — allows access to secret rooms.



TREASURE KEY — for entering treasure rooms.

TELEPORT KEY — opens teleport doors.



WORLD KEY — essential to reach the next world.



1



This key opens the trapdoor when you flick the switch.

THE KEYS

2



Pressing these wall switches opens the four trapdoors.

WALKER TO THE STORES

3



Collect this weapon for more concentrated shots.

4



Take this pet to the stores to reveal the world key

7



Flick the switch to open the door to the stores.



BADDIES

FLIER — these suddenly appear and swoop down on you at an alarming rate.

FLYING DEVIL — swarms of these spiral down towards you.

GARGOYLE — this spits fire every few seconds.

HORNY TOAD — this takes several shots to kill.

SEER — follows you, firing deadly bolts.

STONE DEMON — these statues suddenly come to life.

WALKER — fairly slow moving, but regularly spits fire.

Bring the first pet here and the world key drops from the ceiling. Bring the second pet for a special bonus gem.

THE STORES

8



Use the world key to open this door.

6



The room key allows access to the treasure room when this switch is activated.



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Use the teleport key to open this door for a short cut to the treasure key.



12



The treasure key allows you to open the door to the treasure room, containing goodies galore.



4



This switch closes the trapdoors so you can jump up.

6



With this key you can open the trapdoor by flicking the switch.

5



Fiddle with the switch to reveal the teleport jewel. Walk into it for a short cut upwards.

7



Flick the switch to open the double trapdoors.

8



Flick the switch to open the door.

1



Walk into this shop portion and the shopkeeper walks on to offer you the contents of his sack.

2



This giant leap action enables you to easily jump up the ledges.

3



Double-click on this switch to destroy the spikes.



This is the door they kick you out of after they've got your money.

WEAPON ARC — this is the standard flight path for your multiple shot/minimissiles.



WEAPON ARC — this converges your multiple shots into an intense beam.



WEAPON ARC — gives wide-angled shots, useful for firing upwards.



STARBURST — explodes in a shower of stars to kill all on-screen baddies.



BIG HEART — restores loads of lost energy (no use if you're unarmed).



SHIELD — gives you temporary invincibility — useful for long drops.



THROWING STAR — this Power 2 weapon dispatches baddies faster than daggers.

10



With the key you can switch the trapdoor open. It's a long drop but the falling shield saves you.

PLAYING TIPS

14

It's the world key that enables the opening of the last and final door.

16

Walk into the portion and do some urgent shopping for the next, tougher level.

11



Go through the lower door and you're transported here.

13



A key falls from the ceiling, enabling the opening of the trapdoor below.

15

The huge guardian isn't as invincible as he appears. Duck down just to the left of where his fireballs bounce and, when they've passed, get up and fire like mad. Keep repeating this process and he'll soon explode into a shower of goodies.

SHOP



EXTRA LIFE — and you'll need it for the later levels.



SPEAR — Power 4 weapon that flies through platforms.



POWER POTION — increases the power of your shots to kill nasties quicker.



AXE — drops down and bounces around, killing badbies below.

FIREBALL — Power 3 weapon that can be used in conjunction with daggers/arrows.



FREEZE POTION — slows all badbies temporarily, handy for toughest sections.

LITTLE HEART — restores some lost energy, can be collected or bought.



THE TREASURE ROOM

GOING PUBLIC

If you reckon Public Domain software's just a load of daft scrolling messages, think again. As well as awe-inspiring demos, there's games galore — including updated versions of arcade classics. And they're all free (well, almost) as our own golden oldie, IAN OSBORNE discovered.

WHAT IS PD?

Public Domain (or PD to its devotees) programs are those where the author has released his or her copyright, allowing them to be distributed freely. PD libraries charge only disk and duplication costs, and you're perfectly entitled to copy a friend's disk. PD's bottom line is that software can also be freely copied, but if you like the program and continue to use it you should send the programmer a small fee.

THOSE DATACLAN DUDES

Unlike most PD libraries, Dataclan don't charge anything for copying — just send 'em the blanks, and a stamped addressed envelope and they'll do the rest. Send 'em to: Dataclan, c/o 17 Salford, Allendale East, Low Fell, Gateshead. Type a Meaw 4029 4990. Make sure you send enough disks and the correct postage. And don't forget your own name and address!

DATACLAN GAMES PACK 1 (1 DISK)

Wid — a shoot-'em-up game collection of the snappiest PD games ever, and it's even cheaper than that! Can't grumble, can you?

The first package kicks off with *Asteroids* (revisited), a near-perfect copy of the ageing classic. There's a few changes — the arcade original was monochrome, but gave the illusion

Asteroids (revisited)
Snake-A-Like
Space Invaders
My World's Best
Super Twintrix



of colour by using tinted-cellophane strips! Thankfully the PD version has coloured sprites. The sound's slightly different too, but what the hell? — it's an accurate copy of *Space Invaders* you're after, look no further.

Tips shoot the ones at the sides first — the others then take longer to reach the edge of the screen, and therefore longer to reach the ground.



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Tips shoot the ones at the sides first — the others then take longer to reach the edge of the screen, and therefore longer to reach the ground.



By contrast *Game Planner* is one of the best PD outings I've ever seen! A great interpretation of the old Roundhead arcade opus, *Game Planner* features better graphics, sound and puzzle bits not seen in the original, eg floating bubbles that turn into collectables on contact with diamonds. A real PD classic that'll keep you on the edge of your seat for ages — a lot of budget games don't play this well.

Tips when chased by a raving bubble, block its path with a boulder.



Wow — *Super Twintrix* is one helluva game — it wouldn't look out of place as a commercial budget release! Playing by

is *Asteroids* the closest PD conversion ever? It's got the lot — some wire-frame graphics,

some arduous sound effects, some

features — it's even got the copyright

symbol at the top of the screen! Like

all games from that era it's shockingly

stupid by today's standards, but it's also frighteningly

addictive — check it out!

Tips leave the last asteroid alone and go for the ships to accumulate a mega score.





Another cave from the grave, *Alien Invaders* is a cleverly titled Galaxians clone (think *Atari*). Though really playable, it's a flawed conversion — the aliens in formation only move from side to side, not up and down, and they're not animated at all worth a look, though.

Tips: when the yellow alien makes a move, kill his guards first for more points.

yourself or with a friend, you fit the falling blocks together to form complete horizontal lines which disappear, if the pile reaches the top of the screen, the player is



Mr. Wobbly Leg Vs. The Space Invaders is regarded as a classic on the PD circuit — it's a real mystery why! A witty interpretation of *Space Invaders* (quite a surprise), your sprite is miserably unarmed. Run across the screen collecting stars and power-ups, then when you die you're into *Space Invaders* proper with your ship's defenses depending on items collected. I'm all for updating the old classics, but this is utterly pointless — a pity, as it's a great piece of programming. **Tips:** work quickly when collecting power-ups. The alien fire at an incredible rate, so as soon as your shields are breached you're in trouble!



eliminated, leaving the other to battle on by herself — highest score wins. It's a blindingly playable conversion that unites over the official conversion. There's no excuse whatsoever for not having this one in your collection!

Tips: multiple lines score heavily, and all lines score more points the further up the screen they are.

DATACLAN GAMES PACK 2 (2 DISK)

DISK A
Wacky's Quest
Magical Suburbs

DISK B
Zeus
Shout Out
Cross-Fire



As PD 'tributes' go, it's a miracle *Zeus* stayed out of the courts. All that money Ocean spent on the Pacman licence just to see some smart-arse PD programmer rip it off for free! A fondly addictive puzzle, the aim of the game is to get rid of all the tiles by matching like with like — it's mouse only and hasn't as many levels, but apart from that it's a complete done (and a damn fine one at that).

Tips: check out the level codes elsewhere in this column.



One of the lesser Amiga mags described *Wacky's Quest* as 'a game you wouldn't mind paying 20 quid for'. That's a slight exaggeration, but it's still bloomin' good. Each level is played on a static screen,

where you must guide the lady in purple out of the doorway and into the next level by building blocks next to, above or below *Wacky*. You can jump one block in height, but she can't — so don't let her fall below door level! It's funny how the most addictive games are based on the simplest concepts.

Tips: always wait the pat before making the last. (Grrr, I couldn't think of a line for this one!)

Next — they put together a blinding two-disk package, check the entire series on disk one and force you to swap disks if you pick out a game on the second disk! Personally I'd have preferred two separate packages, but who's quibbling? (You are — Ed.)

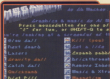
ZEUS LEVEL CODES

2	ECSTASY	16	H. W. A.	37	48ERS
3	SPECICI	16	DAISY DEE	38	AC/DC
4	PUBLICENEMY	17	BOMETH	39	SEX PISTOLS
5	RUMONC		BASS	40	CEBITARY
6	ICB-T	18	D. N. A.	41	SACCHMENT
7	TONELOG	19	ICE MC	42	JUDASPRIEST
8	L. L. COOL J	20	M. G. HAMMER	43	NEW PURPLE
9	THEME	21	TOMY SCOTT	44	TRISTANT
	STYLE	22	CHADJAC	45	SLAYER
10	WAS NOT WAS		SON	46	SACREDITCH
11	BEATS INT.	23	RENECHERRY	47	MANOWAR
12	BAWRECK	24	BEATMASTERS	48	ASHTER
13	DOUBLE DEE	25	TECHNOTONE	49	HORSE
14	VANILLA ICE	26	BETTY BOO	50	BILLY IDOL

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There's no shortage of PD Arkanoids clones, but few are as exciting as *Megablast*. The graphics are cool, the sound amazing, and the power-ups some of the most imaginative I've ever seen — they're cumulative too, so you don't have to choose between the one you've got and what's falling. A *Megablast* ceiling, if you play your regeneration like you get a level editor to design your own screens.

Tip: Learn what each power-up does, as some of them actually power-down!



■ **How many sprites can the Amiga handle? With *Shoot Out* (if you're equal to the challenge) you may just find out.**

depth, it won't keep you playing for long but it's fun while it lasts.

Tip: when the screen fills, keep your eyes on your craft, not the enemies.

jumping spiders, spaceships that bomb the hell out of you, and the odd tank keeping you off the ground. A true PD classic.

Tip: just keep firing!



Driftin' Dicks is a blimmin' good game. None of us crumbles remember seeing it in the arcades of yesteryear but it plays like a golden oldie. A sort of cross between *Pac-Man* and *Painter*, your task is to run along the pipes, eating them as you go. As well as the standard blundering baddies, watch out for floating bubbles, electric pulses and acid puddles. A wonderfully addictive game, it's ratings like this that really show the value of PD.

Tip: when falling from a pipe, guide yourself as you drop — you don't have to land where you fall.

Shoot Out is a typical PD blaster, with the enemies bouncing around the screen at varying speeds. On Level One there's only one, two on the second, three on the third, etc — it gets pretty hectic by Level 25! Smooth and fast but completely lacking in



Creative is more of a mental agility test than a game. The ship on the 'floor' is controlled by left/right joystick movement, the one on the 'wall' by up/down. Can you imagine how confusing this is? The enemies move in straight lines at first, executing increasingly complex attack patterns on higher levels. At the end of each level you can trade your score for power-ups. Another prog that won't hold your attention for ever, but it's an excellent exercise in lateral thinking.

Tip: aim at vertically moving baddies with the lower ship; horizontal ones with the wall-mounted one.



■ **Now, what a mental game! *Driftin' Dicks* is one of those puzzles that plays like so many others, but remains totally original! Magic.**



There's always a bad apple in the barrel, and *Mr Mink in Planetland* is the traditional turkey. Walk along grabbing the Amibs, leaving the spiders and dodging the bouncy balls — simple and straightforward, but hellishly boring. A shame, as the graphics and sound are excellent.

Tip: the longer you hold fire, the higher you jump — don't jump too high, and remember you can control your sprite as it flies.



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SMASH — THE RIP OFF



■ **Wakka wakka wakka — karepet!**
Get death, suckers... **blam blam blam KANOON!** (You're fired — Bl.)

Hands up everyone who bought Ocean's official conversion of Williams' Smash TV! (Ocean? *inkul, wasn't it?*)

Technically tailored to the American market, differences in television systems (we use PAL, they use NTSC) causes a big black gap at the foot of the screen when played this side of the Atlantic! Thankfully Amiga-fies can play Smash TV in the privacy of their own home without

forking out 25 quid on that loush — Mark Cullaghen's formerly-titled Smash TV —. The Rip-Off is an absolute rip-off!

The first thing you notice about the game is the brilliant Llamasoon-inspired firing system which eliminates the need for the coin-op's second joystick. Here your man fires



■ **More rip-roaring action — blast those badasses, 'cos if they catch you with their baseball bats it's hospital time.**

■ **If you get tired of all that killing, you can always pick up a few Christmas presents.**

...constantly — hitting the fire button aims the gun in the direction of movement; releasing it keeps it steady regardless of movement. Sounds complicated, but it works brilliantly in practice.

The second thing you notice is that it's faster than a chicken virtdisco! The official version uses a bit sluggish at times, lacking the fluidity and urgency of its arcade counterpart. Again The Rip-Off scores highly here, retaining the psychotic slaughterfest atmosphere of the original, though it does slow down ever so slightly when the screen fills. Also, after each screen is completed the Shareware version scrolls onto the next, as did the coin-op — the official version doesn't, giving it a (cheap-and-ratty) look.

Perhaps the biggest fault of the Ocean game

- **17 Bit, £1.10**
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Jeff Minter is a disillusioned man. His independent software company Llamasoft was set up in 1982, a time when anyone could produce an exciting and original product and get it sold — not any more. 'Today's market', claims Jeff, 'is full of huge corporations putting out the same game over and over again with a different fire licence-tagged on.' With producers uninterested in anything that isn't spaceships-and-aliens-or-cute-character icons, Jeff decided to go it alone and sell the brilliant Llamasoon as Shareware!

Based on the Williams coin-op Robotron, Llamasoon is a blaster par excellence. You control a cutsey fella (designed by some of the

wiriest badasses ever seen — Coke cans, joysticks, hamburgers, Space Invaders... you name it, it's probably here).

Like the original, you must collect the 'goodies' (bunnies in the original, furry animals in Llamasoon) by running into them — they then follow you in a neat little line. Each stage is played on a single screen, though unlike Robotron sequel Smash TV it's largely featureless and all the badasses start on-screen. The longer you survive the more intelligent they get.

If you've got few joystick (and who hasn't?) you can emulate the original Robotron control method, using one for movement and the other for firing. Alternatively you can use just one,

LLAMASOON

■ **And I thought Llamas were all cute and cuddly (they didn't do that in London Zoo).**



■ **It's the wild, wacky presentation screen but if I had a haircut like that I'd wear a paper bag and not sunglasses!**



auto-firing in the direction of movement, holding the fire button to freeze direction at fire whichever way you move. Just as above, in fact. There's also a two-player option and a brilliant computer-aided mode where the (single) player is helped by a computer-controlled robot. Just right for beginners!

Naturally there are loads of power-ups on offer, such as three-way fire, extra lives, helihats, bullets that bounce

TV



is that it's so heavily cut down. The screen display is tiny compared to the original, forcing the programmer to make a few compromises on the badies — not so the Rip-Off! The full screen is used, and the attack patterns are far more accurate.

For all its strengths, *Smash TV* — *The Rip-Off* does have a few drawbacks. There's no

POWER UP!



This restores your forcefield — now you can charge the enemy screen with impunity.



Three-directional fire, for three times the slaughter potential.

background tune (though the sound effects are brilliant! good), and when you lose your last life the whole thing crashes back to the intro screen — no game-over message at all! Don't let this put you off though. It isn't often an amateur programmer beats the bosses at their own game. *Smash TV* —

The Rip-Off! is its put it bluntly) one of the best Shareware shooters we've ever seen, and is worth every penny of the \$3 registration fee. Buy AND die!



PUBLIC DOMAIN



A roving robot — rotates around your dude and mirrors your fire.



Activates a smart-bomb that destroys everything on the screen.



Grab this for a free life — pity the cyrillic-speech doesn't cry 'Mute!' like the original though.



Turns your laser into a rocket-firing bazooka.



This pick-up gives you a right powerful (if not confusing) grenade-bomber.



Gives five reeling guardians that kill anything daft enough to get in your way.

MATRON



off walls, and a cute little heart thingie that makes the animals move towards you. The enemies come in all shapes and sizes too — look out for hedgehogs that splatter on death (a little like *Smash TV*'s Mr. Strawnell), green things that explode in wedges of slime, and a really snappy fractal effect that takes loads of hits before dying —



unlike most badies, it fires back too!

It's difficult to describe just how good *Matron* really is. The action is exciting and fast, the game slowing not one iota when the screen fills. Controls are well thought out and easy to manipulate, and the all-round presentation is of a standard you'd expect from a CDS game! As for the sound... one-meg owners will gasp at the brilliant samples.

All this for a fiver! You couldn't wish for a better bang, so get that cheque in the post — NOW!

Oh no, another Llama-inspired caption to write. How about *'Matron'* — it's a great game!



SHAREWARE SHOPPING

The principle behind Shareware is that if you like the game, you pay the programmer a small fee. If you don't like it, just re-format the disk, and you've lost nothing. If you forget to pay your registration fee you're guilty of piracy!

Shareware is an excellent way of getting games, as you're in no danger of buying a dud, but if people don't cough up for them the programmers will lose faith in the idea — abuse it and you'll lose it.

CONTACT POINTS

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digitiser and the new Albezz compiler

GAMER

The best of the latest games,
plus previews, news and playing
guides. This month: Lotus III

CUT-OUT 'N' CHEAT!

CHEAT CARDS

If you've ever wasted hours of good game time looking for a cheat you saw in a magazine three months ago, this section is for you! Just cut out the coupons to keep in your game box and, if you haven't got the game, keep them in an envelope. It's your birthday this year, and you never know what treats you'll be getting!

amiga
POWER

ROBOCOP 3



amiga
POWER

WOLFCHILD



amiga
POWER

POPULOUS 2



amiga
POWER

RABBIT ISLANDS



amiga
POWER

TURRICAN 2



amiga
POWER

EPIC



amiga
POWER

GOLDEN AXE



amiga
POWER

JAMES BOND



amiga
POWER

CASTLE MASTER



CHEAT CARDS



1. ROBOCOP 3
2. WOLFCHILD
3. POPULOUS 2
4. RAINBOW ISLANDS
5. TURRICAN 2
6. EPIC
7. GOLDEN AXE
8. JAMES POND
9. CASTLE MASTER

1	2	3
4	5	6
7	8	9

POPULOUS 2 (Strategy Hero)

No God tire is as involved or as playable as this. It's got the lot: graphics, playability and atmosphere.

To possess God-like attributes in every department, type the following code in the usual place: **ADKITAKDWOELROWZ**.

WOLFCHILD (Hero)

Well-hard platform beat-'em-up. Will appeal to fans of the genre, but certainly not a ground-breaker.

Type **SOULPSYCHEDELICIDE** on the title screen to gain infinite extends. Type **THE PERFECT KISS** for infinite ammo.

ROBOCOP 3 (Hero)

Featuring some of the slickest 3-D graphics ever, this sets the standards for future Freespace-style offerings. It's pretty tricky... maybe this'll help!

Hold down the Shift key, type **THE DIDDY MEN**. You can then press Esc to skip levels.

EPIC (Hero)

What's so bleedin' right about it? Three years in the making, then the game's a pile of loot that can be compared in a few hours.

Level codes:

- | | |
|-------------|--------------|
| 1 — AURELIA | 8 — CAPHRAUS |
| 2 — APUS | 9 — MORSCA |
| 3 — ERYX | 0 — CATHOL |
| 7 — FORNAR | 5 — GABRIEL |
| 8 — CORYUS | |

TURRICAN 2 (Rainbow Hero)

This really is a superb arcade blaster; fast, exciting, colourful... everything you could ever want and wish for in a blinding shoot-'em-up!

Go to the music menu, press keys 2 and 4, then Esc twice. This gives you infy lives.

RAINBOW ISLANDS (Rainbow Hero)

On the title screen, type **RAMBER** — Permanent fast-shoot **RAMBER** — Permanent double rainbow **RAMBER** — Continue at any stage **RAMBER** — Instant level time into money bags **RAMBER** — Continues and shows hidden bonuses: **RAMBER** — Gives 1,000,000 points **RAMBER** — Increases shooting speed **RAMBER** & **RAMBER** — Increased credits **RAMBER** — Shows hint 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 — Shows hint 2.

CASTLE MASTER (Hero Speed)

The best 3-D polygon game around. In the game press Shift, L, and hit the right mouse button 20 or so times. When you hear a funny noise, four bosses will appear in front of you — in there are infy lives, all ten keys, rock travel and the end-game sequence.

JAMES POND (Hero)

There's something fishy about this game... a pixel-perfect collect-'em-up on a budget label? Surely not! On Level One free all the lobsters and approach the entrance pipe. There'll be a green rock to the left of it — pull yourself down on it to access Level One!

GOLDEN AXE (Hero/Hero)

Gloriously summy hack-'em-up. Some of the grooviest graphics ever, but questionable demands on skill.

Play in one-player mode, but with a second joystick connected. When you die, press 'fire' on second stick to get three extra lives.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to
keep in your game box!



CHEAT CARDS



CHEAT CARDS



10. HORROR ZOMBIES FROM THE CRYPT
11. LOTUS ESPRIT CHALLENGE
12. MANCHESTER UTD.
13. PANG
14. MONTY PYTHON'S FLYING CIRCUS
15. SHADOW WARRIORS
16. LOTUS TURBO CHALLENGE 2
17. ELF
18. BART SIMPSON AND THE SPACE MUTANTS

10	11	12
13	14	15
16	17	18

MANCHESTER UNITED (1994)

Not the greatest footy game by a long chalk, but there's a mega-tip anyway. Press the left mouse button during play to cripple your opponents, making even the toughest teams a cinch to beat quickly — please Alex Ferguson! If you're really barmy, press this and Ctrl during play to lose 5-0.



LOTUS ESPRIT TURBO CHALLENGE (1994)

Well-wacky racer using first-person perspective to its utmost. A burn at full price, unmissable on a budget bang. Select a two-player game, and enter Player One's name as (M A BIG COUNTRY) Player Two as FIELDS OF FIRE. You'll then qualify every time.



HORROR ZOMBIES FROM THE CRYPT (1994)

This one features the most gruesomely realistic death sequence the A-Team have ever seen; pity there's no sound to accompany it. Oh well, here's a handy cheat... During play type CTRL+H0000, then use F10 to skip levels.



SHADOW WARRIORS (1991 Super)

Not the most inspiring Arcade fighter, but good for a quick run. Press Ctrl, Esc, F1, S, C, J, Help, right Alt, the left shoulder key and the small Enter key (as the name is typed). The bottom of the title screen will turn purple. Pressing 1 or 2 gives players most energy, Q makes them invincible and they skip levels (phew!).



MONTY PYTHON'S FLYING CIRCUS (1994)

Monty expects the Spanish Inquisition, number number... I'm a lamppost, and I'm sticky, muller muller... The clown poor isn't thick and fast, but only Arnie Farnes gives you the cheat, so a reward. On the high-score table enter your name as SEMPRINI to restart on the same level you died on.



PANG (1991 Super)

One of the most easily neglected coin-ops ever, now this comprehensive codex's out on budget it won't be neglected by Arcade owners for long! Type WHAT A NICE CHEAT on the map screen — it'll turn purple, allowing you to start the game at any level.



BART SIMPSON AND THE SPACE MUTANTS (1994)

If it ain't that tricky purple puzzle from Golan — are you yellow enough to be not? Buy the game and that might make sense! Type COWBUNGA for infinite lives, and BAT MY SHORTS to skip levels.



ELF (1994)

Elf's host of extras and flashy graphics will keep arcade-adventurers puzzling for weeks. Or days with the maps and tips this bit...

Type CHOROPPO at any time during the game for more pets than the Battersea Dog's Home.



LOTUS TURBO CHALLENGE 2 (1994)

One of the best racers ever! When asked for a password, type TURBO2 to skip the race, or GREEN for advanced qualification. To access the different courses type: Right — TROUSERS, Fog — PLEASANT, Snow — THE BOX, Boats — PLEASANT, Motorway — LIVERPOOL, March — BAKERY, Storm — 2 BOYS. To access a secret sub-game enter the code as DUB.



CUT-OUT 'N' CHEAT!

Just cut out the coupons to
keep in your game box!

CHEAT CARDS



CHEAT CARDS



19. F-15 STRIKE EAGLE 2
20. EDD THE DUCK
21. SWITCHBLADE 2
22. WARZONE
23. THE KILLING GAME
24. CAR-VUP
25. E-SWAT
26. NARCO POLICE
27. GODS

19 20 21
22 23 24
25 26 27

SWITCHBLADE 2 (Genesis)

Fantastic visuals, superb sound, and platform-pounding gameplay that wipes the floor with most console games!

On the title screen, type **CHROME** for a short subgame, and **LEVELs** (where *l* is a number) to access that level.



EDD THE DUCK (Amiga)

Well bloody 'ell, if it isn't a poor man's Rainbow Islands with a cutesy(ish) TV personality tagged onto it for good measure! To skip levels hit the right mouse button! (Simple, eh?)



F-15 STRIKE EAGLE 2 (Nintendo)

Is this the best combat flight sim ever? Gorgeous graphics, stunning sound, great gameplay... F15 Strike Eagle 2's got the lot!

To replenish your ammo supply, press Ctrl, R and A simultaneously.



CAR-VUP (Turbo)

Well I don't know, a platform driving game? What will they think of next??

On the high-score table, enter: **WHOOPIE!** — Start on prehistoric level; **FUSSYCAT** — Get nine lives; **BUMPER** — Infy bumpers.



KILLING GAME SHOW (Megadrive)

One of the most playable Megadrive games in date. A little over-complicated in the latter stages, but a damned fine blast nonetheless.

When the "...press fire to continue" message appears, hit **HELP** for a map of that level.



WARZONE (Turbo)

It's rough, it's tough, it's... a bog-standard Atari Warriors clone! You've seen this game a thousand times before, but what the hell? It's still a good blast.

On the title screen press F1, F2, and F3 for infy lives.



GODS (Megadrive)

Gorgeous graphics and top-notch game design make this a classic. Unlike certain boddy megs, no need to printing level codes — each copy of the game has its own individual set!

Instead of a password, type **SORCERY** — this'll get you infy energy!



NARCO POLICE (SMB)

Run a hot lead, through rind to do with narcotics or police!

Direct, the cheats are in Spanish! **LAJACOS** — Access locked to 200; **ROBARI** — Turn off machine guns in sector 1; **ROBARM2** — Get rid of enemies; **COMENAR** — Bring them back; **ARMAR** — Open any security door; *l* = add number.



E-SWAT (MS-DOS)

What an awful game! Poor collision detection, sprites that look like Gordon the Copher, boring gameplay... we could go on, but won't. We'll just give you a cheeky cheat to help you complete the drill and put you out of your misery.

Type **JUSTIFIED ACCENTS OF MU MU** while the game is paused for infy lives.



CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga **DARKMAN**



amiga **THE GODFATHER**



amiga **FINAL BLOW**



amiga **FINAL FIGHT**



amiga **ROBOCOP**



amiga **HUDSON HAWK**



amiga **FORMULA ONE GRAND PRIX**



amiga **RAILROAD TYCOON**



amiga **CHUCK ROCK**





28. DARKMAN
29. THE GODFATHER
30. FINAL BLOW
31. FINAL FIGHT
32. BOGOC
33. HUDSON HAWK
34. FORMULA ONE
GRAND PRIX
35. RAILROAD
TYCOON
36. CHUCK ROCK

28	29	30
31	32	33
34	35	36

The lowest blow of all, one of the shallowest best-ers-ups ever and a prime example of the crab-blow-kills-all syndrome.

Press F10 six times to knock over any opponent.

Power, domination, corruption, bribes, intrigue... sounds like the European Impact advertising department! Play the game's a mere RoboCop clone with good graphics.

Pause the game using the Help key, and trace R2D2A HLT for info energy.

BLLEBACH What a disaster — this has to be the weakest film licence in years, but just in case there's someone out there who's still playing it, here's a cheat.

Type **MEACULTA** during play for info agency.

Not bad at all. It's certainly a lot better than the first.
Pause the game and type
SANTYCLAUSBOOMINGTOWNS
(no spaces) for info files.
Alternatively type
SCIENCEFICTION on the title
screen, then skip levels by
pressing Del.

[illegible]

Not brilliant, but still packs a meaner punch than most Amiga fights. Pause the game and type **OVERKILL** **FATMAN** for infamy. Hit the **Help** key when the "let us fast like" message appears for infamy power, and press **+** during play to make the enemies disappear.

[illegible]

As management wins go, this one's no sleeper (if you follow my train of thought), so let's steam in for a cheer!

Press Shift and S to refill your coffers. It only if were that easy in real life.

GRAND PRIX
(MicroProse)
Fast, exciting, realistic — everything a good racer should be.

WIN THE TOP 100 BUDGET GAMES!

How would YOU like to be the proud owner of the one hundred best-selling games on the shelves? Well it's fast approaching, our readers, and so — to celebrate this launch issue of *Amiga Force* — we're giving you the chance of winning them. Such a huge prize requires a gargantuan effort on your part, though, so to be in with a chance you're going to have to answer the odd grey cells and answer the one hundred questions below. The prizes will consist of the biggest-selling budget releases... according to the *Guinness* Charts published during the last week of January 1992 (when the winning entry will be drawn). You can either cut out the page or photocopy it, and send it to us — with ALL the correct answers — at the following address: *Amiga Force* Top 100 Competition, Amiga Force Magazine, Sunbeam Impact Ltd., London, Sharnbrook ST9 1JH. Good luck, contestants!

- 1) Which is taller, Mt. Snowdon or Ben Nevis?
- 2) Who is associated with Roger Rabbit?
- 3) What is the capital city of Thailand?
- 4) Who wrote *After the Winterland*?
- 5) Who designs *Amiga Force*?
- 6) Who wrote *Lord Of The Rings*?
- 7) In which country is the Taj Mahal?
- 8) On what page does the PD coverage start?
- 9) How many cents are there in a US dollar?
- 10) Who wrote the driving games feature in this issue?
- 11) Which is bigger, Brazil or Argentina?
- 12) What is the French word for 'green'?
- 13) How many levels are there in CD in *The MDK*?
- 14) What was John Wayne's real name?
- 15) How many months are in the letter 'Y'?
- 16) What kind of building is Monte Ray in?
- 17) How many Amiga A500s are we giving away?
- 18) What kind of animal is a Mink?
- 19) What is a badger's home called?
- 20) How many legs does a Tarantula have?
- 21) Do flying fish have teeth?
- 22) How much is a British first class stamp?
- 23) How many chest coupons have we printed?

- 24) Which is longer, the R1, Thomas or the R1 Mini?
- 25) How many spin does a snooker ball single make at?
- 26) How many letters are there in the English alphabet?
- 27) Who said 'We will fight them on the beaches...'
- 28) Which sport features the team that Mafiosi?
- 29) What is the first book in *The BFG* called?
- 30) How many sunsets are there in a year?
- 31) What does the abbreviation CD usually mean?
- 32) What colours are featured on Italy's national flag?
- 33) How many have you got right so far (including this one)?
- 34) In which city is The Empire State Building?
- 35) What stood at the 88, Thane? H?
- 36) Which is the larger desert, the Sahara or the Gobi?
- 37) What colour car was Henry T. Ford's Model T?
- 38) Who publishes *Amiga Force* Magazine?
- 39) What does the computer term 'PD' stand for?
- 40) Which is the odd one out: BBC1, ITV or Channel 4?
- 41) Who is the host of the quiz show *Blockbusters*?
- 42) Are the Elgin Marbles spherical?
- 43) Which is bigger, Mark or Saturn?
- 44) Name the national flower of Wales.
- 45) Who won the football World Cup in 1966?
- 46) Name an actor who has played Doctor Who.
- 47) Name one of Princess Diana's children.
- 48) In which US city would you find Hollywood?
- 49) What would you call a whole group of dolphins?
- 50) In which street did the Great Fire Of London start?
- 51) Who played Indiana Jones and Han Solo?
- 52) Who painted the Mona Lisa?
- 53) In which country would you find Ayres Rock?
- 54) How many greyhounds usually run a race?
- 55) What is Margaret Thatcher's husband's name?
- 56) In which English county would you find Stonehenge?
- 57) Which country owns both Bolivia and Malaysia?
- 58) What is a Smith & Wesson?
- 59) Is Big Ben a clock?
- 60) Name one of Winnie The Pooh's friends.
- 61) Who was the last Labour Prime Minister?
- 62) In which year was The Queen's Silver Jubilee?
- 63) Name the lead singer from the group Culture Club.
- 64) What is a baby fox called?
- 65) Who is The Sun newspaper's infamous editor?

COMPETITION

- 66) What is James Bond's code number?
- 67) How many goals will you see if you watch the game?
- 68) Yes or No, was the last question easy, or what?
- 69) In which country would you find Amsterdam?
- 70) Who manufactures the 701 and 737 Jumbo jets?
- 71) Which European country houses the Euro Parliament?
- 72) Which series of films featured Freddy Krueger?
- 73) How many Goals will you control in the game?
- 74) Who wrote *The Pirates Of Penzance*?
- 75) Name one country with a beach on the Mediterranean Sea.
- 76) What vehicle are Harley Davidson famous for?
- 77) Which famous old group was Jim Morrison singer?
- 78) With what sport would you associate Jack Nicklaus?
- 79) Finish this quote: 'One small step for man, one giant leap for...'.
- 80) Who directed *E.T. The Extraterrestrial*?
- 81) What does the Statue Of Liberty hold in her right hand?
- 82) In which country would you find The Sphinx?
- 83) Who starred in *Play Me, For Me* and *City Harry*?
- 84) Are there any golf balls on the moon?
- 85) Who scored opposite Bo Derek in the film '10'?
- 86) Where do Machos and Jinx'ettes come from?
- 87) What kind of TV programme was Panny Crabb's famous for?
- 88) What is Einstein's most famous maths equation?
- 89) What is the diameter of an Amiga floppy disk?
- 90) What kind of beverage is Martell?
- 91) Do turtles lay eggs?
- 92) How many function keys are on the Amiga A500?
- 93) What is the Roman numeral for eleven?
- 94) How many continents are in a quartet of artists?
- 95) Did you use a calculator to work out the last one?
- 96) How many losses of Amiga Force have there been?
- 97) In which US State is San Francisco?
- 98) Name a Paddy D.J. who wears a beard.
- 99) Which TV show features Zeddem, Douglas, Florence and Simon?
- 100) Is this the last question?

■ YOUR NAME _____
 ■ YOUR ADDRESS _____



Junos Software — Games marked **SNOP** will not work on the **BARCLAY 4500 PLUS** or **BARCLAY 6000**.

[illegible]

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