

**New look issue!**

**YET MORE GAMES REVEALED FOR THE NEW CD32 CONSOLE! ■ HIRED GUNS EXCLUSIVE PLAYTEST!**

# amiga

**FORCE**

## JURASSIC PARK

**ESCAPES ONTO YOUR AMIGA!  
PREPARE TO BE EATEN ALIVE!**

**FREE! TIPS CARDS**

**IF YOUR TWO HANDY  
TIPS CARDS AREN'T  
HERE, THIS IS OUR TIP:  
GO AND ASK YOUR FRIENDLY  
NEWSAGENT FOR THEM. BUT  
REMEMBER TO ASK NICELY!**

**impact**



£1.99 NO. 9

SEPTEMBER 1993

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CREATING 90% READING

**Inside:** JURASSIC PARK ■ HIRED GUNS ■ LOST VIKINGS MAPS ■  
SYNDICATE TIPS ■ GUNSHIP 2000 GUIDE & MUCH, MUCH MORE!











# amiga

## FORCE

■ ISSUE 9

■ SEPTEMBER 1993

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### RICH PICKINGS

More full-price goodies for your delatation. But which ones are worth saving your hard-earned cash for? We tell it like it is.



### LEMMINGS LIFELINE

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



### CUT-OUT 'N' CHEAT

Get more cheats and level codes to cut out and add to your collection. Plus the tip-top Tips Bits column, for all the hottest hints in town (and country).



### BUDGET BARGAINS

The release market is really hotting up, and there seem to be more budget labels than ever.



### FORCE NINE MAIL

Get a point of view? Then write in to the liveliest letters section in the whole of computandom.



### GOING PUBLIC

Get more passionate PD offerings, including a cracking puzzle and a converted Spectrum text adventure — it's good, honest!



### NEXT MONTH

Find out what's fixing in the next work-sapping issue of AMIGA FORCE.



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Creating 90s reading

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ABC



# Read about it!

## LONG LIVE AMIGA

After last month's feature on Commodore's new CD32 console, it's great to see the amount of software support being promised. Any new machine can succeed or fail on the strength of the software available for it, and CD32 has no problems in this area with a host of publishers announcing new releases. With Sega dropping their heels over their own 32-bit CD console, Commodore have really taken a decisive lead in this new exciting market. Although a great games machine, the CD32 offers much more, appealing to non-gamersplayers alike. This can be seen in the educational/reference titles already being planned, including *The Guinness Book Of Records 2* — can you imagine that, an interactive book? We can't wait. Meanwhile, the consequences of the CD32 on Commodore's other 32-bit machine is another price cut. The A1200 is now a mere £295, without the need for an A500/500 transfer. The other great news is that at last the 1200 is getting the software support it deserves, mainly due to the tandem development of CD32 titles. Nonetheless the 16-bit machines are still flourishing: the list of games planned before Christmas is longer than the arm of Ned Richards. And if one more Microsoft-swinging rilly claims the Amiga market is in decline, PD struggle 'em with it!

## ENTER THE DOMAIN

**A**be codex Datascan have started their own PD library, DataDomain. Their stated aim is to bring to Amiga owners the best quality PD at the lowest possible prices. At a mere £1.00 a disk they look like succeeding! Alternatively, if you cough up £5.00 a year, not only do you receive bi-monthly catalogue disks, you also get your PD at 60p a throw. They also sell blank disks at 40p each, and also labels for a mere 10p/m. Contact: DataDomain at 17 Seaford, Alfordes Estate, Luffield, Gateshead, Tyne & Wear NE9 8BG.

## MICROPROSE IN BRANSON PICKLE

**V**irgin Games have hit Anglo-American simulation specialists MicroProse with a major lawsuit.

According to industry trade paper CTR, the dispute centres on the Grafik 3D systems developed by Victor Grafik, a Leeds-based development team now wholly owned by MicroProse. Before the buy-out, Victor Grafik were commissioned by Virgin to produce two games, *Shuttle* and the never-released *3D500 Commanders*. Already behind schedule for January 1991, more funds were required to complete the projects. Virgin agreed, on the understanding that they would own a half-share in the then-new Grafik 3D system used for *Shuttle*.

In April 1992 MicroProse bought out Victor Grafik, who went on to program the hugely successful D17 *Flying Fortress*. It is alleged that this product (published by MicroProse) uses the Grafik 3D system and is in breach of copyright.

Virgin are pursuing this matter vigorously against Virgin's Tim Charny, quoted in *Computer Trade Weekly*. MicroProse, however, claim to have a watertight defence and are confident the takeover of Victor Grafik was handled correctly.



# CD32 LAUNCH

## GOLF WARS

**A** greatly-enhanced version of Granddaddy's *Ally Pally's Championship Golf* hits the CD32 in the near future. Like the A500 version, the update is new, much quicker, 384 on-screen colours are planned too. Also, the fully digitised male caddy is to include several more forms of animation. Golf fans were wowed by the original, clearly recognising Pally's swing, so the new version should be well worth pulling on the plus-tours for.

'We could bring out a 32-bit console tomorrow... but the problem is the price — and I don't think that problem will be solved this year or next year.' **Sega UK, June 1993 (quoted in industry magazine Computer Trade Weekly).**

**T**hey said it couldn't be done... no one, argued Sega, will release a 32-bit CD console before 1995. Well the Japanese giants are eating their words and probably their Mega Drives as well — the Amiga CD32 is here, and it's a real treat! July 18 was the day that changed the computer industry forever. Everyone who's anyone in the world of leisure software was at the London Science Museum for the launch of the amazing console. By now you'll all have read Phil's own outline of its machine and its capabilities (see last ish), so this month we'll concentrate on the CD32 in action!

## THE SOFT OPTION

Thanks to Commodore's enlightened licensing policy (specifically, anyone can produce a CD32 product, though Commodore charge a bit fee), the machine is its far outcompeted software — between 50 and 100 titles are expected by Christmas. Games in development include *Zoo! 2*, *Jurassic Park* and *Pygmalion's Microcosm*. It has to be said that most of the software on show





## BUZZ OFF

**K**issia Software make their entry into the budget market with three new releases. Former Kiseida games *Art Street Blues*, *Manchester United Europe* and *Fire Off for Hockey* are to be released on their new Buzz label.

## SALLY SYSTEMS 'DYSPELL' A MYTH

**T**he Institute for Social Inventions have awarded their 1993 Communications prize to software developers Sally Systems, in recognition of their work with dyslexic children. By way of celebration, they've announced a massive price drop from £4711 to £235 for the Amiga version.

Sally (an acronym for Software Assisted Learning Limited) have also put together a two-disk demo, extracted from the complete 17-disk product. This can be obtained from: Sally Systems Limited, Freeport (SL19)7F, Maidenhead, Berks SL6 8DF. Tel: 0628 24626.



## LEMMINGS, LEMMINGS EVERYWHERE

**D**MA Design are planning the third instalment in the Lemmings saga, currently (and imaginatively) titled Lemmings 3.

While so far decisions have been made, talk of larger Lemmings and a 3-D isometric perspective sounds. Watch this space for further details.

Progress are also developing *Lemmings*, a shoot-'em-up set inside the human body, for the new CD32 machine.



## A1200 TAKES A DIP

**R**estoration kit Commodore have announced a £100 price drop on its flagship A1200. The stand-alone machine now costs £299, the Commodore Pocket pack clocking in at £295.

Previously Commodore offered a trade-in deal, reducing the price of the A1200 by £100 when you handed over your old Amiga in part exchange. The offer ran throughout June and was expected to last through the summer, but trade-in response was poor so Commodore decided to make a blanket price drop, with no demand to surrender your old machine.

Although this is good news for the hundreds of Amiga owners planning to upgrade, spare a thought for those who traded their old machine just before the drop.

## ZENOBI IN ADVENTURE SPEC-ULATION

**T**he Spectrum adventure house Zenobi Software are converting their entire Spectrum back catalogue to the Amiga using the PD Spectrum Emulator.

Although too slow for arcade games, the emulator is ideal for text adventures. Zenobi are to include a copy on each of their converted titles, which will sell for a mere £2.49 each. Remote facilities still work on-line, and saved positions are obtained via its assigned function.

For further details write to: Zenobi Software (AP), 25 Spindlers Top, Culliside, Rochdale, Lancashire OL12 7JX.

## POETRY IN MOTION

**I**n the rival CD-based consoles, the Amiga CD32 is more than just a games machine. Recognising the growing trend towards CD-based media, Commodore wisely included a Full Motion Video port as standard. A special FMV module goes on sale this autumn for around £200 — with it you can turn your machine into a video CD player that conforms to the internationally-recognised standard laid down in June. Soon there'll be hundreds of feature films, pop videos and (gasp!) karaoke disks available! As graphic images can be overlaid on CD video images, this could open a whole new world for Amiga games.

Also planned is a keyboard/floppy drive interface turning it into an A1200, and a CD32 drive for the A1200 itself. Third party manufacturers are also encouraged to support the machine. It's this degree of flexibility that gives the CD32 the edge over its rivals.

## PINBALL WIZARDRY

**H**itting the shelves at the same time as the CD32 is 21st Century's Pinball Fantasies, one of the most acclaimed computer pinball sims of all time. Using four times as many colours as the standard Amiga version, this review is its include CD-quality sound track blazes out for a new game. Pinball Fantasies too, featuring... (well for £5)... MULTIBALL!

## FLAIR-RAISING STUFF

**N**ewcastle's finest Flair Software have four CD games in the pipeline.

Oscar, formerly Trade 2, is a pristine platformer in which you help movie-tropical Oscar collect... (well... Oscar! Each level is inspired by a film or film genre, eg. *Carbine Capers*, *King West World*, *Queen Sheela*, *Donorica*, *War Games* and

*Lighty Jurassic Pranks*. The high-end Amiga version is to feature some of the acoustical panache swirling over scenes — crystal-clear backdrops that inspire without obscuring the spirit.

Max Design's technical leader, 1989 and space-age RPO *Movie's Myname* are also to get the CD treatment, with increased use of sound and colour. Finally there's the movie *Star Wings*, a puzzle-solving boat-wre-ap licensed from the soon-to-be-released movie.



offered little more than the A1200 version. Some developers were running the software on the said machine, cunningly hidden under the table, but it's early days yet — already games are showing definite signs of improvement, with no floppy accessing enabling programmers to beef up animations. The first CD-specific game to fit the machine will probably be *Lemmings*, and even as it's early term stage it looks a real shining technological achievement.



## ONE-STOP CDTV SHOPPING SPREE

Following complaints from disgruntled owners, Commodore have ensured that every CDTV title published can now be obtained from one source: Capri Marketing, 8 Dean St, Marlow, Bucks SL7 3AA. Tel: 0494 591002 (trade enquiries welcome).

Over near time and interest, namely *Alister in Charge* (video and Paradox's CDTV, a compilation of CD multimedia sources, including a 2,000-item colour clip-art library, a 100-image photo library, and various demos, Paradox's CD retails for just £4.99.

## LEND US A BOB

**A** MIGA FORCE has a brand-new staff writer! His name is Rob McInerney and he's a veteran of the magazine industry, having been a film planner for CINEA and ZOOM before moving into editorial on our sister mag MFORCE. He is an 'old' vegetarian; he doesn't eat animals (but he loves to wear leather boots!) Rob's hobbies include impersonating dead pop stars and laughing in the wrong places. His pet hate is being called 'Little Rob' (he's six foot three in his socks); a nickname he got when he worked with his long-time planning pal, Rob Hamilton (a rather party-bloke who can't play a bass guitar).



**WANTED!**

## SERIOUS CITY

**W** e've said it once and we'll say it again — the Amiga CD32 isn't just a games machine, and several organisations are currently exploiting its versatility.

As part of a £4 million refit, the London Transport

## AMOS COMPILER — THE PROFESSIONAL APPROACH

**F**ollowing the phenomenal success of AMOS update AMOS Professional, European Software proudly presents AMOS Pro Compiler, a utility that turns AMOS Pro programs into assembly language, giving them a running speed of up to five times quicker.

Programs already compiled using AMOS Compiler can be squashed yet further, making them up to 80% smaller and significantly faster. There are 200 more commands available, making it an even more versatile tool, and the interface is much-improved too. AMOS Pro Compiler retails for a mere £34.99, which (given the product) is a real bargain.



Museum is introducing a new range of viewer-interactive displays, including several based on the CD32. For example, the visitor could wander round the London Underground, examine its features and 'look' along the track from the comfort of the museum. Look out too for Video Creator, a marvellous multimedia image creator.

## ALSO STARRING...

**Here's a few more games seen to hit the CD32.**

Mortal Combat  
Syndicate  
Boogers  
HeroQuest  
L1 Devil  
Nigel Marston's  
Premier Manager  
Zool  
Zool 2  
Utopia 2  
Sabre Team  
Soccer Kid  
Manchester United 2  
Civilisation  
Gunsling 2000

Acorn  
Bulfinch

Gemini Graphics

Krisalis

MegaPress

BTY Flying Fortress

Lopers

James Pond 2

Diggers

Daughters Of Serpent

Alien Chicken

Liberation

Guinness Book Of Records 2 New

Media

International Golf

Jurassic Park

Sequoia

TPX

Inferno

Knight CD Technology

Microzone

Lemmings

Millennium

Mindscape

Ocean

Parade

Team 17

Thalion

Virgin

Titus

Psygnosis

Maxis

Sensible Soccer

Urduin 2

Chase Engine

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Football Fantasies

Parade

Team 17

Thalion

Virgin

Titus

Psygnosis

Maxis

# Top 20



The excellent *Gunsling 2000* flies straight into the top spot, just pipping new releases *Quail* and *Syndicate* to the post.

1	<b>Gunsling 2000</b> MegaPress	34.99
2	<b>Quail</b> Virgin	30.99
3	<b>Syndicate</b> Electronic Arts	34.99
4	<b>Championship Manager '93</b> Domark	29.99
5	<b>World Class Cricket</b> Academics	29.99
6	<b>Project X</b> Team 17	12.99
7	<b>Flashback</b> US Gold	30.99
8	<b>Allen Breed '93</b> Team 17	10.99
9	<b>Desert Strike</b> Electronic Arts	29.99
10	<b>Search For The Stars</b> Virgin	38.99
11	<b>Body Blows</b> Team 17	29.99
12	<b>Sensible Soccer 92/93</b> Parade/Mindscape	25.99
13	<b>First Division Manager</b> Com-Masters	7.99
14	<b>Premier Manager</b> Gemin	25.99
15	<b>Trivial Pursuit</b> Hi Squid	7.99
16	<b>Pinball</b> Kix	12.99
17	<b>The Chase Engine</b> Parade/Mindscape	25.99
18	<b>The Addams Family</b> Hi Squid	29.99
19	<b>Tennis Cup 2</b> Kix	9.99
20	<b>Space Legends</b> Empire	29.99



# WIN AN AMIGA, GAMES AND QUAVERS!

**Q**uivers — don't you just love 'em? Colin Guffy certainly does, and they have a strange effect on him. In *Quivers*' excellent One Step Beyond, Colin is literally sucked into his computer as he changes Quivers while playing. Push-Over, his debut novel for entertainment.

Now Colin has to find a way out by jumping between platforms to get from one pocket of Quavers to the next (it's a chain robber!). Trouble is, the platforms close as he leaves them, so it's easy to get stuck as he tries to shut them all before reaching the exit within a tight time limit. It's an incredibly playable puzzle that's a hundred challenging levels to make test your wits, matter.

And if you lose your bond in this truly competitive, you could win a brand-spanking new Acura 3000! (If you've already got one, you could always give it to your little brother too.)

In addition, ten runners-up will each receive copies of the equally enjoyable *Flash-Over*, while ten more lucky members each get a box of *Quavers*!

All you have to do to enter is figure out the order in which Colin must visit the platforms in this simple One Step Beyond-style puzzle. Remember, Colin can jump one or two spaces across or diagonally (but not straight up), and he can fall straight down from any. Each

platforms starts when Colin leaves it, so it can't be revisited, and Colin must land on all the platforms before reaching the exit.

When you've found the solution, write it down using the code letters for each platform: **log** **E** **D** **O** **A** **N** **H** **S** — which doesn't work). Then complete the feedback by coloring in our black and white drawing of Colin.

The Amiga Force logo, featuring the word "amiga" in a stylized, lowercase font with a yellow-to-orange gradient, and the word "FORCE" in a bold, uppercase font with a red-to-yellow gradient below it.

## TWO STEPS TO WIN

1. I have outscored in Collin as nearly as possible.
2. I've also worked out how to complete your made-up One Step Beyond level. Using the letter codes, the order Collin must give on the platform is:

---

NAME \_\_\_\_\_  
 ACD (no title) \_\_\_\_\_  
 ADDRESS \_\_\_\_\_





# Hired Guns

## ■ **Psychosis,** **\$29.99**

In the year 2157, high-tech totalitarianism has become reality. A central authority logs all the details of every person, including their credit transactions. This makes life near-impossible for criminals on the run, especially when it's so hard to earn money the honest way anyway. You see, robots can do almost anything better and cheaper than humans. There's only one area in which the latter still excel... killing.

On the run from the authorities, Ronan Deevergh has formed a sort of mercenary association, whose members will take on risky missions — as long as they're paid in hard-credits, no questions asked. In *Mind Guns* the group are employed by an unknown patron to rescue hostages from a rival terrorist organization. The action takes place on a backwater world, cynically named the Graveyard.

### **Fantastic four-play**

Choosing a team of four from the 12 characters on offer (including robots and robots), you can control them all yourself or get up to three friends to help. The third and fourth players can either use keyboard controls or plug in five extra joystick/mouse via a parallel joystick adapter (as used by *Dynal Master*). *Psychosis* are likely to organise a special offer on these.

With the screen split into four windows, each mercenary gets his own personal 3-D view of the action. The control method is very user-friendly: as you drag your pointer over the screen, it changes to indicate the direction you'll go in when you press the left button. Characters can rotate 90° either way, and walk straight forward or back. When the pointer turns into a cross-hair it activates the currently held item, eg firing a gun.

Clicking on the Status panel above the window brings up the character's considerable inventory which can be scrolled up or down to select the required item. Although easy to use, this system can be a bit of a struggle during the heat of battle. For example, if you're getting massacred by enemies you have to select *Move*, find a medipack, return to the 3-D view to activate it, and select *Move* again to quit a weapon! Thankfully reloading weapons is easily achieved by pressing the right mouse button during combat.

The other panels above the character window bring up Stats (fitness, physique etc) and the Digital Terrain Scanner, an invaluable auto-mapping system. This really comes in handy as you explore the dimly lit corridors and rooms, populated by 24 types of enemy — ranging from skeletons and killer bats to vicious dogs and even Lemmings!

### **Give it the gun**

The action isn't restricted to combat, however. This is a proper arcade adventure with various

objects needed to get past certain areas (eg an access card to open a sliding door), and enemies hidden by blocks which must be pushed around. The sheer number of weapons and equipment offers countless possibilities for tactics. The strong multiplayer aspect also comes in when one character has to flick a switch to activate the lift his colleague is standing on.

Even with the auto-leader function — making characters automatically follow each other — controlling all four characters by yourself is a huge daunting experience. It's certainly a good idea to have a friend or two to help in the full campaign, which *Psychosis* estimate will take a total of 60 playing hours to complete. As well as this, there are 20 stand-alone action missions, including some helpful training ones and others where the players compete.

Altogether there's an incredible 1,735,130 cubic metres of playing area, so it's no surprise the game takes up 640k (including 1.2Mb of music and FX), packed onto five disks. The good news is that disk swapping isn't too bad, thanks to a clever system which tells you which disk the program will need when it's finished accessing the current one. This is particularly useful for owners of a second drive. Hard drives can install the game, but only if they've got 2Mb of RAM.

Currently in final playtesting, *Hired Guns* will be released in October. Watch out for a full review soon.



A037 origin unknown  
Freymon, Jenilee  
Female Human, 27 years  
Battlefield medic



■ (Below) The full campaign map allows you to select various missions. There are also stand-alone multiplayer competitive scenarios.



LAT 03.40° 100°  
100° E  
\*\*\* AREA HAS



# UNS



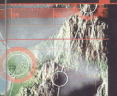
■ As each character gets his own view, he can look round and see his comrades. In the finished game you'll be able to use Deluxe Paint drawings or digitized photos for their faces!



**GAME OVER**



■ (Above) The bottom-left character scrolls through his inventory to find the weapons/equipment needed.



37.55° ALT 0001° 0000°  
TRY 13. Progress.  
NO THREAT  
NOT BEEN COMPROMISED \*\*\*



## Playtest! 1st impressions!

So far we've only tried a few of the missions on offer, merely scratching the surface of the game, but it's already patently obvious that *Mind Games* is an Amiga classic. The sense of tension as you walk down creepy corridors is overwhelming — you never know when something's going to leap out from around the next corner. Excellent sound FX add to the atmosphere too and, with realistic gunfire, footsteps and sliding doors, it sure feels a few.

While playing solo is fun, *Mind Games* really comes into its own with at least two players, requiring good cooperation to succeed. On the other hand, the competitive action missions are great fun as you stalk your opponents or race them to the exit. As for the full campaign, it represents one of the biggest challenges ever set in a computer game — so just can't wait to get stuck into it properly.



## amiga FORCE Playtest!

- DEVELOPER: DMA
- DESIGN
- OTHER: 5
- PLAYERS: 1-4
- % COMPLETED: 99%
- RELEASE: OCTOBER

### THE PROS

- Superb first-person 3-D creates an intense atmosphere.
- Up to four players can simultaneously take part.
- Control is intuitive, so the game's very easy to get into.
- Auto-mapping feature makes exploration more enjoyable.
- You can design your own character graphics or even use digitized photos!

### THE CONS

- Switching between objects is tricky when you're under attack.



# 100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knobs off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

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

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

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

Go and see Ryan O'Grady

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

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

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Throw away your watch

Go for a day without swearing

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Stare at the clouds for a full ten minutes

Buy someone of the same sex

Buy Marion Gay's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marion Gay's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Go on holiday and don't take any luggage







**Feature!**

# JURASSIC

**You've seen the film, you've read the book, you've probably even bought the survival kit! Soon you'll be able to experience the ultimate thrill of actually entering the prehistoric park yourself in Ocean's biggest film licence yet...**

In Manchester-based software house Jale determined to make Jurassic their best movie licence ever, allocating a suitably huge team to develop this mammoth project. No less than 17 people are working on the Amiga and PC versions. Why so many? Well, not only is the game big enough to dwarf a Bioshopper, taking place on six huge maps, but it even alternates between two completely different graphical techniques. The



## A walk in the park

The action begins outside, with the dinosaurs just having escaped from their enclosures. Emerging from his Tyrannosaurus-rampaged jeep, hero Dr Grant has to venture through dinosaur-infested jungle to reach the control centre. The impressive 32-colour isometric graphics have full masking, so if Dr Grant walks behind a tree

he's partially obscured by its branches. Great care was taken to avoid the possibility of the two getting lost behind scenery — the bare of many isometric games.



# ALSO FROM OCEAN

**Here's a sample of the delights the Mancunian masters are set to bring you in the coming months...**

## TFX

■ The name's actually stands for Tactical Fighter Expansion (well, TFE doesn't have quite the same ring). Surprise, surprise, it's a polygon 3-D flight sim based on the latest fighter aircraft. It's a subject the Digital Image Design (DID) programming team are very familiar with, having created F-28 Resistance less than a year back — don't worry, this one looks a lot better! In fact, it's so good, it can't be done on a normal Amiga, and will appear only on

the 1020.

As an ace pilot you get to fly in any of eight hot zones, including Europe, Africa, South America, Southeast Asia and the Middle East. For ultimate realism, all of these use genuine satellite maps of the



**IF IT'S NOT  
JURASSIC PARK,  
IT'S EXTINCT!**



# PARK™



The first Creatures-Giant encounters are small encounters which chase him when he turns — a sign of weakness. If you turn your back they'll die on you," comments graphics man Dave Cates. "They're generated all over the map. They're there to keep you busy really." Armed with a rifle, Dr Grant can blast the little bighorns in his way. The highly intelligent T-Rex is a bit more menacing, hence occasional music signaling his arrival. If he gets close there's little chance of escape. Grant gets a close-up look at its travels, accompanied by menacing growling FFX. Like the monster's roar-chasing roar, these are sampled from the movie.

Herbivorous dinosaurs play their part in impeding Grant's progress too, as programmer Andy Mah explains: "There's only three meat-eating dinosaurs in the game, so we've had to work the passive ones."



## DID YOU DI-KNOW?

■ Jurassic Park author Michael Crichton previously wrote *Twelve Monkeys*, the story of a Wild West theme park inhabited by robots which go awry and start shooting at the visitors. It was also turned into a film, starring Val Kilmer.

into it with puzzles and things like that." One such section includes Grant scaling a steep cliff face, while a huge megasaur repeatedly bungs its tail against the rock to send boulders cascading downwards.

There are even some sections not included in the film, but based on scenes in the book. These include the Parasitology Dome, where the winged beetles circle above, occasionally swooping down to, um, 'dive-bomb' the host!



## COMPACT AND BIGGER

So what improvements can we expect to see on A1200 and CD32? Gary Brisco comments, "We're substantially enhancing it generally for the 1200, which will incorporate a 128-colour palette. It's there's time we'd like to do a huge database including some of the Gibson."

Graphics generated results, so if you go to a terminal and call up information on the T-Rex, it shows a top-diffy rendered picture of it. Of course, if there's not time there won't be!

Gary admits that both A600 and

A1200 versions may have to be 'slightly compressed' from the hard-drive-numbered PC game in order to fit on a reasonable number of floppies. But obviously on the CD, size is not important so we can have the full-blown game." Gary's not too keen on taking actual scenes from the film however. "Digitised video never looks that good anyway. It looks worse than something you can generate yourself because you're compromising your colours and resolution. It's far better for us to do something with 3-D Studio on Silicon Graphics." Indeed a 3-D intro for the CD version has already been created using this high-tech system. Dealing with the bugs on the board of the jeep, it rotates and zooms out to show the rig-tracked vehicle driving into the distance. Following it, you're confronted by a huge foot coming down; you look up to see a spectacularly detailed T-Rex roaring away! It's a real jaw-dropper.

## SEAN...

mass involved, and real-world political scenarios — including Bosnia.

The super-fast 3-D looks impressive too only seen if on PC, but it should be just as fast on A1200, and the gameplay appears to equal it. Enemy pilots are promised to have 'unique combat intelligence', as you aim to shoot them down with the host of weapons available on your EFA. F22 to F16 to F15 to F14 to F13 to F12 to F11 to F10 to F9 to F8 to F7 to F6 to F5 to F4 to F3 to F2 to F1 to F0 to F-1 to F-2 to F-3 to F-4 to F-5 to F-6 to F-7 to F-8 to F-9 to F-10 to F-11 to F-12 to F-13 to F-14 to F-15 to F-16 to F-17 to F-18 to F-19 to F-20 to F-21 to F-22 to F-23 to F-24 to F-25 to F-26 to F-27 to F-28 to F-29 to F-30 to F-31 to F-32 to F-33 to F-34 to F-35 to F-36 to F-37 to F-38 to F-39 to F-40 to F-41 to F-42 to F-43 to F-44 to F-45 to F-46 to F-47 to F-48 to F-49 to F-50 to F-51 to F-52 to F-53 to F-54 to F-55 to F-56 to F-57 to F-58 to F-59 to F-60 to F-61 to F-62 to F-63 to F-64 to F-65 to F-66 to F-67 to F-68 to F-69 to F-70 to F-71 to F-72 to F-73 to F-74 to F-75 to F-76 to F-77 to F-78 to F-79 to F-80 to F-81 to F-82 to F-83 to F-84 to F-85 to F-86 to F-87 to F-88 to F-89 to F-90 to F-91 to F-92 to F-93 to F-94 to F-95 to F-96 to F-97 to F-98 to F-99 to F-100 to F-101 to F-102 to F-103 to F-104 to F-105 to F-106 to F-107 to F-108 to F-109 to F-110 to 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## Feature!



### Kipped by Raptors

On entering one of the park buildings, the scene cuts to a tense first-person 3-D view as Grant walks along dimly lit corridors infested with the choiced

Velociraptors. The textured-mapped walls and polygon objects are like nothing ever seen on the Amiga, illuminated by lights in the ceiling and getting darker as you look into the depths.

Ocean's Head Of Software Development, Gary Brown elucidates: 'We've gone for a lot of atmosphere here. There's claustrophobia, it's dark, you can't see that far ahead because there's a lot of light scattering. So you don't know what's ahead, what's round the next corner, which could be a Raptor.'

These six-foot-tall vicious creatures are normally seen approaching you, but they have been drawn and animated in the full eight rotations, so you can see them running and turning. This comes into play when ducking an attack, only to see the intelligent nasty jump past and turn round for another go. It's even scarier than the movie.

Though still in its infancy compared to the rest of the game, the interior scenes are looking good already. 'You'll also be able to access computer terminals in some of the walls to do various things like opening doors,' adds Gary. 'It's not just pure arcade action, there is some strategy there as well.'

Combine all this with the huge isometric stages, each packed with varied arcade-adventure action, and you have one blockbuster of a game to rival even Spielberg's production. Watch this space for a full review soon — this one's going to be a bopper.

## DID YOU DI-KNOW?

■ Though many scientists think it's hypothetically possible to clone dinosaurs from prehistoric DNA, it takes a long way off. For a start, no-one's actually found any dinosaur DNA yet, and if they did they'd have a hard job using it to create dinosaurs — no-one's even done that with living animals yet.



## THE CAST

**DIPLOSAURUS:** A lot of artists' licence was used in the film for this dinosaur. In reality it was about ten feet tall, but in the movie (to avoid confusion with the Raptors) it's only four feet, cutting up its crest to split deadly venom.



**BRACHIOSAURUS:** The biggest dinosaur of all, this gigantic herbivore has a long, slender neck to nibble leaves on tall trees. In the movie, its head is three times its real size.



**TYRANNOSAURUS REX:** Taller than a double-decker bus, this fearsome carnivore has a mouth so big it can swallow people whole. It roams around the park, looking for meat — Grant's four vehicle looks an appetising morsel!



**TRICERATOPS:** One of the horniest dinosaurs, this is actually a herbivore — rather than a weapon, its three horns are a defence against predators. In the film, and game, Grant finds a sick Triceratops and adopts its baby.



**VELOCIRAPTOR:** The most terrifying creature in the film and game, this roughly man-size predator runs at high speed and tips over victims with one slash of its sharp middle claw-finger. The park buildings are infested with them.



As with the recent Ocean's it has the potential to attract new 'hook' its way to the masses. Download now, you'll be able to watch from the grandstand. In fact, the latter with some of the controls is reminiscent of Autocourse II (Ocean).



Raptors (small Velociraptor) — so it's no surprise to discover they follow the same programming. Graham Sigurdson, As in Ocean's, part of the best feature is the ability to press the D key in a different direction from the one you're facing in, by holding the key and moving the joystick — the pass direction indicated by

a small arrow. The easiest way of passing, however, is simply to quickly press fire when you hear a short beep indicating a team-mate's speed — the higher the sound, the more likely the pass will follow.

Most impressive of all is the shooting. As you sprint and hold fire a quickly moving cursor flies 'behind' of the player, so quickly moving this allows you not only aim your shot, then bend it with aftertouch.

The controls take some getting used to, so as the movie Ocean's also includes special keyboard's tool to help you get started. From what we've already seen, Ocean's Champions looks set to score a hit with foot-fans — the Ocean players even play a 15-minute dinner meal! Watch out for a review next month.

## RYDER CUP GOLF

■ More great news for sports fans is that Ocean have recently acquired the licence (and nearly completed game) for the Ryder Cup. Following the release of International Open Golf Championships (reviewed next July) it features the three-fall Ryder Cup courses (including the stunning Kinross Island) and loads of international players. So now you can emulate the Europeans beat those Yanks — isn't it being how rivalry with America turns into instant Europhobia?

## SUPERLEAGUE MANAGER

■ To be released approximately a month after European Champions, this footy management game offers the tantalising link-up option for owners of the one-side game. As your team progress through the divisions, Superleague will throw up random fixtures for you to then play out on

European Champions. At the end of the season, you'll be able to play a mini-league championship between the top teams. Ocean's Simon Ally comments, 'As the new products developed side by side, the soccer addicts here in Manchester suggested these extra features.'







Previews!

# Just around the Corner

Things are looking up... there's a great strategy offering from US Gold in the pipeline, a fair few shoot-'em-ups and lots more besides...



## BLASTAR

### ■ Core Design

**T**he ancient early-eighties coin-op, Time Pilot comes of age with Core Design's eight-way scrolling shooter Blastar.

Controlling your ship via the 'leftlight' rotate and forward to accelerate' method usually favoured by Super Space clones, you must... no, I'm not going to say it! Everyone knows what you do in shoot-'em-ups, and need assured this one's no exception.

Anyways, there's five blasting stages, each divided into two sub-levels. As you progress, you're rewarded with the option of docking where you can buy extra hardware to add to your arsenal.

Sounds promising. Look out for a full review, WHEN it's finished and not before.



## SECOND SAMURAI

### ■ Psygnosis

**F**irst there was the Last Ninja, then there was the First Samurai. So what comes next from the prolific Third Image team? Well, Second Samurai it looks a real cracker too.

As with the First Samurai, disk scrolling is kept to a minimum with several stages per load. How there are a trio of vast levels. Split into four sublevels, the first is the fantasy landscape of the Twilight world, a mixture of past, present and future, and populated by just-apocalyptic mutants. Again comprising five large stages, the second level takes place in a High-Tech Space Station with futuristic labs inhabited by robots, holograms, moving cameras and lasers. The Samurai must find the spaceship camouflaged by the Demon King to return to Old Japan. Made up of two stages, the third level features traditional Japanese villages, mountains, rivers and the Demon's Castle — where the final showdown takes place.

But that's not all — there are many hidden rooms and subgames, accessed by collecting special blue orbs or entering time gates.

### Second best

As well as familiar sword-swinging, fist-punching combat, the intuitively scrolling action incorporates plenty of puzzles, with switches (in the form of faces) affecting details of the

backdrops, objects and opponents. Though solving puzzles isn't always essential for completing levels, it masses bonuses and experience points. The latter determine how much of the end sequence you see on completing the game: you need at least 80% to see the whole thing.

Thankfully there are continue-plays and level passwords to alleviate any frustration caused by the frenetic combat/solving action. And it's not only fans of the original who'll appreciate the gloriously colourful backdrops with apparent depth, impressive 3D animation and parallel scrolling. Most surprising of all, this time the Samurai won't have to go it alone as a simultaneous two-player mode is promised.

After seeing a jaw-dropping demo, we can't

wait to sample the Oriental action properly. Get the commercial suit ready (or is that Samoy?) for the rising sun review in the near future.





# Under the

## THEATRE OF DEATH

### ■ **Pygnocles**

**W**h... what is it good for? Flippin' good! Computer games by the looks of it. After last month's sneak look at Sensible's Cannon Fodder (due for a November release by Virgin), it was interesting to see Pygnocles's second weapon for the Xmas number one spot.

At first sight, Theatre Of Death has a vague similarity to the aforementioned Sensible game. In command of a group of soldiers, you control them by clicking and pointing with the mouse, moving around the large scrolling map — aided by a scanner in the corner. As you fire at enemy troops, you can gain protection by hiding behind buildings or in trenches — line of sight rules are fairly lax, anyway.

The basic aim is to obliterate all the enemies or, better still, capture their heavily guarded HQ. On all but the earliest levels, this proves a difficult

task, even with the impressive amounts of weaponry on offer. As well as the ubiquitous machine gun, soldiers can carry dynamite, lay landmines (particularly useful for knocking out enemy vehicles), throw grenades and fire rocket launchers and flamethrowers.

### ■ **Many tanks**

Find a vehicle and you can enter it and take control. Piloting tanks and Armoured Personal Carriers, you can fire their weapons or — even better — run over enemy soldiers. Syndicate-style. Other vehicles on offer include helicopters and Amphibious Landing Craft.

Vastly varying landscapes offer unique hazards and features. For example, on the later levels there are large Space 1999-style spacecraft. The enemy landscape has skilful soldiers, armour and even a First World War-style body match — when one team scores, the opposition open fire!

As you can probably tell, it isn't exactly a serious war sim, but with gameplay that much fun it should give Cannon Fodder an interesting battle when they both enter the combat arena before Christmas.

## F1 CHALLENGE

### ■ **Team 17**

**T**eam 17 seems intent on moving the goalposts for every game genre. This time it's into the screen racing games, a la Continental Circus and the Lotus games.

With your behind-the-car perspective you get a satisfying view of your vehicle — the graphics are little short of outstanding. The scrolling gives a real feeling of speed, but at the time of writing all the corners are taken with the steering on permanent full lock, reducing the need for slowing down. Of course with mouse-switched (as opposed to analogue)

joysticks the steering's either ON or OFF, leaving you no choice regarding steering lock, but hopefully the final version will have an analogue routine.

Perhaps the best thing about F1 Challenge is the price — it costs a mere £70.000. Keep it up, Team 17.



## BUBBA 'N' STIX

### ■ **Core Design**

**C**ore Design, how's that for a right-on plot? (Note the subtle albeit shameless pun on the publisher's name). Bubba, a truck driver, is on his way to the zoo (plot hole) with a truckload of animals when he's snatched by aliens and put in a... plot! He ha, saves the gl light — how about a game where you force a circus owner to jump through hoops now?

Due to a trashy cock-up he's abandoned on a weird alien world with only an indigenous alien stick for company — sounds like a good excuse for a platform romp, eh lad?

Technically, Bubba 'N' Stix looks superb. Bubba himself has over 250 frames of animation (but, unusually for a truckie, no Yokes), and the other characters promise an equal degree of fluidity. The programmers insist the gameplay will be just as 'cool, look at that segue as the visuals.

If Bubba 'N' Stix has a problem, it's lack of originality — I mean, console/platformers aren't exactly this or the ground, are they? At the end of the day, however crowded a genre gets there's always room for another if it's good enough — witness Aster 2's last ish. So will it make the grade? That remains to be seen, but it's looking good...



## SPACE HULK

### ■ **Electronic Arts**

**T**he first of EA's Warhammer 40,000 games from Games Workshop, Space Hulk is based on the 3-D micropiling board game of the same name.

A huge derelict Space Hulk (giant spacecraft) has been infected with Alien Genestealers and it's your job to clear the nasty creatures out — a sort of futuristic Portland. In command of a five-man Marine Squad team, you plan their movements on a scrolling map before entering into first person 3-D, real-time combat — it can literally be over in mere seconds!

Often it's all pretty strategic, and the well-armed Marines can be made to guard doorways and corridors, or sent to seek out Genestealers. The tension is high as you explore the 3-D mazes, never knowing what's round the next corner. And a galaxy-size challenge is represented by the three Games Workshop-style scenarios: Imperial, Wargod (Bio-hulk and Ice/Watered Hulk) and She-Hulk, though.

Currently in beta-test, Space Hulk should be coming round a corner near you very soon. It certainly takes a different angle to the isometric Games Hero Quest games. Hopefully we'll have a review (or Playtest) next ish.





# Previews!

## SUBURBAN COMMANDO

### Alternative

**W**hat the Amiga needs now is a genuinely accurate WWF wrestling game. One where the 'wrestlers' abuse each other using pre-scripted monologues penned by professional scriptwriters. One where the entire 'sport' is governed by marketing ploys and the fighters take it in turns to be champions. Most important of all, the bouts should be prioritised gymnastic displays where the most impressive moves are the ones that'd be physically impossible if the contenders were really wrestling. Naturally the game does nothing — just choose your wrestler and let your computer-controlled agent do the rest while you sit back and watch.

If that sort of game doesn't tickle your fancy, check out Alternative's new film licence Suburban Commando instead. You play Space Rammer — no, not any Australian Border Cop, but Walter megastar Hulk Hogan's classmate in the film. The game is very faithful to the film plot (today's mean! I didn't think it had one!), each of the game's four levels taking a scene from the movie as its theme.

The price has yet to be finalised, but a £10.99 tag with a copy of the film thrown in seems likely. The game should be finished by mid-August — watch this space for details.



## LEGACY OF SORASIL

### Grenlin

**T**he first in the new Hero Quest Masters series, Legacy Of Sorasil is set in the tabloid land of Phia, which has fallen foul of a mysterious plague. It's the usual story of an incredibly powerful evil magician to be thwarted by your party. This is selected from the eight characters on offer: a paladin, fighter, cleric, mystic, mage, barbarian, adventurer and ranger — all with specialist skills.

Searching the land for clues, the party must battle through ten large stages. Unlike Hero Quest, this time the action takes place in really different locations, ranging from the dank corridors of the Vampire King's barrow to the leafy Iron-Wood forest.

Using the familiar isometric 3-D seen in the previous Hero Quest outings, Legacy looks a promising progression on its predecessors. It'll be interesting to see how it fares against EA's Space Hulk.



## BRUTAL SPORTS FOOTBALL

### Millennium

**I**f you thought there was no future left in futuports after the Speedball games, think again. Yet another cyberpunk sports sim is set to barge its way into the Amiga (1200 only), this time a barbarous cross between soccer, American football and blatant thuggery!

Set in 2089, Brutal Sports Football (originally titled Beutball) guarantees a pitch blood-soaked by the vicious action. Players smash each other into the side wall as they try to catch the elusive canonicat. Basically, anything goes (including slavering appointments) as they try to kick the steel sphere into the goal.

Millennium's reason it'll appeal to sports sim and beat-'em-up fans alike when it thruds onto the pitch in October. With a full league, two-player option and different breeds of players, it could well be a smash hit.







# Previews!



The legendary Duke who brought Richard of York back from Calais and back

■ The game opens with an animated sequence presented by *Dr. Bill Shakespeare*, outlining the events leading up to the war.



...one for the first time of Lancaster when for the first time of York

■ The Wars of the Roses is so-called because the two factions both used a rose as their symbol — a red rose for Lancashire, a white rose for Yorkshire.



■ The game is played through an intuitive icon and point-and-click system.



■ The best laid plans of mice and men can (and often do) come crashing down... the Black Death wiped out a third of the population a hundred years earlier, but even in the 15th century it was a force to be reckoned with.

# KINGMAKER

## ■ US Gold

England, 1455... The Hundred Years War with France is all but lost, and the country is ruled by a weak and ineffectual king, Henry VI of the House of Lancaster. As the king has no male heir, on his death the throne is to pass to his cousin, Richard, Duke of York. He dreams of becoming king and shatters, however, in 1453 when Henry gives birth to a son (timely, a medical test — kid). Although Richard seems to serve the king, the Yorkist faction has no intention of letting the crown slip through their fingers.

The king, now old and mentally unstable, descends into a fit of madness for 18 months — York holds stewardship over the realm while the king is incapacitated. Henry recovers his wits in time to re-install the House of Lancaster into its former position of power before he dies, but as his son is a mere infant, England once again needs a regent. With the crown already hanging by a thread (the rules of succession have yet to establish themselves in law), the throne seems theirs for the taking. Numerous factions emerge, all supporting one minor royal or another, but really acting in their own interests — the 40-year struggle for the throne has begun!

## A Hard Day's Knight...

Kingmaker is a close companion of the strategy boardgame by Andrew McNeil. In counters-and-cardboard form it's sold hundreds of thousands of copies worldwide over a period of 20 years! A wargaming classic if ever there was one!

So how will it convert to the home computer? Ideally, I'd say, the boardgame is simple to play but requires a large degree of card-collecting and counter-attacking. The computer version will insulate the player from these inevitable tediums, and also the tediousness of accessing that forms a part of many strategy wargames.

The programmers have paid particular attention to the machine's artificial intelligence, avoiding the trap of creating a fun game that's a doddle when the player discovers the "perfect" strategy to win every time.

The presentation is also of a high standard. The interface is intuitive, the graphics excellent (the 4/1000 version will look like the PC shots shown), and the standard Amiga game is a better look and a huge historical outline of the Wars of the Roses is included, making it an education as well as a fun game.

But will it all work? We'll just have to wait until September to find out! Watch this space...



When for the first time of Lancaster when for the first time of York

■ Amiga shot



■ Amiga shot



■ I wonder if they had street parties when regents were crowned in those days?



■ This is how the various regents are related: remember, to win the game you must be in control of the last surviving royal gene.



■ Field battles are often decisive, with the losing army wiped out and the winners replenishing their losses. This is historically accurate as the nature of 15th-century warfare meant that victorious armies seldom took heavy losses.









Feature!

# Use you

There's nothing like a game you can really get your teeth into, so for the next two months we're gorging on strategy games. We're staying away from wargames, RPGs and military sims as they're separate categories in themselves, but if it's god games, city sims or terrific traders you're after, look no further — IAN 'BRAIN DAMAGE' OSBORNE's the man with the mettle.

## RAILROAD TYCOON

■ **MicroPress**

■ The ultimate in computer capitalism — it's about as pretty as Darnington-New Street station, but its playability is definitely on the right track (did you spot the train just there? I wonder wasn't it?).

Starting with a head full of ideas and a hefty overbowl, you feel tame and fortunate building railways where they're most needed. Laying tracks and bridges isn't cheap though — laying a line which no-one uses is an unnecessary drain on resources.

The first thing you notice on loading Railroad Tycoon is the appalling presentation. You can't scroll around the playing area; instead you have to click on the edge of the current screen, which updates with the pointer position in the centre. Laying back is a tedious affair too.

The game's keyboard-heavy interface exposes its IPC roots, but if you can put up with it, the game itself is a gem. Fast, rewarding, intriguing... if we could add accessibility to this list it'd be a 'must buy', but even as it is it could seriously erode your free time. Buy it if you're into money management.

## A-TRAIN

■ **Maxis/Ocean**

■ A cross between Sim City and Railroad Tycoon, A-Train puts you in charge of a huge commercial railway, a bit like Flat Controller from Thomas The Tank Engine (not that I watch it, of course...). You build your next fortune by developing land, building apartments, providing trains for commuters, and (if possible) selling developments at a higher price. The on-screen action takes an inevitable and undesirable toll on the running speed, but A-Train doesn't require a blinding pace anyway.

The game's devastating complexity will put some people off (the manual's the size of a small roofing slate), but if you're prepared to stick with it, it's a blast.



## CASTLES

■ **Electronic Arts**

■ "Combines the best of Populous, Sim City and Railroad Tycoon" — Zero magazine skulders the front of this box. No wonder Zero's got the dust — Castles certainly has the dodgy interface of MicroPress's flawed gem, but it lacks the depth and realism of any of these.

Your task is, unsurprisingly, to build a castle, using it to dominate the surrounding area. After you've designed it, you hire and assign various warriors to individual towers and wall sections — competitors build the scaffolding, capture ferry stone from the quarries to the masons, etc. Stay within your budget, and make sure your army is sufficiently staffed to repel invading Castles.

Unlike Sim City, Castles hasn't enough depth and flexibility to recreate existing fortifications — we had a go at recreating Ludlow on Maxis's new gem, but you can forget doing the castle on this outing. It hasn't got an 'advance time' mode either, making building a real chore. Most of all, you never really feel in control — if you've designed too few quarries, work will slow down. Fair enough, but why didn't the masons' foreman complain about running out of stone? Lack of interaction gives it a flat, lifeless feel that completely fails to draw you in.





# review!

Feature!

PART  
1

## CIVILISATION

### MicroProse

Have you noticed how, on book covers, a popular author's name features more heavily than the title? This isn't the case with computer games, but if it were, *Civilisation* would have SID MEIER plastered over it in six-inch-high letters! That man's name is so big a buying recommendation as any rave review rating.

Starting out with a single tribe, you must build it into an entire civilisation by means of exploration, scientific advancement, political manipulation, invention, economics, and just about every other facet of society that's affected mankind since time immemorial. There's a great on-screen tutorial for that want it, and the "Chitopekka" (an in-game encyclopaedia thingy explaining the game's concepts) makes it a superb educational tool as well as a great game.

Unfortunately, the presentation suffers from Railroad Tycoonitis, in that the interface makes initial progress a chore. You get used to it, of course, but why the hell should you have to? It's your money, why shouldn't you expect a decent interface instead of a dull window-based effort with a disgusting typeface thrown in for good measure? Even so, the game's so thoroughly good you won't regret a single penny spent on it... what a dilemma!



## POPULOUS/ THE PROMISED LANDS

### Hit Squad

Arguably one of the Amiga's finest hours, *Populous* lets you succeed where David Kozeak failed and play God!

As the good deity you must provide for your population while making sure the evil god's followers don't prosper. If you have enough Mana points you can raise and lower land, erasing towns to build, create storms, volcanoes and earthquakes, you can even flood low-lying areas, drastically altering the face of the land.

The heart of the game lies in the fact that you have no direct control over your citizens. You can influence their behaviour, making them move towards the Pagan Magistrate (a sort of anti-like figure that you can move about during the game), build as soon as they first find land, or do battle with enemy walkers, but you can't give them direct instructions.

With about 500 worlds to conquer, you won't level it in a hurry, and even when you do there's the Promised Lands rate that is set on. If you don't own it cozy already, there's no excuse for missing out this time. (Incidentally, have you noticed how the good and evil deities behave exactly the same? Reminds you of a Hollywood action movie, doesn't it?)



## CAESAR

### Impressions

Here, not bad at all — *San City* brought right up to date, which is ironic considering it's set in the ancient Roman empire. Again you must build up your city, offering industrial areas, irrigation, shops, residential blocks, etc. Plan well and your city prospers. Mess up and the citizens revolt, reducing your tax revenue.

Bastardian attack was a common feature of ancient life, so make sure your garrisons are well staffed. The outcome of battles is decided by the computer, or you can fight them out using Impressions' quite suitable *Conart II* (I recommend the former).

Although more complex than *San City*, it's still very accessible due to the instructive and well-laid-out manual. The graphics are much more pleasing to the eye too. All in all, *Caesar* offers a well-rounded and fun-to-play package. To misquote the immortal bard, "is that a great game I see before me? Or is it?"



## TRANSARCTICA

### Silmarils/Dase

Ever wanted to drive a train-load of mammoth manure across a frozen wasteland? No? Well maybe *Transarctica* is not the game for you, but you're making a big mistake.

An *Elfenberg* master coupled with a head scratching adventure, your task is to reverse the effects of a disastrous experiment which blasted out the sun, plunging the Earth into a new ice Age. To this end you start a train (now the only form of transport) and look for settlement to settlement, trading as you go.

The main problem with *Transarctica* is the combat sequence. Even on the enhanced (yeah, "enhanced") Hi-Res version, it's incredibly slow and boring. Luckily you can turn it off, only seeing the results of the scrap. Also, for a game which boasts such blinding graphics, it's a pity you spend most of the game looking at the game's duller screen.

For all its flaws *Transarctica* is a good game. Not a world-beater, but a welcome change from bubble-blasting.





## SIM CITY

■ Infogrames

It is these things that those who HADN'T played *Sim City*? As strategy games go, this one rivals *Populous* in the best everywhere, done everything" status.

*Sim City* is... a city simulator, it's as simple as that. Build yourself a city, designating residential and industrial zones, entertainment spots, etc. and watch the people move in — neglect essential services like fire protection and police stations and you're in for trouble, but overfill the population (grr! — it almost said "populous" there) and they'll move out.

Although not designed as a city planner's tool, *Sim City* is an excellent simulation of modern urban life. An Impact employee (super suit and all-round hairy pants) (Barnaby Rudge) once constructed a mock-up of Ludlow, with all the commercial and residential areas in the right places, and the model worked almost exactly to form — the areas that flourished in the town also did well in the mock-up, etc.

A superb game, though the visuals look a little dated nowadays. It's a pity the subsequent data disks added little to the game.



Enemy captain on *Imagite*

## PIRATES

■ Klax XL

A little-known fact about piracy is that in days gone by, when the state was less able to exercise a direct influence on affairs, governments encouraged bold captains to lead "private" state or enemy ships. This is the role you play in *Pirates*, a former MicroProse game.

Despite its extensive options, *Pirates* hasn't enough depth to sink a canoe, let alone a galleon. It plays like a series of subgames, none of which is any good. The trading is tedious, the back-scrapping tedious, and the ship-to-ship combat is a pain.

So many concerns have been put for simplicity it's difficult to see who it's aimed at. What self-respecting strategy buff can put up with controlling several ships, all of which behave as one vessel with a combined cargo hold and cannons you can switch around at a moment's notice? Worst of all there are no conditions laid down for victory or defeat, making the game of its focus. You can't even die!

Unusually for a MicroProse game, *Pirates* is a shallow, simplistic affair that talks between two stools — it's not *an* exciting enough for your average strategy jockey but has little to offer a strategy buff. Take my advice — chuck it out of the port hole.



Enemy captain on *Imagite*

Enemy captain on *Imagite*



## DUNE

■ Virgin Games

It's amazing how well popular fiction lends itself to adventure/strategy games. Most film and product licenses opt for the arcade approach and churn out a brain-dead dog of a multi-stage shoot-'em-up that looks like every other platform shoot-'em-up. I mean, look at the Indiana Jones action games — not a patch on the adventures, were they? Can you imagine what *Dune* would be like if it'd opted for a dodgy, generic shooter? No, the only way to do

justice to a book like *Dune* is to create a thinking game, and that's exactly what they did.

The spontaneous *Dune* is *Anaxia*, the third planet in the *Canopus* system. A harsh desert world, it is host to the *Freemen* and various creatures, the most dangerous of which is the mighty sandworm. The planet is also the only place in the galaxy where the *Spice* is found, a narcotic-like stimulant that enables the *latter* to navigate hyperspace, the key to interplanetary travel. Naturally, this makes it very valuable, VERY expensive and of great strategic importance — the *who* controls *Anaxia* controls the

galaxy!

As Paul Atreides, you must rid the planet of the *Harkonnen*, freeing the enslaved *Freemen* and enabling you to mine the *Spice*. The *Imperator* of the *Universe* demands increasingly large *Spice* shipments, so don't neglect this early on.

It's extremely rare to see a game combine differing game-styles so successfully. There's a lot of strategy, a bit of adventuring and a bit of resource management, all parcelled up in some great groovy graphics. What more could you want?







## Enter the dragon.

On August 5th, only one Super Nintendo magazine lifted the lid on Mortal Kombat.

It wasn't Super Play, or Super Control, or Super Action, or super anything for that matter.

It was the only magazine that leaves you to decide if it's super or not.

Fight through the hype and judge for yourself at all good newsagents (and supermarkets) until the end of the month.

**SNES**  
**FORCE**

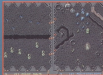






# BATTLE ISLE '93

# Reviews! Rich pickings!



lan!

■ The war game has more than its fair

share of detractors. Some computer magazines, for example, are full of derisory comments clearly showing the reviewer wants nothing to do with them. Here at *Amiga* we want no part of it, icons and boxes might not look too pretty, but the heart of a wargame is in the artificial intelligence and user interface, not the presentation, a fact too many games magazines seem to forget.

Battle Isle '93 is far more graphically sophisticated than the usual offering, but the way opposing forces go to battle in real time lives, firing on a one-to-one basis makes me want to puke. And they say square icons are atmosphere-destroying! The random element seems to have been overplayed too, detracting from the skill factor.

A fair attempt at dragging the game kicking and screaming into the nineties, but the heart of the game just isn't there. ■

Tip time!

■ Read Sun Tzu's The Art of War — this should help with most wargames! ■



## ■ Blue Byte, £25.99

**A** t first, a game produced by popular demand! Due to all the fans that kept saying in asking when the sequel would arrive, Battle Isle 2 was coming out — soon, folks! — Blue Byte decided to satisfy their voracious appetites with this update of the original game.

This time the fracas takes place on the moon of the devastated planet Chronos, where the Devil and Gynoid forces battle for the mineral Aquadum — needed to build jet more weapons.

Many of the original game's units have been graphically redesigned, and one or two added — including the invisible Virus mine. The cratered landscapes also make a change, with lava-filled gorges and massive cliffs ringing units in their tracks.

Players will reuse the same basic game mechanics and controls as the original (also the recent *Alcelynes*). The new rules (which with a scrolling spin-screen view) alternate between movement and firing phases. Units are controlled by placing the joystick cursor on them, holding down fire and then one of the four cardinal directions to select an aim.

## Warring on the moon

Most units can only fire at an adjacent enemy, so the bread-and-butter tactic is the precise movement, surrounding a single enemy with three or more units and attacking from all sides.

Sadly the crude battle scenes haven't been improved — up to six tanks, men, etc. roll onto the screen from top and bottom to give a salvo. The outcome is sometimes strange — soldiers often survive a rocket hit to the chest, and the surprising foe will so effortlessly vanquish against his tanks.

As in the original, winning one of the 25 battles requires either total destruction of opposing units or the capture of the enemy HQ. Either way it takes a fair while to achieve victory, so the usual level passcodes are essential.

As usual I preferred playing against a human opponent — more unpredictable and tricky (and that the computer, which often takes along time to think before often making straight no trouble).

Respecting said, it's still a sound strategy game and *Battle Isle* fans will lap it all up — although the £25.99 price tag seems a bit steep for just an update. Personally, I'd be tempted to save my money for the sequel.

**“Sadly the crude battle scenes haven't been improved”**

# amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

- DISKS: 2
- PLAYERS: 1-2
- GAME STRATEGY
- 1000 COMPAT: YES
- NO INSTALL: YES



Should keep devout fans happy, while awaiting the sequel

# 72

Phil!



Reviews!

# Rich pickings!

# BLADE OF DESTINY

■ US Gold, £39.99

**T**he Amiga roleplaying game seems to be undergoing something of a renaissance of late. *Blade Of Destiny* is the latest in a (very) long line of dark-and-doe outings, again using the tried and true Dungeons & Dragons medieval mythology as its theme. As I said last year (in the last 2 reviews), there's always room in any overcrowded genre for a good game, but maybe the math, myth and monsters approach is just a

little overused. What's wrong with a Wild West RPG, or one set in the far future? How about Japanese, rather than western legends, or maybe a World War II game (a PC fave, wouldn't it)? Obviously a game must be judged on its merits, but a little originality goes a long way, folks.

Character generation is a real chore

I agree. *Blade Of Destiny* is a strict interpretation of Germany's numbers-into-penn-and-paper fantasy roleplayer *Das Schwarze Auge* (or, to the less learned among us, *The Black Eye*), and is the first in The Northern Territories trilogy. It episodes two and three cover hit the shelves, I

Blade of Destiny



## BIG & BOLD?

**T**hey say size isn't everything, and maybe the designers of *Blade Of Destiny* should bear that in mind. Who cares if the game comes on seven disks when you spend most of your time swapping 'em? So what if the playing arena covers 184,000 square miles with over 60 towns to visit if the user interface makes walking four streets a chore?

One thing *BOD* does have in abundance, though, is character classes. *Jesters* possess all-round survival and wilderness skills, while *Barbarians* make the best sailors and braves. *Devils* are there to control the forces of nature and summon demons, and also better than a dwarf to subterranean life underground? *Wizards* and *Witches* do the intuitive magic, but favor the more scientific spellcasting to the *Magicians*. *Hunters* are good with bows, and *Peoples* with other people's possessions, and each of the *Elven* races offer their own skills.

As well as the usual attributes such as courage, strength, wisdom, etc., each *Blade* guy and gal also has negative characteristics like bad tempers, narcissists, etc. This is one of the game's few original ones.



Therest, City of Free, Sea of the Settlements in Arkonia. People, adventures, and treasures from the mountains.



# OF DESTINY

help the designers convert them a little better — it's been a long time since I've seen such an intuitive interface in a computer clipboard. Character generation especially is a real chore, and far more obnoxious than it need be. Why, for example, can't you choose your class before your name? You get used to three characterizations after a few plays, but at this price you shouldn't have to put up with such clumsy craftsmanship. The fact that default pieces are supplied is no excuse at all.

**Absolutely disk-writing**

After creating your characters (and in all, you fit the game proper and long human too. Remove me ratings, if you're only one disk drive this game is an exercise to realize your best self. R. I. Just a

point for every on-screen disk request I had to endure still take a long holiday in the sun to deliver from the needless aggravation this game put me through. It really is that bad! And that's not its only fault — why, for instance, are the traditional movement icons replaced by on-screen cursor changes? At the top of the screen, your mouse icon turns into an upward-pointing arrow, sticks to move forward. At the edges you get a bendy arrow that turns you right or left, but there's no mouse-driven way of STOPPING to the side without making a 90° turn. If you're an avid computerist this will lead to much frustration.

By now, the die-hard RPG-buffs will be protesting that the heart of a game is in the game itself, not the peripherals. You're right, good —

Say, I'm a first-hand RPRer too. I love the genre, but I don't even say I should have to waste time on such an unnecessarily cumbersome attempt to get all the sums. *Beats Of Copying* is a wonderful starting point, in fact, it's one of the best books I've seen this year, but its genius will be lost on all those unfortunate enough not to have a hard drive and the patience of a particularly well-trodden cart, and I fear one don't fall into this category. It could and should be seen as a world-beating wonder of a game and very nearly was, but as things stand it's just too po-faced by half. Don't you just hate it when that happens?





# Reviews!

## Rich pickings!

**A1200**



**Phil!**

■ A1200 owners can now enjoy the platform mayhem that is RoboCod (the original version wasn't complete). There to stay I'm slightly disappointed, but the enhancements, though few, make levels and slightly more colourful backdrops well worth it. All the same, the playability's as good as before. I disagree with those who think this is one of the best platform games ever made. There's loads of collectables, secret rooms, huge bosses, and those wonderful vehicles — I love the shower-powered field it all adds up to a lot of fun, even if it doesn't really show off the A1200. ■

**Tip time!**

■ Keep using the expansion pack to check for hidden platforms above. ■



A screenshot from RoboCod's first level

■ Something fishy going on here... Car, a world made up of secrets — it's a wonder he doesn't get lost! (Right)

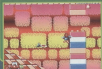


# JAMES POND 2: CODENAME ROBODOD

■ Millennium,  
£25.99

**M**illennium's underwater agent returns armed with another sack of appalling puns and fishy caperings. His latest incarnation follows up the spitting James Pond in revamped A1200 format. Good old Doctor Mayble is up to no good again. The megamotormech village's ripped up to Smith's factory at the North Pole and sabotaged a management of toy airplanes with high-explosives. It's something's not done within 48 hours the whole lot'll explode and put a major dent in everybody's yuletide. In a last-gasp attempt to save Christmas, the world's leaders meet and agree to get in touch with the underwater espionage department — P-13.14. After some deliberation it's decided to send in agent James Pond, codename 'Robodod'.

Kind mission: swim as he attempts to diffuse all body-topped toys before it's too late. Scattered around the colourful platform levels are



**Look out for the car, aeroplane and strap-on wings**

many extras to be collected — energy, lives, useful weapons and a smattering of points bonuses. Look out for the car, aeroplane and strap-on wings which all boost our hero's do-gooding capabilities.

Then there's the rooms of Mayble's henchmen roaming about, but a quick bounce (or three) on their heads sets 'em off. Look out for the big 'em! mean little guardians, though — hefty hit-count stony.

**Aye aye, kipper**

So what's all this 'noble mission' then? It's revealed in the form of the incredible expansionist. This remarkable piece of kit enables 'JP' to extend his body vertically as far as necessary will allow. He can grab any platform above, haul himself up and go hand over hand to those nasty spike pits, trains, etc.

The only A1200 enhancements consist of five extra music, and some (slightly) improved backgrounds. Merely scratching the as yet unexplored potential of 3D-bits, I'm sure.

As for playability, it's pretty simple and not all that enjoyable. The way your sprite stays so close to the screen's edge as it scrolls is plain annoying. You have to run and stop, run and stop until you've increased exactly where enemies appear or you just can't have time to react.

Graphics are okay, although (quite) improved backgrounds. But making sense of it all now the A1200's been waiting for a game to really show it off. Here's RoboCod and it's still waiting.

**Miles**

# amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE  
■ DISKS: 1  
■ PLAYERS: 1  
■ GENRE: PLATFORM  
■ HD INSTALLABLE: NO



■ Not many enhancements, but still as playable as ever.

**76**



# BLASTER

18 different stages

Hundreds of intelligent hybrid enemies

Multi-directional scrolling

Fully animating backgrounds

800H of hardcore techno-trance music

Multi-layer parallax

3 Mega-bites of graphics

Over 900 screens of playing time

200H of sound effects

State of the art alien control

Playable on the Commodore Petag (479k only)



Screen shots taken from the Petag version



**CORE**  
COMPUTER ORIENTED RESEARCH



## Reviews!

# Rich pickings!

■ These Boche pilots know a few tricky aerial manoeuvres, but with good old British courage you can beat them — unless you're playing the Germans, of course!



■ (Above) The main menu lets you take command of aerial operations, just pilot your own plane in practice.



## ■ Virgin, £30.99

Why two ships — checks away, and all that romanticised battlefield you get in bad war films. A former Microsoft title, we seem to have been waiting for *Search For The Secret Since D-Day*, but is it worth the wait? Despite a few flaws, I think it is.

Although a little less than Douglas Bader's autobiography and the subsequent film of the same name, as far as I know it's not a licence. Needless to say it's World War II. Battle Of Britain-inspired action all the way, with the Luftwaffe launching bombing raids on highly airfields and the good old RAF doing their level best to blast the Boche. The action takes place on a day-to-day basis, with each new dawn bringing a new challenge, depending on how the war effort's going.

Surprisingly enough the game lets you play either side. Maybe it's just latent patriotism, but I find playing the Brits more fun.

The big thing about *World War II* is flying is the complete lack of air-land-target homing missiles. If you turn the Man, you have to get him in your sights and chase him. He can do the same to you, of course — remember, you're on on-board radar either so if you're to survive you need all your wits about you!

### Air command

As well as the usual pilot and practice modes, *Search For The Secret Since D-Day* lets you play a controller. If, for example, you pick the British commander, you have to decide where to station your aircraft, moving them from airfield to airfield, choosing which craft to deploy, etc. Students of history will

know that it was only the German defeat in the Battle Of Britain that prevented a *Feuerstorm* invasion — should our aircraft strength fall below 50%, there's a real possibility Operation *Sealion* will be launched! Contrasted here to do their share of combat missions too, so don't think of this as a flying a desk option.

Flying the (relatively) low-tech hardware is great fun — the combat's exciting and involved, the running speed's lightning-fast and the controls... silky smooth or what? Unfortunately all

of this takes its toll on the ground detail. Maybe the War Office adopted a highly successful scorched earth policy. That would explain why Britain's south coast is one large green field. The lack of any decent map and navigation is annoying too, and why the hell don't the (supposed) commands conform to accepted flight unit standards? The function keys especially deviate from the usual layout, causing a few apts until you get used to them.

At the end of the day, that's the bottom line with all the game's flaws — they're only annoying for the first few days. *Recon* have done a marvellous job in recreating one of the hottest moments of the 20th Century. The presentation's blood-peachy, with a clear, concise instruction booklet, a keyboard plan and a neat little historical manual, and the box is very nice too (are you turning out of sleep?). Eds. The price is a little on the high side and lack of ground detail makes it look a little dated (probably because it's a fairly old game).

delivered by Bob Maxwell's midnight clip, but it has enough depth and playability to see it through.

lan!

“The running speed's fast”

# REA THE





# Phil!

■ Have you so many dead that you're not a great fan of modern flight sims with all their complicated controls and advanced weapons systems, so the simpler test of the paper flying in *Reach For The Skies* is a welcome relief. I find the close dogfighting combat more exciting than firing a heat-seeking missile at a blob on the HUD display. Trouble is, getting to the action takes some time (this is where the modern technology of setting waypoints on the map would've helped). Then again it's totally worth the authentic WWII atmosphere. ■

## Time!

■ Go easy on the joystick, and remember after performing a manoeuvre, the instruments take a few seconds to settle down. ■



With Report: The German high command launch a campaign of heavy bombardment of Britain's early warning radar net.

Aircraft Available: 8  
Current London Defence is a point in the light response to the German air threat.

MISSION: NIGHT HIT

# Reviews!



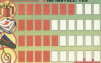
# REACH FOR THE SKIES



■ (Above) The pilots relax by reading *AMIGA FORCE*, full of tips to help them on their next mission!

## amiga FORCE Rating!

- DEVELOPERS: ROWAN
- DISKS: 3
- PLAYERS: 1
- GENUINE FLIGHT SIM
- 100% COMPAT: YES
- HD INSTALL: YES



■ A well-implemented flight sim, recreating one of Britain's proudest moments.

# 78

SEPTEMBER 1993

amiga 35



# Reviews!

■ **US Gold, £29.99**

**H**mm, few simulations are one sounds good idea, doesn't it? In *D-Day*'s epic military campaign, you take direct control of infantry, tanks, guns, and even bombers — each a separate arcade subgame.

This sounds like the recipe for a superb comprehensive strategy game. Unfortunately, *D-Day* is an unapologetically indulgent pastime that's even less than the sum of its impersonated parts.

The Infantry is possibly the best of the subgames. You stroll around an overhead view, clicking on soldiers with the mouse and choosing their destinations. When all your men have offing

abilities, simply run about at a target while others come equipped with a mortar (all bomb grenades to chuck). In addition there are special men like a medic and radio operator (essential for receiving orders). Hardly *Paratrooper* action. It's a simple case of wandering round to avoid enemy fire and getting close enough to shoot back.

## No tanks, mate

Even worse is the Tank section. You get a sluggish 3-D view from the left, periscope, cannon operator, machine gunner, or foot outside. A map enables you to send tanks to various destinations to attack bunkers and enemy tanks.

“There isn't enough to it to interest serious strategists”



etc. It's all very tedious, the only curiosity being the way the plot can see so much further ahead than the game in the tank.

But worse is to come. The *Paratrooper* game is a simple case of getting as many men as possible to land in the safety zone. This is done by moving their left-right and changing their descent rate to avoid collisions.

The police of resistance, *Paratrooper*, has to be the Bomber stage. Another sluggish 3-D affair, this one features a bomber that can bank so rapidly it can even perform a victory roll.

As for the main campaign, there isn't enough to it to interest serious strategists. Simply ordering various units to attack the enemy there doesn't offer much in the way of tactics — there if you do have the good sense to turn all the subgames off.



“On the parachuting section, make the outer drop faster before moving their left-right over the landing zone, so they don't collide with their comrades above.”

## lan!

For a game with so much leaping about it's surprising how quickly the controls become intuitive. The animation is of a similarly top-notch high standard, with Colin Curly flipping from platform to platform like a good un, the whole thing set to a series of spitting tunes.

But (but! BUT!) there really *is* enough to it to justify its price tag? Sure it's a neat game, but there are loads of puzzlers on the market at budget prices, and the IPD scene's full of 'em! A great game, but unless you're puzzle mad, it's well into its re-release on budget.



When jumping across and down two platforms, don't diagonally down with the — don't just jump horizontally as Colin will be temporarily started by the fall, wasting time.

Source: Use Somersault Colin up two platform levels.



“lan!”

Phil!

# ONE STEP BEYOND

■ **Ocean, £25.99**

**I**t was the most exciting thing since Colin Curly had his first taste of *Glenn*. Here! just reached the 100th level of his favourite computer game *Post-Op* (Ocean's *Amiga* edition, also by Ocean), when he reached into his pocket to eat his last *Glenn*. Suddenly everything went crazy as Colin was sucked into his computer — as portrayed by a neat animated intro.

This is the setting for another frenetic puzzle game. On each of 100 screens, Colin must get from one pocket of *Glenn* to another (the exit), achieved by tracing onto platforms. The tricky bit is that all these platforms have to be spaced on before the exit will open. Once jumped on, platforms retract, so you have to plan your route carefully to avoid getting stranded. Colin can jump across (and diagonally up/down) to adjacent diagonals, or shoot two spaces away (including diagonals) by heading down his with the relevant direction. If he falls off screen, or too far, he has to restart. A tight time limit makes it trickier, and play is complicated by several special platforms. The first few levels introduce these gradually, getting

you used to the concepts involved.

Some of the later levels are real stinkers, with raw-opening/closing platforms forcing you to take a very convoluted route to the exit. It doesn't get too frustrating, though. Colin has a set screen for performing his moves, so it's never a lot of reflexes, just a lot of grey matter.

Furthermore, you're told if Colin's stuck, you can restart the level immediately, and there's a limit periscope system. Completing a level earns you a token — used during play to restart prior to making a wrong move.

Often the time limit seems impossibly tight, but when it reaches zero it carries on in the real — you can't time the level properly in this state, but you can still play on and work out a route — very handy.

Technically the game isn't win any awards. As with most puzzlers, graphics are more functional than impressive, while light from mellow background tones; sound consists of real arcade-style effects. In fact, the game has a part of period charm, reminding me of favourite 8-bit titles. Maybe it's just sheer old-fashioned playability, but I like it.

“It's never a test of reflexes, just of grey matter”

Phil!



lan!

■ War is not a game! screams the manual, and this game is not a war. If they go on to explain that an accurate rendition of the D-Day landings would be technically impossible and already reprehensible — so why bother doing it at all?

After a fair few plays I'm still asking myself that same question — why did they bother?

Definitely one to avoid. ■



FINAL MURRING EDITION  
San Francisco Futura

INVASION!



## amiga FORCE Rating!

■ DEVELOPERS: LORRIHEL

■ DISKS: 4

■ PLAYERS: 1

■ GENRE: STRATEGY

■ 1200 COMPAT: YES

■ HD INSTALL: NO



■ Four naff simulations in one — it obviously stands for drive.

34

**In & Out:** Continuously slides in and out, requiring careful timing to land on.



**Horizontal Shutter:** Closes all platforms on same row, when Colin jumps off it.



**Bounce Down:** Drops Colin to platform below.



**Delay:** Remains open for 15 seconds after Colin leaves it.



**Numbers:** Numbered platforms must be visited in order on the exit row's path.



**Horizontal Openers:** Opens all platforms on same row, as Colin lands on it.



**Ray Shutter:** Closes platform in same diagonal row.



**Saber:** This never closes, unless activated via a Shutter.



**Bounce Up Left:** Propels Colin up and two spaces left.

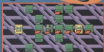


**Bounce Up Right:** Propels Colin up and two spaces right.



Reviews!

## Rich pickings!



## amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 2

■ PLAYERS: 1

■ GENRE: PUZZLER

■ 1200 COMPAT: YES

■ HD INSTALL: NO



■ A well-designed, playable puzzler — but fairly expensive in a crowded market.

80



# TRIPLE ACTION — VOLUME 1

## Rich pickings!

■ Prism Leisure,  
£14.99

The first of this new triple pack from Prism, this reasonably priced compilation contains one really great game and a couple of fillers...

### HAMMER BOY

What a disaster. When I first saw this effort I could hardly believe it — surely someone's loaded a PD game by mistake? Alas no, this is actually a commercial game and if anyone's playing a pathetic practical joke it's Prism Leisure.

As the hammer boy you stomp along the top of your tent, mashing the buttons enant on scaling the walls and burning your flag. The graphics are okay in a teeny-tall-before sort of way, but they animate like a decrepit riotous dance happening in front of a strobe light. One tap of the joystick moves the main sprite a good three inches, and on the entire wall there's only four places he can stand — he flies from one to the other like an old LCD handheld (remember that?).

A real 'play once and re-format' and no mistake.

■ Play once and re-format, and no mistake. ■

5



### DEUTEROS

As is this strategy outing takes 99% of life simulation manual... dominates the box art and is the only game not in Prism's Pocket Power range, you'd expect it to be the best on offer. But so figures make facts? Let's load it and see...

The plot's a weird one, that's for sure. Following a major disaster, all human life on Earth is wiped out. The only remaining humans are a small colony on the moon who return to Earth and repopulate it. The moon base is left forgotten.

Several centuries later, man decides to reach for the stars once more. The plot mentions small colonies of mutated humans and a conflict between two races, but what bearing this has on the game isn't made clear — it's up to you to live and learn!

The interface is intuitive

designed — the interface is as intuitive as it need be, though better instructions would have been nice. All in all, it's worthy strategy offering.

■ Make sure everyone's busy before using the time accelerator. ■

80



### BATTLE VALLEY

As a old (and I mean old) Hewson game, Battle Valley features a helicopter and a tank, but it's nothing like *Blacksun*. Instead of offering two players simultaneous play using a vehicle each, a single joystick/joystick controls each in turn, returning to base to swap.

The aim of the game is to blast a missile into that's being used by terrorists to ransom the world. Only the tank can do this, but there are a fair few bridges out — the helicopter must find the 'poison' (yes, I thought it was a hard game too) and winch it over the breach, effecting repairs. Set against the clock, you can do as often as you please.

It's not bad for the price, if you can ignore the seriously weak graphics and the obnoxious it's a gas. Won't last you more than a couple of games though.

30



■ To swap the helicopter for the tank, crash it. It's far quicker than flying back to base. ■



■ (Above) Compared to similar-looking *Blacksun*, Battle Valley's deeper than a dip in a shark pool; it's as much fun, too.

■ (Below) Deuterios is one of those games you look up for a quick game, and before you know it, it's Tuesday.



amiga  
FORCE Re-Loading!

■ Buy it for Deuterios, save your games over Hammer Boy and go on Battle Valley for a left.

70



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Operating expenses	(800)	(800)
Operating income	\$200	\$200
Operating expenses	(100)	(100)
Operating income	\$100	\$100
Operating expenses	(50)	(50)
Operating income	\$50	\$50
Operating expenses	(25)	(25)
Operating income	\$25	\$25
Operating expenses	(12.5)	(12.5)
Operating income	\$12.5	\$12.5
Operating expenses	(6.25)	(6.25)
Operating income	\$6.25	\$6.25
Operating expenses	(3.125)	(3.125)
Operating income	\$3.125	\$3.125
Operating expenses	(1.5625)	(1.5625)
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1. *Chlorophyll a* (Chl a) is the primary photosynthetic pigment in most plants and algae. It is a green pigment that absorbs light energy in the blue and red regions of the visible spectrum. Chl a is essential for the light-dependent reactions of photosynthesis, where it converts light energy into chemical energy in the form of ATP and NADPH.

2. *Chlorophyll b* (Chl b) is an accessory pigment found in green plants and algae. It is a yellow-green pigment that absorbs light energy in the blue and orange-red regions of the visible spectrum. Chl b transfers the absorbed energy to Chl a, which then uses it for photosynthesis.

3. *Carotenoids* are a group of pigments that include carotenes and xanthophylls. They are responsible for the yellow, orange, and red colors seen in autumn foliage. Carotenoids absorb light energy in the blue and green regions of the visible spectrum and transfer the energy to Chl a. They also play a role in protecting the photosynthetic apparatus from damage by reactive oxygen species.

4. *Xanthophylls* are a subclass of carotenoids that are responsible for the yellow color of autumn leaves. They absorb light energy in the blue and green regions of the visible spectrum and transfer the energy to Chl a. Xanthophylls also play a role in protecting the photosynthetic apparatus from damage by reactive oxygen species.

5. *Anthocyanins* are water-soluble pigments that are responsible for the red, purple, and blue colors seen in autumn foliage. They are not involved in photosynthesis but are produced by the plant in response to environmental factors such as low temperatures and high light intensity.

reproduced in the book. The book is available in paperback for £12.95 and in hardback for £24.95. It is available from the publisher, John Wiley & Sons, 100 River Street, New York, NY 10038, USA. Tel: +1 212 850 6000. Fax: +1 212 850 6048. Email: [orderdept@wiley.com](mailto:orderdept@wiley.com). Website: <http://www.interscience.wiley.com>.

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**Abstract**

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## Reviews!

# Rich pickings!

## ■ Prism Leisure, £14.99

Another triple pack, combining high-flying, knockout action and 3-D arcade adventures...



## HUNTER

**D**ifferently the dream of the crop, Hunter's an arcade adventure par excellence. Set on a 3-D archipelago, you control a rooster 'rocker' hard-boiled military type, a real man with a mission—several missions, in fact. Starting at your HQ, you undertake a series of assignments, each of which involves striking deep into enemy territory and blowing things up. Alternatively you can opt for the 'Action' games (basically one huge mission, the completion of which leads to *Alone* victory) or the 'Hunter' mission, a reconnaissance quest.

Hunter's main claim to fame is its

■ **Lancaster**—wasn't he the best player in *Status Quo*? He played about as well as this game, though *Blender*'s in *Motorhead*'s camp...

## LANCASTER

**T**he problem with this game is you only ever seem to play half of it. After picking your options, you watch a terrible animation of your plane diving into the Lancaster. This is followed by another animation, this time a polygon-based policy showing the plane taking off. You then get a map screen showing your plane's current position, a reticle to the target. The plane can follow your mouse pointer, but all you can do is take it to the target.

Every now and then the enemy attack the bomber formation, and that's where the game proper comes in. You blast away at the Han fighters in an *Op Whiffles* shooter. For the first play it's fun in a 'pinky-up-and-please-don't-let-the-fuckers-do-it' sort of way, but I doubt you'll come back for more.

■ Just keep firing and you'll bash the boogie and be a flying ace. ■

# TRIPLE ACTION VOLUME 2



The user interface utilizes both mouse and joystick controls. It's complicated enough to allow a real sense of freedom, but well designed and intuitive in use.

The game isn't without its faults—the *impressive* motion is very hard to aim your shots. For example, that that doesn't stop it being a real bang.



■ Your vehicles have limited fuel, so use it wisely. ■



■ And now, the main event of the night, it's the Incredible Hulk versus Super Ray Leonard... *Fight Night* was never like this, but *Frank Bruno*'s was—*Knockoutman* 'erry?



## SECONDS OUT

**F**ans of the old 6-bit coding *Prime Deuce* a boxing should feel right at home here. A one-on-one beat-'em-up (basically a boxing game), you view your fighter from behind. His body is transparent so you can see what's going on in front of him, but why they pointed him a policy shade of green I'll never know.

*Seconds Out* was programmed in the early days of the Amiga, and it shows. The graphics are extremely primitive, the backgrounds especially showing poor use of colour. The animation is a little sloppy too. Even so, it plays pretty well, there's loads of horror in those, eg a fighter called 'Hagman' who wears his gloves in the ring and head-butts his opponents.

Not a bad game given its age.

■ Between rounds, wrangle the fury to make your second revive you. ■



■ Worth the asking price for *Hunter* alone, but *Seconds Out* is worth a quick whorl too.



■ Just keep firing and you'll bash the boogie and be a flying ace. ■

30



60



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amiga

SEPTEMBER 1993

72



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## Rich pickings!



Phil!

Nicky 2 has its moments. Most notably the ability to ride a large goose! Otherwise, it's a bland platformer with a few few flaws. Slouching backless soon gets repetitive and there aren't really any puzzles to keep you interested other than finding keys for doors. Most irritating is the way Nicky can get tripped by a falling block, forcing you to quit the game. The winning platforms got on my back too, as you often have to wait ages for them to line up so you can jump across. And while I'm at it, Nicky often suffers from a bad case of the flickers, with so many good platforms around, faults like these are rare.

## ■ Silmarils, £25.99

Just when you get Nicky 2, you're getting pulled down after his grandfather had rescued him from his first encounter with the flickers. Which, he finds out, she has a sister who's no less cruel.

Things start to go a bit strange when monsters suddenly start attacking the inhabitants of the forest, certain roads and caves are blocked and, to top it all, Nicky's boys are scattered throughout the land. This final move spurs Nicky into action, as off he goes armed with the goose magic that his grandfather has given him (again).

Traveling through six platform-filled levels, Nicky faces many obstacles and puzzles ahead. The young lad's armed with a gun that fires metal balls, and he can also collect other handy weapons. Firecrackers can be planted to blow up anything nearby, while the Ultra Sound Whistle is basically a type of smart bomb. Collecting fruit and pieces of wood adds to Nicky's firepower.

Other useful collectables include handy first-aid packs that replenish lost energy, and means for saving lives. And let's not forget Nicky's lost toys which are scattered throughout the portals

land. These simply add to your score. Undoubtedly, the most impressive collectable, however, is one of the imprisoned geese which Nicky can ride safely over hazards.

## Bouncing bonuses

The adventures level are all pretty mean as you'll need to waste them as soon as possible, either by shooting or jumping on their heads. The most common hazards are the walking

Toadstools that divide when shot. Others include huge jellyfish beetles, giant wasps which fire at you, and spiked wheels that roll over you if not jumped over.

Playing the game gets a bit monotonous after a while. It's also very easy to get stuck if you're not careful where you put spurs to make large blocks fall. Really, Nicky 2 is just

another average platformer that's fun to play at the time but instantly forgettable. As for its graphics, go it's pretty good, with plenty of colour and detail. Sound, on the other hand, is bland with a theme tune that needs to be turned right down. Overall, you'd need to be a real platformer buff to get much enjoyment from

“It's very easy to get stuck if you're not careful”

Time!  
It's quicker to jump on backless heads instead of shooting them repeatedly.



amiga  
FORCE Rating!

- DEVELOPERS: MERCURY
- DISCS: 1
- PLAYERS: 1
- SCREEN: PLATFORM
- 1000 COMPAT: YES
- HD INSTALL: NO



A mediocre platformer in a very crowded market.

58



# Phil!

I thought this game-style went out with Daley Thompson's Decathlon on the 8-bits several years ago. Trouble is, this one doesn't even have the challenge of the shuffling or awkward timing, merely requiring a tactical use of energy — just like Daley's crappiest event, the 1500m! With no real skill required in any event, there's very little to cheer — which is just as well considering the hopeless crowd FX in the Olympic style for stuff multi-events, this ends even the lame Carl Lewis Challenge for the 'gold' medal. ■

## THOSE EVENTS IN FULL

- 100 METRES RUN
- 110 METRES HURDLES
- POLE VAULT
- LONG JUMP
- TRIPLE JUMP
- HIGH JUMP
- SHOT PUT
- JAVELIN
- 100 METRES FREESTYLE
- 4 x 100 METRES RELAY

## Reviews!



# SUPER SPORT CHALLENGE

■ Daze Marketing, £25.99

This Track And Field approach... it's a bit 'old hat' nowadays, isn't it? I mean, mindless waggling with the odd button press might've impressed when it was new and (for some) exciting, but surely our tastes are a little more sophisticated in this day and age? I was never a fan of the mid-eighties coin-op. There you were, happily feeding ten pence into your favourite arcade machine, and some spotty little arcade turns up and plays the Track And Field game to it. All you could hear from them on was a constant tat-tat-tat-tat-tat-tat as the easily pleased joystick guy hit those beeping buttons.

Do we really want this sort of thing on the Amiga? If it was in any way original or outstanding maybe, but this offering isn't. Okay, so the waggling's been replaced by holding the joystick in a single direction and watching your energy, but it's still completely lame.

For all its faults, the old decade game had a fair amount of humour. Super Sport Challenge, by comparison, bland and characterless. The graphics look like an incontinent poodle's wisp

its backside on them, and the animation's so dull all to write home about other. And as for the sound... the crowd effects sound like a cattery yelling after you've flushed the bog!

### Lack of adrenaline

As stated earlier, the control method's not the usual wrist-waggling. Don't get too excited though — they're still pretty mind-inducing. Check this out... 100 metres: hold the joystick to the right to use your energy — alternatively do it in bursts using the fire button. Long jump: hold the joystick to the right to use your energy, and press fire to jump. Hurdles: hold the joystick to the right to gather speed, and push it up to jump. (Exciting, eh?)

I can't think of anything positive to say about the game. The controls are completely lame, the graphics and sound appalling, the events bog-standard and unoriginal, the disk accessing tedious, there's heaps of waiting around during the game... I could go on, but I won't. If this game were an athlete it would be disqualified for carrying a 20metre frame onto the track. Nothing can save it, not even a rapid injection of steroids.

“There's heaps of waiting around the game”



## amiga FORCE Rating!

- DEVELOPERS: MICRODIS
- DISKS: 3
- PLAYERS: 1-4
- GENRE: MULTI-EVENT
- 1200 COMPAT: YES
- HD INSTALL: YES



If excitement, action, skill — there's none of them in this manky multi-eventer!

23  
43



**Budget!**

# Budget bargains!

## ■ Zeppelin Platinum, £9.99

I always associate 'compdram' with one of these games sets your sunbeams give you for Christmas. 'Filly Fabulous Games' marks the box, but all that's inside is a few sheets of cardboard, half a dozen badly-drawn and a couple of badly-recorded free. Unfortunately Jocky Wilson's Compendium Of Darts does nothing to stimulate this.

You save the dart using the usual 'downloaded hand' with delirious frenetic motion, though this effort so cheapens you can't even get the hand! The dart just shakes along, waiting for you to hit the and propel it towards the board. The

computer player uses a screenshot-on view for his turn.

The game has a few neat touches, like the way the best score to date for us highlighted for you, but in the end of the day it doesn't considerably less than 100. The speech samples are pathetic, the range of games smaller and less interesting than in Alternative's *Bully's Sporting Darts*, and the game as a whole's completely null.

Oh well — at least it's got nothing to do with Jim Stewart

**The speech samples are pathetic**



Get *Bully's Sporting Darts* instead. ■



# TOKI

## ■ The Hit Squad, £9.99

This conversion of the Futaba script really lets you monkey around. Not only has the evil Doctor has kidnapped Toki's girlfriend, but he's turned the handkerchiefs into a gorilla. Not really fancying hanging out with any female ape, he sets off to rescue his girl — a like hope this likes hairy chest!

Apart from all this monkey business, Toki uses the platform action of countless other games — but it's a really good example of the game. The story from his is like a leap on him, with which he can jump over fences and onto the heads of crocodiles — those touch is otherwise left. He has another weapon up his sleeve (or rather, in his mouth). He can spit peanuts at an alarming velocity — enough to disintegrate most badies with a couple of shots. Collecting power-up enables Toki to fire more nuts at a time, or even breath fire!

## Get in the swing

Though it starts off pretty easy, the action quickly heats up during the first of six multicoloured scrolling stages. Accompanying such pretty parallel backdrops, the music score FX come as a surprise early-80s-style theme and blips in the music.

**The action quickly heats up**

Somewhere, though, this sets Toki's tempo ahead. Most of the time it's a process of beating how to deal with the new types of badies which appear — always in the same locations. There are a few frustrating incidents, eg. dropping from the bottom of a vine, only to be instantly killed by an unseen badie. A good quote of courteous plays helps.

But you restart at the very beginning of the current level, often a long way from where you finished.

All the same, I found myself coming back for yet another go — usually getting that little bit further every time. The combination of such addictive 'old arcade school' gameplay and attractive visual makes Toki a truly budget bargain.



The screen's a little small and losing your power-up when you die's annoying, but apart from that it's pretty much built fine.

The graphics are some of the best I've ever seen on the Amiga, retaining the subtle animation of the co-op, and the parallel scrolling's a delight. I love it when programmers create a world with this backdrop instead of just making it closer for its own sake like the A1200 version of Toki. Toki's never obscured the action either.

Toki's difficult, but in a challenging rather than frustrating way. If you think you're good enough, try it — it's so damn near perfect, platform fans would be happy to miss it. ■



# WILSON'S PENDIUM OF DARTS

**Phil!**

■ And it's Jacky on the other, but I don't know why he bothered. You'd need a few pairs of Trophy bitter before this dish offering started to appeal. Then again, you'd probably be panicking the monitor every time that muffled speech came out with "180" etc. Apart from "Score" all the games are pretty tedious — even Shanghai doesn't follow the normal pub rules (ie it doesn't award a bonus for hitting the treble, double and single). If you really want a darts sim, Bull's did it all so much better. ■

**amiga**  
**FORCE** Rating!

■ This darts sim misses the board altogether, never mind the bull's eye.

**44**



**amiga**  
**FORCE** Rating!

■ This pretty primate play-former is more key magic!

**88**



**Tie time!**

■ Learn the rules of ice hockey, you won't get far without 'em.



**Budget!**

## FACE-OFF ICE HOCKEY

Not enough stick

**Buzz, £9.99**

■ His game isn't as bad as its (many) detractors make-out, but it's certainly not a goodie. A management/arcade combination, the game allows you to turn off either facet. You can set this to a series of less-than-realist menus that really get in the way for the first few plays.

The arcade game is viewed from the side like *Angry Hockey*, and is cursed by noisy, inferior graphics. The size of the puck in relation to the players is accurate enough, but it often makes it difficult to see who's in possession. It sticks like glue to the player's stick, but this isn't such a bad thing — increased inertia makes the Kick Off approach impossible.

**“The management option is pretty cool”**

The rules of ice hockey are well catered for (as far as I can tell anyway — I never could get the hang of 'em), but the fighting horrendously under-represented. With scraps breaking out in almost every match, you'd think this aspect of the sport would be well covered in the computer version, but no — all you get is a static screen showing how keen with hormone problems slugging it out.

The management option is pretty good, allowing you to train players, pick teams and set all the usual odds and trends associated with the game, but this doesn't stop the game as a whole being a little flat and lame.

It's difficult to put your finger on exactly where it went wrong, but it just hasn't got that oomph, that je ne sais quoi that just one more eye for liability that separates the excellent from the workmanlike. A very average offering, but no disaster.

**lan!**



**Phil!**

■ Having played EA's *Ice Hockey* on the Mega Drive last, I know how well the sport can be translated to computer. It's still waiting to see if Electronic Arts convert their masterpiece to the Amiga, and in the meantime we'll have to make do with *Face-Off*. Let's face it, I can't fault it. The players don't have the considerable inertia you'd expect on ice (ie they can turn round too quickly) and the game is too slow-paced to have the impact of the real sport — especially with the ring sound FX. Having said that it doesn't play too badly, despite the lack of a proper passing game.

**amiga**  
**FORCE** Rating!

■ A mediocre conversion of the sport — not too bad on budget.

**58**



**Budget!**

# Budget bargains!



■ You wouldn't believe the time it takes to get from one side of the screen to the other... YAWN!

**lan!**

■ Oh dear. Oh dear—oh dear. As disasters go, this game's on a par with the sinking of the Titanic or the 1906 San Francisco earthquake.

I don't know what the main character's got against running, but he crosses the screen like a particularly lethargic snail. This is annoying at the best of times, but test when faced with a battle. They go along far faster than you, so if you're armed with the laser sword you take backloads of blows while getting into slashing range, only to see him run across the screen and fend you again. The map's pretty disorientating too — leaving a room by the door at the north end of the room is no guarantee you'll enter the next from the south.

All in all, the loss dealt about this game the better job I'll shut up. ■



# STARBLADE

■ Games Worth Playing, £9.99

**A** It's not looking well for Earth. The year is 3001 and the only humans left on the planet have been made to live in small colonies due to the onslaught of the dreaded Insectile Capitalocytes.

A final attempt is made to recover lost data scattered over many planets by the now procrastinated Professor John Houston. Unless the information is put together, it will reveal the secret location of the evil Genesis, the Capitalocyte Queen. When this is discovered, the remaining few humans on Earth can rid themselves of their evil captors.

## Fading star

To get into the game properly, you'll need to go through the manual with a fine-toothed comb. The

main object of the game is to travel to each planet and search for a data disk whilst avoiding the nasties encountered on the way. However, there's a lot of object manipulation and fiddling with computers for rewards.

**“The hero is very sluggishly animated”**

Unless you're used to strategy games — enough to spend hours a day playing them — Starblade isn't going to be your cup of tea. Although graphically the landscapes are well-detailed (if a little repetitive), the hero is very sluggishly animated, sort of sliding his legs along the floor. And you have to watch him tripping around more after his own room before you actually reach an enemy on a planet. It's only then that the real action begins — but the simple laser sword combat isn't really worth the effort of getting there.

**Rob!**

■ Look in all the cupboards to find weapons and useful items. ■



**It's time!**

**amiga**  
**FORCE** Rating!

■ This blade's so blunt it couldn't cut through whipped cream, never mind butter.

**23**

# ROI

■ Kixx, £9.99

If you want cuts, here it is in the return of Rodland, one of the cutest and most colourful platform games I've played since the mighty Rainbow Islands.

The story tells of the lovable Tam and Rita who inhabit the happy fairy village. And they both live happily ever after, or they would have if all their friends in the village hadn't suddenly turned nasty. The luscious pair have captured Tam and Rita's dear mum and locked her in Mabeef's Tower.

After entering the Rods of Sheenacra from an elder of the village, the angry siblings set off to the dreaded tower, knocking all the nasties on the head with their rods. But of course it's not as easy as that.

## Well-ward fairies

One or two players control the fairies in no less than 40 levels full of head-bopping action. Depending on how you hit the nasties, you receive various special weapons. To help you get around the many platforms, you can either use

**“real p”**





# LAND

the existing ladders or build a few of your own to enable you get to the nasties and collect all the bonus flowers.

The presentation on this game is excellent, the cute and colourful graphics making it a real joy to look at. It's even more fun to play, with well-designed levels requiring quick reactions and good tactics to succeed. Although you only have a mere three lives, the game has enough leniency to keep you coming back for more — especially in the fun two-player mode.

A joy to play

Rob!



**Tip!**

Build lots of new ladders and collect the flowers — get the lot and you enter a bonus game.

## amiga **Force Rating!** Budget!



Now that's what I call an arcade conversion — 'Florian' is silky-smooth, as colourful as James's language when he conquers a goal in 'Soccer' and is generally as playable as a very playable thing.

The designers really cut it into bite-sized sections, making it huge but by no means sprawling. Each level is a well-contained challenge. The difficulty doesn't spot on for.

So cute! screamed the original ad, 'you'll love it'. All I can say is... BLEUGH! How I've got far out of my system, I'm off for another game.

lan!

**amiga **Force Rating!** 90**

A cracking arcade conversion that's even more fun with a friend.



**Phil!**

Oh no, not another dull platform game. There's nothing wrong with the game in principle. It really has 'Superman' but games like this give it a bad name. Looking incredibly dated, 'Edd' is as frustrating. It's extremely difficult to find a safe way past all the fast-moving hazards, and the slightest mistake nearly always results in a dead duck. It's enough to give you an Edd-ache!

**Tip!**

Save those precious control pins, the next level could be quite a snap.

# EDD THE DUCK 2

**Zeppelin Platinum, £9.99**

Now launched into international stardom, Edd The Duck returns with another enthralling platform game time with snails and maytains. This time, our feathered hero travels to the infamous Dodge City for some gun-totin' action — even if he is only armed with custard pies.

Basically you have to guide Edd through nasty tricky levels in which he'll come up against some very nasty foes, which include rolling barrels, jumping fish and various tricky obstacles. Edd is armed only with the skill of quick manoeuvres and the added bonus of splatting the enemy with his trusty custards.

Look out for the odd secret room

## Duck and dive

On his travels, Edd can pick-up various goodies to make life a tad easier. One of the most useful items is the invulnerability shield that protects him from danger — but only for a limited time. There are extra custard pies to pick up, as well as handy bonus lives. And throughout the levels, look-out for the odd secret room

bearing all manner of goodies. Usually the game's fairly attractive with plenty of colour and detail on the backgrounds and main sprites. The real problem is that the gameplay is slow and very bland; mainly just simple platform jumping. Controlling Edd soon becomes

enjoying as he's often very unresponsive. Edd may be a megastar on Children's BBC, but this game is more of a turkey than a duck.

Rob!

This game's enough to drive you quackers. Edd walks like Andy Patoon still has his hand up his backside!

**amiga **Force Rating!** 23**

This platform game's so frustrating it'll drive you quackers!



# Budget!

# Budget bargains!



**■ Wee Bobbin**  
Theadwines runs through the town, Upstairs downstairs in his dressing gown...



## THE DISTAFF

■ The thing a weaver values most of all is his distaff, the key to the magical power of the Guild of Weavers. With this staff the weaver can weave musical notes into spells.

Dobbin starts the game with only five notes in his memory, learning more as he progresses. The spells are part of the fabric of nature itself's rich tapestry, so to speak, and to learn them the weaver must listen to nature's songs, weaving the notes to weave the spell.

Despite what the manual suggests, the spell system isn't a roleplaying element. In an RPG, power's gained through experience rather than performing set actions, experience being built up through noncombat combat and problem-solving. In Loom, although your character gains power as he progresses, he does so by collecting specific spells and notes at particular points in the game, a bit like picking up objects. For all its complexity Loom is a pure adventure, so why not be proud of it?



■ When reloading a saved game, don't anticipate a spell you're after saving — you'll know the code, but be unable to use the spell. ■

## LOOM

■ Kixx XL, £16.99

Long ago, when the dragons ruled the bright sky, the Great Guilds formed the backbone of society. The Blacksmith's Guild dealt with all things metallic, their sharpening skills second to none. Among the Glassmakers' guilds were crystal spheres that could see into the future, and the Clergy's Guild controlled more spiritual matters.

Most interesting of all were the Weavers, a Guild so skilled in cloth-making that they transmuted more physical materials and spun the threads of the fabric of life itself. Using their magical, mystical Distaffs they could weave a series of notes into potent magical spells — young Bobbin Threadbare is such a weaver, and he's a man with a mission. By now you've all spotted the game's major flaw — it's too hard. The graphics are okay! Loom's creators Lucasfilm have since become famous for their excellent visuals with the likes of Monkey Island and the Indiana Jones games, but this early outing (1986) is just exactly how really drab and dated.

What you can't tell from the screenshots, however, is just how gut-butteringly good the story line is — playing it down is like missing a meal; you

can't just down. Starting with a specific objective and little idea of how to achieve it, as the tale unfolds you gradually unravel a tender plot to... I'm not going to spoil it for you, but rest assured you're in for a right riveting tale.

### A good yarn

Like many games with strong scenarios and gripping plots, Loom is very linear in nature. Not that this is a bad thing — freedom of movement is limited, but always in a logical, unobtrusive way unlike, say, *Planescape* which often stopped you leaving locations when their main motivation why you shouldn't. The downside of this is the time spent watching noninteractive animations, especially towards the end. Like the rest of the game they're not particularly exciting in the visual department, but they're essential to the story line, which is far too strong for them to get boring.

Loom isn't a particularly difficult adventure, though it'd be unfair to mark it down for this — it's ideal for those who can't solve too intricate games before breakfast. Fairer more worrying is the atrocious price tag. Seventeen quid for a three-year-old game consisting of three disks, and very little packaging is a bit steep.

So how would you sum it up in one line, wouldn't you? How about 'a brilliantly conceived game with an exciting and original story line, but let down by dated visuals and a weighty price tag'? Huh, that sounds about right.

lan!

“You're in for a right riveting ride”

**amiga**  
**FORCE** *Building!*  
A well-designed adventure with an intricately woven plot

**76**



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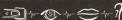
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# FORCE

# nine mail

Although on a nice budget price, from that all-time kick of a computer. The H4 Squad, who in their right mind would buy such drabbi squad? I just hope ST users etc, didn't pick up a copy off this gem. I understood may find it a bit small (I just couldn't let my hand slip, knowing somebody with an IT could use this under my nose.

How embarrassing for us Amiga owners. Yet in the same issue — on the same label — you have a little carker, Lotus Turbo Challenge 2. What a little dirty jobber this is. Super, smashing good. But it does prove my point, doesn't it?

Why do these so-called software companies underdevelop and overprice their games that are just some

like very expensive formatted blank disks? Just look at the standard of some software being produced today. If you need an example just look at the review for Flashback in Issue 7. What a little during this lot! Pretty colours and nice title sounds, playing it just makes you want to walk into the garden and smell the flow flow.

Thank you for your time. I know I'm a little meaner, but I know they're capable of better — some companies are just trying to make a quick

**Christopher Stephens, Cheltenham, Gloucestershire**

■ AA, the scourge of crap software is everywhere. Christopher, I remember the heyday of the Spectrum and there was just as much rubbish about then (if not more) than there is now! Every format has its fair share of turkeys, including the consoles — have you seen some of those ruff football games? It's not always that people are out to make a fast buck, though; sometimes what seems like a good idea for a game just doesn't work out. More often, games are rushed out for a Christmas release. Thankfully, on the last

that I didn't think much of the new one.

I was quite happy playing Zool and Pinball Dreams and then Disaster struck... only a few months later came the A1200, gosh what a machine. After doing some investigations I soon found that all my games worked on the far superior 1200, and (I thought, I wish I had got one of them.) So I told my mother, who gave me the money, I told you to wait a bit longer! Then I thought, 'I won't wait my 1600 and buy one?' But after looking through Issue 7 of AMIGA FORCE I found that Slicks had reduced the price by £180 so my machine would only sell for £180 at the most (with Zool, Pinball Dreams, Sinker, Transwarp, 2 Paints and 4 Horizons 2:04) which means an extra £219 for a 1200. So why?

Why did Commodore bother with the 1600? Without this I would be a happier person, and I'm

## I CHALLENGE YOU

Dear Sensible Soccer  
I've read the World Cup you did in Issue 6 and I think I could beat any of you with ease. I play Sensible Soccer every night and I get better every time. So I am writing to say, next time you have a tournament invite me or I'll think that you are chicken!

Also, this year at my school (St Bedes RC) it was hard to get someone brought in from Amiga and we had a competition. 70 people from first to fifth year were allowed to play. At first we were all in a league, playing two games each. The first 10 went through and I came second, winning both my games 4-1 and 3-0. The person who was first (Philip Cassidy) was meant to be the best player of Sensible Soccer v1.3. Then I went into a cup draw. In the first round I played Newcastle Utd and I won 6-2. In the second round I had FC Porto which I also beat 6-2. I went on to beat Chelsea 3-0. In the semi-

final, most software companies have realised the error of their ways and started planning their big publicity titles much earlier — the games are sometimes finished months before their release!

But there are still some right old turkeys trotted out throughout the year. The only way to avoid them is to keep reading AMIGA FORCE. In fact, if all games were brilliant perhaps there'd be no need for magazine reviews. So in a way, A-FORCE exists to existance to ruff games!

**Phil**

## VIRUS CURE

Dear all at A-FORCE  
In reply to Simon Collins's letter (Issue 7) regarding ramDOS disks, I had a similar problem several months ago. In my case, and this is very similar, it was caused by a disk infected with a virus called the LAMER EXTERMINATOR. This is manifestly very easy to remove. Get a decent virus letter from a PD house (I did Virus Chatter by John Verducci independently). When it checks a disk it tells you if it's found a virus and asks you if you want it removed. It does this by rewriting the boot block on the disk, wiping out the virus. I have done this now over 30 disks, viruses spread VERY quickly! and all have worked afterwards.

sure plenty of others would too. Next I would like to say something about these cheat cards. They look nice but why do they take up so much space? If they were just typed you could have space for the larger reviews of decent games (although they would not look as good), and what disc puts out perfectly good magazine anyway?

One last thing, why did Lucifex of Midnight and Doreen's Reviewer not test for the Amiga? Why doesn't Mr Singleton get on and convert those ageing classics? I would buy at least two copies of each!

**James McIndoe, Cleveland**

■ Commodore's marketing policy has always been a mystery, even to industry pundits. The A600 is not a particularly good example of this, which had only been on sale a few months when the A600 appeared

As usual, the sender of Force 5 Mail's best letter wins a year's subscription to AMIGA FORCE, so keep on sending your missives. Our thanks go to the readers who send their article masterpieces in — some more Deluxe Paint pics would be appreciated too.

## GAMMY GAMES

Dear Phil  
Could I just start by saying what a fab mag you run? It's great, packed full of fairly good reviews, cheats, and letters and all sorts of really gorgeously nice, amazing articles, that are of a real interest to a fan-loving title reviewer like myself.

But now let's get down to the nitty of the gritty on things, shall we? Why do companies persist on producing crap games that show the Amiga as an overpriced Spectre? For example, in your latest excruciatingly delicious issue (no 7), there's a game called 4th 4 Inches — what a daft game.

## PLUS OR MINUS

Dear Phil  
Presly I would like to congratulate you on your excellent mag (how many times have you read that before?). And how pleased I am that you kept the price down by not including useless coverdisks that are only any use for formatting and saving Deluxe Paint pictures into.

Now I would like to say WHY? Why? I hear you ask. Here's why. For ages I begged my parents into getting me an Amiga but they said, 'There will be a new one out soon and then you'll want that.' So I waited and the A600 appeared. After reading all that I decided to get an A600, as I had read about the problems with the numeric keypad. So my parents bought me one — I had told them





final, I was up against Sceptoids. Philip Cassidy had taken Utd. We both won our games 3-1 and 1-0, so that meant I had to meet the 'boss'. It was a very close game, but I came out the winner, 3-2. So that meant I was the champion, that was part one. Part two was as follows. Who did all that over again, but without the because the winner of the second cup would play me in the Grand Final. The person who met me was Philip Cassidy, hoping for revenge, but this time I was in a good mood and stuffed him 4-0.

So, please invite me to the next tournament you have. Please, I would be grateful!

Here's a profile of me:

**NAME:** Harry O A Gamelan

**AGE:** 13 (14 on Sept 27)

**OCCUPATION:** Student

**HOBBIES:** Play football for school and a Sunday league team, collect autographs and badges.

**Harry Gamelan, Blackpool**

■ Good to hear of your soccer success, Harry. If we ever have another *Sensible* challenge, we'll probably ask everyone to send in their greatest goals again — the latest way of deciding who the

best players are. So keep practising and saving replays of your most spectacular goals.

Troutie, I've somewhat lost my knack since the last challenge! This is solely due to playing *Goal!* a lot. When I go to play *Sensible*, I instinctively keep trying to trap the ball and clip it etc. Oh well, maybe we could have a *Goal!* challenge too?

**Phil**



shall want to use an *Amiga* for word processing (and perhaps landscape drawing), is a 286s expansion really necessary? Is a hard drive necessary for such use?

On a final note (but without wanting to sound a cloying, congratulatory on your success, it's good to see a quality *Amiga* read which follows in the footsteps of *CRASH* and *ZZAP!* 64, a mag which responds to readers' views, is visually attractive and easy and interesting to read deserves such success.

**Andrew Yarrow, Alresford, Leeds**

- 1. The only real improvement on the A500 is the enhanced Workbench 2.0, which makes it better for using serious utilities. However, there's even a PD Workbench 2.0 Emulator to have these advantages on the A500 — although admittedly it won't work with every program. The A500's most serious deficiency is the lack of a keyboard, which makes playing some early flight sims (*Amiga 200 F-19* etc) awkward or impossible. As to hardware compatibility, there are far more devices compatible with the 500 than the 500!
- 2. As the A500 lacks the 500's side expansion port, there's nowhere to plug in the Action Replay Plus/Replay. What to do was informed us it is impossible to visit any of the other ports, so there will never be an A500 Action Replay. Sadly there are no similar devices either, and most of the Replay's functions (eg the freezing of games and patch-loading) need the hardware and would be impossible to implement with software alone.
- 3. The Sentinel was released on the *Amiga* by

■ He he! The happy hedgehog with the blue rince gets his come-appearance. But where's *Disco* going to stick that brand on. Yikes! Seems to think of it, who sent this pic in!

Firebird, but is now hard to find. As for *Tekn*, the official version wasn't much cop, but there are plenty of excellent Public Domain versions — the best two are *Tekwin* and *Super Tekwin*.

4. You'll be hard-pressed to find an *Amiga* software library since the tightening up of the copyright laws.

5. Mr. Per CD-ROM, the computer would be able to let the CD's laser head exactly where to go to access the relevant information — this is not possible with a normal CD player.

6. For word processing, you'd get by with just a normal machine and floppy disks. However, landscape animation requires huge amounts of memory, so 286s and a hard drive would be recommended.

**Phil**

## DOG TIRED!

Dear Phil

I don't know if you've heard of dogs liking computer games better, but mine does. His name's Jodder, and every time me and my two brothers finish up our favourite game, *Sensible Soccer*, he starts howling. Apart from the neighbours complaining, it really puts us off our game too. I've tried banning Jodder from my bedroom, but he's such a feisty mite (most of the time) I can't bear to hear him scratching and whining outside the door. It's funny as he never makes a noise when we play other games, it's just *Sensible Soccer*. Every time the music comes on, he starts howling — and carries on for ages. Whatever can we do?

**John Dyer, Northampton**

- Sorry about your little problem, Jack. I've heard of dogs barking at the start of TV programmes before, but never computer games. From what I remember it has something to do with the family gathering round the telly to watch a certain show, eg *EastEnders*. The dog recognises the theme music and instinctively 'calls' the rest of the family to watch! This is probably what's happening with your Jodder (sorry, your name!). It sounds as though you play *Sensible* a lot, and he obviously recognises the theme tune. I suggest turning the sound down before you start playing, if this doesn't work, go and see a vet!

Do any other readers have game-loving pets? — please let us know.

**Phil**

at a reduced price. But the A1200 was a different matter: to ensure mass appeal to gamers, this 32-bit wonder had to be released at an affordable price. I know this is a bit annoying, but it's a perennial problem when buying hardware: God's law dictates that the price will always be slashed the week after you bought your new machine!

On the subject of *A-FORCE* cheat cards, they have more fans than cities so they're staying — anyway they're smaller now.

As for killer *Singstar*, you make it sound as if he couldn't be bothered to convert his cat 8-bit classics. The truth is he's always busy at work on new projects. Asking him to drop these to convert his earlier games would be like asking Steven Spielberg to do a remake of *ET*!

The good news (yes, there is some) is that your letter earns you a subscription to *A-FORCE*. I hope that's some consolation for all your woes.

**Phil**





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# Going

## RETARDED CREATURES AND CAVERNS

**T**he first of Zenobi's many promised Spectrum 'conversions', PCSC is actually a (dubbed) game operating from the original Speccy code using the emulator supplied on the same disc.

Set in a far-dapp world created by Zenoite supremo, John "The Boring" Wilson, those who dare to venture forth should be prepared for the unexpected — in a Wilson outing, **ANYTHING** can happen.

Unlike most text adventures, you won't need to make a map — there are only half a dozen or so locations, but every one of them is crisscrossed with passages, all of which end with Dainoff's unique brand of humor. Getting into the world is a



weighty problem, and what do you do with that flailing danger when you meet it? Like all of John's adventures, a little lateral thinking and a lot of ERM-finding go a long way.

The game suffers little under emulation, being real-time, it runs only slightly slower than the hardware version, and also isn't over taxing

■ **Robert Smith DTP (FD)**

**T**he Assassins are back, with... with... with another P3 games collection (spoiler surprise!). Four games, waffle waffle, no common theme, dribble dribble... let's just play 'em, eh?



An eight-level demo of a forthcoming A&EOL puzzle. Push a load of colored balls around a single screen, matching pairs to make them disappear. On later levels health hazards are caused by more than just the time limit — bows of electric currents, crushers, etc.

Procedura is a fun game. The movement's a little jerky, but it doesn't demand precision control anyway. For most scurrying is the task of level codes — if they're not in the final version, you'll get very bored very quickly on the early levels. Worth a look though.

This is where PD really comes into its own. No one in their right mind would fork out commercial prices for a conversion of this ancient Cret game, but as a PD release it's great!



The aim of the game is to collect the money bags, put them into the wheelbarrow and move on to the next (clickjacks). Patrolling guards hinder your progress from the word go, and as the game progresses, more hazards are added.

Don't let anyone tell you all 8-bit games from the 1980s were ace 'cos the designers couldn't hide crap gameplay behind flash graphics — there was a lot of garbage around then, just as there is now. *Angelman*, however, was a cool offering. Okay, the scuffed-up graphics are still pretty naff, and maybe it is just a poor man's *Demolition Man*, but it's P-11!

This, on the other hand, is appalling. A simple turn-based-and-see-if-you-may-memorize test, the game competes with the *Breakout* clone for the seen-if-you-fail-to-learn for the most overdone PG game ever. This particular offering wouldn't win any prizes for quality either. The graphics are awful, the subject matter boring (duddy threen playing cards)? Come on, what's wrong with using some interesting image(s), and the game as a whole's a complete waste of disk space. Completely null.









# Public Domain!

## X-BALLS

### Week PD (PD)

**N**ot that it's more like it — X-Balls is a great little PD puzzle, and a right tugging head-basher to boot!

Inspired by the popular puzzle IBM's Formula Game, X-Balls uses a cybernetic rather than a truly human. The aim of the game is to get two balls, one red, one blue, from their respective starting points to a single receptacle. You have no direct control over them — they just fall straight down. It's up to you to manipulate their environment using the various barriers and



## ARTY PAK 2

### Artman PD (PD)

**A**nother PD compilation, this time featuring six games. I won't dwell on it as the better games have already been covered, but for those who don't read A-PORCE every month (shame on you!) here goes...

#### DR MARIO

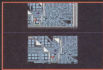
A PD tribute to a classic puzzle (again), this one has absolutely nothing to do with Mario at all (except the name, of course).

A blend of Tetris/Gomoku hybrid, you move the falling pills from left to right, rotating them as will. Using the pills you make a line of three similarly coloured pieces, preferably including a virus-triangle found at the bottom of the screen. This then disappears — clear all the viruses to beat the level.

Unlike the previously reviewed Dr Mario game (Issue 2), to be precise, this one supports two-player action, a bit like Super Twins. Unfortunately it also supports a pathetic control system, demanding an 'up' or 'down' movement to rotate and 'fire' to drop a piece. Had this been the other way round, it'd be a 'must get'. As it stands, it's an unnecessary imitation.

hardware on offer, leading them into the cap. For example, a barrier slows them off course. To make things worse, they behave differently — the red one's heavier and moves counter-clockwise, but the lighter blue ball bounces around more.

The levels aren't as well thought out as they might be — once you've tossed the easy way of getting the balls from A to B, you'll go a long way and be further than you deserve. Even so, for less than a quid this one's a real find for both business and everyone else, come to think of it.



**■ Oh no, another PD caption... I'm not doing one of those generic ones (PD, freely distributable, shareware fees, etc), so PD — each week, I've run out of room now (you're fired — BT).**



## DITHELL'S WONDERLAND

Being a demo game supplied with AMOS Pro.

It's hardly surprising that Dithell's Wonderlands is a pretty neat achievement: it's the techie department. A colourful, well-designed platformer, your task is to run across the glass blocks scattered across the screen, landing from various colours as you go. Because of the obligatory badies.

Dithell's Wonderlands has some neat touches, like the level map at the foot of the screen and the level editor for you to design your own. Also, it also features some interesting joystick controls. They're not badly laid out like Dr Mario's, but they're far from ineffective.

If you can stomach initial frustrations (like bouncing straight into a badgie you intend to jump over), the rewards are there. If you're an AMOS programmer, you could try to improve it too...

## CRAZY SUE GOES ON

...and on...and on. This PD platform saga will probably go on forever, but despite its obvious strengths, I can't say I'm a fan.

The graphics and animation are little short of amazing, better than some commercial releases.



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In fact, however, I'm not too keen on the design — it's bloody infuriating, and not particularly interesting. Oh well, it's not as nice...

### TRAIN SIM SET

Design a rail track and guide a couple of trains over it. The less said about this one, the better.

### GIRL ACTIONS

If you don't know what this is, say it quickly! As stated in Issue 1, it's not a perfect clone — specifically, it lacks animation and movement — nonetheless, it's playable.



### MISSILE COMMAND

Another game previously reviewed on a Detektor disk, this is one of the best conversions of the arcade classic currently gracing the PD scene. If you haven't got it already, get it now.

Cesal! This isn't a bad compilation, but some of the better games are overlooked through sheer sloppiness. Worth a blast if you haven't got Missile Command or Girl Actions.













# INDICATE

## Playing Tips!

### ALASKA

#### TEAM TACTICS

Three agents are recommended for this mission as you need to cover both exits while chasing the commander. Weaponry should include plenty of Mini-Guns to bump all guards from some distance — Long-Range rifles also come in useful for sniping at them from even further away. To destroy the two APCs, the mini-trial room needs Time Bombs, but a Flamer will do the job just as well.

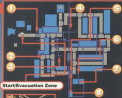


1 Get all agents in the car and drive to the main gate.



2 Send one main road to the left to cover the stairway, preventing the commander from escaping this way.

3 Drive the car into the fortress. When attacked get out and start shooting! Hopefully the commander (who looks like a male civilian) will be making a run for the main gate — sometimes in his car. Often, however, you have to go looking for him, so it's a good idea to leave one man covering the main gate.

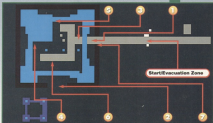


Start/Evacuation Zone



7 Enter the building with the professor in (as indicated by your scanner) and activate the Perseidatron to capture him.

8 Quickly escort the professor to the railway platform to catch the train. When you reach the other platform, simply head for the evacuation zone (where you started), the way you came, watching out for any gangsters along the way.



Start/Evacuation Zone

4 Follow the commander (using the scanner) with one agent, picking off any guards with Mini-Guns or Long-Range.



5 When the commander makes a run for it, shoot him like mad — if he makes his escape, your mission has failed.



6 Destroy the two APCs with Time Bombs or Flamer, being extra careful not to damage the nearby ambulance.



7 Get all agents in the ambulance and drive out of the fort to the evacuation zone (starting point).





# Playing Tips!

## TRAVEL THE WORLD!

1. ALASKA: Destroy two APCs in a fortress, steal an ambulance and evacuate.

2. NORTHWEST TERRITORIES: Retirees damaged agents.

3. NORTHEAST TERRITORIES: Steal the laser technology from the military.

4. GREENLAND: Persuade a target and escape from a military base.

5. SCANDINAVIA: Persuade two people. Sneak into the city by the concert.

6. URALS: Kill all enemy agents.

7. SIBERIA: Kill all enemy agents.

8. KASHGAREYA: Persuade an informant before killing a VIP's wife.

9. YUKON: Persuade girl then evacuate.

10. WESTERN EUROPE: Assassinate mercenary captain.

11. CENTRAL EUROPE: Kill all enemy agents.

12. EASTERN EUROPE: Assassinate a chemical plant engineer.

13. KAZAKHSTAN: Kill all enemy agents.

14. MONGOLIA: Persuade a doctor attending a conference.

15. FAR EAST: Kill all enemy agents.

16. NEWFOUNDLAND: Kill all enemy agents while they are testing their new weapon.

17. CALIFORNIA: Persuade a professor to leave his laboratories.

18. ROCKIES: Destroy an APC and rescue hostages.

19. MID WEST: Assassinate the heads of crime families.

20. NEW ENGLAND: Persuade three different targets.

21. ALGERIA: Kill all enemy agents.

22. LIBYA: Assassinate single target.

23. IRAQ: Assassinate a hard-to-reach target at the end of a rail line.

24. IRAN: Assassinate a diplomatic opening a

shopping centre.

25. CHINA: Kill all enemy agents.

26. COLORADO: Assassinate target in an armored convoy.

27. SOUTHERN STATES: Assassinate governors of the city on her private island.

28. ATLANTIC ACCELERATOR: Clear the platforms of all enemy agents.

29. MAURITANIA: Persuade target held under heavy guard.

30. SUDAN: Assassinate two informers.

31. ARABIA: Persuade two targets for information.

32. INDIA: Assassinate a bandit leader in his base in the city.

33. PACIFIC RIM: Kill all enemy agents.

34. MEXICO: Retiree scanner until before rescued by enemy.

35. COLOMBIA: Steal an ambulance for a doctor.

36. NIGERIA: Persuade guarded target.

37. ZAIRE: Persuade a police officer and evacuate.

38. KENYA: Escort target to safety.

39. PERU: Assassinate the target before he makes an escape.

40. VENEZUELA: Assassinate heavily guarded target.

41. BRAZIL: Destroy three cars then escape.

42. SOUTH AFRICA: Assassinate VIP visiting military base.

43. MOZAMBIQUE: Steal Gauss Gun technology from the military.

44. WESTERN AUSTRALIA: Steal Energy Shield technology from a research station.

45. NORTHERN TERRITORIES: Assassinate rebel activists.

46. NEW SOUTH WALES: Kill all police officers in city.

47. PARAGUAY: Persuade enemy informant.

48. ARGENTINA: Escort target to a safe house.

49. UGANDA: Steal a car, destroy another car then escape.

50. INDONESIA: Break a convict out of prison and get him to safety.





# GUNSHIP 2000



On search-and-destroy missions, fly around the assigned area in a triangle to find the target. If your chopper has a must, you can spot it from further away.

## CHOPPERS AND MISSIONS

When sending your wingmen on a recon mission, ensure their weapons are on hold when they sight their objective. This stops them blowing up the target. Also, the objective is completed faster and the target sighted from further away if the chopper has a must.

Make sure you take a Blackhawk chopper on transport/spot missions. Without one you're unable to complete your objectives. Also, clear the area of enemy units first. You then have a free zone in which to maneuver and complete the objective.



RECALL: The disadvantage of the Blackhawk is that it's a transport only. Pick it up or remove it.

## COMBINING THE TWO TECHNIQUES

Hover behind a hill, pop up and hit the target fire of you. Then hide behind the hill again. Now fly around it. The target expects you to dip over the hill and has to turn towards you before firing.



The Longbow Apache is restricted, your rank must be Captain or above.

The Comanche Stealth is a good chopper to fly on 'wingmen' missions. As a section leader, fly a Comanche Stealth and give your wingmen Apaches or Longbow Apaches.

The enemy attack your wingmen first as they're easier to detect.



The Comanche is restricted, your rank must be 1st Lieut. or above.

## USING HILLS

Use the hills as cover for as much as possible. Fly from hill to hill using the ascend-in-ramp, gradually sneaking up on the enemy. When you're reached the hill the enemy's behind, use one of these attack techniques:

## THE 'SNEAK AROUND' METHOD

The target should be very close to the hill you're using. Fly around the side of the hill and destroy the target using the cannon before it gets a chance to fire.



## THE 'POP UP' ATTACK

Put the chopper into a hover just before the hill and use the 'shiftpop' keys to rise above it. Look onto the target (which you can now see over the hill) and wait until it fires. Then use 'shiftdown' to quickly lose height and hide behind the hill again. When the enemy missile hits the hill pop up again, look onto the target and fire. Your missile then destroys the target before it can reload and fire again.

## Playing Tips!

No more jokes about 'not keeping your chopper up', this is one helicopter game that demands the respect of all flight fans. Many thanks to MicroProse for these wonderful whirlybird tips...



# Playing Tips!

## WEAPONS

Enemy infantry always needs two hits from Hellfire missiles, and they're pretty scarce. Always destroy them with cannon fire or rockets.



When using laser-guided missiles don't change weapons while it's in flight as it loses its lock.



If you want more target detail when locked on, pause the game and you're presented with a facts box.



If you're about to be shot down or don't have the power to take off again, use the 'red mission' function. At least you have a chance of being rescued.



Not all weapons are 'fire and forget' with many of them you have to remain locked onto the target until it's destroyed. The weapons for which this is not the case ('fire and forget') are Stingers, Sidewinders, Stinger-like, and Porcupine. All rocket-type weapons are fire and forget.

If there isn't a FARP point in the mission and you're short of missiles and fuel, landing at the base also replenishes supplies.

## GENERAL TIPS

If one of your mission objectives is to destroy a train, get close to it and destroy the engine using cannons or rockets, immobilising the rest of the train.



1 First of all, set flight to the 'realistic' setting. This is the hardest part of the game to get used to. Always make small adjustments to the controls and watch the altitude dial and read-outs on the HUD very closely. ALWAYS be ready to adjust the torque.

2 Next set the Blind and Visibility switches to the 'realistic' settings — these don't make the game too much harder to play.

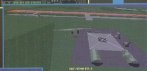
Promote your section leaders to higher ranks before promoting other pilots. As a pilot is promoted his ability improves. Your section leaders get shot at most, so they should be your best pilots — they need to be good with the jammers and decoys to avoid getting shot down.



3 Now turn off the ground avoidance — at all costs make sure you don't hit the ground. By this time you should've flown about 10 missions and be able to fly the 'realistic flight' mode comfortably.

## DAMAGE CONTROL

Here are some damage limitation tips for when hit.



If your chopper's taken lots of damage and you've completed at least one of your objectives, go back to base. It's better to get fewer points and survive than get shot down. Remember, you only have to destroy one of the objectives for the mission to be successful.



If your tracking camera's destroyed, use either 'AHSR' or the outside views to find out what's attacking you.



If the HUD is taken out, fly the chopper using the dials on the cockpit. Check your altimeter straight away and get the chopper into level flight. Lower the nose until you reach a reasonable speed (keep an eye on the altimeter), and fly using these dials.



10:59  
250-

To begin with, play the European scenario — terrain variations to use to hide from the enemy. It's hard to progress through the difficulty of indicated.

On the other hand, the fact that the flight will be taken will be taken for the duration of the flight. The flight will be taken for the duration of the flight.



As a recipient of one of the nation's highest military honors, the Distinguished Flying Cross, the pilot is a testament to the courage and skill of the men and women who serve in the U.S. military.

get the Congressional Medal Of Honor you play the game on the full difficulty level and complete mission.

Using the copilot to indicate deceleration and forward motion is not as simple as stopping it and with recent vehicles.



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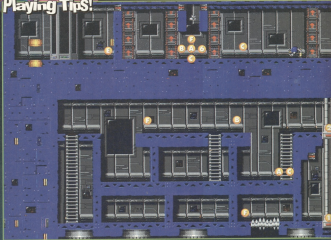
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## Playing Tips!



# THE LOST VIKINGS™

Held captive on an alien spaceship, will the three Vikings ever see their beloved village again? Who knows, but these level guides should help them on their way in one of the funniest puzzle games in ages.

## THE PILLAGING GUIDE TO CRACKING HEADS!

Here's the deal on using these well-fruity maps! There are codes on the maps ranging from A to G. These correspond to each individual Viking and each room they make. See overpage for the full list of them. Anyway, just change into the relevant Viking, go to the relevant place on the map and do the relevant task and whirly-ey! The easy way to conquer pillage and, well, perhaps not!





# Playing Tips!

## LEVEL ONE

1. Push up and jump off to hit the switch on the right.
2. Baloo and Olat are to get on the lift and travel down.
3. Collect Key.
4. Use the Key in the hole.
5. Transport Erli first, then Baloo, then Olat.
6. Here you have to exchange the Gravity Boots from Erli to Olat.
7. Hit this switch.



- TRANSPORTERS.**  
Stop between these two poles and you'll be whisked off to another part of the level which cannot be reached by any other means.



## LEVEL TWO

1. Use the Red Key here.
2. Use the Yellow Key here.





# Playing Tips! LEVEL THREE



1. Collect this Key.
2. Use the Blue Key in here.
3. Collect Key.
4. Use the Red Key.
5. Use the Yellow Key here.

## NORSE GOODIES

1. Collect Smart Bomb.
2. Talk to the old Monk.
3. Collect Key.
4. Collect this Key.

**BOMB:** Drop enemy on floor (or a computer) to blow it up.



**FOOD:** Heals 1 health point when eaten.



**SHIELD:** Gives a Viking a bonus blue health.



**FLAMING ARROW:** Kills an enemy with just one shot.

**SMART BOMB:** When detonated it destroys all enemies on screen.



**GRAVITY BOOTS:** Enable a Viking to walk normally in a gravitational field.



**KEY:** Used to unlock doors of the same color.



**BUTTON:** Press them to open doors etc. Balog can hit.



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



**STEAK:** Heals 2 health points.







**OLAF SHIELD ARMAD.**  
The tuffey guy's shield is thick enough to resist even laser bolts, protecting him and his comrades behind.



**OLAF SHIELD ARMAD.**  
When the fat fellow holds his shield above his head, he hang-glides across gaps, or safely down long drops. Talk about defying gravity!

#### ERIK THE SWIFT

Age: 19  
Height: 5'0"  
Weight: 165lbs  
Specialty: Fast running, jumping  
Equipment: Running shoes, a strong heart

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



**ERIK RUNNING.**  
Maybe he's embarrassed about that ruff ginger beard, but Erik can't hold run around much faster than his colleagues.

**OLAF THE SCOUT**  
Age: 23  
Height: 6'2"  
Weight: 320lbs  
Specialty: Defense  
Equipment: Shield

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

#### BALEGG THE FIERCE

Age: 28  
Height: 6'0"  
Weight: 320lbs  
Specialty: Combat  
Equipment: Bow & arrows, sword

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



**ERIK JUMPING.**  
Looking for something out of 22? Tap, Erik can jump to the beat to clear hazards and gaps. Thank Odin he can't play the guitar, though.

## Playing Tips!



**BALEGG ARROW.**  
His secondary ability, this is useful for bumping off ladders from distance, as well as hitting switches behind force fields. If he fires two he gets a pint of cider — only kidding!



**BALEGG SWORD.**  
His mighty blade can split the most ladders in half with just a couple of blows. It's best to hide just behind Olaf's shield when doing this, so he can slash away in complete safety.



**ERIK'S SUPER RUN.**  
The bearded 22 Tap look-alike gets down to some real headbumping. When he battles his forces against forces, they crumble into dust, creating short painful passage through walls.





# Playing Tips!

## WOTW 2

### Messengers of Doom

1

On starting the game you see a group of thugs attacking a young girl (marked A). Don't go over and mix it with them — you'll get crushed!



2

Instead go North to the village of Zabhorn (B). Recruit the thief you find in the well.



3

Recruit at the local pub, and buy weapons at the shop. These are located at the ends of the 'Wagon' of land extending into the sea.



6

Go to the harbour (D), attack the captain and get arrested. You'll be taken to the Chief of the tribe who offers you the whip if you can find his girl's necklace.



Pub

Shop

Harbour

Chief

Girl

Whip

70

amiga

SEPTEMBER 1993





Shop (supplies)



Shop (weapons)



4

When fully stocked up go back to where the thugs are torturing the girl (A) and kick someone backside. It isn't easy — they're pretty tough.

5

The girl dies, but not before extracting a pendant to you.



Take the necklace, leave, return to the harbour (B), and attack the captain again. You're taken to the Ghid. Give him the necklace and he gives you safe passage on the boat. Return to the harbour and set sail...

8

## Playing Tips!



7

The necklace has been stolen by a huge lizard creature who lives in the forest to the East of where the girl was killed (B). Use bowmen to weaken it from a distance before moving in for the kill.





## Playing Tips!

# Lemmings Lifeline

Never mind that 999 telly programme — we save far more lives in Lemmings and Lemmings 2! On the latter, several readers are having trouble reaching the exit in the Space level, inside The Steel Box. On the Oh No! More Lemmings data disk, Kate England from Bramley has reached the end of her tether with And Now The End Is Near. Never fear, Lemmings Lifeline is here!

If you're stuck on any Lemmings/Oh No! More Lemmings/Lemmings 2 level, write to Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level. Sorry, we can't make personal replies.

## AND NOW THE END IS NEAR (Oh No! More Lemmings; Crazy Level 7)

The end may be near, but getting to it certainly isn't easy. All those Lemmings are trapped between two high walls. Oh well, if they can't go over 'em, why not under'...



1

Make the first Lemming a Climber when he walks left. He climbs up the left wall.



2

Make him a Parachutist so he falls safely down the other side.



1

Make the first Lemming into a Stackster here (laying his first brick next to the small crate)...  


2

When he's got up this far, make him pour cement to stop him stacking. He walks over the crate.



3

Fire a rope from this ledge to the slope on the right.



## INSIDE THE STEEL BOX (Lemmings 2; Space Level 9)

Whenever you reach an exit surrounded by solid steel crates? The answer lies with teleports, and there's plenty of 'em on this level. Trouble is, the only ones leading to the exit are at the far top-right of the map — and there's that bigger-than-happy-Walker to get past. As usual, though, it can be done...





# Playing Tips!



3

To stop him climbing up the next wall, build a bridge just before it to turn the Lemming round.



4



This is the tricky part as you have to start building in exactly the right place. When he finishes, make him build again.

4

Fire a second rope up to the next slope.



5

Let the Lemming walk into the teleporter. He reappears at the top of the level.



6

On this ledge make him a Plumber. This enables him to fall across onto the lower ledge.



5

As he reaches the wall, make him a Blaster. Get it right and he'll bash just under the steel block and remove the top of the bricks, so all the other Lemmings fall through the floor. Increase the release rate to 99.



6

All the Lemmings go along the passage (some go left and turn round) and into the exit. Easy!



7

Make him a Platformer at the end of the ledge. When he finishes make him a Platformer again.



8

After building the long platform, the Lemming falls safely past the Walker.



9

Make him build a bridge up to the next slope.



10

Fire a rope to the top-right ledge containing the two teleporters. Walking into these takes him inside the steel box to the exit.



11

Finally, build a bridge up to the small crate to release the rest of the Lemmings. They go up the ropes, into the teleporters, across the platform, up to the final teleporters leading to the exit.





## Playing Tips!

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

# REAL ACTION!

## BEGINNER'S GUIDE TO POKING...

**W**hen running a little sheet of Action Replay pokes here at Amiga Force, it's not like you're just a player — you're a pro! You never know, you might even get your name in the ring! This month's ready-to-use collection goes to you courtesy of our writers, so hit the button & join army!



■ First, hit the freeze button on your Action Replay cartridge. The screen now displays a

blue GUI-like offering, complete with cursor. For TFD pokes, just type it in and press RETURN — the computer then finds and deletes the required disassembly instruction, giving you infinite whatevers. If it's an M-poke, the process is a little more complicated. Enter the code (eg bit 14.17) as usual. A row of two-

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

## 'TFD' POKES

- **CHUCK ROCK**
- **CJ'S ELEPHANT ANTICS**
- **DRAGON SPIRIT**
- **FIRST SAMURAI**
- **FROSTBYTE**
- **GHOST BATTLE**
- **GUARDIAN ANGEL**
- **HATE**
- **JAMES FORD**
- **MIDNIGHT RESISTANCE**
- **MISSION 2**
- **NIGHTFROED**
- **NINJA RABBITS**
- **RUD**
- **ROBOCOD**
- **ROBOCOP 2**
- **R-TYPE 2**
- **SKY HIGH STUNTMAN**
- **SPACE GUN**
- **STRIDER 2**
- **WICKED**
- **WINGS OF FURY**
- **XENON 2**

- TFD 957E Lives
- TFD 6663 Energy
- TFD 18C71 Lives
- TFD 199E6 Lives
- TFD C640 Lives
- TFD 18548 Lives
- TFD B1A Bombs
- TFD C008AF Lives
- TFD 9F66 Lives
- TFD 183 Lives
- TFD 231 Time
- TFD 11682 Lives
- TFD 18C0A Lives
- TFD 24A Lives
- TFD 22AC2 Lives
- TFD 18C1A Lives
- TFD 18C7C Lives
- TFD 220E Energy
- TFD 8034 Lives
- TFD 1407F Lives
- TFD 149FE Credits
- TFD 026 Smart bombs
- TFD 006 Lives
- TFD 38E24 Credits
- TFD 64D4 Lives
- TFD 8028 Lives
- TFD 2D154 Lives
- TFD 7800 Lives

## 'M' POKES

- **ADONY** 556ED More time for extra weapons
- **ALIEN BREED** C0544F Time
- C0546B Keys
- C0546B Ammo
- **APB** 26167 Demerits
- 34113 Date
- **ARKANOID II** D81E28 Lives
- **BATTLE SQUADRON** 480A Lives (p1)
- **4884** Lives (p2)
- 4E05 Nova mission (p1)
- 4E0F Nova mission (p2)
- **CASTLES** C11485 Food
- C088C9 Ambers
- C088F2 Infantry
- C11484 30,000 gold pieces
- **E-MOTION** 4185 Lives
- **F-15 STRIKE EAGLE II** C362D3 Mavericks
- C362D7 Saboteurs
- **INDY HEAT** 12089 Credits (p1)
- 12087 Money
- **INSECTS IN SPACE** C089 Life counter
- **KICK OFF 2** 1AF1D Goals (p1)
- 1A918 Goals (p2)
- 1F117 Time
- **PARASOL STARS** 1488 255 lives (Bobby)
- 148A Invisible Bobby
- 14F2 255 lives (Bobby)
- 1502 Invisible Bobby
- **ROGLAND** 2026D Lives (p1)
- 20C8D Lives (p2)
- 22958 Level (p3a p3)
- **SENSIBLE SOCCER** C0D44F Goals
- **SPEEDBALL 2** 53A1 P1 score
- 52A3 P2/CPU score
- 1E2 Cash (change to 65 60)



# TIPS BITS

Playing Tips!

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

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

## LURE OF THE TEMPTRESS

Unfortunately we haven't got the space to print a full solution for *Lure Of The Temptress* — it'll be in the next issue — but in the meantime, here's some specific help from *Duke's Next Brother*...

1. Clapp of Devon, Nottingham wanted to know where to find the flask to make the potion to change into Solera. Well, when you get out of the dungeons and first get into the town, Main should have given you a rental bar to bring to Ewan's, in return, gives you some money and a gem. You have to give the gem to Nellie (she works in the pub) who gives you a flask with some liquid in it. Give this to Luffern (the blacksmith) who drinks it and hands you back the empty flask. You put the poison into this.

## ESCAPE FROM THE PLANET... ■ SIM CITY

Can you tell me the cheat for *Escape From The Planet Of The Robot Monsters* and *Sim City*?

Andrew Taylor, Hounslow

Thanks for the cheats you sent in, Andrew, although we've already printed them all here: the cheat for *Sim City* holds \$5m and type FUM0 for \$10,000. Do it too often and you get a major earthquake!

Unfortunately we don't have a cheat for *Escape*... — can anyone oblige?

## RAINBOW ISLANDS

Have you got any cheats to get more lives or continue past Robot Island?

Michael Perkins, South Raddish, Cheshire

Thanks a bunch for these lovely Superint codes, Michael — used in this month's 'Get-Out-It'!

# CUT OUT TV CHEAT!

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

### 40 sports boxing



### afterburner (Euro)



### afterburner (US)



### the amazing spiderman



### archer macdonald's pool



### arkanoid



### assassin



### beavers



### beverly hills cop





# Playing Tips!

**Cheats:** Here are those Rainbow Islands cheats (though it's said they don't work on every version of the game). On the title screen type **5555ULLPPO & Space** for increased credits, and **LOSPULA** to continue at any stage.

## SHADOW OF THE BEAST II ■ POPULOUS II

**as** ■ To give the money to the mail in Shadow Of The Beast II just ask about **KARMAKROOM** and answer yes (Y) when he asks if you want to go there. He takes your money and you're sent to Karmaram.

■ Here's a list of Challenge codes for Populous II:

1.	VICTORANT	6.	HEAT
2.	WALLS	7.	CEVICUS
3.	BOLT	8.	BULLFROG
4.	PIRE	9.	SURROUND
5.	SASALT	10.	RANGER
		11.	MARACT
		12.	SURSH
		13.	DANUS
		14.	BAMSTG
		15.	WINDS
		16.	WAVE
		17.	WALL
		18.	FLUSE
		19.	MIGRAT
		20.	HURGLE
		21.	DSIGE
		22.	SPACE
		23.	CONV
		24.	BLUFF
		25.	GAUNTLET
		26.	UNWORLD
		27.	SLUTTER
		28.	CELTIC
		29.	ELECTRO
		30.	ILLUSION
		31.	ESCAPE
		32.	SARCOTUM
		33.	RITES
		34.	GUARDS

35.	EXTINCT
36.	PATHWAY
37.	TURHER
38.	TWIN
39.	ORCHARD
40.	BOCKY
41.	FRYING

J. Teuber, Scott Barnett, Morte

■ Thanks a million for those world-beating tips, J.

## FUTURE WARS

**as** ■ Thanks to Phil Dunbar and Richard Holliday for sending in solutions to this epic adventure, now on the 5th, 6th and 7th rounds saving the game often — during something is dead — as some patterns require precision timing, leading to annoying deaths...

Your quest starts in a window cleaner's crate outside an office block. **EXAMINE** the scaffolding to reveal the lift control and **OPERATE** the UP button to bring the crate up to the correct level. **TAKE** the **BUCKET** and **OPEN** the window that your boss appeared from and enter the building. Inside, look your empty **BUCKET** with the aim to fill it, then **OPEN** the toilet door. **TAKE** the **WIPER FLUID** (a red point) and **OPEN** the cupboard to your left. **TAKE** the **INSECTICIDE** and then **TAKE** the

## 40 sports boxing

BRONZECAP

When in training, put the emphasis on strength. When fighting, hold down 'fire' and walk towards your opponent for a guaranteed KO.



**More crazy coupon capers... these new-look cheat coupons are good, aren't they? They're ideal for cutting out and putting with the relevant games — very handy! Thanks to all the readers who sent in tips. If you've any cheats, level codes or secret subgames, let us know. We're always on the look-out for more material.**

## archer maclean's pool

VIDEO

To win, wait the player's addition, go into break shot mode and make the code 'Y11P'. You get a double shot. Go into the demo menu — select the player for demonstration mode and make the computer play itself. Also, if you're about to lose a game of 10-ball against the computer, hit the 'x' if it's facing up for the last shot. This makes the cue ball follow through into the pocket.

## the amazing spiderman

COMPUTER

Press 'fire' when you beat the game, as soon as the title screen appears. Show your homepage, and let instant action about the computer from anywhere. You should see a list of the levels. Select level 1 with the joystick, hit 'x' and the number 1 on the keyboard. You're now in the game, and pressing 'help' makes you change immediately — type **MOVIE** to make **MOVIE** (including scenes and speeches) hit type **MOVIE** on the high score table to activate the same effect.

## afterburner (American)

COMPUTER

During play, type **TOGETHER IN ELECTRIC DREAMS**. You hear a sampled 'wow'. You can then use the following:  
G — Extra Missions  
T — Reduce Missiles  
< — Advance & Stage  
> — Back & Stage  
5 or 1 — Play & Sampled Sound  
H — Extra Lives

## afterburner (European)

COMPUTER

Pause the game and type **THUNDERBURNER** to activate the cheat mode. Then you can type:  
G — Extra Missiles  
T — Reduce Missiles  
< — Advance & Stage  
> — Back & Stage  
5 or 1 — Play & Sampled Sound  
H — Extra Lives

## beverly hills cop

COMPUTER

## TYPE MELLIE

on the difficulty menu to access all areas of the game.

## beavers

COMPUTER

During the game, type **BIGGIBBIB**. You can now press F2 to skip levels and Space to access any part of a level.

## assassin

TEAM 17

On the first mission, shoot the first tree (left-hand side), until you can go as high. Then type **INSECTIVE** to convert the M5. The border flashes, and you can type hit the 'F' key the game is paused. You now have fully energy hit the following keys for the second F2...  
1-4 — Select 1st mission  
5 — Go to actual level table  
W — Extra weapons

## arkanoid

ATARI

On the UK version, use F3 and F4 for one- and two-player games (instead of F1 and F2). This gives an extra 33 levels not on the arcade machine.



empty **PLASTIC BAG** from the waste paper basket. Walk over to the exit door and **OPERATE** the bottom-right corner of the curtain. **TAKE** the **KEY** hidden underneath it. **USE** the full **BLOCK** with the door your back appears from to balance it on top. Operate the exit door (on the right) and your back opens his door to get a soaking! You can now go through the wall.

In the map room, **USE** the **KEY** you just found with the cupboard to reveal a typewriter. **EXAMINE** the **TYPEWRITER** and write down the number you first: 40315. Then **OPEN** the desk drawer and **TAKE** the **SHEAF** of blank paper. Walk over to the map and **EXAMINE** it to find a small **HOUSE**. **USE** the red **FLAG** with the **HOUSE** (you need to be present) to open a secret passage. **SAVE** the game and exit.

You have to work fast to shut down the mechanical ceiling before it crushes you! **OPERATE** the numbered keypad and punch in the number you found on the typewriter. When the fifth digit is entered, the ceiling comes and a ladder door appears.

Go through it to discover a control room. Use the **SHEAF** of paper on the **OPENING** in the machine and **OPERATE** the **GREEN** button, followed by the **RED** button. Quickly grab the documents which appear and run into the teleprinter (jerkin circle on the floor). One flash of light later, you find yourself

in the middle of a swamp in the year 1304!

## The Middle Ages

Make your way across to the left, walking on the **GREEN** **WALKER ONLY** — any other path is lethal. Get as close as possible to the margin of mosquitoes and **USE** the **INSECTICIDE** on them. Walk further across to the left and **EXAMINE** the **GUNT OF LIGHT** to find a **PENDANT**. **TAKE** it and exit to the left.

Walk to the tree near the lake. **EXAMINE** the foot of the tree to find a **ROPE**. **USE** **ROPE** on the **BRANCH**. When a hole appears, **TAKE** the **SLACKS** and the **TUNE**. After a quick change, go left.

Walk towards the house and turn **LEFT** between the tree and the road. Continue on out of sight behind the castle wall.

In the clearing, walk to the tree. **DEPART** **TREE**, then **EXAMINE** **GROUND** to find a **CORN**. Return to the village.

Walk to the inn. **OPERATE** **DOOR** and go inside. **USE** **CORN** on **INNKEEPER**; you are then treated, enabling you to hear the conversation of the villagers. You have to do this before the guard will let you into the castle. Go outside now.

Walk to the guard. **USE** **PENDANT** on **GUARD**. There is now an automatic sequence where you're taken into the castle and converse with Tami, the

## Playing Tips!

Maiden. You're then put back outside in the village. The quest is now easy, so **TAKE** **LANCE**, then walk to the clearing again.

Walk up to the tree with something hanging from it; it's a monk's habit currently out of your reach. **USE** **LANCE** on **MONK'S HABIT**. After another quick change, return to the village.

Walk inside towards the bottom of the screen to a lower path near the gateway to a monastery.

**EXAMINE** **WOLF** (don't get too close). **EXAMINE** **GUNT** at the back of the wall. Yes, it's an electrical wolf! Return to the lake screen via the village.

**GAVE** your game for just half as the next section is very tricky. **USE** **PLASTIC BAG** on **LAKE** — you now have a rapidly leaking plastic bag full of water and your first really really tricky problem! You have to get from the lake, through the village, along the path and onto the bridge as far as the exact spot which causes the wolf's head to lower in readiness. Only from this position can you effectively **USE** **THE FULL BAG** on **THE WOLF**. There is only **EXACTLY** enough time allowed to get this right before the plastic bag is empty again.

Once you're disposed of the wolf, walk across

### bill's tomato game



### bionic commando



### black crypt



### bubble hobble



### creatures



### desert strike



### lemmings 2



### d'generation



### e-motion



### f-19 stealth fighter



### f-29 retaliator



### fantasy world dizzy





# Playing Tips!

the bridge to the monastery door and OPERATE DOOR to enter (you're safe as long as you're watching the monks' habits). Once inside, there's a strict rule to abide by! You may only walk in a clockwise direction around the outer path, and NEVER try to get to the silver chalice in the center of the room (you don't need it). Stick to the rule and you can go in and out of all the necessary doors quite safely.

Walk around the path to the RIGHT-HAND door and OPERATE DOOR to enter. The Father Superior asks for a drink. Leave the room then walk (clockwise) around the path to the LEFT-HAND door and OPERATE it to enter.

Walk across the room and TAKE the CUP, then exit and walk around the path (clockwise) to the door OPPOSITE where you entered the monastery. You'll not be in the wine cellar. Walk up to the ladder by the barrel and stand on it. USE CUP ON BARREL, the one on the top shelf, halfway to the right. Return to Father Superior around the clockwise path.

Father Superior takes the cup of wine and gets drunk! EXAMINE FATHER'S SUPERIOR to find a control device. USE CONTROL DEVICE ON PIECE OF FURNITURE to get a magnetic card.

Return to the wine cellar.

Stand on the ladder again and USE CONTROL DEVICE ON BARREL (the shelf, directly above the ladder). A passage opens and you enter the control room. Walk up to the glass case and EXAMINE it to get a gas canister — if you're standing close enough. Use MAGNETIC CARD ON CONSOLE. Get hints and watch an automatic sequence... Lana is freed and takes over; paints the pendant at you and you remember that in the castle to sign her father. They then reveal that they're time-travelers from the year 4215 — and that's where you're going too!

## The Future

Unfortunately Lana doesn't make it to the future, so you're on your own in the rural, walk to the wrong BOTTOM RIGHT of the screen and EXAMINE RUBBLE to find a teleporter. Walk up the screen a little to the right and onto the next screen.

Walk to the WHITE DOT (marked as rubble) and EXAMINE RUBBLE while standing very close. You get a box of fuses. Move slightly to the RIGHT and down to an orange-coloured disc shape (also named as rubble). OPERATE RUBBLE to uncover a membrane. OPERATE HOLEHOLE COVER to enter the secret.

Walk to the right. As you enter the second secret

screen, your character starts walking automatically — where you click with the LEFT mouse button is where he stops. Walk right again and stop at the fireplace with a tap on it (a couple of olive plants). Use BULBOWITCH ON TAP to fill it up. Guide your character around the room to walk out the BOTTOM RIGHT of the screen. He begins to walk automatically again...

Just before you leave a certain screen you get a windowed message about hearing a woman trying for help. When you click to clear the window, he goes into the next screen. You get TWO MORE windowed messages as you walk towards the creature. Once the windows have cleared, the character starts on walking towards the creature. Now it when you must use a click to stop him at a stop before the point where the back of the creature's body starts. USE BULBOWITCH ON CREATURE. There's now an automatic sequence where the woman helps you out of the screen and gives directions to the Supreme Council. You'll shortly be outside the Metro.

Walk directly in front of the doors under the video camera. USE LANCE ON VIDEO CAMERA. Now walk through the door. Walk close to the newspaper machine and EXAMINE it very carefully. There's a room collector and a money slot on it. EXAMINE COIN COLLECTOR, then USE COIN IN MONEY SLOT. Repeat Parts two

## bubble bubble HOT SQUAD

Plug joystick into both ports. When you're about to die, pick up the second stick and press FIRE. Do this every time you're about to crash if — you'll get through a lot more screens for your credits.

## black crypt MIDSOFT

Make several backup copies of the game. Get to a staircase between the game loads and drop all your coins at the top. Save the game. Reload with your other game disk, and drop all your items at the bottom of the stairs. Take out the disk, and sit in the car with the pointers at the top — go on, pick up the disk, keep disks, go down and pick it up again!

## blonde commando ON GOLD

Leave Level 1 with the timer showing '1' for nine lives and loads of points.

## bill's tomato game PSYNODE

No level codes here — there are several different sets, so there's no point printing only some. Instead, if you're desperately stuck press HELP to take you to the next level.

## d'generation MIDSCALE

To activate the cheat mode: type in SETH as your user-name (on the first computer that opens a door) and GSTRICH as your pass-name. Type SEATH as your pass-code on the second computer that opens a door.

## lemmings 2 PSYNODE

On the main menu, click to all four corners starting with the top left and working clockwise. You then hear 'Let's go! (If you don't, try again until you do — you have to be very accurate with the pointer). You can now access any level.

## desert strike ELECTRONIC ARTS

Level Codes:  
0 — GOODIES  
1 — ALLIANCE  
4 — WEAPON  
End Sequence — GOODIES  
Also, try the following cheat: 00000000 — Ten lives, fully armed  
HARDWARE — Unlimited weapons but low armour

## creatures THALAMUS

Passes the game and type a FREE BATTLE OF FIRE, including the spaces. Access the different levels via the following:  
C — Cheat  
F0 — Torture 1 made off  
F10 — Access  
F6 — Torture 2 next level  
F1 — Stage 1/1  
F2 — Stage 1/2  
F3 — Torture 3  
F4 — Torture 3  
F5 — Stage 2/1  
F6 — Stage 2/2  
F7 — Torture 3  
F8 — Stage 3/1  
F9 — Stage 3/2  
F0 — Torture 3

## fantasy world dizzy

CODEMASTERS  
Enter your name as IMMORTAL to... well, I'm sure you can guess.

## F-28 stealth bomber OCEAN

Loading the plane in this fun-but-fright flight can be almost impossible. Instead, when over the airfield just eject — you lose points, but at least you stay alive (incidentally, you can still control the aircraft after you've bailed out)...

## F-19 stealth fighter HEX XL

If chased, land close to (but not on) an airfield and taxi to the edge of a runway. Shutting down your engines now makes the enemies fly away.

## e-motion ON GOLD

Secret Sequence:  
1 — Complete a human level with the first star on the timer showing three.  
2 — Connect four pods in a row without creating any new balls.  
3 — Collect ten first blue pod of a bonus level first.  
4 — Complete a level without leaving via the screen edge.  
5 — Complete a level without landing right.



actions. You now get a newspaper. Walk to the train doors and go in.

At the shuttle port, walk down the stairs at the bottom of the screen. **USE PUSHER ON PUSHER** — they're on the footstep on the wall. Now go upstairs. The inspector is watching TV and there's just enough room to guide your character **BEHIND** him and into the arrowed channel onto the escalator.

There follows a long automatic sequence involving the capture of your shuttle in mid-flight. You end up in a Crughen prison cell. You have to enter **THREE** commands, but after the second one you must enter the third one **SO INSTANTLY** that you must ensure the mouse arrow is physically very close to the air-duct named on screen. This opens the manual near the air-duct, reducing the distance the pointer has to travel to it and saving valuable time! The three commands are: **USE PLY ON AIR DUCT**, **USE GAS CAMBRIEN ON AIR DUCT**, and **USE MEMORAMON ON AIR DUCT**... if you haven't been gassed to death, the door will open. Walk out.

Another automatic sequence depicts the capture of the Crughen ship you're in by an Earthship and you being tossed before the Supreme Council as a Crughen spy! Just as you're about to be shot, Lana saves you.

## Prehistoric Times

When you teleport you reappear on top of a slope. Go down it and walk left into the next room, where Lana gives you the angon. The next part is a mini shoot-'em-up: just shoot the Crughens, paying special attention to the ones nearer the centre of the screen (showing a red danger box). When the leader appears (on a hover platform) shoot him and mop up the remaining Crughens.

Lana now gets shot by a sniper. **EXAMINE** her three times to get an invisibility pill and the pendant. **USE PENDANT ON LANA** to teleport her back to base. Walk down the screen and to the right.

At the entrance to the Crughen spaceship, **EXAMINE** the dead Crughen to find another magnetic card. Walk up the ramp.

You're now in the control room. **USE MAGNETIC CARD ON CARD READER** (on the wall, right of the door). Walk to the case, **OPERATE CASE** and **TAKE GARMENT**. Walk to the video camera and **USE GARMENT ON VIDEO CAMERA** to cover it up. Walk to the glass case and enter it. You're advised to **SAVE** the game here.

**OPERATE CASE** and an automatic sequence shows five screens through space, ending you at the Crughen Space Fortress.

## Playing Tips!

### Crughen Space Fortress

Walk to the left and just past the doorway, so you're already out of the way of the guards about to walk in. **USE PILL ON WEED**. After the **SECOND** guard has passed you, go straight out of the door (the invisibility pill lasts only one minute).

Go down the conveyor belt to the floor level, where (all invisible) you must guide your character between the boxes and the guard to the bottom of the screen.

Now go to the left to hide behind the boxes by the time the pill wears off. You mustn't bump into the guard or he will lose your presence. Walk left to the **URGENT LOW** and **OFF RATE**. It is climb in.

After a while you get out of the box at night and are told you only have six minutes to reach the master computer room! Go through the door to enter a maze of ladders and platforms. Just keep trying and you'll make it.

Once there, quickly walk over to the console and **USE MAGNETIC CARD ON CONSOLE**! Run out to the main again. Before the way you came, but turn off the route to another door — between the levels of the computer room and your original start point. This door has four large arrows pointing at it

### world class cricket



### interphase



### the lost vikings



### the lost vikings



### mega-lo-mania



### midwinter



### snack games



### superfrog



### superfrog



### super off-road



### transarcadia



### walker





# Playing Tips!

— you win if you enter it before the timer runs out. You've saved the world, so all back and enjoy the end sequence.

## FANTASY WORLD DIZZY

**Q** Here's the rest of the solution that Dave Morris started in the July issue. Many thanks to Scott's Richard Davies for sending it in.

Get the bag on top of the wall, beyond the sleeping dragon. This allows you to carry four things. Now find three gold keys (you should have two already: one in the broken bridge, the other in the room to the right of where you found the really lame — see Davis's solution). To find the first key go right from the wall, poking up the cow on the way (or a laugh by picking up the dung). Keep going right until you reach the base of the volcano. You should find it there.

Go left until you find the 48 rooms containing four bad machines. Use a key on three of these (the top-left one won't turn on yet). Travel up the late complex (don't pick up the black hole, as all your

stuff falls out of your bag). Eventually you find Grand Dizzy who gives you a comb. Walk past him, left, and get the pick axe. Travel right to get the vase knocker. Go to the screen to the right of Grand Dizzy. Now return back to the room under the one where the steady barrel was found. On the left of this room is a door which says 'knock and enter'. Use the door knocker and, hey presto, the door opens. It leads to a room containing an empty bucket. You should now have: basket, comb, pickaxe and cow.

Return to the wall where you found the bag and stand on it. Use comb (yessssss!). Dizzy lands in Australia! Go left and meet the magic philosopher who appears. Offer him the cow and he begins to battle with you, eventually giving you a bear. Go right until you're standing by the edge of the wall, jump right and you land on the right edge of the wall. Jump right twice more and you should land on the barrel, then the church roof. Walk right and get the key from in the church and return to the wall.

Jump into the wall to return to the other side of the world. On the way jump where the cow was found and plant the bear in it (yay). Walk right to the volcano base, where a small pool of water is found. Stand in the water (don't die), drop the bucket and pick it up again. It's now full of water. Return to dung and use the bucket on it to make a bear stall appear (eat your heart out, Jack). Climb halfway up

it (where it meets the cloud) and jump right. Jump up the cloud route and go right. Jump off the right side of the cloud on the far right.

You land at the entrance to the cloud castle, where the historian has delivered an egg — pick it up. Go right and you see that the way is blocked by some spikes. Return to the 48 machine room. Turn on the last machine using the gold key. Drop down the 48 shaft to find the dragon's lair. Put the egg in its nest and it lays you some. Jump up it where the roots are and use the pickaxe. Walk past the rubble and pick up the rag. Return to the cloud castle. Use the rag while standing by the spikes; the rag covers the spikes so you can pass. Follow the corridors and, when you reach Dizzy's prison, tick the switch and stand by left. Press fire and watch the animation. You've completed all the puzzles; all you have to do now is find the 30 gold coins.

## TIPS WINNERS!

This month the two fine AMIGA FORCE subscriptions go to the readers of the *Future Wars* magazine: Phil Davies of Priory Park, Luton and Richard Holliday of Ashton-on-Trent, Derby.

### the lost vikings

INTERPLAY

More level codes:

1: PLAS	25: BELL
2: STBY	26: TAGE
25: JABOR	31: MAND
26: BELL	32: WYLS
3: WAPP	33: TAGE
24: BERT	34: TAPP
24: WYLS	35: HERT
25: BELL	35: WYLS
26: WAPP	37: WYLS
26: CMBO	

(If it doesn't work, try substituting zeros for the '0's)

### the lost vikings

INTERPLAY

Level Codes:

1: STBT	25: BELL
2: GAST	15: VLCH
3: TLPT	12: GCRS
4: GNSD	12: PHRG
5: LLNG	14: CTRD
6: FLOT	15: SPNS
7: TRSS	16: JMMH
8: PSHS	17: TTRE
9: CYRM	18: JLLY

### interphase

INTERPHASE

Type

'Fenny'

(capital 'F') to

access the object

viewer utility.

### graham gooch world

class cricket

AMIGA-ORANGE

When bowling, pick a leg-

or off-spinner. Place the

ball directly in line with the

wicket, and bowl with no

spin at all. The ball

leaves on the outside of the

opponent's ball and hits.

### superfrog

TEAM 17

Level codes:

FOREST	CASTLE
WORLD	WORLD
2 — 234444	1 — 355232
3 — 444444	3 — 444334
4 — 111332	3 — 554444
	4 — 411444
CIRCUS WORLD	
1 — 343322	
3 — 822211	
3 — 922234	
4 — 551332	

### seuck games

SEUCK — SEUCK

Plug joysticks into both ports. Select a one-player game, and when all your lives are gone, pick up the second stick and hit 'fire' to carry on. As far as we know, this works on all SEUCK games.

### midwinter

WICK 95

Instead of recruiting your team, just grab a big stick of dynamite and make your way to the enemy HQ. KERNODON

Also, the initial setup is controlled by where you click the mouse on the start screen. Just thought I'd tell you that...

### mega-lo-mania

WARRIORWARR

To get this great god-sim to work on the A1200, turn off the speech before running.

### walker

PARADOX

To stop the gun overheating, use an autofire joystick. It won't fire as quickly, but it's fast enough to be functional.

### transactica

TRANSACTICA

On the options screen, click in a corner of the screen, pressing that and hit at the same time. You can now activate the following cheats. Click in the bottom-left to get a fully loaded tank.

Clicking in the top-right corner improves the strength of the weapons.

Click in the bottom-left corner for a superball, along with all the objects and life you need to win. Click in the bottom-right corner and you're free.

### super off-road

PARADOX

Opponents' skill levels are set by your performance in the last race. If well ahead, wait on the finishing line until your nearest opponent has almost caught up, then rip across the line just in front.

### superfrog

TEAM 17

More level codes:	
ANCIENT WORLD	ICE WORLD
1 — 457454	1 — 452234
2 — 016234	2 — 554541
3 — 182354	3 — 237773
4 — 255352	4 — 551152
MODERN WORLD	
1 — 237211	
2 — 351123	
3 — 017622	
4 — 555112	



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■ However, we realise that some of you dedicated gamers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special **DISCOUNT** price! Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to European Direct (not the AMIGA FORCE editorial office). And may the **FORCE** be with you...



## LOTUS ESPRIT TURBO CHALLENGE

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



## THREEBIES!

### SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as you removes the risk of backtracking in the extensive underground levels.

### MANIX

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



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Next Month!

# FORTHCOMING ATTRACTIONS

## NO SECRET

Arrrrghhh! It's happened again. Yes, I know we promised you a sneak look inside MicroProse's secret HQ to see their new games, but our secret was compromised with trying to extract information from a Russian female spy. Ahem. We've now pulled him off that job, so we'll bring you his secret report next month — honest!

What we did bring you this ish, was our very first Playtests: a method of evaluating nearly-complete releases without breaking our promise to only review finished games. Let us know what you think of it — there'll be more Playtests next month.

## IN NEXT MONTH'S AMIGA FORCE...

### USE YOUR LOAF, PART 2

Tot more brain-bending games, continuing our epic roundup. They're not wargames, they ain't puzzlers, but these strategic sims don't half test the grey matter.

### TERRIFIC TIPS

Rise through the ranks with our War in The Gulf tactics. Continue world domination with more Syndicate maps and tips. Venture into the known with more Laser 2 hints. Plus more for The Last Viking and a whole load of cheats, prices and tips bits. Take a tip, get AMIGA FORCE!

## THE FIRST CD32 SOFTWARE REVIEWS

We burrow deep into MicroProse's Dungeons and flip our lids over 21st Century's Robot Fantasies. Plus a more detailed look at other new CD titles.

## amiga **SPECIAL FORCE RESERVE**

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**WHALE'S VOYAGE**

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PC  
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