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FIRST CD32 GAMES REVIEWED!
DIGGERS AND PINBALL FANTASIES!

amiga

FORCE

HIRED GUNS

THE BEST AMIGA
GAME EVER!

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TIPS BOOK!

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HANDY 84-PAGE
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HERE, THIS IS OUR
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FOR IT. BUT REMEMBER TO
SAY 'PLEASE'!

Inside: HIRED GUNS ■ DIGGERS CD32 ■ PINBALL FANTASIES CD32 ■ ALFRED CHICKEN
■ WAR IN THE GULF GUIDE ■ SYNDICATE TIPS ■ & MUCH, MUCH MORE!

Impact
MAGAZINE



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CREATING 90% READING

amiga

FORCE

ISSUE 10

OCTOBER 1993

HIRED GUNS

10 RAVE REVIEW

At last,

Psygnosis's epic multiplayer combat arcade adventure is finished. We review the stunning *Hired Guns*.

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Yet more cheats and level
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every month, save money
and receive free games into
the bargain!

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what's coming
in this next
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FORCE!**

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Impact
magazine

Creating
90s
reading

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ABC

■ OCTOBER 1992 ■

amiga
magazine

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Read about it!

ANOTHER PACKED ISSUE

Welcome to **AMIGA FORCE**, the magazine that's a must for all games-read folks. This month you'll no doubt have already noticed a slight price increase. Before you start bemoaning at the month, this is **ONLY TEMPORARY** to help cover the cost of our computerized tips book. For sure you'll agree it's a small amount extra to pay for this handy 64-page guide to gaming, packed with jokes, cheats, level codes and even full solutions for well over a hundred games! This first book caters for the games from A to F (your initials), but fans of *Goblins 2* or *Zool* needn't gnash their teeth — there'll be a second computerized tips book (G to Z) on the front of our December issue. Meanwhile, next issue will have a couple more tips cards stuck to the front (and a price of only £1.99). But enough of future publications... in this month's **AMIGA FORCE** we bring you the very first CD32 software reviews, and very good they are too. Not only that, but there's a fittingly epic review of Pygmalion's massive multiplayer arcade adventure, *Wind Duns*. We also have Playtests (not reviews) of the nearly finished *Alien Chicken* and *Rival Sports Football*. Not to mention all your favourite regulars, including the best Amiga tips section around. Where else can you get such incredible value for money? No, not even at *Bottolay's*!

Phil King
Phil King
Editor



SPECTRAVIDEO ON QUALITY STREET

SpectraVideo are to release the Logic 3, the world's first joystick which features closed microswitches.

Unlike ordinary switches that operate by pressing a flap onto a contact, with a spring to opposition in when the joystick is released, closed micro-switches ensure all moving parts, giving a more reliable and better quality performance (they also make a pleasingly hollow click). The pad also features six fire buttons with independent semi and full stroke functions on each.

The Logic 3 hits the shelves in early October, and will cost £17.99. Look out for a full Amiga Force review.

Force review.

ONE DROP BEYOND?

In a surprise move, Ocean Software have dropped the price of their Quakers-inspired puzzle *One Drop* beyond from £25.99 to £19.99.

Price drops are always welcome, but this game in particular should benefit from the reduction — it's a great puzzle, but in comparison with most games of this genre, there wasn't enough to it to justify the original price tag.

So what made Ocean change their minds? 'The game was sponsored by Walkers Quaker', said Ocean spokesperson Simon Alley, 'and we wanted to pass the benefit on to the consumer'. Fine words, splendid gesture... we hope it catches on!

GRAB GOOCH'S GOOGLY

If Graham Gooch could leave a cricketing life to inspire the ailing England team, its runaway success certainly prompted publisher's Audigeric to program a data disk.

Graham Gooch's *2nd Innings* is to feature tougher opponents, county teams with batting and bowling averages accurate to the end of July '93, more statistics, better save-game facilities and more co-operative options. There's also a re-run of last year's scenario

where you can retire famous cricketers from the past (in when England still had a cricket team). I wonder if they'll do the 'backplayer' too?

Graham Gooch's *2nd Innings* hits the shelves around the end of August — and YES YOU DO need the original to play!

WORLD CLASS



CRICKET

'MASTERS BL

CosplayMasters are beavering away on two new releases, *Fantastic Dizzy* and *Conquer Spacehead*.

Spacehead is the world's first alien tourist. In an 'irregular' mixture of arcade action and adventure, Cosmic must conquer three main territories on his journey to Earth: the planet Unisaurus, Detonoida (a vehicle factory on a lonely asteroid) and a space station.

Each location is divided into several smaller play areas, where Cosmic can manipulate objects, interact with other characters and generally wreck havoc on his way along in true *CosplayMasters* style. Unlike the *Dizzy* and *Spynor* games, however, he's controlled through a series of commands such as move, examine, look, give

and use. This allows for more freedom and depth than a *Dynabook* interface.

Travelling between areas demands the successful completion of an arcade subgame. There are 32 in all — also called 'rising, robot





LATEST AND GREATEST

Following the success of *The Great Sea Jolly* are planning another three-game compilation team with Virgin Games. At the moment the only title confirmed is *Shuttle*, the Vector Graphics-programmed smash that's been a real hit with PC flight fans here.



MASTERS

attacks, asteroid fields and many, many more. Look out too for a Central TV programme on the making of *Cosmic Spacehead* due for broadcast in October.

The Codemasters' other Autumn blockbuster is *Fantastic Dizzy*, a hybrid of early Dizzy games that's already a smash on the NES.

An absolutely huge game, *Fantastic Dizzy* features just about every game-style our avid test has claimed it. There's a whole puzzle-solving to be done (and, in fact, more to collect and various available substitutes to negotiate). It's just like playing all the Dizzy games rolled into one! Perhaps the only thing that could work against the game is the fact that, unlike the NES, the Amiga already has a plethora of Dizzy games and



News!

OCEAN PREDICT MONSTER SALES

Riding high on the Spielberg-inspired tide of Dino-mania,

Ocean confidently predict *Jurassic Park* will be their best-selling licence to date, surpassing previous blockbusters such as *Madmax*, *RobotCops* and *WWII*.

On the day of launch (October 12) sales of 500,000 are expected across all six units. 150,000 on the SNES, 180,000 on the Amiga and NES, 30,000 Gameboy carts and around 50,000 PC/CD-ROM titles (half all on the CD). An Amiga CD version is expected before Christmas.

The Spielberg film looks set to smash all current box office records, and we should the game will do as well too, but will it deserve to? Ocean have produced some excellent licences in their day such as *The Addams Family* and *Conan* (remember *Tesla*, but what about *Rescue* and *WWII*). Judging by the early reviews *Jurassic Park* could well be a total game, but others before you (Amiga) — wait for the *AI* contest!

SEEDY CD SOFT-PORN SOFTWARE

In a surprise move, On-Line Entertainment's move away from their usual modem-based games to convert *Burnin' Cover Girl* Powers into CD32 and CD32+.

The disc-based offering (the game that put the 'poker' in 'poker')

featured some of the worst digitisation ever seen outside dodgy PC games, but this will be improved on the CD versions of the game which will contain 15-20 minutes of video footage. There will be eight girls in all, and they'll all play a better hand of poker than in the original, which was very easy to beat.

'We don't think it's offensive,' said an On-Line spokesperson. 'The British Board of Film Classification were consulted and are very happy with it. It has an 18 certification so minors can't buy it, though people have "peculiar" opinions about this sort of thing.'



their aficionados will, well... let's be polite and say some of the game levels are instantly recognisable. The box section, for example, is pure *Pressure Island Dizzy* and there's no disguising the *Dizzy Down The Rabbit* sub-section. Even so, all the puzzles have been changed — only the graphics and layouts are repeated. *Dizzy*'s world was meant to be instantly



recognisable anyway.

Cosmic Spacehead hits the shelves around November, with *Fantastic Dizzy* due for an October release. Look out for full reviews as soon as they're finished.

CHRISTCHURCH VOTERS CHICKEN OUT

As everyone now knows, the Liberal Democrats (or whatever they're called this week) trounced the Tories in the Christchurch by-election, overturning a serious majority and kicking the major government right where it hurts. Less well known, however, is the fact that among the Tory candidates that usually score a dozen votes between them was a certain Alan Pritchard, standing for the Alfred Chicken Party.

But who are the Alfred Chicken Party? Are they a new force set to break the mould of British politics just like the SDP did? Could it be David Owen's latest flag of convenience in his never-ending quest for power? The short answer is the post-employment football team as centre forward — it's the only way he'll get to Number Ten? No, it's actually an astute marketing move by Monticope, publishers of the Alfred Chicken game.

Although their guy pulled a total of 16 votes (only the Rainbow Atlantic candidate scoring lower and lost his £500 deposit, Monticope got an awful lot of 'free' advertising out of it), the Christchurch was an important by-election, the eyes of the entire country were focused on it — a Monticope was able to wrangle about an stage during the TELEVISIONED results and anyone in the media (television, newspapers, radio, etc) taking the parties and their candidates is legally obliged to list them all. Last but not least, candidates can deliver an election free of charge to every house in their constituency.

Got a bad deal for free broadcast votes, is it? The publishers of the Daily Sport don't think so — they too put up a candidate (Read The Daily Sport Party), though someone that she would take her top tip on live television proved unfounded (ah, these flying politicians always break their promises) — 65.

VOTE

ALFRED CHICKEN PARTY!

CHRISTCHURCH
BY-ELECTION

PROTECT YOUR
CHICKEN VIDEO-
GAME RIGHTS!



CAST YOUR VOTES!

After some clever guinea wrote into Force Nine Mail asking for a Pindars' Chart, we thought why not? But of course, first we need your votes. Simply write down your favourite five games (in preferential order) on this coupon and send it to: **READERS' CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** First coupon out of the hat wins its sender a goodies bag, so remember to put your name and address.

SUPERVISION IN CD LOVERS' GUIDE DECISION

Supervision's 16-rated CD32 project 'The Lords' Guide may not be released — the company are waiting to see how it sells on the Apple Mac, but are also worried about Commodore's reaction to the release.

Based on Andrew Blawie's best-selling sex education video, the CD version will (might?) feature interactive decision making and a personal system to look out youngsters.

Also in the pipeline is Dork, first commercial release from PD brings The Hobbes. The game was to be marketed by the late DMI, but following their collapse the completion of the project is now being funded by Supervision. The game will feature an enhanced A1000 version on the same disk.

Here are the votes of the Luxembourg jury...

1.
2.
3.
4.
5.

MY FAVOURITE ICE LOLLY IS A

NAME

ADDRESS

POSTCODE

Top 20

ELISIPA
CHARTS
PENGUIN

COMPILED BY
CALLUP SPONSORED BY
PENGUIN DISCS

Our 20-disc chart is the best-selling ever from Gamely. Still, we wish to mention four remarkable short-listed titles that achieved the seal of consistent success: the best England team can only dream about!

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2. **Goal!**
Virgin 30.99
3. **Project X**
Team 17 12.99
4. **Gunship 3300**
MicroProse 34.99
5. **Dune 2**
Virgin 30.99
6. **World Class Cricket**
Audiogenic 29.99
7. **Championship Manager '93**
Domark 25.99
8. **Allen Brown Special Edition '93**
Team 17 13.99
9. **Seaside Soccer '93/93**
Paragame/Monticope 29.99
10. **Flashback**
US Gold 39.99
11. **Desert Strike**
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MicroProse 34.99
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14. **Sharp: Prince Of The Valkyrs**
Codemasters 7.99
15. **RII 2**
The Hit Squad 7.99
16. **Body Blow**
Team 17 30.99
17. **Premier Manager**
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The Hit Squad 9.99
19. **Populous & Forbidden Lands**
The Hit Squad 12.99
20. **Trivial Pursuit**
The Hit Squad 7.99

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Rave review!

HIRED EQUIPMENT

Small Arms & Shoot-Auto

A lightweight short-range hand gun. Featuring optional silencer and barrel extensions. Requires three colour cards.



Smith & Wesson 22

The highest quality hand gun available. The powerful .44m is imported only from earth. Requires three colour cards.



Arms TM/Mini Series

A compact A/T round. Average armour piercing, low recoil, low recoil and good stopping power. Also available in .44mm format.



40mm Explosive Grenades

A compact size and format of package. High density cellular-energetic explosive will generate an impressive blast for the grenade's size.



Digital Terrain Scanner

This hand-held unit provides a visual log and tactical database based on current surroundings.



Plasma-Army Fireshield

Protects a volume of 2 cubic metres, usually the user, from most of the effects of plasma weapons.



Plasma-Army Inferno

Generates a full-length ball of flaming plasma directly in front of the user.



Common Foeit

Applies an early grown and late except from the Patients And Licenses Act of 2009.



Harold IV Assault Rifle

The famous Institute's rifle to the M70. This special edition features laser sighting and low recoil. Requires three colour cards.



Neutron-Flux Laser Cannon

For use in vacuum, less effective through atmospheres. Price Of Widespread For Innovation And Design. Requires 1 kilopole charge of rods.



Standard Nations II

Parsons concentrated in Level 2. They are much the same as normal nations but for several energy enhancing features.



HIRED

■ Psychosis, £29.99

In our exclusive Playtest of *Hired* Games last month, we were already full of praise for it, even though we'd only seen a few levels. And now the completely finished game has arrived it's anything but an anticlimax. Make no mistake about it, this is an instant Amiga classic...

The high-tech world of 2700 is run by a totalitarian central authority. On the run from this regime, Adrian Denevitch has formed a band of mercenaries who'll do anything for money — well, anything involving lots of killing.

Just to clear one thing up: in last month's Playtest we said that the group's main objective on the planet known as the Gravipod was to rescue hostages. Not any more it isn't, instead they must recover four fusion-power core rings and take them to the main reactor for a fusion-induced (the manual's duplication — detonated

after reactivating).

Each of the four core rings is located at a secret site on the scrolling mission map. For us to get to them, you have to get through many other levels.

This gun's for hire

Before embarking, you choose your four-person team from the 12 mercenaries on offer, some of them robots and androids. You

can control them all yourself (think of *Terminator* or get up to three friends to help the third and fourth players often using the keyboard or joystick/mouse attached with a parallel adaptor. Even for two

players, it's worth getting an extra mouse, as this is preferable to the slightly fiddly joystick control.

After choosing an available mission from the map, you're presented with the main playing screen, split into four for each character gets his own first-person 3-D view of the world. They can even look round and see their colleagues — apart from not using a funny headset, the feeling is a lot like virtual reality.

Character control is very user-friendly.

“So much more than a shoot-'em-up”

Flash

Useful for when you need a bit of medicinal liquid refreshment.



Auto Sentry Kit

Will fire at moving target directly in front of gun.



Tungsten Bone Rifle

A combined range of sporting silos and hand guns.



Gag & Plover Junior

A hand-held laser-thrustor fuelled by a separate fuel pack.



Droid Repair Kit

Vital piece of kit for advanced combinations.



10 Bone Slug

With depleted uranium core which provides good penetration.





■ (Above) That weird green blob in the top-right window is the one and only Mike. Yes, that's what the demon Upster really looks like!



Rave review!



■ When in a room with loads of hostile creatures, it's best to head for a corner so they can only attack from two sides instead of four.



GUNS

V39.12

especially with a mouse. In the latter case, arrow keys appear as you position the cursor over certain 'hot tools' on the 3-D view: just click left to rotate 90° left/right, scrolling or walk forward. Clicking on the pistols above the view brings up other useful screens, including a scrolling map of the area explored (if you have a DTG scanner) and a character status screen.

Most important of these, the Status is the character's inventory, scrolling vertically to show all the weapon/equipment in possession. Any of these can be placed in the character's hands to use. By the way, the only paper in the Playlist was the inability to utilise them straight from the inventory instead of having to return to the 3-D view. This is not however a problem as you can right-click on the inventory hands to use the item immediately, making it much easier and quicker to use first-aid kits during battles.

And believe me, there's plenty of combat action as you explore the gloomy corridors and rooms populated by all manner of enemies and hostile creatures. It gets really tense as you approach the end of a passage, not knowing what's round the corner. The multiplayer aspect also comes in well, as the other characters can cooperate to give covering fire to the rear etc.

Gunning for glory

Hired Guns is so much more than a glorified shoot 'em up. Praise. The levels are so large,

there's not only a lot of exploration but also flicking switches, moving items, etc to solve puzzles along the way. With an amazing amount of different items to find and use, the game's more like an RPG than anything else — for much easier to get into and play, and with a whole lot more action.

The challenge of attempting the epic full campaign (which should have ages to complete) would be enough for most games, but no, Hired Guns has even more! There are no less than 20 stand-alone missions, including some competitive multiplayer ones, and five training sessions to aid beginners.

With so much game data, not to mention the incredibly varied and detailed graphics and sound, it's no surprise that Hired Guns comes on five disks. This leads to a fair amount of swapping before missions, so the program's clever indication of what disk will be needed next is a welcome feature.

Such disk hassle is a minor, and inevitable, annoyance in an otherwise perfect game. In fact, Hired Guns would be an ideal candidate for conversion onto CD, so it's all the more surprising that Progress currently have no plans to do so — unless they get sickloads of letters demanding it, of course!

Phil!

HOW TO LOOK 'ARD

One of the game's stranger features is the ability to design your own customised characters: faces in Deluxe Paint. If you've got a digitiser, you can even scan photos of yourself — including views from the sides and back, of course. DMA Design kindly offered this facility to us, so we send them a load of pictures to put in our special review copy!



Grenade Launcher

Requires a latest addition. Requires 400ms graphics.



Medical Pack

This item contains essential medical aid.



Painful-Amp Cure Poison

Clears bloodstreams from alien toxin.



Planets Junior PotB: UK Gas

An inexpensive byproduct from ion-grade chemical fuel. Particularly strong clean burn with the Day-5 rings of flame-brokers.



Particle Beam Rifle

Based around the energy transition in the ultraviolet range. The result is very destructive. Requires 1 kilopulse charge or more.



UPBFI Issue 38

Standard issue for United Planets Bureau of Investigation agents. Quality firing mechanism (only lead to halting). Requires 38-calibre ammo.



Polaris-Amp: Heal

Accelerates the user's metabolic rate, immune system and tissue recovery. Has the end effects of curing wounds and poisonings.



Rave review!



Rob!

Violence is the name of the game in this cockpit of an adventure. Simply pick your well-armed gun from a variety of choices, choose one of many missions and off you go into uncharted waters full of vicious enemy ships, crazy landings and shark-infested pools. One of the most impressive things about the game is the graphics: characters and backgrounds are brilliantly detailed and look very realistic. The character-selection music sounds like a '70s cop show, but that only adds to the cool image of the game. All the missions take some working out, so you'll be playing this for quite some time to come. A real winner. ■

■ (Left) The scrolling campaign map shows the locations of all 20 missions. The larger circles are within the elusive nuclear core rings can be found.

WHAT'S YOUR STATUS?

Fitness:

As your character takes hits, his fitness falls — when it reaches zero he's dead. Fitness is also indicated by a meter above the character's view.

Physique:

The stronger your character, the more damage he can withstand, and the more items he can carry.

Experience:

Used in the game as a sort of score, accumulated throughout successive missions.

Carrying:

The total weight of items carried — the maximum is determined by the character's physique.



■ (Below) Dub dub dub dub... Get out of the water! Paloma's girls stop you drowning but not from getting water.

amiga
FORCE Ranking!

■ DEVELOPER: DMA DESIGN

■ DISK: 5

■ PLAYERS: 1-4

■ GENRE: COMBAT ARCADE

■ 100% COMPAT: YES

■ HD INSTALL: YES



■ One of the best Amiga games ever made — miss it at your peril.

97

12

amiga

■ OCTOBER 1993 ■

Feature!

Use you

It's cerebral sensations time again folks, as we conclude our roundup of the very greatest (and some not so great) strategy games. For those who didn't read last issue (shame on you) we're shelving the military sims and wargames as they're separate categories in themselves, but we've got games, explore-'em-ups and life sims galore. Take it away, IAN 'HEADCASE' OSBORNE...

SIMEARTH

■ Ocean

■ Gaea... the living Earth. According to the Gaea theory the planet behaves as a single, living organism that gets sick when abused and thrives when looked after, just like the human body. Simearth puts you in charge of the entire planetary evolutionary process, but will Gaea survive your leadership?

Perhaps we ecology gamers have cried 'gameplay rules preservation Day' since the dawn of time. Apart from making us feel like a bunch of Sensitive Deeper Kids, it encourages (or at least fails to discourage) slapping in the computer. I HATE games that bury promising ideas under lots of pretty visuals (Landscape), or, worse still, token audio sequences (Machinarium), but there's no excuse for presentation this bad.

Underneath the rather off-putting interface lies a reasonably good game. You get to guide evolutionary development any way you like and you never feel restricted by the program.

Unfortunately it seems to play itself for great lengths of time — set up the conditions, wait an hour, finish it a bit, wait two hours... OR it's not THAT fast, but it does require a great deal of patience. One for hard-core planet-platonists only.



POPULOUS II / THE CHALLENGE GAMES

■ Electronic Arts

■ The best just got better — Populous II takes its illustrious predecessor by the neck, struts it until the pipes squeak and moulds it into one of the Amiga's finest hours.

Get over a thousand levels, as one of Zeus's sons you must defeat your 30 divine opponents to claim your rightful place in Mount Olympus. Not an easy task, even with the 30 computers now available (the original had eight, though not all in each world). As well as the usual earthquakes and volcanoes you can now throw plagues at your rivals' settlements. Meet them with a rain of fire or rip them apart with the hurricane wind. Succeed and you're awarded experience points which you use to beef up the power of your divine interventions (commands by any other name).

The basics are pretty much the same — encourage your people to settle and profligate by raising and taming land, manipulating their actions without hovering, direct control. The additional commands are no more taxing though — coupled with the improved graphics and sound they make Populous II a real must-buy, even if you already own Populous.

And The Challenge Games? Well they offer 500 extra worlds (with redesigned graphics in a traditional Japanese style) and 40 challenge games where you're given a specific aim to achieve, and one extra command. Not a brilliant idea, but at least you don't have to buy it separately now.



UTOPIA

■ Gremlin

■ SimCity meets Populous.

It's, O, Osborne — get back here and write a proper review! — E.A.

Ahem. For all its qualities, you could almost sum up this game in three words for how it you're less ideologically challenged than Marx.

'SimCity meets Populous', but in the interests of job security I'll write a more expansive review.



Mr. Loaf!

Feature!

PART
2



POWERMONGER

■ Electronic Arts

■ This can't be right... I must have loaded Personality mistake. Oh wait, right as well as that bit of text and drawn those poor peasants down there. Hang on — the ground's not shifting. And why are the people dressed as soldiers, and meeting my buildings? Appearances can be deceptive, folks. Powermonger isn't a cynical cash-in on a playhouse in all it just looks like one.

Unlike the aforementioned game, Powermonger has distinct campaign learning. Starting with a limited number of troops, you must explore the islands in question, winning allies, finding food and developing weapons.

Like most building games, Powermonger is packed with humour. Watch out for the baby-bearing stork — blast it out of the sky to stop your enemy replenishing. Careful who you speak though. If you greet a formerly livestock for food, he won't be too interested in your next recruitment drive.

With any luck, Powermonger will soon be released with the World War One Edition thrown in, but in the meantime keep your eye out for it anyway — it's a great game, and the shuffling made for non-combats changes.



SIMANT

■ Green

■ Once again, it's not adventure that's alluring to using space here at AmigaWorld as don't subscribe to MacPunked, you'll find out that thing would have a Temperatures and have us looked from Impediments. Now we've got that tactical you'll appreciate the Punkedness, aren't you? And the game really is called SimAnt, so don't write letters of complaint to Punkedness.

Unlike other 'ant' games, SimAnt allows you to control a specific creature as well as guide the entire nest — in the interests of gameplay you're robots every time you do. Unlike its more Home-sports-oriented inspiration, SimCity, SimAnt has

a beginning and an end. In a quick game you must lose your nest (a colony of real ants — yours are likely to a food supply, protect and expand your nest and wipe out the opposition. A full game sees you doing all this and more — breed new colonies, take over the entire garden and force the humans out of their home. An experimental game lets you set up the garden food supplies, insecticides, etc to your own taste.

You won't find SimAnt on disk. The 170-page manual's entertaining and informative, the game is deeper than a nest and a nest and being less computer than, say, SimCity you've got a specific target to aim for. Unfortunately the interface isn't as polished as it could (and damned well SHOULD) be, and the program is incredibly slow at registering your inputs, leading to much frustration. An interesting concept, but imperfectly executed.



You start the game with a very small colony, which you must expand by embarking on building and mining projects. Keep an eye on things like crime levels, finances and morale — standard SimCity fare so far, but there's an alien colony on your planet too. They aren't indigenous either, but neither are they particularly friendly.

Although SimAnt is an open-ended game, if you can bring the Galaxy 52 life rating to morale indicators at 80% or more for a length of time, you can consider the scenario 'won' and score on in the next. Also if at 80% and you get a rebirth.

Overall a great game, SimCity fans will appreciate its open-endedness, but there are definite victory conditions for those who want them. The disk swapping's a bit of a pain if you've

only one drive and the graphics look a little dated, but the gameplay cuts, does and sheds the proverbial mustard, and that's what really counts.



■ OCTOBER 1993 ■

amiga

15

Feature!



DEUTEROS

■ **Activision/Prism**

■ Now available on Platform, Type Action, M, P
 ■ Description: Deuteros features lots of still pictures and

provides life animation — and it's good!

Set in the far future, the entire population of the Earth are descended from colonists once based on the moon — all indigenous life was wiped out when a meteor crashed into the Pacific. Centuries later all thoughts of space travel had vanished as the human race struggled to repopulate the Earth, and the moon base was thought to be a legend. Until now. Dr. Traut's 26-colours theory on space-ship design turned mankind's attitude on its head — the race for space was on again!

As the master controller, you must ensure the space race is run smoothly. Your Resource Mining File supplies you with resources which your production crew (once trained) turn into high equipment. Your research and development team (never away on various projects, designing equipment for the production crew to build. As time goes on (and yes, there is a time accelerator) you get to build space stations, starships and all manner of equipment. The program wisely simulates labour-saving technology (just when a new game comes up a computer will allow abilities to carry present cargo to first from space stations without the need for manual handling and loading. You always feel you're in full control of the game, from the moment you build your first mining rig to the time you're running a minor planetary airport.

It's difficult to put your finger on why Deuteros is so engrossing. Perhaps it's the gentle learning curve that lets you take the game at its own pace, or maybe it's the brilliant atmosphere wrapping a feeling without all some strategy time. Whatever it is, the game's an unmissable buy at £15 (quad), next if the other two games on the compilation are only.



ARCHIPELAGOS

■ **Pocket Power**

■ An odds but definitely a goodie. Archipelagos costs a mere £2.99 — is this the budget king of the century or what?

The island archipelagos are in daily danger. The war between the Ancients and the Vikings has ended its climax, the Vikings having placed an orb of power on each of the 1,000 islands. Your task is to return the archipelagos, island by island, to the Ancients by destroying the orbels. It won't be easy — they draw their power from minor planets that must first be destroyed, and they aren't always on the same island.

Archipelagos is an inspired strategy puzzle that successfully cuts across genres and provides a genuinely original challenge. At £2.99 you can't go far wrong with this one — just don't be put off by other less-than-wonderful Pocket Power strategy offerings.



MEGA-LO-MANIA

■ **Ubi Soft**

■ A curious one this — it looks a lot like Populous, though the resource situation, element mining and design research are more than a passing nod to Deuteros. It also shows that strategy games need't suffer from ported interface after.

After deciding how many people to use on the island in question and placing your tower in your chosen sector, you assign your gnomes to tasks such as mining, weapon development or creating an opposing castle. The interface is wonderfully simple to use, becoming intricate after a very short length of time, and the speech samples (recorded by professional actors) are amusing.

Mega-Lo-Mania isn't a game for the quiet, but it's great to see a game that bridges the gap between strategy and action games. The flexible boys have taken the music about gamemplay using presentation to heart without neglecting other, and produced a game with excellent yet unmissable sounds and gamemplay that's out of this world. There's no way a game with the depth of Civilization or SimEarth could feature this degree of animation, but if the designers took a leaf out of the Simville book, who knows what we could expect!



DUNE II

■ **Virgin Games**

■ Unlike the previous offering, Dune II doesn't take its plot from a book or film, but instead uses the characters and settings from Frank Herbert's novels to create an entirely original game.

Based on space-mining on the planet Arrakis, Dune II has you controlling (any) one of three different factions. The Atreides are diplomatic boys who don't fight unless they have to, the Ordos like a bit of sabotage and terrorism, but worst of all are the cowardly yet barbaric Harkonnens.

Initially your base is very sparse and surrounded by badlands. As you expand further, more territory is revealed. Use your handful of soldiers and small robot units, there's no point in stalling as your operation just to see it crushed by rising

troops. Indeed, the credits earned from space sales should always be put to good use — when you first yourself involved in a three-way scrap you won't beguile your own spend on military hardware.

Dune II's one of the most innovative and accessible strategy time ever. Its excellent presentation and involved gamemplay prove for once and for all that wargames don't have to be shockingly presented.



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SNES
FORCE

Just around the Corner

This is it! No, not Dannii Minogue, but the time of year when all the software companies are putting the finishing touches to their big autumn and Christmas releases...

MICRO MACHINES

■ CodeMasters

Enter the world of mind-boggling racing in the long-awaited Amiga conversion of the Codemasters hit console game. Originally released on the NES last year, it's recently been a runaway success on Mega Drive, scoring straight to the top of the Gallup All-formats chart. And that isn't even an "official" Sega game — well done, Codemasters, for taking on the mighty Japanese corporations in the courts and winning the right to produce your own software without having to

get approval from (and pay a substantial cut to) "Big Brothers" Sega and Nintendo.

Of course, the Amiga market has always been completely free and open to third-party developers, so it's surprising Amiga Micro Machines has taken so long since the HD32 games to appear. In fact, it's effectively been developed in tandem with the Mega Drive version over the past 18 months, requiring an extra three months to convert. And from what we've seen so far, it certainly stands worth the wait.

Vroom vroom

If you've never pushed by cars around "houses" bordered by pieces of string, tubbers and manholes and, now, a

How's it going?

- **DEVELOPERS:** IN-HOUSE
- **PLAYERS:** 1-8
- **% COMPLETED:** 50%
- **RELEASE:** SEPTEMBER
- So far it looks as supremely playable as the console versions. The speed of the scrolling is certainly impressive for the

tester vehicles, as is the way the cars skid out of control and jump over houses. The devs can't hold their own any second and only a few levels, but we still had a lot of fun playing it.

How's it going?

- **DEVELOPERS:** IN-HOUSE
- **PLAYERS:** 1
- **% COMPLETED:** 40%
- **RELEASE:** JANUARY '93
- The game's technical pedigree was never in doubt, but the proof of the pudding lies in the playing — will the gameplay measure up? The version we saw at the CD32 launch was little more than an interactive demo — the game's come on a long way even in this short time. Our buddies from our sister magazine the British FODDER say the Mega CD version's good, and so the Amiga CD32 picks all over Sega's old machines, there's no reason why our version shouldn't be better.

MICROCOSM

■ Psychosis

Microcosm almost stole the show at Commodore's CD32 launch in July. It was the only game that really showed off the capabilities of the machine, but alas, unfortunately, it is very early stage of development at the time. All-weather the gameplay would match the technical quality of the product was questioned, but Psychosis promised that the finished version would blow the gaming world away!

Subatomic subs

The plot goes more than a passing nod to Isaac Asimov's *Fantastic Voyage*, where a team of medics are (along with a submarine) miniaturised and injected into the bloodstream of an ailing politician, their intention being to operate on his body from the inside, removing an otherwise terminal cancer. Microcosm also uses this miniaturised medical theme, but this time the occupants are trying to gain control of the patient's mind, very useful when you work for a multinational concern and the patient is the president of your arch rival!

Psychosis describe Microcosm as the most sophisticated computer game ever. It's not difficult to see why — never before have intro/outro sequences been created using Silicon Graphics imagery (as used for the Jurassic Park movie special effects). The graphics and sound data takes up a massive 100MB of memory, with 250-colour textures and an original soundtrack by Rick Wakeman. There are six areas of the body to explore, with multiple craft control and multidimensional cut-figure modelling included.



Ind er!



How's it going?

- **DEVELOPERS:** AND DEVELOPMENTS
- **PLAYERS:** 1
- **% COMPLETED:** 80%
- **RELEASE:** NOVEMBER
- **Again from the extremely improved graphics, it's a straight conversion of the enjoyable NES game, so its playability should be assured. One criticism of that version was the rather sparse layout of the platform levels, but the videogame adds plenty of variety. And remember, as Bart said in a recent episode, "I would never lend my name to inferior merchandise!"**

your chance! Micro Machines is an overhead-view racer, with four vehicles zooming round wacky scrolling courses. There's a choice of eight different vehicles to race, including cars, dune buggies, helicopters and tanks — the latter enabling you to fire at your racing rivals! What really sets the game apart from other racers, though, is the strange courses. For example, you can race around the kitchen table, dodging the breakfast waffles and cereal bowls; or down a chalk track drawn on your dad's workbench, manoeuvring past nuts and bolts; or push buggies round the sandpit, jumping over ramps to clear water puddles. Out of the eight course types — one for each vehicle — our favourite has to be the classroom, with rulers acting as narrow bridges between the school desks and ring binders for ramps.

We'll race in a box and you enter the Rut Thru bonus race to try and beat the time limit for an extra life. There's also a two-player battle game where you try and score your opponent off the screen enough times to win.



Previews!

THE SIMPSONS: BART VS THE WORLD

■ Virgin

Are you bored? It's that spiky-haired rascal for millions of youngsters, back again in another wacky arcade adventure. If you're a bit sick of Bart only being available on Sky TV — it's the only thing worth watching, except now it's been absorbed as part of the Mutehaven's Deal — don't have a cow, mate. All your favourite cartoon characters are here, including the despicable power plant owner, Mr Burns. Acting seemingly out of character, he sends The Simpsons on a world cruise — but only because he wants to wipe them off the face of the earth!

Burn baby burn

This evil Mr Burns enlists the help of relatives in various regions, including Itanessus Burns in the Egyptian pyramids, Eric van Burns of Hollywood, Fu Manchu Burns in China, and The Abominable Snow Burns who roams the North Pole.

In each area of the world, Bart excels at scrolling platform levels and plays various subgames, including sliding puzzles, card games, slot machines and even Simpsons' level! By picking up Krusty The Clown collectibles along the way and special items like the *Bartman mask* which enables him to fly, Bart can save his family (and they really mean it at the end!).



ALIEN 3

■ Virgin

Originally to be released by Acclaim earlier in the year, this intense first licence has been mauling for a long time and will finally hatch from your local retailer's stomach in November.

Just in case you haven't seen the movie (or can't remember it by now), here's a resume... The Queen Alien and her offspring have taken over the prison colony, Fiorino 181 (also known as Fury) and turned it into a breeding ground. Why, those prisoners' stomachs make great incubators for Alien eggs — especially as the unfortunate victims are chained to the walls and can't escape! So once again it's up to unskilled Ripley to save the prisoners and exterminate the toothsome nasties once and for all.

Blasted aliens

The major difference between the film and game is the weapons. In the movie Ripley was unarmed — in the game, she has four spectacular weapons taken from the first two films in a spot of artistic licence by programmers Probe. A Pulse Rifle sends out a spray of laser-piercing bolts; a Flame Thrower quickly burns those Aliens to death; fused grenades can be thrown (especially useful for killing Aliens below), and a Grenade Launcher comes in handy for blasting open steel doors.

Each multiway scrolling level is infested with Aliens who creep intelligently around the corridors to trap out of Ripley. Sometimes, she has to find all the prisoners before those insubstantial eggs hatch (a within a tight time limit). As well as jumping onto moving platforms and lifts, Ripley can crawl along narrow air ducts, always keeping an eye on her mini radar for nearby Aliens. Virgin say the game has been extensively rewritten since its Acclaim days, so the reviews that appeared in other mags at the time are now redundant.

How's it going?

- **DEVELOPERS:** PROBE
- **PLAYERS:** 1
- **% COMPLETED:** 60%
- **RELEASE:** NOVEMBER
- **So far, so good. We remember the very early demos with Ripley scuffling and a ridiculously high difficulty level. The combination of platform and blasting action now seems so much more playable and there's no reason to suppose it won't turn out as well as the impressive console (and) versions. If it does, Alien 3 could well be a genuine video hit — especially if it pops out of your store-ack during Christmas dinner!**

Previews!

DETROIT ■ Impressions



Do you see yourself as a budding Henry Ford? Can you dream up quotable aphorisms like, "you can have any colour you like, as long as it's black"? Could you produce the most unsuccessful car in history (the Edsel) and still be worth a fortune? You can't! Can't bother with this then — do it for real and make loads of dough. For the less talented among us, however...

Detroit is described as 'the ultimate automobile simulator', allowing you to build the car of your dreams. Guide your company through the years 1908-2000, designing and building cars, solving out strikes, nobbling your competitors and generally being a capitalist bastard. At the time of writing, modern play with up to three human or computer opponents seems likely.



How's it going?

■ **DEVELOPERS:** IN-HOUSE
■ **PLAYERS:** 1-4 (MODERN)
■ **% COMPLETED:** 80%
■ **RELEASE:** NOVEMBER
■ We've only seen the press releases and a few screenshots so far, but it looks like a real corker — Railroad Tycoon on the roof! If it's half as good as MicroProse's gear, it'll be a well worthy outing; but we'll have to wait till November to find out.

How's it going?

■ **DEVELOPERS:** IN-HOUSE
■ **PLAYERS:** 1
■ **% COMPLETED:** 60%
■ **RELEASE:** NOVEMBER
■ Judging by the PC screens we've seen so far, it looks frighteningly similar to *Colbert II*, which wasn't well received at all. Hopefully Impressions will clear up a few of the earlier game's miscommunications and create a strategy title that can genuinely claim to be a wargame of the Nineties.



THE BLUE AND THE GRAY

■ Impressions

A nother Impressions Micro Miniature™ wargame featuring lots of animated soldiers, this time covering the events of the American civil war. The conflict began when eleven states in the Southern end of America broke away from the United States, declaring themselves independent and dropping the Stars and Stripes in favour of the General Lee. A blue star-encircled diagonal cross on a flame-red background. The first shots were fired in 1861 when Confederate troops attacked Fort Sumter (South Carolina), which the occupying Unionist army had refused to vacate after the siege.

The Union (North) were led by General Grant, and characterised by their blue uniforms. The Confederacy (South) were grey (American spelling) and fought under General Robert R. Lee. After a long and protracted conflict the North emerged victorious — General Lee surrendered at Appomattox Court House in April, 1865. By June the victory was complete.

GLOBAL DOMINATION

■ Impressions

Has anyone out there played Risk? No, it's rephrased that — is there anyone out there who HASN'T played Risk? Just as I thought! For the two people sitting in a cave in an obscure part of Worcestershire, Risk is a classic wargame, unusual in that it doesn't use the traditional hex-and-cardboard approach. It was conceived to be the Arma by Virgin a few years back, but is now long obsolete. (Global Domination, according to Impressions, "takes off where Risk ends".) The first major difference is (of course) the computer opponents, based on a variety of historical conquests. You can play against human players too, and whilst play is based for 'United Risk', a variety of military hardware is on offer — artillery, infantry, aircraft, armoured vehicles... you name it, they're including it. You don't get reinforcements automatically depending on territories conquered either. The greater land area you command the more resources are available to you, but it's up to you to manage and allocate them.

How's it going?

■ **DEVELOPERS:** IN-HOUSE
■ **PLAYERS:** 1-4
■ **% COMPLETED:** 50%
■ **RELEASE:** NOVEMBER
■ *Weather Global Domination* seems to be dragging Risk kicking and screaming into the Nineties remains to be seen, but the signs are good. Look out for a full **4-PORCE** review — eventually.

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Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Deny the dance electric

Plant a tree

Phone someone you love

Learn a second language

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

Go and see Ryan Griggs

Get your 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

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

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Take a friend to the zoo

Go for a day without spending

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 Martin Gayer'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

Please someone you love

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Take a shower

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's motor

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Take a bread to the zoo

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memoise a Wacky Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Padigun's next show, in the park

Only buy as much water as you need

Learn a new word every day

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

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

Turn up a television radiator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Work at someone's job

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Turn into Caesar tomorrow morning at dawn

Photocopy this ad and get someone else to do it

Only buy as much water as you need

Learn a new word every day

Kiss
100FM

Playtest!



■ (Right) Clunky Alfred jumps up the screen to escape a massive rising chainaw! (Below) If Alfred grabs all the presents while floating towards the level end, he gets an extra life.



ALFRED CH

■ **Mindscape,**
£25.99

A mega conversions of console games are not uncommon nowadays, but ones from the Nintendo Gameboy certainly are! Alfred Chicken was a huge hit on the monochrome handheld, due to its enjoyable platform action and one of the cutest main characters around. Alfred's a spring chicken who can really spring, leaping many times his own height to reach ledges and jump over hazards.

His aim is to collect all the stars on each multiway scrolling level — only then is the exit opened. A star is revealed when Alfred pecks a

balloon; this also acts as a restful point, so he's sent back here when he dies. And with the vast number of hazards around, this isn't uncommon. A variety of lethal-to-touch enemies patrol the platforms, including clockwork mice and spiky-shelled snails. These can be tackled in two ways. If Alfred has collected some strawberry jam, he can spit the seeds at the baddies! Other weapons can also be found, including a magic feather which cures the little clucker.

Alfred's visual attack method, though, is his five-bomb. Jumping up and pulling down on the joystick, sends the plucky chicken into a fast head-first dive to peck creatures to death on impact. This can also be used to smash a column of blocks.

Other hazards are indestructible and must be

carefully avoided. Sleeping bombs wake up when Alfred goes near them, and soon explode in five directions. Spinning mines float round in a fixed pattern, usually in Alfred's path — so good timing is essential to get past.

Talking to plants

Littering each level are special doors, only revealed by pecking switches or headbouncing invisible blocks. Doors usually lead to other parts of the huge levels, but special ones take Alfred to see Mr Pheasant, the friendly fowl who gives him useful objects and weapons.

In the nature of platform games, there's plenty of hidden bonuses and features scattered around the levels too. For example,

1st impressions!

At first the single-colour backgrounds give the game a dated appearance. Then again, this is infinitely preferable to the confusing parallel seen in, say, *41000 Zoo!* This would have been a problem when trying to dodge tiny fragments of shrapnel from bombs etc. Anyway, as in the original Gameboy version, the sunny backgrounds make navigation around the huge levels that much easier. On later levels, however, the detailed scenery is very attractive, particularly the large glass pop bottles with shreds sticking out. Alfred himself is a real star, flapping his wings in a vain attempt to fly, even belching as he spins into a disc-bomb — not to mention his amazingly realistic pecking action. Even his death sequence is hilarious as feathers fly everywhere before he hatches again from a new egg.

Playwise this is classic platform action with plenty to see and do. A plethora of hidden rooms and bonuses make exploring more interesting. And every level has its own special features, including that shameless chasing you up the screen as you frantically hit switches to reveal the next set of upward platforms. The balloon restart points ensure a player's got frustrating and if you collect all the bones, even you should have plenty to tackle the much tougher later stages. Incredibly addictive, *Alfred Chicken* proves the platform genre can still provide a lot of fun.

amiga FORCE Playtest!

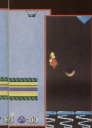
DEVELOPERS: IN-HOUSE
DISKS: 2
PLAYERS: 1
% COMPLETED: 90%
RELEASE: LATE OCTOBER

THE PROS

- Very amusing animation of Alfred, especially when he disc-bombs.
- Loads of secret rooms and bonuses to keep you looking.
- Many levels packed with features to make exploring fun.
- Extra subgames include a collect 'em-up and shoot-out with evil blob men.

THE CONS

- Backgrounds can look a bit dull, though it's easier to see the action.



■ (Right) Alfred's tower friend Mr Pickles gives him a load of goodies in a secret room. (Below) Alfred jumps up and launches into a super disc-bomb to smash blocks. One marionette of Pecos and watch that chicken go!



HICKEN

at one point Alfred must jump into the middle of some [nonexistent] spines to find an unseen passage to a secret door! Very clever, but half the fun in a game like this is in looking for secret features. One of the most powerful in Alfred is the (well hidden) warp room which offers a choice of higher levels to transport to.

Otherwise, completing the level is achieved by pecking the string on the last balloon, which lets Alfred into a bonus vertically scrolling collect-'em-up. If all the items here are collected (very tricky), Alfred receives an extra life when the exit scrolls into view. A life is also awarded for finding all Mr Pickles's wandering carts. In the end of certain levels, Alfred even climbs into a spaceship to fight the evil Maxis Chickens in a shoot-'em-up!

Play chicken

There are eleven huge levels in all, incorporating six different scenery styles, each with their own hazards and features. For instance, on the Pop levels Alfred must quickly make his way up the swirling screen to escape a rapidly rising chainaw!

Due for an October release, *Alfred Chicken* is currently undergoing debugging and playtesting. All eleven levels are playable, though some special features aren't yet working correctly, eg the arrows on the blocks which Alfred pokes to move remote control bombs. A jolly soundtrack has also yet to be added, but the platform playability is already obvious to see. Hopefully the game will be completely finished for a full review in the next *AMIGA FORCE*.

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GLOBAL GLADIATORS

■ Virgin, £25.99

Event as their names, and it so happens that Mack and Mink is one awfully friendly comic-book team, known as the Global Gladiators. Some say these are exactly the right sort of role models for the young, so inevitably black and black set off to lead the world of all pollution and polluters.

Unfortunately, all this was just a harmless farfancy until the world-famous clown Ronald McDonald entered their lives and opened their eyes to a whole new clean world with various peasants and unfriendly herds.

The game can be played with either Mack or Mink, starting on the pollution-polluted Smeadow. Armed with an anti-pollution squirt gun, you fight off all manner of dirty enemies while jumping round madly spraying scenery. As if that wasn't enough, you have limited energy and time to complete each death-defying mission.

There are certainly plenty of energy-draining enemies to blast with your trusty squirt gun, including slime spiders, jumping fish, slime birds, polar bears and maniac squirrels while three logs.



■ (Above) Mack drives thru another scrolling level full of all sorts of enemies, except for McDonalds, of course.

Underneath the arches

The idea on each level is to collect as many of those familiar McDonalds arches as possible — you have to retrieve at least 25 before your time runs out.

When you have enough, find Ronald McDonald and he'll wave a flag at you, taking you to the next level.

To help you on your travels, you can pick up or add various useful items, including a clock that gives you more time.

extra lives, hearts which replenish energy, arrows that mark a better position after you die. In addition, springs give you a little extra lift for those tricky high cliffs.

Collected a vast amount of arches within the time limit and you enter a bonus game where you recycle bottles, Coca Cola cans and newspapers. This is done by catching them as they fall and putting them in their respective bins, while watching out for falling anvils.

My main problem with the game was the strange scrolling that seemed to get around a bit — this takes a bit of getting used to. Apart from that, it's great fun to play and certainly shows that platformers don't have to be boring. Especially its colourful and bubbly with great detail and animation. The sound best option is another cool feature, enabling you to listen to the game's long list of levels and wacky FX.

Global Gladiators restores my faith in platform games. It's very playable, though the lack of any continuity may put a few people off.

Robb



■ (Above) Mack stands next to a levitation pad — if he jumps on it he's catapulted high into the air to reach those arches in the sky.

Shows that platformers don't have to be boring

Rich pickings!

Reviews!

■ If you see seemingly unreachable arches in the air, there are undoubtedly invisible platforms enabling you to get to them. ■



Phil!

■ Acclaim's impossible Mega Drive song has been converted to the Amiga in great style. The way that put-like substance comes from your guy's gun is particularly impressive — it's just like the stuff they spit on your bumper. Looking aside, the idea of a McDonalds-sponsored, non-sequentially trendy game may distress some, but it can't detract from a conversion that's generally well-implemented. Apart from the often-outdoor scrolling, the psychedelic world of colorful technology and well-drawn enemies is very attractive. Most impressive is the varied sound-track, several good tunes accompanied by non-sampled FX. Gameplay is identical to the console version, it plays as platformers go, but the endless blasting gets a bit tiring after a while. ■

amiga FORCE Rating!

■ DEVELOPER: JOHN TWIDY

■ DISKS: 2

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 100% COMPAT: YES

■ HD INSTALL: NO



■ A slick conversion of the playable console platform hit.

78

Reviews!

CD!

Ftargers
Have plenty of stamina and the ability to recover quickly from falls and fights.



Mobblins
Mysterious, often wearing cloaks. Highly intelligent, they easily get lost. Their specialty is in teleportation.



Grobbins
Furry little dwarf-like creatures who are fast diggers but not very aggressive.



DIGGER

■ **Millennium, £29.99**

At first sight it may resemble a scuffed-up *Adventure*, but *Digger* is actually a strange, intricate game in the vein of *Leisure Suit* and *Hudson*. However, here the aim is not simply to survive — it's a race to accumulate a quota of wealth before your computer rival. This is achieved by finding various jewels hidden in the vast area of dirt below your mining HQ — it's impossible to know where they are as their locations are randomised every time you play.

Flipping between miners is achieved by pressing the control pad's green button. Hitting the blue button results in a row of icons, selected by pressing red. Most important of these are movement and digging. Both being set in a submenu of arrows indicating which way to walk/dig. Digging can be done across, down, or in any diagonal direction.

Jewel in the ground

Occasionally one of your miners discovers a jewel — he can collect quite a few before having to teleport to the surface and sell his booty on the stock exchange, located in the HQ. Here three merchants each trade in only one type of jewel. The prices they offer (and which jewels they want) varies with time, so it's often better to wait.

Also in the HQ is the shop where mining equipment can be purchased, including tunnelling machines which dig through the earth much faster than miners. Other items include a first aid kit for miners, with low energy — but when falling a long way or fighting rival diggers (automatically on meeting them), this aspect offers a completely different take: sub/dig! Dirty tricks include blowing rivals up with dynamite (found or bought) or even releasing a flood of water!

There are plenty of 'natural' hazards to watch out for too, including a variety of dinosaurs (which can be fed into your opponent's mine),

floating ghosts, evil plants and man-eating mushrooms. You need to keep an eye on all your miners because they soon get bored and start doing their own thing. A yellow light helpfully flashes above their number in the status panel when this happens — when in danger it turns grey.

Can you dig it?

If it all sounds complex, I've hardly scratched the surface (so to) so far. Before you even start digging, you select from four mining races and choose a digging zone (adjacent to those already used) from the 34 on the scrolling map.

Completing even an easy mine usually takes at least half an hour, so the ability to save your position to the CD32's battery-powered memory is essential. After finishing a level you get a map 'post-mortem': the ability to scroll would be handy, but the truly massive scroll is only while learning to explore CD music. In all there are five CD music tracks, including some weird, swirling synth sounds that enhance the main game's atmosphere not at all. Other than this, the CD is used to store over 15MB of game data — imagine the number of floppies that'd take!

The one thing missing, perhaps, is the use of Duquenois's carry-along CD-recessing animations, an added-in many a fellow CD player. However, a game like *Digger* doesn't need such gimmicks to impress. In a way you could say it isn't really suited to the CD32, the game style not exploiting the full use of the machine's potential, especially graphically. However, it's the gameplay that counts and I found it strangely compelling. The almost unlimited range of tactics offers an unusual sense of freedom for a computer game, and great fun can be had trying out new mining methods and equipment like traps and so. If there is a weakness, it's that this freedom means you don't really have to use all the game's features to succeed. But you need to experiment to get the best out of it.

Phil!

TERRAIN

Grasslands Flat stretches with rivers breaking up swathes of grass. Underground there are rivers and even a bit of ice and snow.



Forest Mostly flat with undulating cliffs and small lakes. There are many giant trees whose huge roots go deep beneath the surface.



Desert Huge rock formations and brightly coloured crystal structures are buried by the sand. Though very dry at the surface, there are lakes underground.



Ice in the snow Freezing levels there are many icebergs, creating a danger of flooding.



Islands An archipelago of islands linked deep below the water in a subaqueous mountain range.



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amiga

■ OCTOBER 1993 ■

Quarriers:
Early stone diggers, these green guys are very strong, patient and aggressive.



MINING RACES



HAZARDS



Sand Worms:
Large shy creatures which live deep underground.

■ (Below) The full map of all the playing zones. The icons represent the type of terrain. You can only attempt zones adjacent to those already completed.



Mountains:
Jagged peaks and unstable rock faces mean few places for digging. However, underground there are large caves and water sources.



Rocky Ground: Reminiscent the Grand Canyon with overhangs, cliffs and large areas of underground rock. Deep below are water-filled caverns and marbled caves and passages, some populated by ghosts.



Reviews!

Rich pickings!



Woolly Mammoths: The portly remains of these large creatures can be found in icy levels.

Eggs of Horribles: Even worse than the Queen's larva! A weird alien egg whose contents absorb themselves into your mine, turning fire into an alert!



Stegosaurus: Normally docile, this huge dinosaur will charge if provoked. It easily crushes victims in narrow tunnels.



Velociraptor: Anyone who's seen Jurassic Park will know all about these ferocious dinosaurs. If you see one, run like hell!

Fungus:
Reishi mushrooms: Looks much like the other harmless mushrooms on the surface, but can eat miners whole!



Triffids:
Carnivores: Lives in the forest, blending in with the foliage. Has a voracious appetite, especially for miners!

Reviews!

Rich Pickings!

EQUIPMENT

Flood Gate: Useful for blocking off your mine from intruders, as well as gaining water.



Inflatable Boat: Comes in a box, travels like a boat, takes a lot of space.



Explosives: Once thrown, light them and run away as fast as possible!



Lift: Useful for lifting your diggers back up long mine shafts.



TNT Map: Enables you to see a map of the whole level.



Vertical Stages: Also known as the conveyor, this mechanical device can dig long shafts very quickly.



Trucks: Needed for taking to the surface. You buy five sections at a time.



■ (Above) You may come across some big caverns, usually containing valuable purple jewels.

Trains: Well, it looks more like a coal wagon, and can ferry loads of jewels back and forth.



Tip time! Don't spend too much money on equipment, especially in early levels where you don't need a lot — remember, you're meant to be a mining robot!

Tunnels: Once one of these underground, so you can teleport back there after returning to the surface.



Small Tunnel: This one can only run up through the earth faster than any mine.



Large Tunnel: A massive connection which cuts great swathes of tunnels in no time at all.



■ This is definitely one of those games that takes a lot of fussing around before you can get results. Working out some of the controls is a bit confusing at first, with the selection of icons and menus you have to plough through. As far as the graphics go, the CD version is exceptional, with plenty of detail, colour and good animation to help keep your interest in the very playable action. Although, on that last, the game isn't ideally suited to the CD format, it still helps knowing you won't have to go through a succession of floppies every time you play.

Rob!



■ (Above) Buy equipment in the shop. (Below) Sell your jewels to the three traders in the stock market. Their offer prices vary with time.



amiga
Force Rating!

■ DEVELOPERS: IN-HOUSE
■ GAME DATA: 15 MEGABYTES
■ CD ROMS: 20 MINUTES
■ PLAYERS: 1
■ GENRE: ARCADE STRATEGY



■ Doesn't use the full potential of CD, but it's still a great game.

87

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FANTASIES

Reviews!

amiga
FORCE
Reviews!



Partyland: A weird circus-style table, this is probably the easiest for scores, with plenty of large, colorful obstacles by knocking the ball down various dials. The main aim is to light the PARTY letters by performing several different feats with the ball.

Speed Devil: One of the hardest tables to get to grips with, mainly due to the tendency for the ball to easily go down the side chutes. However, good play leads to improvements to your car, a higher race ranking, and the possibility of a massive score.

making them even more colourful and attractive than before. Most importantly, gameplay is decent — this has to be one of the most addictive games ever created. I played the Amiga version night after night for months on end, discovering new bonuses and features all the time until I eventually amassed 100 million-plus scores on every table. Though hardly the sort of game to use the CD format's potential to the full, Pinball Fantasies is still as playable as ever — an essential purchase.

Phil

Billion Dollar Gameshow: In this TV gameshow you can win fantastic prizes and knock money down into pools at the end. The difficulty lies with the fact that three prizes must be lit before collecting them, and often you lose a ball, they become snail-gait. You need to keep each ball alive long enough to do well.

Rob

■ Well just look at that ball go! all the fun and action of the pinball scores without the hassle of having to stop and get change for a 20 pin! Also, Pinball Fantasies is a real winner pinball sim with a varied selection of tables to live the realistically moving ball sound. After you've got used to the slightly awkward controls, you'll be away in a definite pinball frenzy. The backgrounds are wonderfully colourful and the four tables include a specially old castle on Stones TV Boxes, and the fairly colourful setting of the Gameshow. The music and sound FX are very bubbly and are especially effective on a good set of headphones, so you can get lost in the psychedelic never-world of Pinball Fantasies. ■



amiga
FORCE
Reviews!

- DEVELOPERS: DIGITAL ILLUSIONS
- GAME DATA: 4 MEGABYTES
- CD SOUND: 10 MINUTES
- PLAYERS: 1-8
- GENRE: PINBALL!



■ Not many enhancements, but terrific gameplay makes for long addiction.

96

■ OCTOBER 1993 ■

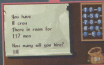
amiga 35

Reviews!

Rich pickings!



■ A 'point and click' interface is used throughout, even for entering figures when trading wares. Quite obvious, eh?



THE PATRICIAN

■ **Silmarils/Daze,**
£32.99

Can you imagine what it would've been like in the Middle Ages if they had the Common Market? Then *The Patrician*, late of Digital Imagination (no longer and, topped off by the church for raising money) — said document must conform to restrictive HSE/DOH, leaving in mind subsequent (HSE) (possibly) by being written in letters conforming to the pronouncements of the Litterography and Manuscript Scrutiny, standing committee, and be sealed with Eusebia (of a regulatory consistency) ... Inevitably, directives, elections where hardly anyone votes — just like today really.

Surprisingly enough, according to the makers of *The Patrician* there was such a body, namely The Hansatic League, a body that offered its members favorable trading conditions and protection for their ships, usually in the form of convoys, starting out as a humble mercantile trader, you aim to build a vast, bustling by selling wares, Europe trading and selling, using the proceeds to further your political ambitions. From the game as *Admiral of the League* and you're on.

Unusually for a trading game (well, part trader anyway), the interface isn't a series of menus. Instead, click the pointer on an on-screen building and you enter. Once inside you utilize its various functions in the same manner, eg in your office you click on a large book to access the product menu, a smaller book for your current status, a map to set sail, etc. Even entering quantities of produce when buying and selling a

done by clicking on the relevant numbers on an on-screen display — apart from naming your ships, there's no need to touch the keyboard at all. This user interface soon becomes intuitive. Besides, the graphics are gorgeous, with wonderful attention to detail.

Trading places

As stated earlier, *The Patrician* isn't a pure trader. Perhaps this is just as well, as the trading section really isn't that difficult. As long

as you keep your eye on the profits and make them as you go, you quickly find two points with really differing prices in fact, connections, the example buy honey in Danzig, sell it in Novgorod, splash out on a handful of furs and take them back to Danzig. You can't do this forever as your activities (quite rightly) affect the local economies, which takes its toll on commodity prices. Even so, if you keep your eye on the market and look for something new when your profit margins deteriorate there's nothing stopping you amassing a sizable fortune with relative ease, especially if you're playing the 'quick game' option. Another (though far more legitimate) way of making money is to buy soon when the price is low and store it until winter, when prices double and profits rise.

When you've built up your bank account, it's time to realize your political ambitions and go for a mayoralty. The state of 14th century Europe was riddled with princes, and quite a lot of goodwill (read 'votes') can be won by jangling or even forcing

Has advanced look beyond pure trade approach



WE WON'T STAND A LOAN

Saving the (fals) game with only 280 Thaler (the league's currency) and one ship to your name, you'll probably want to borrow some coin before long. Unfortunately the Church controls the banks and money-lending is considered a sin, so it's off to the the loan-shark you go. Interest rates are high and it's highly illegal, but if you're worried about your immortal soul you can splash out on a Papal Indulgence, sold by the Catholic Church for total forgiveness of sins for a limited period.



■ Read the historical notes for a few commodity clues. ■

■ Oscar Wilde was right, *even* in the lanes of the drinking classes! The Amiga Force crew duly test this theory during their lunch hour...



■ Does that dubious individual remind you of anyone? I hope not — he's a loan-shark (nice ship though).



TRICIAN

concoys to protect merchant ships from attack. Throwing a bone for the townsfolk is a good way of making friends and influencing people, but make sure there's enough booze and grub — there's nothing more embarrassing and damaging to your street credibility than having your knees-up falling flat on its face. Get yourself a spouse too. Then as time passes, patrons may no doubtably unless they're married.

As well as the usual above-board methods of social advancement, there are also a few more nefarious paths to be trod. Try visiting the public baths and getting into the tub with a courtesan, for example, or really — there was no household plumbing in those days, and bathing in groups was a major social convention! While splashing away with his ribs you can talk politics or even attempt to bribe him! Beware though — your sins might find you out later in life in the form of a blackmailing trader threatening to reveal all about what you got up to in the bath with the local courtesan!

After 1669

As you've probably gathered by now, *The Patrician* is an extremely involved game — but is it any good? And, more specifically, is it better than *Rise of the Poles* (Software's 1989 issue, it's 100% bodacious?) I suppose it depends on what you're after...

In terms of pure size alone, *The Patrician*'s Burger-oriented gameplay isn't a patch on 1992's which covers the entire globe. It has the advantage

of looking beyond the pure trader approach, but is this a good thing or a bad thing? Sure it gives you a purpose in building up imaginary wealth (something many traders, though not *Amiga* lack), but the two aspects of the game don't fit together as convincingly as they might.

Both games have large historical aspirations, but *The Patrician* seems a little far — where 1669 used world history as both a backdrop and (where relevant) an active influence on the game's parameters, it tends little to *The Patrician* after than a theme. For example, my home town of Woking was attacked by an army of over 1,200 Jews of the disasters that can befall — catch out for fire and plague too, which was destroyed by the defending forces' first play, causing boiling oil over the walls! Horrific reality. Also the same graphics are used for every town, making the game look a little flat. The only world that seems credible was you're at sea could move a little quicker too.

The sort of gamer this outing will appeal to, however, is the guy or gal who likes the occasional strategy aim but isn't really a fan of the genre — people who played *Elite* for months on their Spectrum or BBC, but wouldn't even pick up 1989's little *Patrician* game since out on shelves to avoid and purely strategy simulations. *The Patrician* is more accessible, far prettier and much more 'broadly' — it even has an action control sequence, which you can switch off if it's not your thing. I reckon *Patrician* is offering just enough because of its sheer depth, but this one has a lot to offer. It's one of the best designed strategy sims yet.



amiga FORCE Rating!

■ DEVELOPERS: ASCON GREN

- DISKS: 3
- PLAYERS: 1-4
- GENRE: STRATEGY
- 100% COMPAT: YES
- NO INSTALL: YES



■ An accessible and comprehensive sim.

81

Competition!



GET BRUTAL!

And win your own American football



BOB: "Well, John, it's a magnificent sight here at the Brutal Bowl."

JOHN: "Yeah. Just look at that massive crowd, and you don't get any of your soccer-style 'hooliganism' here — well, not off the pitch, anyway."

BOB: "No, this is a real family occasion, what a charming sight, all those kids copying their fathers in a chart requesting even more violence and blood!"

JOHN: "Yeah, and the players provide plenty of that in this game. There's even threes, fours and Vikings on the pitch, all punching and kicking each other as they try to score a goal."

BOB: "And there's nothing as entertaining as a good deception!"

JOHN: "One of my favourite plays, Bob. But you needn't lose your head if you want to win a copy of Millennium's Brutal Sports — Football, do you?"

BOB: "No, all you have to do is show a picture of your idea of the ultimate Brutal Sports — Football player!"

JOHN: "How many winners are there, Bob?"

BOB: "No less than 25 lucky folks will win a copy of the game, and one of 'em will also receive a proper leather American football!"

JOHN: "I'd rather play with a head, myself."

BOB: "So I've heard. Anyway, the tough, tough readers of AMIGA FORCE have to choose their pictures in BRUTAL SPORT, AMIGA FORCE, Impact Magazines, Ludlow, Shogunfire SPS Ltd, in time for us to catch them before 7 November."

JOHN: "Or we'll come round and inquire them in a brutal style!"

BOB: "Um, something like that. By the way, how did they save your head back on?"

JOHN: "They didn't, they just grabbed some fat from my buttocks."



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Mr. James T. Clark	1987 Sunflower Rd.	San Jose	CA	95101
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Mr. Edward N. Moore	9108 Gladiolus Ln.	San Jose	CA	95101
Mr. Ronald S. Taylor	2431 Hyacinth St.	San Jose	CA	95101
Mr. Kenneth T. Wilson	6764 Iris Ave.	San Jose	CA	95101
Mr. William L. Young	1097 Jasmine Rd.	San Jose	CA	95101
Mr. Charles M. Allen	5320 Lavender St.	San Jose	CA	95101
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Mr. Robert H. Hill	3986 Petunia St.	San Jose	CA	95101
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Mr. Frank M. Baker	1652 Snapdragon Rd.	San Jose	CA	95101
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Mr. Frank J. Martin	5650 Gladiolus St.	San Jose	CA	95101
Mr. Robert K. Miller	9983 Hyacinth Ln.	San Jose	CA	95101
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Mr. James T. Clark	1713 Camellia Ln.	San Jose	CA	95101
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Mr. Richard G. Gibson	5412 Gladiolus Rd.	San Jose	CA	95101
Mr. George H. Harris	9745 Hyacinth St.	San Jose	CA	95101
Mr. Frank J. Martin	3078 Iris Ln.	San Jose	CA	95101
Mr. Robert K. Miller	7411 Jasmine St.	San Jose	CA	95101
Mr. Edward N. Moore	1744 Lavender Ave.	San Jose	CA	95101
Mr. Ronald S. Taylor	6077 Marigold Rd.	San Jose	CA	95101
Mr. Kenneth T. Wilson	1010 Petunia St.	San Jose	CA	

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THESE RESULTS INDICATE THAT THE PROPOSED CHANGES TO THE CURRENT REGULATIONS ARE NECESSARY TO IMPROVE THE QUALITY OF THE AIR AND TO PROTECT THE PUBLIC HEALTH.

COMPILATIONS

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BURYSERIOUS/EDUCATIONAL

	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006	2005	2004	2003	2002	2001	2000	1999	1998	1997	1996	1995	1994	1993	1992	1991	1990	1989	1988	1987	1986	1985	1984	1983	1982	1981	1980	1979	1978	1977	1976	1975	1974	1973	1972	1971	1970	1969	1968	1967	1966	1965	1964	1963	1962	1961	1960	1959	1958	1957	1956	1955	1954	1953	1952	1951	1950	1949	1948	1947	1946	1945	1944	1943	1942	1941	1940	1939	1938	1937	1936	1935	1934	1933	1932	1931	1930	1929	1928	1927	1926	1925	1924	1923	1922	1921	1920	1919	1918	1917	1916	1915	1914	1913	1912	1911	1910	1909	1908	1907	1906	1905	1904	1903	1902	1901	1900	1899	1898	1897	1896	1895	1894	1893	1892	1891	1890	1889	1888	1887	1886	1885	1884	1883	1882	1881	1880	1879	1878	1877	1876	1875	1874	1873	1872	1871	1870	1869	1868	1867	1866	1865	1864	1863	1862	1861	1860	1859	1858	1857	1856	1855	1854	1853	1852	1851	1850	1849	1848	1847	1846	1845	1844	1843	1842	1841	1840	1839	1838	1837	1836	1835	1834	1833	1832	1831	1830	1829	1828	1827	1826	1825	1824	1823	1822	1821	1820	1819	1818	1817	1816	1815	1814	1813	1812	1811	1810	1809	1808	1807	1806	1805	1804	1803	1802	1801	1800	1799	1798	1797	1796	1795	1794	1793	1792	1791	1790	1789	1788	1787	1786	1785	1784	1783	1782	1781	1780	1779	1778	1777	1776	1775	1774	1773	1772	1771	1770	1769	1768	1767	1766	1765	1764	1763	1762	1761	1760	1759	1758	1757	1756	1755	1754	1753	1752	1751	1750	1749	1748	1747	1746	1745	1744	1743	1742	1741	1740	1739	1738	1737	1736	1735	1734	1733	1732	1731	1730	1729	1728	1727	1726	1725	1724	1723	1722	1721	1720	1719	1718	1717	1716	1715	1714	1713	1712	1711	1710	1709	1708	1707	1706	1705	1704	1703	1702	1701	1700	1699	1698	1697	1696	1695	1694	1693	1692	1691	1690	1689	1688	1687	1686	1685	1684	1683	1682	1681	1680	1679	1678	1677	1676	1675	1674	1673	1672	1671	1670	1669	1668	1667	1666	1665	1664	1663	1662	1661	1660	1659	1658	1657	1656	1655	1654	1653	1652	1651	1650	1649	1648	1647	1646	1645	1644	1643	1642	1641	1640	1639	1638	1637	1636	1635	1634	1633	1632	1631	1630	1629	1628	1627	1626	1625	1624	1623	1622	1621	1620	1619	1618	1617	1616	1615	1614	1613	1612	1611	1610	1609	1608	1607	1606	1605	1604	1603	1602	1601	1600	1599	1598	1597	1596	1595	1594	1593	1592	1591	1590	1589	1588	1587	1586	1585	1584	1583	1582	1581	1580	1579	1578	1577	1576	1575	1574	1573	1572	1571	1570	1569	1568	1567	1566	1565	1
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Year	1990	2000	2010
Population (millions)	1.2	1.5	1.8
GDP (billions of dollars)	0.5	1.0	1.5
Life expectancy (years)	55	65	75

Figure 1

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Rich pickings!

YO! JOE

■ HudsonSoft/
Playbyte, £25.99

D HudsonSoft manages to offer a little more than its competitors. Joe's an agile sprite, capable of a usually unimpeachable but occasionally functional leap and, should he let near enough to the lower edge of a platform, he can pull himself up. Piece of

Pommes-style. What, a fairly simple element in so many other games, presents no problems for Joe — he's as happy to dangle upside as he is to run and jump, but while underwater he's unable to attack any pressing adversaries.

After every level, there's a bonus shoot 'em up stage, where Joe can earn extra lives. Also, there are loads of power-ups to collect, some of which are essential for dispatching nasties in end-of-level land mine (during level) confrontations. These range from pipe sections and shuriken, to a fast-furious chainmail and patrol bombs. The latter are great for large-scale destruction. In one, and the ground area hit bursts into flames, it's not a particularly accomplished graphical effect, but there's something very satisfying about throwing explosives — perhaps that's why war's been such a popular pastime for so many years...

Looking cheap

So what's the true effect of all this? Joe's problem — there's no denying that — and the programmer's attention to detail is equally impressive. However, when I fast cut down to play it, I was under the impression it was a budget game. Joe looks fat, his two-dimensional graphics are cartoonish and colourful, but most of the backgrounds — and certainly the sprites — are bland in definition

and don't focus that convincingly. I hardly expect every release to have digitised and wonderfully detailed graphics, and a new artistic style is nearly always welcome — but again, Joe looks like a budget game. Also, when there's too much on-screen at any one time, the game slows down and the scrolling jerks... The threat of better 'console' titles, not too remote either.

And yet, Yo! Joe's as playable as almost any Amiga release you

care to mention this year, and moderately challenging with it. It's not another Flashback — come to think of it, it doesn't even come close — but it's a cheap and playable in the way the old C&A and Spectrum classics of yesteryear could be. You know, I like it...

JAMES

“There's something very satisfying about throwing explosives”

■ (Below) Joe ventures along the first level, punching those blokes with prong tails and skeletons. Shown is only a tiny part of the extensive playing area which scrolls up/down as well as across. Graphics are pretty neat, even if Joe looks like Elvis at his Vegas shows!

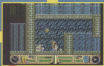


OE!

Reviews!



■ (Right) You can do what you like, but don't sleep on my blue suede shoes... But they may get a bit soggy when Joe goes swimming!



■ Keep the petrol bombs, you really need them to end Joe's behavior!

Sip time!



lan! ■ If there's one thing I can't stand, it's a platform game that thinks it's a beat-'em-up. Hit an enemy in 'Joe's Gym' and he packs on without flinching, hitting you before you can launch a second attack. This gives you two options, neither of which is very satisfactory — you can walk behind him punching and running, flailing for your life when he turns round, or slam into him and lose energy. This isn't what platform games are all about.

Joe's Gym has some great features, but features that take too many shots to hit make it a pig to play, and their lack of intelligence is very dated. Still, at least they don't respawn too quickly...

amiga

Force Rating!

- DEVELOPERS: BLUEBYTE
- DISKS: 2
- PLAYERS: 1-2
- GENRE: PLATFORM
- 100% COMPAT: YES
- HD INSTALL: NO



■ Not the best platformer ever, but almost as slick as Joe's hair.

77

■ OCTOBER 1993 ■

amiga

41

Playtest!



BRUTAL SPORTS FOOTBALL

■ **Millennium, £25.99**

Spendebell it's reign as the most violent computer sport ever is about to come to an end... make way for *Brutal Sports—Football*, a game set to become the most bloodthirsty ball-kicker out.

Despite appearances the game isn't based on the rules of American Football, or any rules at all for that matter. Sure, you pass by throwing an oval NFL-style ball, but you're allowed any number of forward plays, and (DEFINITELY unlike Gridiron) the action doesn't stop until a goal's scored — it's a bit like "proper" football played with hands, but without the throw-ins and corners (or something).

The teams are pretty unusual too, consisting of gorillas, Vikings, ninjas and other hard-core fantasy creatures. After each match injured players (maybe even "disappointed") are treated in the locker room, a sort of high-tech medical centre — comprehensive, but costly. When randomly placed power-ups include swords,

bombs and lightning bolts, injuries are pretty frequent! Fallen players remain on the pitch until the end of the game, an excellent touch, as is the way the losing side resigns bucketsful of tears after the match — even a decapitated head carried by another player (yes, like *Gaucha!*).

Bloody fast

Coded by Teague (of *Shadowlands/Shadowlands* fame), the game is much bloodier and more brutal than the Mega Drive original — every kick and punch results in a spray of blood! It's also faster. Flaming at 11 frames per second (less than the MG), but you wouldn't notice — even at this early stage it's far from jerky (even a much faster, more brutal atmosphere. In the very latest version the players actually run quicker than the wind, but needless to say this will be corrected in the final copy.

Brutal Sports—Football hits the shelves around October, and (in the UK offices anyway) is easily the most eagerly awaited game currently nearing completion. Look out for a full review WHEN it's finished.



ROLE THE BALL

Brutal Sports — Football started out in life as an RPG hybrid called *Alienquest*. Although Millennium and Teague both considered it a good game, it was felt the concept was a little too original for the player to identify with, so it was developed as a sports sim instead — Baseball was born! The powers-that-be were so pleased with the resulting game that they decided to launch a whole series of violent reimaginings of popular sports — the monitor changed again, giving a standard pitch to use for future sports sims.

Next on the list (and a very delicious choice for a Brutal Sports) is Ice Hockey, a game featuring so much mindless fluggery the "brutal" version hardly needs any fences. The third game will probably be based on basketball, and after that... who knows? Swimming? Golf? Tiddlywinks...



■ Hello, good evening and welcome to tonight's main event, a two-round little elimination... sorry, wrong sport (I think).



JOY OF STICKS?

A complex game like *Brutal Sports* inevitably causes programming headaches for Amiga coders — how do you cram the controls onto the Amiga's traditional joystick? Teague managed it by allowing the player to choose from two different methods, offering increased complexity as you get used to the game. The more advanced controls allow the player to lock on to a single team member, regardless of where the ball is. Okay, you might concede a goal, but if you've got a heavy-duty lock-in up power up you could take out two or three of the opposition — for exchange? The choice is yours.



Playtest! 1st Impressions!

■ Everyone in the office agrees *Brutal Sports* — Football looks like being a damned fine game, though there are one or two quibbles to be corrected.

For starters, the game's a little slow in giving you the player you want. Not fast-peddling drastically slow, but not quite as fast as it might be. This is especially annoying when passing the ball — unless you make a post-perfect pass, play breaks on the thrower slightly too long, making it extremely difficult to catch it. Also, maybe one or two of the power-ups are a little too powerful. There's no fun in scoring a goal simply because you run over the right side at the right time, and conceding a goal on these terms is unacceptably annoying.

Let's not dwell on the negative — although not minor points, there's no reason to believe they won't be corrected in the final version, and the 'guts' of the game is there. The scoring is silky-smooth, the graphics and animation beyond reproach, and as for the effects — er, wow. *Brutal Sports* — Football could easily be THE sports sim of 1993, and here at AMIGA FORCE we can't wait to get our hands on a copy. ■



SPORTS — FOOTBALL



■ Taking his inspiration from 'The Gladiators', our hatted hero prepares for a rickrolling game of Beasts... er, Brutal Sports — Football! This is the old title screen of course, and whether the real ones features Mr. Paine Tan remains to be seen.

amiga FORCE Playtest!



- DEVELOPERS: TEAGUE
- GEEKS: 1
- PLAYERS: 1-2
- GENRE: SPORT SIM
- % COMPLETE: 90%
- RELEASE DATE: QOT

THE PROS

- Fast, furious action with edge-of-your-seat tension.
- Graphics and sound are excellent.
- Different 'variants' of players.
- Full league action, with promotion and relegation entered for.

THE CONS

- It's a little slow in giving you the player you want.
- Some of the power-ups carry too much weight.
- Ew... they might not like it in Germany!

BOCHEBALL?

The Germans have peculiar tastes and sensibilities when it comes to computer entertainment. For example, they don't like to see any blood — not red blood, anyway. *Brutal Sports* — Football features buckteeths, but in the German edition it'll be coloured blue.

The colour change isn't just to prevent consumer resistance though — games such as *Barbarian* (see Palace) and *Wings* banned in Germany for being too bloodthirsty. So now you know why games like *Warlords* feature blood by the bottle-load, but none of it red.

Also, there's no word in German for 'Football', so the Teutonic edition's title translates as 'COLORED SPORTS' — Football.



Budget!

Budget bargains!

Identify targets before shooting — keep an friendly boats in a combat-oriented

GUNBOAT

The Hit Squad, £12.99

What do the following have in common: a Colombian drug cartel that must be destroyed by the end of what is a group of limited followers of an evil

Paranorman character, and a computer game called Gunboat? Give up? Well they all appear in a game called Gunboat, where you cruise down several 3D-looking riverways in a search of the bad guys, then blow them out of the sky. The river boat is capable of 30 levels and has eight sorts of weapons connected into it.

There are three large scenarios for you to take part in, each with varied missions involving destroying machine-gun nests, blowing bridges, eliminating tanks etc. The first scenario is in the lovely country of Colombia, the second concerns the Gulf state of Colombia and the last is set in the dangerous rivers of Panama populated by Soviet-supplied forces.

River of blood

Getting into the game can be a tad confusing unless you read the pretty thick guide book from back to front. Getting the actual boat moving can also seem a bit strange, but once practised it's a cinch. You can give instructions to the crew members on the Gunboats by pressing the F key at any time in the game. Or you can switch to any of the three gunner consoles to fire manually.

Once you've got the hang of Gunboat, it's quite enjoyable cruising around the rivers blasting anything that moves.

The graphics in the intro are great but during the game they're a bit blocky, making ship identification a bit tricky (you can almost

instinct the crew member to do this thought). The sound FX are pretty limp, most of the time it's just the noise of the river and your engines. The game isn't my cup of tea, but I can see it appealing to simulation fans.

It's quite enjoyable cruising around the rivers

Rob

Phil!

■ Here, this three-year-old Accolade title is looking decidedly dated now. Compared to the likes of Gunboat, 3D00 the bloody 3-D is more like a leisurely cruise down the local canal than steaming through a Vietnam war zone. Okay, so there's a time accelerator, but this doesn't compensate for the inherently limited action — with your course set by the river, you never have the freedom of a flight sim. Gunboat may appeal to simulation fans looking for something a bit different, but I'd rather fly a plane any day.



■ You can switch between the three gunners' stations at will.

amiga FORCE B-1-9

■ If you enjoy messing about on the water, you might get something out of this.

60



UNIVER

Zeppelin Platinum, £9.99

Anybody out there who likes a good maze game with futuristic graphics and loads of tricky, well-worked-out levels should check out Universal Warrior. This highly addictive game allows you to guide your specially designed dreadnought well-designed puzzle levels in which you collect lots of cash and points whilst trying to find the exit. Each level has its own nuances and special features, eg Level Two involves travelling through a slippery ice landscape, shooting the enemy boats that follow you around.

Robot repairs

Between levels you can pop into the repair centre



■ (Above) You'll have to hit a straight drive to avoid all these obstacles.

Phil!

■ I have to disagree with Rob. This is not my idea of a good golf sim — compared to the likes of PGA Tour it's laughable. Not only are the graphics absolutely appalling for the Amiga, resembling a poor C64 game, the playability's almost as crude. The most surprising comment is that — surely one of the most important factors in a golf course! The overhead view putting's a bit off too. You'd have to be a real arse to get anything more than a half decent score's enjoyment from this. Originally released in 1988 (no kidding), perhaps this ancient Accolade sim should have been buried in a deep bunker.





Budget!

■ Although it imitates a familiar maze shoot-'em-up in the style of *Classic* *Monitor Man* and many more, *Universal Warrior* benefits from some unusual presentation features. The idea of competing against other computer-generated corporations in a football-style league is inspired, as is the ability to bet on the outcome of the next round. Often silly speech bubbles from the shopkeepers (especially Big Al, the dodgy second-hand dealer) add to the wacky atmosphere, and there's some strategy in choosing how to upgrade your droid. The one thing that lets it all down a bit is the main action. It's really just a race against the clock, unlocking gates and knocking off hostile droids along the way — not something to get too excited about. ■

UNIVERSAL WARRIOR

and other shops to purchase special features and equipment (some of it illegal) for your droid — provided you've collected enough money, of course. You can even place bets on your stats for the next level, so your shooting accuracy being above 80%.

Graphically it's great, with plenty of painstaking detail on all sprites and backgrounds which are also full of colour. The sequences where you visit shops are excellent, using digitised pictures of real people as the shopkeepers.

There's plenty of funfactor in this game but you'll need to have a good read of the instruction manual before you can go leaping into the world of droid development.

Rob!

Time!

the opposite direction!

■ If your droid's drive unit breaks down, you can still get around the level (albeit slowly) by continuously firing the recoil knocking you slightly in

LEAGUE TABLE

PL	TEAM	PTS	GD	GF	GA	DIFF	FORM
1	MONITOR MAN	10	+10	10	0	10	WWW
2	FLUDD	8	+5	8	3	5	WWL
3	WARRIOR	6	+3	6	3	3	WLW
4	FLUDD	4	+2	4	2	2	WLW
5	WARRIOR	2	+1	2	1	1	WLW
6	FLUDD	1	0	1	0	0	WLW
7	WARRIOR	0	-1	0	1	-1	WLW
8	FLUDD	0	-2	0	2	-2	WLW
9	WARRIOR	0	-3	0	3	-3	WLW
10	FLUDD	0	-4	0	4	-4	WLW
11	WARRIOR	0	-5	0	5	-5	WLW
12	FLUDD	0	-6	0	6	-6	WLW
13	WARRIOR	0	-7	0	7	-7	WLW
14	FLUDD	0	-8	0	8	-8	WLW
15	WARRIOR	0	-9	0	9	-9	WLW
16	FLUDD	0	-10	0	10	-10	WLW

Phil!

amiga
FORCE Rating!

■ An enjoyable maze game, enhanced by some original presentation ideas.

77

MEAN 18

■ The Hit Squad, £9.99

Sometimes the more addictive games have the simplest, sparest layouts. This is certainly true of *Mean 18*. Most of the features of a good golfing sim are incorporated. With the option of up to four players, and the choice of four different golfing layouts, you can get stuck into some fine driving and putting skills. Everything is here to test your skills: bunkers, trees and lots of trees. For the novice there's the beginner's caput which helps you get into the swing of it quickly the first time.

Swing time

To make your shot, you have to get the hang of the tricky but logical meter system on the left-hand side of the screen. There is also an option of steering the direction slightly, helping you out on those tricky 'round the bend' shots. One of the main things to let the game down are the blocky graphics that make it look cheap and nasty. The animation isn't too hot either, the golfer on the tee screen sums it all up.

It's a real pity about the poor quality of the graphics in this game, as it's reasonably addictive and a pretty cool golf sim.

Rob!

Blocky graphics make it look cheap and nasty



amiga
FORCE Rating!

■ Mostly playable for a while, but there are many superior golf sims around.

48

Budget!

Budget bargains!

■ The Hit Squad, £9.99

When a gang of vicious law breakers kidnap the nation's daughter, the only people who can save her are the Special Criminal Investigations bureau. And this new three car-ayz cops brawls and bloom are armed, so they can fire at the villains as well as smashing into them.



CHASE HQ II — SPECIAL CRIMINAL INVESTIGATION

It's a series of six tricky missions, you must find new clues that'll finally lead you to the girl. So on the long and winding road you go dodging crates that just happened to have been dropped on the road, barriers, and other mad motorists that either just got in the way or had explosives at you.

Put your foot down

On each mission, you have a tight time limit in which to reach the specified criminal vehicle and bring it to a halt — either by blasting the hell out of it, or by ramming it off the road. As you approach the villain's vehicle a helicopter hovers above and drops a weapon to help you out when trying to intercept the bad guy.

The real shame about the game is that everything about it is old as a bit dated and old hat. Although there's



Tie time!

■ Save your turbo boosters for when it's approaching this criminal vehicle, you can then ram it from behind and blast away at close range. ■

“All a bit dated and old hat”



HARDBALL!

■ The Hit Squad, £9.99

If to a home exp! Oh no, sorry it was only a bird, just sit back and have relaxing game of baseball. All you have to do is perhaps move one finger and watch the joystick a few times to get a few runs. Plus your brain, including starting pitcher and batting line-up, and you're ready to get into the one-two-player action.

Looking from behind the pitcher. Most of the time, you can choose from his four throws, taken from a list of eight types: fastball, fastball (even faster), offspeed, change-up (slow pitch), curveball, screwball, slider and the pitch is selected by pushing a cardinal spade's direction with fire. You then aim the pitch — the nearer the center, the more chance of it being a fair pitch and not a 'ball'.

Striking out

The batter only has a short time to decide whether and where to swing. If a good hit is made, the score switches to a view of the left or right side of the ball park. Here, the batting player chooses whether to advance base runners while the pitching player controls the nearest fielder to the ball.

For even more de-bat'd baseball fans, Hardball's a bit of a disappointment. While pitching is easy, hitting the ball is frustratingly hard. You have to swing at exactly the right moment to make a good hit — and even then, you're highly likely to be caught out.

Overall, gameplay is slow-moving and very unexciting, and doesn't really keep you coming back for more. Graphically it's not much better, sprites are on the blocky side and the animation's sluggish. There are better baseball sims around on the Amiga — even the momentary William Wadsworth's (also by The Hit Squad) was more playable than this.

“Hitting the ball is frustratingly hard”



Phil!

■ I remember spending many a weekend playing Hardball on the C64. Really the Amiga version's not up to scratch. It looks and sounds uncannily like the C64 game, with stocky sprites and soft organ music. Unfortunately the playability isn't the same. Pitching is still good fun, varying the throws to fool your opponent, but batting is extremely frustrating. Nearly every time I managed to hit the ball it sailed straight into the hands of an opposing fielder. In fact, when pitching I found it unreasonably easy to catch the batter out — you get loads of time to position your fielder as the ball travels towards him at about 10mph! It's all very disappointing. ■

Tie time!

■ When batting, don't even swing for balls that are obviously no good — you'll miss and it'll be counted as a strike. ■



Rob!



Phil!

■ When I first saw *Chase HQ* it was about three years ago (while working on *ESAP*). I was impressed by the (at the time) speedy 3D — probably '90 it was close to better than the original *Chase HQ* conversion. However, looking at the game is left at the starting line by today's racers. It's very janky and not anywhere near as fast as I mistakenly remember. Worse still there's a whole load of null presentation screens requiring considerable disk accessing between missions. It's not very special at all. ■

plenty of obstacles to avoid and keep an eye out for, gameplay still gets a bit monotonous after the first two or three levels.

Graphically the game is nicely detailed but the animation is a bit on the jerky side. The music is the usual fast-moving irritating racing theme that grates on the old nerves after the first level. Although the game doesn't look too good, it's played it well, as it does before syndicated hit race as seen as it got into the action.

Rob!

amiga FORCE Rating!

■ You'd have more fun being investigated by the Ludlow town police — only kidding!

45



amiga FORCE Rating!

■ The difficulty of hitting makes for dull, low-scoring ball games.

47



SUPER SKI 2

■ Games Worth Playing, £9.99

While sipping gin and tonics in the comfort of your warm armchair, you can try your hand at six drivers events using various 3-D perspectives.

Downhill, slalom and giant slalom are all viewed from just behind your skier as he races down the slopes, juggling between gates/flags. Extra speed is gained by pushing forward to crouch, but turn too late and you'll be heading into a tree!

Also viewed from behind is the hodgepodge, where you

Controls are responsive and intuitive

Budget!

waggle to make your man run, before jumping in. A map helps you guide the sleigh down the tortuous course, but it's very easy to go over the icy sides.

Fly like an Eagle

No less hazardous is the ski-jumping, which uses two viewpoints. Looking up the steep slope you guide your jumper down, before the steep

switches to follow his mighty leap from behind. Finally, there's the hodgepodge, with two skiers racing side by side down a bumpy slope, performing tricks as they go.

It takes lots of practice too to be an Eagle the Eagle, so the option to practise each event is a boon. You can also choose which events to play in a proper competition with up to four players.

The only real trouble I found with the game is the long-winded disk accessing, which contrasts with the fast-moving, graphically excellent skis. Controls are responsive and intuitive, though the tricky events still take a while to master. In all, this is a game that deserves lots of playing. And for the price it's a real bargain.

Rob!

■ Use the **PRECISE** mouse pointer, slowly before even confirms, playing a full competition.



Phil!

■ If there's one thing I really hate it's unnecessarily long disk accessing, but even more I hate to be totally unnecessary disk accessing! Sadly this is the case with *SuperSki 2*'s practice mode — why is why does it need to completely reload the same event when you want another try? This frustrating waste of time makes it all the more difficult to master the events. When you do, you find they're quite playable (particularly the Alpine slalom event), but you need a bit of patience to reach this point. ■

amiga FORCE Rating!

■ Well-implemented multi-encoder marred by lengthy disk accessing.

77



Budget! Budget bargains!

■ Zeppelin, £9.99

Take eight savage fighters racing for a good scrap, put them in Japan, Egypt and the USA and you should have a good beat-'em-up game. Unfortunately with *Fist Fighter*, all you get is a completely tame, uninspired, unplayable load of

Phil!

■ Make no mistake, *Fist Fighter* is Amiga's bollocks at its poorest. Graphically it's appalling with some of the worst sprites ever seen on the Amiga; they have so few bones, their animation looks completely ridiculous — especially the peace who 'rolls' along the floor. Suitably, sound is limited to hitting FX that are more like someone banging on a metal dish. Worst of all, the gameplay is so tinny as an arcade stick mess. Using just a couple of moves, I managed to beat all the computer fighters on my first go! The moves are so weak it's no better against a friend — I think I'd suit it to body count! ■

rubbish. The worst thing is that it's not until you put one of the hard fighters and leap into the action that you realise there is no action.

The most obvious aspect of *Fist Fighter* is the number of different backdrops that represent each country you fight in, but these can't possibly compensate for the hideous gameplay. Supposedly there are ten combat moves for each fighter, but by the time you've found two of them, that's all you'll need to win — yes, it's the character's repetitive move repertoire.

No, not again

There's nothing in the game that makes you come back for a second go. It's you

Unplayable load of rubbish



Rob!

do play it more than a couple of times, it could probably damage your knee cap. It's not really what one could describe as realistic movement — in fact, it takes more time daily. Sound FX are also poor, sounding very empty and again unrealistic.

Fist Fighter is a disaster from the moment you load it. Keep well away if you know what's good for you.

Time!

■ We agree most computer opponents are too simple holding it's not brilliant to carry on with it.

amiga
FORCE Rating!

■ This feeble beat-'em-up doesn't even have a fighting chance!

18

THE BRIDES OF DRACULA



Time!

■ Kill all adversaries before they come too close. Depending on your character, you can either do a push or a kick.



■ Zeppelin Platinum, £9.99

Of course has come a long way since the old days of just visiting the villages of Transylvania looking for a quick bite to eat. Now the finger gun has given fired of its single vampire image, he wants to prove to his friends that he can settle down with a nice young woman. The only problem is that he can't decide on the lucky lady, and sets out to capture no less than 12 brides!

In this game, you can play the goodie or the baddie: either the dashing Prince Of Darkness who wanders around the land looking for his brides, or the innkeeper vampire hunter who wishes who must collect 14 special items in order to destroy that Hound of a Count once and for all.

Race to the death

As both characters go about their business on

their own split-screen scrolling view, the game can played against the computer or a friend. It's a sort of race, really, with the first guy to get all 12 brides winning the game.

On their way through the village and the castle, Bob and Van Helsing come up against various nasties including such bizarre things as

Dracula, situated in certain houses in the village, as well as rats, leaping dogs and unfriendly villagers.

The concept is really original, even if getting into the game is a tad tricky. Controlling either character is a bit weird, due to their slow moving that's reminiscent of a Mandy Patinkin city walk.

Graphically there's nothing outstanding, but it does the purpose — getting two characters on a split screen with completely different backgrounds can't be easy. All in all, *Brides Of Dracula* is a pleasant little journey into a famous vampire adventure that holds your attention for a fair time.

You can play the goodie or the baddie

Phil!

■ *Brides Of Dracula* is one those concepts that sounds good — or, a competitive two-player arcade adventure! — but doesn't work that well. Maybe if there were more strategic choices for each character it might be better, but it's really nothing more than a simple collecting race. Tramping around the countryside soon gets boring, particularly when playing alone. Of course, it's initially quite fun playing Dracula — it only is to see him bring the maidens to turn them into vampire stud vamp! — but ultimately the game looks additive like. ■

amiga
FORCE Rating!

■ Not as good as it sounds — though the competitive two-player mode's fun for a while.

52

Rob!

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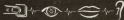
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nine mail



FIGHTING FAVOURITES

Dear AMIGA FORCE:

I'm and my friend Adrian often discuss and compare the characters from *Body Blows* and *Steel Fighter II*. We decided to make up a list of different factors for each character. Here's the results:

■ Thanks to Mark Corring for these terrific *Desktop Paint* pictures. Keep sending 'em in!

HANDFUL OF QUESTIONS

Dear AMIGA FORCE:

Congratulations on the growing success of your relatively young magazine. It's good to see a quality Amiga magazine under 12.

- Now for some questions:
1. How much software support will there be for the new Amiga CD?
 2. What is the latest Canon-Flodder due for release?
 3. When will *Forster* be released?
 4. Is it true that *EA Hockey* is moving to the Amiga?
 5. Is there a cheat for *Mega-Mind* you could post up? It not it'll kill my Amiga by playing all 4 levels on it for three hours (similar laugh — ha ha ha).

Hope you can help, and if not you will be held responsible for the death of an Amiga.

Chris Francis, Liverpool

1. As you can see from the list of forthcoming titles we printed in last month's issue, there is indeed plenty of support for the CD32. Commodore notice there'll be 50-100 titles early by then. I know hardware manufacturers will offer systems about 1000 titles, but with all the major software houses already developing CD products, this number is not unrealistic.
2. Single hints put *Canon-Flodder* release back to November. Hopefully we'll have a *Playboy* (or maybe one a little) next ish.
3. The long-awaited sequel to *Elite* will be released by *Forster* before Christmas. More details next ish.
4. It might be, it might not — *Electronic Arts* has haven't made a firm decision on it.
5. We don't have one. If anyone does, please send it in to Tips list.

BEAM US DOWN

Dear Phil:

Being lucky enough to have Sky TV (are you sure about this?) ... [E] I was recently flicking through the channels when I found out that MTV+Text has a regular thing on computers (p250) so I looked it up. It was quite good, with reviews for the Mega Drive, SNES, various Amiga, and even the C64! It also had a tips page among other things. Anyway, they had this thing on the Amiga CD32 console, and were comparing it with the Mega CD, and of course the CD32 was a billion times better. I never knew the CD32 CD only has 256 colours. Or that it only has 128K of memory! Anyway, they went on to say that the CD32 was THE CD console.

However, what REALLY surprised me was when I looked at the letters page address, I realised it was the same as yours! And the name

Say what you like — in fact, that's exactly what you do in our regular letters section. Whether it be praise or criticism, serious or cranky, we'll print it! And the best letter of the month wins the sender an A-FORCE subscription — and pretty pictures — to **POWER RING MAIL, AMIGA FORCE, Impact Magazine, London, Shropshire, SPD L.W.**

CUT IT OUT

Dear Phil:

I have bought the last five issues of *Amiga FORCE* and it is easy to say that it is the best Amiga magazine about. If I were to rate it I would give it 100%.

There is only one fault and that is in the Cut-Out TV Cheat section where there have been a few repeats of cheats. Adam Morris has been in issue 2 highlighted the problem. I can understand that you might have quite a lot of trouble in obtaining so many cheats for each issue but this is no excuse to repeat cheats. You could instead shorten the number of cheats to somewhere around 30.

This would certainly rule out any possibility of any more letters of complaint about the cheats. After that I've got that out of the way I am delighted to see that you don't use cover-disks. They bump up the price of the magazine and because of this they will lower the number of buyers.

Good luck for the future.
Peter Hume, Ayrshire, Scotland

■ Thanks for your letter Peter — we're always willing to listen and act upon constructive criticism. You're right about the trouble we're having enough cheats every month, which is why the section has now been reduced. So hopefully no more complaints — apart from people saying there aren't enough cheats, perhaps!
Phil

FLASH-LACK!

Dear AMIGA FORCE:

I have a complaint you said in last month's mag that you would have all the passwords for *Flashback*, but in this month's issue 80 there was only a map of the first level. I checked over and over for passwords, but there was none, not even for Level 2. You promised the British passwords. Maybe there was a misunderstanding? Please could you print them in next month's mag?

Graig Matthews, Carlisle, Cumbria

■ Whooops, sorry about that, Craig. Look in this month's Cut-Out TV Cheats for the full set of UK *Flashback* codes — not the dodgy ones certain other mags printed.
Phil

ANALYSING ANALOGUE

Dear AMIGA FORCE:

I've just bought a PC-type analogue joystick (and an adaptor), so that I can play MicroProse's awesome *Formula One Grand Prix* more realistically (and make it challenging — it's too easy with the digital joystick). The problem is that I don't have any other Amiga games that I can use it with yet (though the idea of getting the joystick card thingy (eg. so I can use it on Atari's PCs) that will really good flight sims from the quality of using an analogue joystick (nearly the ideal control method?)
Bo Peel, Hightfield, Southampton

■ Yes, it's a shame more software producers don't cater for analogue joysticks, as they substantially enhance the realism of flight sims and driving games. MicroProse have taken the lead, making all their (previously) sims compatible, eg. *Knight's Of The Day: Gernap 2000*, *F15 Strike Eagle II*. *Comark* also supported analogue sticks on *M40 29 Pilgrim*. There are others: maybe some helpful person can write it with a full list!
Phil

STREET FIGHTER II

NAME	SPECIAL MOVES	SPEED	SKILL	STRENGTH	HARDNESS	OVERALL
RYU	75	75	88	75	88	75 14=
KEN	75	75	75	75	88	75 9
CHUN-LI	87	95	85	80	83	75 11=
GUILE	82	71	87	88	92	87 2=
BLANKA	82	85	88	87	89	88 4
E. HONDO	75	85	77	85	82	75 11=
DAHLGREN	75	35	75	65	65	65 18
JAMROCK	49	45	60	65	75	53 21
BALROCK	49	45	60	65	65	53 21
VEGA	89	89	80	85	95	74 15
SAGAT	95	75	100	89	95	95 1
M. BISON	95	85	90	87	87	87 3=

BODY BLOWS

MIK	72	77	75	86	43	67 18
DAN	72	77	70	73	82	77 10
MARIA	82	82	81	33	1	55 22
NEED	80	34	88	73	71	75 14=
RENJA	92	80	89	70	49	86 7=
GRU	78	88	42	87	51	86 7=
LOBBY	75	87	65	64	69	78 11=
KOSBAK	86	83	82	95	100	84 3
JUMON	81	84	44	85	75	75 17
YITU	89	88	89	74	85	81 6
MAX	100	82	86	84	85	83 3

SEEDY STORY

Dear Force 9 Mail:

What! I am about to write in a true story! One weekend my dad, brother and I went camping. On the way back to Britain we stopped in Lufflow for some lunch. My dad knew the area well, so after buying food from a local supermarket we walked to a pet shop. I was into the pet shop, I was into the pet shop and passed the Impact office, which was extremely dirty. Just past the office, we got all our boxes and stopped once between the Impact Times. Just to right of us was a pipe running above the river — you should know where I'm talking about.

As we ate our lunch a man on a Harley Davidson-type motorbike drove up next to us. He exited for several minutes before another 'punk' came and looked at us and walked off. The man who came on the motorbike walked down the steps past us into the river edge where there is a small creek. It was in the river, it was in the river, it was in the river. He was out of view for about a minute before walking back up the steps and into his bike. He then deposited. The other 'punk' came

back then departed permanently after he saw we were still there. A man drove up in a car after the two people left. He was also a 'punk', like the others he looked at us then drove off.

By now I was thinking this was a bit stupid and decided to go to the river edge. After looking round I found several plastic bags, shoved into the cracks between the stones in the river main. I took out one, it had a label at the top and it was in the bottom. Several words were still left in it.

I immediately thought they must be drug seeds. I took the packet to the police in Mallow and they said they would give it to the drug squad. So if you don't know, you work hard to a major drug operation!

Sorry about the length of this letter, but you had to be told. By the way, my brother went on the same school bus as Chris.

Keep up the good work.

Stuart Corrie, Mallow, Wexfordshire

Oh okay, you've stabilised across our little section. The bags you mentioned contained seeds, all right. They weren't drugs, however, but the species seeds need to grow new magazine staff writers. Until now, this has remained a closely guarded secret, but you may as well know the

of it was called FORCEFIELD (by now, Amiga FORCE) and do what is it? Do you let make that thing or something?

I've just come up with a wicked idea, why not have the charts made by us voting for our top five games (like it was in ZZZAP!) instead of having the charts based on how well a game sells, regardless of the game's quality. Take ZZZAP for example — a totally crap game but it sold in hundreds, all because of the teen-drama hype. Thankfully some companies aren't so bad. Electronic Arts could easily have chosen out a crap Desert Strike, but it still would have gone to the top of the charts, so at least that was good.

Next point: why do I seem to buy your mag so late? It is never in the newsagents, and I can only ever get hold of it at WH (Smiths in Dept-Cross shopping centre), and when I do get it, the next issue is due out! (But it's not there!).

Last thing, I recently got Project-A 90 in budget, but how do you kill the water monster at the end of Level 4? I've got full magma, full catapult, full burning axes, but everything (but nothing seems to work. Please help!

Cheers.

Inner Abraham, Hendon, London

PS: I never knew you played for Sheffield Wednesday!

Yes, not many people know this, but I am in fact not the lucky person I appear. I actually never specialise in making the look more like a person who sits down all day playing computer games and eating chips — underneath I am a superb athlete who plays football every weekend in the Premier League. (But did you also know that Amiga FORCE's publisher, Eddie McKeenick, has recently been transferred to Arsenal (yep he

I hope you enjoy reading through the results. It makes interesting reading! As you can see Ade and I do have our times, which makes us a bit biased but not too much!

AWARDS

Overall: Sagat
Moves: Mike
Speed: Vega
Skills: Sagat
Strength: Konnak
Hardness: Konnak

I think you can say we loved Sagat and Konnak! We also made up two extra characters:

BIG BELLA 95 75 60 95 95 97
MARA BOY 100 95 95 100 101 99.5

Weird? Most certainly.

Anyway, must sign off now. I hope this letter is not too long to publish.

Ben Johnson, Christchurch, Dorset

PS: Readers could write in with their views on our ratings!

What an excellent idea! Thanks Ben, you're not an A-Force subscriber for your ideas. Does anyone disagree with Ben's concept? How about comparing characters/engines of other games? I also like the sound of those two made-up fighters. Do other readers have ideas for new characters? If so, draw a picture of them along with a list of their moves and special abilities — best one will win a subscription!

Phil

Details...

You said, not so long ago the Fortham Dr Franco was working away in his lab (aka the Impact production room) when he accidentally dropped some gamma-ray-mutated cabbage seeds in the bin processing machine. The resulting offspring of it, he went home — but to return the next day and find the Impact office populated by a brand new generation of apparently human staff without

As the new 'people' only required a regular dose of Phenotropin to keep them going, the Impact management immediately saw the advantages of a wholly 'vegetable' staff and quickly ordered more seeds from the garden centre. Of course, they had to be discreet — what would a magazine be waiting with cabbage seeds? So they arranged the little rendezvous which you witnessed. With their plans foiled by your discovery, the management have now decided to revert to recruiting human staff. I thank you, from the bottom of my heart — you have saved me from being replaced by a cabbage!

Phil

Every 'stage' name of McKeenick? Meanwhile his after-guy of Impact compiles the Fortham talent section on MTV and Sky One.

Your suggestion of a readers' chart is a good idea (it was very popular in ZZZAP), so I'm implementing that immediately — look in this month's Read All About! section for a voting coupon.

Sorry to hear about your trouble in getting hold of the mag. Thing is, it's probably sold out by the time you get to your newsagent! The best way to ensure your copy is to subscribe — saving money and getting free games. Otherwise get your newsagent to reserve you a copy by filling in the coupon on our latest mailing page.

We can't help you with Project-A 90: if anyone knows the answer, please send it to: Tip-Bits.

Phil





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Public Domain!

Going

Phew — these pristine pages are positively pulsating with polished PD perfection. Putrid piles of pungent pus proliferate, but particular purchasing prevents perilous pitfalls. Puzzle it out, IAN 'up' BRAIN' OSBORNE...

ASSASSINS #94

■ Robert Smith DTP (Compilation)

More Assassins stuff, and another boomer! Into to enter... it's get on with other shall we, eh?



WIBBLE WORLD GIDDY

Fetch me, I must be dreaming... this can't be PD. Surely its CodeMasters' latest. Giddy game with a redesigned main sprite?

You play (as if you hadn't guessed) the cute little white thing with big hands — looks like a cross between Giddy and Seymour, doesn't it? Like its animated inspiration (both of 'em, Giddy wanders from floppiness to floppiness gathering more objects or Treasure Island Giddy, nevertheless). As well as the usual wandering borders, there's a plethora of puzzles standing between you and that long-sought end sequence. These are solved using colorable objects in true lead-and-tested arcade-adventure style.

Without a doubt, WWG is one of the best PD games I've PC'd. Its graphics and animation are definite budget material, its puzzles well thought out with a good difficulty curve and its overall presentation's marvellous. If you think it should be slapped across the face with a wet coat.

Incidentally, the version on this disk has been 'tamed' (removing infinite lives etc). A normal, untrained version is available from Zerobi.

MECHNOIDS

A one-frame Asteroids with funny twists instead of racks... not much else to say really, except that it's not as good as the single-linked Asteroids or the hilarious Lemmings.

SUPER SKODA CHALLENGE

A maze Super Sprinter affair that has you driving along floating seven shades of yellow out of four other drivers. It isn't fun, and the level editor doesn't have it either.

Conclusion: I suppose Wibble World Giddy will be hard not to follow, but the other two games fail to excite. Even so, the Giddy derivation is worth the asking price five times over — get that cheque in the post, now!

SERIOUS BACKGAMMON

■ Tower Software (Shareware)

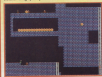
Now this is one serious piece of software — available as a £2.50 PD demo that plays for 5–10 minutes but is otherwise complete, the full version costs a wallet-tipping £20 (or £17.50 if you're upgrading).

Serious Backgammon has every feature you could ever expect in a backgammon sim. One or two players can play, or (if you're desperately sad) you can watch the CPU play itself. There are four computer skill levels, against which to pit your wits. Five different starting setups and even an option to place the pieces according to your own specifications (maybe the CPU/CPU mode has a use after all — you can use it and the custom options to solve backgammon puzzles). Three board styles are available, there's a loadstone game option, you can undo moves, replay them,

ASSASSINS #100

■ Robert Smith DTP (Compilation)

Around hundred — the Assassins certainly get the prize for quantity (second prize that is — they're still a long way to go before they catch up with Fred Ford), but have they celebrated their century with a disk of outstanding quality?



Public!

avoids the tutorial, etc... amazingly comprehensive, isn't it?

With a fat manual, a large box and a few animated intro Amiga Macintosh could easily call it a full-price game. Then again, at 20 quid it's not much cheaper, and that's WITHOUT the packaging! It's a great piece of software and certainly won't disappoint backgammon fans, but at this price you should think carefully before splashing out.



ASSASSINS #95

■ Magnetic Fields (Compilation)

Yet another Assassins disk, this time featuring a passable rendition of Heargal Sharkey's *A Good Healer* for the life savers. The games are pretty cool too.

PREMIER PICS

A variation on the turn over the cards theme, Premier Pics tests your imaging your live footprints. Pick a team, then guide them to the top of the league. There are 22 teams on offer, and any number can be computer-controlled.

Play alternates between yourself and your computer or human opponent. Taking a card



at last, the special revealed indicates how the game is going. A saved card gives a hilarious speech sample (you must almost be watching *Match Of The Day*), a penalty for you clicking on hidden cards and you find a 'goal' card or not out of time, and a foul gives your opponent two attempts next turn. When a 'half time' card is revealed a new set of cards is laid out, the game ending on the 'full time' card.

Premier Pics features excellent presentation and graphics. It's a bit annoying having to cycle through the other results in the table one by one, but this doesn't detract from its overall charm and

simplicity. It's hard to put your finger on exactly why it's so good, but it is... *Heard!*

TANGLE

Can't say this one's up to much — a bag of slanders. That tight cyclone clone for two to four players with confusing controls, bland graphics and no way of returning to the options screen after starting. Not the disk's finest hour.

BLOOD RUNNER

If the title of this game's a spelling mistake, don't blame me — that's what I said on the menu screen. *Blood(?) Runner* is a conversion of the old BBC game *Monsters*, but not a particularly good one. The sprites are stoney and uninteresting, the screen layouts aren't particularly well constructed and if there's a way of fixing it here you've dug, I can't find it.

A poor conversion of an ageing classic.

PATIENCE

This Shogakukan down looks up after three games, forcing a reset. I can't help feeling that, as protection, this is insufficient — who wants to play more than three games at a time anyway? It's not a bad version of Patience though. The controls are clear and simple, the graphics neat.



but functional and... well it works, what more can you expect from a card game?

If you're into computer card outings, look no further. For once this solo effort is worth having as the game involves picking up and moving huge stacks of cards. It's a damned-right easier with an Amiga, I can tell you!

MONACO

I seem to remember seeing this one in the arcades a while back. You control a well-wild racer that

looks just like every other well-wild racer on the vertically scrolling track. Rip along as quickly as possible — the more ground you cover in the allotted time, the higher your score. Bump into the other cars or (when moving more slowly) allow them to bump into you and you come to a sudden standstill.

Monaco is as simple as they come. The

track is perfectly straight with no turns or chevrons, the cars drift across it while still facing forward and the only real fill is the right section where the ground immediately in front of you is lit by your headlights. It's a great laugh though, and not a bad PD release at all.

Conclusions This isn't the disk I'd want to celebrate my 100th release with — *Blood Runner* is useless and the other two games are fun but not spectacular. A fair, if unremarkable, release.



Public Domain!



BOB & FLOP

Look at those graphics... remind you of anything? If you're expecting a PD 'follow' to Super Mario Bros then, I'm afraid you're going to be disappointed, but there's no denying the artwork's origins.

A four-level vertically scrolling blaster, you guide

a character who looks remarkably like THAT Italian plumber, but with a definite Yoshi justification. The overall standard of the graphics far exceeds that of the gameplay, though it's by no means a disaster: the scrolling's fast



THE GREAT ESCAPE OF BILLY BURGLAR

■ Magnetic Fields (PD)

Another AMOS offering, it's obvious a lot of time and effort's gone into this one. Great graphics, superb sound, marvellous music, amazing animation... need I go on? Billy Burglar is an original and polished platformer.

As the newly released title (rescued from where it doesn't vary, but the swing bag, stripy jumper and face mask suggest a special installation) you must avoid the rising spotlight for a given length of time, displayed at the top of the screen. Should you be caught in the light (which follows you around with timeless abandon) you're shot — first of all your arms are blasted off your shoulders (complete with sampled screams),

then smooth and it looks like it's been 555°Cred and twisted, but it's interesting in a will-it-kill-you-of-the-court sort of way.

SUPERLEAGUE MANAGER

This one takes me back a bit — right back to the early Eighties when body management teams were more driven with no graphics at all. That doesn't mean they weren't fun though, and this AMOS offering is a worthy successor.



The game is entirely mouse-driven, the interface proving a dream to use. There are three skill levels on offer, loads of options and the behind-the-scenes mathematics that drive the game are very well thought out. The sub-menus could do with a slight touch, however. If, for example, you go the transfer menu and want **SELL PLAYER**, intending to part company with three team members, you have to flip them off one at a time — the game sends you back to the transfer menu after every deal.

So, time to sum it up — let's not be smart-arsed or cynical, this is a real-and-political management sim with no bells but great gameplay, its comprehensive options and easy-to-use interface make it a real cool offering — HIGHLY!

Conclusion: Not a bad disc at all. The body games are both one, that Mario thought's worth a look for curiosity's sake and the only real turkey is Temple Quest II it is.



then you're blown away completely. Succeeded and it's off to the next single-screen level.

The early levels are simple when you get the hang of them as there's a very easy way of staying one step ahead of the light, but just as you think the game's a dud (as the programmers missed an early trick, they let you with a new platform arrangement that makes your previous tactic redundant).

My only criticisms of this one are the lack of level codes and the inordinate amount of time it takes to get back into the game when you do (join the club, folks). Apart from that this pretty much fault-free clip. Buy it!

PUBLIC ADDRESSES

ROBERTA SMITH DTP

190 Follisdon Way,
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TOWER SOFTWARE

PO Box 8,
Glastonbury,
Renishall-Upon-Avon Type
BA3 1QW
Write for details.

GUNSTAR

■ Zenobi

A lot of a disappointment this one. A two-disk blaster, the first contains a brilliant scene-setting intro sequence in which you learn of a new computer virus that mimics anything that threatens it, including the cat you're driving! Ace digitised stills, superb animations and well-wicked depictions make this a real winner.

At the end of the animation you're told to avoid the second disk and reset, and that's where it all goes downhill — despite the high quality of the intro sequence, the game itself is a run-of-the-mill **SECTOR** offering with weak graphics and dodgy gameplay. Oh well, let's load up the next one...



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FORCE

Playing Tips!

It's the AMIGA FORCE Tips Section! This month we bring you an inventory-filling *Ishar 2* guide, battle plans for *War In The Gulf*, three more *Syndicate* mission guides, more maps for *The Lost Vikings*, and a double dose of *Lemmings 2* solutions. Plus all the usual Cut-Out 'N' Cheats and readers' Tips Bits!

Battle Valley	Cheat	76	Lost Vikings, The	Tips/Maps	64
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Euro	Cheat	78	Ricky 2	Codes	80
Fire & Ice	Cheat	78	Princess	Cheat	80
Flashback	Codes	78	Robin Hood	Cheat	80
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Japan SJ220	Cheat	80	TV Sports Bowling	Cheat	80
KGB	Tips	77	War In The Gulf	Guide	74
Lemmings 2	Tips	72			

THE LOST VIKINGS

Don't get lost! After last month's tips you've guided your three wacky Vikings through quite a few of the levels. Now find your way through some more with our marvellous map!



ISHAR 2

It's a world of adventure, a tricky RPG and no mistake. We lead you by the hand and lead you through the streets of London, or something!

68



74

WAR IN THE GULF

Shock! Horror! Saddam has invaded Kuwait again. As an Allied general with a bevy of tanks, it's your job to chase him back to Baghdad. And that's just what you'll do with these terrific tactical tips. You sir!

SY

Welcome back to the Impact crime syndicate. We are most pleased with your progress last month in eliminating the enemy and securing new territories for our organisation. But now we must ask you to attempt some slightly trickier missions in the Middle East. However, with our guidance we're sure you'll do an excellent job...

1 Starting from inside this compound, you have to move quickly out and west.



60

amiga

OCTOBER 1993

INDICATE

IRAN



You have to assassinate a **blake** operating a shopping centre — no, it's not *Dirty Den*. The city is split into two by a canal running east-west. The shopping centre (the large building with all the people outside) is on the north bank. There are only a few crossings over the canal, and the mission briefing advises you to go over the nearest to the start.



However, if you're not quick, you're likely to get picked off by agents, so we've worked out a different method (see map). There are many enemy agents around, so you're advised to take plenty of *Uzis* or *Mini-Guns* along (it's easy to run out of ammo), plus a *Flamer* to barbecue nearby agents in a flash. Take several *Medikits* too.

Instead of trying to cross the nearest bridge, we recommend you take cover behind the buildings to prevent being hit by snipers. Lots of agents hang here and blast them as they come round the corner.

If things get hairy, step inside the building and pump up the drug levels; every time the enemies open the doors, they get blasted back. Or use the *Flamer* to quickly incinerate whole groups of approaching agents.



When you've killed the attackers, reject a car by unleashing a short burst of gunfire on it — the driver then runs for it.



Get in the car and cross the nearest road bridge.



Roll up by the shopping centre, get out and blast at the blake the scanner's pointing to. Don't worry too much about the civilians.

After the assassination, your evacuation is made difficult by a 'retaining connector' of enemy agents.



The easiest way of killing all these agents is with the *Flamer*. Pump off any nearby roppers first, approach the evacuation zone, then retreat to behind this pillar. As the enemy agents approach, torch the lot of them.

When it's clear, head for the evacuation zone.



Playing Tips!

IRAQ



Another tricky assassination mission, this time the target is hiding out in his own business premises at the far



southeast of the map, the gates protected by a posse of guards. There is also a



large gang of enemy agents patrolling the city, so the underground train comes in handy for quick travel to the south. For the gate guards, Long-

Range rifles are recommended — but if you don't have any you can always pick some up after killing the bitches on the railway platform. Guns or Mini-Guns come in useful, as does a Flamethrower if the other agents catch up with you.

1 You start at the north end of the map — head west to the train station.

2 Wait for the train (it takes a while) — you may be attacked by enemy agents during this time. Get on the train (after it's stopped).

3 Get off at the southern station and kill the guards on the platform with a long blast of Mini-Gun. Kick



their Long Range rifles and pick off the guards around the gate (just to the south), then go through and up the stairs to the right.

4 If any enemy agents are following, hide round the corner and incinerate them with the Flamethrower!

5 The second reporter is protected by a bodyguard. The best way of dealing with the latter is to pump up your Perception level and shoot at him first with a pistol. As this knocks him away from the reporter, you can then rears round so the journalist isn't in the line of fire, and blast the bodyguard with the GG (you can even pump up the drug levels and leave your agent to get on with it).



6 Leaving your hostages in the buildings, get your third agent to head for the evacuation zone.



5 Assassinate the target with a Long Range rifle (he usually hides at the very edge of the playing area). He may make a run for it to the east — if so, chase and kill him.



After the assassination, get back on the train or walk back to the north. Stay on the upper level and head for the evacuation zone.

8 With the third agent, clear the area of cops and enemies to create a safe path for his comrades.



6 March the hostages back to the evacuation zone.

ARABIA



You have to shoot two journalists from inside buildings. The mission briefing

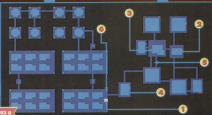


recommends two agents with Persecutorin for this, but you could easily get by with one. Another agent comes in handy, however, to clear

the place of cops and enemies who might shoot at the hostages. It's not half as tricky as it sounds. The only real problem is that one of the targets is protected by a bodyguard — you have to be careful to kill the latter without harming the reporter. As there aren't that many enemies — and you're advised to only draw weapons if fired upon — you only really need a couple of GGs. Of course, you need at least one Persecutorin to capture the target.

1 From the start, head down the ramp to the east.

2 If any agents are outside the building containing a target, kill them before entering and pursuing the reporter.



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Playing Tips!

THE LOST VIKINGS™

Oh
yeeaaah!
Hello fans.
Yes it's me,
the great Milo
the Molo is
back. I got a little
bit of time off
Image Scanning so
I've returned with
some more
ergonomic solutions
to *The Lost Vikings*.
Just follow the
instructions on
the maps and
you'll show
them Vikings
the way
to go.

THE NAUGHTY NORSE GUYS



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



J **ERIK JUMPING.**
Looking like
something out of ZZ Top,
Erik can jump to the level
to clear hazards and
gaps. Thank Odin he
can't play the guitar, though.



A **OLAF SHIELD
AHEAD.**
This tubby guy's shield is
thick enough to resist
even laser bolts,
protecting him and his
comrades behind.



B **OLAF SHIELD
ABOVE HEAD.**
When the fat fellow holds
his shield above his
head, he hangs glides
across gaps, or safely
down long drops. Talk about delaying
gravity!



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



D **BALEOG SWORD.**
His mighty blade can
split the most baddies 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.



C **ERIK'S SUPER RUN.**
The bearded ZZ Top
look-alike gets down to
some real headbanging.
When he butts his bonce
against bricks, they
crumble into dust, enabling effort
painful passage through walls.



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



THE PILLAGING GUIDE TO CRACKING HEADS!

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

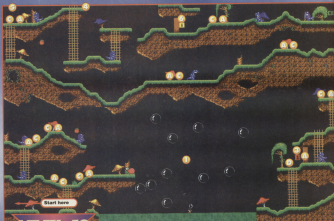
LEVEL 9

Playing TipS!

PASSWORD: CYM!

1. Collect red key.
2. Use the red key here.
3. Collect this key.
4. Use the yellow key here.
5. Collect the blue key.
6. Use the blue key here.
7. Collect the smart bomb, but be quick.





LEVEL 10

PASSWORD: BBLB

1. This is a very tricky part, all you have to do is time your leaps across from bubble to bubble.
2. Collect this key.
3. Use the red key here.
4. Float down here and press the B key to activate the smart bomb.
5. Collect the yellow key.
6. Use yellow the key here.

LEVEL 12

PASSWORD: QCKB

1. Collect this key.
2. Use the red key here.
3. Collect the yellow key.
4. Use the yellow key here.

ERIK THE SWIFT

Age: 19

Height: 5'6"

Weight: 160lbs

Specialty: Fast running, jumping
Equipment: Running shoes, a strong head

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



Playing Tips!



OLAF THE BOOBY

Age: 22
Height: 6'2"
Weight: 200lbs
Specialty: Defense
Equipment: Shield

Although Olaf cannot kill baddies, 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 let him jump on it to reach higher platforms.

BALEGG THE FIERCE

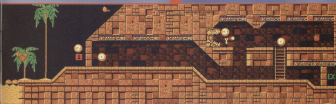
Age: 25
Height: 6'6"
Weight: 200lbs
Specialty: Combat

Equipment: Bow & arrow, sword
Balegg 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, Balegg isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting fiercer baddies.

LEVEL 11

PASSWORD: VLCH

1. Break this lock and talk to the women.
2. Collect this key.
3. Use the red bag here.
4. Push the block to the left.



Playing Tips!

WYKAR 2

Messengers of Doom

Last month's tips got you started in this epic adventure. Still stuck? — well here's some more...

1 ZACH'S ISLAND

Go right through the town to the library at the extreme left; pick up the fortress parchment. Kill as many enemies as possible (to gain money and experience). Buy arms, herbs, food. Recruit if necessary, rest and sleep to recover psychic strength. Return to the harbour in the direction of the fortress.



Extract from 'Jon, my life and work':
Schlounz: physical regeneration
Dijstian: psychic regeneration
Clopator: invulnerability

2 WAKEER'S ISLAND

Follow the wall on the right trying to keep moving it all the time. Fight the skeletons. Passage to the S; there, pick up treasure in the corridor to the E. Leave the passage again, continue E then S. Large room: take the extreme SE, then S, E, and corridor to the W to activate two handles — one on the right wall, one on the left.



Continue due N into the passage, follow the corridor into the large room; activate the handle on the wall to the S. Leave the passage again, take the extreme SE, follow the corridor and pick up treasure, stall and area. Return to the landing stage. Return to the town.





3 ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible, because big fights are coming. Buy two men's habits and five fur coats from the clothes shop (not far from the harbour, in a road leading to a little square to the W). Go to the library and examine a parchment on poisons. Go to the bank (W of the library), enter the street with guards. You must kill all the guards in one go (you can't make a return trip), using arrows and spells. Take the deer opposites pick up 100,000 gp. Deposit 10,000 in the bank (on the other side).

Go shopping: buy a magic, a monkey, an eagle and a parrot from the pet shop (extreme SE of the town). Opposite is a super-weapon: depending on your budget, buy arms(s), helmet(s) and shield(s). Go down to the S, along the bend. Buy 5 ropes from the shopkeeper. Move W, buy potions for the 'troublesome priest' (Humbly) and 'red velvet' (Jabber). Continue to the W, 3 crossroads N, then W, then first E. Kill the giant-guard (difficult). If necessary, regain strength because there are more fights to come.

Enter the 'Blue Velvet' nightclub (only open at night) thrown in prison. Release the magic through the bars: pick up the key. Open the cell, put on 3 men's habits. In the fortress

take the passage (open between midnight and 4 am), pass the monk. Enter the castle. Recover the prison key from the monk's belt. Leave the passage again. Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison. Fight with guards. Return to the harbour. You will need at least 10,000 gp and an iron shield. Take the boat for the island where you started.



5 JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the Cauldron in the snow. Roll off again in the opposite direction following the mountain road along the precipice. Go into the

mountains. Find the rhinoceros. Kill it and take its horn.

Return to the landing-stage. Select mountains, landings-stage to NW. If necessary, make return trip to the town for 'repairs'.

On leaving the harbour, travel E. Follow the coast, then take the passage to the W. Fight with two giants. Pick up the living sword in a mountain hollow. Leave the passage again.

Continue northwards. At the end, find a priest in a cat-de-sac. Prepare the Humbly potion and give it to him: pick up the tree-island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



Playing Tips!



4 IRVAN'S ISLAND

Go extreme E. Follow the E coast, find a magician. Give him 10,000 gp, then send out the eagle: pick up the mountain parchment. Return extreme W, along the coast, find the standing stones, continue to the W end. Pick up the robe at the foot of the standing stone. Golem makes up, kill him (most spells won't work on him). Turn round and fight Golem a second time. Return to the harbour. In the direction of the mountains, take the landing-stage to the S.



Playing Tips!



7 THORM'S ISLAND

Put on the pendant recovered from the dead woman. Take the crossroads to the left, then to the N, and second on the right. At the end, find an exit. Prepare the Valdivia potion and give it him to drink; pick up the pendant. Go down to the S again, then to the W and enter village. Visit the huts; two open huts give various information. Return to the harbour, take the extreme E. Fight with Evoka. At the end, pick up the relic. Return towards the harbour. Take N-E-N-E, follow the road at the end is a stone shield. Place the horn on it; it wakes up, then give it the iron shield; pick up the magic shield (protects against fire). Turn round. At the crossing, go H then E and first N. Fight with monster. Take first W. Negotiate the labyrinth, avoiding false trails and aggressive eagles, to arrive close to the dead woman at the end is the W. Collect the key to the town hall from around her neck. Return to the harbour. Hurry.



6 JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains. Find a rhinoceros. Kill it and take its horn. Return to the landing-stage. Select mountains, landing-stage to NW. If necessary, make a return trip to the town for 'repairs'. On leaving the harbour, travel E. Follow the coast, then take the passage to the W. Fight with two giants. Pick up the living sword in a mountain hollow. Leave the passage again. Continue northwards. At the end, find a point in a sub-basin. Prepare the Hamberg potion and give it to him; pick up the tree island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



8 ZACH'S ISLAND

Go to the town hall (extreme NW). Enter the town hall and pick up the idol. Go to the temple (W of the bank) and give the idol back to the monks; pick up the Air Elemental pendant. Go onto the bank and draw out money. Buy axes and food. Rest and sleep. Keep 7,000 gp, then return to the harbour. Go to the fortress.





Playing Tips!



9 AKEER'S ISLAND

Follow the left-hand wall, always moving N as far as the passage. In the circular corridor, take the invisible wall to the N. Follow the corridor and enter the flooded area. In the maze, keep taking the corridors to the N until you leave the catacombs. Find three weighing scales. Put EXACTLY 3,500 go on the first two scales. Return to the catacombs. The water should have disappeared. Take the second to the SE. At the end, follow the small underground passage.

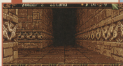
In the large room, activate the handle at the SE end. Take the treasure at the NW end. Put on the Air Elemental pendant. Continue to the NE end. Take the first turning to the right. Fight with mummies (fire cloud and lightning are effective). At the very end, to the S, pick up a skull. Return to the N. Take the access to the E. Stop in front of the wall, take the invisible wall to the S, pick up treasure and skull. Return to your initial position in front of the wall. Cross the invisible walls, still moving S. If blocked, take a side step to the S then continue S. Enter the prison; you can find other treasures if you pass other invisible walls at the end of the maze.



Follow the corridor to the E, kill the long-guard, at the eastern end, click the prison key in the lock; all the cells will open. Turn round. In the first cell to the right you can find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so you must liberate one of the characters (another or warrior). In the second cell to the S, starting from the W, is a secret passage through an invisible wall. Follow the corridor and enter a vast

room. Beware, this area is cursed: some characters will be inverted. To un-invert them, you have to cast the curse-lifting spell.

Go to the middle of the columns and pick up the living sword. From the centre make return trips to the N, then S, then W. At the end you'll find either invisible walls with treasure or a secret passage (click on the plate in the ceiling with a handle to be activated). Lastly, take the passage to the SE (beware of the hooks in the ceiling), pass the door, follow the corridor to the S, in front of the grille, release the monkey; open the passage. Reach the landing-stage. Select the entrance to the fortress again.



10 AKEER'S ISLAND

Return SE to the corridor with handles (see above).

Go due N into the passage and follow the corridors to the W. Beware of the destroying wizard of chaos (prepare psychic protection). Kill the wizard. Pick up treasure and skull.

Return to the passage entrance. Take the corridor to the SE. Beware of the dangerous mummies. Kill the mummy. Secret passage in one of the walls: click on the button under the eagle-heads. Continue along the corridor to the N. Place the S skulls on the S scales. Continue along the corridor. Kill the guard. Pick up the relic.

Return to the landing-stage. Re-enter the town.



Playing Tips!

Lemmings Lifeline

Another month, another magazine, another two levels of Lemmings... this time it's *Lemmings 2* — The Tribes that falls under our faded fairylight. Alex Wood of Bath, Avon is stuck in Beach World Level 2, The Barley Mow, while Gavin Barnes of Edlington, Birmingham can't get past Outdoor World Level 1, Patent-Ly Obvious. Many thanks guys, we hope these solutions help you both, and anyone else who's stuck on those levels. If you're pulling out your green hair, considering throwing yourself off a cliff or ready to take a long walk into a lake of green goo, don't do it — write to Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Remember we need the name of the game (*Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*), the level you're stuck on, and (where applicable) the level code.

1

Just before the highest point

reached, turn a right-facing Lemming into a Platformer.



2

If they get stuck, use a Twister.



THE BARLEY MOW (Lemmings 2, Beach Level 2)

This level appears huge, but looks can be deceptive... if solved correctly, the right-hand side of the screen isn't used!



1

Blow a Jet Pusher over the yellow and green umbrellas.

2

Pour glue from the 50 two holes...



3

...and here...

PA-TENT-LY OBVIOUS (Lemmings 2, Outdoor Level 1)

Bit of a tricky one, this — there are several ways of doing it, but no single, perfect way that succeeds every time without going wrong. This way works and you can usually use spare icons to get you out of trouble if things go wrong, so use your common sense...



4

...and here,



5

Let the Lennings hit the spade and turn.



6

Back here. You may need to do it twice if your first attempt only scuffs it, but make sure you're left with at least one Basho.



7

Throw a Grapple here to stop the Lennings walking off the platform and falling to their deaths. This Lennings's job is now over — he'll head for home.

8

Blow a second Jet Packer over the red and white brilly...



9

...and Laser Blast here.



10

The Lennings now march for home.



11

Blash through the brilly and you're home.



3

Towards the start of the platform, place a Blocker.

4

Keep filling it with sand until they reach the higher part of the hill...



5

...then make a platform going left. Replenish as needed.



6

When the platform's complete, blast away the hanging part of the hill with Twisters and the fan.



7

You may have to repair the end of the platform, but the Lenns should now make it.

Playing Tips!

Watch out Saddam, here comes the AMIGA FORCE reinforcements. Many tanks to Empire for these terrific tactical tips!

ISLAND 1: FAILAKA

BATTLE 1

■ Choose the top-left battle area to start. The aim of this scenario is for the player to track a convoy heading from a chemical weapons store in the northern village to a warehouse in the southern village. Then all that's needed is for the player to destroy the two buildings concerned. So, field one group down the main road to northern village, and another group diagonally across country to the village in the southwest. After a few minutes you'll spot a group of vehicles leaving the warehouse in the north (it's the most northerly



building in Az Zor). You can then destroy the building, but leave the vehicles. Your last in the north should now be used to stop any Iraqi forces from entering Az Zor. This is quite simple, particularly if you use your engine smoke. By the time your other unit reaches Saad the Speed in the south they up on the edge of a nearby tree line, or you'll get shot at frequently; you should have just enough time to spot the convoy turning into the second warehouse from the south of this village. Destroy that warehouse (NOT any other) and you've won!



WAR IN THE GULF



BATTLE 2

■ The battle area in the top right of Failaka Island can be accessed next. The aim here is to get all the Iraqi forces out of the archaeological site at the centre of this area. You must then ensure that no forces re-enter. Finally the player must locate a group of Gaskan missiles in the northwest of the area.

One grave complication about overrunning Iraqis is that if any buildings are destroyed, you lose the battle. To avoid the Iraqis taking pot shots at you (and thereby possibly causing collateral damage) you could well attack them from way long range using TOW missiles. If you do this from far enough away, you can destroy the forces in Iraqis without any shots returned.

Next, the best way of preventing further reoccupation of the site is NOT to stick your forces in the middle and wait for a response. That way there certainly WILL be collateral damage. So it's best to set your forces on the edge of the forests surrounding Iraqis (maybe three groups), and wait to ambush forces as they try to re-enter. In the meantime your fourth unit can search for the missile site, which is to the northeast of the southwesterly forest in the area. In all, if you held out for 30-32 minutes from the start of the battle, you'll have won.



A - Iraqis
B - SAS Gaskan Missile Area
C - Point at which to launch assault on Iraqis
D1 D2 D3 - Suggested locations for defence

A - One Unit
B - Another Unit
C - Destroy warehouse in North-West
D - Destroy second warehouse from the South



BATTLE 3

■ The final battle area of Falaika Island is the southeastern part of the island. You have to provide protection for a group of support vehicles which arrive at the southern village of Falaika after 10-15 minutes. Prior to this you should have cleared the road to the north from the village. Another aim is to destroy the helicopters in the northern airfield.



To clear the northern road, send three of your units to the forest edge opposite the three locations where you have been told there are Republican Guard roadblocks. When all three groups are in place, launch a simultaneous attack on the three roadblocks. It should be quite easy to destroy all three units. Now, use forest cover to take two of your units south to defend the convoy in Falaika. If you place one unit to the northwest of the village and one unit to the east of the village, you should be able to provide satisfactory cover.



At some point your fourth group will have to launch an attack on the northern airfield. Set this group up in forest cover opposite the middle line of the airfield, and aim to destroy the attack helicopters in the middle of the strip as soon as you can. If you have any difficulty with a counter-offensive launch as a result, your third unit should be free to help.



A - Airfield
B1/B2/B3 - Three ambush points to take up marked with X
C - Falaika village

ISLAND 2: BUBIYAN



A - Police Post
B - Bridge
C1/C2 - Defensive position for bridge
D - Offensive on Police Post

A/B/C/D - Best position for players four units
E - Convoy on road

BATTLE 5

■ This is quite a tricky battle to get correct! You must protect a convoy which is plying the road from north to south and back, from attacks from the east of the battle area. With four units, your best approach is to put each unit at roughly equidistant positions from north to south to defend the convoy. You can provide adequate defence by standing still so don't try and escort the convoy. The units should be to the west of the road, on the eastern end of the minefield.

You're now obliged to keep a very close eye on misadventures from the east. If you keep aware of any activity on your map display you should immediately respond. It's also fruitful to just scan the battle view, to keep an eye out for enemy activity. If you are aware of the position of your convoy, or able to note where the most danger lies at any moment, you're able to provide protection without losing any vehicles. It can certainly be done!

A - Position of unit to defend Eastern access route
B - Reconnaissance position



Playing Tips!

BATTLE 4

■ The first battle on this island is relatively simple. You must take all of your troops over the bridge, and in the process destroy all of the groups defending the bridge area. You must then await attacks from the south, while ensuring that all your forces are hidden from view of the troops from the south. Set two units in the camouflage of the forests just to the southwest and northwest of the bridge. These should be able to dispose of any southern troops.

The other two units should then try and attack the police post in the north. The best route to take is to visit to the east, using forest cover to come the post as close range from the west.

If you've destroyed all opposition at the post, you'll win if you hold out at the bridge for approximately 30 minutes after the start of the battle.



BATTLE 6

■ You have a series of objectives in this battle. Firstly, you must prevent any breakout of Iraqi troops to the east, so position one unit at the easternmost end of the east road, and make sure that all activity on that road is stopped.

Secondly, you have to search for two vehicles hidden in two separate buildings. In the first battle area each forest has a building to the south of it. There is no need to destroy a building to find it there is a tank inside - you can use the infrared sensors, which tell you in a quick scan. This proves very useful, because half of the buildings cost 7500 money to destroy.

So, you just have to search every building in the area for hidden vehicles (note that they're randomly hidden in different places every time you play). If you keep to the edges of the battle area as much as possible, you also avoid a proportion of enemy counter-attacks. Once you're ready, make sure you can reach the conspicuous point at the designated time. The location is just to the east of the most southerly forest. If you happen to destroy the three radar towers before the end, you'll make even more money!

So, you just have to search every building in the area for hidden vehicles (note that they're randomly hidden in different places every time you play). If you keep to the edges of the battle area as much as possible, you also avoid a proportion of enemy counter-attacks. Once you're ready, make sure you can reach the conspicuous point at the designated time. The location is just to the east of the most southerly forest. If you happen to destroy the three radar towers before the end, you'll make even more money!

Playing Tips!

GENERAL POINTS

■ When you first start to play *Idler in The Gulf*, it all looks pretty complicated. There are four windows on the screen, and you have control of up to 16 tanks. People who just pick up the game first that they kill tanks on their own side before they even meet the enemy! It's therefore important to get used to the feel of the game before expecting to beat the hell out of the opposition. The best way to do this is to play the demo scenario, and make sure you follow everything that goes on. Within half an hour, you'll find that the control mechanism is surprisingly easy and intuitive to use.

There are a few general points to remember when playing the game. M1 tanks have much more armour than any other vehicles on your side, so ensure that some of your units are entirely made up of M1 tanks. These should be used for raiding missions, with the very powerful TOW missiles available on your other vehicles kept further away from trouble. This makes sense, because the TOW missile has a range of about 4km.

If you find that the opposition are destroying you too easily, there are a number of things you can do:

1. Using your **SMOKE** (SMOKE) makes you a much harder target. The **smoke** vehicles have very inferior infrared imaging, and so have no firm target to shoot at. There's nothing to prevent you from using engines instead most of the time, so keep it turned on as much as you want. This may mean that you need to use **INFRARED** imaging, particularly if your view is obscured by clouds of smoke.
2. Normally the opposition unit which is firing at you will be marked on the map display, so as soon as you're receiving incoming fire, try and identify where it's coming from. Once you've been spotted it's often more effective to destroy the opponent than to run away!
3. Use the areas of the forest, particularly the tree line, to move in if you can. If you move your vehicles just inside the areas of forest on the map displays, you can to survey the battlefield while receiving 'terrain protection'. Your vehicles are camouflaged and often the opposition won't be able to spot you against the tree line.
4. Note carefully the aims of the forthcoming battle, and work out a provisional strategy before you start.

THE ASS-KICKIN' CHEAT

■ On the firing screen, pop up a file and instead of your name type in 'let me cheat!' (making sure that you include the capital and exclamation mark). Instead of now pressing return, hit the **RESET** button. The number next to the **LCSSBID** column on the file will now be 1, indicating that you're in cheat mode. Now type your name in and you can get into the game as normal.



Automatically win. Please note that you get the wrong debriefing text. You can then continue and progress through the game. In this way, you can gradually see all of the battle areas in the game if you wish.

2. If you go onto the map screen during a game, and select a destination using the mouse, then press the left Amiga key followed by the number of a unit (1, 2, 3 or 4), that unit goes to the destination specified on its map screen. It's a good technique for moving about quickly in cheat mode.

When you reach the map screen where you choose which battle area to attack, you're able to get to any of the screens on the map. Basically, if you hold down your right mouse button while selecting which square to go to, you can choose to go to any square on the first island.

In cheat mode, there are two major facilities available:

1. If you press the left Amiga key and W during a scenario, you



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 Magazines, Ludlow, Shropshire SY8 1JW.**

FLASHBACK

Q I am having problems getting anything on Flashback. If anyone has any codes for the UK version, I would appreciate their help.
Chris Ellis, Leightonhough

A Lucky for you, D D Magazine from the Isle Of Wight sent in all the codes for the legitimate UK version of Flashback — not the dodgy one which other mags have printed codes for! Look in this month's Cut-Out 'N' Cheat section (below) for all 21 UK codes.

SLEEPWALKER

Q I am stuck on Sleepwalker Level 1. I can get the letters, but I do not know where to go after that. I have had the game since Easter, please can you help me?
Kevlin McQuill, Inverness

A Ah, if only you'd have bought Amiga FORCE! Issue 4, you'd have seen our illustrated tips for the first two levels (followed by Level 3 in issue 5)! Anyway on Level 1, you have to guide Sam safely to the very bottom-right of the defensive playing area. Collecting all the letters activates the end-of-level bonus game.

EYE OF THE BEHOLDER A-TRAIN

Q Help!! I have been trying for ages to get onto Level 3 of Eye Of The Beholder. I am stuck on a part of Level 3, with the room full of travel markers and passages. Also, are there any cheats for A-Train that will give infinite money?
Jonathan Cook, Brentforpe

A Sorry, we can't help with either game. Jonathan, but I bet someone out there can. We'd particularly like a full Eye Of The Beholder solution please, so anyone reading this, write in soon!

CUT OUT CHEAT!

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

battle valley



heavers

dogs of war



dragon's lair



exolon



fire and ice

flashback



guy spy



humans



Playing Tips!

MAGICLAND DIZZY

Q I was reading back issues of your magazine and I was looking in Type Bit and I thought that I would help out. Mrs M. Beckett of Ardourtown (Issue 5). Here's the complete guide to Magicland Dizzy.

To rescue Dizzy's friends...

Dora: Take the key to the castle, then get the power pill, which kills the ghosts. Get Dora Frog and take her to the castle and give her to the prince.

Dennis: Use the handle to get the bucket, walk right and hit the bucket with hot water. Find the stick and dagger. Use the dagger to cut the goat's cape before hitting him to his behind. He then knicks the foot of the bridge. Take the hot water and throw it over Dennis. Take the carved stone in the forest, then take the pipes down the wall. Use the pipes and the cat falls into the water. Get the sticky stuff and the lamp from the wall, use the sticky stuff on the sword and Bob's poor uncle, you're the King. **Dory:** Take the lamp, climb and lightning out. Put the letter on Dory and rub the lamp.

Dylan: Get a leaf from the bush with the dagger. Get the witch's cat, the burning torch from the ice

castle and the poisoned apple. Give all the ingredients to the witch, who gives you the sword killer to use on Dylan.

Dafny: Take the coin and 'Drink Me' bottle. Holding the coin, the Vampire goes the opposite way for you. Give Dizzy the 'Drink Me' bottle to shrink him.

Grampa: Go to the chess board as King, take the queen. Next screen is Grampa. The moos are reversed on the chess board. Go to the volcano and talk to the Devil, who gives you the ladder — use it to kill Zacc. He gives you the ring, give it to the Devil and finally collect 30 diamonds (Puzzle).

Mark Well, Rhoaden, Cornwall.

CHEATS NEEDED!

Q Please could anyone tell me any cheats on the following: *Silly Party*, *Aspen*, *EC Kid*, *Kid Gloves 2*, and *Street Courts 2* (by your name this version *Street 2P* — G&P)?
Vinod Lalji, Bolton

A Thanks for all the tips you sent, Vinod — we used many in the Out-Of-M Cheats. It makes us feel all the more guilty that we can't help you with any of your queries. Surely some other helpful reader has the answers?

INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE

Q Can you please help me out? I am stuck underground and I don't want to jump in the water, the man and woman won't give me the wine bottle and I can't lift the slab. I can't get through the grating and I can't pick up the torch!
HOLLY

Timesaver

A Pippin's back, I'm sure I got past this bit once, but it was so long ago I can't remember how to do it! Can anyone else put the answer (no hint required)?

LURE OF THE TEMPTRESS

Q Several of our readers sent in full solutions after requests for help were printed in earlier issues. Our thanks to Russ Smith of Wilmetts, MI, A-Hill from Hull, and Martin Harber of Letchampton for completing the solution for you all to feast upon...

battle valley

arcade

Before playing, type

**ROGER MELLIE
THE MAN ON
THE TELLY**

for infinite tanks.



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.

exolon

arcade

Enter your name as

AD ASTRA

on the high-score table
for a big surprise.

dragon's lair

arcade

Hold down Esc, R, I,
L, N, 7 then fire to
see the game being
completed.

dogs of war

arcade

Before starting, type
TIMBO
and then press F5 for
infinite lives.

beavers

arcade

Some passwords for this
cute little platformer:
Level 1 — ZEGGOU
Level 2 — MRCLINK

humans

arcade

Level codes:

- | | |
|------------------|------------------|
| 1 — Garside | 11 — War war war |
| 2 — Andy Parry | 12 — 2 Millions |
| 3 — Get a life | 13 — Smoking |
| 4 — Carlos | 14 — Blue Monkey |
| 5 — Martin | 15 — Red Knight |
| 6 — Boudie | 16 — Red Knight |
| 7 — Eric | 17 — No solution |
| 8 — The terrible | 18 — 22 |
| 9 — Joe | 19 — Red R. out |
| 10 — Phila | 20 — Good |
| 21 — Mithras | |

guy spy

arcade

Type in

GETVONMAXGUY

then return then F1 to
see the game being
completed.

flashback

arcade

Here are all the level codes
for the OFFICIAL UK version
of Delphine's classic

Level	Easy	Normal	Expert
1	1000	0000	0000
2	1000	0000	0000
3	0000	0000	0000
4	0000	0000	0000
5	0000	0000	0000
6	0000	0000	0000
7	0000	0000	0000

fire and ice

arcade

Type
COOL

whilst playing to
activate a handy
cheat.

Escaping From The Skool Prison

As soon as you start, walk over to the flaming torch on the wall and get on top of it. The head of the tower catches fire. Walk to the top-left corner and wait for the guard to enter. As soon as he has, leave the cell and close and lock the door. Talk to the prisoner hanging on the wall and he says he wants some water. Leave the cell by the right door and enter the Guard Room and get the knife on the barrel. Look at the barrel to find a tip. Go over to the right of the screen and use the knife on the sack and get the bottle. Return to the barrel and use the bottle on the tip. Leave, and enter the Torture Room. Use the knife on the leather cord to free Ralphach. He now follows you. Go back to the outer cell and give the bottle to the hanging prisoner, who tells you how to escape. Tell Ralphach to push the bricks on the wall and go through. Follow him and you end up in the town.

Rescuing Gaewin

You need to find the Blacksmith, Luthern. He's in the forge in Smith Street — you'll hear him when you get near the forge. Enter and pick up the Trefeboss and talk to Luthern, tell him about Wulf and he gives you some information. Leave and walk around the town and talk to everyone you meet about Gaewin. Find the man in the long green coat and ask about a

job. He gives you a metal bar to take to the shoekeeper in the market place, where you'll be rewarded with some cash. You're also be given a blue gem and a chain. Take this gem to the barmaid at the Mages Inn and you get a flask of oil.

No and find Luthern and tell him about Gaewin. He tells you to find Galt; he's sitting in the Mage's Courtyard. Before you leave, give the flask of oil to Luthern, to get an empty flask back. Leave and find Galt.

Ask Galt about the Dragon and he opens a yarn before giving you a lockpick — give this to Ralphach. Go to the Severed Arms in West Street and talk to the woman knitting by the fire. She says something about the Wizard and gives you his Diary.

Go to the Wizard's house in the Market Place and tell Ralphach to pick the lock. Read the diary, enter the house and look at the apparatus on the table, use the Winkstone on the gas burner, wait for the liquid to boil, then use the empty flask and get the potion. You must leave the house before a guard enters and give you a good hiding.

Go to Warrigate and drink from the flask; you turn into Selens. Walk right and talk to the guard by the town hall door and he allows you to enter. Tell the guards there to release Gaewin.

The Dragon's Caverns

Follow Gaewin to the hero shop and wait for the

Playing Tips!

goblin to walk off, then enter the shop and talk to Gaewin. You find that Luthern is plotting against Selens. Find Luthern outside about his plans — your reply doesn't matter. Get the large and red Martin, who offers you a job: accept it and he gives you a book to take to someone. Instead take the book to the town at Blackfist Row. The monks tell you about the Dragon, and the herbs mixture needed to control it.

Go to the herb shop and Gaewin says she is out of one herb. Find this herb in the flowerbed outside the forge. Return to the shop and Gaewin makes the potion. Now go to Galt and he tells you to look for the case in Warrigate. Go to the Severed Arms and talk to the Barkeeper. He tells you the names of the gargoyles outside the Warrigate to whom you talk to enter. You're not able to because you're not a sorcer. Find Gaewin and ask her to help. Return to Blackfist and tell her what to do. She gives you a ring and Gaewin follows.

In the cave there are two skulls: look at them both and then pull the right skull. The door opens to the next cave. Enter and Gaewin follows.

Look at the next set of skulls — you must look at them both or Gaewin can't help. Tell her to go back to the entrance cave and pull the left skull and then



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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!

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LOTUS ESPRIT TURBO CHALLENGE

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



THREEBIES!

SWITCHBLADE

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

MANIX

■ A scuffed-up variation of the classic O-Bert coin-up, this has you juggling around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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Next Month!

FORTHCOMING ATTRACTIONS

IN NEXT MONTH'S AMIGA FORCE...

SMART CARDS...

Remember those ace tips cards we gave out last month? Well next month we're giving you two more! We've some more great links on Team 17's excellent *Body Blows*, and we'll also be taking a look at Electronic Arts' *Syndicate*.



THE FINAL SOLUTION...



Well maybe not the final one, but we're taking an in-depth look at LucasArts' *Loom*, now a Kick XL classic. We're also bashing our way through more levels of *Lemmings 2*, giving you the greatest cheats in a handy cut-out-to-keep format and generally letting you know what is in, how to do it and convenient ways round it if you fail.



REVIEW REVUE...

We don't like to make definite promises about what's in next month's review section as we can't be certain what games will be finished in time — besides we had our fingers burned over *Bagmanor* (still not ready folks, we'll let you know when it's done). Even so, US Gold's *Ringsmaker* should be ready for review next ish, as should Team 17's *Overdrive* and *F1 Challenge*. We also plan to review *Alternative's* *Scherban Command* and *Alto Alto*, plus Ocean's *European Champions*, *Superleague Manager*, and — fingers crossed — *Jurassic Park*. On the CD front we should see the conversion of *Rabotod*. But rest assured we won't review any unfinished titles — if it's nearly ready, we may give it a Playtest instead, but we never give our final verdict till a game's 100% complete.

amiga SPECIAL FORCE RESERVE

Dear Mr Newsagent

Hi! Just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amigamegalantic affair it is! So...

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