FROM THE MAKERS OF THE WORLD'S BEST-SELLING AMIGA MAGAZINE

FORMAT SPECIAL

SPECIAL ISSUE 7 £3.95



STOP RIGHT NOW

We'll shatter your illusions about games... forever!





THE FUTURE OF GAMES NOW

FORTHE LOVE OF GAMES READ ON...

AMIGA FORMAT SPECIAL

GAMES



The Special Interview: **Archer Maclean** p. 21



The Special Interview: **Jeff Minter** P. 23



The Special Interview: Asylum P. 40



The Special Interview: **Andy Braybrook** P. 58



The Special Interview: **David Braben** P. 47



The Special Interview: **Mev Dinc** P. 67





FOREWORD Two quotes to convince you that you made the right choice!



A GAME IS BORN We reveal how four developers work in our indepth report.



SOFTWARE HOUSES Who they are and what they do, and have done!



HARDWARE Take control of your pleasure with our guide to sticks'n'stuff



The Special Interview: **Geoff Crammond** P. 71



THEN & NOW Read our demands for the future of games. With the power of history behind them!



CD GAMES What has CD ever done for you? What could it do. Find out now



SILLY GAMES The World's First Prix D'Stupidité. We name the weirdest winners



PUBLIC DOMAIN Dull? Tedious? Okay, miss out on some classics. Don't read this



ET'S PLAY

Hello and welcome to this, the first of the **Amiga Format**Games Specials. My name's Tim Smith, I'm the editor. That's enough idle chat. Why don't you just dive into these lovingly crafted pages and get your pleasure-glands overloaded?



The Special Interview: O.D.E P. 123





The Special Interview: Steve Kelly P. 106



The Special Interview: Revolution P. 112



BLITZ BASIC Create stunning games yourself with these easy, type-in progs!



REVIEWERS ON THE SPOT Do you have to believe these people? Find out



Where are the women? Special investigation!





BACK ISSUES don't miss out on the other six Specials. They're reall rather fab.





A copy of GOAL! or a Premiership season ticket on page 68



Interview: The Hidden P. 79



way you play. We'll tell you now



AF GOLDS The list of the games you must have. In detail. In fact. In-missable?



BAD GAMES Argggh! Urgggh! Blughgh! Far too horrible. Do you dare to look?



GAMER ARE YOU? You can find out with our just-forfun test of wits



One of 50 Cheetah joysticks. Spot the Difference on page 104



FOREWORD

"There's plenty of time to play this game... and trash the **Spaniards** too"

> Sir F Drake. Admiral and all-round headcase 1588

"Being rich and famous means less than nothing if you still can't beat **Drac** in Rainbow Islands" Anon. 1993

BELIEVE IT ... WELCOME READ ON...

Richard Jones

Editor **Production Editor** Art Editor **New Art Editor Features Editor**

Sally Meddings Jon Billington Chris Lloyd Colin Campbell Additional Layout Paul Kingett, Steve Fardy, Damien Noonan

Cover Illustration Paul Kidby Photos Ashton James, Rob Scott Steve Faragher, Contributors Andrew 'Hutch' Hutchinson

Tim Smith Scanning&Outputting Jon Moore Simon Windsor, Simon Chittenden, Mark Gover, Heath Parsons

Thanks are due to Amiga Power, Amiga Format, 17-Bit Software Group Ad Manager Jonathan Bint Ad Manager Jaquie Garford **Sales Executive** Anne Green **Production Controller Claire Thomas Production Co-ordinator Charlotte** Brock, Craig Broadbridge Tamara Ward Circulations Manager Jon Bickley Circulation Assistant Kate Elston Gr'p Pub' Dir' Greg Ingham

10

ADVERTISING COMPLAINTS Contact Alison Winter, **Advertising Complaints, 30** Monmouth Street, Bath BA1 28W.

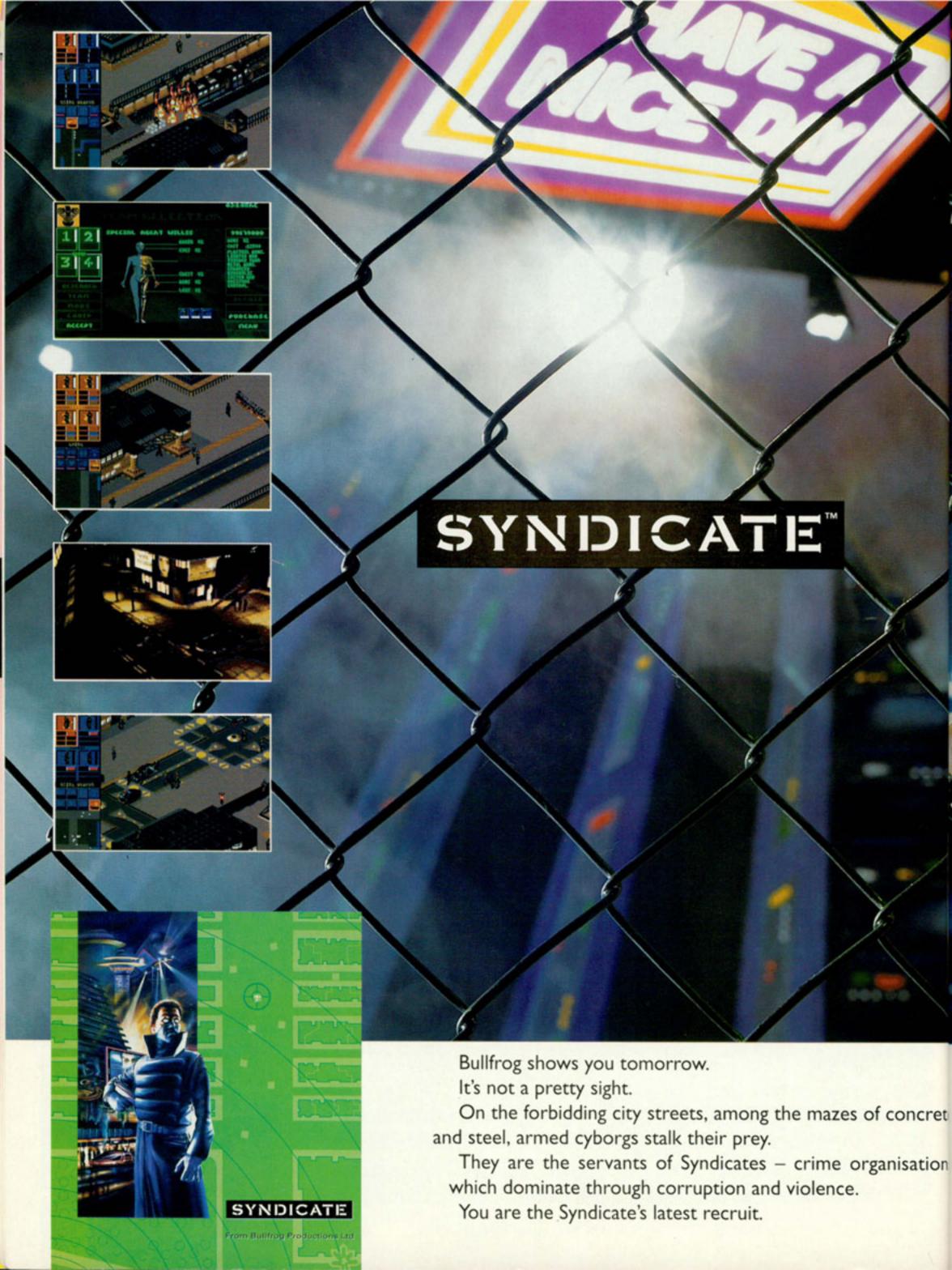
PRINTED IN THE UK BY St Ives PLC, Plymouth

NEWSTRADE DISTRIBUTION, UK Future Publishing, 0225 442244 NEWSTRADE DISTRIBUTION MMC Ltd 0483 211222

30 Monmouth Street Bath, Avon, BA1 2BW Telephone 0225 442244 Facsimile 0225 446019 Subscriptions, Back Issues and Mail Order **Future Publishing,** Somerton, Somerset, TA11 6TB

Telephone 0458 74011 Facsimile 0458 74378/318740

This Special is proudly brought to you by the makers of Amiga Format maga-zine, the best magazine about the Amiga in the world – you'd better





Tool up a team of cyborgs with hi-tech weaponry and superhuman physiques. Now take them into battle for control of future-Earth's 50 territories. Only when the world lies powerless at your feet have you proved yourself worthy of the Syndicate.

It's a dark and mindless future.

But if you have the will, you can have the power.



Distributed by:

Electronic Arts, 90 Heron Drive, Langley, Berks SL3 8XP Tel: 0753 549442.



1. THE ARCADE DAYS

What was the first Amiga game? What was the first ever computer game, come to that? How have games changed over the years, and what will we see in years to come? Over the next ten pages, **Damien Noonan** answers all these questions and many more, kicking off with a look at the very first video games...

WHERE FROM: WHERE ROWS

The Real First Computer Game

Whatever the US might claim, it was Manchester University in the North of England that first ran both an electronic computer (1948) and a transistor-based computer (1953).

By the mid-Sixties many universities had mainframe computers and it was on these that the first games were created in the form of huge text-only

adventure games.
Adventures
didn't change
radically, apart
from static colour
graphics to pretty
them up, right up to
the early days of
the Amiga.

The first ever video game: 1972



Pong: not so much a smell as a way of wasting time and money in US bars.

Wasn't 1972 at all (see The Real First Arcade Game and The Real First Computer Game). But *Pong* was the first successful game and counts as where it all started.

Pong (named after ping-pong) was created when flares were still a happening trouser fashion, by a young electronics engineer called Nolan Bushnell. He had set up a firm called Atari to develop new technologies and sell them to big businesses.

Nobody, but nobody, could be persuaded to take on the crazy idea of a computerised game, so Bushnell traipsed round bars in his area of California asking them to give his machines a go. The first design fault soon emerged – the machines were so popular that the coin boxes were jammed full with silver dollars within a couple of hours.

In 1973, Pong arrived in the UK and a small-scale craze swept the country. Later versions added the concept of increasing difficulty – the ball speeded up as you went on.

Nolan Bushnell went on to create about 20 more ground-breaking games, including Asteroids, before selling Atari to Warner Brothers Communications in 1976. He now works with – Commodore!

The second video game: 1973



BreakOut: not so much a game as a historical concept-making, epochal er... thang.

Pong was suceeded by even more of a 'smash hit': BreakOut shifted the bat to the bottom of the screen and put blocks at the top. If the ball hit a block, it destroyed it – but if you let the ball drop off the bottom of the screen, you lost a life.

BreakOut was the first genuine oneplayer game, the first against-the-computer game and essentially it was also the first 'shooting things' game. And that's where it all started...

The first home video game: 1974

It wasn't until a couple of years later that video games boomed in the arcades, but the idea was building up popularity in the home. The early black-and-white home consoles by Mattel or Binatone had no-software, they came with games 'built-in' (called hard-wiring, tech freaks) and featured several variations on *Pong*. These included bat-and-ball games that had spurious connections with real sports such as squash, tennis, and even ice hockey.

These systems were status symbols for middle-class kids. So if you now see a working model at a car boot sale, grab it – it will soon be a collectors' item.

The cartridge console: 1977

It wasn't long before bat-and-ball consoles were superseded by systems into which you could plug a cartridge to choose which game you played. Bingo! The console as we know it today had arrived.

The first console was the Atari 2600, followed in 1978 by the Atari 400, which by 1982 was dominating the home video game market and, ironically, beginning to kill off the Atari-created arcade game scene.

The first great video game: 1978

Space Invaders. Need I say more?

The Japanese suddenly arrived – big style. This coin-op from Taito made arcade video games A Big Deal. By 1979 about 750,000 Invaders machines were in use across the world, 85,000 of them in the UK.

Costing 5p to play, it was in mono only,

THE REAL RST ARCADE GAME

"Legend has it that Pong was my first video game, in fact it was the second," says Nolan Bushnell. "The first was called Computer Space, which we licensed to another company. Not a great success, it had spaceships and flying saucers all over the screen and it didn't go down so well with the public. I then vowed that my next game would be something simple."

Ancient arcade games, swallowed 10p bits and led to crimewaves... not!

AMIGA FORMAT SPECIAL

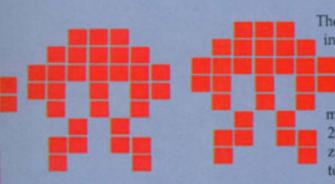
GAMES

10

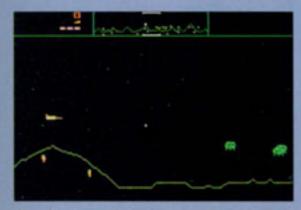
CLASSICS FOR YOUR AMIGA*

Lots of the real arcade classics are still heaps of fun and can be tracked down in bargain PD versions. To the near right we have PacMan. To the far right (upper) is the classic Space Invaders. To the far right (lower) is the boulder-bashing Asteroids. All of these screenshots are from the Public Domain of here and now. They all exist under other names

* Those other names are as follows: Amoeba Invaders, Haemorrhoids, PacMan 87 and Girl Actions (Galaxians!) were all featured on Issue 27's Amiga Format Coverdisk, while the excellent Defender clone comes with Amiga Power issue 26.







though many people think it was in colour (coloured strips on the screen gave the impression that the aliens changed colour as they moved down the screen. Space Invaders was waning in popularity by 1980, but we were hooked, and the games kept coming...

The first colour video game: 1980

Galaxians was simply a new Space Invaders except that its aliens swooped down at you, and it was in full, glorious colour. Well, five or six colours, anyway. What followed next was the Great Golden Age of arcade games, with innovations coming thick and fast. Classics too numerous to mention – Defender, Asteroids, Scramble (the first real shoot-em-up), Donkey Kong (the first platform game), Mr Do, Frogger and, of course, PacMan are just a few of the best-remembered of the many that emerged.



The first home computer games: 1981 and 1982

The Atari 400 and 800 consoles went on sale in Britain in 1981, but suddenly home computers were here and cheap. The way was led by twisted genius Sir Clive Sinclair's infamous 'computer for the masses', the ZX-80, and Commodore's Vic-20. By 1982 the market was flooded with zillions of blatant rip-off versions of all the top arcade games. Whizz-kid programmers crashed their first Ferraris before they were 18, businesspeople bought Porsches in cash. The Software Industry was born...

The first arcade licence: 1983

It never really occurred to anyone that stealing someone else's game was wrong. Every time a new arcade machine appeared, rival firms took the cabinets apart and 'reverse engineered' their own versions.

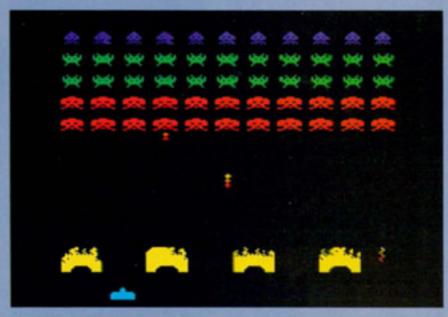
The same happened with home computer 'conversions' – blatant rip-offs of the arcade games, sometimes thinly disguised with a different name (Planetoids, Space Intruders, Killer Gorilla). In 1985 the Copyright Act was amended to take computer data into account, but even before that the big boys started to throw their weight around. So it was that legal licensing started in 1983, when Manchester-based arcade manufacturers Century Electronics sold the rights to their Hunchback game to Ocean for the Spectrum version and Superior Software for the BBC and Commodore versions.

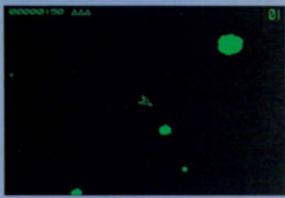
The first classic originals, 1984

Although in the early days all home computer games were based on arcade machines, before long the whizz-kid talent honed on arcade rip-offs came up with new ideas and the Original Game was born.

Original games were almost exclusively British, whereas the arcade stuff came from Japan and America. These games were different – you could, indeed had to, sit down and play for hours, which simply wasn't possible in the arcade.

David Braben's wireframe 3D spacetrading epic Elite (1984) was far and away the king, although Geoff Crammond's filled-3D race-driving simulation Revs (1985)





comes close. But by late 1985 the home computer market started to hit a slump: many of the boom-time software houses went bust. The arcades stole the limelight again.

After the troubles of the previous year, 1986 brought a slow pick-up in home game-playing, led by the cheap Amstrad CPC as well as by the Commodore 64, but it was still conversions of the latest arcade games that everyone wanted to buy. And then along came the Amiga...

THE FIRST FILM LICENCE? 1983

As far as we can establish, the first official film licence to make the video game screen was the Star Wars arcade machine – from Atari.

This not only featured astonishing wireframe graphics to lovingly recreate the bombing of the Death Star, it was also the first to use sampled sound, with snatches of speech straight from the film – "Use the force, Luke!" – adding to the atmosphere.

Ever since, licence themes nave been favourites - for home games more than for arcade machines partly because shops could see the appeal and so would stock them. Films (first big hit on home computers was Ghostbusters, 1984), books (first ever deal was Tolkien's The Hobbit, 1983) and even TV programs (Bullseye, from 1983, was still selling strongly five years later!) sold loads.



AMIGA FORMAT SPECIAL

GAMES

2. AMIGA CLASSICS

So, when did the first Amiga game arrive, and what was it? What were the first generation of Amiga games like? Find out, as we explore the Amiga's glorious gaming history...

The Amiga arrives: 1986

Commodore created the very first 'personal computer' with the KIM1 in 1977, had one of the first successful home game machines with the Vic-20, then in 1982 unleashed the C64, which eventually became the world's



Where it all started;
Defender of the
Crown, the first
Amiga game and
also, three years
later, the first game
ever to be released
on Compact Disc.

best-selling single model of computer, with sales to date of over 13 million.

What Commodore didn't do, however, was create the Amiga. The company bought it wholesale in the summer of 1984 from its designers Jay Miner, who designed the chips for the Atari 800 console, and RJ Mical, who had created arcade machines for Williams.

The Amiga 1000 was launched in June 1986. It had 256K of RAM and when it went on sale in the UK, it cost £1,256 with a single disk-drive. Typically, Commodore wasn't quite sure who to sell it to.

The IBM-PC had yet to dominate business, so the Amiga was pushed in that direction, but most of the software was graphics and music related. Mostly, it was bought by 'propeller-heads', enthusiasts with a fascination for desirable technology. The first Amiga game: June 1986

There are rival claims for this honour, with some parties claiming that the first game was Brataccas, but we reckon that the first Amiga game was Defender of the Crown, by Cinemaware in America. Like Electronic Arts' Deluxe Paint, it was created specifically for the Amiga 1000 to show off its 32-colour graphics and sampled stereo sound – hence the credit on the box: 'Computography by RJ Mical'. Awestruck punters, watching the game run at the A1000 launch, asked where the Laserdisc player was hidden.

The game also had a couple of other important 'firsts' – it was the first in the adventure/strategy genre with animated graphics, and the first with arcade-style action sections. Sadly the gameplay was a bit thin, but when beefed up for the Atari ST two years on, it became an excellent game.

The A500 arrives: March 1987

A year after Atari's 16-bit, 512K ST went on sale, Commodore released its rival, which would battle with the ST over the next three years. The Amiga 500, with 512K of RAM, the new Workbench 1.2 operating system and a Kickstart ROM to get it going, not only made the 256K, disk-booted A1000 look

puny, but also cost a fraction of the price at £499 (equivalent to about £620 today). A TV modulator to attach it to your telly cost £35.

Early Amiga games: 1986-7

With most A1000s selling to adult professionals in the States, the first generation of Amiga games followed the same path that PC games were to tread—they were almost entirely adventures. The second generation arrived with the A500 and brought many more arcade-style action games.

Surprisingly, there were a lot of Amiga games about: if you were considering getting an A500 for Christmas 1987, you already had about 90 titles to choose from. Let's have a look at the kind of things you would have been playing back then.

Naturally, there were those American adventures, still text-based, but decorated with lots of pretty pictures. Infocom already had a massive 25 titles on sale, with the dungeon-style Zork series and the deeply silly Hitch Hiker's Guide to the Galaxy book-licence standing out. The Ultima series from MicroProse was later rivalled by the King's Quest series from Sierra – all are still big names in 'adult' games.

British adventurers Level 9 and Magnetic Scrolls were making a name for themselves as were increasingly-graphic adventures such as Jewels of Darkness and Guild of Thieves, on British Telecom's Rainbird label. And Icom, via Mirrorsoft, broke ground with Deja-Vu, the first icon-driven adventure game. A couple of outstanding non-adventure titles again showed a pattern that IBM

THE 3D GAME

It's no coincidence that the two great classic computer originals, *Elite* and *Revs*, both used 3D systems. Using the technique, David Braben and Geoff Crammond were able to do what the coin-op machines never had: create a believable fantasy world inside the computer.

Those games on the BBC and Incentive's Freescape series (*Driller, Total Eclipse* and *Dark Side*) on the 8-bit machines proved that 3D worked on the older models, but the Amiga made the solid 3D technique its own.

Between 1987 and 1989 in particular, it seemed that every truly innovative and original game to appear was in 3D.

Braben's Virus, Crammond's The Sentinel, Argonaut's Starglider 2, Realtime's Carrier Command, Paul Carruthers' Archipelagos – all were strange, original and in filled 3D.

And that's before you start on the sims: classic flight sims from Interceptor to Falcon MiG-29 Fulcrum, F-29 Retaliator, F-16 Combat Pilot and F-19 Stealth Fighter, driving sims from the arcade style of Stunt Car Racer to the

ultra-realism of Indianapolis 500 and, finally, back where we started - the 1992,

Amiga-ised Revs – Formula One Grand Prix. Soon we'll have Elite 2 and we can all pretend it's 1984 again.

It's only in the last couple of years that the 3D thing has died out a bit. Perhaps we've all seen one flight sim too many? All the same, 3D might be very important for the next stage of game development. But I'll leave that for the bit about the future of games...

Formula 1 Grand
Prix and (right)
Virus: the 3D effect
is a winner on the
Amiga, it harks
back the Star Wars
and BattleZone
arcade games.

AMIGA FORMAT SPECIAL

GAMES

PC games would later follow - mature titles for intelligent players, produced by large American programming teams. Chessmaster 2000 and Flight Simulator II were both beautifully constructed, both cost £45 on import, and both were still critics' favourites a year later, as was Mirrorsoft's nuclear-age political strategy game Balance of Power.

By contrast, the early arcade action titles which arrived with the A500 in 1987 were pretty crap. The big-name publishers weren't committed to the Amiga yet, so small firms dived in to gain a head start. The games were exclusively re-hashes of earlier arcade or 8-bit games and relied on the sex appeal of 32colour graphics rather than any depth of that essential quality, gameplay.

Germans Ariolasoft, with Marble Madness and Archon among their releases, and London-based Anco, with games such as Karate King at a high-value £9.99, were typical sources. Psygnosis, too, got in early with Barbarian in September 1987 setting a pattern for the sort of graphically strong arcade adventure that made its name.

In this context, the few half-way decent arcade games available got more than their share of praise. Rainbird's wireframe-3D shoot-em-up Starglider and US Gold's first foray into the Amiga market, the excellent golf game Leaderboard, were both 'must buy' names for the earliest Amiga owners.

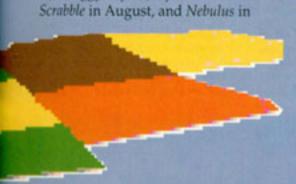
Arcades to 3D, 8-bit to 16: 1987-8

Christmas 1987, and once more the allimportant games-buying season was dominated by 8-bit arcade conversions. US Gold's Out Run coin-op licence, a pretty average driving game, sold in excess of 200,000 copies. It wasn't available on ST until six months later and didn't reach the Amiga until 1988.

By March 1988, Commodore claimed to have shifted 25-30,000 Amigas in the UK, but it was way behind the Atari ST and even the ST wasn't popular enough for most games publishers to support it. Big-name licence releases like Bubble Bobble and Gary Lineker's Football had no Amiga versions, while Nigel Mansell's Grand Prix (yes, five years ago!) wasn't even on the ST, never mind the Amiga.

During the course of 1988, though, four major developments were happening that would change the face of gaming.

First of all, publishers started deciding that Amiga versions of successful 8-bit titles would be worthwhile. In May 1988 Bubble Bobble finally appeared for the Amiga and was followed by Wizball, Super Sprint, Tetris and a BreakOut clone called Impact in June, by the Super Mario rip-off Great Giana Sisters and Buggy Boy in July, Thundercats and



THE KIND OF GAME WE **ALL WANT TO PLAY?**

What is the ultimate Amiga game? If you were allowed to have only one, what would it be? Well, it would probably be an arcade action game, and for many a long year you would have picked a shoot-em-up.

Let's have no arguments at the back, there, you would!

It all started in September 1987. In those days, the Amiga wasn't just good enough to do good arcade conversions, it was good enough to actually be an arcade machine!

Bullfrog arrived with Fusion in November 1988, and Dave Jones came up with Menace the very same month.

Amiga R-Type and its superior German clone, Denaris, arrived in early 1989. The latter was long considered to be the best Amiga game there was, even though legal action from Taito, makers of the former, made it a little tricky to obtain.

Shoot-em-ups had trends, first massive power-ups were de rigueur, then you had to have a shop to buy them in. DMA Design brought us Blood Money in April 1989, which for several months was every would-be alienbasher's fave rave, then The Bitmap Brothers kept up with Dave Jones by releasing the excellent Xenon 2 in September.

And, somehow, that sort of killed off the trend for shoot-em-ups. Dave Jones went

> away and invented Lemmings and the next time a shoot-em-up came out, everyone realised they'd seen it all before. You could probably think of a dozen released since then, but nobody really cared.

Some still stick in the mind, particularly Team 17's homage to the genre, Mindless Alien Blasting. But the Space Invaders derivatives had run out of steam, and the cute colourful

arcade licence was here instead. Bubble Bobble had started it all, New Zealand Story did a whole lot more damage. But the one that broke the mould was Rainbow Islands. Most people would still

argue that the conversion by Graftgold is the best game ever on the Amiga.

Now, of course, we have Zool AGA and a revitalised Robocod, waving the banner of the pure arcade game on the CD32. Same stuff,

slightly more scrolly wrapper. Fashions have moved games slightly towards console role-models, the hardware and programming

> have got better, and games have more colours and more speed. But underneath all of this, you're left with the all important gameplay, or lack of it. Is there a future for this genre? Can anyone do any better? Well, all that CD storage won't make much difference to the arcade game. Who cares? We love 'em!

Mastertronic

signed a deal with Commodore reputedly worth several million pounds to put Amiga vitals into a cabinet with games running from chip cartridge: it was called the Arcadia system.

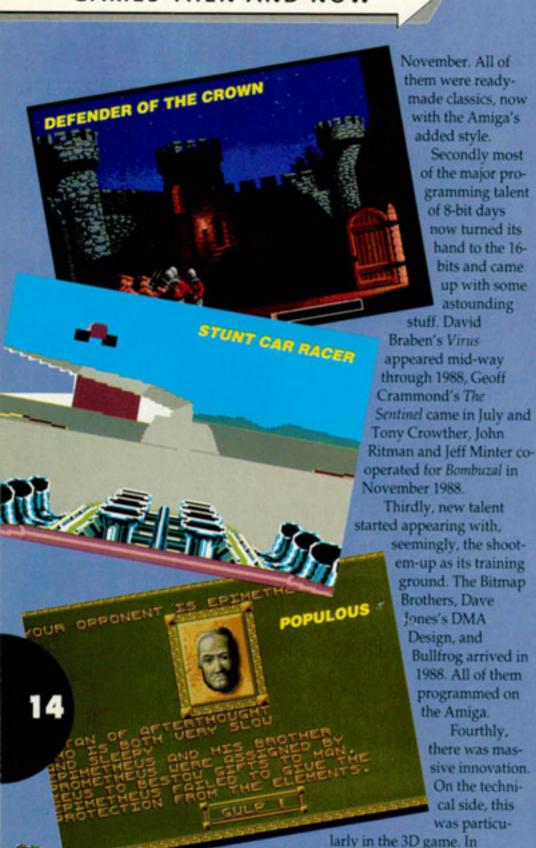
So it was that the first great shootem-up for the Amiga arrived in the arcades and on home machines at the same time: The Bitmap Brothers' Xenon, in March 1988. From then on, shoot-em-ups were considered to be the ultimate in action games.

There were horizontallyscrolling shoot-em-ups, vertically-scrolling shootem-ups and shoot-em-ups that scrolled in all directions at once. Ma and Pa of

them all was the R-Type coin-op which hit the arcades for Christmas 1987. Top Amiga programmers made their debut by writing a shoot-em-up:

16+116

ZOOL AGA



arrived, both 3D classics. On the conceptual side, it was mainly in the increasingly animated adventure genre, dominated then and now by the Americans.

Cinemaware's Rocket

Ranger in November 1988
once more showed the way

ahead for the Amiga.

September 1988 both Argonaut's Starglider 2

SIM CITY

ads are too crowded.

FORMULA ONE GRAND PRIX

and Realtime's Carrier Command

Another advantage the Amiga had at the time was a number of games you couldn't play on its rival, the ST. In May 1988 a race game from Electronic Arts called Ferrari Formula One offered unrivalled realism, and a top-notch arcade game called Bonecruncher appeared, with gorgeous graphics but packed with gameplay. Not on the ST.

Then in June 1988 came The Big One – a flight simulator by Electronic Arts called *Interceptor*. Quite remarkable from start to finish and totally unavailable on other formats, this game sold more Amigas than anything Commodore did.

The same month, the Amiga 500 was dropped in price to compete equally with the ST at £399 and a magazine called ST/Amiga Format was launched. A happy Christmas was in store...

Christmas 1988

For those gorgeous Christmas sales in (software houses love Xams-tide) 1988, though, it was back to big-name arcade coin-op licences backed by big advertising budgets – the ultimate shoot-em-up in R-Type, and lesser efforts in Thunderblade, Operation Wolf and Afterburner.

It's a sign of the times that since then, very few coin-op conversions have been competing for the Christmas top slot. I can think of only two: *Hard Drivin'* from Atari in 1991, which was rare in being a 3D coin-op and turned out to be a pretty dire conversion, and 1992's *Streetfighter* 2.

The reason goes back to those 1987 and 1988 coin-ops. All the game ideas had been done before and 16-bit computers were well able to compete on graphics, so the arcade machines turned to physical gadgetry – Afterburner had the 'rock and roll' hydraulic cabinet, Operation Wolf featured its plastic machine gun, and the original Streetfighter was operated by air-filled rubber punchbags. Streetfighter 2 may have had about 14 fire buttons, but at least it was a standard stick-and-buttons system.

Instead, the big-name Christmas games have mostly been film or TV tie-ins: Batman in 1989, Teenage Mutant Ninja Turtles in 1990, WWF Wrestling in 1991. Sadly, and with Batman being a notable exception, they've mostly stuck to the time-honoured tradition of taking the money, in exchange for pretty poor games.

Milestones in 1989

January 1989 finally brought us the Amiga translation of *Elite*, February continued with the arcade games in *Super Hang-On* and *Denaris*, a blatant *R-Type* clone. Both the latter showed how Amiga programmers could now do perfect coin-op clones.

The same month TV Sports Football, the greatest of Cinemaware's sports releases, arrived. Cinemaware was trying to build a system in which Amiga graphics could be replaced with real video footage. It made a great game, and it's a milestone for the potential development of CD games nowadays. Similarly, that month saw the first translation of a Laserdisc-based coin-op in Dragon's Lair – more lessons for the future, in how gameplay should not be sacrificed for graphic beauty.

March that year brought more milestones for game development, with two of only a few totally original game concepts the Amiga has ever seen – Populous and the Amiga version of Dungeon Master. It also saw the release of the first of Lucasfilm's great arcade adventures in Zak McKracken, with attractive animated graphics and using the keyword system, where all the options were there on the screen.

April showered on us Blood Money,
Dave Jones's perfectly formed shoot-em-up,
and Battlehawks 1942, a very accessible flight
sim (again from Lucasfilm). July 1989
brought the first ever issue of Amiga
Format (hurray!) and the amazing Kick Off,
along with the continued development of 3D
in Powerdrome and the first stunning Amiga

arcade game, the cutesy New Zealand Story.

September saw the Bitmaps' Xenon 2, with its amazing Bomb the Bass soundtrack, so more or less rounding off the Age Of The Shoot-em-up, and the most realistic flight sim yet in F-16 Combat Pilot. By October, Shadow of the Beast finally proved firstly, that the Amiga's graphics were now in a class of their own, and secondly, that this is no excuse for inadequate gameplay.

In November 1989 the 200,000th Amiga 500 was sold and Interphase was released, arguably bringing the Age Of The Original 3D Game to a close. It was accompanied by the rather outstanding strategy game Laser Squad, the best Amiga film licence ever in Batman, the return of Geoff Crammond with Stunt Car Racer and another genuinely inno-

THE TOP TEN MOST HISTORICALLY IMI

DEFENDER OF THE CROWN

The first Amiga game: and the first in a series in which Cinemaware prepared for the eventual arrival of CD – a massive seven years later!

INTERCEPTOR

The first game out only on Amiga which everyone else wanted, the first classic flight sim and the representative of the first generation of filled 3D.

POPULOUS

One of only two games that started a genre and were programmed on the Amiga.

SIM CITY

Railroad Tycoon and Civilization are classics of the strategy genre, but this was there first.

FORMULA ONE GRAND PRIX

The marker for when original games came full circle, as well as the finest piece of 3D programming yet achieved. The camera replays and views are stunning.

MAGNETIC SCROLLS COLLECTION

This amusing little number packages an enormous quantity of the original Amiga games – text-only adventures, would you believe, as well as graphic adventures. Delightful stuff.

THE SECRET OF MONKEY ISLAND(s)

It wasn't the first, even, to be presented in this way by Lucasfilm - Zak McKracken, Loom and Indiana Jones came before it - but it made thousands of people realise that adventures could be fun. Superb.

5

vative game, the strange strategy of Sim City. The Batman pack which Commodore put together for Christmas 1989 is widely credited with finally making the Amiga the UK's top-selling computer. By November 1990, Commodore claimed a user base of half a million machines in this country.

Slow progress in 1990 and 1991

1990 will be remembered above all for the release of *Rainbow Islands*, the perfect conversion of the perfect arcade game, in April, and the announcement of the CDTV in June.

It also brought us a few steady strides of advancement: adventures Captive and Loom in September, a 3D race-driving game that set a modern standard called Indianapolis 500 in November and the first console-style arcade game, James Pond, that same month.

If only we'd realised how important that nod in the direction of consoles would prove to be. Over the next couple of years, the whole atmosphere of gaming was to be changed by pressure from two directions: the cutesy, colourful arcade influence of the consoles and the depth and size of PC games. Already, the Amiga had passed a watershed. Developers were thinking of what would sell on Sega, Nintendo and PC.

January 1991 arrived and with it Spindizzy Worlds – the end of the era for translating classic 8-bit ideas into a 16-bit environment. And, of course, there was Lemmings – a rare, stunning, genuinely original idea and yet another great game to be actually programmed on the Amiga.

Railroad Tycoon in February and PGA
Tour Golf in March both betrayed the influence of the growing PC (larger amounts of RAM were called for!). Commodore had decided that the 1Mb Amiga 500 was here to stay – all A500s would be sold with a free RAM expansion. And the last of the first era of great shoot-em-ups was released – anyone remember SWIV?

The astonishing Secret of Monkey Island appeared in May, perfectly blending all the animated adventure ideas that Lucasfilm had been workingon so hard. That same month the Bitmaps' Gods proved that the Amiga was now the system to have, while Cybercon 3's failure to sell proved that origi-

nal 3D games had lost their following.

Christmas 1991 was probably the peak of original Amiga games. Eye of the Beholder, Jimmy White's Snooker, First Samurai and Robocod vied for the place of top title. Unfortunately, if you were buying an Amiga you'd probably get given the new A500 Plus, with Workbench 2 – and you couldn't be sure which of those would run on it!

Only last year...

Just missing the Christmas market, 1992 kicked off with Formula One Grand Prix – Geoff Crammond doing what he does best, producing a Revs for the Amiga. No 3D simulation before or since has equalled it for technical excellence or quality of gameplay. February brought another step on for the arcade adventure with Delphine's Another World, March saw the Amiga 600. Now we had an Amiga that wanted to be a console.

Since then, the Amiga's position of supremacy has been dubious. Of the five outstanding games of last year, only one was an Amiga game, Wizkid, and that was an 8-bit throwback. Of the other four, two were console games – Zool and Putty – and two were PC games – Monkey Island 2 and Civilization. What is going on? How can the four top titles of

1992-3



the A1200 can use 256-colour screens – and who needs a hard drive when you've got a CD...?

That's seven years of Amiga games, gone in a few pages. What have we learnt?

Well, firstly, that there's been plenty of unmemorable games. Over those seven years, there's probably been the best part of 2,000 games released for the Amiga. How many do you recall?

Secondly, there's nothing new under the sun. Or very little, anyway. There's probably only two games that are genuinely ground-breaking:

Populous and Lemmings. Those apart, it had all been done before the Amiga arrived. Dungeon Master and Monkey Island both stand out as milestones, but both are the very oldest form of game, the adventure, dating back to the Sixties. They weren't even innovators: DM didn't invent icon control (that was Deja-Vu, in 1987) and Monkey Island just followed the keyword

HONOURABLE MENTIONS

Stuff that ought to be in our Historical Top Ten, but isn't...

Kick Off, for bringing us a footy game as fast, frantic and wildly unpredictable as the real thing; PGA Tour Golf and Links, because they have to be there (and should be on CD with 'real video' graphics); Spindizzy Worlds, Wizkid and Nebulus for proving that classic 8-bit puzzleplus-action gameplay was even better on the Amiga; Blood Money, Denaris, Xenon II and SWIV, because shoot-emups really were the greatest once; and Speedball 2, 'cos everyone played it so damn much...

ANT GAMES

DUNGEON MASTER

The first icon-driven adventure presented entirely graphically and with 3D views: an important game for the future.

LEMMINGS

The only other (with *Populous*) 100 per cent original Amiga idea. One of the most stunningly successful ideas ever!

RAINBOW ISLANDS

For so long, this was considered the best game on the Amiga, that we could hardly ignore it now. A milestone of achievement only in that it proved that anything the arcades could do, the Amiga could do too! two PC games? Well, on the arcade side it's a matter of presentation. Arcade games haven't really changed a lot over the years, but the way they look has. Fashions change with circumstances.

be two console and

In the early days of the Amiga, the shoot-em-up was where it was at. Eventually shoot-em-ups went about as far as they could, and it was the colourful, cutesy style that took over, with Rainbow Islands remaining the archetypal game for several years. Zool, Putty and Robocod aren't a million miles away, but in the last couple of years Sonic and Mario have had an undue influence on fashions and so it's 'consolebeating' games that are in vogue rather than the arcade-influenced style.

It's a similar story with the PC-style games: neither adventures nor strategy games are a new idea, but it's the degree of excellence in the presentation that has opened them up to a wide market.

Developing for the PC, you can rely on having a hard drive available and use 256-colour screens. But now the CD³² and

and animated graphics system Lucasfilm pioneered with Zak McKracken.

In some ways, it's appropriate that we're almost back where we started. Arcade conversions for fun: then in 1984 and 1985, original games, with Elite creating a virtual world and Revs simulating the real one. Now we have console-style games that knock the pants off arcade conversions, we have FIGP instead of Revs and soon we'll have David Braben's Elite 2. So now we can make a new start. CD, here we come...

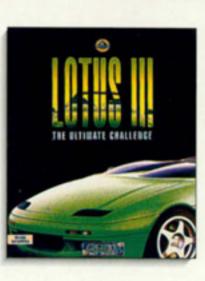
通過回回國際

Sellous amiga games from the people who take the amiga seriously



DEPART CHARLES OF CHARLES





T0016

The Ninja from the 'Nth'

Dimension who is so incredible,
so awesome and so big he has
rocked the games world and
turned it upside down.

MANSELL

A team made up of the most exciting racing driver in the world and the greatest racing game producers bring to you the definitive Grand Prix experience.

PREMIER MANAGER

Make the right decisions and you'll share in the fame and fortune of a Premier Manager.

Get it wrong and you're stuck with a bunch of part timers... it's all down to you!

LOTUS III

Once behind the wheel of a fantastic high performance Lotus Sports car you'll terrify yourself in one of the meanest and fastest head to head racing games ever.

MORE HITS FOR

AMIGA ADDICTS

OUT SOON:

ZOOL 2
DISPOSABLE HERO
LEGACY OF SORASIL
PREMIER MANAGER
KIT VICIOUS

ALSO OUT SOON

ON CD32 FOR

K240

THE FANATICS:

ZOOL LOTUS TRILOGY

When it comes to the hottest games for your collection, choose the people that won their spurs in Amiga. Gremlin specialise in this classic format, and boy does

it show - in the advanced graphics, addictive gameplay and charismatic characters. Add to this a range of titles that reads like a Who's Who of computer game superstars, and Amiga buffs know there's only one name to take seriously. Gremlin,



GREMLIN GRAPHICS SOFTWARE LIMITED. CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS. TEL: 0742 753423

3. INTO THE FUTURE



As early as 1988 we had real video digitised in to Amiga games: this is Psygnosis' Carl Lewis licence from 1992, but it's based on the Daley Thompson game of four years previously. This is an obvious direction for CD games to take.

Taking the technique further is Links (right), US Gold's golf sim in which real video footage of the courses was digitised and used as scenery blocks in what is essentially a 3D environment. The problems with the original A500 Links – lack of speed and vast disk space needed – would both be solved by CD³², with its faster processor and CD storage.

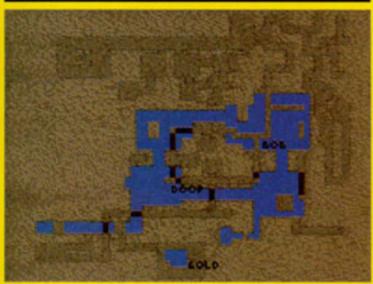


SO HOW DO WE GET REALISTIC GRAPHICS?

CD can offer us the chance to use very large amounts of digitised graphics, but there is a problem. It can only store these graphics as frames of animation. That animation can be used for sprites if memory allows, or backgrounds, but it has limitations. Imagine if you want to put digitised

real graphics in a flight sim, for example: you'd need a lot of footage!





The solution is to extend the idea of Links using digitised or drawn bitmaps to add detail to a 3D world. The best way is 'texture mapping', a technique that plasters flat images on to the surfaces of 3D objects. This technique needs lots of processor power and is already used in PC games: an example is the fractal-3D method used in Commanche (above left). An almost identical method was used to take the Dungeon Master style of game a step ahead in the fabulous Ultima Underworld (left). This pioneered the use of texture-mapped 3D to build the walls, giving a realistic view in which the walls of the dungeon scroll past you as you explore.

Now the seriously important bit: what happens next?
We asked top game developers Dave Jones (*Lemmings*), Peter Molyneux (*Populous*), Andy Braybrook (*Rainbow Islands*) and Steve Kelly of the Bitmaps what they think is in store for us...

So the question in all our minds is – games: what happens next? At the moment, with the A1200 and the CD32, there's a huge jump in technology that will push games forward, and everyone's talking about what's on the way as a consequence.

In the studio tonight, I have with me four of Britain's (and, indeed, the world's) most respected game developers. In a moment, they'll be discussing where they think games are heading. But first, let's pinpoint a few of the main areas of discussion.

Everyone's talking about the immense storage of CD bringing a new kind of epic game with heaps of sound and graphics, usually referred to as the interactive movie style. There's much talk about Hollywood's involvement, Schwarzenegger's latest, Last Action Hero, being one of several recent bigname movies for which extra sequences have been shot so they can make an interactive, computer game version.

★ A lot of things have to change, to stop games being put in this trendy niche ★

One option is that games will be filmed using real actors, the scenes digitised in and constructed into a game. This has already been done with a CD-based adventure out last year, Icom's Sherlock Holmes – Consulting Detective. Similarly, Cinemaware's whole ethic for games such as TV Sports Football and Defender of the Crown was that the Amiga graphics could eventually be replaced by digital video instead.

Naturally games would need the millions of dollars that movies cost, instead of a few thousand. The idea is that extra popularity leads to extra sales to cover this cost, so games would have an equivalent audience to films. This is why big-name firms are moving in on games developers, as in the recent Sony buy-out of Psygnosis.

AMIGA OK!

Because anyone can develop a game for the Amiga without paying a licence fee, CD³² has a head start.

COMMENT
Steve Kelly
Bitmap Bros
"Most developers
will tell you that
the 68000 is a
dream to work on.
And the nice thing
about the Amiga is
that you don't have
to get approval
from a firm that
doesn't necessarily
know how a good
game plays."

COMMENT
Dave Jones
DMA Design
"The Amiga's great
as an open market.
And it's not really
so nice to work for
people like Sega
and Nintendo..."

COMMENT
Andy Braybrook
Graftgold
"We're a bit
worried about
Commodore's
financial situation."

COMMENT
Peter Molyneux
Bullfrogs
"One major problem is the things
you use to play the
games, which are
so unfriendly and
artificial. The
biggest leap
possible would be
proper speech
recognition."

"A game has to alter to reflect the way the person plays. Most games nowadays are simply too hard, like Zool - it just puts people off completely if they can't get anywhere straight away."

A mass-market level of popularity suggests that you need a common platform – no single games system is currently popular enough to bring that kind of audience. This could be provided when, as is about to happen, digital video on CD arrives. The CD³² is supposed to have an MPEG1 digital video add-on available for it by Christmas at £200.

The movie-style ethic suggests realistic graphics and this is another major growth area, particularly in sports games and in simulations such as flight and driving sims, where digitised graphics have already made a showing in the past.

★ One opinion is that CD is good simply because it's like having a massive great hard drive ★

COMMENT Dave Jones

"I'm quite impressed by CD³². I think if Commodore now gets its act together for the next step, it could be well up there."

One last comment. as you'll know if you've read the last four pages on the history of Amiga games, in the early days with its 32 colours and solid 3D, the Amiga was at the vanguard of games technology. For the last

We already have some excellent examples of how NOT to do the interactive movie style of game.

Dragon's Lair (above, main picture) was originally a Laserdisc coin-op in 1984, the idea being that enormous quantities of cartoon animation by Disney rival Don Bluth would more or less mean you didn't have to bother with gameplay. It and its sequels (Space Ace and... errm... the other forgettable one) sold well in their many-disk Amiga versions, but the minimal gameplay – along the lines of 'when the scene switches to the next screen, pull right on the joystick, but time it wrong

Similarly, The Case of the Cautious Condor (above, inset) was designed to show off the graphic wonders of the Japanese CD-based FM Towns computer, it won lots of awards in 1991, but when it came out for CDTV we discovered that it had barely any gameplay worth the name. Still, it had a 20-minute cartoon intro.

and your dead' - won it no friends.

The less than even half-wondeful

went for mega graphics too.

Dragon's Lair (main picture) caused

many people to fully realise that good

gameplay is the main factor to look for.

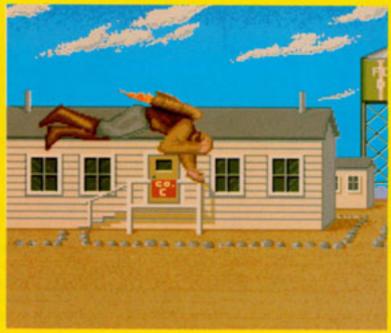
The Case of the Cautious Condor (inset)

There is, however, cause for hope. It's no accident that Lucasfilm (makers of Star Wars) got involved in games, and its whole series of adventures, including the Indiana Jones film licences and the amazing Monkey Island (below left), show clearly how film-making techniques could supply the visuals and the sound, while the interaction is handled by a system carefully crafted over a good many years of experience.

There's more cause for optimism from Cinemaware, whose arcade-adventure style was developed to fit movie themes and make it possible to do them as movie-style games at a later date. Defender of the Crown, Rocket Ranger, It Came from the Desert and Wings all prove Cinemaware had the right ideas. Sadly, the company had the plug pulled by its backers only a couple of years ago, just as their time was all set to come...

COULD INTERACTIVE MOVIES WORK?





Yes, it's that time again when you read another caption about the great and wondeful Secret of Monkey Island (above left). We know, it's like some boring football buff yawning on about how great some 1970s alcoholic striker was, but (like that unnamed striker, who was the best in his field) SOMI was groundbreaking in both looks, sound and gameplay. Rocket Ranger (above right) tried hard on the graphics front, but was quickly forgotten.

AMIGA FORMAT SPECIAL







couple of years it hasn't been, because PCs with more colours (256 in VGA mode) and faster processors (25MHz is now considered a minimum) have stolen a march. This has led to one very important technique appearing in PC games – this is Texture-Mapping in 3D games.

What this does is fill in surface detail on the blank polygons of a 3D game. In a flight sim, for example, it means you can put clouds in the sky and fields on to the ground. The other important use has been to give the *Dungeon Master* style of game a view down a 3D corridor which you can actually move along, the walls scrolling past you as you go. It's pretty cool.

So, now, we're prepared for the debate ahead. Over to the panel, to get their opinions on what will happen next for games...

Starting with CD

First of all, is the use of CD a good thing in itself? Most developers see it as being a good financial choice for the publishers, but of less relevance to them. "For a delivery medium it's ideal, but I don't think it's going to revolutionise games the way some people suggest," offers Dave Jones of DMA.

The majority opinion is that arcade-style games will not change vastly, only adding a few 'extra value' enhancements. Steve Kelly, representing The Bitmap Brothers: "One of the strains of opinion is that CD is a good thing simply because it's like having a massive great hard drive. That makes it possible to have lots more graphics and sound, big

intros, lots of music. That's the way we're going with the CD Chaos Engine. Dan's doing a lot of work on intro graphics, we're doing a lot of work on sound. It all gives the CD version plenty of extra value.

"We can't dive straight in to adding 50 extra levels, or anything like that. And we won't be doing a 7th Guest (a massive PC CD game from Virgin – it comes on two CDs!).

Andy Braybrook, creator of the Amiga Rainbow Islands and now known as 'The man who killed pop music', agrees. "The possibilities are good just for extending games: in adventure games, bigger map sizes, more locations; in arcade games, more levels, more sounds, more graphics. But these are what you could call 'two-dimensional' sorts of things. I don't see so much potential in what you might call the third dimension, to actually change gameplay much."

Andy's also not totally convinced it's the miracle medium everyone claims it is. He explains: "I'm a bit worried about CD from the fragility point of view. My CD at home gets a bit of dust on a disc and it goes haywire! Still, we've been using it and it seems to work OK. Yeah, they must have plenty of error-checking."

But won't the amount of data CD uses be hard work to deal with? "It makes the librarian side of things a nightmare! If you imagine, it's like having a stack of 600 floppy disks to keep track of," says Andy.

Hard work indeed. But useful for certain types of game, as Steve Kelly points out. "For PC-style stuff, Wing Commander and so on, that already comes on about 15 HD floppies it'll be ideal." And an awful lot cheaper to make than all those floppies.

At the movies

So, no-one seems to want to rush out and produce an interactive movie. What about those, chaps?

Over to Boss Bullfrog, Pete Molyneux.

He agrees on the need to move to a mass market, but not on the way to do it. "If games don't start appealing to a broader range of people, the games industry is going to fall into the same category as toys. New

machines should give us a chance to start involving the whole family.

"Games must start developing away from the arcades, become more complex and more realistic. A lot of things have to change to stop

games being this trendy niche.

"If interactive movies really are the coming thing, then God knows who's going to write them. If it takes Hollywood that much effort to come up with a film that we all want to watch, something like *Jurassic Park*, then a game we all want to play will take hugely much more effort. You've got to script for all possible eventualities. If, for

★ The A1200 is a big improvement, so we should see some pretty good stuff using its extra welly ★

instance, in Aliens the player decides that Ripley will not to go to the planet where everything's going to happen and chooses to stay at home and feed the cat instead, you've got to account for that. And then you've got to find some way of forcing Ripley to go.

"Yet you don't want a level of complexity where the player can choose to do anything – being able to look at a glass that's lying around on a table is pretty dull, because it's just a glass.

"So the problems with it aren't really to do with programming, they're more to do with content. Interactive movies would probably be very boring or very contrived."

Andy Braybrook recalls the only real example we've had of this kind of thing before, the highly attractive but only slightly interactive cartoon on a Laserdisc, Don Bluth's *Dragon's Lair*. "You tend to lose the interactivity. I don't think it's a step forwards for the person playing. But I think there will be a new kind of game... not necessarily a game, even, perhaps an 'entertainment' of some kind..."

So we can see that the linear plot of movies would be tricky to adapt. If that's not the direction, then, what is? Peter Molyneux has an idea. "More the direction will be the creation of worlds inside a computer, more like simulations, so that you can interact with everything. To do that properly, you need a lot more power. In Syndicate we've tried to do something a bit like that but you can only process about 600 people before the whole thing grinds to a halt. So to do this kind of thing properly, you'll need about a hundred times the kind of processing power we've currently got."

*Any type of game can be done with 3D, and done better – it's the ideal way *

An aspect of the interactive movie that does impress the developers is that of more realistic graphics. To Peter Molyneux this is vital if games are to widen their appeal.

"You and I switch on a game and we think 'Yeah, that's a computer game', but someone who's never seen one before switches on and the visual aspect puts them MULTI-PLAYER GAMES

Dave Jones

"One other thing that's going to be very big is multiplayer games."

Peter Molyneux

"The other thing that's definitely going to happen, already is in the US and Japan, is that you'll have games where you can play against anyone else in the country.

In Japan, they've built a housing estate where all the houses are linked on one games system (Sounds like the Stepford Gamers... worried ed), so if you get home from work and fancy a game of baseball you can log on and find someone who wants to play against you. Playing against a human is much, much better than against a computer (oh, right, comforted ed)."

IN DEVELOPMENT

Dave Jones

"Currently most development is programmer-driven, but that won't stay the same. They'll be much lower down the scale. Designers will do all the work. Games are always going to be pretty lengthy projects."

Peter Molyneux

"The way it's going is towards big companies developing formula-type games that they know will work, like Hollywood, where they keep remaking the same blockbuster movies.

"I can say with absolute confidence that every single developer has had an offer. And people like Sony have an enormous amount of money."

Andy Braybrook

"We've got 16 or 17 working here now - in the US they often have 30 in a team working on just one project!"

Andy Braybrook

WE DEMAND QUALITY!

The Amiga CD³² and A1200 – two very excellent machines indeed. As games expand to fit the new technology, we have every right to expect constant improvements. But will it happen that way? No! They'll try to fob us off with dross like *Microcosm*!

So what are we going to do about it? Well, here's what: a list of demands that cannot be ignored! Ten simple points that define the future of good gaming!

The AFS Manifesto

It seems obvious to say, but it isn't. Whenever new, advanced machinery appears, you tend to get games that show off how great they

1. WE DEMAND... GAMEPLAY GETS PRIORITY!

look, but forget you need a game in there too. Microcosm is the perfect example – looks bloody marvellous, but plays like a very aged shoot em up

shoot-em-up.

Of particular concern is the interactive movie game style. We've seen disastrous attempts at this before, such as *Dragon's Lair*. We know that movie licences will sell even if the game's god-awful – just remember them *Turtles* (Bluuurgh!). But it's not good enough.

All the hard work has already been done on how to make games of this kind work – simply look at *Monkey Island* or the Cinemaware games for proof. We need to see commitment to that kind of quality. All it takes is a little respect from the software houses for their customers. You!

2. WE DEMAND... FULL USE OF TECHNOLOGY

We can have 256-colour graphics. We can have full, studio-recorded hi-fi soundtracks, We know we can: it's been done already. So is there any excuse for fobbing us off with less? Or, indeed, for boasting about games having these features when we ought to be able to expect them as standard? No!

We want to be able to show off our Amiga games to envious console-owning acquaintances (or complete strangers!). Why not? After all, software sells machines!

3. WE DEMAND ... FAIR PRICES!

With, potentially, lots of artists working on the development of new games over longer periods of time, costs could be high. Can this fairly be passed on to the customer? No! When 16-bits took over from 8-bits, the

When 16-bits took over from 8-bits, the revenue from the average game <u>trebled</u>. Now, CD will discourage piracy and reduce production costs. We've been promised a standard CD price of £25-ish, and we expect it to be stuck to. Further, we expect it to fall to £19.99 – for one thing, our CD³²s will play music and videos too, and price comparisons might make games look poor value!

4. WE DEMAND... CONTINUED INNOVATION!
You've heard from the developers – the
Amiga needs to compete with the PCs and
next-generation consoles in the area of texture-mapped 3D especially. This needs more
processor power and a new, faster chip set –
Commodore must be ready to phase them in.
We also need that full Motion Video add-on
this side of the Christmas season.

5. WE DEMAND. CLEVER COMPILATIONS!

The strength of the Amiga CD³² in a marketplace that will soon be overflowing with digital video/computer games systems is that it has a long history of excellent games. This should be taken advantage of by releasing collections of top-quality back-catalogue games; for instance, a Bubble Bobble, Rainbow Islands, Parasol Stars set on one CD.

WE DEMAND... INCREASED INTERACTIVITY!

Games need believable artificial worlds. The more we can interact with a game environment, the better. Detail might not matter to the gameplay, but it can still be entertaining. We demand that you be able to switch on the TV in a room in an adventure game and be offered a choice of programmes!

7. WE DEMAND... SUPPORT THE AMIGA!

There's going to be a lot of new formats out there soon. Stick with the best!

8. WE DEMAND... DEATH TO DEAD-END STYLES!

Computer games are criticised for violence, and there is a move afoot to have them certificate-rated in the same way as videos. As graphics get more realistic, the *Op Wolf*-style shoot-em-up or the average beat-em-up will become more and more stomach-turning. Do we really need them?

10. WE DEMAND... MORE MULTI-PLAYING!

Until you've played Geoff Crammond's Stunt Car Racer on a two-machine hook-up, you can't really call yourself an Amiga gamer. It's stunning. More of this will help make Amiga games stand out from the crowd and prepare for the multi-player future.

off immediately. You need to have realistic, movie-quality, TV-quality graphics."

To some extent, CD can achieve this. With all that storage, you have masses of space for detailed graphics. But you are forced, by the nature of the technology, to rely on screen-by-screen animation. And that's a technique that imposes restrictions.

Imagine, for instance, you want to do a rally-car driving game, so you pop out and film a special stage and digitise it in. Within your game, you're going to be restricted to views you have recorded with the camera. So if the player puts the car into a spin or piles it into a tree, you have to have animation available to cover that eventuality. That would need an infinite amount of data.

Impressive 3D

It seems everyone agrees that the better way to do that is to use 3D – and not just the flat, Lego-like blocks we've seen to date, but with textures added to the surfaces. Dave Jones is utterly adamant that in the future all games will be 3D-based. "3D is going to make an enormous difference. Any game can be done that way, and done better.

"I've seen the latest Sega arcade games, and they're very impressive, with really fast texture-mapped 3D and hundreds of thousands of polygons a second."

Andy Braybrook thinks fractal backgrounds could be important. "What you need is an environment you can do anything in, but also you need things to get more detailed the closer you are to them." Using fractal techniques, that is possible.

Can we do it?

All these fancy ideas tend to imply that we're going to see lots of nasty new hardware. "All the arcade games, for example, have extra chips to zoom and rotate graphics. They just bolt on another 68000," Andy Braybrook explains. So does the Amiga have the necessary welly?

"It's a question of whether you throw raw processor power at it or you use the custom chips," says Andy. "On the Amiga, the Blitter is no help at all for this kind of thing – it's only really useful for 2D sprites."

Steve Kelly also finds that the AGA chips can be a touch limiting in terms of speed. "The '020 gives you about twice the speed, but if you're using 256 colours that more or less halves it again. And you are still limited by the custom chips, which aren't any faster yet, though I hear they are working on that."

A 'Triple A' chip set, soon? Let's hope so. The bottom line is that the Amiga CD³² does need another advance in technology at some stage in the future if it is to stay ahead of the pack. Andy Braybrook can see the Amiga keeping up:

"The PCs are going to get the 686 chip soon, but we'll have the 68060 available before too long, and then you're talking 100 MHz speeds," he says. Luvverly 3D stuff, then! Personally, I can't wait...

21

rogramming can be a lonely, timeconsuming business that requires vast amounts of concentration. When Archer Maclean comes head to head with a particularly difficult problem he sometimes spends 18 hours a day working on it and doesn't step outside his front door for days at a time.

So it's not surprising that when Archer lets off steam he does so by driving go karts around race circuits at very high speeds and jumping out of aeroplanes from 13,000 feet.

In fact Archer has only been sky-diving once, but he fully intends to take it up as a new hobby. "I get complaints from my friends that I am very difficult to get to do anything with, because of the hours I work, so when an opportunity comes up to do

★ There was a point when I really thought I wasn't going to be able to finish Snooker ★

something like the sky-diving, you've got to grab it," he says.

Archer is probably best known for Jimmy White's Snooker and Archer Maclean's Pool but he released Dropzone, a space shoot-em-up and his first commercial game, back in 1984. He followed that with the excellent beat-em-up International Karate Plus (or IK+ as it is better known), and in 1989 started working on Jimmy White's Snooker.

But how did he get started in the programming business?

"It was 1972 when I got interested in electronics and started taking things apart to find out how they work. Then I started building radios in match boxes and wristwatch calculators."

Archer went on to work for an electron-





Left: Archer Maclean goes skydiving with his instructor. Looks like fun.

ics company and did a degree in cybernetics, where he learnt the maths which are so important to creating the 3D effects in *Jimmy White's Snooker*. The biggest problem he came up against in programming that game was working out the coding for what happens if you hit a pack of touching balls.

"A point came after I'd been working on Snooker for about a year and a half when I really thought I wasn't going to be able to do it. I didn't want to produce a crap effect so I tried dozens and dozens of different ways of working out the touching balls problem before I eventually got there," says Archer.

One of the beauties of Jimmy White's Snooker is that it seems such a simple game. It isn't. The game has something like 164 million different shot permutations, there are 23,000 possible angles at which you can hit the balls, and once you start multiplying that by the different strengths at which you can hit the ball and all the different ways in which you can strike the cue ball those figures just keep getting bigger and bigger. Yet it takes about three seconds to line up a shot.

"When the cue is going in and out on Jimmy White's Snooker, there's a lot of unbelievably complex maths going on in the

> background, working out what is going to happen for the next 12 seconds, that means that the game doesn't have to freeze to calculate everything after you've played the shot," says Archer.

Archer Maclean is one of the few remaining solo programmers, and for the immediate future he is going to continue working on his own, converting his games for consoles. Once that's Archer Maclean is now one of the few remaining big-name solo programmers, but can he continue to go it alone?

Archer Maclean

FAVOURITE PASTIMES:

Jumping out of planes, driving go-karts

BEST GAME:

Jimmy White's Snooker

done he says he'll be at a crossroads in his career as games are now so big that the days of the one-man outfit could be numbered. On top of this he feels he has to choose between console or CD as the future format.

Let's hope that whatever he decides Archer keeps producing great games.



Archer has been programming games for almost ten years but Jimmy White's Whirlwind Snooker was his really big break, other people were green with envy at it.

ARCHER MAGIES



ARAGER



Take it home and cuddle it on September 9

Jeff Minter is regarded by many as an eccentric, but his Llamasoft company has been going strong since 1982, so what's the secret of his success?



eff Minter wrote his first piece of code on a Commodore PET when he was at Sixth Form college. It was a bio-rhythm program that he converted on paper from HP-41 calculator language to generic BASIC

with the aid of a library book on BASIC. He went on to form Llamasoft, which became one of the top software houses, before the days of the giant companies such as US Gold, Ocean and LucasFilm, but decided against expansion in favour of keeping the operation small, friendly and leftfield.

I guess we could have started hiring people, licensing games and built ourselves into something similar (to the big companies)," says Jeff. "But we preferred to stay a small family company with all the games being written and coded by one person, me.'



'We strove to produce games that were good to play and had a distinctive style, usually involving beasties. As a result we developed a cult following of loyal customers rather than a vast, but fickle market of 14-year-olds."

Jeff's main hobby is skiing, but he also enjoys listening to music, and plays anything from Pink Floyd to rave techno,

★ Jeff doesn't

approve of the

kind of software

houses that will

only release

formula crap 苯

according to his mood. So does he agree with the often-heard argument that games are destroying the music scene?

'No, I don't think so. You can't listen to a game on the radio while you're belting

> down the M4. You can't put thousands of people into a venue to watch someone playing Llamatron (well you probably could if you projected the game on to large TV screens and played loud rave

tunes all night). As computers and game machines become powerful synths in their own right, and CD-ROM becomes the standard game distribution medium, I expect to see games and music combining, with wellknown bands writing soundtracks specifically for games.

Llamas seem to play a very important part in Jeff's life (they feature in his games and his company name) but just what is the great attraction of this South American member of the camel family?

'Llamas are just gorgeous, lovely beasties," enthuses Jeff. "When I went to Peru, I aw one llama in particular (I have a photograph of it) which was the most beautiful living organism I have ever seen in all my



Left: Jeff Minter is one of the most influential figures in games programming, and has done more to promote the cause of shareware and llamas than anybody else featured in this Games Special.

Far left: This Minter creation is called Revenge of the Mutant Camels. Some people claim that a llama is in fact a mutant camel.

They feel nice with all that fur. And they also smell nice (that is if you like the smell of llama)."

Jeff, who lives in a village near Newcastle Emlyn deep in the wilds of West Wales, is currently getting involved in exploring the world of 3D programming, something that he put off doing for a long time, but is now completely enthusiastic about. "It's a lot less daunting than I thought it would be, you can create excellent graphics and it opens up a whole new arena of games," he says.

But for Jeff Minter the really important thing about programming is the constant challenge of creating create new and innovative games.

I don't think that there's enough freedom for programmers," he says. "I don't approve of software houses that just release formula crap, and I don't think that people will get away with it for much longer. I'd like to see a lot more originality in games programming." So say all of us!

Far left: Llamatron, the shareware game that has earned Jeff Minter his near legendary status. Str-aaa-nge!

Jeff Minter

FAVOURITE ANIMAL:

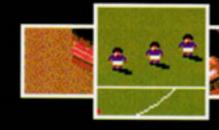
Cow? Pig? Go on, guess!

FIRST PROGRAM:

Bio-rhuthm program written at school

















Good games don't just magically grow, they need to be carefully nurtured, pruned and debugged as we discovered when we talked to four programming teams and discovered how they go about creating their games. Now get the inside track...

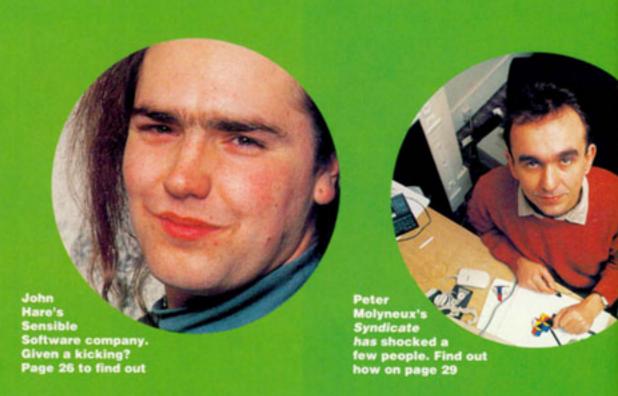
nce upon a time the only computer games were written by enthusiasts in their bedrooms. It wasn't long before businessmen realised there was gold in games, and the first software houses appeared. This was way back in time when the Vic 20 was Commodore's flagship, and the media was full of stories of millionaire 16-year-old programmers.

In America they were already doing things differently. Software houses such as MicroProse appeared and used teams of programmers rather than individuals. In the UK, Geoff Brown saw the quality of American games, and he set up a company called US Gold to import them.

This was the start of the 'software house' as we know it now. Companies now have sway. Although there are notable exceptions – Dino Dini, Archer Maclean, David Braben, Jeff Minter – it's programming squads such as the Bitmap Brothers, Sensible Software, Core, Revolution, Bullfrog and DCD who churn out games these days.

But how does a game change from an amorphous idea scribbled on the back of a Pot Noodle tub into a complete game on a shop shelf? Over the next 11 pages we visit four leading producers of software in this country to find out just how they do it. Read on and change your views on games...



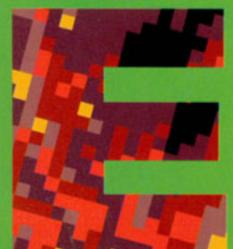












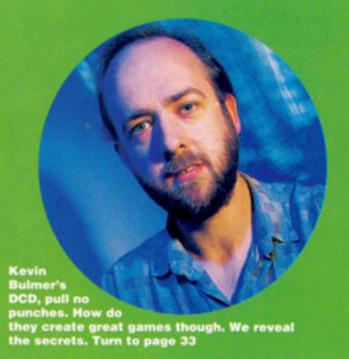














AMIGA FORMAT SPECIAL

Jon Hare's Sensible Software team have developed a reputation for being a somewhat offbeat bunch of guys in the sometimes grey and corporate world of the games industry, but is that just a front or are the Sensible team seriously shot away. We went to Cambridgeshire to find out...

COMPANY:

Sensible Software. Location: Through the tortuous Huntingdon roadworks in flat Cambridgeshire.

TYPICAL GAME:

Anything odd, anything really odd, or based on football.

MOST NOTABLE GAMES: Mega-lo-Mania, Sensible Soccer.

CURRENT PROJECT:

Cannon Fodder – a war action game in which you have to inflict as much damage on enemy troops as possible.

TIME IN DEVELOPMENT: Couple of years.

KEY PERSONNEL:

Jon Hare (co-founder of Sensible), Chris Chapman (programmer), David Korn (programmer), Stoo (in charge of graphics). hese days you can't innocently flip open a computer magazine without being presented with the winning smiles of the Sensible Software team. So we thought we'd get in on the act and talk to just about the hottest programming team at work in this country.

Sensible is a super-sharp contrast to the MicroProse experience. Chris Chapman, the programmer behind Mega-lo-Mania and Sensible Soccer, explains his role: "I work from a so-called design spec which never really exists. I put all the graphics in, and get everything animating. I'm not involved in design at all, although there is some overlap. I generally leave the design of the game to lon and Stoo."

★ Chris Chapman works from a so-called design spec that never really exists ★

Mega-lo-Mania took about 20 months to complete working on Amigas, but using PCs for the development.

Wrack you<mark>r brains</mark>

Also at the not-at-all-sensible Sensible offices is graphic artist Stoo. He shares the graphic chores with Jon, but did all the work on Cannon Fodder which he's just finishing off. Stoo gets his ideas for graphics from all over the place.

"If a game is set in areas of the world then you go down to the library and get a book on that particular country," Stoo says. "With weird, spacey games you just sit there and wrack your brains. I do most of that stuff on screen. I prefer to work like that. The main problem is in utilising the limited graphics palette."

and evolved into a strategy game.

Which brings us to major media celeb and prolific abuser of the vernacular, Jon Hare. We spoke to Jon downstairs in his plush office where the noise of the trains rumbling past the window wasn't quite so loud. Jon was just checking a bill for the use of a recording studio where he laid down the Cannon Fodder theme tune.

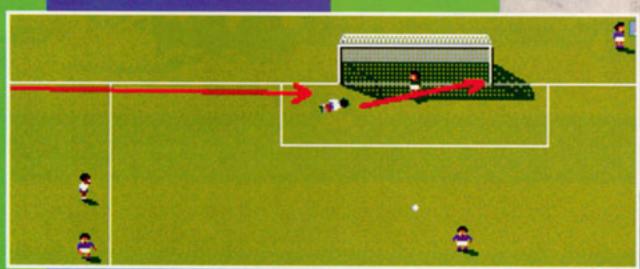
Cannon Fodder is the first game that Jon has had no graphical involvement in at all. As he puts it: "There's been more crap and paperwork for me to do and graphics is really time consuming, so I do less now. I've done virtually no graphics in the last four or five months."

Sensible Software is best known for the peculiarity of its games. "But ideas are two a penny," says Jon. "You're driving along and you think 'that's a good idea'. Then you narrow it down, talk about things, build up an idea for a character and

row it down, talk about things, build up an idea for a character and then you do a screenshot.

That

Sensible
Soccer: how
one software
house can
appeal to football fans,
platform fans
and strategy
fans is a trick
that all of the
others want to
know. (hint:
it's to do with
quality gameplay people!)



AMIGA FORMAT SPECIAL

GAMES





will give you a vision for a game.

"A lot of games never get finished. We started a game called *Touchstone* which was an adventure game. We spent about six months on it and that disappeared up its own arse."

Not the corporate types

Jon doesn't fancy travelling the MicroProse route to corporate stability. He reckons everyone has their own speciality and so there isn't much to be gained from being that corporate. Jon and Chris Yates have been partners for eight years and they've always run Sensible pretty much like it is now. They worked with Dave Korn about five years ago then Chris Chapman arrived on the scene and then a couple of years ago Stoo and Jools joined.

Sensible Software has quite a big say in how its games are marketed. Virgin is currently looking at Cannon Fodder although, says Jon: "They're not as easy to convince as other publishers."

The usual way in which a Sensible game gets into the shops is by Jon and Chris Yates touring the publishers and seeing how they react. The duo's very first

> game, Parallax was sold to Ocean that way. "We took Parallax

★ Getting a
major-league
software house
to fork out for
airfares is seen
as 'good fun' ★

Ocean and they liked it immediately. They gave us £1,000 up front for it. We went back on the train, bought some cigars and smoked them on the train. It was quite a funny time."

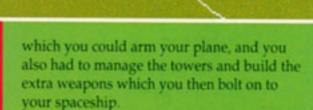
Jon soon found that he liked the feeling of power, that being a popular programming outfit gave him.

"We did a few more games and then we wanted to feel we were getting somewhere, so Ocean agreed to pay for us to go up there. We thought 'let's see if they'll pay for us to go up by plane'. They did, from London to Manchester. It was about twice the price of the train and by the time you get to London, park in Heathrow, pay about a £100 to leave your car there, it worked out more expensive. That was good fun."

Sensible Software games go through some pretty extraordinary changes before they hit the shelves. Mega-lo-Mania started off as an eight-way scrolling shoot-em-up with sectors with robots in them. The robots made themselves which is the reason, says

Jon, why the men breed from one person.
"The idea," says Jon, "was that
you'd have these 16 towers from

Jon Hare and Chris Yates. Just look how old, cynical and haggard running a major software development team makes you look. Yup, cashing in on licences, creating quick sequels and hyping no-hopers is obviously the way to stay happy. Poor old Jon and poor old Chris. When will they learn that quality and gameplay are not what really counts in the big wide business world! (oh how very, very sarcastic, very ironic. ed)



"We took it to Virgin and they said it was too complex. They told us to concentrate on one area of the game. So we looked A classic Sensible goal. The winger lad plays a ball across the six yard box into the path of the centre forward lad, who slots the ball home. The onion bag bulges, the crowd roars.

But Sensible
Soccer doesn't
just appeal to
the footy fan. It
is widely
agreed that it
has great quality gameplay,
the goal of all
gamesplayers.



at the game and worked out what the strongest part of it was and we decided it was the strategy element.

"Then a decision was made to have things battling against each other, so we thought we could have four parties battling for territories. In the end we decided to humanise it and because we were talking about evolving a society (although it was set in the future) we thought people could relate to it a bit better if we took it through an evolution that people are aware of, which is why we took it from cavemen through to the nuclear age.

"The little guys added a lot of character and the last thing we put in was the speech. Now everyone refers to it as 'that game with the speech in'. The thing is, you're



Mega-Lo-Mania: the name really speaks for itself. Come on be honest, when you play a god game, you want to be, well, a god right?





The weird and wonderful Wizkid did much to gain Sensible its reputation for producing bizarre games.

always coming up against things the machine can't handle.'

Sensible has become very successful by releasing extremely original games. To date its most popular game is Sensible Soccer, having sold 190,000 copies, 130,000 of which are on the Amiga.

With a success like that, and with other Sensi games performing extremely well, Jon has a fixed vision of how to create a good game. He reckons the key to good game design is to turn a problem into a feature.

★ Sensible Soccer has sold a total of 190,000 copies, 130,000 on the Amiga *

He explains: "You know if you're decorating a room and there's this horrible bit of wet rot and you're aware of it. Whenever you look at that room you'll look at the wet rot bit and see if it's showing through the paint. Anyone who's just walked into the room won't notice it because they're not looking for it.

MORE FOOTIE FUN TO COME

Jon Hare and the Sensible team are currently working on a major upgrade to the classic Sensible Soccer in the form of Sensible World Of Soccer, which should be released next year.

According to Jon, Sensible World Of Soccer will have a management option, you will be able to buy and sell players and be either a player, a playermanager or a manager. So if you like playing a management game you won't even notice the action side. There will be more teams and changes in the gameplay, and different crowd chants depending on whether you're winning or losing, or playing at home or away, there will be a referee and lines-men, player injuries and a physio .

Says Jon: "The star players will stand out more so you will play the ball to them more. So if you were playing England and Gascoigne was fit, you'd pass to him and if Barnes was on the pitch you'd never pass to him."

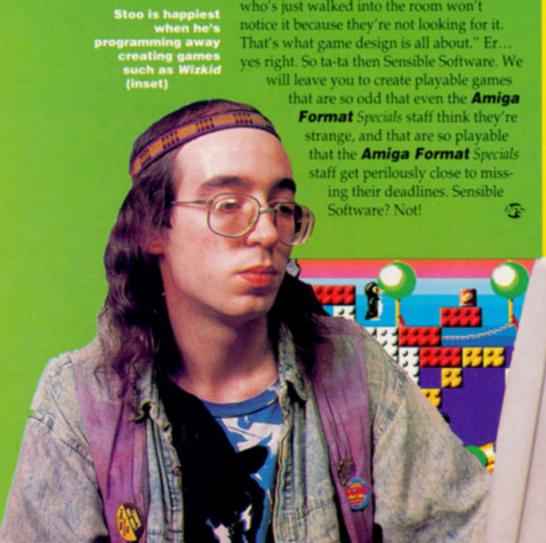
Calvary: a Jon Hare original illustration that has yet to appear in any Sensible games. Now there's a sur-prise isn't it?

This little character made it as far as the drawing board stage, and stayed there. Poor little soul (could have been Chrissy Waddle)

This opera singer, is another of the doodles from the Sensible team that never made it to the devel-opment stage.

Another project





Peter Molyneux, once a lonely solo programmer, brought together a wealth of talent to create the Bullfrog outfit responsible for *Syndicate*, but what's the secret to picking a top games team? We find out

COMPANY: Bullfrog.

LOCATION: Leafy green Surrey.

TYPICAL GAME: Strategy god-game.

MOST NOTABLE GAMES: Populous, Powermonger, Flood.

CURRENT PROJECT:

Syndicate, an action/strategy game set in a cyberpunk future in which you control a team of four cyborgs. The idea of the game is to take over the entire globe by completing 50 missions ranging from assassinations to escort duties.

TIME IN DEVELOPMENT: Three years.

KEY PERSONNEL:

Peter Molyneux (co-founder of Bullfrog), Sean Cooper (head programmer), Paul McGlocclen (head of graphics), Mike Diskett (head of conversions). here are few software developers as influential as Peter Molyneux's Bullfrog outfit. Ever since Bullfrog released its first god-game, Populous, it has been creating innovative titles with a long shelf life, including Powermonger and Flood. And for the last three years the team has been working on a cyberpunk game called Syndicate.

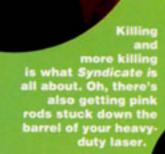
Like many developers,
Bullfrog has changed from a
small team of general programmers to a large group of
specialists. *Populous* was programmed entirely by Molyneux,
and head programmer Sean Cooper
masterminded *Flood*, Bullfrog's only platform game to date. The company is now
made up of a large team of graphic artists,
sound engineers, conversion specialists,
play-testers and programmers.

"I'd love Bullfrog to be like it was when we did *Populous*, with eight of us all together in the same room," says Molyneux, "but you can't stay that way. You'd die.

"It's sad that you have to have this management structure, but it's either that or you get gobbled up by a big company. The dream of Bullfrog is that everybody is employed for their creativity rather than their particular skill."

Molyneux's role has changed over the years from lone programmer to producer. He now co-ordinates all the resources of the team, making sure that the artists and programmers are doing their bit. To keep track on how a game is developing, Bullfrog has Technical Design Reviews'. These pinpoint any problems with the game and what the current configuration of the memory is.

Bullfrog also uses play-testers as it develops games. Two schoolkids come into



29



(too late sucker!)



AMIGA FORMAT SPECIAL

GAMES





WHEN THE STREET JUST AINT TOUGH ENOUGH... GO PLAY IN THE PARK

IF IT'S NOT JURASSIC PARK IT'S EXTINCT

PC COMPATIBLES
CBM AMIGA









This is what an unreal man looks like. More hi-tech than a Zanussi spin-dryer!

the office every week to play and rate the game under production.

Molyneux explains: "What we do first is show them a crappy game. Not one of ours, but someone else's! Then we get them to mark it and ask them to justify the marks they give it. So hopefully, in the end you get marks that are representative of how they feel. The play-testers are the ones that really balance the game."

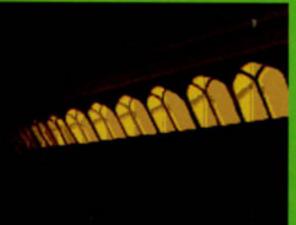
The Syndicate story (or saga)

Bullfrog's latest release, Syndicate, starts off pleasantly with some undemanding introductory missions, and builds to a bloody climax on the last mission, the Atlantic Accelerator. It takes about two weeks of solid play to complete the game, taking in all 50 missions. Originally there were going to be 150 missions, but time ran out.

The original idea for the game came out of the team's experiences programming Populous and Powermonger. Molyneux says the first idea was to get complex actions into a character, but still present them in a simple way, although he exclaims: "The actual end result was completely different!"

Syndicate started out as an exercise in artificial intelligence. The programmers created a system of three bars which enable you to decide how perceptive or intelligent your team of four cyborgs are. However, as they developed the idea, the use of the bars changed.

Molyneux explains how the emphasis of the game changed in development: "We realised that it was actually far more fun to just take your agents into the city and blow everything up. Now the bars are still there, but the actual strategy part of the game has been toned down."



So, the game changed from a largely strategic to an action orientated exercise. As the programmers developed the artificial intelligence aspect, they encountered problems with the cyborgs being too intelligent.

"You used to be able to turn the intelligence up, the perception to middling and the aggression down, then click on a car and instead of the cyborg using the car directly he'd go and find the person who owned the car and get them to drive him around. However, it turned out to be bloody aggravating because you'd be running from somebody and you'd say ...phew, there's a car, let's leap in it – oh no – he's going to ask somebody for the keys! I don't believe it. So we thought, hmmm, better take that intelligence stuff out."



You too could have a body like this if you don't watch out. Hard as nails, he is.

Another problem in the game's development was designing the nice'n'easy icon-based control panel.

"It was the hardest thing to design," admits Molyneux.

"To start with we had icons with stuff like pick up weapon, shoot weapon, drop weapon... there were masses of different ones. Then we realised there was little point in having all those icons – if you click on a weapon then the cyborg should pick it up, it should be obvious. You're not clicking on it to spray paint it in gold; you want to pick it up. (many a true word spoken in irony).

"So now it looks simple, you've just got the scanner, four icons and the weapons icons." Easy to use... we like that.

The team speak

Molyneux had a huge team of specialists working on Syndicate: Sean Cooper, coding; Paul McGlocclen and Chris Hill, graphics; Russell Shaw, sound; Alex Travers, missions and play-testing; and Michael Diskett, who is in control of conversions.

The Corridors of Power. Now, unless you're heavily armed, we don't suggest that you even consider thinking about the merest chance of you going down here. Not unless you want to be Cyborg lunch that is.

Sean started work on Syndicate three years ago, so it's been a long time in development. The game is programmed on a PC set-up with a central core which calls on a library of modules. This meant that Sean could concentrate on the actual game, making the process of programming quicker and more compact.

Sean explains how the game was put together: "It started off as an action game in pseudo isometric 2D because the isometric view appealed to me. We used to have really big sprites for the cyborgs, then we had small ones, and finally we plumped for the medium height ones which are in the finished game."

But the programmer's real nightmare are bugs. "The worst kind is when you haven't touched a piece of code for six months and it goes wrong," says Sean. "That means you've got to go back to it and work your way through it, trying to remember what you did with that piece of code. We were lucky with Syndicate – it only took two weeks from being a Beta game to being a final version."

Much of Syndicate's appeal lies in its great cyberpunk graphics, created by graphic designers Paul and Chris. Paul used DPaint on an Amiga to produce most of the work on the cities, and Chris worked on the sprites.

Paul says he works according to the needs of the programmer: "Generally you work on the backgrounds first in combination with a rough set of sprites. You rarely jump straight in and get something substantial finished early on."

"People come up and throw ideas at you and gradually you start building up a very specific look," adds Chris. "Even right up to the last minute we were deciding whether or not to include certain sprites and how guns should work."

Russell, the sound effects man, started work on *Syndicate* in November 1992, his task was made much easier because the game was mostly finished. His job, says Russell, "is very much a pruning process after I've done tons of things. I'd rather have fewer effects with better quality, than thousands of effects that all sound rubbishy. Sound quality has to be your priority."

Alex Travers' job title is Head of Quality Assurance. "When a project reaches a certain state it's my job to play the game thoroughly, look for any problems and make suggestions for the game," he says.

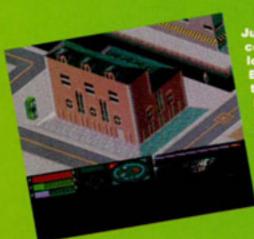
"The way this works is we fill in a bug sheet which is divided into sections dealing with program faults, crashes, glitches and Glorious colour and intimidating scenes add to the atmos'



The Blade Runner feel is almost tangible in this shot.







Just think, Syndicate could have ended up looking like this if Bullfrog hadn't continued to develop and refine both the look, the feel and the gameplay of its latest game.



Good Lord! it might even have looked like this as well. Yup, these historic work-in-progress grabs of one of this year's most popular games are brought to you by Bullfrog and the best Special ever. You lucky people!

stuff. At the end of the day it gets handed on to the programmer. And believe me, we are the programmers worst enemy because we give them so much grief!"

However, on Syndicate, Alex spent most of his time creating the different missions.

"The first step in designing the levels was to take the blocks from the graphic artist," he explains. "We've got this custom City Editor which enables you to place things where you want. It's a good idea to have a sketch before you start, though, so you've got a rough idea what's going where.

"Once the basics of the city were down, I then used the people editor to plonk policemen, citizens, agents or criminals wherever I wanted and I could tell them to do almost anything – instruct a citizen to use a car, park it, go into a house, wait, come out of the house, go to work, and so on.

"In Syndicate the whole transport system works as it should. You can use the cars and the monorail and all the other characters use it too. There's a lot of stuff in there that people will never see. A car will go past, but they won't watch it, they'll just blow the thing up.

"You don't have to aimlessly wander around blowing things up, it's just that a lot of people like doing that. Many of the levels can be completed non-violently."

"I hope people do realise that the violence is tongue in cheek," adds Alex, "the game was a lot worse - we used to have more

THE FUNNY PANEL AT THE END

Well, not that funny at all actually, but it is bloody impressive. Did you know for example, that *Populous* has sold more than one million (1,000,000) copies all over the world? Just think about it – at £24.99 that's... loads and loads of money.

No wonder that Bullfrogs supremo Peter Molyneux (pictured below) looks so chuffed!

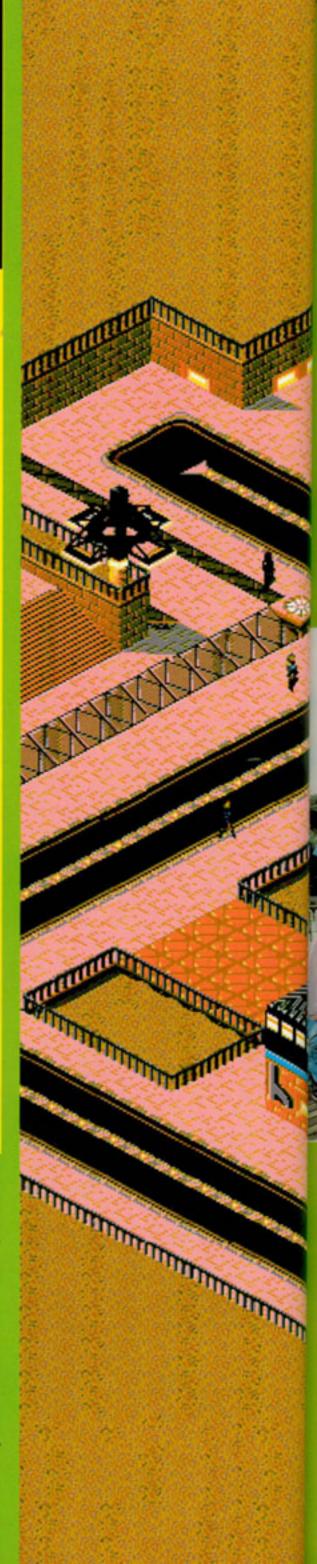


civilians in the city. For instance there were mothers and babies which you could torch, but the biggest objections came when dogs were torched!"

Eventually, all the hard work has to stop and the game must be mastered and duplicated ready for the shops and you.

"There's a lot of pressure to release a game early," says Molyneux. "In Syndicate's case there was a lot of pressure on us from distributors Electronic Arts to release it in March '93, I said no.

There's also a lot of pressure internally to keep on making improvements, but you've got to stop somewhere or you'd go on forever."



AMIGA FORMAT SPECIAL

HOW DCD DECIDES

Kevin Bulmer has modelled his Dimension Creative Design team on the same structure used by a film production team. We wondered why he needed clapperboards and make-up artists to create games such as Legends of Valour, so we visited DCD to find out...

COMPANY:

Dimension Creative Designs.

LOCATION: Wolverhampton.

TYPICAL GAME: Anything utilising fast 3D graphics.

MOST NOTABLE GAMES:

Legends of Valour, Resolution 101.

CURRENT PROJECT:

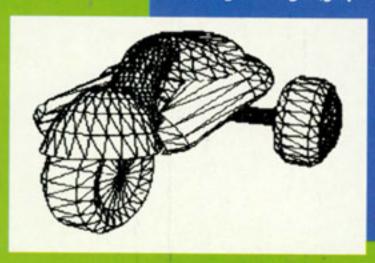
Two options being investigated: Blastro and Race Wars (a futuristic racing game).

TIME IN DEVELOP-MENT: Couple of months.

KEY PERSONNEL:

Kevin Bulmer (cofounder of DCD), Ben Daglish (music), Ian Downend (programmer), Nigel Bunegar (graphics).

Team picture: the DCD lads pose for the cameras before they embark on the 1993-94 campaign.



A detail from Race Wars, the futuristic racing game that the team are currently developing

AMIGA FORMAT SPECIAL

GAMES

Ithough the members of the DCD team have known each other for quite a long time, they really came together for the Legends of Valour project. This texture-mapped Dungeon Master -style RPG game was released last year to critical acclaim. Kevin Bulmer, the founder of DCD used the opportunity to set up in offices in Wolverhampton and get some full time graphic artists on the case.

The last year has seen the DCD team perfecting their NSR graphics engine and converting LoV to various other formats. As we spoke DCD was on the verge of signing deals with major software houses to develop two original games.

Creating a game in the Nineties is an enormous task, and for programmers there are often long lapses between projects. This is where the DCD team are at the moment – waiting for financial backing from one of the big software houses before they start programming again.

Kevin Bulmer explains how DCD starts putting a game together. "It's much like a picture, a matter of sketching, preparing, finding the elements that you want to incorporate into it and then finding out how they're all going to fall together. With Race Wars, I wanted a lot of variety, and sci-fi gives you that option. It also gives you the option of wrong-footing people."

The sketching that Kevin talks of takes the form of a 26-page proposal document for the game which is presented to the various software houses. This proposal includes information on the scenario, the idea of the game, examples of illustrations and graphics, and details about controls, sound and any specific version information.

Kev Bulmer, the man who brought together the multi-talented DCD team



Legends of Valour uses fast 3D graphics which are typical of the DCD style of game.

"Ideas for games come from all different sources," says Kevin. "With Legends of Valour it was because I used to play Dungeons and Drugons a lot. Whatever you do is going to be like Dungeon Master, so we wanted something extra. It evolved beyond that, but that was the initial intention.

"Within this office we want to produce games which appeal to us. If we wanted to make money we'd be working on the Megadrive, but we're not, we're still working on the Amiga and the PC and 3D0. So the fact that software houses feel a certain type of game won't sell doesn't bother us."

A new production approach

Once Kevin has a rough feel for the game, it's time to allot tasks to the team members. The DCD approach is modelled on a film or theatre production team.

"From now on, the system we have for games is like the film industry," says Kevin. "We will have a director, a cinematographer, a design department, a modelling department and a special effects department."

Kevin likes to get everything down on paper and to consult with the team before any modelling is produced. Then the models are rendered on the Amiga, and next the effects department, headed by the cinematographer, work on the game.

"It breaks down very much like the film industry," explains Kevin, "but being a British production, it's on a shoestring. So there's going to be job sharing and blends between groups."

As more software houses move towards a film set style of approach to game development, they have to get more professional. This inevitably means one man programmers such as Archer Maclean and David Braben are becoming scarce.

"But there's always going to be a place for them," Kevin stresses. "It's like you get musicians who put down all the tracks of the individual instruments and do all the vocals and write the music. There will always be people who like working on their own. If you have someone with such a strong vision then they will carry on doing what they're doing anyway."

While there are undoubtedly advantages to creating a game single-handed, the DCD approach seems far more flexible. How does DCD actually set about coding a game?

★ Kevin hopes to add emotion into games, so they will appeal across the gender and age spectrum ★

Kevin explains: "Well, it's the utilities necessary for creation that dictate time. We have the existing 3D engine NSR1 which we used for *Legends of Valour*. That's now been scrapped. We then produced NSR2 which we've got rendering here now. It's light years ahead of previous stuff, but because

we were sitting around twiddling our thumbs, we came up with a new idea which is proving to be better. This means that NSR2 will never see the light of day because NSR3 will be so much better."

What about the other parts of the game, besides the rendering?

"The 3D engine is the basis for the code. That then uses modules of code that fit around it to deal with the universal and spe cialist behaviour of the characters, so things evolve and gradually build up from there."

DCD employs far more graphic artists than it does programmers. This may seem odd, but producing graphics is time consuming. The graphics can even get in the way of the actual game.

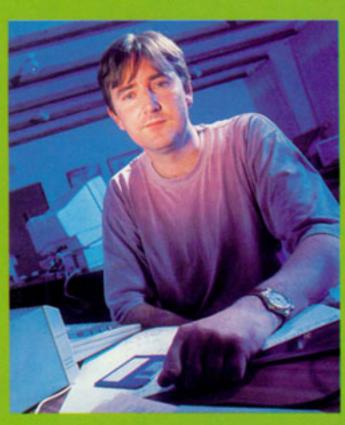
"Graphics are important because people first see what a game is like in magazines, so the screenshots must look good. Or if they see a good demo running in the shop then that will encourage them to spend money."

As games become increasingly sophisticated, Kevin hopes to add emotion into them so that they appeal across the gender and age spectrum.

"At the moment, sprites will walk, run, fight and die and that's it," he explains. "You don't know whether they're walking with a limp because they've been injured or if they're walking quickly to deliver some important information. It's that subtlety that is important to the future of games."

Sometimes DCD sounds man Ben Daglish needs a hand to get to grips with his music making.

Drysdale forms the DCD graphics team with Nigel Bunegar.





Kevin Bulmer created the DCD team to work on the excellent RPG Legends of



DCD's in-house graphics team is Nigel Bunegar and Steve Drysdale. They were both trained in design and joined DCD with little experience of computers. Kevin is a firmly believes that what makes a good designer is their design skills, not their computer skills. The computer skills can be learned but when it comes to design, you've either got the ability or you haven't

All the sound for the games (and even symphony orchestra conducting) is taken care of by Ben Daglish, the veteran Commodore 64 and Amiga music coder. Ben gathers his sound effects from 'all over

the place' and has built up a large library of samples which he carries around with him all the time.

When he needs original samples he has a different approach. Ben says: "Once when I was doing a motorbike game for Gremlin I got a tape recorder and microphone, went to the local motorbike shop and said 'Can you rev this up for 20 minutes please'.

"Quite often you do that with musical samples too. For instance, once I

wanted a guitar that went 'whicky, whicky, whicky' so I went into a guitar shop and said 'Can I borrow this and a wah-wah pedal for a while' and I went off and whicky whickied it."

> Nigel Bunegar one of the DCD graphics team. The designers are picked for their design skills rather than their computer skills.

Money matters

Much of what the DCD team can do in terms of creating new games is dictated by economics and the decision on when a game is finished depends very much on the size of the production.

'If you're working on an epic production that takes you two years then there are a number of things that happen. Money is invested in packaging and in advertising. You can't waste that money, so you get pressured from all sides to maximise returns on the product," says Kevin.

Because we are small fry we have to compromise. But then I don't think anyone would pretend that games are high art and have that sort of value. We all have an opinion about our games.

The proposal for Race Wars includes precise details about how the team envisage the finished game.

I certainly think that my opinion is an awful lot more valid than a lot of publishers who we've dealt with."

DCD doesn't play an enormous part when it comes to the marketing and advertising of their games.

Kevin says: "We're involved in the production of the manual, the clue book and the box art, but only to a degree. Theoretically we should have a lot of say in what is done, but in reality the schedule is so hectic that sometimes we are not consulted or we don't

chase to find out what is going on. But it all works out all right in the end."

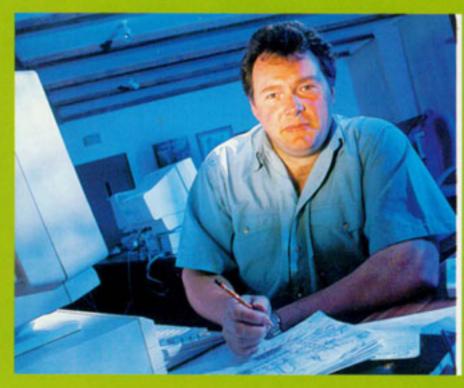
The huge changes in the computer industry are also a deciding factor as to why DCD doesn't market its own games.

Since 1985 we've had the ST and the Amiga. Had things remained that way then we might have been able to market our own games," explains Kevin. "But now you've got 3D0, and new machines from Nintendo, and Sega, so who knows what's going to happen. You don't want to back Betamax if you can avoid it. We're not in a position to publish across all those formats - we couldn't fund it. So for the foreseeable future we'll be working with publishers. And that's just the way it is."

A sketch from the proposal for Race Wars, the game the DCD team is currently working



Matt Stott one of the DCD programming team working on the new Race Wars project.





When you crash and die horribly you get a full military send off.



The MicroProse programming and design team recently finished work on the Amiga conversion of *Gunship 2000*, their avowed intention being to make it the most action-packed flight sim for the Amiga. Here's how they went about doing that...

COMPANY:

MicroProse.

LOCATION:

Science park in Chipping Sodbury.

TYPICAL GAME:

High-quality simulations. The more complicated the better.

MOST NOTABLE GAMES:

F-19, F-15, Stealth Fighter, MicroProse Golf and many more.

CURRENT PROJECT:

Conversion of Gunship 2000 to the Amiga.

TIME IN DEVELOPMENT:

About a year.

KEY PERSONNEL:

Mark Langerack (lead programmer), Paul Ayliff (music), Mark James (programmer), James Hawkins (producer). he MicroProse approach to game development is very different to the other developers. The company is very corporate, possibly because it's been around a long time, or perhaps because it was founded in America, or even because it publishes games as well as developing them. But when you see the consistent high quality of MicroProse games you can't help thinking that the company is getting it right.

The latest MicroProse release is Gunship 2000 – a conversion of the existing PC game. Having recently finished the game, the British team were ready to tell us all about it.

Gunship 2000's
producer, James
Hawkins, says of his
job: "The producer is
responsible for What (the
quality of the finished game),
When (the schedule deadlines)
and How Much (what the product
costs). He also acts as the centrepoint for
communication within the company with
regard to his project. It's a busy role to say
the least, especially at the end of a project.
You need about six pairs of arms."

James was put on to the Gunship 2000 project in February this year. He reckons that most of his time is spent co-ordinat-

> ing quality assurance (QA) – deciding which bugs get tackled in what order. In all, the team found 150 bugs in *Gunship 2000*, all of which, we presume, are now fixed.

Quality assurance normally takes place over the last month of a project, although on

Gunship the team found that the gameplay was much too hard until the last two weeks of the

Gunship 2000: first choose your helicopter and arm it, and then find something to destroy, such as these tanks. The various helicopters have different cockpit views. This Blackhawk has side-by-side seating rather than the standard tandem arrangement.

project. Right at the end there was an intense period of testing of about 10 days, for 24 hours a day, although James is quick to point

out that he wouldn't usually work so intensively: "But quality assurance does bring forward a lot of ideas," he says.

"On an original project I would have ideas on how I want things to look. At MicroProse we have producers working entirely on their individual projects, and function managers who are concerned with the departments used to make up those pro-

jects, so they give you a lot of input as well. We don't have overall control because it makes more sense to get everyone involved.

> Gunship 2000 was tested solidly for 10 days, for 24 hours a day before being released.

"With Gunship 2000, I wanted it to be the most action-packed flight simulator on the market. That involves making sure about things like not flylong without targets to shoot at, the

ing along without targets to shoot at, the ability to fly low to the ground, a fast frame rate and lots of things going on so that the player feels involved in the whole mission, not just parts of it," says James

Also on the Gunship 2000 team, Mark Langerack is lead programmer. Starting in March '92, the first thing he did was look at the PC original and at the PC source code.



36

-15-

HELLFIRE

The brief for Gunship 2000

was to produce a flight sim with more action than

anything else on the market.

37

If you're not sure of the best weapon for the job just pause Gunship 2000 to see your options.



A map is essential when you're flying around looking for things to bomb.





Conversions made easy

He then worked out a schedule for how long it would all take. The first thing Mark changed was the line-of-sight function which checks if one object can see the other object (to judge if there are any hills in the way, for example) because he thought that the PC version was much too slow.

* Being a game producer is a very busy role, you need about six pairs of arms *

Mark reckons that the Amiga and its 68000 is easy to program, but he finds that the Amiga is too slow, especially for 3D. "You're constantly thinking about the slow down that will occur if you add another feature," he says. "This doesn't affect the gameplay because that's not what takes the processing power. The main thing is that the objects are less detailed on the Amiga version, especially the landscape.

"On the Amiga version we also had to create the three detail levels for each object. This means that you've got the high detail object which pops in when you're really close, and when that is a bit further away you replace it with a slightly less detailed object, and then when it's very far away it's just a few polygons."

F-19 Stealth Fighter, was released before the military admitted that the plane existed.



This screen signifies that all is not well. In fact, it's worse than that, you're off to see the geezer with the bugle at the top right of the facing page.

This is where graphic artist Paul Ayliff comes in. He found the trickiest element of producing Gunship 2000 for the Amiga was to convert the 256-colour palette down to a 32-colour palette so

that it would work on the Amiga and still look like it does on the PC original.

Usually Paul works by importing the graphics from the PC into *DPaint* on his Amiga. However, on the title sequence he completely redrew the helicopter, which took about a week. But the biggest problem was the office animation (the options screen) because he had some problems fitting that in with Mark Langerack's code. In all Paul produced it three times.

Programmer Mark James' role on the team was to convert the C (the computer language) based PC front-end to the Amiga using Lattice C. That took him about eight months. When tackling a conversion, the first thing Mark does is to try to work out the basic structure of the code and produce flow charts and structure charts of what procedure is called where. To do that he literally sits down with a pen and paper, and the PC code, and

works his way through it. Sounds like fun! Despite the

The Gunship 2000 copy protection and difficulty levels are set from this screen.

fact that this can be highly tedious work, Mark hasn't let it spoil his enjoyment

of playing Gunship 2000. "I come in in the mornings and boot it up and have a play," he says. "The worst thing is looking for things that are wrong!"

THE TALE
OF SID
AND
BILL

When it comes to producing simulations Microprose is generally regarded as being the best in the business.

The company was formed 10 years ago by 'Wild' Bill Stealey and Sid Meier when they met at a conference in Las Vegas.
They both played a video game called Red Baron and found it severely lacking. Sid (an experienced programmer) reckoned he could write a better game in a week, and although it took him a bit longer than that he came up

with the flight sim
Hellcat Ace. The game
was particularly realistic
because of Bill's experience as a USAF
pilot. In fact it
was rumoured
that Stealey
was a defence
consultant for
the Pentagon,
which would
explain why F-19
Stealth Fighter

came out before
the USAF admitted that the plane
existed. Bill has now left
MicroProse, but Sid went on to
write Civilization and
Railroad Tycoon.

Strike Eagle.
This is the easy bit...

Sid Meier was a co-founder of MicroProse and also

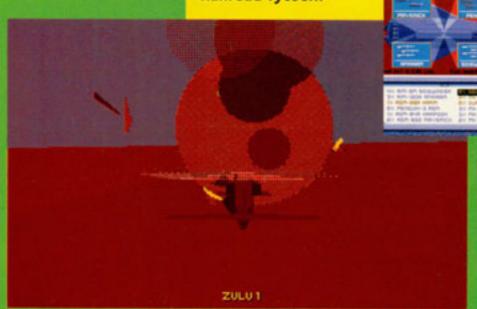
Getting ready for

take off in F-15

wrote the classic

Civilization.

...Once you're up and running life gets a lot more difficult as the action hots up.



Pick your weapons and take to the skies in the tactically enthralling F-19 Stealth Fighter.

AMIGA FORMAT SPECIAL





AMIGA FORMAT



You're looking at one of the tracks for Vision Software's storming new four-player racing game, Skidmarks. The finished game will have 10 tracks, monster trucks (that bounce), dune buggies and all sorts of other stuff.

And it was all written in Blitz Basic 2. Wait a minute, did we say BASIC?

We certainly did. Blitz is something really special. A fast, powerful BASIC programming language that anyone can use. Read all about it on page 116 of this very issue of Amiga Format Special.

A working version of Blitz Basic 2 is on the Coverdisk of Amiga Format 52, on sale September 23rd.

Inside, you'll find a competition to find the best Blitz Basic games writer. The two lucky, but talented, Winners will walk off with A4000s under their arms.

Buy! Enter! Win?



COOLER THAN ANYTHING ELSE

Bob Wade, Andy Wilton and Andy Smith used to get paid for playing games, now they want to make money by creating them with their new Asylum team...

Above: the Asylum team, from left Bob Wade, Andy Smith, Andy Wilton and Jim Gardner.

Top right: Asylum's first game will be Zeewolf.

Bottom right: Stunt Car Racer is one of the best Amiga games, according to Asylum. obody sees as many games, good, bad and indifferent, as a games review journalist, and so, you could assume, nobody has a better idea of what makes a game good, bad or indifferent. That's the logic that journalists Bob Wade, Andy Wilton and Andy Smith applied when they decided to stop writing about games and start creating them.

The three founders of the Bath-based Asylum software house have a long and distinguished career in computer journalism behind them, and between them have worked on titles including Amstrad Action, ACE, PC Plus, PC Format, Amiga Format, Amiga Shopper and Future Music.

Their paths first crossed in the late 1980s on ACE (Advanced Computer Entertainment) magazine, and it was then that the idea of setting up a software house was born over pints of beer in the local pub. However, it was earlier this year that pubchat became reality. The boys not only formed Asylum, they also recruited a fourth team member, Jim Gardner, who is a former MicroProse programmer.

Asylum's fist game Zectoolf, is now approaching the final stages of development, but the team is tight-lipped about predicting a release date.

"It's very important that we don't announce anything until we actually know just when it is going to be ready," says Bob. "As journalists we have seen so many companies screw up by announc-

ing that a product would be ready by a given date, and before you know it it's two months late, then six months late then a year late, and people lose interest."

Given that reluctance to divulge too much information, what can we expect from Zeewolf? Andy Smith describes it as: "a thinking man's shoot-em-up."

Programmer Andy Wilton expands on the subject: "It's a solid 3D style of game. I've always been interested in 3D stuff, but a lot of 3D games look very sterile, you get things like helicopters flying through mountains and stuff like that which makes it difficult to believe in the game and interact with it."

★ If I see one
more cute, fluffy
platform game,
I'm going to
puke. It's all been
done before ★

"All of us like action games," adds Bob Wade. "But we are also all fans of strategy games and games that require a lot of tactics. There's a lot of fun in action games, but we want something that also means you have got to make intelligent choices."

So reading between the lines we can expect a 3D game with a strong element of strategy as well as a blast of shoot-em-up action. Whatever it's going to be, Zeewolf is almost certainly going to be different.

"Our experience of working on magazines is that a lot of the games should never have been released, because if the programmers had any idea about the market they



would have realised the games weren't going to get anywhere," says Andy Smith.

Another lesson that the Asylum team have learned from their journalistic experience is that there's no long-term future in trying to cash in on the success of other games. "If I see one more cute and fluffy platform game I'm going to puke," says Bob. "I like platform games, but there are so damn many of them and so many of them have been done before. A lot of people seem to have stopped looking for ways of doing things differently."

So, the Asylum team have seen hundreds of games that are either mediocre or just plain bad, but what, in their opinion are the really groundbreaking Amiga games, whose ranks they want Zeewolf to join?

Bob Wade: "I'll still play the original BBC version of *Elite*. That game just has so many of the right elements in it. *Populous* probably did more than any other game to popularise the Amiga."

Andy Smith: "I suppose one of the best games has to be Kick Off, simply because of the effect it had at the time. When we were working at Future Publishing everybody played it, we set up a league of four divisions and 32 teams."

Andy Wilton: "Stunt Car Racer, Virus and Sentinel. They all made 3D exciting and made you think in terms of 3D ideas like depth and height. What that tells you is that if you get the game physics right, 3D can be incredibly gripping."



Asylum

FAVOURITE AMIGA GAMES:

Elite, Kick Off, Virus, Sentinel, Stunt Car Racer.

CURRENT PROJECT:

Zeewolf ('a thinking man's shoot-em-up').

WITH RICHARD JONES

INTERVENED

AMIGA FORMAT SPECIAL

You've seen them here, you've seen them there, but just who are Special Reserve?



Special Reserve are the leading mail order computer games company in Europe. Over 180,000 people have joined the club since it's beginnings way back in 1988. We pride ourselves on giving our customers the best prices, biggest selection and the best service. We have over 18 lines to take your calls and qualified staff to handle your requests. We sell games and accessories all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD Rom and Apple Mac. And we sell T-Shirts and cuddly toys!

The excellent prices that you see advertised everywhere (in your regular copy of Amiga Format for instance) are available only to members, BUT membership costs from just £4.99 and even if you add that cost to the price of the item you want, it will still be cheaper that anywhere else! There is no obligation to buy anything from us and you can be any age to join. Make sure that you phone us to check out our prices first!

magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members.

NRG contains:

- 1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
- 2. Reviews in colour and latest information on new products.
- 3. Charts and Release Schedule, to help you choose and plan.
- 4. The best prices. Just one purchase will save you your joining fee.
- 5. Hundreds of Special Offers. Top games at prices you won't believe.
- 6.XS Super Savers. Money-off coupons worth over £180 a year.
- 7.£60,000 worth of prizes per year in our FREE-to-enter BIG TARGET

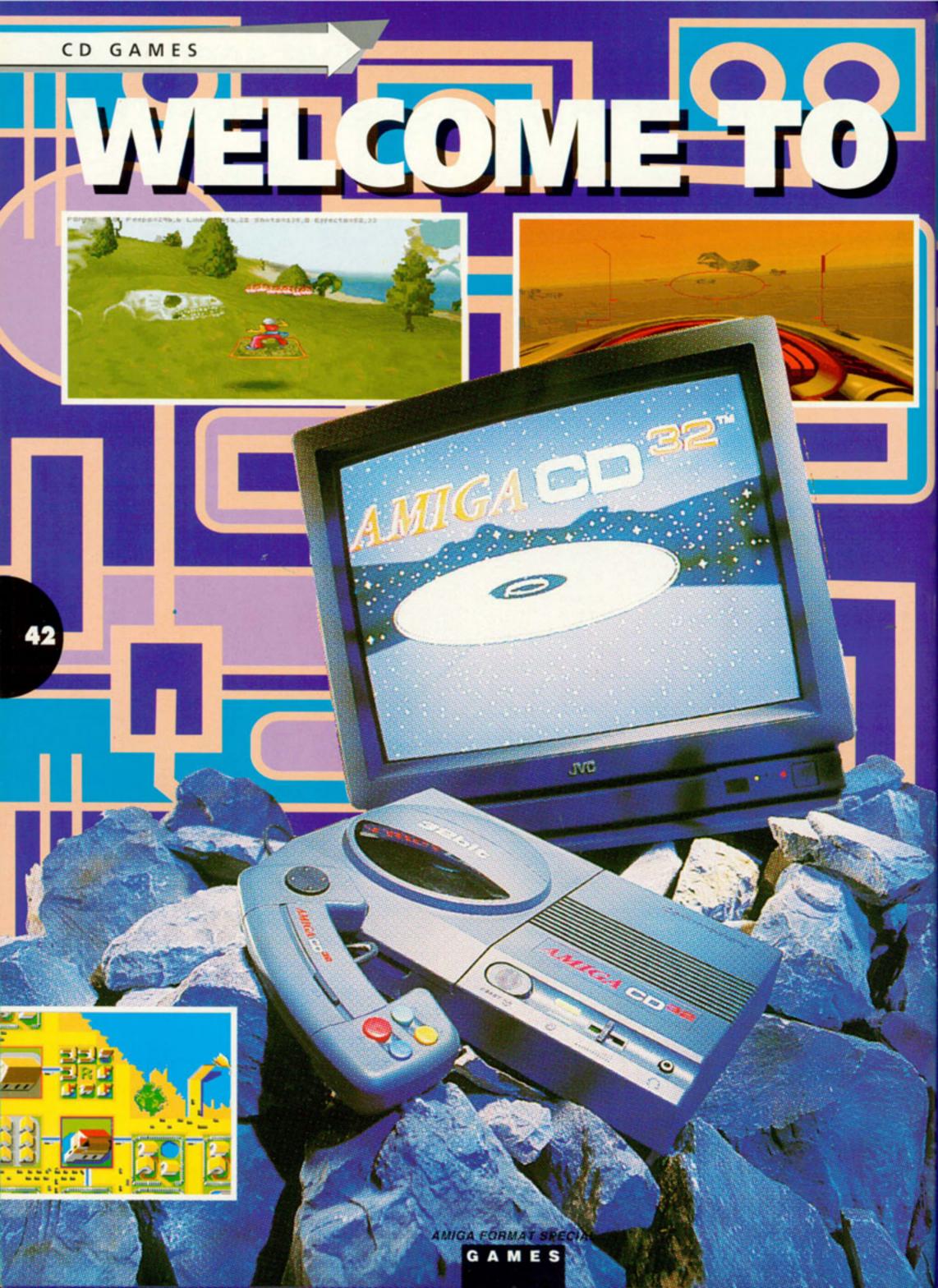
COMPETITIONS. That's £10,000 worth in every issue of NRG, exclusive to members.
In the August/September 1993 issue of NRG the Top Prize is a Brand New Car - A Fiat Cinquecento!



ASK FOR A FREE CATALOGUE WITH OUR FULL LISTING

0279 600204

Lines open 9am to 8pm Weekdays, 9am to 5pm Saturday, 10am to 5pm Sunday
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.







SEE FUILLE

CDs are coming, ready or not. And if it means 'Bye bye, Sonic! Bye bye, Mario!' then it could be worth it, even if prices of £50 a game are already a reality. Damien Noonan explains...

he new CD³² is already in mass production in Commodore's Far East factories and goes on sale in October. If you want to know how to make your own, here's how you do it.

First take an A1200: the AGA chip set, 32-bit architecture, EC68020 central processor, 2Mb of RAM. Remove every single interface, then squash down the printed circuit board to make it a hell of a lot smaller.

Next put the stereo audio sockets and composite video socket back on, and replace the RGB with an S-VHS video connector.

Add a couple of joystick ports and a keyboard connector.

Then let everything else hang off the edge of the PCB in an edge connector which will give hardware expansions, and especially the new MPEG1 full-motion video gadgetry, direct access to all the Central Processing Unit and video chip functions. Then attach a CD-ROM drive. You may encounter problems here, so design a new gate array chip to handle input and output.

Next, you'll need an operating system that will run the CD drive, so design a Workbench 3 variant and squirt it all into a massive 2Mb Kickstart ROM chip. This baby will never need a Workbench disk! Then do something really radical: add in a special

★ Whether you like it or not, CDs will take over as the main format for games ★

chip designed to convert PC graphics to Amiga screen display "on the fly", in real time. That should keep more than a few programmers happy!

Finally add the cosmetic touches: a nice, compact case, a flip-top lid for the CDs, a volume control and headphone socket. And there you have it – the world's first 32-bit, CD-driven console! And because it's based on an A1200, it'll only cost £299!

discs will certainly take over from floppy disks as the main format for games, just as surely as they will take over from the cartridges used by Sega and Nintendo consoles.

Two: CDs will mean a big change in game technology simply because they can hold 650 megabytes of data – about as much as 750 Amiga floppies could store. We're going to see a big shift towards the megaepic interactive movie style of game.

Three: what will happen to prices is anybody's guess. Some people fear we're facing a rip-off price rise, similar to what happened when music moved from vinyl albums to CDs. With the price of Psygnosis' first mega-epic Microcosm set at about £50, they could be right.

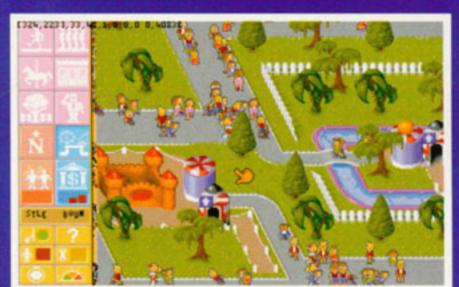
'But,' I hear you say. 'But, why are CDs going to take over? Don't we have a choice?' Well, not really. Here's how CD has become

the only way forward for games. The software industry has always ticked along quite happily, generally making decent money and occasionally coining it in. But it has always been riddled by a paranoid sense, based on two unspoken beliefs, that it was being denied the enormous profits it deserved. Firstly, there was the myth of the Great

Popularity Breakthrough. This stated that just around the corner was a time when computer games would become really popular, that games machines would be as common in households as video recorders and software publishing would make heaps of cash and gain the kind of media credibility accorded to music, films or books.

Second, there was the Piracy Problem Hypothesis. This stated, quite unprovably, that if games weren't sold on copyable "We feel that CD32 is the most significant hardware launch of recent years. The combination of the power of the machine, its aggressive price and the potential software support, will give it every chance of being a huge success in 1994."

Tom Watson, Renegade



Theme Park, a management sim/god game with a difference from the Bullfrogs, is currently under development for the CD³².

But wait! What's this? A £200 boxful of chips that plugs into the edge connector and makes it the world's first digital video player too for a sum total of £499? Yes, please! I'll have one...

For those of you with short attention spans, here's Everything You Need to Know About CDs in – what do you reckon? Three paragraphs? OK.

One: you don't have a choice about whether you want them or not. Compact



44

Right: Ocean's CD³² flight sim TFX is now in the late stages of development.

Below: The CD³² version of the truly excellent *Pinball Fantasies* is even better than the original.

"The Amiga CD is a leap forward in terms of technology and gives the user a more up-to-date choice in the plethora of CD formats available."

Mark Lewis, Managing Director, Electronic Arts UK



media like floppy disks then the publishers would shift about ten times as many copies and make much, much more dosh.

About three years ago, a crucial phase of change started. Sega and Nintendo were gearing up for the vast marketing push which would make Mario and Sonic household names, but to create a real 'scene' they needed more good games. In Britain, there lurked a vast, ready-made supply of gameswriting talent and top-quality titles.

The tight restrictions on who could publish games on Sega and Nintendo cartridges were relaxed and more UK publishers got involved. As numbers of console owners increased, thanks to Sega's and Nintendo's aggressive marketing, games sales went up and up. And since the games were on cartridges, casual piracy didn't damage sales. All would seem to be well in console heaven – mass sales, mostly unharmed by piracy. Yet there were problems.

For starters, there was the strategy of the console makers. Essentially, Sega and Nintendo sell their hardware at a loss. They then make all their profit from the sales of games – originally by publishing all the games themselves, then later by charging a licence fee enforced by protection code and control over cartridge manufacture.

So if you're a publisher wanting to get a Sega game published, not only do you have to send it to Sega for approval, you also have to pay the company to make the cartridges for you. This tight control soon rankled with publishers who were used to open access systems such as the Amiga. The second problem is

the high cost of production. Since each cartridge is hardware, centred around a chip, it costs a lot to make – around £7 per unit, including the licensing fee. Not only is that massive compared to the cost of disk duplication, it's also a big risk.

If you make too many carts and even a few don't sell, the cost of the unsold units could wipe out your profits. "A difference of five per cent in how many you order could make the difference between profit and loss on a game," an insider at Gremlin told us.

Equally, the production time is so long – we're talking months – that if you have a surprise hit and it sells out, you don't have time to order more copies and 'maximise' your profit. And, worse still, the customers were getting pretty peeved. Parents were shocked at the £30-£40 cost of games when

AMIGA CD GAMES: THE FIRST GENERATION

When CDTV came out, the software publishers were still all falling over each other trying to jump on the console bandwagon, so they hadn't yet developed the keen belief they have nowadays that CD-based games are The Future. As a result,

they hardly fell over themselves to develop for CD and since CDTV sold about as well as Bristol City season tickets, the market for CDTV games never grew

Lemmings

and the initial trickle of games dried up to a mighty none at all. Let's see what you could have got, because most are now available for CD³².

Lemmings came free with the machine and was simply a straight port of the Amiga version plus, to fill space, a demo animation of a plane flying over a fractal landscape, later turned into the only marginally more playable Microcosm. The CDTV remote control joypad's notchy response made

it tricky to play Lemmings by spoiling that vital leap to get the cursor over the Builder before he tumbled to his doom.

Defender of the Cr

Defender of the Crown was

not only the first Amiga game but also the first ever game out on CD, in a PC version in 1989. It featured a full stereo hi-fi soundtrack – lots of nice brassy trumpet fanfares – but the gameplay was the same as the Amiga original and looked pretty faded.

Sim City followed the same 'add a hi-fi soundtrack' idea, using



Left: Creation is being developed by the Bullfrog team for CD³² and promises to be one hell of a god game.

Below: The CD³² version of Syndicate should be even bigger and better than the original.

four pleasant jazz-rock tunes recorded by a Paris band, but it also tweaked the gameplay a bit with new scenarios and a clever 'zoom in' mode. Still a good version, if you don't have the original.

Falcon, one of the best Amiga flight sims, was supposed to be out on a disc that also included several of the add-on missions, which made it pretty good value. On the down side, it had to be adapted to play from a joypad, which took out a lot of the detail, and when Robert Maxwell took his dive its publishers, the Maxwell -owned Mirrorsoft, did too.

Battlestorm, an Amiga shootem-up, is the only one carried to the CD³² catalogue out of several very average arcade-style games released for CDTV. It's not worth buying. The only really promising action release for CDTV was Xenon 2, complete with a real hi-fi ver-

Sim City

the is sour (they population but to the population of th

sion of its original Bomb the Bass soundtrack (they were a popular pop band of the time, junior) but that too vanished with Mirrorsoft.

The Case of the Cautious Condor came from the Japanese FM Towns system and was probably the first game ever developed especially for CD. It won awards, but when we got our hands on it



we discovered this was mainly for its cartoon graphics, especially the excellent 20-minute scene-setting intro, and not for the gameplay, of which it had barely sufficient to cover the back of a postage stamp. the console had already set them back a hundred quid, and they soon found out about the makers' price control methods. Government inquiries are still underway, in America and Britain.

It's against this background that CDs begin to seem like the way forward for the software industry. CDs can be made cheaply (around £1.70 per unit, including all packaging) and quickly, so orders can respond to demand. They have attractions for the buyer (you and me) in that they are a more robust, tidier and more familiar format.

Another gain for the software publishers might be in the shelf life of games. Sales of games are curtailed by the short time they stay on display in the shops – often as little as two weeks. If retailers like WH Smith were willing to stock CD games more like they stocked music, shelf lives would improve and so would sales.

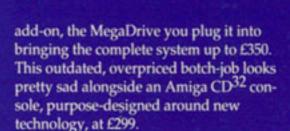
So CDs have obvious attractions for the software publishers. Commodore recognised this a long while ago, and has committed itself to CD to keep the publishers happy. This way, Commodore ensures that new games continue to be brought out for the Amiga – without new games, the Amiga would soon lose its appeal to buyers.

But Commodore also sees CD as giving it other commercial advantages. Amiga CD is an 'open system' – one for which anyone can develop games without paying the hardware makers a fee – and that puts pressure on Sega and Nintendo to follow suit.

If Sega and Nintendo are forced to move to open CD systems, they lose the income from game licensing, meaning that they can no longer afford to lose money on selling hardware. This pushes up their prices massively, creating direct Amiga-versus-console competition.

Already you can see this tactic working.

Nintendo is going to be very late into the CD market – early next year at best – but Sega tried to get in first with the Mega CD. It costs £269 in the high street just for the CD



And, finally, there's a whole lot more at stake too. We're now facing the extinction of the computer games system As We Know It, to be replaced by a new kind of home entertainment system. Commodore hasn't been entirely successful as a computer company:

★ These games
may look great
but the gameplay
is likely to be
utter tripe ★

after unsuccessful attempts to make it in the business world with its PC range, only sales of the Amiga have saved the company from going bust.

But Commodore still has its sights set on making it big. Dominating Sega and Nintendo in the computer games market is a tiny, tiny thing compared with what's up for grabs is the Home Entertainment System competition which will dominate the second half of the Nineties.

This long-term plan underlays the whole CDTV idea, which Commodore cocked up badly but which will now come into its own. The key to it is digital video –

"This is the most exciting technology. I'm quite sure that with Commodore's track record the new machine will be a tremendous success in Europe."

Geoff Heath, Managing Director, Mindscape Above: Oscar is a 256-colour platform game designed for the CD³² by Flair.

Top inset: Andy Braybrook's Uridium is destined for the new CD³².

Bottom inset: The classic Zool could soon be on CD³².

Below: The Case of the Cautious Condor was the first game to be developed specifically for CDTV.

videos on CD – which are technologically ready and will soon transform the video market the way CD did music.

The only reason video on CD hasn't happened already is that you need too much data – 50 screens of picture have to be pulled from the disc every second, in addition to the audio soundtrack. CD drives just can't shift data this quickly.

The problem is solved by data compression, and all the firms interested in digital video co-operated on research to establish a standard form of data compression. They set up an organisation called the Motion Picture Expert Group (MPEG), which last year finally came to its conclusions and defined a standard for video data compression.

The practical application of this is a standard set of silicon chips which perform the data compression and decompression. This is known as the MPEG FMV chip set.

By October, Commodore reckons it will have an add-on available for the CD³² console that contains the FMV chips and therefore can play videos from CD. The plug-in box will cost about £200, but spend that and in one machine, you'll have a video player (digital video too – no more deteriorating tapes, but benefits like perfect freeze frame) as well as a hi-fi audio player and a

computer games console. Plus, if you buy a keyboard and a floppy or hard drive, you've got a personal computer as well. Zowee!

And this isn't just pie in the sky.

Already, deals have been signed to release 50 popular movies on the MPEG1 CD standard by Christmas. And because the chips are standard, even Commodore can't mess it up and miss the deadline.

So now you know the hidden agenda. You know why you're getting CD whether you like it or not. Just to recap: one, the software houses hope for improved sales and

* With the Amiga
CD console
Commodore can
get off to a
flying start *

wider profit margins; two, Commodore thinks that in a fair hardware-versus-hardware fight, it can beat Sega and Nintendo; and three, Commodore can get a flying start in the war of integrated, digital-video based Home Entertainment Systems. So in a way we, the customers, are innocent bystanders caught up in a commercial war. We haven't asked for CD games. Is there anything in it for us?

Well, the thing you're supposed to find sexy is the 650 Megabytes of storage. That massive amount of space leaves plenty of room for gorgeous graphics in full AGA chip technicolour. The mega-epic, movie-style game is meant to be the big attraction of CD, the one thing that will make it stand out and add the "Hey! I want one!" factor.

Personally, I reckon these games may look great, but the gameplay is likely to be be utter tripe for the foreseeable future. This is the conclusion you're likely to start hearing in the first reviews of Psygnosis' Microcosm, appearing in an Amiga magazine near you soon. From what I've seen of Microcosm, it looks great but is severely lacking on the gameplay front. If this is the case with the first batch of CD³² games, it's just as well that the CD idea has other attractions.

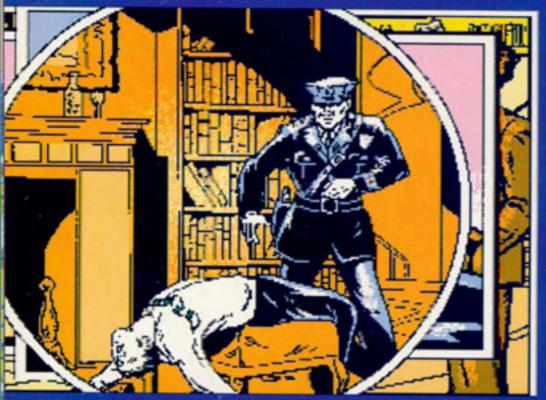
For starters, some sort of common sense is likely on pricing. We're promised a set price of £29.99 for CD³² games, but I've heard a growing consensus that publishers need to work towards a £20 price for games. As sales grow and the anti-piracy effect of CD is felt, that target should become more and more realistic.

Second, the large capacity of a CD has other advantages besides mega-epics. Seven-disk games such as Monkey Island will easily fit on a CD, so you won't need a hard drive to play the more mature, PC-style adventures – and they should cost an awful less to produce, because they don't need all those disks for data storage.

Similarly, we can expect some decent compilations, particularly of games that have extra bits: flight sims with added missions, for example, or golf games with loads of different courses. Plus your average 'jumble sale' compilation should see a bit of a renaissance – I'd hope to see themed ones, like all the Bub 'n' Bob games (Bubble Bobble, Rainbow Islands, Parasol Stars) on one CD at £29.99.

So in the short term, we're not losing out. in the long term, we could be winners in a very big way.

If lessons are learnt from the sheer quality of gameplay in games such as Monkey Island, then the mega-epic movie-style game will really come into its own. Imagine a game of the quality of Monkey Island with film footage of actors, or Walt Disney-style animation, instead of graphics... with sampled speech and music... can't you imagine a pretty stunning game? It's not so very far away, you know...



4

bout 10 years ago a young programmer called David Braben wrote a space trading game called Elite. It is still regarded by many as the finest ever Amiga game. For the past five years David has been working on Frontier (Elite 2), which should be in the shops very shortly. David has created Frontier virtually single-handed, so how does it feel to spend five years of your life working on one game?

"Programming is very tedious and very fiddly," says David. "I would hate to be just a programmer. The bit that gets me going is working on the design."

It may seem a strange admission from the man responsible for programming one of the best games ever, but many programmers agree with David. At best programming is boring, at worst it's a complete and utter hair-pulling-out, pain of a business.

* I hope that
Frontier will be as
different to what
is around now as
Elite was when it
was released *

Anyway, how does David feel about the universal praise that was, and still is, heaped on Elite? "I am very proud of Elite. I suppose that one of the reasons it has been such a success is because I was in the right place at the right time, but I'm particularly pleased that it has stood the test of time."

David wrote Elite on a BBC Micro about 10 years ago: "At the time people said that it was impossible to do 3D on those machines. It was a real breakthrough when I realised it could be done because the only thing I had seen then was Battle Zone in the arcades."

Mand BLS And " Set SE & Acob " Relative to Eden Station

Fig. 1997

Right: Frontier (Elite 2): took five Brabenyears to develop.

Below: The man who created Elite... David Braben



For the last five years David has been working on

Frontier, it promises to be a huge game, but is it just a reworking of *Elite* or is it an entirely different game?

"It's very different," says David. "I'd certainly like to think that it's as different to what is around now as *Elite* was when it was originally released."

Frontier is a 3D space adventure in which you have a huge number of gameplay options because you can play different characters, such as a pirate, mercenary or smuggler, each of which effects the gamesplay in a different way. The galaxy is modelled on current astrological charts and there are more than 80 basic missions, but you can just ignore them and go wherever you want to.

Frontier is, in the words of its creator: "a very, very big game."

So with the release imminent, is Braben preparing to take on another mammoth solo venture? "I probably won't do such a major project on my own again, most teams for a similar sort of project would have 10 or more people involved."

Depending on the success of Frontier, David is considering setting up such a team, but one area of games design he has reserva-



Is *Elite* the best Amiga game ever? We talk to the guy who created it, and we find out even more...

David Braben

FAVOURITE MACHINE:

Programs on an A4000

LEAST FAVOURITE GAMES:

Most film licences

tions about getting involved in is the film licence business. "One of the things that is a shame at the moment is the pressure for short term projects such as licences. You might only have six months to complete the game, and if you only have such a short time, you tend to be derivative."

"I think that people will always judge games for gameplay, and anybody with any sense should realise just how important the gameplay is."

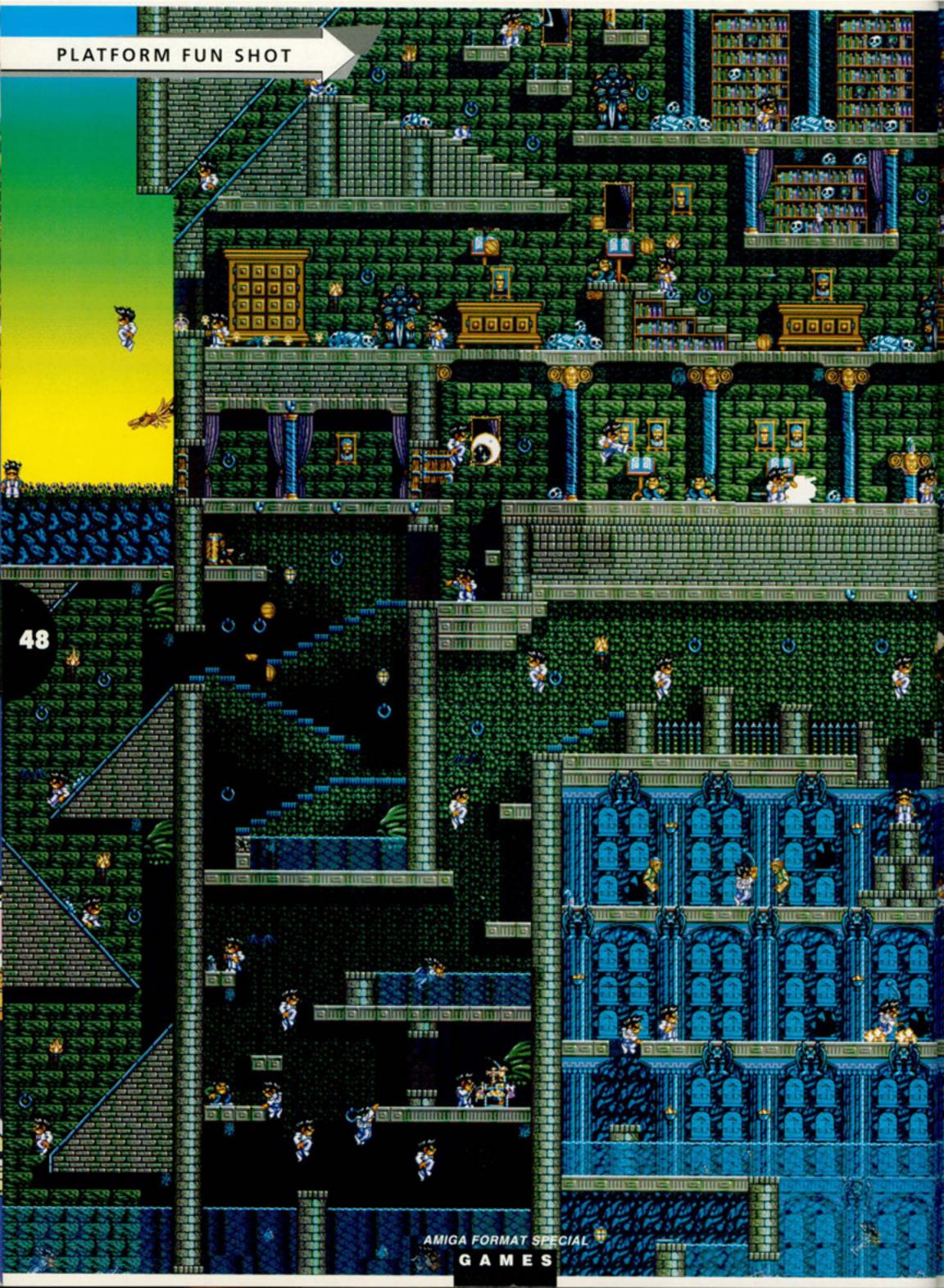


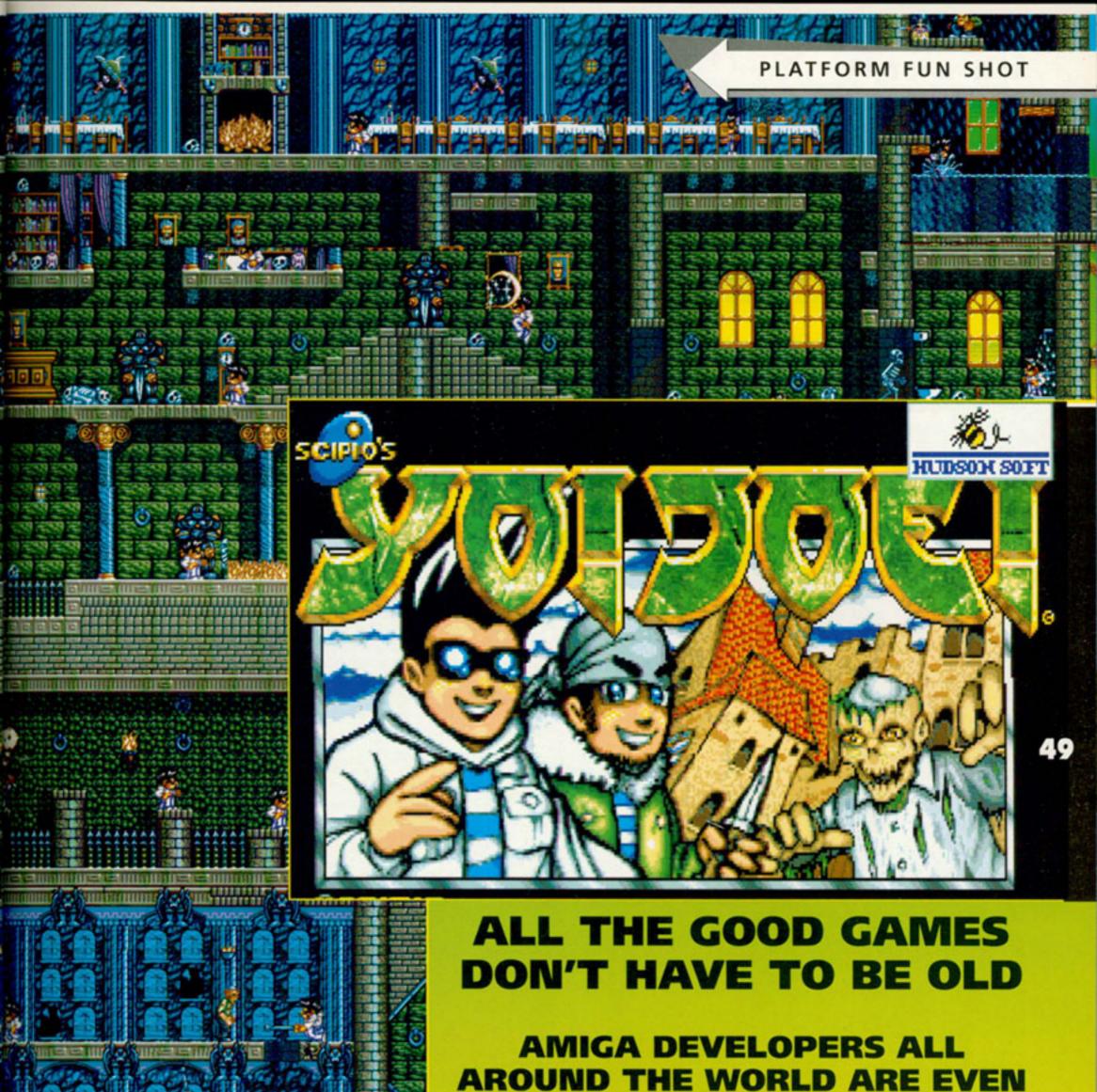


Left: Frontier is a 3D space adventure, which, in the words of David Braben is: "a very, very big game." It should be in a shop near you soon.

RERESENTED.







AMIGA DEVELOPERS ALL
AROUND THE WORLD ARE EVEN
NOW BRINGING US GREAT NEW
GAMES SUCH AS YO! JO!.
AND THERE'S EVEN MORE IN THE
PIPELINE FOR YOUR AMIGA!

DOESN'T IT JUST MAKE YOU FEEL WARM AND SMUG INSIDE?

AMIGA FORMAT SPECIAL

GAMES

WIN YOUR VERY OWN AMIGA CD32

he picture you see beneath this piece of prose could be your passport to one of TWO 32-BIT AMIGA CD²² consoles we have to give away. Yes, that one of Commodore UK's joint managing director, David Pleasance, and the UK's own 'Mr Breakfast' – The Big Breakfast's Chris Evans at the Science Museum launch of the latest Amiga to hit the streets.

This time there are no questions to answer, nothing to research, and no worrying that someone with less taste and less need than you will win the wondeful prize simply because their poxy postcard showing a picture of 'Nightime in Rhyl' came out of the editor's huge hat first. This competition calls for an element of skill and rare wit. Failing that, it requires some silly words and the odd bit of libellous content (see rule six for clarification on this). In fact we'll even lob in some clues to guide you towards that very rarest of commodities – the correct sense of humour for the prize

even lob in some clues to guide you towards that very rarest of commodities – the correct sense of humour for the prize.

What we're looking for here is a line of no more than 30 words (that's quite a long line if you think about it, I mean this is 23 words long and it's dragging already!) that sums up the picture's feel, it's ethos, it's atmosphere and timbre... oh hell! We want one that makes us laugh. And we want it by October 30th, in English, printed or type-written and sent to the following address: My Line Is It Anyway Comp, Amiga Format Specials, 30 Monmouth St, Bath, Avon BA1 2BW. You can have as many goes as you like, as long as they're all funny. Couldn't be easier. And here are the clues:

- 1) Chris Evans was squirting people with a water pistol at the launch of the CD¹².
- 2) David Pleasance has just taken over from Kelly Sumner as Commodore UK's joint MD.
- 3) His joint MD is called Colin Proudfoot.
- 4) Sega also has a CD-based console the Mega CD and we don't think it's much cop.
- Oh come on, you don't really want any more clues this is easy, it really is. So just get writing.

OH, AND GOOD LUCK.

FAIRPLAY NOW!

THE STRICT AND STRINGENT RULES OF THE COMP' FOR THE FABULOUS PAIR OF AMIGAS ARE AS FOLLOWS MUSH...

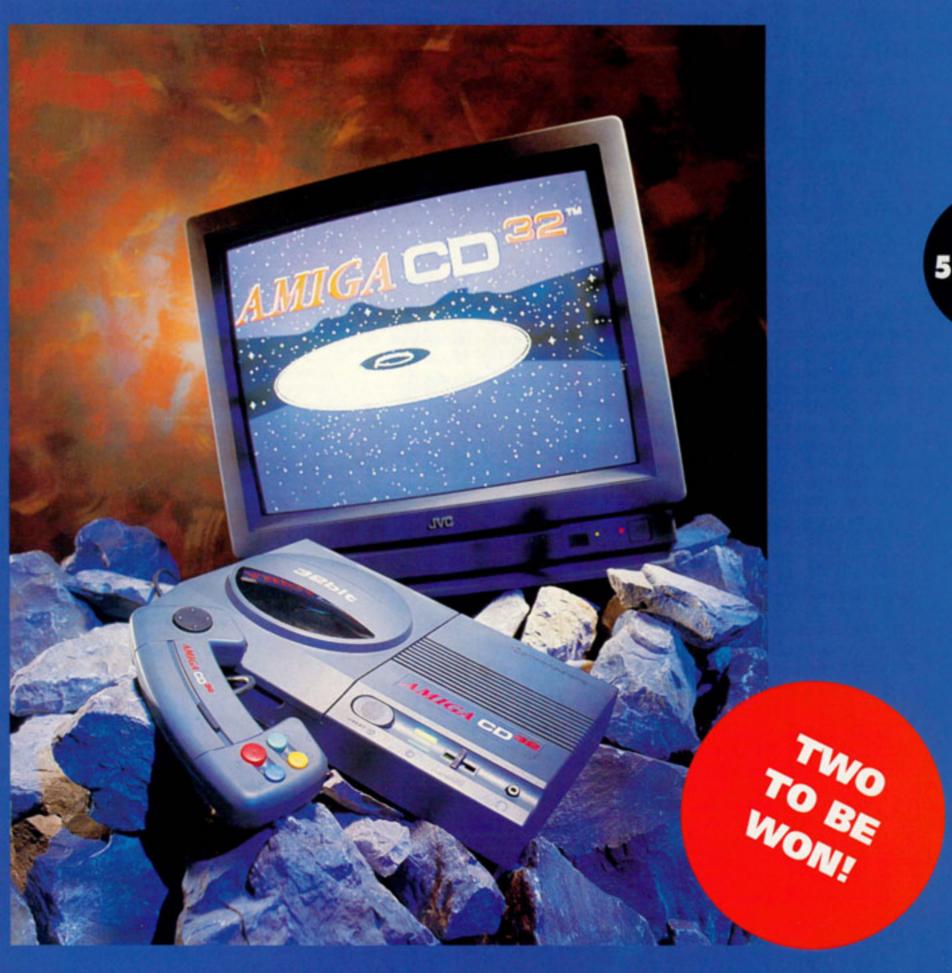
- 1) NO EMPLOYEES OF FUTURE PUBLISHING OR COMMODORE OR COMMODORE'S PR COMPANIES CAN ENTER.
- 2) THE EDITOR'S (PROBABLY HUMOURLESS) DECISION IS FINAL!
- 3) ENTRIES WILL ONLY BE ACCEPTED ON POSTCARDS OR THE BACK OF SEALED ENVELOPES.
- 4) MULTIPLE ENTRIES WILL BE LAUGHED AT AND BINNED.
- 5) ENTRIES MUST BE RECIEVED BY OCTOBER 30TH.
- 6) ANYTHING LIBELLOUS REGARDING EITHER OF THE PICTURED PEOPLE WILL NOT BE PRINTED. NO WAY. NO HOW. NOPE! NEVER EVER. (that's okay then: happy lawyers).

AMIGA FORMAT SPECIAL

GAMES

50

This CD³² could be yours... all yours if you can create a mouth-tearingly funny, yet relevant, caption. No, not to the picture below you fool to that one on the left!



AMIGA FORMAT SPECIAL GAMES

FULL HOUSE

Wanting to expand the sum total of your knowledge we talked to every software house we could find to build a list of all the available Amiga games, well probably all.

cattered across the land are dozens of software houses beavering away adding to the already vast range of games available for your Amiga – which already boasts more and better games than any comparable machine. What follows is a massive six page listing of the currently commercially available games from each software house for you to drool over and save up for.

The software house under which a game is listed is not necessarily the originator of the game and there can be a confusing number of companies involved in developing a game. For example there's a development team (either in-house, , or an independent group like Bullfrog), then you have the publishers and the distributors, who are not always the same people.

When a game stops selling too well it is often moved on to a budget range, repackaged and given a drastic price cut, often with another publisher. Foreign games will often be distributed by a different UK firm. Companies also get bought up by other companies or sell games on. Tracking down a specific title isn't always easy.

In addition to this two of the biggest publishers, Ocean and US Gold have large budget ranges culled from the catalogues of other publishers while at the bottom of the heap come companies such as Prism. Its list, especially the Pocket Power range, is the last resting place of many a game.

Looking through the list you'll find that a few favourites are missing. These games have either been deleted at full price and not released as budget, or are from outfits no longer with us. Psygnosis, for example, is notable for not having a budget label and never selling on old games, while some classic games from now defunct companies might take a while to resurface again.

To give you the maximum information we have included the year, issue number and score of games reviewed in **Amiga Format** where possible. With so many games released and limited space, not all got a look in, and some date from before **Amiga Format**'s time. You'll find some games are re-

We can't promise to have included every game currently available or every software house working on the Amiga, a small label or two might have escaped our beady eye, but we think what follows is the most up to date and complete list of currently available Amiga games you'll find, phew.

reviewed when released on budget.

Game	Price	Year	AF	Rating
21st Century Entertainment West Brook Street Blewbury Oxfordshire OX11 9QB = 0235 851852				
Deliverance Moonfall Nebulus 2 Pinball Dreams Pinball Fantasies Rubicon	£29.99 £29.99 £29.99 £29.99 £29.99 £29.99	91 91 92	33	
Accolade Bowling House Point Pleasant London SW18 1PE © 081 8770880				
Best selling game: Elvira 2				
Elvira 2 Jack Nicklaus Unlimited Golf Waxworks Zyconix	£24.99 £29.99 £34.99 £19.99	89 93	34 3 43 41	78%
Alternative Software Units 3-6 Baileygate Estate Pontefract West Yorkshire WF8 2LN = 0977 797777	L			
Best selling game: Dr. Who I	Dalek Att	ack		
Allo Allo Cartoon Fun Bully's Sporting Darts Count Duckula 1 Count Duckula 2	£19.99 £9.99 £7.99 £7.99	93	46	72%

Game	Price	Year	AF	Ratin
Gilbert	£7.99			
High Steel	£7.99	89	2	39%
Huckleberry Hound	£9.99			
Hulk Hogan's Commando	£19.99			
Jaws	£7.99			
Munsters	£7.99			
Pixie + Dixie	£9.99			
Popeye 2	£7.99	92	39	68%
Postman Pat	£7.99			-
Postman Pat 3	£7.99			
Sooty and Sweep	£7.99	92	39	80%
Thomas the Tank Engine	£7.99	900		
Thomas the Tank Engine 2	£9.99			
Tracksuit Manager	£7.99			

Audiogenic
Unit 27
Christchurch Industrial Centre
Wealdstone
Harrow HA3 8NT

= 081 4242244

Best selling game: Graham Gooch's World Class Cricket

Emlyn Huges Arcade Quiz	£19.99	91	21	38%
Emlyn Huges Int. Soccer	£25.99	90	14	78%
Exile	£25.99	91	23	68%
Exterminator	£25.99	91	20	64%
Five Nations Rugby	£29.99	92	35	69%
Graham Gooch's Cricket	£29.99	93	47	78%
Helter Skelter	£19.99	90	16	87%
Loopz	£19.99	-		
World Class Rugby	£25.99	92	31	68%
Wreckers	£24.99	91	22	82%

Beau Jolly 29A Bell Street Reigate Surry RH2 7AD # 0737 222003

Best selling game: The Greatest

Big Box 2 - £29.99
(R-Type, Back to the Future 3, IK+, TV Sports Football, Shanghai, Rocket Ranger, Real Ghostbusters, Sinbad, Defenders of the Earth, Bombuzal)
The Greatest £32.99 93 46 91%
(Dune, Lure of the Temptress, Jimmy White's Snooker)
Power Pack 2 £29.99
(Wings, It Came from the Desert, Battlemaster, Predator

Codemasters
Lower Farm House
Stoneythorpe
Southam
Warickshire OV33 ODL
= 0926 814132

Best selling game: First Division Manager

best seiling game. First Divi	sion man	ager			
Bignose the Caveman	£7.99	93	43	65%	
Bubble Dizzy	£7.99	-		00.0	
Captain Dynamo	£7.99	92	40	67%	
Cartoon Collection	£24.99	92	37	84%	
(Seymour goes to Hollywood,	Spike in T		dvani		
Slightly Magic, Dizzy, CJ's Ele	phant Anti	(cs)			
CJ in the USA	£7.99	92	40	79%	
CJ's Elephant Antics	£7.99			1000000	
Crystal Kingdom Dizzy	£19.99	93	45	65%	
Dizzy Collection	£24.99	92	30	78%	
(Fast Food, Kwik Snax, Fantas	y World D	hizzy.	Trea	sure	
Island Dizzy, Magicland Dizzy)					
Dizzy Panic	£7.99				
Dizzy Prince of the Yolkfolk	£7.99	92	41	81%	
Dizzy's Excellent Adventures	£24.99	92	35	77%	
(Dizzy Panic, Bubble Dizzy, Di.	zzy Prince	of th	e Yo	lkfolk,	
Spellbound Dizzy, Kwik Snax)	- All - All the				
Fantasy World Dizzy	£7.99	_		-	
Firehawk	£19.99	93	48	65%	
First Division Manager	£7.99	92	34	66%	
Hoversprint	£7.99	92	35	67%	
Kamikaze	£7.99		С.		
Kwix Snax	£7.99	92	33	55%	
Little Puff	£7.99				
Magicland Dizzy	£7.99				
Mean Machine	£7.99				
Miami Chase	£7.99				
Pro Boxing	£7.99				
Quattro Fighters	£7.99				

£7.99

£7.99

£9.99

£16.99

93 43 59%

Crossbow - William Tell

Dr. Who Dalek Attack

Galactic Warrior Rats

Fallen Angel

				57			Ę							THE
Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating
(SAS Combat, Mig-29, Kamika	aze Guar	dian A	Annell		Action Sixteen (label):	-				Empire			-	
Quattro Power Machines	£7.99		46	68%	Flight of the Intruder	£14.99	93	42	82%	The Spires				
(Violator, Grand Prix, Pro Pow					F-16 Combat Pilot	29.99	92	34	80%	677 High Road				
Challenge)					Falcon	£14.99	92	39	90%	North Finchley				
Quest of Aggravain	£7.99				Operation Counterstrike	£9.99	92	39	80%	London N12 0DA				
Robin Hood Legend Quest	£7.99	93	45	65%	(Falcon Data Disk)	00.00	00	20	700	± 081 3437337				
Seymour goes to Hollywood Skyhigh Stuntman	£7.99 £7.99	92	38	77%	Operation Firefight (Falcon Data Disk)	£9.99	92	39	78%	Bost colling game: Campaig				
Slightly Magic	£7.99				North and South	£7.99	92	37	84%	Best selling game: Campaig	"			
Soccer Pinball	£7.99	92	40	46%	Advanced Destroyer Simulation		92	35	67%	Award Winners	£25.99	92	34	85%
Spike in Transylvania	£7.99									(Populous, Space Ace, Kick O				
Steg the Slug	£7.99	92	36	83%	Coktel Vision (label)	124000	-			Campaign	€34.99		41	79%
Super All Stars	£25.99	93	43	75%	Ween	£29.99	93	42	50%	Campaign	£15.99	93	50	82%
(Steg the Slug, Magicland Diz the USA, Robin Hood Legend		n Dyn	iamo,	Com	Goblins Goblins	£29.99 £25.99	92	38 42	81% 82%	(Data Disk) Combat Classics	£29.99	92	42	88%
Super Seymour	£7.99				Fascination	£29.99		39	65%	(F-15 Strike Eagle II, Team Ya				
Treasure Island Dizzy	£4.99							2000		Cool Croc Twins	£25.99		37	88%
Violater	£7.99				Domark					Deathbringer	£25.99		30	71%
					Ferry House					International Sports Challenge			37	68%
Core Design Tradewinds House				38.4	51-57 Lacy Road					Leeds United	£25.99		-	700/
69/71 Ashborne Road				-00	Putney London SW15 1PR					Megatraveller Megatraveller 2	£29.99 £29.99		24	70% 82%
Derby DE22 3FS					# 081 7802224					Millennium	£29.99		30	02.70
= 0332 297797										Pacific Islands	£29.99		35	93%
				Die	Best selling game: Champion	nship Ma	nage	r 93		Soccer Stars	£25.99			
Producers of the brilliant Thur		and th	ne out	fit that						Space 1889	£29.99		31	59%
brought Chunk Rock into the	world.				AV8B Harrier Assault	£39.99	93	43	60%	Space Legends	£29.99		46	91%
Best selling game: Chuck R	lock				Championship Manager 93 European Football Manager	£25.99 £25.99	93	48	82%	(Wing Commander, Megatravi Sports Masters	£29.99		44	90%
best seiling game. Onder 1	CCR				Head to Head	£34.99				(PGA Tour, Indy 500, Advanta				
Blob	£25.99	93	51	83%	International Rugby Challenge		93	47.	16%	Championship 1992)	ge remin	, Lui	poun	
Car-Vup	£25.54	91	19	83%	Rampart	£25.99	92	41	75%	Team Yankee	£29.99		16	81%
Chuck Rock	£25.54	91	22	80%	Super Space Invaders	£24.99	91	29	83%	Volfied	£25.99		29	72%
Chuck Rock II Corporation	£25.99 £25.54	93	46	81%	Electronic Arts					War in the Gulf	£25.99	93	46	78%
Corporation Mission Disk	£15.36	90			90 Heron Drive					Touchdown (Budget Label)				
Curse of Enchantia	£34.99		41	62%	Langley					Let Sleeping Gods Lie	29.99	92	38	60%
Doodlebug	£25.99	92	41	72%	Berks SL3 8XP					Gazza's Super Soccer	£9.99			
Frantic	£25.99	91			₩ 0753 549442					Emlyn Huges	£9.99	92	38	77%
Heimdall	£34,99	91	29	88%	Post celling same Post days				_3/67	Pipemania	£9.99	90	9	81%
Jaguar XJ220 Premiere	£25.99 £30.99	92 92	37	83%	Best selling game: Populous					Flair				
The Adventurers	£25.99	92	39	03%	Air, Land and Sea	£34.99	92	30	73%	The Smithy Side				
Thunderhawk	£30.99	91	26	90%	Aquatic Games	£25.99		40	86%	7 Belle Villas				
Torvak the Warrior	£25.54	90	17	69%	Birds of Prey	£34.99	92	30	88%	Ponteland				
Warzone	£20.99	91	24	73%	Black Crypt	£25.99		34	78%	Northumberland NE20 9BD				
Wolfchild	£25.99	92	33	76%	Castles Data Diels	£29.99	92	35	72%	□ 0661 860260				
Cyberdreams					Castles - Data Disk Castles 2	£14.99 £34.99	93	51	73%	Best selling game: Trolls				
9a Canfield Place					Desert Strike	£29.99		46	87%	best sening game. Trons				
London NW6 3BT					Global Effect	£29.99		36	67%	1869	£29.99	93	46	90%
± 071 32832687					Gold of the Americas	£25.99				Trolls	£25.99		44	64%
	004.05			700	Halls of Montezuma	£25.99		25	43%	Trolls A1200	£25.99		47	85%
Darkseed	£34.95	93	44	72%	Harpoon Battleset 2	£34.99 £14.99				Whales Voyage	£29.99	93	47	80%
Daze Marketing					Harpoon Battleset 3	£14.99		34	78%	Grandslam				
2 Canfield Place					Harpoon Scenario Editor	£19.99				3 Rathbone Square				
London NW6 3BT					Indy 500	£25.99		17	92%	28 Tanfield Road				
= 071 3282762					John Madden Football	£25.99		33	94%	Croydon				
Daze Marketing specialises in	dietrihutie	na 1116	· warei	one of	Lord of the Rings Panzer Battles	£25.99 £25.99		30	72% 69%	Surry CR0 1AL = 081 6807044				
games from abroad including					PGA Golf	£29.99		22	90%	001 000/044				
	,,				PGA Golf Courses - Data Disk			33	72%	Best selling game: Nick Falc	do's Char	mpion	ship	Golf
Best selling game: Ishar: Le	egend of t	he Fo	ortres	s	Populous II Challenge	£14.99	92	41	80%					
				100	(Data Disk)					Beastlord	£19.99		-	
Boston Bomb Club Bunny Bricks	£9.99	93		77% 78%	Populous II Plus Powermonger	£34.99 £29.99		18	94%	Beavers Chambers of Shaolin	£25.99 £25.99		47	75%
Crystals of Arborea	£9.99	93		52%	Powermonger Data Disk	£14.99		10	9476	Chambers of Shaolin	125.99			
Ishar	£29.99	92		76%	Reach for the Stars	£25.99				THE PERSON NAMED IN	1/4		-	1
Ishar A1200	£29.99	93	48	77%	Risky Woods	£25.99	92	37	65%	A STATE OF THE STA	150 4			1
Ishar 2	£29.99	93	50	79%	Road Rash	£25.99	92	41	84%	DE TO	100 3		3	1
Magic Worlds	£25.99	in a	44	-1	Rome AD92	£29.99		40	77%	The second second	4	-	3	10
(Dragon's Breath, Storm Mas Metal Mutant	ter, Crysta £9.99	is of /	Apore	al)	Syndicate The Bards Tale	£34.99 £29.99		49 45	91%		1		1	2
Nicky Boom 2	£25.99	93	51	72%	(Construction Set)	129.99	93	43	0076	A CONTRACTOR OF THE PARTY OF TH		400		1
Starblade	€9.99	93		51%	Warlords	£25.99	91	22	85%		1	100	-	Lat.
Storm Master	£12.99	93	46	89%	Wing Commander	£29.99		44	83%	3/1/2/2013	1	7/7		21
Superski 2	£9.99	93		68%							1	1	3.4	160
Super Sports Challenge The Patrician	£25.99 £32.99			53%	Star Performers (Budget Labe						1	4		1
Transarctica	£32.99		31	0976	Battlechess Bards Tale III	£10.99 £10.99		23	69%			37/8	10	10
Transarctica A1200	£32.99	93	48	60%	Centurion	£10.99	91	24	79%	2.50		-10		1



Best selling game: F-16 Combat Pilot

£32.99 93 48 60%

Centurion

Elite Systems **Anchor House Anchor Road**

Aldridge Walsall WS9 8PW # 0922 55852

Joe and Mac

Transarctica A1200

Camberley Surry GU15 3AJ = 0276 684959

Digital Integration Watchmoor Trade Centre Watchmoor Road

£10.99 91 24 79%

£24.99 93 43 74%

						The second second									
	Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating
	Chubby Gristle	£9.99				Unit 2/12					The Lost Vikings	£29.99	93	49	79%
	Die Hard 2 England Football	£25.99 £25.99				Chelsea Garden Market				No.	100	220,00	00		1010
	Espionage	£19.99			100000	Chelsea Harbour Lots Road		700			Kompart 25 Hart Road				
	Grandslam Collection	£29.99	92	42	57%	London SW10 0XE	ma.				St Albans				
	(The Running Man, The Flintsto Espionage, Saint and Greavsie					± 071 3512133	1 1		79		Herts AL1 1NF				
	Trivia, England Football, Peter	Beardsle	y's Fo	otba	I.	Best selling game: Caesar					₩ 0727 868005				
	Terramex)	005.08		-	100			100			Kompart acts as distributer for	a number	of de	velop	oers
	Liverpool Nick Faldo's Championship Gol	£25.99	92	39	45% 90%	Afrika Korps Air Bucks	£29.99		38	64%	and smaller software houses it	scluding B	Nue B	vte ar	nd
	Pacland	66.63	33	70	100	Blitzkrieg May 1940	225.53	92	38	72%	Hudson.				
	Pacmania	£9.99	1	79		Breach 2 Enhanced	£29.99				Apidya	£25.99	92	35	90%
	Peter Beardsley Int. Soccer Scramble Spirits	£9.99	90	10	54%	Caesar Deluxe	£29.99	92	41	91%	Arsenal Back Sides	£25.99	-		
	Space Harrier	29.99	-	8720	0110	Charge of the Light Brigade	£29.99				Battle Isle 93	£25.99 £25.99	93	51	34% 81%
	T-Pac Terramex	£9.99	-		1000	Charlots of Wrath	£24.99	92	36	42%	Creatures 2	£25.99		1	4
	Terry's Big Adventure	£9.99				Cohort II Cohorts - Fighting for Rome	£29.99 £29.99	93	47	55%	Fat Man Historyline 1914-1918	£25.99 £34.99	93	43	94%
	The Flintstones	£25.99				Discovery	£29.99	92	37	72%	Yol Jol	£25.99	93	50	91%
	The Gates of Jambala The Hunt for Red October	£19.99 £9.99			-	Feudal Lords Fighter Command	£29.99 £29.99				Woody's World	£25.99			
	The Hunt for Red October 2	£25.99			- 4	Fort Apache	£29.99	92	30	68%	Disney Software (Distributed)	by Kompa	rt)	-16	
	The Running Man Thunderbirds	£25.99				Great Napoleonic Battles	£29,99		33	40%	Roger Rabbit	£25.99		33	25%
	Trivia	£25.99 £9.99				Kenny Dalglish Soccer Match Merchant Colony	£24.99 £29.99	91	23	67%	Dick Tracy	£30.99			
	Warp	29.99				Paladin 2	\$29.99		41	69%	Krisalis		-12		
	Gremlin	4000				Power Up	£7.99				Teque House				
	Carver House	- Page				Raider Renaissance	£7.99 £7.99	124			Masons Yard Downs Row		100		
	2-4 Carver Street	-				Rorke's Drift	£25.53		13	62%	Moorgate				
	Sheffield S1 4FS = 0742 753423				_	Samurai The Final Conflict	£29.99 £29.99	92	35	65%	Rotherham S60 2HD				
					100	Universe 3	£29.99			THE REAL PROPERTY.	□ 0709 372290				
	These people brought you Zool, story for Gremlin and a huge bo	, an ama	zing s	ucce	SS III	Warriors of Releyne	£29.99	92	38	59%	Best selling game: MUFC Eu	rope			
	cred of your Amiga. Thank you.	JUST TO THE	e gan	e pia	ying	Energise (Budget Label)					Arabian Nights	COE 00	00	40	0.00/
	The state of the s		-	- 1		Ancient Games	£7.99				Graham Taylor's	£25.99	93	46	80%
	Best selling game: Zool					Classic 4 Cap'n Carnage	£7.99			-	Sporting Challenge	£25.99	92	37	82%
	Lotus 3	£25.99				Cybercop	£7.99 £7.99				John Barnes European Footba Sabre Team	£25.99	92	37	42% 87%
	Nigel Mansell	£29.99	93	42	55%	Emperor of the Mines	£7.99			10	Shadowlands	£25.99	92	33	93%
	Nigel Mansell A1200 Premier Manager	£29.99 £25.99	93	47	55% 87%	FC Manager Hyperaction	£7.99 £7.99	7		100	Shadoworlds	£25.99	92	41	85%
	Space Crusade.	220.00		-		Int. Championship Athletics	£7.99	91	27	58%	Soccer Kid Vikings	£29.99 £25.99	93 92	51	93%
	+ Voyage Beyond Utopia + The New Worlds	£25.99	93	45	72%	Jungle Jim	£7.99					120.00	-	00	02.70
	Voyage Beyond	£29.99 £14.99	92	39	74% 72%	Legend of the Lost Renaissance	£7.99 £7.99				Buzz (Budget Label) Face Off Hockey	00.00	00		700
	(Data Disk)					Ringside	£7.99				Hill Street Blues	£9.99	93	50	70%
	Zool A1200	£25.99 £25.99	92	39	95% 85%	Soccer Match Striker No.9	27.99				MUFC Europe	£9.99	93	50	60%
		1,20.00	33		0376	Super League Soccer	£7.99 £7.99	_			Loriciel				
	GBH (Budget Label) Footballer of the Year 2	07.00				Tee Oft.	£7.99				7 Rue Du Fosse Blanc				
	Hero Quest	£7.99 £9.99	93	45	86%	The Munchies Tornado Ground Attack	£7.99 £7.99				92624 Gennevilliers Cedex France				
	James Pond	£7.99	92	33	90%	Trivia Gameshow	\$7.99			wa.	= 010 331 46882838				
	Janangir Khan Squash Lotus 2	£7.99 £9.99	92	41	63% 87%	Web of Terror 1000cc Turbo	27.99	90	15	48%					
	Lotus Esprit	£9.99	92	35	87%	radocc rarbo	£7.99				Baby Jo D-Day	£24.99 £29.99	92	30 50	58%
	Man. United	£9.99	92	36	74%	Simulmondo/IFF/Hawk (Distril	buted by I			s)	Entity	£25.99	93	50	58%
	Supercars Supercars 2	£7.99 £9.99	90 92	8	86%	Crime City Formula 1 3D	£29.99 £29.99	92	33	70%	Golden Eagle	€24.99	91	18	59%
	Switchblade 2	29.99	92	41	79%	GP Tennis Manager	£24.99				Golden Eagle, the Return Jim Power	£24.99 £24.99	92	37	85%
	Team Suzuki The Shoe People	£7.99	92	37	87%	I Play 3D Soccer	£24.99	91	24	81%	Panza Kick Boxing	£24.99	-	٠,	00 /0
	Toyota Celica GT Rally	£9.99 £7.99	92	33	73%	The Basket Manager The Executioner	£24.99 £25.53	91	27	40%	Paragliding Simulation's Best	£24.99			
	Ultimate Golf	29.99	92	32	90%		220.00			40%	Sport's Best	£24.99 £24.99	92	36	75%
	Video Kid World Boxing Manager	£9.99 £7.99	93	45	83%	Infrogrames 18A Old Town					(Panza Kick Boxing, Tennis Cu	p, Turbo (Cup)		
	CONTRACTOR OF STREET	E7.00	02	41	0076	Clapham					Tennis Cup 2	£24.99 £24.99	90	11 38	83%
	HiSoft The Old School	17			7-	London SW4 0LB					Tiny Skweeks	£24.99			81%
	Greenfield					± 071 7388199					Top Simulation	£24.99			
	Bedfordshire				- "	Best selling game: Sim City L	Deluxe				Microprose				
	□ 0525 718181			F		Advantage Tennis	car on				Unit 1				
-	Proflight	£19.95	91	25	75%	Alcatraz	£25.99 £25.99	92	35	76%	Hampton Road Industrial Est Tetbury	ate			
	ICE .			73		Sim City + Populous	£29.99				Glos GL8 8LD				
	ICE Bridge House				4	Sim City Deluxe Tetris	£35.99 £19.99	91	23	709	₩ 0666 504326				
	Merrywalks	10			-		1.19.99	31	23	70%	If it's got a motor and you can o	trive or flu	abou	in it	then
	Stroud Glos GL5 1QA				-	Interplay The Pere	-	ķ		The	these people have probably pro	oduced a s	simula	tion o	of it.
	□ 0453 756993		-		200	The Barn St. John's Yard		77	-	1 0	Microprose produces some out are measured against.	standing g	games	that	others
	The second second second	000.00				Main Road				-					
	Abandoned Places 2 Fire Force	£29.99 £25.99	93	45 42	87% 71%	Fyfield Oxon OX13 5LN					Best selling game: F1 Grand	Prix			
Э	Gnome Alone	£25.99	93	46	1 10	□ 0865 390029					Ancient Art of War in the Skies	£34.99	93	48	87%
	Piracy	£29.99	93	43	50%		mar and a second				B17 Flying Fortress	£34.99			91%
	Mean Arenas	£25.99	93	51	76%	Best selling game: Battleche: budget label)	ss (now o	on Elec	ctroni	ic Arts	Civilization F1 Grand Prix	£34.99	92	38	94%
	Impressions	100				- Joget Moory					Gunship 2000	£34.99 £34.99	92 93		92%
	Marie Control	191		1							STATE OF THE PERSON NAMED IN			S. College	

Price

£2.99

Game

Flight Path 737

Year AF Rating

25 10%

Year AF Rating Game Price Price Year AF Rating Knights of the Sky £34.99 88% Sports Collection £19.99 Microprose Golf £34.99 92 30 90% (Pro Tennis Tour, Run the Gauntlet, World Cup Soccer, Railroad Tycoon £34.99 91 22 92% Italia '90) Silent Service II £34.99 91 28 82% Superfighter (Pittighter, Final Fight, WWF Wrestlemania) Special Forces £34.99 Super Tetris £29.99 92 38 68% The Dream Team £25.99 93 43 70% (Bart Vs. Space Mutants, Terminator 2, WWF European Rampage) Mindscape **Priority House** Wizkid £25.99 92 37 93% Charles Avenue WWF European Rampage Tour £25.99 43 **Maltings Park Burgess Hill** Hit Squad (Budget) West Sussex RH15 9PQ 688 Attack Sub £12.99 73% 93 48 = 0444 246333 Bart v the Space Monsters £12.99 93 47 83% Budokan £12.99 93 48 80% Mindscape lives in a large designer slab built from an Chase HQ II £9.99 91 18 76% almost unimaginable number of little plastic bricks. Forth and Inches £12.99 93 47 42% Rumour has it that the inside is like St. Marks in Rome. Gunboat 93 50 £12.99 75% Hard Nova £9.99 93 50 44% Best selling game: Captive Hardball £9.99 Hudson Hawk £7.99 62% 45 4D Sports Driving £14.99 92 33% Mean 18 33 £9.99 4D Sports Boxing £14.99 92 30 79% Mig-29 Fulcrum £12.99 93 91% 46 Aces of the Great War £14.99 91 23 65% Pictionary £7.99 48 93 81% Captive £14.99 90 16 91% Pitfighter £7.99 28 60% £14.99 D/Generation 92 37 66% Populous + Promised Lands 93 £12.99 47 89% Das Boat £14.99 91 23 79% Prince of Persia £7.99 93 45 74% Knightmare £14.99 93 46 85% RBI 2 Baseball 45 £7.99 93 82% Legend £14.99 93 46 88% Robocop 2 £7.99 18 80% Life and Death £14.99 91 25 70% Run the Gauntlet £7.99 92 Shadow Warriors Megafortress £14.99 38 77% £7.99 90 14 42% Moonstone £14.99 93 46 72% Sly Spy £7.99 Smash TV Sim Life £34.99 £7.99 93 45 89% Sim Life AGA 93 £34.99 50 86% Strike Fleet £12.99 93 47 88% TV Sports Baseball £14.99 93 43 Super Hang On 65% £7.99 TV Sports Boxing 93 43 Terminator 2 £14.99 46% £7.99 93 46 69% 48 88% Test Drive 2 Worlds of Legend £24.99 93 £7.99 93 46 62% The Addams Family £9.99 93 46 88% Mirage The Cycles £9.99 93 49 80% No.12 Moody Street The Immortal £12.99 93 49 82% The Simpsons Congleton £9.99 91 26 82% Cheshire CW12 4YR Toki £9.99 93 50 86% Total Recall **= 0260 299909** £7.99 92 40 79% Trivial Pursuit £7.99 46 93 62% Untouchables Best selling game: Humans £7.99 92 34 38% £7.99 93 43 Voyager 92% Ashes of Empire £39.99 92 37 85% Wizball £7.99 Humans £29.99 93 42 72% WWF Wrestlemania £9.99 48 43% Humans - the Jurrasic Levels £29.99 93 47 72% Humans - the Jurrasic Levels £19.99 93 47 72% Oxford Softworks (Data Disk) Stonefield House Ragnarok £34.99 93 45 60% 198 The Hill Burford Ocean Oxford OX18 4HX 2 Castle Street **= 099 3823463** Castlefield Manchester M3 4LZ Chess Champion 2175 £19.99 90 13 77% **= 061 8326633** Intelligent Strategy Games 5 £25.99 Omar Sharif's Bridge £34.99 92 38 58% Ocean is known for the big film licences such as Batman, Terminator and the forthcoming Jurassic Park. Prism Unit 1 **Baird Road** Best selling game: Robocop Enfield 2-Hot 2-Handle Middlesex EN1 1SJ (Shadow Warriors, Total Recall, Golden Axe, Super Off # 081 8048100 Road)

A-Train

Movie) Hook

Cool World

F-29 Retaliator

Lethal Weapon

Ninja Collection

One Step Beyond

Rainbow Collection

Sleepwalker A1200

Parasol Stars

Power Up

Pushover

Robocop 3

Robosport

Sim Earth

Sleepwalker

Sim Ant

Games Espana 92

Hollywood Collection

International Golf Challenge

A-Train Construction Set

£34.99

£14.99

£25.99

£29.99

£25.53

£29.99

£25.99

£25.99

£19.99

£25.99

£30.64

£19.99

£25.99

£29.99

£34.99

£34.99

£25.99 93

£25.99 93

(Ghostbusters 2, Indiana Jones, Robocop, Batman the

(New Zealand Story, Bubble Bobble, Rainbow Islands)

93

92

90

92

92

£25.99 92 38

£19.99 93 51

£25.99 93 43 64%

92 32

92

92

92

£30.64 91 18 80%

45

37

11

39

93 51 80%

92 36 87%

40

36

39

47

44

84%

34%

92%

43%

86%

78%

91%

90%

79%

91%

89%

A game often spends its last days of commercial viability in the Prism range, where you'll find dozens of old games at a more than reasonable price.

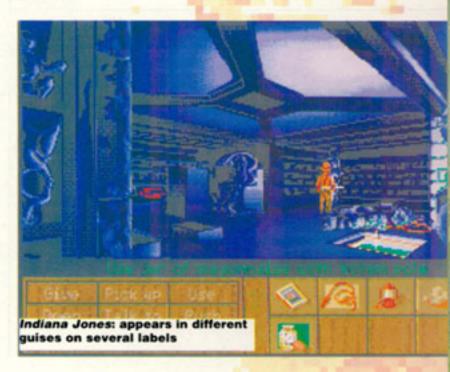
The range includes classics such as R-Type II.

Best selling game: Football Manager

Pocket Power (Budget)				
Airball	£2.99			
Archipelagos	£2.99			
Artificial Dream	£2.99			
Bad Company	£2.99	90	8	71%
Battle Bound	£2.99			
Battle Valley	£2.99			
Battleships	£2.99			
Beyond the Ice Palace	£2.99			
Chicargo '90	£2.99			
Dark Fusion	£2.99			
Deflektor	£2.99			
Demolition	£2.99			
Dogs of War	£2.99			
Electronic Pool	£2.99			
Eye of Horus	£2.99	90	6	61%
Fighter Mission	£2.99	100		100000
Fireblaster	62.99			

Fly Fighter	£2.99			1010
Football Manager	£2.99			
Frost Byte	£2.99	91	25	69%
Goldrunner	£2.99	0.	20	05 /0
Goldrunner II	£2.99			
HATE	£2.99			
Highway Patrol II	£2.99	90	10	48%
Hotshot	£2.99	-		1010
Ice Hockey	£2.99			
International Soccer	£2.99			
Iron Trackers	£2.99			
J.U.G.	£2.99			
Jump Jet	£2.99			
Karting Grand Prix	£2.99			
Las Vegas	£2.99			
Mad Show	£2.99			
Manhattan Dealers	£2.99			
Mouse Trap	£2.99			
Phantasm	£2.99			
Plutos	£2.99			
Prospector	£2.99			
Protector	£2.99	91	25	13%
Quadralien	£2.99			
Quantox	£2.99			
Seconds Out	£2.99			
Shaolin Warriors	£2.99			
Slayer	£2.99	89	5	43%
Space Dudes	£2.99			
Space Station	£2.99			
Star Blaze	£2.99			
Star Goose	£2.99			
Star Ray	£2.99			
Steel	£2.99			
Super Ski	£2.99			
Tanglewood	£2.99	12-0	2200	-0-22
Thai Boxing	£2.99	91	25	16%
The Grail	£2.99			
Turbo Trax	£2.99			
Warzone	£2.99		2	
5th Gear	£2.99	90	8	42%
Mad Pack	£9.99	-		0
(Fighter Mission, Mad Show, Th		, Elec	ctronii	c Pool)
Soccer Mania	£19.99			
(Football Manager 2, Gazza's S		cer, A	<i>Microp</i>	prose
Soccer, Soccer Manager World				
Speed Pack	£9.99	- Auri	n lat	- 11
(Highway Patrol, Phantasm, Ch.	-	, Jum	p Jet	
Sports Pack	£9.99	Date 6	who co	
(Windsurf Willy, Hotshot, Karting Star Pack		mx, S	in Ge	ear)
	£9.99	adeal	lani	
(Eye of Horus, Star Ray, Star G		auran	en)	
Triple Action Vol. 1 (Deuteros, Hammer Boy, Battle	£14.99			
	£14.99			
Triple Action Vol. 2 (Seconds Out, Hunter, Lancaste				
Triple Action Vol. 3	£14.99			
(Targan, Titus the Fox, Ghostbu				
Triple Action Vol. 4	£14.99			
(Grand Prix Master, Crazy Cars		tach		
Triple Action Vol. 5	£14.99	ecci)		
(Satan, The Blues Brothers, Ma				
Turbo Pack	£9.99			
(Iron Trackers, Dark Fusion, Tu		Steel	0	
in or reactors, barn rasion, ra	Jo IIIA,	21001		
PC Hits (Budget)				

PC Hits (Budget)
Battletech £9.99



Dragon's Lair

£34.99

Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating
Football Manager 2	29.99				Dragon's Lair II	£44.99	91	20	65%		10000000	- Topics	OHIO HI	o) circles
Grand Prix Master Hammer Boy	£9.99	90	6	78%	Dragon's Lair III Guy Spy	£34.99 £29.99	93 92	44 38	57% 48%	Alien Breed Special Edition Assassin	£10.99 £25.99	93	43	87% 85%
Hell Raiser	29.99				Space Ace	€44.99	90	8	62%	Body Blows	£26.99	93	46	87%
Lancaster Maya	£9.99	89	5	61%	Space Ace 2 The Animation Classics	£34.99 £44.99	93	50	44%	F17 Challenge Full Contact	£12.99 £9.99	91	24	86%
Pursuit to Earth	29.99	90	8	19%	(Wrath of the Demon, Space Ad	ce, Drago	on's La		4470	Overdrive	£25.99	31	24	00%
R-Type II Satan	£9.99	91	25 16	88%	Wrath of the Demon	£29.99	91	19	85%	Project-X Revised Edition	£12.99	93	50	90%
Shockwave	£9.99	30	10	1170	Renegade					Superfrog	£26.99	93	47	85%
Targhan The Kristel	29.99				Unit C1L					Thalamus				
The Kristal Windsurf Willy	£9.99				Metropolitan Wharf Whopping Wall					Unit 29 Riverside Business Centre				
					Whopping					Victoria Street				
Profile Unit 1 0					London E1 9SS					High Wycombe Bucks HP11 2LT				
Beaumont Business Centre										= 0494 474713				
Beaumont Close Nanbury					Best selling game: Sensible S	Soccer				Creatures	£25.99	93	45	63%
Oxfordshire OX 16 7 TN					Bitmap Brothers Vol. 1	£25.99				Winter Camp	£25.99			
= 0295 263363					(Xenon, Cadaver, Speedball 2) Fire and Ice	£25.99	92	36	89%	Borobodur	£25.99	92	33	35%
Lost Treasures of Infocom	£39.99	92	40	90%	Gods	£25.99	91	23	90%	Thalion				
Psygnosis					Magic Pockets Sensible Soccer	£25.99 £25.99	91 92	27 36	85% 91%	120 Anderson Park Road Mosley				
South Harrington Building					Sensible Soccer 92/93	€4.99	93	42	80%	Birmingham B13 9DQ				
182 Seffton Street Liverpool L3 4BQ					(Data Disk) The Chaos Engine	£25.99	93	45	90%	₩ 021 4422050				
= 051 7095755					THE RESIDENCE OF THE PARTY OF T	120.00	33	45	30 /6	Best selling game: Airbus Eu	rope			
Psygnosis is renown ed for grap	phically	maste	rful a	ames	Sierra Unit 2					Airbus A320 Europe	£29.99	92	31	78%
such as the original Shadow of	the Bea	st, wh	ich he	elped	Technology Centre					Airbus A320 American Edition	£35.99	93	49	60%
sell many an Amiga. The compa ever Amiga game, Brataccas, V	any also Vhat ioli	prodi	neon	he first	Station Road Theale					No Second Prize	£27.99 £25.99	93 92	45	87%
		y mee	peop		Reading					140 Second Prize	125.99	92	*1	0076
Best selling game: Lemmings					Bucks RG7 4AA = 0734 303322					Titus United House				
Agony	£25.99		35	60%						North Road				
Air Support Aquaventura	£25.99		41 37	62% 73%	A-10 Tank Killer Black Cauldron	£39.99 £39.99	91	22	75%	London N7 9DP				
Armour Geddon	£25.99	91	22	85%	Colonel's Bequest	£39.99	90	15	60%	5 071 7002119				
Atomino Awesome	£25.99				Heart of China Hoyle's Book of Games 1	£39.99 £39.99	92	32	90%	Best selling game: The Blues	Brother	s		-
Barbarian 2	£25.99	92	31	73%	Hoyle's Book of Games 2	£39.99				Games List:				
Carl Lewis Challenge Carthage	£29.99		40	56% 82%	Hoyle's Book of Games 3 Jones in the Fast Lane	£39.99 £39.99				Blues Brothers	£25.99	91	29	86%
Chronoquest 2	£25.99	9			Kings Quest 1	£39.99				Crazy Cars III Super Cauldron	£25.99 £25.99	92	38 49	93%
Cytron Dungeon Master	£29.99	93	42	70%	Kings Quest 2 Kings Quest 3	239.99				Titus the Fox	£25.99	92	34	81%
+ Chaos Strikes Back	£29.99				Kings Quest 4	£39.99 £39.99				Fox Hits (Budget)				
Killing Game Show Leander	£25.99		17	92% 78%	Kings Quest 5 Leisure Suit Larry 1	£39.99	00	25	EON	Battlestorm	29.99	90	17	83%
Lemmings	£25.99	91	20	92%	Leisure Suit Larry 2	£39.99 £39.99	92	35	53%	Crazy Cars II Fire & Forget	£9.99 £9.99			
Lemmings 2 Lemmings Double Pack	£29.99		46	94%	Leisure Suit Larry 3 Leisure Suit Larry 5	£39.99	00	33	50%	Fire & Forget II	29.99			
Mega Mix	£29.99			70%	Manhunter New York	£39.99 £39.99	92	33	50%	Hot Rubber Knight Force	£9.99 £9.99	90	7	33%
(Ork, Leander, Agony) Monster Pack 2	£25.99				Manhunter San Fransisco	£39.99	90	13	54%	Off-Shore Warrior	29.99			
(Killing Game Show, Awesome,			e Be	ast II)	Police Quest 1 Police Quest 2	£39.99 £39.99	90	14	69%	Prehistorik Sliders	£9.99 £9.99	91 91	25 26	68%
Oh No More Lemmings Orbitus	£25.99		31	82%	Police Quest 3	£39.99				Swap	£9.99	91	26	59%
Ork	£25.99		35	81% 72%	Quest for Glory 1 Quest for Glory 2	£39.99 £39.99				Titan Wild Streets	£9.99 £9.99			
Red Zone	£25.99		40	64%	Red Baron	£39.99		32	39%					
Walker	£29.99	93	46	81%	Space Quest 1 Space Quest 2	£39.99	92	36	58%	Turcan Research 83 Greencroft Gardens				
Rage Software Trident House					Space Quest 3	£39.99	00	0.5	4000	London NW6 3LJ				
105 Derby Road					Space Quest 4	£39.99	92	35	48%	± 071 625 8455				
Liverpool L20 8LZ = 051 9332688					System 3 18 Peterborough Road					Armada	£24.95	00	37	AFF
					Harrow					Dreadnoughts Dreadnoughts	£34.95 £16.95	92	3/	45%
Best selling game: Striker					Middlesex HA1 2BQ = 081 8648212					(Data Disk - The Bismark)				
Batman: the Caped Crusader	£24.99				- 001 0040212					Dreadnoughts (Data Disk - Ironclads)	£16.95			
Hudson Hawk Midnight Resistance	£24.99				Fuzzball IK+	£19.99	92	30	80%	Gettysburg	£24.95			
Striker	£25.99	9 92	36	93%	Last Ninja 3	£25.99 £25.99	91	29	81%	Napoleonic Compilation (Austerlitz, Borodino, Waterloo)	£34.99			
The Untouchables	£24.99	9			Myth	£25.99	92	37	58%	A STATE OF THE STA				
Readysoft					Putty	£25.99	92	40	95%	UBI Soft Finchley House				
30 Weirheim Court Suite 2					Team 17 Marwood House					707 High Road				
Richmond Hill				100	Garden Street					North Finchley London N12 0BT				
Ontario					Wakefield					= 081 3439055				
Canada = 0101 416 7314176				1	West Yorkshire WF1 1DX = 0924 291867					Although it has a UK office UB	I Soft ha	ils from	n Fra	псе.
	nann I	als a	ion or				min.	10.71	New Ite	home to some excellent games				
The amazing graphics of the Dr. Readysoft's main claim to fame.					Team 17 is dedicated to pushin and is particularly well-known i					as BAT and Vroom.				
in this country by Empire.					inducing games					Best selling game: Dynablas	ter			

Battle Isle

£30.99 91 29 90%

Best selling game: Alien Breed

SOFTWARE HOUSES

	-													
Came	Price	Year	AF	Rating	Game	Price	Year	AF	Rating	Game	Price	Year	AF	Rating
	No. of Control			James .						THE PERSON NAMED				
BAT 2	£34.99	91	18	88%	Crackdown	£7.99	90	10	67%	Lure of the Temptress	£30.99	92	36	92%
Battle Isle - Data Disk	£19.99	92	37	72%	Dragons of Flame	£7.99	90	8	62%	McDonald Land	£25.99	92	41	44%
BC Kid Dynablaster	£25.99 £30.99	93	42 34	70%	Driller Final Fight	£7.99 £9.99	91	21	88% 57%	Motorhead Social for the Skins	£15.99	93	42	76%
	£35.99		43	82%	Fire and Brimstone	29.99	90	13	81%	Reach for the Skies Realms	£30.99 £29.99	93	48	90%
(Mego-lo-Mania, Pirates, Realm					Flimbo's Quest	£9.99	93	42	65%	Shuttle	£30.99	92	41	70%
	£30.99	91	29	91%	Forgotten Worlds	£7.99				and the same of th				
Meglomania Pack Pro Tennis 2	£25.53	01	22	82%	G. Lineker Hotshots	£7.99				Tronix (Budget Label)	00.00	00		070
	£32.99	91	22 43	76%	Gauntlet 2 Ghouls 'n' Ghosts	£7.99 £7.99	92	32	54%	Italia 90 Monty Python	£9.99 £9.99	90	10	27%
(Spirit of Excalibur, Battle Maste					Go for Gold	£9.99	25	SE	D4 70	Super Off Road Racer	29.99	90	17	80%
2150, Populous)					Heroes of the Lance	£9.99				Viz	£9.99	91	23	70%
	£34.99	92	37	82%	Impossible Mission 2	£7.99	91	25	72%					
The Perfect General - Data Disk Vroom	£19.99 £25.99	92	34	91%	Indiana Jones Action International Soccer Challenge	£7.99 £9.99	93	48	24%	Zeppelin				
*100m	125.55	35	34	3176	Italy 1990	£9.99	92	37	70%	90 Ash Way Houghton-Le-Spring				
U.S. Gold					Last Ninja 3	29.99	-	-		Durham DH4 6JW				
Units 2&3 Holford Way					LED Storm	£7.99	91	25	46%	= 091 3857755				
Holford Birmingham B6 7AX					Lineker Collection	£19.99								
# 021 6253366					Mega Twins Mercs	£9.99 £9.99				Named for some reason after a Zeppelin's range of games isva				
- 42. 4233300					Microprose Soccer	£7.99	92	36	60%	tie-ins, Neighbours anyone? The				
US Gold has a vast variety of ga					Moonwalker	£7.99				once again a footy number, are				
of development teams and also	has a ve	ery he	althy	budget	Murder	£9.99	93	49	81%	something?				
label, Kixx.					Myth Minis Romin	29.99	93	49	68%	S-1-1				
Best selling game: Street Figh	nter 2				Ninja Remix Operation Harrier	£9.99	91	19 16	78% 64%	Best selling game: Match of	ne Day			
State Seming game. Street rig.					Oriental Games	£9.99	90	16	72%	American Tag Team Wrestling	£7.99			
Alien Storm	£25.99	92	31	59%	Outrun	£7.99				Arcade Fruit Machine	£7.99			
Another World	£25.99	92	31	82%	Outrun Europa	£9.99				Arcade Trivia	£7.99	91	26	57%
Bane of the Cosmic Forge Their Finest Hour	£37.99 £30.64	92	36	80% 90%	Panza Kick Boxing	£9.99	00	40	700	Arnie	£7.99	92	37	44%
Blade of Destiny	£39.99	93	50	91%	Pinball Magic Rick Dangerous	£9.99 £7.99	93 92	49	79% 75%	Blade Warrior Blinky's Scary School	£7.99 £7.99	91	27	74%
Bonanza Brothers	£25.99	92	31	70%	Rick Dangerous 2	£9.99	93	48	86%	Brides of Dracula	£7.99	93	48	54%
California Games II	£25.99	92	38	64%	Road Blasters	£7.99	To be a second			Carnage	£7.99	93	45	51%
Conflict : Korea	£34.99	92	37	70%	Rodland	29.99	93	48	85%	Doc Croc's Adventures	£7.99			
Conflict in the Middle East Cruise for a Corpse	£30.99 £27.99	91	27	90%	RVF Honda Savage	£9.99				Edd the Duck	£7.99	91	36	77%
Curse of the Azure Bonds	£30.99	31	21	3076	Shadow Dancer	19.99	93	48	53%	Edd the Duck 2 F-1 Tornado	£7.99 £7.99	93	47	80%
Cybercon III	£25.99	91	23	90%	Skidz	£7.99	90	12	86%	Frankenstein	£7.99	92	40	41.10
Dark Queen of Krynn	£32.99	92	41	49%	St Dragon	£7.99	90	16	82%	Graeme Souness Manager	£7.99			
Death Knights of Krynn	£30.99	0.4	-	000	Starglider 2	29.99	92	31	88%	Graeme Souness Soccer	£7.99	-		
Eye of the Beholder Eye of the Beholder II	£30.99 £35.99	91 92	24 35	92% 91%	Street Fighter Strider	£9.99 £7.99	89	3	91%	International Ice Hockey International Tennis	£7.99 £7.99	91	23 45	79% 82%
Flashback	£30.99	93	45	93%	Strider 2	£9.99	91	18	77%	International Truck Racing	£7.99	93	45	41%
G-LOC	£25.99				Stunt Car Racer	£7.99	92	30	89%	Jocky Wilson's Darts .	£7.99	91	18	77%
Gateway to the Savage Frontier		92	34	45%	Super Monaco GP	29.99	92	40	80%	Kenny Dalglish Manager	£7.99			
Gauntlet III Hillsfar	£25.99 £25.53	91 89	27 5	63% 72%	Super Scramble Simulator Switchblade	£7.99 £7.99	00		oce.	Match of the Day	£25.99	92	40	56%
Indiana Jones Adventure	£37.99	93	43	92%	SWIV	19.99	90 91	6 21	85% 92%	Neighbours Santa's Xmas Caper	£7.99 £7.99	92	37	24%
Indiana Jones Arcade	£25.99				Tennis Cup 2	£9.99	92	38	80%	Sharkey's Moll	£7.99	91	25	69%
Legends of Valour	£39.99	93	44	91%	Thunder Blade	£7.99				Sink or Swim	£25.99	93	47	73%
Links	£35.99	92	36	92%	Turbo Out Run	£7.99	90	6	70%	Stack Up	£7.99	91	26	80%
Links Boutiful - Data Disk Links Firestone - Data Disk	£17.99 £17.99	92	38	88%	Turrican Turrican 2	£7.99 £7.99	91 91	29	88%	Titanic Blinky Universal Warrior	£7.99 £7.99	92	30 46	74% 65%
Max	£19.99	36	30	0070	Tusker	£7.99	90	14	68%	World Cricket	£7.99	93	40	0076
Mega Sports	£25.99				Ultimate Darts	£7.99			7 4 6 5	World Rugby	€7.99			
Mega Twins	£25.99	91	29	60%	Vigilante	£7.99				World Soccer	£7.99			
Might and Magic III No Greater Glory	£35.99 £34.99	92	35	82%	World Class Leaderboard	£9.99	00	-	700					
Outrun Europa	£25.99	91	42 29	50% 78%	X-Out Z-Out	£7.99 £7.99	90 91	7	78% 90%					
Pools of Darkness	£32.99	92	35	53%	2 001	21.00	91	1.5	3076					
Raving Mad	£25.99	93	43	89%	Kixx XL									
(Rodland, James Pond Robocol				-	Battlehawks 1942	£14.99		122.5	22000	A cheery chappy from the e				st to
Robin Hood Robocod	£25.99 £25.99	91 91	27	80% 91%	F-15 Strike Eagle II	£16.99	91	24	90%	say farewell to this monstro	ous list	of gar	nes.	
RoboCod AGA	£25.99	93	29 49	91%	F-19 Stealth Fighter Future Wars	£16.99 £12.99	93	48	86% 57%					
Scrabble	£27.99		46	84%	Indiana Jones Adventure	£14.99	90	14.	57.70	THE RESERVE OF THE PARTY OF THE	Mark Barrier		0	THE REAL PROPERTY.
Secret of the Silver Blades	£32.99	1	12.57		Loom	£14.99	90	16	85%		10		77	
Shadow Dancer	£25.99	1	-	0770	M1 Tank Platoon	£14.99	93	48	75%	Market Action of the Control of	1			
Street Fighter 2 Super Sega	£27.99 £19.99	93	43	87%	Maniac Mansion	£12.99	93	49	73%	The state of the s	100			CAL
Super Sega Super Sim Pack	£19.99				Midwinter Midwinter II	£12.99 £16.99	90 92	12 28	92% 87%	200				68.00
The Godfather	£30.99	92	32	46%	Operation Stealth	£14.99	93	42	66%	THE RESIDENCE OF THE PARTY OF T		-		1
The Manager	£30.99	92	35	79%	Pirates!	£12.99	93	48	70%	DE CONTRACTOR	WAY:			
The Secret of Monkey Island The Secret of Monkey Island II	£25.99	91	23	92%	Zak McKracken£12.99	93	50	78%		- FO 15	Contract of the last			



Best selling game: Jimmy White's Whirlwind Snooker

£25.99 92 £30.99 92 £30.99 93 £30.99 93

£30.99 93

€30.99

£35.99

£29.99 91 26

40

36

50 50

49

93 42 93 42 79%

90%

86%

88%

91%

91% 87%

The Secret of Monkey Island II £37.99 92

Wayne Gretsky Hockey II

Kixx (Budget)

Action Fighter

Barbarian II

Conqueror

Axel's Magic Hammer

Bionic Commando

California Games II

Carrier Command

California Games

Barbarian Ultimate Warrior

3D Pool 1943

Treasures of Savage Frontier £32.99 92 41 49%

£9.99 £7.99

£7.99

£7.99

£7.99

£7.99 £7.99 £7.99

29.99

29.99

€7.99

95%

67%

76%

43%

90%

93%

25 25

92 41

91

90 9

£25.99 92 33 78%

Virgin Games

081 9602255

Dune

Goal!

Dune II.

338A Ladbroke Grove London W10 5AH

Archer MacLean's Pool

Jimmy White's Snooker

Global Gladiators

Legend of Kyrandia

of an embarrassment to them. I'm Left: Uridium 2 is the Amiga version of Andy's actionpacked blaster Uridium. because I wouldn't get a hair cut."

Below: Programmer and bass guitar player Andy Geddy Lee' Braybrook.



music for his games elt readers?). Steve and Andy are still working together. When they first set up 10 years ago the company was called ST Software and they created games for the Commodore 64 such as Groupies Day Out (a sort of platform game in which you have to save little creatures from harm and

sure I missed out on a few pay rises

At this point it's worth pausing to

take into account that Andy likes

70s rock music, especially Rush,

and plays in a band that specialises in, err, 70s rock music with more than a passing resemblance to Rush:(Thank God he doesn't write the

put them in a cave).

Their first game for the Amiga was Rainbow Islands, which Andy converted from the original Taiti coin-op. It's a brilliant platform game of immense depth and character, but it almost never saw the light of day. "Rainbow Islands was sitting on the shelves at MicroProse for ages because there was some problem between MicroProse and Taito.

but then Ocean bought it and released it," explained Andy.

I missed out on

a few pay rises

because I

Andy Braybrook

FAVOURITE PASTIME:

Playing Bass Guitar

FAVOURITE 70S ROCK BAND:

Rush

Andy Braybrook began programming for GEC Marconi writing accounting programs, he went on to produce Rainbow Island, possibly the best-ever Amiga game...

> ost of the programmers we've spoken to started out messing about with 8-bit computers in their bedrooms and slowly worked their way up the programming ladder into fulltime employment. Not so Andy Braybrook, he was employed as a programmer by GEC Marconi writing accounting programs in Cobol. Andy explains how he made the switch into games programming.

"I was playing bass in a rock band. Steve Turner was in another band playing lead guitar, and writing stuff on the Spectrum in his spare time. Steve decided to make the break and start his own company (Graftgold) and a few months later, in September 1983, he asked me to join him."

Steve gave me a job interview when he came round to my house on a Friday night like he did every week before we went to the pub. It went something like: 'Do you want to work for me?' Yeah, OK.

'Right, let's go down the pub." So I took about a 50 per cent cut in pay and we set up in Steve's living room.

So was it hard leaving GEC Marconi? "Not really", says Andy.

"I had long hair and I think I was something

Andy is currently working on Uridium 2, an enhanced and updated version of the excellent spacecraft shoot-em-up he programmed for the C64 in 1986. It's the first version of Uridium for the Amiga.

"It's just about finished," he says. "It's a fast, scrolling shoot-em-up (and it looks good in preview too, ed), that should have the feel of the original, but be better."

In the meantime Andy has got his band k together again and is trying to think of a name for it that the drummer approves of He is also eagerly awaiting the release of the





AMIGA FORMAT SPECIAL

GAMES

Below and Right:

Uridium 2, is based on

the original Uridium

Get Wour 1636 a following this =





DOD RADIO





BBC Radio One FM will be broadcasting

live from the show



Come to FES on Friday and get a free ticket to see Disney's huge Xmas hit – before it's even released!

The year's **biggest games event...** GamesMaster TV broadcast live Thursday evening; and the **GamesMaster Show** live all day every day... see all the **latest hardware** and games first at FES... National Computer Games Championships final... BBC Radio One live...

- Tickets are only available in advance!
- The only way to get tickets is to phone
 051-356 5085. Call now!
- Price £6.95 each or £24.95 for family groups of four (with at least one adult). Note: no tickets will be available for sale on the day

The Future Entertainment Show hotline is now open: 051-356 5085

Future Entertainment Show PO Box 2, Ellesmere Port, South Wirral L65 3EA

_
_
_
7
Œ
m
ш.
_
_
m
<u>w</u>
3
ω.
=.
_
=
3
•
<u> </u>
<u> </u>
3
in
S
L S
Sho
Sho
Shov
Show
Show
Show p
Show pr
Show pri
Show pric
Show prior
Show priori
Show priorit
Show priority
Show priority
Show priority 1
Show priority for
Show priority fo
Show priority for
Show priority form
Show priority form

AFS 7/93

State your preferred date to come to the Future

Entertainment Show. We'll do our best to send tickets of your first choice, but should these be unavailable we will send you

Your preferred alternative. Please put 1 against your first

Credit card no:

choice and 2 against your second:-

~	Visa	stal Order	Cheque Postal Order
72.	appropriate box)	lease tick a	Method of payment: (Please tick appropriate box)
	3 1	Grand Total £	
	3		£24.95 (Family ticket)
	מו		£6.95 (Single ticket)
	Total £	Number	Advance booking
	ts for me:	owing ticke	Please reserve the following tickets for me:

Credit card no:	Credit card no: Expiry date:
Please fill in this co	oupon clearly in block capitals
Address	
ostcode	Telephone

Please note your tickets will be sent to you eight weeks before the show. Please return this form, your payment and SAE to:- The Future Entertainment Show, PO Box 2, Ellesmere Port, South Wirral L65 3EA

ccess

Teath Now wend the seven days

THE SECOND OF TH

m

November 11 – 14 London Olympia



mad, they can really make you sad, while other games just make you swear and curse. These are the mad ones. So, Join our panel of fading celebrities as they award the Amiga Format Special Silly Game Awards of 1993...

> ood evening Ladies, Gentlemen. You join us here at the Walthamstow British Legion club on a very special occasion. We're here to award the coveted Amiga Format Jury De Maison Publique statuettes, or Cyrils as they are popularly known. These sought-after trophies are given for services below and behind the level of sanity.

Since issue one in August 1989, Amiga Format has reviewed some 1,000 games. Many of these are now just dim and distant memories but some games, no matter what kind of score they received, stay fresh in everyone's mind. This is because they are odd, peculiar, bizarre and, for these reasons, we remember them fondly.

We'd like to celebrate these bizarre games with you. We feel that the tortured geniuses who invented them should be recognised; they should get a pat on the back for providing more unintentional laughs per minute than a speech by John Major.

> THE ARTHUR ASKEY VETERAN'S AWARD

Amiga games have been hatstand for quite some time now. All the games in this category were released well before 1990. The weirdness started with a game called Wizball. collects various power-ups including a satellite Wizball called Cat. Fortunately, the game's as brilliant as it is bizarre, managing to mix a great inertia system with some massively frantic zapping. We reckon that this is more than overdue for a re-release, so how about it Sensible?

Our second nomination is a stalwart of the weird game feature. It comes from the land of the cheap mutton import (that's France EEC fans) and it's called Captain Blood. The story-line is about an intergalactic pirate called Captain Blood who goes through a displacement beam and gets split

into nine different entities. The idea of the exercise is to zip around the universe, tracking down all the different Captain Bloods. The game includes some truly great pre-rave psychedelic patterns and lots of completely meaningless conversation with alien lifeforms.

The third game in this category has a surprisingly similar feel to Captain

Blood. The game is called Purple Saturn Day and it's also a French national. This bizarre numero francais is a futuristic sports event in which you compete in reflex and intelligence tests so unusual that you'll forget your name for several minutes.

And finally, in this category we have the 1989 Mindscape game, Fiendish Freddy's Big Top of Fun. The idea of this multi-event

★ Purple Saturn Day is so bizarre that it may cause you to forget your name 🖈

complete a number of circus acts. There's the high diving, the unicycle juggling, the trapeze, the knife throwing and the highwire act. It's difficult to say which is the oddest of these events, but the knife throwing, in which you get to hit the spinning girl, must rank as some of the weirdest Amiga entertainment ever.

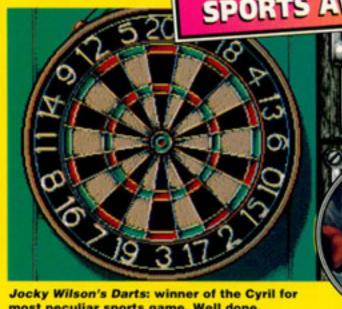
So there we have it, the oddest pre-1990 games for the Amiga. And the winner in this highly-competitive category is:

Captain Blood. Congratulations to the French and their most excellent wine.



game is to successfully

THE DIEGO MARADONNA FAIRPLAY IN **SPORTS AWARD**



most peculiar sports game. Well done.

Sports simulations are great, they bring out the competitive side in people and get the old adrenaline pumping. Then of course there are sports simulations from the Oddth dimension, games that bring out the disdainful side in people and get the amino acids pumping. This category is for those games which simulate some bizarre sport.

Straight off the starting blocks is that masterpiece of deconstructive programming, Grand National. The idea of the game is to coax a racehorse through a few seasons, winning as much prize/betting money as possible. The race is viewed from overhead with bushes and fences hurtling by as the aspiring Desert Orchids conserve just enough energy to complete a charge for the finishing line. In other words it's all completely pointless and about as exhilarating as Country File.



How we laughed at the hilarious sporting moments featuring Biffa Bacon, Roger Melee and all the other Viz characters.



Bunny Bricks. Quite why a programmer invented a game in which a rabbit swipes at bricks with a tennis racket is beyond us.

Another surprising choice for conversion to an Amiga game is darts. Zeppelin's budget release of 1991 was sponsored by Jocky Wilson and is notable because it's surprisingly fun. The idea is to point a wavering hand roughly where you want the dart to hit; manage the top score and a suitably northern voice shouts out "180!". What with the head-to-head and the fabulous round-the-clock variations included in the game, this is chillingly good fun, but bat's-arse nonetheless.

The callous and extremely rude humour which typified the comic *Viz* was transferred quite brilliantly by Virgin in their Amiga *Viz* sports game. Such *Viz* regulars as Buster Gonad, Johnny Fartpants and Biffa Bacon competed in an absurd race and took part in individual events which lent themselves to each character's peculiar talents. Unfortunately, despite the humour, the game was very disappointing and seems very dated now.

The final entry into this category is Bunny Bricks. Ostensibly this is a Breakoutstyle game in which you bounce a ball up

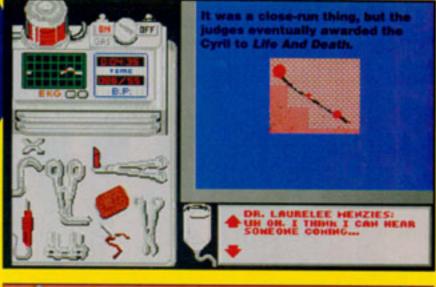
★ The floppyeared rodent top-spins the puck with some elegance ★ the screen, wiping out a wall of bricks. The twist is that instead of a bat at the bottom of the screen you have a bunny rabbit with a racket. This floppy-eared rodent slices and top spins the puck with considerable grace, making the whole thing most peculiar.

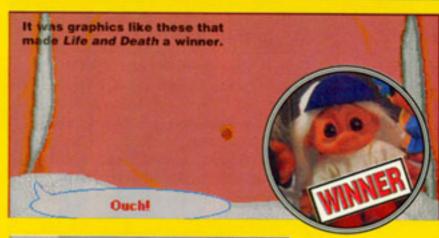
That's the contenders and now the winner. The Cyril Award for Weirdest Sport Game ever goes to Jocky Wilson's Darts. Well done Zeppelin.

THE ASIL NADIR AWARD FOR STRATEGY GAMES

The ability to think your way through a game is something that has only become important since games got an IQ. The strategy game in particular requires considerable amounts of brain power, as it calls on you to plan ahead. The weird strategy or adventure game, however, requires you to plan ahead laterally and holistically taking into account I-Ching, Akido, Chun Li and astrology. To complete a weird strategy game you've got to be one odd sod.

Picture the scene, your body catches a







The action is nerve-janglingly tense in the aircraft control tower sim Tower FRA.

virus. The rock-hard marines of antibodies that whizz around in your blood go into battle and defeat the nasty illness. Now imagine that you're controlling the distribution of those antibodies, you decide what happens where. That's the idea of *Germ Crazy*. This queer old game enables you to plonk germs, quarterize sections of the body, lop off limbs and generally go body-barmy. Mad, mad, mad.

Funnily enough, the human body in its many-splendoured states was the subject of Life and Death. In this tasteful slice-em-up, you can have a bash at operating on your

> very own sick person. The whole medical process is lovingly simulated, from diagnosis to recovery (or more likely, death). You control the anaes-



Germ Crazy: My mum's solution to all germs was a regular dousing in Savlon or Dettol...



...She also favoured Germoline for those nasty grazes. Thanks mum.



Did you favour the magnifying glass or the kettle of boiling water when torturing ants as a child?



Monty Python: spam, egg and spam, sausage and spam, sausage egg and spam, spam, spam and...

thetic, the blood flow and which bit of the body gets removed. Virginia Bottomley is believed to be interested in using *Life and Death* as a training aid for junior doctors.

Near-missingly enough, life and death is the underlying theme to *Tower FRA*. This is a simulation of an aircraft control tower in which you track the movements of planes and try to get them all on to the ground in one vaguely plane-shaped piece. The most disturbing aspect to the game is how realistic it is; the radar display looks just like the real thing, although the robot voices provide a few inadvertent comic moments.

Ever wondered what ants do all day, beside legging it from kettles of boiling water? The hugely eccentric Sim Ant enables you to find out. The idea is to ensure the survival of your tribe of ants. You do this by breeding lots of ants, finding lots of food and fighting off spiders and other ants. Best of all is the experimental mode in which you can spray the ants with insecticide.

So those are the nominees for weirdest strategy game of the year. The winner of the Cyril in this category is *Life and Death*. We'll take death. course of play you get mini lectures on trees (number two: the Larch, the Larch), cheese and lumberjacks. The actual game involves guiding a fish through an oil

Wizkid: a surreal

peanut-em-up, the object of which is to

collect lots of cats.

refinery, avoiding a bush with legs and collecting tins of spam. Pythonesque.

There's nothing quite like attaching a famous name to a game in the hope that it will shift a few more copies. This was exactly what Loriciel hoped for when it released the million seller(!), Steve McQueen. Basically, this is an Operation Wolf style game set in the Irrational West and Steve McQueen's role in

to a couple of photos in the
manual. What with the purple buildings and
the gun fighters in their bright red chaps,
ly this is wonderfully hokey.

Another spectacularly odd (and crap for
that matter) licence was Impulze's

Neighbours game. Rather than creating some

the proceedings is limited

Wizkid proves that the Sensible Software

lads have spent too long in the sun.

Neighbours game. Rather than creating some thing that reflected the television programme, what you actually got was this monstrously freakish skateboard game. The Amiga Format reviewer called it the saddest licence of all time. We'd like to add that it's one of the weirdest too.

We've already discussed the oddness of Wizball, by that peculiar bunch at Sensible Software, but their oddest game to date is the sequel, Wizkid. In this nifty peanut-emup you have to collect lots of cats. You've also got to bounce leaves off penguins heads, visit the loo a bit and grab all the

colours you can. Most odd indeed, or as they might say on the Big Breakfast, where are you Jon Hare?

So those are the contenders in a field packed with quality nominations. It's been a difficult decision, but the winner of the Cyril for Oddest Action Game goes to Wizkid.



It's very tricky to get an action game right, balancing the amount of adrenaline that gets expended with the difficulty of the game. One thing is for certain, the plot-line is usu-

because all that's being tested are your reflexes.

Then there are those action games with that special something: oddness. You wouldn't expect a terribly sane game from a Monty Python licence, but Virgin got seriously bizarre. During the

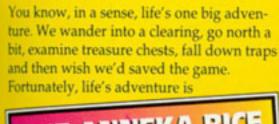


Steve McQueen: never was the west won in such colourful fashion.



Neighbours: shallow rip-off of *Home and Away* isn't it.That Lucy's a bit tasty though isn't she. Well we think so.







a lot more bizarre than many of the Amiga adventure games that have appeared on the market over the years. Except for these.

Personally I've always loathed the Famous Bloody Five. I have no soft spot for them, I think they're the worst kind of bland simplistic literature ever to grace a mobile library's shelves. Fortunately The Famous Five on a Treasure Island adventure game is just odd enough to save it from a life of ignominy. What with lashings of ginger beer, a spot of sunken treasure and characters called Dick, it's nicely odd in a smashing kind of way.

Plan 9 From Outer Space is widely held to be the worst film ever. Gremlin thought they'd pick up the licence (must have cost

them a lot) and produce a game. Unfortunately the game was crap and bizarre. The idea of the game is to retrieve some film footage that's been lost. After about five minutes you don't want the film footage, you don't even want to play on, you just want to put the bizarre ordeal down to experience and have a nice cup of tea.

We couldn't have a Bizarre Game awards ceremony without including a CD game. That game is the graphic adventure, Psycho Killer. The idea of this is to, ermm... hold on, nobody actually knows what the idea of the game is because everybody collapses in fits of laughter after about two minutes. Terminally mad, sad, odd and best forgot. Now Ween was a different kettle of

bison. This was unintentionally odd, but also massively and peculiarly addictive. Not only was the plot of the game mad (something about rescuing three grains of sand), but the problems were completely hatstand. For example you had to use a jar of jam to tempt a bat to knock a jar off a





Wasn't it a shame that the Famous Five didn't become addicted to strong drugs and ended up in rehab unit for teenage delinquents and annoying fictional characters.

shelf, rub a gold coin with a metal rod to make a cauldron and bribe the king of the ants to pick up a grain of sand. Well odd.

Those are nominees in this category and the winner by a huge mad margin is Ween. Those French at it again.

PALME **D'HATSTAND** 1993

Every year we like to give out a special award to one game which managed to out-weird all the others. This year that game shone through, beating off its rivals by a huge margin and securing a place in Amiga gaming history as the game most likely to appeal to Lord Byron.

This isn't a particularly new game, in fact it first emerged to rapturous applause in 1991, but it remains one of the hokiest ever. It's called Alpha Waves and is designed to relax you. This mysterious relaxation process takes place as you bounce a ball off a series of rising and falling platforms in a 3D room. There are different screens for each of your different moods, with lovely sea-blue screens for when you're wound up and day-glo for when you've eaten some dodgy mushrooms (dodgy in the Off sense!).

The actual idea of the game is to reach a relaxed meditative state. Unfortunately, because the bouncing ball is quite hard to control, you end up getting wound up because you've missed a platform and end up in a much worse mood than when you started. This process is somewhat akin to lying in a remote field on a hot summer's day and getting jived off with the racket that the crickets make.

The game's designers were either having a quiet laugh up their French sleeves or else they seriously believed that the experience of seeing a little aquamarine ball bouncing around a screen would cool you down and create a state of deep relaxation. Whatever the case Alpha Waves goes down in Amiga history as one of oddest games ever and is a worthy winner of this year's

Palme D'Hatstand.Well



80 YEARS OF AERIAL WARFARE

The thrill of pure face-to-face air combat



ogfight is the first pure air combat simulation from MicroProse: one-on-one action, duelling for supremacy in famous aerial conflicts.

Eighty years of air ace skills crammed into one game. From a WW1 Fokker Triplane to a modern Fighting Falcon, you'll experience heart-thumping thrills as your enemy closes in on your 'six'. There's no room for errors; one wrong move and you're history!

Dogfight features twelve legendary fighter aircraft. Each with their correct flight characteristics and authentic fully functioning cockpits across six accurate historical scenarios. In addition, you can plan missions and allocate other aircraft for air attack, support, patrol and defence operations. Plus a bonus 'What If' mode: find out if a Spitfire can outmanoeuvre a MiG-23!

Have you got what it takes to be Number One?
Can you push yourself to the limits, calculate the risks and use your initiative without being reckless or foolhardy?

How good a pilot are you? Find out in Dogfight!

Available for IBM PC Compatibles and NOW for the Commodore Amiga.

MicroProse Ltd., The Ridge, Chipping Sodbury, Avon BS17 6AY. Tel: 0666 504399



ev Dinc taught himself to program with a Spectrum. He went on to create the classic First Samurai, and his Vivid Image company has just completed work on Second Samurai, but it hasn't eactly been a smooth ride for Mey and the

Although First Samurai is a great gameit raised the beat-em-up to new-found beights and was received with universal praise - only 18,000 copies made it on to the shelves. This was because distributors Mirrorsoft went folded along with the rest of Mr Maxwell's Mirror Group empire.

First Samurai was released through Mirrorsoft, but had only been on sale for a week when Maxwell died," explained Mev. The game was withdrawn as the web of Maxwell's financial intrigue was untangled, and 18 months work was all but lost.

I'm just getting over all that now that Second Samurai is coming to an end, and it's a much, much better game," said Mev.

Mev Dinc wasn't trained as a programmer (he has a degree in economics) and had little to do with computers until a friend got

He tells a tale of woe that worked out for all of us in the end: "At the time I wanted to

do my Phd, but couldn't afford the fees. My friend said I should get a Spectrum to take my mind off the Phd. I just got hooked and spent two years playing around with it. It appealed to me because I have always been interested in logical problems and solving

Mey's first game was Jodie Germ, a curious sort of anti-hero affair in which you play a germ that must invade and take over a human body. The game was a hit in America and gave Mev the confidence to go on to create Prodigy, Knightmare, Big Trouble In Little China and Last Ninja 2.

In 1988 he set up his Vivid Image software house and stepped back from hands-on programming to take an overview of the company. Vivid Image employs programmers and designers on a freelance basis and the team that worked on Second Samurai includes programmers Raffael Cecco, Nick Jones, the Apex programmers and graphics artist Sauray Sarkar.

Vivid Image, says Mev, is committed to exploring new ideas that make good games, rather than dressing up average games with flash graphics and sound or launching games through film tie-ins.

Says Mev: "Personally I'm getting tired of the big film licence games. Look at Jurassic Park, it's a brilliant film but I doubt if the game will be any good. I get very annoyed about that because we are trying to create original games and it takes at least two years to do that:

To Mey and his Vivid Image development

★ We want to

explore new

ideas, not dress

up games with

team a good game is a good game whether it's on floppy disk or CD: "Our attitude has not changed with flash graphics and sound effects * the technology. No matter what the medium is, our aim is to create good playable games. If it's a

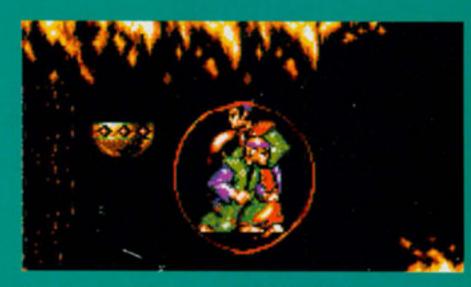
good game on the A500 it is a good game on CD, you can play around with graphics and sound effects, but ultimately it's the same game." And o say all of us in loud voices.

Mey doesn't have a great deal of time to play games but he does have two favourites, Tetris because it appeals to his problem solving side, and Monkey Island 2:

"To me the humour in games is absolutely paramount. When you write games you write them to entertain people and humour plays a part in entertaining people. That's why I like Monkey Island 2, it's very, very, very funny." Thanks for those wise

Mev Dinc's Vivid Image team gave the beat-emup style, class and subtlety with First Samurai... now find out what else they've got in store





Second Samural: the major work in progress from Vivid Image and Mev Dinc.

Far left: The large red plasma-spitting caterpillar thing takes a lot of kicking before it curls up and dies Above: The Samurai boys in a bubble. More floaty action with death awaiting the poor gamesplayer. Below: The Samurais practise synchronised jumping.









CORE BLIMEY! Picture the scene: you're sitting at home with a can of lager and a packet of crisps. Flickering away on the television in the corner of the room are the edited highlights from the Premier League football games. You take a swig of beer, shovel a couple of crisps down your neck and wish you were there, cheering on your team, rather than warming the couch. Come the full-time whistle, you turn to your trusty Amiga and have a few games of the tremendous Goal! from the mind of Dino Dini and the software house that is Virgin Games. Or rather you don't, cos you haven't got a copy! Well we're going to cheer you up no end right now...

Well we can make that dream come true, footy fans! In honour of that rather excellent soccer game, Goal!, Virgin Games are offering a lucky Amiga Format Specials reader a season ticket for any one of the Premiere League teams. That means you can go to every home match for one of these teams:

Manchester Utd Norwich City QPR

West Ham Ipswich Town Southampton

Newcastle Utd Arsenal Aston Villa

Swindon Town Tottenham Hotspur

Blackburn Rovers Sheffield Wednesday

Coventry City Leeds Utd Everton Wimbledon

Oldham

Liverpool Chelsea Manchester City

That's not all. Virgin, being the fine bunch of lads (and lasses) that they are on the day, over the 90 minutes, have given more than 100% - there are also ten (10!) copies of Dino Dini's curling, dipping, driving, swerving, GOAL! to be won as well. That's right, you could soon find yourself in possession of one of the finest footy games ever to grace the Amiga, or any other machine for that matter.

And all we want you to do is to answer the following, easy peasy, questions regarding the Great Game and the Amiga. Couldn't really be more simple could it? Oh, please send your answers to: Score Blimey!, Amiga Format Special, 30 Monmoth St, Bath, Avon, BA1 2BW. Make sure to include your name and address as well as the club of your choice.



Questions

- 1) What score did Goal! get in a recent issue of Amiga Format?
- 2) What other football game is Dino Dini (Goal!'s author) famous for?
- 3) Which software house did Dino Dini recently sign to?
- 4) What's the name of Leeds Utd's home ground?
- 5) Which company sponsors Chelsea?

The tiebreak: what would your ideal Great Britain (including Ireland) World Cup squad of 11 players and three substitutes be?

Be as smug as this striking chap on the left if you win a season ticket for your fave team, or a copy of GOAL!.

AMIGA FORMAT SPECIAL

GAMES



THE LAWS OF THE GAME

- 1) NO EMPLOYEES OF FUTURE PUBLISHING OR VIRGIN CAN ENTER.
- 2) THE EDITOR'S (ADMITEDLY BIASED) DECISION IS FINAL NO TRIBUNALS HERE MUSH!
 3) ENTRIES WILL ONLY BE ACCEPTED ON POSTCARDS OR THE BACK OF SEALED ENVELOPES.
 4) MULTIPLE ENTRIES WILL BE LAUGHED AT AND BINNED.
- 5) ENTRIES MUST BE RECIEVED BY OCTOBER 30TH.
- 6) THE PLAYER MAY NOT PASS THE BALL FORWARDS. IF THIS HAPPENS A PENALTY WILL BE AWARDED TO THE OPPOSING SIDE.

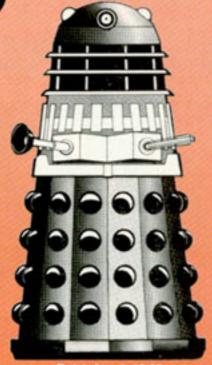
Ameagre Prices for Amiga Users

Games

danies	
1869 (1MB)	21.95
1869 (AMIGA 1200) (1MB)	21.95
30 CONSTRUCTION KIT	24.95
A-TRAIN (1MB)	24.95
A-TRAIN CONSTRUCTION SET	12.95
ABANDONED PLACES 2 (1MB NOT1200)	23.95
ABANDONES PLACES 2-A1200 ADRENALYN	24.95 6.96
AIR BUCKS V1.2 (1MB)	21.95
AIR BUCKS V1.2-A1200 (1MB)	24.95
AIR SEA SUPREMACY (COMP) (NOT1200)	22.95
AIR SUPPORT	17.95
AKIRA	20.95
ALIEN 3 (1MB)	21.95
ALIO ALLO	8.95
AMOS PROFESSIONAL (1MB)	37.95
AMOS PROFESSIONAL COMPILER (1MB)	24.95
ANCIENT ART OF WAR IN THE SKIES (1MB)	24.95
ANCIENT GAMES (NOT+)	6.96
APOCALYPSE	18.95
AQUATIC GAMES	14.95
ARABIAN NIGHTS (1MB) ARABIAN NIGHTS (AMIGA 1200)	18.95
ARKANOID II-REVENGE OF DOH	6.96
ARMOUR GEDOON 2	21.95
ARSENAL-THE COMPUTER GAME	18.95
ASSASSIN (1MB)	18.95
ATAC (1MB)	24.95
ATOMNO	9.95
B-17 FLYING FORTRESS (1MB) BAAL	7.95
BACK TO THE FUTURE III	9.95
BALLISTIX	7.95
BARDS TALE 3	8.95
BATTLE CHESS	8.95
BATTLE ISLE '93	18.95
BATTLE TOADS	18.95
BIG PUN BLADE OF DESTINY (MB)	15.96
BLASTAR (1MB)	18.95
BODY BLOWS (1MB)	19.95
BONANZA BROTHERS	15.96
80A0800UR	9.95
BOSTON BOMB CLUB	7.95
BRIDES OF DRACULA BUBBLE BOBBLE (NGT1200) (NOT600)	15.96
BUGS BUNNY	6.96
BULLYS SPORTING DARTS (1MB)	7.95
CAESAR (1MB NOT1200)	21.95
CAESAR DELUXE (1MB)	21.95
CAMPAIGN	24.95
CAMPAIGN 2 (1MB) CAMPAIGN MISSION DISKS	24.95
CAPTAIN DYNAMO	12.95
CAPTIVE 2	22.95
CARDIAXX	14.95
CARRIER COMMAND (NOT1200)	7.95
CATCH 'EM	13.95
CENTURION	8.95
CHAMPIONSHIP MANAGER '93 (1MB) CHAOS ENGINE (1MB)	18.95
CHASE HQ II	7.95
CHESS CHAMPION 2175	15.75
CHESSMASTER 2100 (1MB)	12.95
CHUCK ROCK	10.95
CHUCK ROCK 2-SON OF CHUCK (1MB)	18.95
CISCO HEAT CIVILIZATION (1MB)	9.95 24.95
COMBAT AIR PATROL (1MR)	21.95
COMBAT CLASSICS (1MB) CONTRAPTIONS COOL CROC TWINS	21.95
CONTRAPTIONS	12.95
COOL CROC TWINS	15.96
COUNT DUCKULA 2	6.96
CRAZY SEASONS CREEPERS	18.95
CRUISE FOR A CORPSE	20.95
CRYSTAL KINGDOM DIZZY (NOT1200)	15.75
CURSE OF ENCHANTIA (IMB)	24.95
CYBERBLAST	15.75
CYBERSPACE (1MB)	24.95
D-GENERATION (1MB)	12.95
DALEK ATTACK DARK QUEEN OF KRYNN (1MB)	13.95
DESERT STRIKE	21.95
DESERT STRIKE DEVIOUS DESIGNS DIZZY COLLECTION	9.95
DIZZY COLLECTION	18.75
DIZZY'S EXCELLENT ADVENTURES	18.75
DOG FIGHT (1MB)	24.95
MATER .	12.95



See Freezy See China	
DREADNOUGHTS	25.99
DREADNOUGHTS-BISMARCK	12.95
DREADNOUGHTS-IRONCLADS	12.95
DREAMWEB (1MB)	24.95
DUNE II (1MB)	22.95
DYNA BLASTER (NOT1200)	22.95
EASY AMOS (1MB)	24.95
ELITE II-FRONTIER	29.95
EMLYN HUGHES INT. SOCCER (NOT1200)	7.95
ESPANA-THE GAMES '92 (1MB NOT1200)	21.95
EUROPEAN CHAMPIONSHIPS 1992	13.95
F-15 STRIKE EAGLE II	13.95
F-16 COMBAT PILOT (NOT1200)	7.95
F1 CHALLENGE (1MB)	8.95
FACE OFF-ICE HOCKEY	7.95
FALCON	7.95
FALCON-COUNTERSTRIKE DATA DISK	7.95



Dalek Attack 13.95	
FALCON-FIREFIGHT DATA DISK	7.
FANTASTIC WORLDS (COMP) (NOT1200)	25.5
FATAL STROKES	21.
FINAL COUNTDOWN	6:
FIRE FORCE (NOT1200)	17.
FIRE HAWK	15.
FIRST DIVISION MANAGER (NOT600)	6.
FLASHBACK (1MB)	22.
FOOTBALL DIRECTOR 2 (1MB)	7.5
FOOTBALL MANAGER 3	18.
FORMULA 1 GRAND PRIX (1MB)	24.5
GALACTIC WARRIOR RATS	7.5
GAUNTLET III	14.5
GLOBAL GLADIATORS (1MB)	22.5
GNOME ALONE	18.
GOAL (1MB)	22:
GOBLINS 2 (1MB)	21.
GODFATHER	17.
GRAHAM GOOCH WLD CLASS CRICKET (1MB)	21.
GULP THE GUPPY	21.
GUNSHIP 2000 (1MB)	24.5
HAGAR THE HORRIBLE	15.
HARDBALL.	7.
HEROQUEST	7.
HEROQUEST 2	18:
HILL STREET BLUES	7
HIRED GUNS	21.
HISTORY LINE (1914-1918) (1MB)	24.
HOI	14.

⊞ Games

Mon - Fri 10am to 8pm Saturday 10am to 4pm

2 mins from Old St. Tube - take exit 2

HUMANS-Juransic Levels (Data Disk) (NOT1200) 15.75 HUMANS-Juransic Levels (STAND ALONE) 21.95

INDIANA JONES & FATE ATL. (ADV) (1MB) INDIANA JONES & L. CRUSADE (ADV)

INTERNATIONAL OPEN GOLF INTERNATIONAL OPEN GOLF (AMIGA 1200)

JAMES BOND COLLECTION (NOT+)

JOHN MADDEN'S FOOTBALL

LEMMINGS 2 (1MB NOT1500)

LOTUS TURBO CHALLENGE II

LEMMINGS LEVELS (STAND ALONE)

MANCHESTER UNITED-PREMIER LEAGUE

KEYS OF MARAMON KGB (1MB)

KICK OFF II (1 MEG) KID PIX (NOT1200)

LIONHEART (1MB)

LOST VIKINGS

MAELSTROM

LOMBARD RAC RALLY

MATRIX MARALIDERS

KILLING GAME SHOW KINGDOMS OF GERMANY

ISHAR-LEGEND OF THE FORTRESS (NOT600) 21.95

INTERNATIONAL 5 A SIDE INTERNATIONAL GOLF

ISHAR 2 (1MB)

JAMES POND HM POWER

MAVIS BEACON TEACHES TYPING V.2 (1MB)	21.95
MCDONALD LAND	18.95
MEAN 18	7.95
MEAN ARENAS	18.95
MEGA TWINS	18.95
MERCENARY 3	14,90
MICROPROSE GOLF (1MB)	24.95
MIDWINTER II (1MB)	13.95
MORPH (1MB NOT1200)	18.90
MORPH (AMIGA 1200)	18.95
NAVY MOVES	6.96
NEIGHBOURS	9.90
NICK FALDOS CHAMPIONSHIP GOLF (1MB)	24.95
NIGEL MANSELL'S WLD CHAMPIONSHIP (1MB)	
NODDYS PLAYTIME (1MB)	18.75
NORTH & SOUTH	6.96
OMAR SHARIF'S BRIDGE (1MB)	24.95
ONE STEP BEYOND	18.90
OPERATION HARRIER	7.95
ORK NOES	12.95
OUTLANDER OVER THE NET	22.95
PANG (NOT600)	9.95
	6.96 7.95
PANZA KICK BOXING PEN PAL	
PERFECT GENERAL (1MB)	39.95
PGA TOUR GOLF PLUS	24.95
PINBALL FANTASIES (1MB)	21.95
PIRATES	10.95
POCE & DOCE	7.90
PLATINUM (COMP)	15.96
PLAYDAYS	18.75
POPEYE 2	6.90
POPEYE 3	7.95
POPULOUS II-DATA DISK	12.95
POPULOUS II PLUS (1 MEG) (1MB)	24.95
POPULOUS/PROMISED LANDS	10.95
POSTMAN PAT 3	6.96
POWER UP (COMP)	12.95
PREMIER MANAGER	18.95
PREMIERE (1MB NOT1200)	22.95
PRIME MOVER	21.95
PRINCE OF PERSIA	6.90
PROJECT X-NEW VERSION (1MB)	10:95
PSYBORG	9.95
PUFFY'S SAGA	6.90
QUATTRO POWER MACHINES (COMP)	6.90
R.B.I. BASEBALL 2 (NOT+)	6.98
RAGNAROK	29.95
RAINBOW COLLECTION (NOT1200)	15.75
RAINBOW ISLANDS	6.96
REACH FOR THE SKIES	22.95
ROAD RASH	18.95
R080C00 (N0T1200)	13.95
R080000 (A1200)	18.95
RODLAND	7.95
ROLLING RONNY (NOT+)	14.95
ROOKIES (1MB)	18.95
RUBICON	15.90
RUGBY COACH	9.95
SABRE TEAM-A1200	21.95
SAMURAI-WAY OF THE WARRIOR	17.95
SCRARRIE	20.00

SECRET OF MONKEY ISLAND II (1MB)

	AND DESCRIPTION OF THE PERSON
	SENSIBLE SOCCER 92/93
	SHADOW OF THE BEAST II
н	SHOE PEOPLE
п	SHOOT EM UP CONSTRUCTION KIT
	SHUTTLE (1MB)
	SILENT SERVICE II (1MB)
	SIM CITY DELUXE
	SIM CITY/POPULOUS
п	SIM LIFE (1.5MB)
п	SIM LIFE (AMIGA 1200)
	SLEEPING GODS LIE
в	SLEEPWALKER (1MB)
п	SLICKS
	SNOW BROS
в	SOCCER KID
	SOCCER KID-A1200
п	SOCCER MATCH (NOT+)
ш	SOOTY & SWEEP
	SOUP TREK
	SPACE LEGENOS (1MB)
	SPORTS MASTERS (COMP)
н	STAR BLADE
н	STARDUST (1MB)
н	STRATEGY MASTERS
	STREET FIGHTER (NOT+)
	STREET FIGHTER 2 (1M8)
п	STRIKE FLEET
п	STRIKER MANAGER
	STRYX
	STUNT CAR RACER
	SUBURBAN COMMANDO
	SUPER CAULDRON
П	SUPER FROG (1MB)
П	SUPER HEROES (COMP) SUPER LEAGUE MANAGER
	SUPER MONACO G.P.
П	SUPER MUNACU G.P.

SUPER OFF ROAD (NOT1200)	7.95
SUPER TETRIS (1MB NOT1200)	17.95
SUPERCARS II (NOT1200)	7.95
SUPERHERO (1MB)	21.95
SUSPICIOUS CARGO	12.95
SWAP	9.95
SWITCHBLADE II	7.95
SWIV	7.95
SYNDICATE (1MB)	24.95
T.N.T. 2 (COMP)	21.95
TENNIS CUP 2	7.95
THE GREATEST (COMP) (1MB)	24.75
THE PLAGUE	6.96
THOMAS THE TANK ENGINE	6.96
THOMAS THE TANK ENGINE 2	6.96
TINY SKWEEKS	18.95
TOKI	7.95
TOTAL CARNAGE	20.95
TRIPLE ACTION PACK VOL 3	10.95
TRIPLE ACTION PACK VOL.4	10.95
TRIPLE ACTION PACK VOL.5	10.95
TRIVIAL PURSUIT	6.96
TROLLS (1MB)	18.95
TROLLS (AMIGA 1200)	18.95
TURRICAN II	6.96
TWILIGHT 2000	24.95
UNDER PRESSURE	9.95
VALHALLA (1MB)	21.95
WALKER (1MB)	21.95
WAR IN THE GULF (1MB)	21.95
WHALES VOYAGE	21.95
WHALES VOYAGE (A1200)	21.95
WHITE SHARKS	6.96
WORLDS OF LEGEND	18.95
ZOOL (1MB)	18.95

Educational	
CAVE MAZE	10.95
FRACTION GOBLINS	10.95
MATHS DRAGONS	10.95
PICTURE FRACTIONS	10.95
REASONING WITH TROLLS	10.95
TIDY THE HOUSE	10.95
ANSWER BACK JUNIOR QUIZ (6-11)	16.99
ANSWER BACK SENIOR QUIZ (12-AD)	16.99
FRENCH MISTRESS	16.99
GERMAN MASTER	16.99
ITALIAN TUTOR	16.99
MATHS ADVENTURE (6-14)	21.95
SPANISH TUTOR	16.99
MEGA MATHS (A LEVEL)	19.95
MICRO ENGLISH (8-GCSE)	19.95
MICRO FRENCH (BEGINNERS-GCSE)	19.95
MICRO GERMAN (Beginners-GCSE-Business)	19.95
MICRO WATHS (11-GCSE)	19.95
MICRO SCIENCE (8-GCSE)	19.95
PRIMARY MATHS COURSE (3-12)	19.95
READING WRITING COURSE (3-8)	19.95
ALVINS AUZZLES	15.75
PAINT POT 2	15.75
SHOPPINGBASKET	15.75
WHICH? WHAT?	15.75
BETTER WATHS (12-16)	18.95
BETTER SPELLING (6-ADULT)	18.95
JUNIOR TYPIST (5-10)	13.95
MAGIC MATHS (4-8)	18.95
MATHS MANA (8-12)	18.95
THE THREE BEARS (\$ 10)	18.95
ADI ENGLISH (11/12 or 12-13 or 13-14 or 14/15)	18.95
ADI FRENCH (11-12 or 12-13 or 13-14 or 14-15)	18.95
ADI JUNIOR COUNTING (4-5 or 6-7)	15.75
ADI JUNIOR READING (4-5 or 6-7)	15.75
ADI MATHS (11-12 or 12-13 or 13-14 or 14-15)	M595
FUN SCHOOL 2 (Linder May 8 8 er Oper 8)	6.96
FUN SCHOOL 3 (Under 5 to 6-7 or Over 7)	18.75
FUN SCHOOL 4 (Under 5 or 5-7 or 7-11)	18.75
MERLIN'S MATHS (7-11)	18.95
PAINT AND CREATE (OVER 5'S)	18.95
SPELLING FAIR (7-13)	18.95

Hint Books

BANE OF THE COSMIC FORGE	12.99
EYE OF THE BEHOLDER I	7.99
EYE OF THE BEHOLDER II	9.99
INDIANA JONES & FATE ATL. (ADV)	9.99
INDIANA JONES & L. CRUSADE (ADV)	5.99
KNIGHTMARE	5.99
LOOM	7.99
MANIAC MANSION	7.99
SECRET OF MONKEY ISLAND	5.99
SECRET OF MONKEY ISLAND II	9.99
ZAK MCKRACKEN	5.99

3.5" Disks



Qty	DSDD	DS
10	5.30	7.
20	10.35	15.
25	12.65	18.
30	14.75	21.
35	16.90	25.
40	18.95	28.
45	21.10	32.
50	22.95	34.
80	36.35	52.
100	39.95	61.
120	49.40	72.
150	60.95	90.
200	78.75	115.
250	97.30	143.
300	116.30	170.
400	154.50	221.
500	184.65	269.
600	223.50	320.
1000	364.30	524.
All	our dieke are	

guaranteed and include label

Miscellaneous

Head Cleaner (3.5") Mouse Mouse House Mouse Mat SCART cable Workstation for 500 & 500+ Workstation for 600 Workstation for 1200 (Workstations include mouse mat,

ouse house and dust cover)

JISK 10	Slimpack	S
40		A Parlow
80	Stackable	7
100	Stackable	July 1889
150		

Joysticks

opetar (SV127)

(use any PC analogue joystick on Amiga) Competition Pro 5000 - black reewheel - Analogue Freewheel - digital Maverick 1 (QS128F) or 1M (SQ138F) Megastar AF (SV133) Python 1 (QS130F ython 1M (QS137F) Quickjoy 1 Turbo (SV121) Speedking A/F peedking Analogue Star Probe

Hardware

500 Expansion upgrade with clock	0 SMb	27.95
500 Expansion upgrade without clock	0.5Mb	24.95
500plus RAM upgrade	1Mb	56.95
600 Expansion upgrade with clock	1Mb	51.95
arafiel port extension cable		6.80
arallel printer cable (2m)		8.60
oboshift (Auto mouse/joystick switch)		14.75
-Fi Stereo Speakers		37.95
ydec Scanner		117.95

DataGEM

has supplied computer hardware and software to a of thousands of satisfied customers since 1987

Amiga Atari PC Ser

Trust us to have all you re

DOES IT

Credit card orders 10 am to 10 pm

7 days a week (not an answerphone)

You can also FAX your order to 071 608 0688



18.95

18:95

21.95

21.95 12.95

20.95

6.96

21.95

24.95



On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken

subject to our standard terms and conditions. E.&O.E.



24.95

25.99 21.95

24.95

18.95

21.95 21.95 7.95 13.95 24.75 7.95 20.95

10.95 7.95 7.95 6.96 18.75

18.95

19.95

17.95 18.95

DataGEM Ltd 23 Pitfield Street London N1 6HB

Cheques/postal orders to



eoff Crammond began programming in his spare time when he created Super Invaders and Aviator. Then with Revs he moved up a gear, gave up his job as a systems engineer and became a full-time professional programmer. Since then he's really started motoring with the Amiga Format Gold games Stunt Car Racer and Formula One Grand Prix.

Now Geoff is one of the most respected programmers in the businesss and the recognised king of the racing game. One of the secrets of his success is the way in which his games combine realism and gamesplaying excitement, so how important is it to Geoff to get that realistic feel?

The quest for realism is a challenge," says Geoff. "I had quite a lot of liaison with the Footworks team to get the technical information like tyre friction versus temperature, versus load.

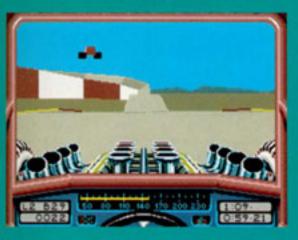
But surely a game can never really capture the flavour of different courses or the

excitement of a Grand Prix race? Well a Canadian driver contacted Geoff to say how impressed he was with the accuracy of the Montreal circuit, but perhaps the greatest accolade Geoff has been paid came from Oliver Gavin, who was chosen as the Maclaren Young Driver of 1992 and therefore given the chance to race in a

Formula Three race at the Belgian Grand Prix circuit in Spa.

Because part of the circuit is on the public road, Oliver couldn't practise on the circuit," explains Geff.

'So he used FIGP to learn the track, took pole position and won the race. But I'm also very conscious of trying to to make the game accessible to the person who isn't necessarily into racing, as well as to the fanatics. That's





Behind the wheel of Formula One Grand Prix and (inset) programmer Geoff Crammond.

why I included the help options, they're like a helping hand on the steering wheel or a foot on the brake pedal."

Geoff is currently working on a new project that is wrapped in secrecy. He can't say anything about it other than that it's a racing game. But in general terms he believes that

A Formula

Three driver used F1GP to learn a track, took pole

position and won the real race *

the racing game can be taken a lot further.

"I'm interested in improving graphics and speed, and I still enjoy the whole racing thing," he says.

In fact Geoff has started having a go at the

real thing and drives single-seater Formula Ford cars at Silverstone. He also intends to try his hand at Saloon Car racing. Formula One Grand Prix is his finest achievement, says Geoff, but he rarely has the time to play Amiga games: "I relax by doing things away from the computer. I quite like playing golf."

Geoff has been in the programming game for some time now, so he has watched the industry change, and not always, he says,

Geoff Crammond

FAVOURITE PASTIMES:

CONCERNS:

Playing golf and driving Formula Ford cars at Silverstone." Violence in video games. Thinks that ratings will come in.

If you want speed, realism and action then look no further than one of Geoff Crammond's racing games...

for the better. "The market seems to be fairly healthy at the moment. When I first started I saw the industry as something that was here today and might be gone tomorrow. I think it is definitely here to stay now.

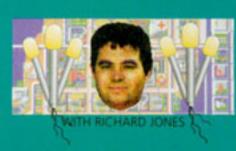
"The thing that concerns me about the industry is the contents of some of the games, some of which are too violent. I think there will come a time when games will be rated in the same way as films."





Formula One Grand Prix in all of its glory. And in the centre and on the left are other graphic examples of Geoff's near genius for the car driving Amiga sim in the form of the Stunt Car Racer.

MERWED



Gameplay isn't just about the software. You need the right technology to play the games.

Tim Smith looks at the options...

> ardware? Hardware! What the hell is all this stuff about hardware doing in the middle of a glorious Amiga Format

Special devoted to the advancement of gamesplayers the world over? (Hell, you don't even have to be an Amiga owner to get something from this baby's packed pages but we won't dwell on that).

The straight honest answer to this question is that the modern, well-rounded gamesplayer, the kind of Amiga user who wants to be an achiever, also wants the best add-ons to show off their gamesplaying prowess at its very best.

The world has moved on since the Competition Pro joystick (wake up you doddery old gamers, it's nostalgia time for a few moments) ruled the playfields of parallax. Things have changed since the pioneering days when autofire buttons were lauded as great new inventions rather than simply as standard issue for any stick worth its name.

Nowadays there are footpedals, there are steering wheels, there are Bugs and Mavericks, Navigators and analog controllers. Good lord above there are even joysticks that, uselessly, pretend to be mice. Where will it all stop, where do you begin?

This handy two pager is a good start. Let's break the control device thang down into matching the game to the device because in my experience, games players will generally stick to one type of game.

The platformer

For a kick off, don't even think about a Freewheel, a set of footpedals or, more laughably still, a mouse because you will



The Gravis Gamepad is a splendid aid to leaping around platform games.

look foolish and never finish a game. Platformers offer, as nice Mr Major might say, not an unreasonable strain to the joysticks of this world. What he might mean is that there's a hell of a lot of wrenching the shaft from left to right as you attempt to make it from one platform to the next.

But strength isn't the only thing you're looking for, you also need precision - there's no point in timing your jump to perfection, if the hardware then lets you down. If platformers are your peccadillo, then you should have a thought about the following sticks:

The Competition Pro Cheetah £13.99.....Tel: 061-7077080 The GamePad Advanced Gravis £14.99.....Tel: 0344 891313 ZipStick PowerPlay

£14.99Tel: 0457 876705

rne snoot-em-up

Notoriously the hardest genre of game on any joystick (playing shoot-em-ups with mice is akin to playing Rugby League in a pair of Nike Huaraches, it's very stupid and extremely painful).

Games such as Project X, X-Out, X-Men (don't be stupid, there's no such game as X-Men) all require you to place maximum stress on the fire button(s) of your chosen stick. Fire button? That brings the question of auto-fire buttons to the fore. If you are a shoot-em-up fan, you must have autofire as well as a sturdy shaft. Try the following:

The Bug Cheetah £14.99.....Tel: 061-7077080 The GamePad Advanced Gravis £14.99.....Tel: 0344 891313 Navigator Konix £15.99Tel: 0495 350101 Speed King Konix 11 £10.99Tel: 0495 350101



The Navigator is ideal for shoot-em-ups. It even looks like a Star Trek phaser.

The RPG

Using a joystick to play this kind of game would make you look incredibly daft as you sat there ferociously hauling the shaft of your Bug forward and backward to attempt to escape the clutches of the evil skull warriors in Eye of the Beholder 2. What you need

AMIGA FORMAT SPECIAL

18

here is a mouse, that's what you need. For sure the standard Amiga mouse will do the business, however, upgrading is by far the better option. We recommend the following roistering rodents for RPG'ing.

Power Mouse Power Computing £15Tel: 0234 843388

Notable Manage Cities

Naksha Mouse Silica

£29.24.....Tel: 081-309 1111

Golden Image Mouse Ladbrooke £14.99.....Tel: 0772 203166



Choosing the right rodent can make all the difference to your RPG enjoyment.

The flight sim

Opinions differ on this one. Some Amiga airpeople wouldn't go near a flight sim with anything other than a keyboard. Others will invest in weird and wonderful flighty contraptions that include DIY footpedals, pseudo HUDs and more. Others still will opt for the middle ground between the heavily be-buttoned joystick and keyboard with overlay.

Frankly, the more like the inside of a Harrier Jumpjet from the year 2013 a flight sim looks, the happier the simmer will be. So, our recommendations go out to the hardcore virtual pilots out there. And remember, bring em all back home.



The Python QuickShot £10.99.....Tel: 081-3651993 Logic 3 Sigma Ray Spectravideo £13.99.....Tel: 081-900 0024 125+ Cheetah

£9.99 Tel:061-7077080

The sports sim



The rough and tumble of the world of sport demands a sturdy, yet precise stick. The Bug is just what you're looking for.

The Logic 3

joystick is a

better idea

than a joypad

if flight sims

take your

fancy

Sigma Ray

Games such as Sensible Soccer, Goal!, Graham Gooch's World Class (snigger, snigger) Cricket or any of the rest of the Amiga world's pantheon of sporty games require a sturdy stick with precision control and a responsive fire button that won't let you down in front of goal or elsewhere in the sporting arena

Sports sims are hi-octane, hi-tension outings, and it's all too easy to get carried away when you're playing a big game, so expect your joystick to take a real battering. With this in mind, we have the following recommendations:



The driving sim

Yes, we're talking about those essential driving sims such as those fast-movers Vroom, Indianapolis 500 Formula One Grand Prix (FIGP to its mates in the trade) and Stunt Car Racer. All that speed and torque, all those revs, those carbs and turbos, my goodness if only real driving was half as good as the Amiga driving sim then no hedgehog would be safe. Anyway, driving sims have been well-catered for in the strange and useful joystick and steering wheel market. Check out our recommendations: Quickjoy Footpedal Spectravideo £10.....Tel:081-900 0024 Freewheel Spectravideo £29.99.....Tel: 081-900 0024.



The Freewheel is ideal for those who employ an, err, freewheelin' approach.

THE HARDER THEY COME

More than a disk, more than a drive, the average Amiga hard disk can improve your games playing life beyond belief. But let's explain the basics first...

Partition: unlike floppy disks where you are stuck with a single area to save data to, you can create separate and distinct file storage areas. This is called Partitioning and is achieved when you first set-up up your hard disk. You can treat one area of the disk as Games, another as Graphics and another as System. Very handy for tidiness and also for avoiding accidental erasures.

IDE: Intelligent Drive Electronics. A hard (and floppy) disk controller standard used in the A600, A1200 and A4000s. It's not actually intelligent at all, but it is cheap and it is very effective.

SCSI: Small Computer System Interface. The older, more versatile and more expensive hard drive controller standard used in older Amigas such as the A500 and A3000.

Defragment: tidying up your hard disk every so often. Because of the way in which data is stored on disks, it gets scattered around the magnetic media, and the longer you have a hard disk, the more this scattering (or fragmentation) occurs. This means that the read/write head has to search around the place like a drunken idiot. What you need is defragmentation software such as the shareware program ReOrg (on Amiga Format's issue 50 subscribers' disk. There's also a hard disk back-up program called AbackUp on the same disk because you should always back up your disk before you defragment it).

Now that you've seen what benefits a hard disk can offer, you'll no doubt agree that you need one. No, there's no point in arguing that all you ever do is play Sensible Soccer which isn't hard disk installable anyway and neither is the saved games option, so what's the flopping point? Well unless you intend to play nothing but Sensible Soccer for the rest of your life, the chances

are that you'll also want a go at the hot new games Syndicate or Hired Guns that are hard disk installable. Come on, go the whole nine yards and treat yourself to an investment that could improve the usability of your Amiga several fold, and make all that incredibly frustrating disk accessing a thing of the past. We recommend the following drives for the following Amigas:

A500 (& Plus) GVP A530 Silica from £499 (42Mb) 081-309 1111 Trifecta 500 LX Power from £239 (80Mb) 0234 843388 Alfa Power HD Golden Image from £199 (40Mb) 081-365 1102

A600/A1200

IDE drives are much of a muchness. Look for the 2.5-inch versions in *Amiga Format*. You can also look for this type of drive in IBM-PC mags because IDE is widely used in the world of the PC.

Oh God no, not PD, not that cheap, rubbishy rubbish knocked out by enthusiasts who play games day-in day-out and so know what the average player wants in a game. Hold on, that doesn't sound so bad. **Tim Smith** investigates the scene



You'll find all sorts in the Public Domain, such as this version of Smash TV.

here are ways of getting hold of free games that don't entail the following:
(a) entering a competition (b) waiting outside a games shop and begging (c) robbing a games store (d) writing your own game and giving it to yourself (e) working for a software house (f) working for **Amiga**Format. You could go delving into the rich and diverse world of the Public Domain.

Hidden among the text editors, comms packages, hex-to-octal translators and timetables for the workings of Old Oak Common depot are some quite stonkingly good games.

This is where you'll find the classics such as *Tempest*, *Phoenix*, *Galaxian*, and *Asteroids* all masquerading behind masks of false but associated names.

This is also where you'll find some original games ideas such as the *Star Trek* series. So, if you enjoy gaming, then you really are cutting off your nose to spite your face if you don't look in the PD.

But what kind of things are on offer to the discerning Amiga gamer with the less than over-endowed bank balance? Everything that's what. Let's have a look at a few of the genres you can dip into.

Weird scenes

One of the main reasons that the Public Domain is infested with so many off-the-wall ideas is that the programmers create the games from a sense of fun and of challenge rather than for any idea of profit or commercial reality (of course some of these creative bods also use the PD arena to show off their skills to the wider, more profitable world). But let's move on from all that to look at the kind of games that defy classification.

The most obvious of these is Jeff
Minter's total PD classic Llamatron.
Variously described as 'asteroids on acid',
'that weird shooty-flyey thing with llamas',
'totally weird and very quick', Llamatron set
up Minter as a legendary figure and his software house, Llamasoft, as a creative force
which has never yet 'sold out' (see our interview with Mr Minter on page 23).

Battlecars is a Licenceware game from far out of leftfield that you might have seen in the form of Badlands (from Domark) in the

★ Hidden among all the comms packages and text editors are some quite stonkingly good games ★ world of Shareware. It is given the raunchier and more accurate title of *Battlecars* from the paper-based games of the same name. This features several souped-up jaloppies armed with missiles racing each other.



Smooth graphics and frantic shoot-em-up action make Hellzone a good PD bet...



...just think, hours of shoot-em-up fun for little more than the cost of the disk.

Other interesting games include the Rubik's influenced Cubulus; Entity - a shooting game that involves converging lines rather than small aliens; Numerix - a Scrabble-based game that uses numbers instead of letters; Seven Tiles, which is a Cyberpunk-cum-football game (a la Speedball); AMOS Cricket - a very decent game designed using one of the Amiga's most popular and versatile programming languages, this should give you a good laugh and some idea as to what you can do with AMOS.

PD AND MOST DEFINITELY NOT PD

Ten Things That Can Be Shortened To PD If You Really Wanted To Do That Sort of Thing

- Practical Dentistry: most useful, especially when applied to younger siblings and elder statesmen.
- Positive Discrimination: ultra liberal attempt to balance out the world.
 The kind of option that means Williams have to use Ayrton Senna, Damon Hill and Basil Brush (who is drivingly challenged).
- 3) Porky Dennis: the kind of fat bloke who is always eating and who makes you ask: "Why do you always see fat blokes eat?". Favourite games are Global Gladiators and McDonald Land.
- 4) Pay Day: the kind of thing you look forward to when young because it means your bank balance is full. The kind of thing you greet with resignation when old because it means your bank balance is slightly less empty.
- 5) Princess Diana: the thinking person's excuse for republicanism.
 6) Partial Deafness:... PARTIAL DEAFNESS!!!!!! Pardon.
- 7) Public Defender: the person who wins all the cases on telly but who can't be bothered in real life.
- 8) Paul Daniels: the kind of performer who doesn't deserve a (7) but who gets an enormous (4) every week and who rightfully deserves unanaesthetised (1).
- 9) Peter Davenport: ace striker who never got the recognition he deserved. 10) Pile'o'Doodoo: see (9)

74

HAVE YOU REGISTERED?

Yes, it's the sensible, responsible, think of the long term and don't dirty your own nest like a fool, bit. PD and Shareware are wonderful anarchic areas of Amigadom. Repositories of ancient classics and innovative new ideas, both areas rely on the goodwill and good behaviour of their users.

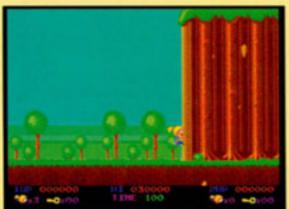
This means that if you get Shareware, you should register with the authors if you are going to keep on using the software after a few weeks. I mean, come on, it's only fair isn't it? If you lent your favourite joystick to someone and they decided not to return it, you'd at least expect some dosh to settle the deal. Shareware prices are not extreme, and if you think that they are, all you have to do is trash your copy of the software, easy. Most importantly, if we are going to keep a healthy Amiga community, then we have to support it right? End of polemic.



Llamatron, by Jeff Minter, is probably the most famous Public Domain game ever and is a fine example of Mr Minter's peculiar obsession with anything to do with the South American member of the camel family.

THE PLATFORM GAME

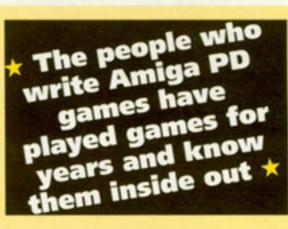
Yo! Joe! Rainbow Islands, Wizkid, there are probably more excellent platform games on the Amiga than on any other kind of machine. So why would you want to look in the Public Domain for more of the same? Well one good reason is that the people who write Amiga PD games have played Amiga games for years and they know them inside out. Another good reason is that platform games (which are meant to keep you amused for months and not just hours) are cheap and plentiful. Don't expect vast impressive graphics (although you will be pleasantly surprised by the quality that is available) but do expect plenty of fun. The following are just a selection of PD platformers available to you:



Crazy Sue: a completely frustrating and

addictive Public Domain platform romp.

Above: More PD platform action with Crazy Sue 2



THE SHOOT-EM-UP

Shoot-em-ups have long been favourites of the Amiga user, from Defender to Microcosm, this genre of game has thrilled the senses and tingled the nerve endings with greater effectiveness than a half-pint of Tequila washed down with some sugar-heavy chocolate sauce. The great thing about a really good SEU is that, no matter what the

Transplant is a fine space adventure, and because it's PD it won't cost the earth



Crazy Sue may look like a cute little platform character but in fact she...

Doody - from the Agile productions team, this one will test your wits.

Wilbert's Winter Wonderland - don't confuse this with the appalling Son of Wilf that preceded it. This one is a goody.

Crazy Sue - make your way around several levels of excellently realised platform fun.



... really starts to get quite annoying when she doesn't do what she's told.







Mission X is an action-packed PD shoot-em-up in the arcade tradition.

games spin doctors say, you don't have to think very much at all when you're playing them. As far as PD is concerned, the following offerings are well worth a little piece of your valuable time and energy.

Blast – a vertically scrolling shoot-em-up with plenty of guts.

Hellzone – as it sounds, quite violent with some neat twists.

Nebula – a 3D (well as 3D as you get on a 2D screen) outing.

Skyflyer (1&2) – produced with the Shoot-Em-Up Construction Kit (SEUK), this is a good example of the type.

Revenge of the Mutant Camels – another surreally fab game from the Jeff Minter stable of bizarre things.

Mission-X – a fair shoot-em-up with plenty of action.

ARCADE CLASSICS

No, not the **Amiga Format** 26 (since sold out) Coverdisk of the same name, this genre covers all those clunky classic arcade games that once had kids shoving 10p after 10p into huge machines that made inadequate sounds. Still, back then before hype, overadvertising, games reviewers, 'really great

graphics' and regurgitated plots there was... Game Play. This strange concept enabled you to

squeeze every half-pence
(they existed back then)
from your meagre
investment. Then the
Amiga came along
and the bulk of these
games were lovingly
transferred to disk
where they currently
live like classic old
black and white films.
Game names such as
Tempest, Phoenix, Galaxians,

Pacman and Defender are now available in one form or another. In fact, let's look at what's available:

Amigoids – the programmers knew their audience when they created this superb Asteroids clone and renamed it. Fine stuff (It's also worth checking out Cabaret Asteroids and Lemmingoids)

City Defence - a Missile Command clone that



Transplant: an Asteroids clone and a half.
And twice as much fun to boot (or shoot?)

sees you defending your city from shower after shower of incoming fire.

Microbes – this one revolves around the old Tempest game.

Megaball – if you weren't into shoot-em-ups, you were into Breakout (or Arkanoid as it was weirdly renamed for the commercial market) Megaball tests reflexes and concentration very nicely indeed thank-you.

Pacman, Super Pacman – these people just do not care about vast legal bills for copyright infringement when they are lovingly labouring on a classic PD game (see also Mouthman and Pacman 92).



It's that man Minter again with the highly peculiar Revenge of the Mutant Camels.

Croak – remember Frogger, an incredibly simple concept that involved you having to get a frog up a screen from one side of a road to the other? Some say that it turned into any vertically scrolling game you can name (others have far more sense). Either way, Croak is the Public Domain clone of Frogger and it's still a damn find challenge.

Cybernetix – excellently executed version of Stargate-cum-Defender. Fast action, horizontally scrolling game fun to keep you busy for hours as you pummel the enemy (it's also worth taking a look at Oblivion, which is a similar sort of game).

Metal Life – ahhhh the strangely named game, that has become a staple of PD. This one is particularly weird and is based on that violent old wonder, Operation Wolf.

★ PD games are infested with so infested with so many off-the-wall ideas because people create the games for fun ★

PD CONTACT NUMBERS

You don't need to make a game out of getting your hands on good PD. Just make use of this contact guide to track down some the country's finest PD Houses.

Note to PD companies: if we have neglected to mention your firm, and you think that you should get a look in, please contact Tim Smith with details.

NBS, 1 Chain Lane, Newport, IOW PO30 5QA Tel: 0983 529594

17 Bit Software, 1st Floor Office, 2/8 Market Street, Wakefield, WF1 1DH Tel: 0924 366982

Anglia PD, 115 Ranleigh Rd, Felixstowe, Suffolk, IP11 7HU Tel: 0394 283494

Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX Tel: 0703 785680

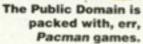
Riverdene, 30a School Rd, Tilehurst, Reading, Berks, RG3 SAN Tel: 0734 452416

PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD Tel: 0702 466933

Diskovery PD, 108, The Avenue, Clayton, Bradford, W Yorks, BD14 6SJ Tel: 0274 880066

Seasoft, The Business Centre, First Floor, 80 Woodlands Avenue, Rustington, West Sussex BN16 3EY Tel: 0903 850378

KT's PD, 75 The Drive, Rochford, Essex ss4 1QQ Tel: 0702 542536











ne of the new programming teams to have made the biggest impact in recent months is a three-man setup from Norfolk. In April a demo of their platform game Dong was featured on an Amiga Format Coverdisk, but then some chain stores objected to the game's name and it was changed to Donk. Then the distributors, DML went bust and it seemed that Donk might not get released as the receivers picked over the bones of DMI. Now, another company is set to pick up the muchimproved finished game, that should be

released shortly. But how did Craig feel when he was told that the game's name would have to be changed?

At first we thought it was a real shame and got quite wound up about it. We didn't think that the name Dong caused any offence, and it seems a

bit funny that some shops objected to the name, but that they sell over-18s magazines. Now we're not too worried about it.'

The Hidden are 21-year-old Craig (graphics and design), Simon Leggett, aged



21 (graphics) and 22-year-old William Bell (lead programmer). They met about four years ago when they were on an OND and HND computer studies course at a college in Norwich. and started work on Donk about a year ago.

'We started out as three kids working from our bedrooms.

We started out

as kids working

from a bedroom,

then we gave our-

selves a year to

write Donk

When we left college we were all very good at writing business programs, but we didn't want to do that so we decided to give ourselves a year to produce a game, and started work on Donk. We're all very pleased that we actually got there. We work quite quickly, but the main problem was the amount of time we spent redesigning the game." Well, it worked fine for us lads! When they first started working on Donk

> The Hidden wanted it to be sold for a maximum of £15.99. but after seeing how much work went into creating it they now think that a £25 asking price is probably fair. "I think floppy disk games should be about

£25 and CD games about £15, because you can't copy them. Piracy is a real problem, I've heard some figures quoted that for every single copy of a game sold, there are 15 pirate copies, especially in Italy and Spain, where it's a really big problem."

The Hidden are totally committed to developing games primarily for the Amiga and Craig has used one since the very early days. "I've had an Amiga for six or seven years, now," he says.

The first I knew about it was when a friend got an A1000 on import. It cost him £1,900 or something ridiculous, but it was a great machine. It was so cute, so well Amiga. Actually the A1200 is the best home machine, we're really into the 1200."

Despite the problems with Donk, The Hidden are already working on a new game.



The Hidden (from left): Simon Leggett, Craig Howard and

Although they're a new team, The Hidden are learning very quickly about the problems of getting a game released...

THE HIDDEN

FAVOURITE AMIGA GAMES:

WORST AMIGA GAMES:

Starglider 2, Lemmings, F1GP.

Super Cauldron.

"It could be really big," said Craig. "It out superfrogs Superfrog and out zools Zool." Big claims from the boys. We can only wait until the definitive review appears in AF.

And what about after that? "There's one thing I've always wanted to do and that's do a game for blind people," said Craig. "It would obviously have to work with sound, and I haven't worked out how we could do it yet, but I'd really like to try."



Far left: The twoplayer mode of Donk in all its A1200 AGA glory

Left: This little chap is called Donk, he used to be called Dong but that was





SPECIAL OFFERS

1. FOR EVERY 10 P.D DISKS YOU BUY, WE WILL GIVE YOU A 10 CAP BOX WORTH £1.99 ABSOLUTELY FREE! 2. FOR EVERY 25 P.D DISKS YOU BUY, YOU CAN CHOOSE ANOTHER 5 FREE!



CENTRAL

No.) = HOW MANY DISKS TO ORDER, EG (2) = 2 DISK PACK

DEMOS

Dt _ Mental Hangover D2_Interceptor Demo D4 Wild Copper D10...17Bit Music Demos D11...World Demos 21 D13. Total Remix Demo D14/15 Predators (2) 224/25. New Tek Reel 3 (2) 26 Total Remix 2 Demo

D30. Epic Demo D34...P.D Collection Virtual Worlds 037 Vectra Sinking Demo 38. TFF Demo Voyage Saly Demo 59... Video Effects 3D 64: Out Vector Dance 2:

70 Amos 3D Demo 74...A Trip to Mars 081/82 Budbrain 1 (2) 83. Budbrain 2 085. Crionics Neverwhere 087 Piranha Demo 101. Alcatraz M/Demo 3 102. A Chaplin Demo 103. Total Destruction

0106 Walter S.T Demos 0111 Defoon 1 D117...Aurora M/Demo D118. Cult M/Demo 2 125. Precise Demo D133. Fascination D136. Goldfire Megademo 137/138. So What (2)

139. Devils "No Reality 144. The Stlents 'loe' 145. Crystal Symphon 148. Ray Of Hope 2 149. No Brain No Pain 158'159. Cyborg Demo (Z) 195 Coaxial Comp. 97...MC Disk 1 Coma

199 End Of Century 1999 206 Dreamers 3 08. Avengers M.Demo 216/217. Bass o Matic (2) 1218 Disorder Demo 0219. Tuff Enuff 25. Cool Fridge Demo 226. Hardcrack M/Demo 235. Six of One Demo

238. Planetside 239 Lemmings Revenge 040 Total Respray 243 Budbrain 3 44. Phenomena Inerspace 345. Total Retria 247 Pulling the Trigger 253 CES Demos

Total Rebate 264_D-Mob M/Demo 267. Sun Connection 2 270 Kelrons The Wall 1271 Timex Hydra 274. Delpackers Demo

256_Total Recount

276. Cave La Weird 280/281 Delerious (2) 290 Popeye Demo 92 Excalibur Demo 298 Silents + Anarchy 301. Subway Demo

302 Tarot Demo D303 Despair Demo 0307_ L.S.D Demo 312 Devils Colours D314_Trakmo

315. The Groove Ramjam 322/323. Star Wars (2) 0325/326. Real Empathy (2) 328/329 Red Dwarf (2) 330 Darkness M/Demo D332 Melted Experience

0338. Beastle Boys Demo D340 ... Watchman Demo 341. Anarchy Smoker Co. 342 Ed 209 The Reveng D343/344. Hardwired (2).

D347. Mindwarp M/Demo D348/349. Skizzo Demo(Z) 350-352. Treacle Team(3) 358 Mr Men Stories 0359. Seeing is Believing

0360. State of the Art D361 Mayday Resistance D362/363 Jesus on E's(2) 0364. Fish Tank

D365...Optimum Pre D366. Mind Riot D367. In the Can Demo D368 Dynamic Busions

D369. Piece of Mind D370 3D Demo 2 D371 Lethal Exit

UTILITIES

U1. Games Music Creator U21. The Comms Disk U32. Modern Utils U34. Red Devils Utils 1 U36 Soundtracker Special U38. Paint, Music, Media

U39. Card Designer U40. Spectrum Emulator U41...Red Devils Utils 4 U43. Future Composer U44. Kelrons Makeboot U45 PE Giant Utils 168 U47. Label Designer U49. Ultimate Icon Disk

U50... Power Comp Utils US1 Jazz Bench US7 Quickbench U59... Font Designer

U60...D-Paint Fonts 1 U61 . D-Paint Fonts 2 U62 Med 3.20 U63 . Direct Anim Creator U64... Crossword Designer

U66 .. CLI Help + Others U67_S/Tracker Mega. U68 ... Ultimate Boots 1 U69. Ultimate Boots 2 U73 Powerlogo U74_M-Cad

U76... Home Utilities Electrocad U78. Ami Base U81 Bootbench V2.0 U82 Sideshow Maker

U83...Catalog Workshop 1 U84 . Catalog Workshop 2 U87 . Hard Disk Utils U89-94. Amateur Radio (6) U95. C-Light + Others U100 Ham Lab

J101_Sid V2.0 U113 Mid Utilities U118/119 Video Utils (2) U133/134 North C (2) U136 CrossDoss (demo)

J138 Squid Squad Utils J139. Terminalities V1.0 Squash 1 (2.04 only 3141 Squash 2 (2.04 only) U142 Test Plus 3 Dennis Samples 1 U145... Digital Intro Design U145... Viz Clip Art

Spectrum Emulator 3151 Slipstream V/Killers J152. . Red Devils Utils 6 Amigatox W/P 1155. PD Utils Docs Disk U163. Quickbench + (2.04)

J164 Rim Database J166 Dennis's Hack Disk Demalisher Utils U168... Home Business 3 J172 Squelch (1.3 only) U176...GFX Utils 3 Star Charts U177

U179 -180 Dice (2) U186 - 206 .. Track Ins 10-30 Joon Collection 1 Dave Jones Fonts 1

U210...Ultrapaint 3 U211...Chemesthetics U213. Desk Top Publisher U214. Deskbench loons

J215. Messy Sid 2 U216. Master V/Killer 2.2 U218. Data Base Wizard

U224 Q-Base Database Games Solutions 1 J231... D-Paint Fonts 3 U232. Games Cheats 2 Flexi Base

J235...Ami Cash VI U238 Jopnmania U240. Joon Editor U252. Opticomms 2.0 U254 New Superkillers 2

J255 Protracker v2.0 256. Atari ST Emutator U258 D-Copy 3 U263 Med 3.21

U273...Vidi Fonts 1 U274 Illinoi Labels 1275 600 Business Letters U279 ... Invoice Printer U280 Woman V2.02D

U283 . Headline Fonts U299... Amos Updater 1290 . Kickstart 2.04 U292. Black Tiger Utils 1

U293 Black Tiger Utils 2 U294...Text Engine V4.0 U295. Game Tamer U296 . Ultimate Disk Crea U297...10 PD Copiers

U298 Protracker V3.0 G212-214...Timelords 6-8

GAMES G1 ... Return to Earth G2. Games Comp 5 G3. Dirry Lirry G5. Parachute Joust Oil. Frantic Freddle GR. Twintris G9 Pseudo Cop G11_Bug Bash

G12. Asteroids G14. Escape From Jovi G15 Moria Adventure G17...Megabali G18_Insiders Club

G20_Battleforce G22. Dragon Cave G24... Rings of Zon G25. Mayhom G27...The Tennis Game G28. Flaschbier

G29 Buck Rogers G30 Greyslaye G31...7-Tiles G32 Mega Comp 1 G33-34 Star Trek 1 (2) G35-37 Star Trek 2 (3) G38-39 Mechforce (2) G40 . Klondyke

G43... Games Comp 2 G44. S.E.U.C.K. Games 345. Sacc Games Comp G46. Games Comp 3. G48. Rays Game Disk 349 . Games Comp 4 G50 Games Comp 6

G51-52 Trucking (2) G55 : Quick and Silva G56. Miniblast G58 Games Comp 7 G59. Games Comp 8 G60 .. Pom Pom Gunner

G61...Caverunne G62. Crystal Caverns G63 ... Intact G64. Eternal Rome 365 Lemmingoids G65 Downhill Challenge G67. Lame ST Ports 068. Paranoid

G69 Puggles G70. Chainsaw Death 71 ... Pirate Pete's Treasure 072. Serene 2 G73_Castles

G75. Card Games 1 G76...Wizzy's Quest G78. Skate 79. Atic Atac G80. Napoleonic Sim G81_Project 1 G82. Lazer Zone G83. Lemmings Pack G84. Star Trek S.E.U.P.

G87. Matched Pairs G88. Raphaels Revenge G90 Zeus G91... Mery The Merciless G93. The Maze Game

G94. Subculture G95... Hollywood Trivia G97...Shootout G99. Holy Grail Adventure G100...Amos Coindrop G101 Classic Comp 1 G102 Card Games 2 G103. Super Skoda Chall G104...Grand Prix Sim G105. Games Comp 9

G105. Computer Conflict 2 G107. Mission X Raid 2 G108...NU Game G109...Artep + Slot Cars G110...Tricky + The Turn G111_Marble Slide G112 Games Comp 10 G113 Black Jack Lab G114. Dungeon of Madroj G115... Amiga Columns

G116_Risbocop In Iraq G117_Mutant Camels G118...Games Comp 11 G119 Number Fumble G120-122 - Warlock (3) G123. Card Sharp 1 G124_Bart Simpson

G125 CC Games Comp G126. Air Ace 2 G127. Breakout Con Kit. G128...Pipeline G129. Dung of Doridian G215. Amos Games 1

G134...Piperide

G139 Door To Door G143 Sold Quad G144...Omega Race G145 Mission X Raid 3 G146_Trek 73

\$72...The Wonder Years

573...Watership Down

S75...Ferrari 348 Pics

576...Belinda Cartisle

\$79_Freddies Dead

S84_Fantasy Pics

S86...Magical Pics

585_Gulf War Slides

S88...Gulf War Tribute

591...Eldorado Sildes

A1 Probe Sequence

A4... Gymnast Demo

A6. Baskerball Demo

A10 ... Pugs in Space

A11...Luxor Teenager

A13. Juggler Demo

A16... Cool Cougar

A17... Mono Cycle Anim

A20. Mayhem on Wheels

A22. Shuttlecock Anim

A27 Fleet Manouvre

A29 E/Prise Leaves Dock

A30...Star Wars 2 Anim

A32 Fraxion Revenge

A35. Stealthy Anims 2

A37...Bugs Bunny Show

A38 Iraq V's UK Anim

A39. Mike Tyson Anim

A45-46 Light Cycle (2)

A47 Exploding Head

A48. Police Car Chase

A49. Top Gun Demo

A50. Animators Demo

A52... Another 5 Ways

A54...3D Spaceship

A57 . Camouflage

ASE...VOA Anim 4

A59. Low Level Flight

A55... Mr Potato Head

A53. Batman The Movie

A51...5 Ways to Kill a Mole

A40. Knight Anim

A42...Walker 2

A43. Walker 3

A36. Raiders Of The Lost Ark

A34 Madonna Anim

A31 ... Star Trek Anim

A28 Billiard Anim

A18. Robocop Anim

A21_Jugette 2

A23 T-Pot Anim

A5 Fractal Flight

A9 Magician 2

A3...Jogger + Magician 1

A2. Ghost Pool

589-90...S/Thing Fishy (2)

ANIMS

S80...Wendy James Slides

\$81...The Invisible World

\$82-83...Terminator 2 (2)

S77_Cher Slides

G147...Wack in Wonderland G148 . Squata Revenge G149. Sky Fight G150_Wet Beaver G152...Wizard World

G154 ... Totally Frantic Quiz G155. Chees V2.0 G156. Smash Telly G159 : Billy The Dragon G161_E-Type

G162...TomCat G163. Sea Lance G164 Dizzy Diamonds G165. No Mans Land G167...Cross Fire G168. Wastelands

G171...Crazy Sue G172...Make A Break G173..50 G174 F-1 Challenge G178 Evil Dead Game

G179...Trainset G180-181_P Comps 1+2 G182 Delomacy G183. Tractor Beam G184 Motor Duel G185: Game Boy Tetris 2

G186, Water Works G187...Act Of War G188. Mutants Games G189-193 Timelords 1-5 G194. Nirvana G195-196_Neighbours (2)

G198 Game Boy Tetris 1 G199...Tetren G201 Dr Mario G204. Ashido G205. Cheats Disk 2 G206 Cheats Disk 3

G207. Next Generation G209 FRAC G210...The Golden Fleece G211 Legend Of Lothian

SLIDES 51...Ham Pics Show 1 S4_Madonna Slides S5_Moviestar Slides S6_Party Disaster 59...Simpsons Stides S10-11...Channel 42 (2) \$12. Bruce Lee Slides \$14. Addams Family \$15...Viz Mag Slides S16_Boris 13 S17_Docklands Jarre S18...Dr Who Demo \$19_Napalm Death S21...Exodus 3D Slides S22-24...WWF Slides (3) 526 Cascade Demo 527 Demons Sildes \$28_Total Recall \$29_Joe's Slides 530_Ham Pics Show 2 531_D-Paint Sildes 531_D-Paint Sildes 532_Neighbours Sildes 533_Roger Dean Sildes S34_Iron Maiden Siides S35-36_Tobias Richter (2) \$37_Joe Trai Slides \$38 Basket Case 2 \$39...Eces Slides \$40...Fraxion Devine 2 \$41...Fraxion Devine 1 \$42. Golems Gate Slides

S44...Cry For Dawn S45...Forgotten Realms (2) S47...Kick Off 3 Sildes

S48_PD Slideshow S49-52_Terminator (4)

553...Roboccop 2 Slides S54...Trackmaster Slides S55...Forgotten Realms 2 S56...Garfield Slides

S57_Pawnbroker Slides S58_Hellraiser Slides

SS9...Night Breed Slides

S63...Tate Gallery 2 S64...Rock Star Manage

\$71...Creature Comforts

S65 Images Stides S70 Muscle Mania

S60_Raytracing S61_Horror Stides

A63. Amy V's Walker A64. Real Pinball Anim A65 Franklin The Fly A66. Porky Pig Anim A67...Adventures of Chuck A69. Bunsen Burner A70-71... Max Overdrive (2) A73. Spaceshuttle Anim A74. Ghostbusters + Horse A76. Alarm Anim A77_Flight Anim A78. Plano Anim A80. Bad Bird Anim A81...Holiday Anim A82. Fillet The Fish A83...The Boings A84... Clothes Peg. A85... Miners Anim A86...Pocket Watch Anim A90-93...The Movies 2 (4) A95 My Tin Toy A96...T-Pot 2 Anim A99...Terminator 3 A100. Dolphin Dreams

CLR LICENCEWARE CLEO1 DINOSAURS (LEARN ALL ABOUT CERTAIN TYPES

OF DINDSAURS I.E. JURASSIC, TRIASIC AND CREATACEOUS, ON 2 CLE02. GEOLOGY (WANT TO KNOW ALL ABOUT THE VOL-CANDS AND THEIR SUBSTANCES THEN TRY THIS 2 DISKS £4.50) CLE03. SOLAR SYSTEM (GET 10 KNOW MORE ABOUT THE SOLAR SYSTEM WITH INFORMATION ON PLANETS ETC AND WITH PICTURES TO LOOK AT 3 DISKS £4.99)
CLEG4 COLOURING PAD (A UNIQUE COLOURING BOOK

TO KEEP THE KIDS AMUSED FOR HOLPS 1 DISK £3.50)
CLEOS ... A - CHORD (LEARN TO PLAY THE GUITAR BY LIS-TENING TO NEARLY EVERY SINGLE CHORD AVAILABLE ON THE INSTRUMENT 1 DISK £3.50)

MATHS INSTRUCTOR (HELP YOURSELF GET THROUGH THE GOSE'S WITH THIS SUPERB MATHS INSTRUCT TRIS, QUADRUTIC, SANATANEOUS, VOLUMES, AREA ETC ETC 1 FRESHWATER FISHING (THINK YOU KNOW ALL

HING 7 TRY THIS 2 DISKS \$4.50)

NIGHT SKY (LOOK AT THE STARS PLANETS ETC.
WHERE ON THE FACE OF THE EARTH AND CLICK ON A CLEOB. DISPLAYED OBJECT FOR INFO 2 DISKS £4.50) WORDS + LADDERS (A WORD SPELLING GAME

OR 1 OR 2 PLAYERS 1 DISK £3.50) LE10 ... BASICALLY AMIGA (GET 10 KNOW YOUR AMIGA THE FLAL 3 Detws £3.501 CLE11 ... LETS LEARN V1.1 (LEARN SUMS, TUNES, CODES

ETC ON THIS EXCELLENT LEARNING AID AGE RANGE FROM 5 - 7 1 DISK £3.50 ALPHABET TEACH (TRY TO SPELL WHAT YOU

SEE ON THE SCREEN 1 DISK £3.50)
CLE13.....HOME BREW (WITH RECIPES TO INSTRUCTIONS CLE13. INTINO ETC LEARN HOW TO MADE HOME MADE WINE !

ORK E3:50)
CLE14 ... ECOLOGY (LEARN MORE ABOUT ECOLOGY WITH

PROGRAM 3 DISKS £4.99)

VIDEO TITLER (MAKE YOUR VIDEOS LOOK PRO-SCROLLERS ETC 1 DISK £3.50) FISH INDEXER (MAKE PYE CHARTS GRA

TH FIGURES 1 DISK £3.50 CLU05 SAS MENU MAKER (MAKE MENUS TO SUIT YOU DISK £.501

SUPER SOUND 3 (CREATE YOUR OWN TUNES THE MUSIC UTLITY 2 DISKS £4.50)
LU10 ... POWER ACCOUNTS (KEEP ACCOUNTS OF YOUR THE WITH PASSWORD FUNCTION 1 DISK £3.50)

CALC V1.3 (AN EXCELLENT SPREADSHEET FOR

MOSE CROSS CALCULATIONS 1 DISK E3.50)
CLU12VIRTUAL WINDOWS 1 (A COLLECTION OF LISE-UL UTILITIES LIKE ADDRESS BOOK, NOTE PAD, SOFTWARE CATS DATOS (EASY TO USE YET VERY POWERFUL

ARABASE TOOK £3.50) CLGOT ... NORRIS (A VERY ADDICTIVE GAME SET IN THE REDEVAL EAA TOOK £3.50) DARK THINGS (A BRALL PLATFORM SCROLLY GAME DISK £3:50 CLG03 ... PHASE 2 (AN EXCELLENT SIDEWAYS SCAOL

SHOOT EN UP GAME 1 DISK £3.50)

CLG 04 _X-SYSTEM (A VERY ADDICTIVE GAME WITH THE USUAL END OF LEVEL MONSTERS 1 DISK £3.50)

CLG05 _TRUCKING ON (THY AND MANAGE YOUR OWN TRUCK PLEET EXCELLENT 2 DISKS £4.50)

OBLITERATION (ANOTHER PAST SHOOT EM UP CLG06 DISK £3.50 NOT PLUS COMP) DRAGON TILES (OLD JAPANESE TYPE MAJ JONG

C1.G09 MOTOR DUEL (DRIVE A 30 CAR SHOOTING AND TH OPPONENTS 1 DISK £3.50)
FUTURE SHOCK (A CASE OF GETTING THE BALL THE MAZE 1 DISK £3.50)
ALL GUNS BLAZING (CAR GAME FOR 2 PLAYERS

TH THE OVERHEAD VIEW THEME 1 DISK £3.50)

.G12 ... BULLDOZER BOB (WIPE OUT THE SCREEN OF COLOURED BLOCKS 1 DISK £3.50)
CLG13 __PARADOX (A PUZZLE GAME TO TEST THOSE POW-

RS OF SOLVING 1 DISK £3.50) CLG14 SONG SMARTHEAD (ANOTHER PLATFORM STYLE GAME 1 DISK £3.50)
CLG15 ... SPLODGE THE REVENGE (ANOTHER PLAT-

GAME WITH PUZZLES TO SOLVE 1 DISK £3.50)

17 __IMBRIUM DAY OF RECKONING (ONE OF CLG17 £3.50) THIC ADVENTURE TYPE GAMES EXCELLENT! ! DISK ASSASSINS PACK

£1.50 EACH DISKS. £10.50+p&p DISKS. £28.50+p&p DISKS. £34.50+p&p £43.80+p&p £60.00+p&p

ORDER NO P.04 WHETHER IT'S JUST TYPING A

ORDER NO P.01

DANCE IN STYLE WITH ALL THE

LATEST RAVE AND TECHNO

SOUNDS. AVAILABLE ON THE

AMIGA. THIS PACK IS A MUST

FOR ALL YOU RAVERS.

10 DISKS FOR ONLY £9.50 + P+P

A DEFINITE MUST! 10 DISKS FOR ONLY £9.50 + P+P

LETTER OR KEEPING A RECORD

OF YOUR FINANCES, THIS PACK IS

ORDER NO P.02

THIS PACK CONTAINS EVERY-THING FROM LEARNING LAN-GUAGES TO PLAYING GAMES, AND AGES RANGE FROM 4 TO

15 DISKS FOR ONLY £14:50 + P+P

ORDER NO P.06

A COLLECTION OF GAMES WHICH ALL INCLUDE THE BOUL DERBASH GAMES THEME. IT ALSO HAS AN EDITOR SO YOU CAN MAKE YOUR OWN CAVES

10 DISKS FOR ONLY £9.50+ P+P

ORDER NO P.05

THIS PACK EMULATES THE AMIGA INTO A C61 WITH OVER 50 GAMES TO CHOOSE FROM. COMES WITH FULL

3 DISKS FOR ONLY £3.75+ P+P

ORDER NO P.03

WITH 100'S OF DIFFERENT PIC PACK IS AN ABSOLUTE MUST FOR ALL YOU DTP AND D.PAINT ENTHUSIASTS.

15 DISKS FOR ONLY £14.50+ P+P

HOW TO ORDER

ALL YOU NEED TO DO IS

PUT THE NUMBERS OF

THE DISKS REQUIRED AND

SEND IT TO THE ADDRESS

BELOW ALONG WITH A

CHEQUE OR P.O MADE

PAYABLE TO DISKOVERY.

PLEASE DON'T FORGET TO

INCLUDE THE CORRECT

POSTAGE TO ENSURE

WE OFFER A FAST AND VERY FRIENDLY SERVICE TO ALL OUR CUSTOMERS WITH THOUSANDS OF TITLES TO CHOOSE FROM. PLEASE SEND A S.A.E FOR A FREE CATALOGUE.

ACCESSORIES

MOUSE HOUSE	£1.99
MOUSE MAT	£2.80
SQUICK MOUSE	£19.99
10 CAP BOX	£1.99
100 CAP BOX	£6.99
A500 DUST COVER	£3.99
A600 DUST COVER	£3.99
3.5" BLANK DISKS	£0.69
PRINTER STAND	
MONITOR STAND	
MONITOR COVER	£4.00

PRICES

PUBLIC DOMAIN POSTAGE

1-9 DISKS = £1.50 EACH Europe PD = 60p Accessories = 90p 10+ DISKS = £1.25 EACH World PD = £1.50 20+ DISKS = 99P EACH Accessories = £1.90

SPEEDY DELIVERY. KICK 1.3

NOW ALL P.D DISKS WILL WORK ON YOUR A500+/A600 & A1200 WITH THIS AMAZING DISK

ONLY £1.50

SEND YOUR ORDER TO:



ASSASSIN'S GAMES PACKS 1-77 NOW IN STOCK

A101/102...Thunderbirds (2)

A104...Pago Anim (2 Meg)

A103. Histor Of Arrry

WE ACCEPT ACCESS, VISA AND MASTERCARD

VISA



Dune 2



(£30.99, AF50 p57, 90%)

A mixture of strategy and war game, Dune 2 is a moody, tense and atmospheric game that becomes increasingly enthralling the further you get into it. The world of Dune 2 revolves around spice. You must take on two other operations in a trade war, the currency of which is the valuable spice called Melange. You mine the spice, and sell it to build up your spice operations and to buy armaments with which you attempt to wipe out the competition. This is a fiendishly addictive outing in strategy and power.

Software House: Virgin (081-960) 2255).

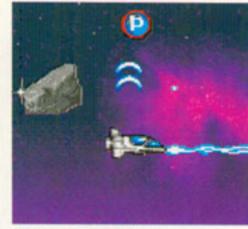
Apidya



(£25.99, AF35 p83, 90%)

This five-level shoot-em-up is notable for its gorgeous graphics, courtesy of the excellent German programming team BlueByte. You control a wasp and must fire streams of poisonous wasp spit at various adversaries from the insect and creepy-crawly world. There are no flies on Apidya, a classic with a real sting in its tail. Software House: BlueByte via Kompart UK (0727 868005). Tips: AP15. AFS5 (Q&A).

Project-X



(£12.99, AF50 p88, 90%)

A budget, and slightly tweaked, release of the space wars shoot-em-up that some Amiga gamers felt was a tad harshly treated when it got 75 per cent when the original full-price version was originally reviewed in June 1992. You must save the planet Ryxx from the evil attentions and unpleasantness of various adversaries. To this end you must zoom about in your spaceship shooting things, collecting power-ups, and generally being a space super-hero. An excellent budget shoot-em-up.

Software House: Team 17 (0924 291867).

Batman



(£24.99, AF5 p38, 90%)

Tips: AF3, AF4, AF44.

This was the game that named the bundle that launched the Amiga 500 to the big wide world in full force. Based on the Michael Keaton, Jack Nicholson Hollywood blockbuster rather than the dear old Zap! Pow! Crrrunnch! Adam West TV version, Batman is a five level test of shoot-emup, driving and platform skills. You take control of the Batmobile and Batwing, enter the Batcave and do battle with the Joker in Gotham Cathedral. Batman is set apart by its slick graphics and engrossing game play. Many people were expecting a tired, sad film licence with no gameplay for a great deal of cash. Oh, how wrong they were. This little beauty turned the computer world around, and it's still playable today. Holy excellent, Batman! Software House: Ocean (061 832 6633).

Carrier Command



(£9.99, AF41 p88, 90%)

One of the best releases in the long, and not always very distinguished, history of the budget game. Carrier Command puts you in command of an, er... carrier (of the aircraft variety) and you must sail around taking over islands before the enemy forces can get to them. The wide range of weaponry and the gameplay that takes in strategy, flight sim and arcade action makes this an essential budget buy for any astute Amiga user. Software House: Kixx, via US Gold (021-625 3366).

Tips: AP7. AFS5 (Q&A).

Cruise For A Corpse



(£25.99; AF27 p78, 90%)

Opinions in the Amiga Format office remain fiercely divided about this one. Some reckon it thoroughly deserved its Gold rating gained in October 1991. Others found it a baffling and frustrating exercise. The plot of this graphic adventure-cum-puzzle game follows a French detective as he searches for the clues to a nasty murder on a cruise ship (a sort of Ooh La La Dunnit). It's very much in the Poirot mould and can be either immensely satisfying or mousestampingly annoying. Software House: US Gold (021-625 3366).

Tips: AF29, AF31. AP9, AP15, AP26.

F-15 Strike Eagle II



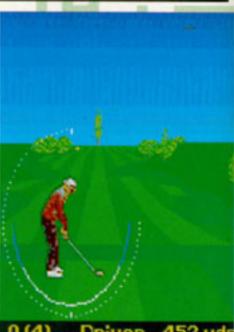
(£34.99, AF24 p62, 90%)

Enemy aircraft at 4 o'clock (or tea time, as we call it in the AF offices), primary target secured, range 25km, bearing 020. Yep, it's flight sim time, and F-15 Strike Eagle II is one of the better examples of the genre. It is packed with action, the speech and sound give it a realistic atmosphere, the 3D view conveys a striking impression of height and speed and it's very, very fast.

Software House: MicroProse (0666 504326).

Tips: AFS5 (Q&A).

MicroProse Golf



0(4) Driver 452 vd

(£30.99, AF30 p122, 90%) Get in the swing (no more puns please! saddened ed) with one of the best golf sims available for the Amiga. MicroProse Golf is a remarkably detailed simulation giving you a range of clubs, different stances and club faces, and tee positions, as well as showing you wind speed, green speeds, overviews of each hole and much more. If Oscar Wilde had played MicroProse Golf on the Amiga he probably wouldn't have described golf as: "...a good walk ruined." Software House: MicroProse (0666

Tips: AFS5 (Q&A)

AMIGA FORMAT SPECIAL

Falcon



(£14.99, AF39 p115, 90%)

A classic flight sim at a budget price. Playing Falcon ain't easy, but no-one ever said flying around on deceptively difficult missions while various enemies take pot-shots at you was going to be a piece of cake. Excellent gameplay at a fast and furious pace for a budget price. What more could you possibly want?

Software House: Action 16 via Digital Integration: (0276 684959). Tips: **AF**S5 (Q&A).

Nick Faldo's Championship Golf



(£34.99, AF43 p90, 90%)

Although it doesn't boast as many options as some of the other golf sims on the Amiga, NFCG is Gold material on the strength of its brilliant graphics, excellent sound effects, and addictive game play. Among the other plus points are the effective multiplayer options and the Mulligan mode, which effectively means you can cheat by taking a shot again.

Software House: Grandslam (081-680

Tips: AF45, AF46, AF47.

Heart Of China



(£34.99, **AF**32 p56, 90%) Oriental adventure in which the object of the exercise is that you (a dashing young hero called Jake 'Lucky' Masters) rescue a young lady called Kate from the clutches of the evil Li Deng and his hordes of ninja henchmen. Superb graphics, brilliant sound effects and a remarkable variety of options make this an adventure that can run and run.

Software House: Sierra (0734 303171). Tips: AF41.

James Pond



(£7.99, AF33 p92, 90%)

Fishy business with an underwater secret agent set over 12 platform levels. The mission titles all have fish-related puns such as Licence To Bubble, A View To A Spill and Fishfinger, and this has given rise to generations of Amiga journalists straining to introduce similar plays on words into their copy. We'll avoid that temptation because at **Amiga**

Format Special we believe all puns have their plaice.

Software House: Millennium (0223 844894).

Tips: AF22, AF38, AF42. AP1, AP25.

The Lost Treasures Of Infocom



(£39.99, AF40 p112, 90%)

A compilation of 20 text-only adventure games from the annals of Amiga history. The complete listing is (very deep breath):

The Zork Trilogy, Planetfall, Stationfall, Moonmist, Enchanter, Sorcerer, Hitch Hiker's Guide To The Galaxy, Spellbreaker, Starcross, Ballyhoo, Infidel, Suspended, Deadline, Witness, Suspect, Zork Zero, Beyond Zork, Lurking Horror.

Software House: Infocom, via Profile (0295 263363).

RoboSport



(£29.99, AF40 p69, 90%)

This is an interesting one is this; RoboSport can't really be compared with any other Amiga game, it is a multi-player war game that relies on patience and tactics rather than quick reactions and a well-primed fire button finger. Each player, up to a maximum, of four, gets 15 seconds to plan their tactics, the Amiga plays them out, you get another 15 seconds and so on. It can last for days and is strangely addictive.

Software House: Ocean (061-832 6633).

The Demo Collection



(£19.99, AF41 p147, 90%)

This CD Collection packed with the best demos from the Public Domain is a real find and is a fabulous bargain at under £20. It contains scores of demos, perhaps the most notable of which is a sizable back catalogue of the young and outrageously gifted animator Eric Schwartz. A treasure chest of games (that's why it's here!) graphics and music demos from the PD scene.

Software House: Almathera Systems (081-683 6418).

The Chaos Engine



(£25.99, **AF**45 p58, 90%) A recent addition to the Gold role of

honour from the Bitmap Brothers pro-

gramming team, The Chaos Engine is a full-blooded shoot-em-up with a strong puzzle element. It's set across 16 levels, which are sub-divided into four worlds each with their own graphical style. Racing around these worlds blasting all-comers is fun in itself, but to get the most out of The Chaos Engine you need more than rapid reactions and an eye for a kill. Software House: Renegade (071-481 9214).

Tips: AF47, AF48. AP26, AP27.

Reach For The Skies

1

(£30.99, AF48 p82, 90%)
While Captain Mainwaring and the rest of the chaps from Dad's Army were tilting at scarecrows with homemade bayonets there was a real war going on in the skies above England.
Reach For The Skies is a flight sim set during the Battle Of Britain, that may

lack some of the action and sound effects of other sims but scores heavily on historical accuracy.

Rovin and Bobb

Sensible: The least
well known of the
Sensible Soccer play.
crop up before every
single Sensible game
you will play.



Stars of the Amiga Screen

AMIGA FORMAT SPECIAL

Software House: Virgin Games (081) 960 2255). Tips: AF50.

Storm Master



(£29.99, AF33 p64, 90%) An unusual and fascinating beast from French software house Silmarils that mixes strategy with a tough of role-playing, a dash of arcade action and a large slice of the bizarre. You play the wartime leader of an island the waters off which are inhabited by sea monsters. This means the only way to wage war is by aircraft. First you have to build the planes, then summon up the storm master to give you a prevailing wind, see if the plane flies, then defeat the enemy. Most peculiar stuff from the French. Software House: Silmarils, via Daze Marketing 071-328 2762. Tips: AP13.

Pinball Fantasies



(£29.99, AF41 p128, 90%)

Pinball Fantasies holds the joint record with Sensible Soccer as the game that has had the most detrimental effect on productivity among the AFS team, oh, former consultant editor Andy Hutch has been consulting with his monitor, a mouse and a game of Syndicate for the last couple of weeks. It's simple, it's infuriatingly addictive and it's... pinball.

Software House: 21st Century Entertainment (0235 832939).

Tips: AF43, AF44.

AP22, AP25, AP26.

AFS5 (Q&A).

Ultimate Golf



(£9.99, AF32 p84, 90%)
This just missed out on a Format
Gold when it was first reviewed back
in July 1990 (AF12, 88%), but the budget release elevated Ultimate Golf into
our hall of fame. Although Ultimate
Golf doesn't break any new ground in
terms of graphics and sound effects,
the gameplay can't be faulted.
Software House: GBH/Gremlin (0742
753423).

Their Finest Hour



(£29.99, AF11 p71, 90%)

This flight sim set in the days when there were bluebirds over the white cliffs of Dover, when people could only eat powdered egg because their upper lips were too stiff to take normal food, and the Nazis were goose-stepping their way across Europe, launches you high into the skies above the English Channel to take part in the Battle of Britain. Realistic with stacks of different gameplay options.

Software House: US Gold (021-625 3366).

Tips: AFS5 (Q&A).

PGA Tour Golf



(£24.99, **AF**22 p68, 90%)
Of the various golf sims PGA Tour
Golf is generally reckoned to be the

Golf is generally reckoned to be the best for playing techniques. So although it may lack some of the extras of other golf sims, PGA Tour

Golf has a good feel. Although it's easy to get used to the controls, it can take a while to get any good at the game, particularly as split second timing is required if you're going to get anywhere near the middle of the fairway or the cup itself.

Software House: Electronic Arts (0753 549442).

Operation Stealth



(£24.99, **AF**22 p68, 90%) This humorous and classy graphic

adventure casts you as CIA agent John Glames on a mission to retrieve an USAF Stealth Bomber that has gone missing over the banana republic of San Paragua. To this end you must ask questions of various characters, find clues, solve puzzles and extricate yourself from various tricky situations. Operation Stealth is an absorbing game of lasting appeal and well deserving of its **Format** Gold status. Software House: US Gold (021-625 3366).

Tips: **AF**16, **AF**23, **AF**31, **AF**50. AP1, AP15, AP17, AP18, AP19, AP22, AP23, AP26, AP27. **AF**S5 (Q&A).

Gods



(£24.99, AF23 p54, 90%) A platform game of some distinction, Gods was created by the Bitmap Brothers in mid-1991. You have to battle your way through a series of dungeon levels by collecting money and power ups and seeing off various baddies intent on causing you considerable harm. One of the most innovative features of Gods is the difficulty level, which means that if you're doing badly, the baddies take it easy on you and bonuses fall from the sky. Some of the puzzles are particularly tricky, especially at the higher levels. Software House: Renegade (071-481 9214).

Tips: AF26, AF28, AF30, AF44. AP1, AP4, AP5, AF6, AP14. AFS5 (O&A).

MiG-29 Fulcrum



(£34.99, AF20 p48, 90%)

The Russian MiG-29 is one of the most efficient combat planes in the world, and this action-packed flight sim goes a long way to reproducing the thrills of hurtling through the air at enormous speed. The five missions see you taking on Sea Harriers that are guarding a crippled submarine, fighting it out over the Great Wall Of China, Freeing the Straights of Hormuz from the grip of a tinpot dictator, quelling a Soviet-uprising and protecting the free world somewhere in the Gulf. Software House: Domark (081-780 2222).

Tips: AP1, AP8.

Z-Out



(£24.99, **AF**19 p56, 90%)

Z-Out gets 'nil points' for originality, but scores heavily on the graphics and addictive quality front. This horizontally-scrolling shoot-em-up is the follow-up to X-Out and puts you in charge of the Z-Out attack team that has been sent to the Alpha Centauri moon to wipe out enemy forces. You shoot things, they shoot you, and you collect power-ups so you can shoot more things. Simple but space-violently effective.

Software House: N/A. Tips: AF30.

Thunderhawk



(£30.99, **AF**26 p82, 90%) Just as you're getting used to flying

the Thunderhawk helicopter, a missile flashes past your windscreen, then an enemy copter comes choppering towards you and before you know it you are a smouldering heap of twisted metal and buckled rotor blades. Thunderhawk is not an easy flight sim. The action is fast and furious and you are plunged into the action straight away. Programmed by Mac Avery, Thunderhawk remains a favourite of those flight sim fans with an itchy trigger finger.

Software House: Core Design (0332 297797).

Red Lightning



(£29.99, AF4 p61, 90%)

If you like lots of shoot-em-up action in your war games then you won't find much to keep your trigger finger occupied in Red Lightning. This is a highly detailed strategic war game set in the central European theatre of World War Three. The graphics and sound are sadly disappointing, and Red Lightning will probably only have any lasting appeal for those war gamers who really take their strategy very seriously indeed. Software House: SSI via US Gold

Supremacy

(021-625 3366).

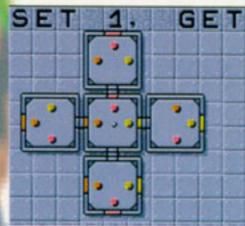


(29.95, AF15 p68, 90%)

This Space-age god game is notable for its great graphics, easy-easy-use controls and its engrossing plot. The idea is to control the universe by using your skills to outwit four worthy nivels. The first can be seen off by giving him a good seeing to in a few inter-galactic skirmishes, the second and third have a better grasp of the imperialist nature of the universe and present a greater challenge, and the fourth is one mean son of a gun. While you are plotting the overthrow of your adversaries' empires you must feed and tax your population, monitor messages, train armies, build spaceships and factories and carry out all the day-to-day tasks that befall a 7 potential potentate of the known uni-

Software House: Virgin (081-960 2255).

Projectyle



(£24.99, AF13 p46, 90%)

Curious sports game played on five pitches in the shape of a cross by up to three players. The game starts in the middle pitch where two players defend goals. In three of the other four pitches one player defends a goal and the other two try to score. On the fifth pitch, the Frantic Zone, all three players defend a goal. The ball, or projectyle, can be sent to the different pitches through tunnels. There, it's all quite easy then isn't it. Although it sounds complicated, all becomes clear after a couple of games, and soon you will be hooked by the adrenal and compulsive gameplay.

Software House: Electronic Arts (0753 549442).

Cybercon 3



(£24.99, AF23 p82, 90%) A superpower has entrusted its defence to a Cybercon computer, and, as is the way when you give a computer all your weapons of mass destruction, it throws a wobbler and uses them against you in a fit of silicon-inspired spite. A small band of survivors must enter the Cybercon

and pull the plug on it. This involves

finding your way through a maze of tunnels, solving puzzles and taking out guards and other adversaries. Cybercon 3 mixes arcade action with 3D adventure. It's hard to start with and gets progressively tougher. Software House: US Gold (021-625 3366).

Battle Isles



(£29,99, AF29 p68, 90%)

When it was released in late 1991, Battle Isles, from the German BlueByte programming team, set a new standard in war games by combining board game strategy with arcade-style graphics. Buttle Isles is controlled by simple joystick movements. This ease of use, makes the game an instantly attractive proposition and the gameplay is equally alluring. You must use your strategic skills and the resources at your disposal to outwit the enemy. Software House: Ubi Soft (081-343) 9055).

Tips: AF34. AP10.

Battle Command



(£24.99, AF19 p52, 90%)

A combination of thoughtful strategy and mindless blasting, Battle Command puts you in charge of a tank that must complete 15 missions of varying degrees of difficulty. The missions also demand different skills and each requires a coherent battle plan. Some are out and out destruction jobs, such as taking out an enemy base while others involve escorting convoys or recovering military secrets. Although it was released in early 1991, Battle Command has a lasting appeal. Software House: Ocean (061-832 6633).

Tips: AP1. AFS5 (Q&A).

1869



(£29.99, AF46 p72, 90%)

Venture capitalism is the name of this game, that really comes into its own in multiplayer mode. You set up a 19th century shipping company and must buy cargo and sail around selling it. Sounds simple enough, but you have to take historical conditions into account, for example you won't do to well if you put your money into cotton during the American civil war. In multiplayer mode you have the added bonus of having to out think your capitalist competitors. A shipping game with lasting appeal.

Software House: Max Design via Flair Software (0661 860260).



The Greatest



(£32.99, AF46 p93, 91%)

This absolutely and completely outstanding budget compilation prises three games, two of which re Format Golds in their own right. For your money you get the film and book fie-in strategy/adventure game Dune (reviewed **AF**36, 79%), the Dungeons & Dragons style-Luret he Temptress reviewed AF36 92%), and Jumny White's Snooker (reviewed AF26, 91%). Something for everybody, apart from people who don't like games

Software House: Beau Jolly (0737 222003).

B-17 Flying Fortress



(£39.99, AF46 p76, 91%)

B-17 is not the kind of easy-peasy lemon er... squeazy flight sim that is going to give you a quick thrill and then leave you wondering where all those EEEs went, there's more to it than frantic joystick waggling and unleashing missile death on various enemies. B-17 puts you in command of a 10-man crew (navigator, bombardier, gunners, radio operator and the suchlike) and you must help improve their skills and generally guide them through a series of missions of varying degrees of difficulty. This game requires more than a fair amount of technical skill, it's highly atmospheric, very challenging and has a lasting appeal.

Software House: MicroProse (0666 504326).

Tips: AF47.

Zool: despite what many foolish people will tell youi, Zool is not an Ant. He is quite simply a very fast, competitive ninja being from the Nth dimensio. So there.



Stars of the Amiga

Yo! Joe!



(£26.99, AF50 p67, 91%)

One of the best platform games since Rainbow Islands (according to Marcus anyway) Yo! Joe! is a huge game with zillions of levels, and just the right degree of difficulty to keep you coming back for more. And more and more. As with all the best platform games the plot isn't important, but the action and degree of difficulty is crucial, and those elements are perfectly crafted in the finest platform traditions. A veritable classic.

Software House: Kompart (0727 868005).

Blade Of Destiny



(£39.99, AF50 p85, 91%)

Although this role-playing game doesn't exactly push back the boundaries when it comes to originality of plot, it is a hugely detailed and well-crafted exercise of immense depth. Set in the realm of Arkania, Blade Of Destiny, involves you and your party wandering around using your special skills, casting spells, fighting people and asking pertinent questions in order to acquire the various bits of a map that will eventually lead you to the blade of destiny. A highly intriguing and absorbing adventure.

Software House: US Gold (021-625 3366).

F-19 Stealth Fighter



(£29.99, AF16 p48, 91%)

If your idea of a flight sim is a game in which you leap into the cockpit, loop the loop, take out a few enemy planes before saturation bombing your target, and shooting a few tanks to bits on your way back to base, then F-19 Stealth Fighter is not for you. This is probably the most technical of the Amiga flight sims. Because it is based on the Stealth fighter (which is supposely invisible to enemy radar), much of the gameplay involves making sure your own radar signature is kept to a minimum, and taking detailed notes about the sort of radar you encounter while taking the appropriate action to avoid detection. Software House: MicroProse (0666 504326).

Tips: AP1. AFS5 (Q&A).

Captive



(£24.99, AF16 p71, 91%)

Captive is a welcome variation on the tried and tested Dungeon Master theme for adventure games. You are the captive of the game's title, locked away in a prison starship that gets its power from a series of remote planet bases. To escape you must knock out the power bases, not easy unless you happen to have a laptop computer in your cell and can use it to control four droids who can battle their way through various dungeon levels to come to your rescue. An interesting variation on a well-tried theme. Software House: Mindscape (0444 246333).

Tips: AF42, AF47. AP1. AFS5 (Q&A).

First Samurai



(£25.99, **AF**29 p94, 91%)
Although it's usually classified as a beat-em-up, First Samurai, pro-

grammed by Mey Dinc, doesn't fit easily into any genre. The game is set in a six level tour of futuristic Japan and has strong elements of arcade adventure and strategy. You are a samurai warrior who must fight with honour to retain his sword. Make a mistake and you lose the sword and have to defend yourself with your bear hands. A big game with a lot of player flexibility and a lasting appeal. First Samurai was available through ImageWorks, part of the Mirrorsoft Empire that went under at the same time as its owner Robert Maxwell. It is now available on a Ubi Soft compila-

Software House: Ubi Soft (081-343 9055).

Tips: AF36, AF46. AP10, AP13, AP14, AP19, AP22, AP24.

Austerlitz



(£24.95, AF8 p53, 91%)

Although it looks a touch dated now, Austerlitz was considered a highly impressive war/strategy game when it was released in early 1990. You step back in time to take the role of either Napoleon or Czar Alexander in the battle of Austerlitz in the Napoleonic wars. You take it in turns to dispatch orders to your subordinates who then put your battle strategy into action. The key to the game is to react quickly to developing situations, and despite its age its still a lot of fun.

Software House: US Gold (021-625)

Software House: US Gold (021-3366).

Tips: **AF**9. AFS5 (Q&A).

Robocod



(£25.99, AF29 p80, 91%)

Wonderful platform game in which you control a cod who has some remarkable talents, such as the ability to stretch to any height. The aim of the exercise is to save lots of penguins who are hidden in some particularly

AMIGA FORMAT SPECIAL

87

inaccessible parts of the screen. All this requires Robocod to stretch, float and levitate (a sort of 'flyed' cod) (no more puns!! In fact you're sacked! Go and work for **Amga Format**!! Irate ed.) Colourful, crazy and cute (pah!). Software House: Millennium (0223 844898).

THE RESIDENCE AND ADDRESS OF THE RESIDENCE

Tips: AF33. AP12, AP13, AP14, AP15. AFS5 (Q&A).

Robocop 3



(£39.95, AF32 p60, 91%)

Robocop is a shoot-em-up that takes in elements of flight simulation and driving. Our hero gets called out on missions all over the city, which test his skills and his three prime directives of protecting the innocent, serving the public and upholding the law. So he rams terrorists' cars off the road, stalks muggers down dark alleys and blows drug dealers' helicopters out of the sky. A damn fine game. Software House: Ocean (061-832 6633).

Tips: AF42. AP19.

Strider



(£19.99, AF3 p36, 91%)

From the days of the cold war when all Russians (Soviets I think. Politically palantic ed.) were evil, and not just poor as they are now, Strider is a platform shoot-em-up that involves taking out KGB agents and various other organs of the Soviet state. Even the Siberian monsters take a good beating. The action is suitably frantic and the game has a distinctly addictive edge. Software House: US Gold (021-625 3366).

Tips: AF7, AF8, AF34. AFS5 (Q&A).

Sleepwalker



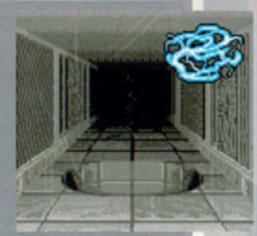
(£25.99, AF44 p60, 91%)

This hugely addictive platform game is packed with neat touches and surprises. A sleepwalker climbs out the window and somnambulates around the city. Of course all sorts of hazards await him, but luckily his trusty hound, Ralph (that's you), follows him and pushes him away from danger, and leads him safely past all manner of unpleasant things. Sleepwalker is original, addictive and it's also part of the A1200 Comic Relief bundle.

Software House: Ocean (061-832 6633).

Tips: **AF**45, **AF**46. AP25. AFS5 (Q&A).

Eye Of The Beholder 2, The Legend Of Darkmoon



(£35.99, AF35 p54, 90%)

The original Eye Of The Beholder is probably still the best and most atmospheric role playing game for the Amiga. EOTB2 offers more of the same (why change a winning team?). Although there is a new plot we're basically talking the same theme of a team of adventurers armed with different talents and attributes solving puzzles and taking on foes in a murky world of dungeons, tunnels, towers, more dungeons and woods.

Software House: US Gold (021-625

366).

Tips: AF37, AF38, AF39, AF40, AF41, AF42, AF43. AP17, AP18, AP25.

Caesar

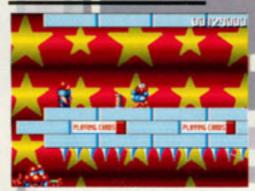


(£29.99, AF41 p92, 91%)

The Romans will go down in history as the civilisation that introduced central heating, toga parties and inspired Caesar, an excellent Amiga god game. You are given control of a province and must build houses, set taxes, go to the forum, go to war, and generally act like a Roman governor. If you do well the Emperor offers you promotion, and you can keep taking over provinces and countries until you become emperor yourself. It's really rather addictive... like in the extreme, er... dude.

Software House: Impressions (071-351 2133).

Robocod AGA



(£25.99, AF49 p89, 91%)

The best game yet for showing off the A1200,' wrote **Amiga Format** editor Marcus Dyson. Robocod AGA is an upgrade of the original **Format** Gold Robocod, designed to make full use of the A1200's AGA chip set. This means the excellent platform game is even more colourful than the original and has five fiendishly tricky new levels. Probably not worth buying if you've got the original Robocod, but if you've got an A1200 sans Robocod, get it. Software House: Millennium 0223 844894.

Kick Off



(£19.95, AF1 p35, 91%)

For a long time Kick Off was the footie fans' favourite. Then came Sensible Soccer, Player Manager and Goal! and the terraces ceased to ring to the chants of "Ooh, aah Kick Offa". Although, Dino Dini's Kick Off is now undeniably dated (it was reviewed in the first Amiga Format way back in August 1989), it is still an immensely playable footie game. In fact it caused such a stir at Future Publishing that a four division league was set up, and Kick Off became so popular that work rates plummeted and the game was banned during office hours. Software House: Anco (0322 292518). Tips: AF1, AF3, AF11.

MiG-29 Fulcrum



(£12.99, AF49 p96, 91%)

This flight sim originally released by Domark (**AF**29, 89%) and then as a budget by Hit Squad was awarded a **Format** Gold for its immense playability rather than its flight sim accuracy and realism. Basically you assume the identity of a Soviet pilot and fly around shooting things and avoiding being shot at. *MiG*-29 *Fulcrum* may not be as sophisticated as some of the other flight sims, but it's a lot of fun.

Software House: Hit Squad (021-625 3366).

Tips: AF42. AP8.

KGB



(£30.99, AF42 p132, 91%)

You play a Russian (SOVIET!!!!) agent fighting for the cause of perestroika in this graphic adventure that, despite some cheap anti-Russian jibes, is compulsive playing. KGB is also notable for its strong language, most notably

when you are told to stick a turnip somewhere most uncomfortable, and touches of sexual innuendo. If it was a TV program, KGB would be shown After 9pm.

Software House: Virgin (081-960

2255).

Tips: AF48. AP25, AP26, AP27.

Legends Of Valour

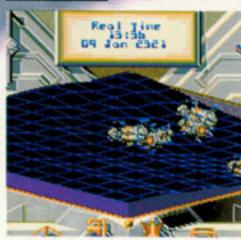


(£39.99, AF44 p90, 91%)

Deep in the heart of this Dungeons & Dragons-style graphic adventure/RPG there is chillingly realistic representation of AFS consultant editor Hutch (honestly). This aside LoV is a superb looking game. Set in the town of Mittledorf you are given various tasks to fulfil and places to explore. It's a huge, enthralling game of epic proportions. Software House: US Gold (021-625 3366).

Tips: AF46. AP25, AP26. **AF**S5 (Q&A).

Gravity



(£24.95, AF11 p46, 91%)

Opinions remain divided about Gravity, the game that is, not the force that makes apples fall into greengrocers' shops. Those who persevered with this space style war game with a wadge of strategy, found it an intriguing prospect. Many others found the strategy simply distracted from the shooting and blasting. This was a Mirrorsoft game, the company owned by Cap'n Bob Maxwell, which like Cap'n Bob, no longer exists.

Ghouls 'n' Ghosts



(£24.99, AF7 p32, 91%)

When it was first released for the Amiga all the way back in February 1990, this excellent arcade conversion was one of the best platformers around. It now looks a touch dated (bet you don't look as good now as you did in February 1992, we certainly don't), but despite these cosmetiproblems, it remains an atmospheric and challenging jaunt through an imaginative variety of levels inhabited by various laser-death spitting nasties. Software House: US Gold (021-625)

Mega-lo-Mania



(£29.99, AF26 p54, 91%)

This epic (in the 'very big indeed' sense of the word) god game from the Sensible Software team of programmers involves your quest to dominate 28 islands by exploiting their mineral wealth, developing and creating weapons and then using those weapons to wipe out the opposition. There is heaps and heaps of planning as well as the occasional wodge of quick thinking involved here. Belaying the Sensible's reputation for strangeness and weird thrills, Meg. Lo-Mania is an absorbing game with lasting appeal and many humorous touches, start to play it and you'll be

Software House: Virgin (081-960)

Tips: AF30, AF31, AF42 AF49. AP7, AP11. AFS5 (Q&A).

Jimmy White's Snooker



(£29.99, AF26 p58, 91%)

Programmer Archer Maclean was really on cue when he spotted the opportunity to introduce a snooker sim into the Amiga market (Sacked! Sacked! Sacked!). The icon control system is quick and easy to use and before you know it you'll be chalking your cue purposefully as you stride around the table, glancing anxiously at the scoreboard and muttering to yourself about a double kiss as you line up a plant to screw back out of baulk and leave a good position on the black. It's almost the real thing. Software House: Virgin (081-960 2255).

Tips; AF42. AP13, AP15. AFS5 (Q&A).

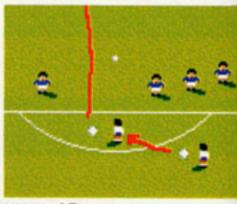
Knights Of The Crystallion



(£29.99, AF9 p40, 91%)

There is the bizarre and the seriously bizarre. The plot of this game falls into the latter category. A huge prehistoric monster is trapped in a canyon, dies, and over the centuries rots down to a skeleton, which a tribe of people carve their way into and set up a society. You must control and administer that society, and, along the way undergo five tests to achieve the same telepathic powers that some of the tribes possess. Peculiar and enjoyable. Software House: US Gold (021-625

Sensible Soccer



(£25.99, AF36 p58, 91%)

Why is it that a football game with tiny characters who can't trap the ball is now widely regarded as not only the best Amiga footie sim, but perhaps the best ever Amiga game? Well, Sensible Soccer from Jon Hare's Sensible Software team has got something that transcends flash graphics and arcade action, it's got an uncannily authentic football feel. Of course, if there's something wrong with you and you don't like football, this realism will be lost on you, and you'll probably wonder what all the fuss is about. But if you know the difference between a square back four and an attacking sweeper system, Sensible Soccer will slowly take over your life. The more you play the better it gets. Software House: Renegade (071-481 9214). Tips: AF42, AF45.

Vroom

AFS5 (Q&A).

AP17.



(£25.99, AF34 p56, 91%)

9055).

Programmed by Geoff Crammond, of Formula One Grand Prix and Stunt Car Racer fame, Vroom is an incredibly fast racing game with excellent graphics and the sort of sound effects that cry out to be put through your hi-fi at a socially unacceptable volume. Vroom has three modes, Training, Arcade (in which you must pass a given number of cars to qualify for the nest race) and Competition (the full-blown championship, in which you tour the world's leading circuits). With pit-stops for petrol and tyre changes, Vroom is a realistic and challenging racing game. You can almost smell that acrid burning rubber. Software House: Ubi Soft (081-343)

AMIGA FORMAT SPECIAL

Space Legend Compilation



(£29.99, AF49 p95, 91%)

Three-game budget release featuring Wing Commander (reviewed AF44, 83%) MegaTraveller 1 (reviewed AF24, 70%) and Elite Plus (not previously reviewed). Wing Commander is a Star Wars-style romp in which you meet interesting aliens and shoot them; MegaTraveller 1 is a role playing game which involves you saving the Third Imperium from the evil attentions of the Zhodani; Elite Plus is an offspin of the classic Elite inter-galactic trading game. Excellent value compilation. Software House: Empire (0268 541212).

Syndicate



(£34.99, AF49 p83, 91%)

This enthralling game from the Bullfrogs combines action and strategy in a cyberpunkish sort of way. You have to defeat rival syndicates and take over the world. To do this you arm and equip up to four of your cyber agents and send them on various missions to rescue spies, assassinate leaders, kidnap scientists and the suchlike. These missions require a fair amount of thought and planning, not to mention oodles of laser death. If you complete the mission successfully you take over the country, set a tax and become more powerful. Excellent sound, great graphics and compelling gameplay combine to make a very good game

Software House: Electronic Arts (0753 549442).

Tips: AF50.

Indianapolis 500



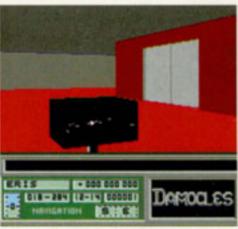
(£24.99, AF17 p64, 92%)

This racing simulation is based on the famous American race which is characterised by the large number of high-speed accidents. The game captures the manic speed of the race and there are lots of different camera angles for analysing those 15 car pileups. Indianapolis 500 combines racing skills with the urge to prang lots of those lovely new shiny cars. Good

Software House: Electronic Arts (0753) 549442). Tips: AF18. AP12.

Damocles

AFS5 (Q&A).



(£24.99, AF14 p36, 92%)

AFS5 (Q&A).

The second in Paul Woakes' Mercenary trilogy Damocles is a 3D adventure in which you are a mercenary charged with saving the planet from destruction by diverting a very large, very hard meteorite. That's not easy in itself, but to make matters worse, you don't have a clue where to start and so you must solve various puzzles to make yourself more adept in the art of meteorite diversion. An addictive game with some quirky humour. Software House: N/A Tips: AF15. AP19.

Distant Armies



Mediaeval
Courier
Turkish
Decimal

(£24.99, AF16 p90, 92%)

This fascinating chess-inspired strategy game is a real gem. You have the choice of ten games, each with its own board, all of which are variations on the basic chess theme. Although that may not seem too special, Distant Armies is the sort of game that you dip into and before you know it you're sending out for pizza. Consider us very impressed.

Software House: N/A

Indiana Jones And The Fate Of Atlantis



(£37.99, AF43 p72, 92%)

Produced by the American LucasArts company responsible for the classic Monkey Island games, Indiana Jones is an intriguing and engrossing graphic adventure starring Indy and his fellow scientist/adventurer, the alluring Sophia Hapgood. Many of the puzzles demand a great deal of thought. Sometimes your course of action will determine the direction of the gameplay, so if you chose to battle your way out of a given situation rather than think your way around the problem, you'll follow a much more action-packed route. Indiana Jones has a fair slice of humour, and although it isn't quite in the same league as the incredible Monkey Island 2, it's still an absorbing game and one that you will treasure for months if not years of your Amiga gaming life to come. Software House: US Gold (021-625 3366).

Tips: AF46, AF48. AP22, AP23, AP24. AFS5 (Q&A).

Eye Of The Beholder



(£29.99, AF24 p82, 92%)

One of the most influential role playing games, Eye Of The Beholder is set in a fantasy land of freakish, outlandish creatures and powerful beings, all of which are intent on making your life as difficult as possible. You control a party of six people all of whom have different skills to help you through the trials that lie ahead. Each character has the ability to learn how to use weapons and the mage and cleric can also learn how to cast spells and heal people, which means that their knowledge grows as yours does. One of the great games of all time.

Software House: US Gold (021-625 3366).

Tips: AF26. AP27. AFS5 (Q&A).

Killing **Game Show**



(£24.99, AF17 p74, 92%)

Based around a futuristic game show in which there is only one winner and the losers die horribly, Killing Game Show is a fast-moving platform game with shoot-em-up action. Among the hazards are MUGs, convicted criminals who have been transformed into cyborgs, pits Of Death, HALFs (Hostile Artificial Life Forms) and DOLL (Deadly to Organic Life Liquid), acid that creeps up the screen and corrodes your joints if you linger too long on the way to an exit. Software House: Psygnosis (051 709 5755).

Tips: AF33. AP1.

(£24.95, AF11 p62, 92%)

This well-crafted flight sim puts you in the cockpit of either a Grumman F-29 or a Lockheed F-22 and gives you the option of four theatres of war (Europe, the Middle East, the Pacific or America). For those of us who don't get off on going through five hours of pre-flight check-checks, this game is a winner. The emphasis is firmly on the action rather than the flying, and to this end you have heaps of missiles and bombs to choose from and a host of missions to fly.

Software House: Ocean (061-832)

6633). Tips: **AF**12, **AF**13. AP1, AP8.

Kult



(£24.95, AF2 p34, 92%)

This adventure-cum-puzzle game was rapturously received by Amiga Format way back in September 1989. The plot involves two tribal groups, the primitive and pagan Protozorqs and the weaker but more intelligent (but more boring) Normals. The ___ Protozorqs turn nasty and give the Normals a good old zapping, during the course of which your girlfriend is kidnapped. You (Raven) must rescue her by undertaking five tasks to gain access to the temple where you believe she is being held. It all sounds very simple but deep down it's also fiendishly effective.

Software House: Infogrames (071-738 8199).

Tips: AF3, AF4.

Formula One Grand Prix



(£30.99, AF30 p132, 92%)

Geoff Crammond is the best programmer in the business when it comes to racing games and FIGP is his finest achievement to date. The action is fast, the graphics are incredibly detailed and the game is totally engrossing. You can race on 16 different circuits, and before each race you complete a practice circuit to determine where you start on the grid. The racing itself is remarkably realistic and once you get into the swing of it, it's surprisingly easy to work your way through the field and challenge for a place in the top three.

Software House: MicroProse (0666 504326).

Tips: **AF**34, **AF**42. AP12, AP13. **AF**S5 (Q&A).

Lemmings



(£24.99, AF20 p62, 92%)

It's a complete myth that lemmings deliberately throw themselves off cliffs. What really happens is that when thousands of the little rodents migrate in herds (or is it flocks?) the momentum they build up means that when they reach a cliff they can't stop and hurtle over the edge. Lemmings is probably the most famous Amiga game ever. It was programmed by David Jones and released by the Liverpool software house Psygnosis in February 1991.

Software House: Psygnosis (051 709 5755).

Tips: **AF**22, **AF**30, **AF**42, **AF**45. AP9, AP20, AP23, AFS5 (Q&A).

Hero's Quest



(£34.99, AF13 p57, 92%)

'Just to call this a game is inadequate: it's a five-disc work of art,' enthused the **Amiga Format** reviewer when Hero's Quest was released in July 1990. Hero's Quest is a role-playing game in which you can chose the attributes of your character by being a fighter, a magician or a thief. You then set about defending the people of the Spielburg valley from a variety of monsters (the Humanoids, the Inhumanoids, The Undead and the Unknown) and other fantastical calamities.

Software House: Sierra (0734 303171). Tips: AF16.

Links



(£37.99, AF36 p77, 92%)

If you haven't got a hard drive you can't play Links – so get a hard drive. Links has just got the edge on the other Format Gold golf games because of its slick animation, the control it gives you over shots, and the option to play up to eight players at once. The courses are incredibly realistic and are based on pictures taken from a helicopter flying over them. If you make a complete mess of a shot, you can take it again. In real golf this is known as cheating (oh really? sarc'ee ed.).

Software House: US Gold (021-625 3366).

Rick Dangerous 2



(£24.99, **AF**16 p82, 92%) Rick Dangerous is returning home After defeating The Fat Guy in Rick Dangerous 1 when he sees a fleet of The FG's flying saucers heading toward Hyde Park and before he knows it he has assumed his platform game superhero identity, once more in... Rick Dangerous 2. Each level of this exhilarating platform romp takes you to a different location, such as the planets Freezia and Vegetalia and The Fat Guy's mud mines. Most of the action is laser inspired which gives the game a rare zapping quality. Tips: AFS5 (Q&A).

Midwinter



(£24.95, AF12 p40, 92%)

The year is 2099, the earth has been struck by a meteorite and been plunged into a second ice age. A small group of survivors build a new society on the frozen wastes of Midwinter Isle and form the Free Villages Peace Force. But the new civilisation is threatened by a rebel army and your job is to thwart them by deploying your forces around the islands on skis, in cable cars, on a snow mobile or by hang glider. An unusual, but strangely captivating game.

Software House: NIA.

SWIV



Subtle it ain't. Why worry about tactics and strategy when you've got a band of heavily-armed ruffians under your command? SWIV is an out-and-out shoot-em-up in which you control a search and destroy team that goes behind enemy lines to take out installations and troops in land, sea and air battles. The graphics are amazing, the sound is excellent and the action is frantic all the way.

Software House: Storm (071-585 3308).

Tips: AF26, AF30. AP1, AP5.

AMIGA FORMAT SPECIAL

91

Powerdrift



(£24.00, AF5 p42, 92%)

The original Powerdrift coin-op game was one of those affairs where you sat in a cabinet that moved from side to side, allegedly to simulate the feel of a racing game. Activision's conversion. for the Amiga doesn't have the cabinet (or the gaggle of callow youths who would often gather around it down the arcade), but it does have a compelling charm and cunningly addictive quality. Basically, you race a kart around a series of tracks. You start each race in fourth place and must finish in the top three to progress to the next track, for such an early game, it is still incredibly fast, colourful and action-packed. So forget all the years that have passed, and concentrate on the excellent gameplay, after all... what more could you want from a racing game?

Software House: Activision/The Disc Company via profile 0295 263363.

Sim City



(£29.99, AF6 p55, 92%)

One of the earliest and, arguably, still one of the best god games Sim City (some mighteven say that this gem as the one that started the genre) is a detailed and captivating exercise in social control. You must build, control and administrate a vast metropolis. you do this by employing the skills of the citizens to good advantage, setting taxes, creating police and fire departments. Although it seems fairly straightforward, Sim City has that all important element of good gameplay that separates the sadly average from the greatly exceptional. A true classic. Software House: Infogrames (071-738 8199).

Tips: AF10, AF42, AF43.

Powerdrome



(£24.99, AF1 p49, 92%)

This futuristic racing game involves belting around twisting, high-walled courses, taking out opponents and avoiding getting smashed into zillions of little tiny pieces. The graphics are slick, the game is very fast and an added bonus is that you can link up your Amiga with a null-modem cable to race against a human opponent. An old 'un but a good 'un.

Software House: Electronic Arts (0753 549442).

Tips: AF6.

The Secret Of Monkey Island



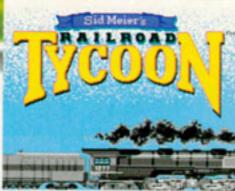
(£24.99, AF23 p74, 92%)

When the American company LucasArts sprung The Secret Of Monkey Island on an unsuspecting games playing world in mid 1991, it was met with awe and wonder. Little has changed. The only graphic adventure game that is better than Monkey Island is Monkey Island 2. Anyway, the original game is funny, challenging, addictive and a classic piece of entertainment. When it was released the plot about the battle between Guybrush Threepwood and the evil pirate LeChuck was witty, fresh and frustrating. It still is. To be honest, if you miss out on this game, then you've limited your life experiences. Software House: LucasArts via US Gold (021-625 3366). Tips: AF24, AF25, AF35, AF40, AF42, AF47.

AP4, AP13, AP14, AP15, AP16, AP18,

AP21, AP24, AP25.

Railroad Tycoon

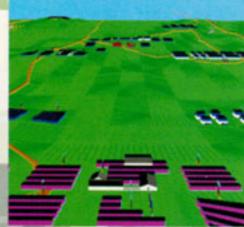


(£29.99, AF22 p50, 92)

On the face of it, a strategy game based on the development of the American railway system may not seem a particularly gripping concept. However, Railroad Tycoon, by Sid Meier of Civilization fame, is a thoroughly absorbing and challenging game: You start life as a humble investor, and through astute business deals gradually become a railway mogul. But being head of the rail network isn't just about drawing a huge salary and making excuses about leaves on tracks. In Railroad Tycoon you have to build bridges, see off rivals in fare wars and undertake all manner of other railway-related tasks. Software House: MicroProse (0666 504326).

Tips: **AF**42. AP12.

Waterloo



(£24.99, AF3 p55, 92%)

Designed by military historian (and computer games' hidden genius) Dr Peter Turcan, Waterloo is one of those war games that relies on historical accuracy for much of its appeal. You play either Napoleon or Wellington and take an overview of the campaign. You control the strategy by issuing orders to your troops via mes sengers and can view the state of battle by looking at the action through the eyes of your commanders. As far as we know Waterloo is the only battle to be named after an Abba song, unless of course there has been a skirmish called Fernando.

Software House: US Gold (021-635 8888)

Lure Of The Temptress



Created by the Revolution programming team from Hull, Lure Of The Temptress is an immensely playable graphic adventure firmly set in the Dungeons & Dragons/fairytale tradition. You play Diermot, an unwilling hero who gets caught up in a plot to overthrow the evil Temptress and rescue her prisoner. The characters possess some basic intelligence, which means that if you annoy them at one point in the game, they won't be too co-operative the next time you meet

notable for its humour and self-parody, which helps make it an absorbing game. A must for adventure games fans. Software House: Virgin (081-960

them. Lure Of The Temptress is also,

Tips: AF41, AF44. AP18, AP19.

2255).

93%

Conqueror



(£24.99, AF9 p32, 93%)

David Braben, creator of the classic Elite, also put together this extremely nifty tank game. You control an American, Soviet or German World War II tank and go to war with the

Crazy Cars 3



(£25.99, AF38 p64, 93%)
Something of a surprise this one. The two previous incarnations of Crazy
Cars did little to get the Amiga

Format review team's pulses racing. However, Crazy Cars 3 is a damn fine urban racing game with gripping gameplay. It's fast, frantic and fabulous, with upgrade options and mapreading bits to enhance the basic racing theme. There's's also a nice touch in the plot about escaped convicts and traffic police. Motoring mayhem.

Software House: Titus (071-700 2119).

Flashback



(£29.99, AF45 p54, 93%)

A combination of slick graphics and compelling gameplay that involves aspects of adventure, puzzle and shoot-em-up styles, earned this offering a **Format** Gold. You control a scientist called Conrad as he battles with Morph agents and solves puzzles against an animated background. Software House: Delphine via US Gold (021-625 3366). Tips: **AF**50.

Player Manager



(£19.95, AF10 p65, 93%)

You could be excused for thinking that Dino Dini's next excursion into the world of footie sims after Kick Off was Kick Off 2. In fact the running order goes Kick Off, Extra Time (an expansion disk that bombed), Player Manager and then Kick off 2. Play Manager combines football strategy with arcade action and is still regarded by some footie fans as the finest Amiga football game ever, Sensible Soccer or no Sensible Soccer. You start the game as the newlyappointed manager of a team and must buy and sell players, supervise training sessions and decide on the teams tactics. You can then either watch the Amiga play out a game, or control the team yourself when Saturday comes. The ultimate aim is to guide your team to the top of the (then) First Division, winning oodles of silverware for the trophy cabinet along the way. A truly great game. Software House: Anco (0322 292518).

Laser Squad



(£19.95, AF5 p52, 93%)

Although this one or two-player tactical war game doesn't score too highly in the sound and graphics departments it still has an enduring and endearing addictive quality and requires lots of the old grey matter. Written by Julian Gollop, Laser Squad is played over a set number of turns on a pseudo 3-D board. Each player controls a variable number of troops and must gain victory points by destroying specified targets. Played against the Amiga Laser Squad is good, played against another human it's excellent.

Software House: N/A. Tips: AF6.

Shadowlands



(£29.99, **AF**33 p72, 93%) Programmed by Dean Lester's Teque

team Shadowlands is an absorbing and atmospheric role playing game in the Dungeons & Dragons genru of dimly-lit underground passages.

Although some RPG buffs don't put Shadowlands in the same division as Eye Of The Beholder or Legends Of Valour, others rate it as one of the most playable RPGs thanks to its atmospheric feel, excellent graphics and absorbing gameplay.

Software House: Domark (081-780 2222)

2222). Tips: **AF**36, **AF**37

AP14.

Stunt Car Racer



(£24.95, AF6 p45, 93%)

Produced by racing game guru Geoff Crammond Stunt Car Racer is a simple, effective and hugely enjoyable exercise in hurling a stunt car around various death-defying tracks. You start in Division Four and work your way up to the top flight, with the eventual aim of winning the championship. Like Crammond's other racing games, most notably FIGP, Stunt Car Racer has great graphics and easy, but addictive gameplay. It's so realistic you can almost hear Murray Walker's high-pitched platitudes above the roar of the engines. Software House: MicroProse (0666 504326).

Tips: AF13, AF42. AFS5 (Q&A).

Xenon 2



(£24.99, AF3 p52, 93%)

This Bitmap Brothers' shoot-em-up was received with universal praise when it was released in October 1989, but since then there has been something of a critical backlash, and Xenon 2 has been accused of being predictable and too easy. However, many

people still have a soft-spot for Xenon 2 and there's no denying that the graphics and the Bomb The Bass soundtrack are excellent. Xenon 2 is a vertically-scrolling shoot-em-up set over five stages. You control the spaceship Megablast and must find and destroy the five bombs that the flendish Xenites have hidden at various points throughout the history of your civilisation. Xenon 2 was released by Robert Maxwell's Mirrorsoft outfit, which, like Maxwell, has ceased to be. Software House: NIA. Tips: AF38.

Wizkid



(£25.99, AF37 p54, 93%)

A beautifully bizarre, seriously off the wall game, the basic idea of Wizkid is to collect 10 cats by bouncing various objects, including bricks, marbles and penguins, off butterflies' heads. You also have to solve puzzles to collect colours that enable you to solve other puzzles. Although it is usually put in the platform category, Wizkid is notable for its distinct lack of platforms. Wizkid, the sequel to the very excellent Wizball, was conceived by Jon Hare's Sensible Software team. Software House: Ocean (061-832 6633).

Tips: AF41, AF42, AP20, AP23, AP27, AFS5 (Q&A).

Pacific Islands



(£29.99, AF35 p50, 93%)

More than just another war game, Pacific Islands, programmed by Rik Yapp, combines tactics and shoot-emup skills to produce and absorbing, if slightly frustrating game. Your task as an American tank commander is to

AMIGA FORMAT SPECIAL

93

control the units (up to four) under your command and liberate the Yama Yama Islands. But it's no good just sending your tanks rolling in with all guns blazing, because depending on the amount of damage you inflict on innocent villages and the speed of your campaign, you get a variable amount of cash to spend on re-arming and repairing damaged tanks. There are five islands to be liberated, which makes a total of 21 battles.

Software House: Empire (0268 541212).

Tips: AP16.

Striker



(£25.99, AF36 p59, 93%)

Although Striker has an immediate appeal, it is now regarded by the AFS team as second best to Sensible Soccer. On the plus side Striker is easy to control and encourages passing and teamwork. Charging down the middle of the pitch doesn't get you very far, whereas playing the ball and passing leads to goals. Downsides – it's difficult to change team formations mid match, you can't customise your teams.

Software House: Rage Software (051 933 2688).



Lemmings 2: The Tribes



(£29.99, AF46 p54, 94%)

Oh, you were waiting to see where Lemmings came were you? That tells us a great deal about you. You could be a vicar, a First Division footy player, a Major General, in fact you could be anyone because The L-word game is that bloody popular. The original Lemmings came from nowhere to become one of the best-known games ever, so there was an awful lot expected of this follow up. Lemmings 2 more than satisfied those expectations The main difference between the two games is that Lemmings 2 has a plot The Lemmings have migrated to Lemming Island and split into 12 tribes, each of which has kept a portion of the sacred Lemming Talisman. But disaster threatens the Lemmings and the only way they can avoid it is to collect together the 12 pieces of the Talisman at the centre of the island, Your task is to guide the tribes, each of which has different attributes, to the centre of the island. Once the Talisman is complete the lemmings can summon up a giant flying boat to take them to safety. It's charming, it's frustrating, it's addictive and it's even got plot

Software House: Psygnosis (051 709 5755).

Tips: AF47. AP26, AP27.

HistoryLine 1914-1918



(£34.99, AF43 p104, 94%)

AFS5 (Q&A).

Quite possibly the best Amiga war game, it's perhaps surprising that History Line was produced by the Thomas Hertzler's German software house Blue Byte. The attention to detail is remarkable, with accounts of the many treaties and pacts of the First World War and a stunning animated sequence of the assassination of Archduke Ferdinand, which set the whole ball rolling. The actual wargaming itself is equally wellcrafted making it easy to check on the status of units and move them around. With a large range of authentic battle scenarios to chose from and a wonderfully atmospheric animation, History Line is a truly compelling game. Software House: Blue Byte via Kompart UK (0727 868005). Tips: AF46, AF48. AP26.

Gunship 2000



(£35.99, AF49 p90, 94%)

This outstanding helicopter flight sim combines flying skills with strategy and wargaming to make one of the most absorbing Amiga games. You can play Gunship 2000 at warrant officer level, where you control your own copter, or you can go into Campaign mode which puts you in command of a squadron and makes it possible to work your way up the promotions ladder. Everything about Gunship 2000 oozes class, from the smooth graphics to the well-crafted gameplay.

Software House: MicroProse (0666 504326).

Tips: AF50.

Civilization



civilization makes us l ull agree not to crush less divilization in excl

(£34.99, AF38 p51, 94%)

You either love it or you can't see any point whatsover in the huge, huge test of wit and intelligence from MicroProse. Designed and programmed by Sid Meier, Civilization is a massive god game that could easily keep you occupied for months. The object is to start off with one tribe, and by developing its skills to explore and take over other tribes and countries. As your subjects develop they build cities, trade with other nations and raise armies - all under your watchful gaze. An enormous exercise in strategy, Civilization will change your life and stop you going down the pub for at least a month.

Software House: MicroProse (0666 504326).

Tips: AF39, AF41, AF42. AFS5 (Q&A),

John Madden American Football



(£29.99, AF33 p58, 94%)

Okay, to be brutally honest about this, American nerdball is not the favourite choice of office viewing. All those tedious grunts, tactics, uniforms, dull commentators and people who actually believed that the London Monarchs's bore even the slightest affinity to London. So it was always going to be hard to convince us of a good Amiga simulation. Damn! John Maddon's American Football is an exceptionally good game, well deserving of its Format Gold rating. The gameplay is particularly realistic, with enough Defensive and Offensive options for hours of absorbing gridiron. Incidentally, John Madden was a particularly distinguished football coach, who is now a television commentator. A bit like Steve Coppell. Software House: Electronic Arts (0753 549442).

Tips: AF44, AF45. AP15. AF85 (Q&A).

Powermonger



(£29.99, AF18 p42, 94%)

A massive earthquake has hit the world, sweeping away political and social institutions and changing the geographical structure of the planet. Three new leaders emerge from the debris of the old order and challenge your position of top dog. Do you negotiate with them to ensure global harmony? Do you hell! Recruit armies, get food for the soldiers from friendly villages, deploy and command your forces and wipe the pretenders to your throne off the face of the world. Powermonger is a strategy game that is both complex and humorous, at the

time of its release (January 1991) it had innovative graphics and still has a lasting appeal.

Software House: Electronic Arts (0753 549442).

Tips: AP1, AP8.

F-16 Combat Pilot



(£24.95, AF3 p42, 94%)

Although it's getting on a bit now, this flight sim is still worth checking out, especially as it was released on the Action 16 budget label for £9.99 about a year ago. F-16 combines plenty of high-flying action with a large dash of realism and therefore satisfies those who want to blast everything out of the sky as well as those who are more interested in executing a perfect landing. There are plenty of gameplay options, from a full campaign to dogfight missions. Although F-16 has been surpassed in the graphics and sound departments by more recent flight sims it remains an addictive and challenging game.

Software House: Digital Integration: (0276 684959).

Tips: AFS5 (Q&A).

Kick Off 2



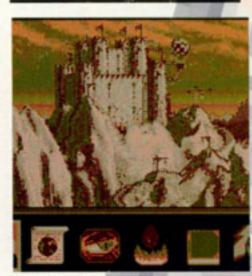
(£19,95, AF13 p38, 94%)

When Dino Dini created Kick Off, the game was an instant success, and Kick Off 2 built on that popularity by improving the graphics and sounds, ironing out a few bugs and introducing a host of new features including different playing surfaces, defensive walls at free kicks, and aftertouch. The gameplay is much the same as Kick Off (why meddle with a winning

formula?) and Kick Off 2 remains one of the best football games ever to appear on the Amiga.

Software House: Anco (0322 292518). Tips: **AF**19, **AF**42. AP14.

Dragon's Breath

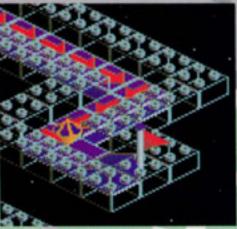


(£29,99, AF9 p36, 94%)

This unusual god game, from the now defunct Palace software house, is a sort of medieval version of Sim City in which you've got to locate the three pieces of a mystical talisman before your computer opponents do so. To do this, you have to do something reall, really simple, you have to hatch out dragons from eggs. Then you have to dispatch them to far-flung hovels in order to frazzle peasants and then carry out various other dastardly deeds. Dragon's Breath is an engrossing game with very excellent graphics and it has an extremely high playability rating.

Software House: N/A Tips: **AF**18. AFS5 (Q&A).

Spindizzy Worlds



(£24.99, AF18 p82, 94%)

Ah, Spindizzy Worlds, a peculiar but compelling exercise, regarded by many devotees as the best ever Amiga game. You control a spinning top masquerading as a space probe, called GERALD (Geographical Environmental Reconnaissance And Landmapping Device) that zooms around exploring various worlds. GERALD is attacked by aliens and runs out of fuel if you don't top up

from the diamonds scattered around the place. GERALD travels between the different worlds via teleports, which are only accessible if you complete certain puzzles. Spindizzy Worlds is difficult to find nowadays, but if you see a copy, buy it! Software House: Activision, via The

Software House: Activision, via The Disc Company (010-331-4910-9995).

Speedball 2



(£24.99, AF20 p58, 94%)

A classic Amiga game, Speedball 2 is now more than two years old, but is still an automatic choice in many Amiga gameplayers' top ten. The reason this futuristic American football game is so popular is probably because it relies heavily on violence and cheating. The scoring system is intriguing, and includes bounce domes that send the ball flying away and multiply your score and warp gates that transport the ball to the other side of the pitch. Although it's useful to know about these niceties it's far more important that you adopt an attitude that says "...it's not the taking part, but the winning that counts," and then employ all manner of illegal tactics to ensure victory is yours. Software House: Renegade (071-481 9214).

Tips: AF23, AF42, AF48.

The New Zealand Story



(£24.99, AF1 p38, 94%)

This tremendously popular coin-op platform game was a huge success when it was transferred to the Antiga way back in 1989, and four years on it's still great. The Japanese game is in the long tradition of introducing wacky platform characters, in this case a little yellow kiwi-bird in blue and white running shoes, who rushes around rescuing chums who have

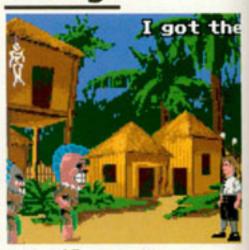
been captured and locked in cages by a big bad walrus and his teddy bear hordes. New Zealand Story is an overwhelmingly cute platform game with surprises and neat touches.

Software House: Ocean (061-832 6633).

Tips: **AF**12, **AF**17. AP16, AP19, AP22. AFS5 (Q&A).



Monkey Island 2 - LeChuck's Revenge



(£37.99, AF36 p62, 95%)

The original Secret Of Monkey Island is a classic adventure game, and this sequel is even better. Yes, this is the rarest of rare things, a sequel that does justice to the origial game. The Secret of Monkey Island II - Le Chuck's Revenge is one of those games that has people who have never played RPGs (who would prefer to be beheaded with a rusty copy of Kick Off) falling over themselves to get on to the Amiga. The plot continues the struggle between the hero Guybrush Threepwood and the ghost pirate LeChuck, with Threepwood setting off in search of the Big Whoop, a secret power that will rid him of LeChuck once and for all. So What makes Monkey Island 2 probably the best Amiga RPG ever? Is it the fiendish puzzles, the gameplay, the brilliant graphics, the excellent sense of humour (this is one of the very few genuinely funny games), or is it the game's hugely addictive quality? It is of course all of these things. A classic. Software House: LucasArts via US Gold (021-625 3366).

Tips: AF38, AF39, AF42, AF44. AP17, AP18, AF24.

95

Zool



(£25,99, AF39 p74, 95%)

The Amiga's answer to Sonic and Mario, Zool is a fast, frenetic and completely brilliant platform game set in six worlds (Music World, Fruit World, Tool World, Toy World, Funfair World, and Shoot-em-up World). You send Zool, a ninja from the nth dimension shooting, kicking, punching and collecting things in time-honoured platform fashion. Although Zool is not a particularly innovative game, the graphics are exceptional and it outclasses the efforts of Sonic and Mario. Software House: Gremlin (0742 753423).

Tips: AF42, AF47. AP21, AP25, AP27.

Putty



(£25.99, AF40 p82, 95%)

The epnoymous Putty is a blue blob whose aim in life is to liberate the Bots from the evil clutches of the wizard Dazzledaze and his sidekick Dweezil. Among the hazards Putty encounters on the many levels are a deadly sausage, a psychotic carrot, Shockapillars (electric caterpillars) and a clockwork orange.

Software House: System 3 (081-864 8212).

Tips: AF43.

Tower Of Babel



(£24.95, AF11 p42, 95%)

Highly original combination of strategy and puzzles in which you control three robots, the Zapper, the Pusher and the Grabber, and must use their respective skills to make your way up a group of towers. Sounds easy, but it ain't. Tower Of Babel is a remarkably tricky, and frustrating game that will test your powers of logic and deduction to the limit and is therefore tremendously addictive. Although it has stood the test of time reasonably well, Tower Of Babel probably wouldn't get as high a rating if it was released today, rather than way back in June 1990.

Software House: Rainbird (N/A). Tips: AF13.

Deuteros



(£24.99, AF21 p54, 95%)

This stunning strategy game with atmospheric backdrops and moody sound effects is an adventure in space exploration with a gripping plot and several surprises along the way. The idea is to train people to carry out various tasks, such as piloting orbital space factories, build starships and send them on missions to explore new planets and exploit their mineral deposits. Deuteros makes full use of the Amiga's sound and graphics capabilities to produce a truly wonderful game with the right amount of tension, confusion and reward. A classic. Software House: Activision (010-331-49-1099-95)

Rainbow Islands



(£24.99, AF10 p36, 95%)

Rainbow Islands is an outstanding platform game with excellent graphics, challenging gameplay, and a rare depth that means you can play for months and still discover new subgames, warps, extra bonuses and secret rooms. You are in control of Bub'n'Bob who must rescue the inhabitants of the Rainbow Islands from the grip of the Boss Of Shadow and his minions. You fight the baddies by hitting them with rainbows which you can also use to make bridges. If you spend too much time on a given island, water rises and you drown. There are a total of seven islands and each is made up of four stages, with an end of level guardian at the top of the last stage. Even if you get through that lot, you'll find there's much, much more to Rainbow Islands. Software House: Ocean (061-832)

Tips: **AF**34, **AF**42, **AF**46. AP1, AP2. AFS5 (Q&A).

Populous 2



(£29.99, AF30 p80, 95%)

As god games go, this one has gone and gone and gone, capturing new disciples in its march to world dominance. Populous 2 is an absolutely huge game that could quite easily take weeks, if not months to complete, and you can still get more out of it. You control of a deity who must conquer islands and their inhabitants and in doing so move up the ladder of deities, and take on more difficult foes. Each island you conquer gives you different powers to use against other deities and to protect, promote or punish the population(s). This is essential gaming for all megalomaniaes. A true Amiga classic if we're not very much mistaken. Software House: Electronic Arts (0753

Tips: AF33, AF35, AF42. AP12, AP14.



Send Us Your Top Ten Amiga Games and win a prize... (well it won't be much, but you will get your name in

Our next Special is the 1993-94 Annual and we want to include your choices of Top Ten (of all-time) games, so send us a list and a picture of yourself. Oh, send it to: Oi Tim Make Me Win!, Amiga Format Specials, 30 Monmouth St, Bath, Avon BA1 2BW. Cheers!

the magazine!)



AMIGA FORMAT SPECIAL





Aliens eh? Lucky you packed a copious amounts of hideous weaponry along with the tacky shorts you couldn't get away with wearing on your own planet. Alien Breed is an overhead view blaster with smooth scrolling, loads of missions and bags of gameplay, essential stuff.

Your chance to win the entire range of games from Team 17, are we good to you or what?

Like playing games do you? Of course you do, what sane person doesn't. Team 17 has produced some of the most seriously playable games ever released on the Amiga. The 17 lads have also come over all unnecessary and decided to give away their entire catalogue of games. Despite desperate pleading by the editor you have a chance to win them for yourself.

There are some truly classic games here, Project-X, Alien Breed, Body Blows, Super Frog and more. Weeks of wrist-numbing, braincurdling gameplay, easily enough to make the most hardened gamester go wobbly.

All you have to do is answer a series of cunningly confusing trick questions and the whole caboodle is yours. Ten runners up will win some rather groovy A1 and A2 posters of the Team 17 games.

Send your carefully considered answers on a postcard or on the back of an stuck down envelope to - I want those games, Amiga Format Special, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

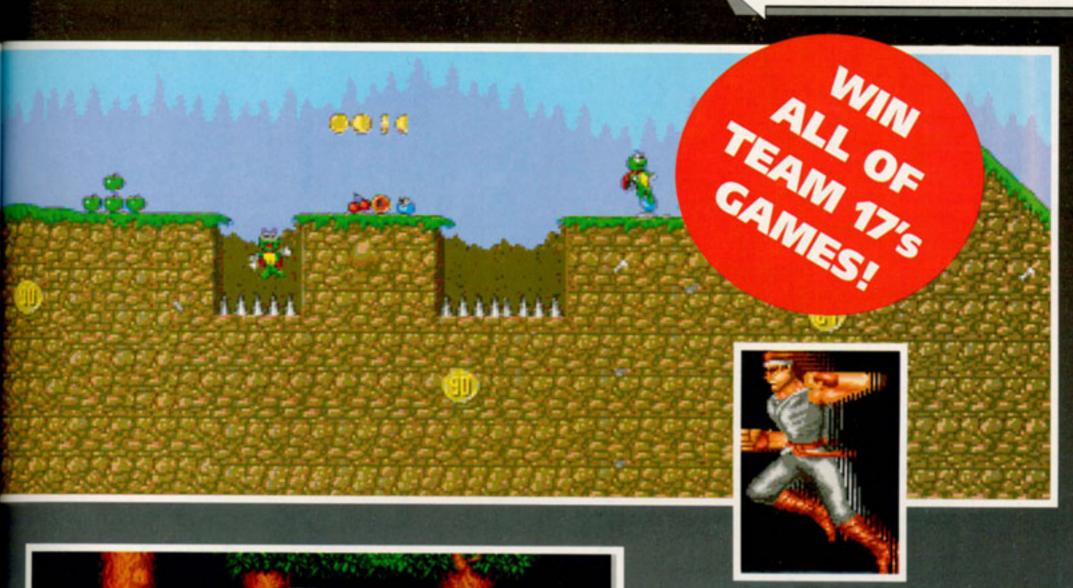
All the correct entries received before 31st of October go into a big pile on the office floor and the first one to stick to the editor's shoe wins.

THE QUESTIONS

- 1. The game Alien Breed is inspired by which film?
- A. Star Wars
- B. Honey I Shrunk the Kids
- C. Alien
- 2. Where is Team 17 based?
- A. Lancashire
- B. Yorkshire
- C. Somewhere else
- 3. In Assassin you are armed with what weapon?
- A. A particularly sharp slice of mango
- B. A boomerang
- C. A tactical thermonuclear missile

- 4. Which character doesn't appear in Body Blows?
- A. Dot Cotton
- B. Nik
- C. Maria
- 5. In Super Frog who whisked away your girlfriend?
- A. An evil witch
- B. The really ugly one from Prisoner Cell Block H
- C. Kirk Douglas
- 6. What does the managing director of Team 17 call his cat?
- A. Fluffy
- B. Tigger
- C. This is a bit of a silly question isn't it?

AMIGA FORMAT SPECIAL





Boomerangs have never been so deadly, Assassin has you fighting your way through 1500 screen of baddies, baddies dogs, the baddies big brothers and the baddies big brothers even bigger friends. Instead of a gun you wield a curved stick with remarkable destructive power.





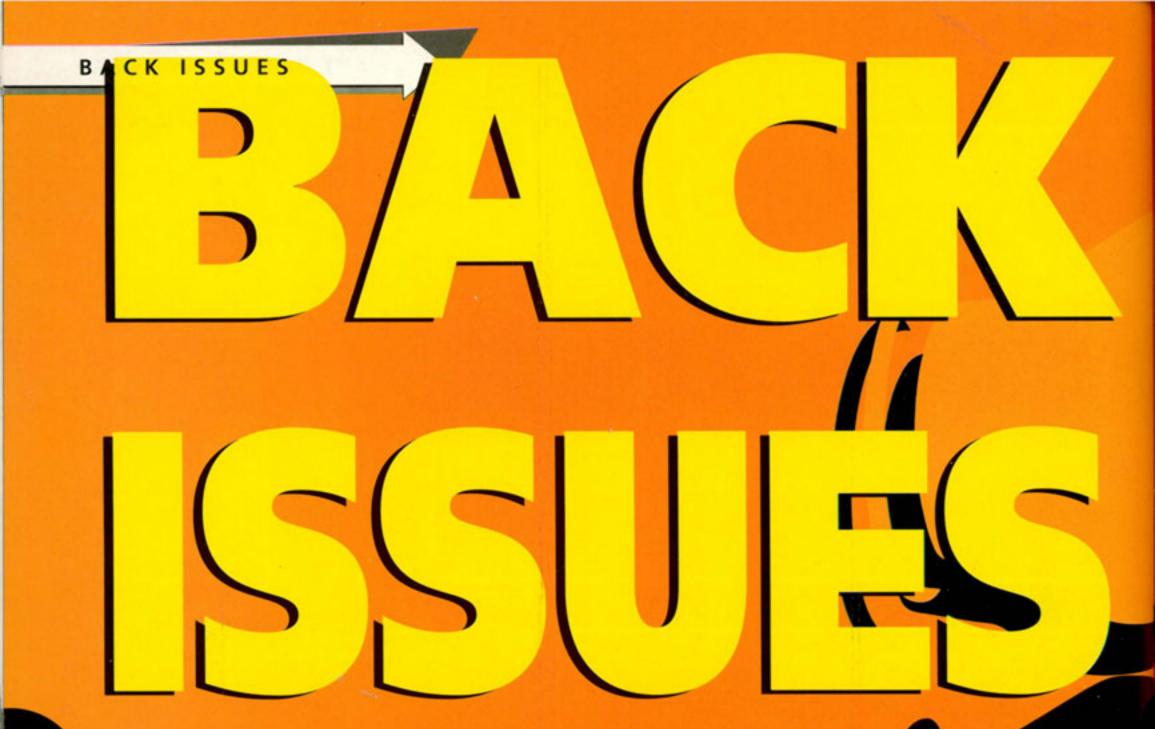
The best beat-em-up for the Amiga, Body Blows deals out plenty of wince-inducing moments as the protagonists beat the hell out of each other. Ouch.





RULES OF THE GAME

- 1. The competition isn't open to employees of Future Publishing or Team 17. That would'nt really be fair now would it?
- 2. No duplicate entries, we will undoubtedly notice and laugh at you.
- 3. The judge's decision is final, so no moaning.
- 4. All valid entries must be received before the 31st of October, so send them in right now.
- 5. No hitting below the belt.



Wow down a little before crossing over to the glorious spectacle of all those Amiga Format Specials, take this yourself a monthly edition of opportunity to Amiga magazine. That's right,

make sure to get Amiga Format delivered to your door. No more queues, no more sold out as. And you can also choose from several superb pieces of software. INT DELAY... erm... subscribe as soon as you can!

AMIGA FORMAT SUBSCRIPTION ORDER FORM

Yes! please enter/renew my subscription to Amiga Format and send me the software of my choice

- Tick as appropriate
- ☐ Sportsmasters +£6 ☐ Wizkid +£6
- ☐ Pers Fin Manager +£6 ☐ Free Issues

- ☐ Historyline 1914-18 +£6
- ☐ UK £38.95
- ☐ Europe £67.95 ☐ Rest of the World £97.45

Name Address

Postcode Telephone No.

Which Amiga Format Back Issue(s)?

Method of payment ☐ Visa ☐ Access

Total Order: £

Expiry Date

Credit Card No:

☐ Postal Order

SEND THIS FORM TO:

Amiga Format

Back Issues

FREEPOST Future Publishing Ltd

Somerton, Somerset **TA11 6TB**

Please make cheque(s) payable to **Future Publishing Ltd**

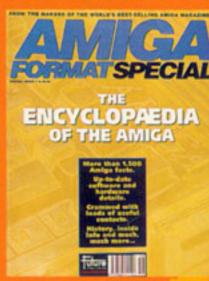
AMIGA FORMAT SPECIAL

FORMS PECIAL



The Complete Software Guide From games to graphics, business to music, all with their ratings so you know what you're getting.

Issue 4



The Encyclopaedia Of the Amiga. Packed to the gills with more amazing and fascinating Amiga facts, details and points of interest than any previous mag.

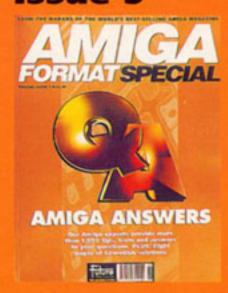
Expiry Date

Issue 2



The Annual 1993
1992: a big year for the
Amiga, we look at it from
every angle. It will still be
relevant tomorrow!

Issue 5



Questions and Answers
Thousands of Amiga-related
questions answered by our
team of experts. If you've got
a problem, this is the solution!

Issue 3



The Complete Beginner's Guide
If you're new to the Amiga
(or you know someone who
is) then this must be the
ideal 'get-started' mag for
you

Issue 6



The Good Hardware Guide
Only the best. Full-colour, full
details, all the very best hardware for you an your Amiga.
Get the hard facts here.

DON'T miss



MAKE SURE that you keep your collection of Amiga Format Specials right up to date by getting your hands on some information-packed back

packed back issues.

HURRY though, because there are only a limited number of these Specials and they're selling

FAST

SIGNED SEALED & DELIVERED

SEND THIS FORM TO:

Amiga Format Specials
Back Issues
FREEPOST Future Publishing Ltd
Somerton, Somerset
TA11 6TB

Please make your cheque(s) payable to Future Publishing Ltd

AMIGA FORMAT SPECIAL

GOOD GAME, GOOD GAME

The feeling you get after forking out more than £30 for a game on the back of some good-looking packaging, a decent review, and some adverts that have been running for years, range from the extremely smug to the downright furious. **Tim Smith** looks at the games that leave you with a warm glow of satisfaction

reat. Classic. Epoch Making.
Awesome. Astonishing. Fab.
Groovy. Mega. All these words
(well expect for 'mega') have been used by

Amiga Format writers about one game or another over the years.

These are the games that rise above the run-of-the-mill, the half-decent, the just about adequate, the outright awful, the cynically pointless and the laughable.

Attaining a **Format** Gold rating of 90 per cent plus is far from easy (see our feature on Reviewers, How to be One on page 133 for more details on this). In fact many programmers and software houses have never achieved this accolade.

But there is another, more difficult prize

for the software houses to grasp, and that's winning the loyalty and affection of the playing public.

Reviewers
are a notoriously
pernickity bunch
(some would say
pernicious) who
play down their
emotional
responses to games
in an attempt to
seek out unbiased
responses.
Gamesplayers on
the other hand,
pay for games, and

then play them for hours on end, for fun.
Gamesplayers are the people who ensure
that a **Format** Gold winner becomes more
than a game that got a very good review and
becomes 'The game that people are always
comparing other games to!' (see our example
box-out).

Once a game has attained this standard there is nothing to stop it coming out on budget, coming out in several compilations, spawning sequel after sequel, and of course there is nothing to stop you or your mates going on and on and on about them to other newer games players (see our special tutorial boxouts on how to be stupidly well versed in Amiga games in under two minutes).

So let's look over some of the games that have attained the heady heights over which we have just glanced:

Adventure scout

You have to keep in mind that before legendary games such as *Eye of the Beholder* and *Monkey Island*, there were only three kinds of adventure game:

i) The funny Infocom game: Zork,
Planetfall, The Hitchhiker's Guide to the Galaxy
and more (check out The Lost Treasures of
Infocom compilation that was reviewed in
AF40, gaining a massive 90 per cent and
costs £39.99). These games were text-only
but were so ladened down with humour and
subtle touches that, even without tarty
graphics, they are still playable today.

ii) The unfunny Sierra game: games such as Les (pronounced Less in America) Manley Lost in LA, and the interminable Leisure Suit Larry series that seemed to drag on and on and on with puerile frat' (so easy to misspell) house humour making grown-up college boys State-side bust themselves with

laughter and sexual zeal.
iii) The historical/dwarven/elven adventure
game. Games such as Level
9's Knight Orc, were a step
up from the text-only
Infocom games, these babies

had text and a static picture or two that you could 'stipple' (make spotty) or 'dither' (make dotty).

But happily, once pictures and sound had found a way into the adventure game, once humour and action had been seen as central to longterm value, we ended up with The Secret of Monkey Island (I&II), Eye of the Beholder (II being the better game – pictured above) and the rampagingly fun Legends Of Valour – and it's either good luck or great planning that sees US Gold distributing all of these games.

★The Amiga is a machine where platform games go when they want to have a good time ★

What we didn't have was a game that could bridge the humour of the Infocom classics with the graphical ambition of the Sierra debacles (for the most part they looked OK) with the style of Level 9's Jinxter or Rainbird's The Pawn or The Guild Of Thieves.

Then the LucasArts Games people got together in some office over on the west coast of America and decided to produce a game that did just that... and then some. The two Monkey Island games had graphical, musical, special effectual and humoural

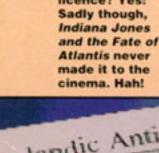
THE AMIGA FORMAT TOP TEN GAMES OF ALL TIME, HONEST GUV!

Yes, although opinions differ, tempers rise and some people even go off in a sulk with their joysticks and their copies of the game never to appear again, the statistics speak for themselves. In fact, as a famous member of the *Format* staff once said: "In 1,000 years time all the history books will care about is the result" (but he's an idiot). So what we have here is the spreadsheeted, most unfeeling grading of Amiga games ever. Games are judged by their *Format* review rating and by their age.

1) Putty	95%	AF40
2) Zool	95%	AF39
3) Monkey Island II	95%	AF36
4) Populous 2	95%	AF30
5) Deuteros	95%	AF21
6) Tower of Babel	95%	AF11
7) Rainbow Islands	95%	AF10
8) Historyline 1914-1918	94%	AF43
9) Civilization	94%	AF38
10) John Madden Football	94%	AF33



A good film licence? Yes! Sadly though,





Parasol Stars

(below) and ancient

and revered classic of all times ever.

overload. The Amiga has never seen games like them (well except for Indiana Jones And The Fate of Atlantis from the same people, £37.99 and 92 per cent in AF43).

Next up the line is...

The platform games to end all platform games...

Zool (AF39 95% £25.99). Even the name makes you think of a platform game featuring a Ninja-thing from the Nth Dimension (no, for the last and final bloody time, he is NOT an ant, just ask Gremlin), leaping, swooping, diving and weaving through level after level of multi-coloured, multi-layered fun-fun-fun.

Doesn't it?

Well, Zool's heritage straddles the Amiga and the new upstart console-toys with a heap of other bits and pieces put together.

Let's get the console-toys out of the way first, quite obviously Zool pays some homage to Sonic the Hedgehog. Right that's over with, now let's move to the real stuff.

For some reason, probably to do with extraordinary skill and style, the Amiga has always been seen as a machine where platform games go to have a really good time. Games such as New Zealand Story (94 per cent in the very first issue of Amiga

Format) or coming more up to date, Yo! Jo! (91 per cent in Amiga Format's 50th issue) show off the Amiga's abilities to shove sprites around the place, display graphical wonderments, and most of all, they show the Amiga programmer's delight in springing surprises on us players. We go back to Wizkid, Toki, Apidya, Ghouls'n'Ghosts, Gods, Putty and Sleepwalker which are all qualified as platform games but all offer very different challenges the Amiga gamer.

★ The two Monkey Island games boasted graphical, musical and special effects overload

But nothing had quite offered the sheer speed and intensity of Zool. This platformclassic sent Gremlin's fortunes soaring and made a lot of people who had never played a platform game and really enjoyed it (me for example) sit up and take notice.

Now we have...

Be a sport...

There are several football (that's 'soccer' to you horrible little twerps) out on the Amiga. These range from management sims such as



STOP PRESS: Soccer Kid from Krisalis. As we go to press, this stupendous plaformer has just received a 93 per cent rating. It's well worth a read of AF51 to see why.

YOU BORING OLD KNOWAL

The Games That Other People Are Always Comparing Other Games To

Game

The Secret of Monkey Island Sensible Soccer 92/93 Wizkid Zool

Eye of the Beholder

Response

"It's not as funny as..."

"It's doesn't feel as real as...

"It's not as weird as..."

"It's not as fast as..."

"It's not as scarey as..."



Charity begins Sleep Walker. Aaaaaaaah!

Premier Manager (83 per cent in Amiga Format 43), Graham Taylor's Soccer Challenge (82 per cent in AF36) to on-thefield sims including Manchester United Europe (received 80 per cent when it was originally launched way back in issue 25 and is now out on £9.99 budget) and Striker (which received a massive 93 per cent in Amiga Format 36). But the footy game to beat all footy games has to be Sensible Soccer (original version 91 per cent in issue 36, the 1992/93 Season version was hideously underrated at 80 per cent). Opinions are mixed however, as to whether the great Dino Dini - the lad responsible for the game of the 1980s (Kick Off) - has come through with Goal! (88 per cent in AF49).

Now, because we're dealing here with Great Games, there's very little point in

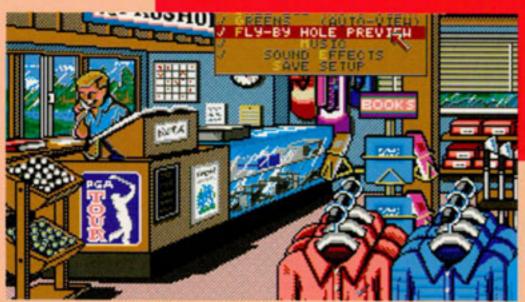


Ye Gods this was Renegade's go at adding to the platform genre. Excellent it was too.



A Wiz of a game. Wizkid cheered everybody up in this time of recessionary gloom.

AMIGA FORMAT SPECIAL



PGA Tour Golf: oh no! Don't boot it up. No don't! You'll never finish that really, really important piece of work you have to do.

looking at other areas of sport, well apart from golf maybe. With the exception of the immaculate PGA Tour Golf (90 per cent in AF22 and now part of the Sportsmasters compilation) and the technically superb but very, very, very memory and processor hungry Links (92 per cent in AF 36), we're really left with a horrific mess of awful ski-ing, fishing, rugby, Olympic, gridiron (except John Madden's Football which got 94 per cent in AF33) and cricket games that don't deserve to kiss the feet of the budget releases of the games we've mentioned here. Pah.

Driving games

Whether or not you consider driving to be a sport or merely a method for getting from Point A to Point B while causing the maximum amount of pollution, there are some fabulous driving games out on the Amiga. Take for example the still-wunnerful Stunt Car Racer (now there's a Spoonerism waiting to be had). This drive-very-fast-and-evenlink-up-two-Amigas kind of game first saw the light of day, and a 93 per cent Amiga Format Gold rating back in issue 6 (now out on budget for £7.99!) and came from the coding of Geoff 'Revs' Crammond. This fine gent is also responsible for the best Amiga driving game ever, Formula One Grand Prix (FIGP) which attained 92 per cent in Amiga Format issue 32. Keep 'em fast, smooth and full of tight curves is what we say.

Flighty bitches

That, I'm sure is how some young chaps from South Central Los Angeles would describe flight sims. Now admittedly, the Amiga isn't the first computer that would leap into your mind when someone said Flight Sim but there are still some good ones



Formula One **Grand Prix they**

this marvel.

don't come any

more racey than



Hell! We've mentioned Sensible so much in this mag, that it's about time that Striker got a look in too. A stout game with plenty of punch.

around. For example, back in the early stereo SFX'ed blockbuster of a game, the days F-16 Fighter Pilot picked up a 94% Amiga will still be a second home to rating (the highest award ever the flight sim. given to a flight sim in Amiga Format by the way). Since then, good 'uns have come out but none of them have quite lived up to the mark. The exceptions come in the form of the helicopter sim, Gunship 2000 (94% in AF49), B-17 Flying Fortress (91%, AF46) and the flight sim for beginners, MiG-29

Super Fulcrum (91% and now

out on budget). Essentially though, until we

get some full 360-degree, texture mapped,

fractally landscaped, very loud digitised

And there's more

have any space for it right now. To be honest, doing this piece was the most difficult of all the features in this packed issue. The main reason for this is that, while awful

But sadly we don't

games are generally accepted as being awful, Class games are very subjective. Amigaland is packed with Classics and opinion.

DROP THAT NAME SO HARD IT HURTS

That's right, you can be ridiculously well versed in games without trying very hard with our Expert Guide. This one will have everybody you know, and even some that don't, working under the impression that you are more well-versed in games than even we are. So easy it's almost sinful, read on...

You: By heck, that's a good pint/burger/attacking midfield/pair of legs. Pal: "Yeah, it reminds me of David Braben's classic space combat and trading game, Elite, now available as part of the Space Legend compilation (£29.99, Empire). It got an AF Gold of 91% I seem to recall.

You: Good gracious me yes, wire frame like the ancient classic, BattleZone? Pal: You mean the one where you looked through the binoculars at the 3D wire-framed tanks?

You: That's the one. My how things have changed with games such as Battle Command, £24.99 from Ocean, making tank games gritty, realistic and graphically stunning.

Pal: Crivvens! yes, and talking of Manchester-based Ocean did you know that it was responsible for the charity classic that went with the A1200? You: Sleepwalker I think it was.

Pal: You're quite right. I scored 91% in AF44.

You: It did. Coincidently, so that is one percentage point less than the eruptively superb Lemmings...

Pal: Originally reviewed in AF20 if I'm not very much mistaken... And so on and so on and so on. Simply turn to our essential pull-out reference guide to Amiga Format Golds starting on page 81, take the relevant information and you can use this conversation in all sorts of places to really get on people's nerves.

There you go, couldn't be easier could it. For a fuller, more in-depth set of How To Be... tutorials send a cheque for £1,200, made out in Siamese Dongs to @Beerlitz Learning School, Tim&Rich&John&Chris, Bath, Bathshire.



104



A gamesplayer and their joystick are about as inseparable as a console owner and their inferiority complex, a journalist and their drink, or an England cricket selector and their lame excuses. The **Amiga Format** Specials team understands the special relationship between player and stick, that's why we've joined forces with Cheetah in the quite wonderfully fantastic Take Some Sticks giveaway

lay games do you? Like to win them do you? Then you'll need one of those joystick chappies then won't you?

We've got an incredible £500 worth to give away. They hail from Cheetah, manufacturers and purveyors of the finest quality joysticks lovingly crafted from fine quality plastic and metal bits.

All you have to do to have one of these beauties squeezing through your letterbox is spot the five cleverly hidden differences in the two pictures of a cheetah (facing page). Either cut out the second picture or photocopy it, ring the differences and get it in the post or fax it to us.

The first 30 correct answers out of the editor's roomy head wear win one of Cheetah's superb joysticks.

Once again, thanks very once again to Cheetah. For more info call: 061-7077080.

THE CONTENDERS

Hand-picked from the large range of Cheetah joysticks come these three beauties. If you're seriously going to get to grips with a game you need a good stick in your hand, as it were.

THE BUG

It's called a Bug cos it looks like one. It features an indestructible steel shaft, positive action buttons and an ergonomic design, all sounds a bit suspect, but the Bug is a serious contender for the best-joystick-you-ever-used category, and one of our personal favourites.

THE BOLLISTICK

This one looks like a small chunky boomerang and has a distinctly dodgy name but the Bollistick is a comfortable and responsive joypad. Just the job for wasting hordes of alien scum in the comfort of your own home.

THE ARGOSTICK

Looks like something you might expect to burst through the wall covered in slime. It isn't, it's a joystick in the classic stick-it-on-your-desk-and wiggle-frantically style.

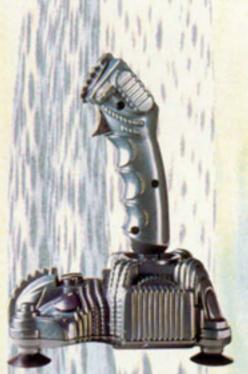
AMIGA FORMAT SPECIAL

Digital Hasterpiece - Cheetal.gif

(Above) The cheetah, the fastest land animal, capable of bursts of up to 60 an hour. Although a member of the cat family it has characteristics of the dog family too including non-retractable claws and the ability to be trained. Try this on the family cat and all you'll get is a condescending look. (Below) Another cheetah, almost but not quite the same as the first. Spot the five devious little changes we've made and you can pick up an excellent new joystick from Cheetah. Cunning link huh?



The Bug: if you're going to play a good few rounds of Sensible then you'll need this.



The Argostick: it's big and brash and bad and will look great on your desk.



The Bollistick: another 'interesting looking stick' with which to batter aliens.

RULES

- 1. No multiple entries, you know the kind of trick, sending in half a dozen different entries with slightly different handwriting. You won't fool anybody, it's all a bit pitiful really.
- 2. The competition is strictly out of bounds to Future and Cheetah employees, their families, friends, pets, everyone they know and anyone who smiles at them in the pub.
- 3. The judge's decision is final, even if it is usually highly suspect.
- 4. Entries to be sent to Give Me A Joystick You Mean Sads(?), Amiga Format Specials, 30 Monmouth Street, Bath, Avon BA1 2BW.
- 5. Closing date for entries is October 30. Late entries will be eaten.

From Xenon to The Chaos Engine, the Bitmap Brothers are famous for the quality and ingenuity of their games. Steve Kelly explains how it all began...

Steve Kelly (left) and Eric Matthews, two of the founder members of the Bitmap Brothers.

Right: the timeless shoot-em-up Xenon was one of the Bitmaps early hits.

Below right: The

success for the Bitmaps.

futuristic Speedball

2 was another big

106



ne of the most respected names in the games design business is that of the Bitmap Brothers, but if it hadn't been for an injury he suffered when he was working as a warehouse foreman Steve Kelly might never have met Mike Montgomery and Eric Matthews and formed the Bitmaps team. Steve explains what happened:

The warehouse foreman job involved lifting a lot of heavy stuff, and of course you're not taught how to lift things, so I did my back in and got the sack."

It was while he was recovering from the back injury that Steve started to dabble with computers. He bought a ZX81 and taught himself how to program by following the listings in the 8-bit mags.

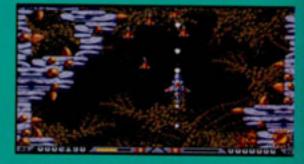
"I didn't have any background in computers, but I was seriously into games and I thought I could do better than than some of the games that were around. I wrote three or four games and sent a couple of them to Microgen and they published them."

Steve then joined a company called Psion full time, but it was when he was working as a freelance in 1985 that he met Mike Montgomery (who had also worked at Psion) and Eric Matthews and the classic shoot-em-up Xenon and The Bitmap Brothers were born.

After Xenon the Bitmaps decided to try something different: "We'd been playing a football game we were impressed with," said Steve, "and decided to do something similar but different so we designed Speedball."

For those of you who don't know, Speedball is a futuristic sports game in which the players wear body armour and score by cheating, kicking, gouging and hacking the opposition into submission.

Some of the software houses turned down



One of the many landmarks in the devel opment of the Bitmap Brothers was the release of Xenon 2. This was an important event not just because the five-stage vertically scrolling shoot-em-up is a classic game. but also because of its soundtrack by Bomb The Bass. Working with Bomb The Bass. brought the Bitmaps in contact with the band's record label, Rhythm King and eventually led to the formation of the Renegade software house.

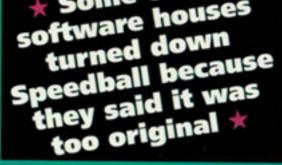
"We thought we could learn a lot from the way Rhythm King structured their company and treated their artists because we felt there were similarities between the games and the music business," said Steve.

And so Renagade was formed with six directors, Martin Heath, Dan Thompson and Tom Watson from Rhythm King plus Eric, Mike and Steve of the Bitmaps.

If you look at the Bitmaps' impressive diskography you'll notice that games such as Xenon 2, Speedball 2, the platformer Gods and the recent puzzle/shoot-em-up The Chaos Engine all have one thing it common - they are all different. That, says Steve Kelly, is because the Bitmaps put the emphasis on action games regardless of the genre.

"What we are good at is writing action games, we can transfer that action into different styles of play, use them in a different way," said Steve.

The Bitmaps' taste for a wide range of games flavours comes across in Steve's personal all-time favourites which include Dungeon Master, Fire And Ice, and Sensible Soccer: "It virtually brought the company to a grinding halt," said Steve.



Speedball and its successor Speedball 2 are now widely regarded as exceptionally good and highly original Amiga games, but when the Bitmaps first showed Speedball to the software houses it was greeted with a less than enthusiastic response: "They all said it was too original and they weren't interested in it," said Steve.

Steve Kelly

FAVOURITE FOOTBALL TEAM:

Manchester United.

FAVOURITE AMIGA GAMES:

Dungeon Master, Fire And Ice and Sensible Soccer







HERVIEW ED





THERE ARE TWO VERSIONS AVAILABLE: STANDARD - FOR ALL AMIGAS. ENHANCED - FOR A1200/A4000 ONLY

As you take the SimLife disks out of their pack you hear strange celestial music. Load them up and a deep rumbling sound is heard in the distance; the cosmos twitches. You are about to become a major player in the game of life.

Until now you thought gene splicing involved ripped trousers... a balanced ecosystem was a new washing powder - and that genomes lived at the bottom of the garden? Now you'll find out different.

In SimLife, take the challenge of our inbuilt scenarios or create your own unique world where your imagination can run riot. Design plants and animals, then decide how they act, how (even who) they eat - even how they reproduce!

Now watch this world evolve in front of your very eyes, as a completely new environment takes shape under your command. Will you be responsible for producing a tropical paradise, an arctic wasteland - or a planet inhabited by even stranger creatures than in this one?

More than a game. It's evolutionary.

"Superbly designed, flawlessly executed ... " 93% CU Amiga



ALSO AVAILABLE

"It is an entertaining piece of software and has years of enjoyment..." 85% MacFormat

> "Intriguing, very deep and absorbing, easy to use, great fun..." 85% PC Home



It would be naive to suggest that every Amiga game is a classic. So, join our esteemed panel of Amiga games experts as they pull on some stout wellies and wade through the worst releases in the history of the Amiga. Andy Hutchinson is our master of ceremonies

108

hat makes a game truly awful? Cack graphics? Twee sound? Naff gameplay? All of the above? Whatever it is, since the first Amiga rumbled off a Commodore production line, programmers have been creating games that don't quite cut it, games that redefine boredom, games that make you want to hit something small, cute and furry

There aren't any hard and fast rules determining the sort of game that turns out bad. The largest software houses have produced more than their fair share of dogs, but then the smaller companies can't exactly boast an untarnished reputation. We've had crap movie licences (by the skip load), crap shoot-em-ups, crap simulations, crap racing games, crap adventures and crap puzzle games. We've had games that start off well and then fade and others that never get going in the first place.

Here though are the Amiga Format Special official low points. These are the games that we wouldn't even wish on Saddam Hussein, Margaret Thatcher, Thora Hird, Dan Quayle, Graham Taylor, Loyd Grossman, or Brett out of Suede.

Review Squad

We canvassed opinions on the worst Amiga games ever from the Amiga Power team (Stuart Campbell and Tim Tucker), Trenton Webb and Maff Evans (both ex-Amiga Format games reviewers), Marcus Dyson (AF editor), Tim Smith (AF Specials editor) Andy Hutchinson (AF Specials consultant editor) and Mark Ramshaw (former Amiga Power editor). Here are some of their comments:

Hutch

4D Sports Driving: "Matchbox and Tonka toy games on the carpet floor are more realistic"

WWF European Rampage: "I'd rather have a wedge of brie shoved up each nostril"

Web of Terror: "The most aptly named game ever"

🖰 Stuart Campbell

Flight Path 737: "Rushed, bugged and worthless" International Rugby Challenge: "Ah hee hee hee hee hee" WWF European Rampage "Ah ha ha ha ha ha"

Nutts

International Rugby Challenge: "An utter, utter travesty!" Plan 9 From Outer Space: "At least the film was funny" Leeds Utd Champions: "The art of management sims taken to an all-time low"

Marcus Dyson

All Dogs Go To Heaven: "Except this edutainment spectacular which went nowhere at all" Cover Girl Poker: "Badly digitised pictures of ugly girls. What more

> game of poker" Necronom: "Great looking horizontal scroller like Project X and 2.

could you want. It didn't

R-Type Except they

were good"

😑 Tim Smith

Epic: "Words fail me" Leeds Utd Champions: "The real Leeds Utd have more style" Paperboy 2: "Pointless"

🖰 Mark Ramshaw

Plan 9 From Outer Space: "Perfect movie licence" Psycho Killer: "Comedy classic" Epic: "I think not"

Maff Evans

Pursuit to Earth: "This one boasts crap graphics, crap sound, and crap gameplay"

Psycho Killer: "CD based joke" Hare Raising Havoc: "Hard drive only, slow, no gameplay"

Tim Tucker

4th And Inches: "American version of International Rugby Challenge: " International Rugby Challenge: "An English version of 4th And Inches" Cover Girl Poker: "Ugly girls playing crap poker"

Trenton Webb

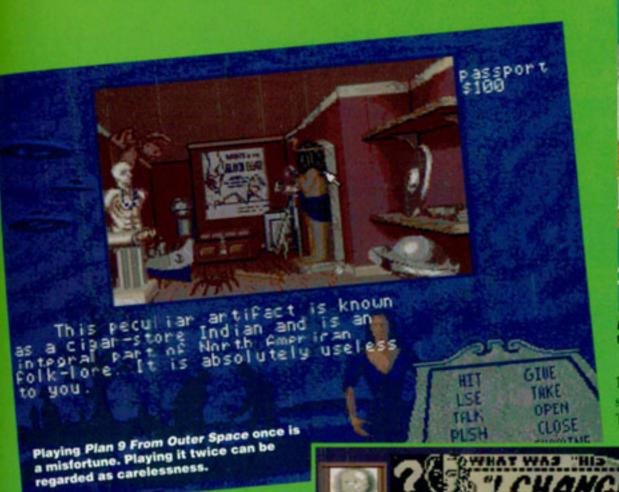
Cardiax: "Adds in all manner of funky extras to the Defender equation but unfortunately overlooks the basic point - that games are supposed to be fun"

Flight Path 737: "Peering at the world through what looks like a fish tank, 737 treats you to a spritebased extravaganza of green bits (the ground) and blue bits (the sky). And if you blink your eyes really fast then it almost looks like you're moving"

Vector Championship Run: "Imagine taking some of those tablets that say 'do not operate heavy machinery', then drinking 15 pints of scotch and taking one of the world's most powerful race cars for a spin"

AMIGA FORMAT SPECIAL





For 'Classic'... ...read 'Tragic'

There's a line of thought that surmises that (like jokes) there are only five different kinds of game. As a result, the software houses continually foist re-packaged, reinterpreted and otherwise rehashed games on us. The perfect example of this is the gloriously bad Classic Invaders. This was released with the 20-something ("Wasn't Phoenix great") crowd in mind. It was designed to make you say things like, "Hey, I remember this," and "Wasn't this a wonderful game." What it actually had people saying was, "Urgh!" and "I'll never slag off a PD game again." It was desperately bad. Somehow, the programmers managed to completely avoid even the minuscule amount of playability to be found in the original. An incredible feat we think you'll agree.

Gremlin hit on the idea of picking up a licence for the acknowledged worst film of all time: Plan 9 From Outer Space. Unfortunately, the game was as bad as the film. Plan 9 pretended to be a graphic adventure, but it was so sloppily programmed with such a nightmarishly bad plot that it played more like a graphic murder. All of which led to all but the hardiest of explorers giving up in desperation after five minutes. Nobody, to our knowledge, played the game twice.



We tried our best to find a good word to say about Plan 9 but we couldn't, we really couldn't.

***** These are the games we would not wish on Dan Quayle, Graham Taylor or Brett out of Suede 🗴



Paperboy 2 is very similar to Paperboy. The main difference is that in Paperboy 2 you can ride up both sides of the street. Wow!

Some time in the latter half of the mid 1980s, a bored arcade game design executive said, "Hey, lets put handle bars on one." Thus was born Paperboy. Inevitably, the

> game was 'converted' to the Amiga and surprise, surprise it was as monstrously dull as its progenitor. All of which makes you wonder why on earth a sequel was ever considered. Paperboy 2 carried on in exactly the same way as its forebear except that you could ride up either side of the street and be either a paperboy or papergirl. Either way it is exactly the same game and it possesses all the charisma of a drunken football supporter in a curry house.

You would have thought that a licence such as Judge Dredd would have offered an incredible number of cyberpunky possibilities. However, what Virgin actually produced was an exceptionally average shoot-em-up. Dredd chugged around Mega City One on what looked like a mountain bike with panniers, firing a peashooter-sized gun at fat people. It is about as much fun as The Best of Praise Be! with Thora Hird. Chuck.

Judge Dredd was anything but a triumph...

This sporting strife

The Amiga has seen more than its fair share of duff sports simulations. Obviously, capturing some of the thrill of a sporting event is a tricky affair and the programmers who can manage the feat are few and far between.

However, the following games go beyond mediocre, these are the truly awful.

When we had a vote among all the Amiga games reviewers, past and present, one of the games that stirred up the most hatred was International Rugby Challenge. Admittedly this is a recent game and therefore fresh in everyone's mind, but it still stands out as one of the worst games ever. Everything about the game oozes shoddy programming, from the bland graphics to the absolutely cack gameplay. One of the AF team's favourite manoeuvres is the one man sprint up the field with the ball. This happens every time one of your team gets the



AMIGA FORMAT SPECIAL

GAMES

After grappling with WWF European Rampage we came to the conclusion that it isn't a well-rounded game.

American wrestling game. However, it is so shockingly lacking on the gameplay front that the only wrestling you do is in getting the game into the bin as quickly as possible. The game's flashy front end and raucous samples do little to hide the shallow beat-em-up within. This is commercialised Amiga entertainment at its most derisive.

No-one can hear you scream

Software houses often create Amiga games around a space environment, because it means they can make up the rules as they go along. Unfortunately, they often muck things up and instead of devising fantastic realms where anything can happen, they devise dull worlds where nothing happens, even when it gets busy. Epic was one of the

most eagerly awaited games of 1992. It was also one of the most eagerly awaited games of 1991, 1990 and 1989. Not only was it four years late, but it was also quite dull when it finally got here. It wasn't that the graphics weren't good (fast, funky 3D actually), or that the plot wasn't spacey enough, it was just that it was too easy. Even without using the ultra-obvious cheat key that replenished all your weaponry, it was all over within a few hours, even if you were really bad at games. Looked good on the ST though.

No piece about bad games would be complete without a mention for *The Executioner*. This non-entity of a game was supposed to appeal purely on the basis that it included scenes of torture and execution. The game was distributed by Robert Maxwell's Mirrorsoft company. Amnesty International complained to Maxwell and Cap'n Bob did the decent thing and insisted that the offending scenes were removed.

Have you ever been standing in a newsagents and noticed those Amiga

They devise fantastically dull worlds where nothing happens, even when it gets busy



ever there was a game that sold itself on gratuitous violence it was the truly tacky The Executioner.

ball and almost always leads to a try.

Another high point is when all the members of your team completely ignore the rugby ball and proceed to potter around, heads down like pensioners at a bring and buy sale. This is the lowest of all sports games.

Quite often, the worst games are conversions from other formats. The perfect example of this is 4th And Inches (or 4th and Winces as it has become known). This gloriously bad American football simulation is a conversion of the Commodore 64 game that actually runs slower on the Amiga. The animation and gameplay are supremely dreadful, with only two sprites being used for the players (left leg forward and left leg back) and everyone running in perfect synchronisation up a jerky, scrolling screen.

If you let an infinite number of monkeys loose in a room with an infinite number of Amigas for an infinite length of time, they'd probably come up with something as crap as Leeds Utd Champions. Even the knobbiest of footy games have some sort of jerky graphic movement, but the excitement of Premier League football was captured in this game by the words Defence, Attack and Midfield flashing on and off in the middle of the screen. And, ermm, that's really all there is to it. There no sound, there's no gameplay and no reason to load it twice. Someone, somewhere is taking the you know what... eh Mr G Taylor?

WWF European Rampage claims to be an

games disks nestling next to the chewing gum rack? Ever wondered whether you'd get any game for your £2.99? Wonder no more. The lowest rated Amiga game ever is one of those £2.99 games and it's called Flight Path 737. This was meant to be a flight simulator, but in reality it was little more than a couple of triangles moving around the screen. Even International Rugby Challenge had some amusement value, but this is duller than a hot Sunday afternoon spent touring antique shops with your parents in some quaint village.

A lot of

people waited a

long time for Epic,

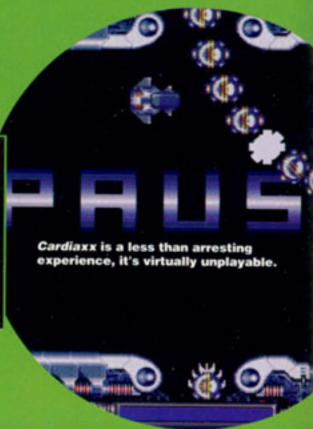
really wasn't worth it.

and almost all of them would agree that it

Then of course there's Cardiaxx (always beware of a game with a double x in the title). You'd think that you'd be on fairly safe ground with a Defender clone, but Cardiaxx has the fatal flaw of featuring a spaceship that is virtually uncontrollable. To add insult to injury the programmers saw fit to make Cardiaxx incredibly difficult. As wave after wave of aliens scroll towards your pathetically wobbly craft all you can do is console yourself that it's not you, nobody has ever been any good at Cardiaxx.

It's not all bad though is it

Now obviously these are the worst Amiga games ever. Over the years **Amiga**Format has reviewed well over a 1,000 games. Of these only 14 per cent managed to get a rating under 50 per cent. Half of the games reviewed got a score of between 51 per cent and 79 per cent, 25 per cent got between 80 per cent and 89 per cent and one in ten managed to get a coveted **Amiga**Format Gold. All of which suggests that although there aren't too many really bad games, there are a lot of average ones.



AMIGA FORMAT SPECIAL

GAMES



Computer art, desktop video, games, 3D modelling, comms, programming, multimedia, business, word processing, desktop publishing, music...

■ 300+ pages ■ 90 reviews

■ 50+ game tips ■ 1.5Mb software

Workbench/AmigaDOS reference

Just £19.95 including 2 disks!



et the Most out of your Amiga 1993 is the third edition of the best-selling Amiga title first launched in 1991. The aim is simple: to produce the most authoritative, comprehensive and up-to-date guide to the Amiga, its uses and its software.

Separate sections are devoted to specific subjects like music, word processing etc. and they're structured so as to firstly provide background information about that area and secondly offer specific product recommen-

The Amiga market continues to expand at a terrific rate following last year's hardware launches. Because of this, Get the Most... has been completely rewritten for 1993, and in the process has swelled to well over 300 pages. Also included are two disks packed with specially-selected public domain and shareware software.

The Amiga is the most powerful, versatile and costeffective computer there is. Find out just what yours can do with Get the Most out of your Amiga 1993.

Priority Order Form

Get the Most out of your Amiga 1993

Get the Most out of your Amiga 1998 will be available in the shops, but you can order a copy of this book right now, direct from our own Mail Order department. Postage and packing is FREE - you don't even need a stamp to send this order off!

Please send me: (tick as appropriate)

.....copy/copies of Get the Most out of your Amiga 1998 at £19.95 each

Method of payment (please tick one):

VISA ACCESS CHEQUE P/O

Expiry date:

Please tick here if you do not wish to receive

direct mail from other companies:

Your name.....

Your address

For office use only:

ORDER CODE: FLB009A

Your signature Now send this form to: Future Leisure Books Offer Future Publishing Ltd

Freepost Somerton Somerset TA11 7BR



Charles Cecil's Revolution team have already made a name for themselves with Lure Of The Temptress, and their new game Beneath A Steel Sky could take them even further

harles Cecil started making games about 10 years ago when he was involved with a company called Arctic Computing that produced a 1K chess game for the ZX81 called, you've guessed it, 1K Chess. He went on to work on text-only adventures including Ship Of Doom and Espionage Island. Two years ago he formed the Revolution software house. They created the classic graphic adventure Lure Of The Temptress and, as we speak, Revolution's exciting new graphic adventure Beneath A Steel Sky is about to hit the streets. Although Revolution only employs 10 people, Lure Of The Temptress is as good as graphic adventures such as Monkey Island and Hero Quest that were created by the

Right: Just three of the many eerily atmospheric screens from Revolution's future shocker Beneath A Steel Sky



giant US companies LucasFilm and Sierra Online. How do they measure up with the big boys?

"I think that our programmers are fundamentally better than the American

programmers," says Charles Cecil.

He's not claiming that British programmers are somehow born with better programming skills than Americans, Charles believes British programmers are better because of the way the industry developed in the 1980s when the Americans had state of the art computers and British programmers were working with fairly crude machines.

"10 years ago we were writing on the Spectrum and the ZX81. Because of the limitations those machines impose on you, our programmers developed disciplines that the Americans don't have. Now that we are on a level playing field, our programmers are better because the Americans tend not to have those disciplines."

★ We have the best programmers because of the way the industry developed in the Eighties ★

Graphic adventures are Revolution's speciality, but what makes a good graphic adventure, and is Revolution's approach different to other software houses?

"One of our strengths is that our characters are very believable. In a LucasFilm graphic adventure the characters tend to be fixed. In ours you can wander around the





FIRST COMPUTER GAME:

1 K Chess on the ZX81

BEST COMPUTER GAME:

Lure Of The Temptress

world and you get to know the characters inside out.

"In a graphic adventure you are only allowed one coincidence. If you have too many coincidences the player won't believe the world, and it's very important that the player believes the world and is drawn into the plot."

In an industry where many games are based on similar ideas, Charles says the only way forward is to be innovative.

"A lot of people copy what already exists, but you have to be innovative. I think that if you come up with totally new ideas, but don't get the game quite right, the public will forgive you. The public likes new ideas."

And what about Beneath A Steel Sky? We know that it's set in a Big Brother future world that is run by corporations, and that the hero uses a character board to control robots in a bid to defeat these corporations. We also know that graphic artist Dave Gibbons, who worked on The Watchmen, has brought his distinctive style to bear on the game, and that as Revolution employs a full-time author (Dave Cummins) there's going to be a lot of attention paid to the text. But is the game going to be innovative?

"It's got a huge plot, " says Charles. "It was written about two years ago and has taken 10 man-years to complete. There are no coincidences, but we've built in features that will raise doubts in the players mind about why certain things happen."

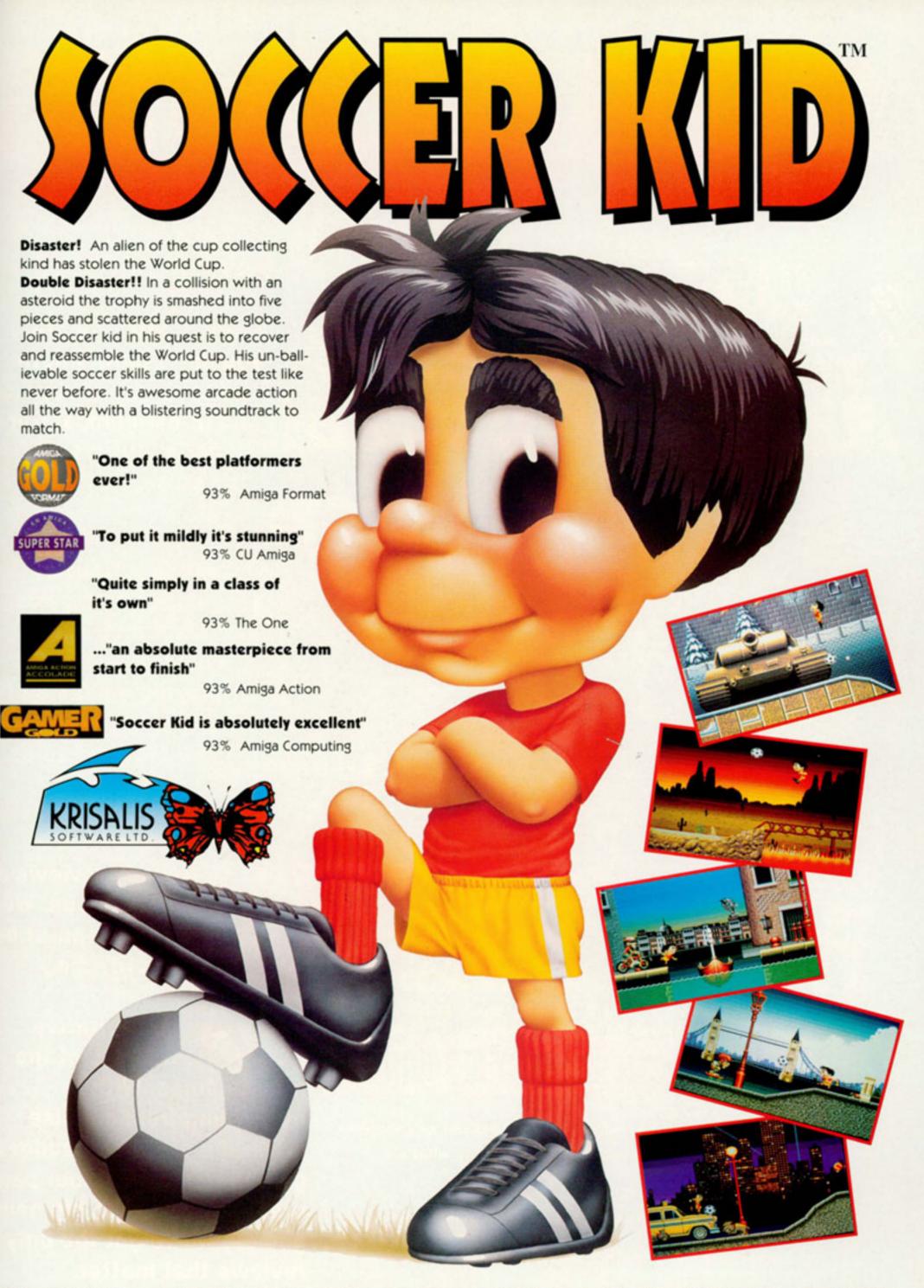
It all sounds too much like real life for comfort but judging by the few leaks that Revolution has permitted from its Hull head-quarters, it's going to be more fun than have previously been used to.





REPOLETION OF THE SERVICES

AMIGA FORMAT SPECIAL



3033



We won't review unfinished games just to claim an exclusive.

We don't pander to games publishers - we say what we

We won't bore you with mountains of technical-jargon-

We only use experienced, professional reviewers.

We take games seriously, because you do too.

really think.

hardware tedium.

HAVE WE GOT NEWS FOR YOU...

Every month, we bring you up-to-date, informed and vital information on the latest games. Our finger is always on the pulse.

PLAY TO WIN...

Complete Control provides hints, tips, cheats and comprehensive playing guides on the latest big games, and the older classics.

REVIEWS WITH ATTITUDE...

Nobody reviews a game like us. We have a reputation for providing definitive, authoritative reviews of the

latest games. With everything from concise coverage of PD and budget games to massive four-page breakdowns of the big name games, we've got the only reviews that matter.

FOR A LIMITED CONTINUED CO





DESERT STRIKE AP RATED 92%

It was a hit on the SNES and the Mega Drive, and now it's even better on the Amiga. It's got the best graphics, the best sound, the best explosions and a devastating arsenal of weapons to help you complete the wide range of missions. If ever a shoot-'em-up deserved the accolade 'instant classic', it's this one.

BODY BLOWS

AP RATED 89%

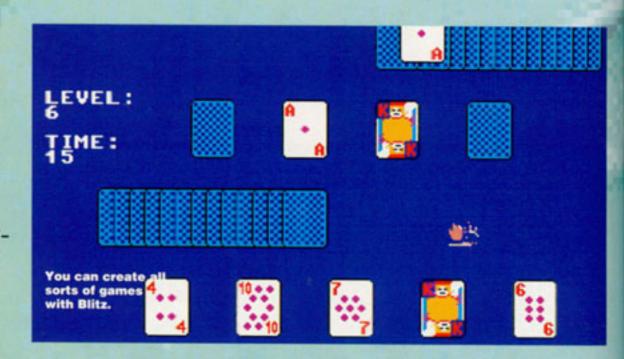
The best Amiga beat-'em-up of all time, with the hottest kicking, punching and fighting action around. You get three disks, eleven characters, seven locations and as many special moves as you can handle. Show this to your puny consoleowning friends and they just won't know what's hit them. Trust us. You'll love it.

JUST LOOK AT ALL THE BENEFITS YOU GET WHEN YOU SUBSCRIBE!

- You save time You save money You guarantee your copy
 You get it delivered You get one of these fantastic games free!
- RETURN THE COUPON (BELOW) OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to AMIGA POWER Indicate as appropriate	Signature Name
Please send me DESERT STRIKE BODY BLOWS	Address
☐ UK £39.95 ☐ EUROPE £67.80 ☐ REST OF THE WORLD £96.85	
NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. EEC customers registered for VAT, please quote your VAT registration number.	Post Code
METHOD OF PAYMENT please indicate CHEQUES payable to Future Publishing Ltd card no c	Telephone No Please tick here if you do not wish to receive direct mail from other companies Enclose this coupon (together with your cheque if applicable) in an envelope to: AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR THIS COUPON IS VALID UNTIL 11 NOVEMBER 1993 AMP/AFS/8

Here comes a whole new kind of programming language for the Amiga, Blitz Basic comes from New Zealand and features on the cover of **AF**52. Everyone should try it. With this in mind, we're giving you some history, and three listings to try for yourself. Get inside gaming now...



BLITZAK



Simon Armstrong
of Acid software.
Blitz is his babe.
Social-niceties
are an anathema
to it. New Age
Programmers
unite at last!

AF51's

Apocalypse and Buzzbar.

We've also got a October release date set for our first commercial game written in Blitz2 called SkidMarks which is going to be truly massive. (There's a demo of this on AF51's Coverdisk).

AFS: You mean to say Blitz2 is a games authoring system?

SA: You could write a game authoring system in Blitz2! It's an all round development system. Our extensive Intuition support means that you can create well behaved applications that work in windows along side all your other software. We support C structures so you can also talk to the operating system at a system level, and of course there's all the BASIC commands. There are commands for adding ARexx access to your programs, serial port commands for driving all those external devices, doublebuffering

for flicker-free animation, the list goes on. In fact we're adding new commands every two months which are sent out with our Blitz User Magazine, BUM for short!.

As for Blitz Mode, which closes down the operating system and hits the hardware hard, well we figure the games speak for themselves.

AFS: Who's using Blitz?

SA: We've been selling Blitz2 in Germany the U.S. and Australasia for 12 months. I thought it would be wise to hold off the U.K. launch because of the strength of the competition and we waited until we had revised the manuals and had a decent collection of PD to help promote it. As it is, the second revision of the Blitz manuals got mixed reviews. But generally speaking, the programmers seem to have given it the gave it the thumbs up.

cid Software is a New Zealand software company comprising programmer Mark Sibly and programmer/marketing/support man Simon Armstrong. Their programming language Blitz2, recently launched in the U.K. It's a new BASIC compiler for the Amiga (see review in **AF**50).

We go live with a direct satellite link to the other side of the world for more information on this new language, cue masses of feedback as a satellite link is established with New Zealand. Crackle, crackle...

AFS: Simon, we've been seeing a lot of games written in Blitz Basic, often involving flying saucers and space people.

Simon Armstrong: Yeah, PD written in Blitz so far includes Defender, Insectoids2, Zombie



AMIGA FORMAT SPECIAL

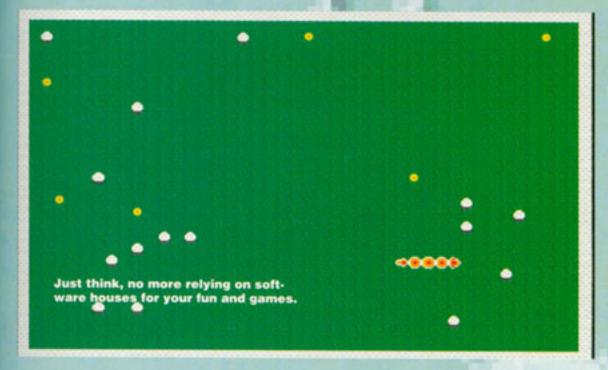






And you can get your hands on it if you get a copy of Amiga Format issue 52. What a wonderful thing.

MOCKOUTI



AFS: How hard is it to program in Blitz2?

SA: First up, you need to be able to think things through logically. Soon people will be putting on head gear and gloves and creating programs by physically plugging things into each other, it's a funny old world! Blitz2 has a friendly front end called Ted, a friendly text editor with the Blitz2 compiler built in.

AFS: But to answer the question, how hard is it to program?

SA: That's a difficult question. Our German users never complain and are producing some cool stuff. In the U.S. it's pretty unique to program your Amiga so they are an elite crowd anyway. The Australians are writing some nice educational software with very little support from us.

The British have got a reputation as innovators, producing some of the best programming teams around. I don't think Blitz2 will fall in the 'too hard' category for many here, certainly not to those who have proved that they actually have what it takes to program.

(Editor's note: from what I've seen, it's reasonably straighforward to start out with, but the more you learn, the more complex it becomes.

There, that's answered it)

AFS: But it's not your standard BASIC is it?

SA: No, Blitz2 is also an assembler, a C environment and contains a strong Pascal flavour to boot.

I prefer to think of it as an alternative Amiga programming environment. An alternative language which we hope is going to be more successful than our various attempts at playing loud, heavy, fast guitars.

AFS: How fast is Blitz2?

SA: It's definitely fast, no questions there. It's pretty tight software and produces nice tight code. Making your code run fast is as much technique as which programming lan-

guage you use. There will always be decisions that directly influence the speed the program will run at.

AFS: O.K., so what are you going to be telling people about Blitz?

SA: Well I spend most of my week telling people how to do scrolling text in windows, tracking aliens, sorting lists, saving memory and so on. We're living in the information age, the growth of computer networks means that more than ever before word of mouth (if you can still call it that) is going to be responsible for selling our product. And besides we're not in it for the money, we want to be responsible for an Amiga shareware revolution and of course help people write good commercial grade stuff, we're the nice guys!

the good bit. We are going to hit you with three amazing Blitz type-ins. You'll need a copy of Blitz Basic (from the Coverdisk of Amiga Format issue 52) and some time. All you have to do is to type the listings, as they are printed here, into a text editor (anything from Wordworth to Protext will do) but don't worry about bolds of italics and save the file as ASCII. Also, don't expect to get it right the first time—there will always be typing mistakes. Then simply run the programs on your Amiga. If you read

Right, that's the interview over with. Now on to

ply run the programs on your Amiga. If you read our programmer's interviews in this issue, you will discover that quite a few of them got started by typing in programs this way, so you never know what might happen!

The programs are: Dungeon Editor (create your own worlds to explore): A Dungeon game that enables you to make use of your own worlds and fight in them. A tremendous darts game that will keep you happy for hours (typing it in for a start!). Have fun...

initui

This one will serve you well in times to come. It no only helps you to understand the basic principles, once you've typed-it in and debugged your typing, you can use this to create your very own dungeons!

```
;; Dungeon Editor by Simon Armstrong;
width=128:height=64
size=width*height
                                                          And this is what
MaxLen pa$=160 ;fix length of strings for use with Blitz2
                                                          the finished Darts
MaxLen fiS=64 ;file requester
                                                          game should look
Gosub initmap
                    ;dimension array and draw border
                                                          like at the end.
Gosub initchars ; string array for our objects
             open user interface
Gosub initui
Gosub sizewindow
                   refresh map window
Repeat
                     main loop based on Intuition events
    ev.l=WaitEvent
    Select ev
        Case 2: Gosub sizewindow
            If EventWindow=0 AND MButtons=1 Then Gosub draw
        Case $40
            If GadgetHit<2
                posy=Int(VPropPot(0,0)*height) ;scroll map
                posx=Int(HPropPot(0,1)*width)
                Gosub drawdungeon
            Else
                brush=GadgetHit-2 ;select brush from tool window
            EndIf
        Case 256
            If MenuHit=0 AND ItemHit=0 Then Gosub loadmap
            If MenuHit=0 AND ItemHit=1 Then Gosub savemap
            If MenuHit=0 AND ItemHit=2 Then End
        Case $40000
            Use Window 0:Redraw 0,0:Redraw 0,1
    End Select
Forever
initmap
    Dim map.b(width-1,height-1)
    For y=0 To height-1:map(0,y)=1:map(width-1,y)=1:Next
    For x=0 To width-1:map(x,0)=1:map(x,height-1)=1:Next
    Return
initchars
    Dim c$(4)
    c$(0)=Chr$(32):c$(1)=""":c$(2)="O":c$(3)="M":c$(4)="B"
    Return
.draw
    Repeat
        Use Window 0
        cx=QLimit(Int((WMouseX-6)/8),0,ww-1)
        cy=QLimit(Int((WMouseY-10)/8),0,wh-1)
        map(posx+cx.posy+cy)=brush
        WindowOutput 0:WLocate cx*8,cy*8:Print c$(brush)
    Until Event
    Return
sizewindow
    Use Window 0
    ww=Int(WindowWidth/8)-3
                                     :num blocks we can display
    wh=Int(WindowHeight/8)-3
                                 ;with current window size
    Gosub drawdungeon
    SetVProp 0,0,posy/height,wh/height ;position sliders
      therop o, i, posk/width, ww/width
    Redraw 0.0:Redraw 0,1
    Return
.drawdungeon
    WindowOutput 0
    posx=QLimit(posx,0,width-ww) .get topleft coordinate with
    posy=QLimit(posy,0,height-wh);/imit of upper/lower value
    For y=0 To wh-1
        WLocate 0,y18
                                 position cursor on new line and print
        For x=0 To ww-1 ;character based on value in map
            Print c$(map(posx+x,posy+y))
    Next
    Return
```

```
MenuTitle 0,0,"PROJECT"
                                        ;set up menus for our editor
    Menultem 0,0,0,0,"LOAD
   Menultem 0,0,0,1,"SAVE
                                    ","S"
    Menultem 0,0,0,2, QUIT
                                    ","Q"
    PropGadget 0,-16,10,2+16+128,0,16,-20 :gadgets for sliders
    PropGadget 0,4,-9,4+8+64,1,-22,10
                                    gadgets for brush select
    For i=0 To 4
       TextGadget 1,i*24+12,12,512,2+i,c$(i)
   brush=1:Toggle 1,3,On
    Screen 0,10,"Dungeon Editor"
                                    and a screen and windows
    Window 0.0,12,640,240,$1001,"DUNGEON",1,2,0:SetMenu 0
   Window 1,400,0,140,28,$1002,"BLOCKS",1,2,1:SetMenu 0
   Use Window 0:Redraw 0,0:Redraw 0,1
   Return
   a$=FileRequest$("LOAD DUNGEON",pa$,fi$)
                                               :do a file request
   If ReadFile(0,a$)
                                                    ;if file there
       If Lof(0)=size Then ReadMem 0,&map(0,0),size;read into map
       CloseFile 0
                                            ;array (rawl)
       Gosub drawdungeon
                                        ;refresh screen
    EndIf
   Return
savemap
    a$=FileRequest$("SAVE DUNGEON".pa$.fi$)
   If WriteFile(0,a$)
        WriteMem 0,&map(0,0),size:CloseFile 0,write array to file raw
    EndIf
    Return
Monsta's in the Dungeon. A fun game in which you can make
use of the program you have just created. That's right, all the
hard work was for a good reason. Have a go and see what you
think!
```

```
: MONSTA's IN THE DUNGEON by Simon Armstrong;
DEFTYPE .W
                    ;all variables are integers
console=False
                    ;make true to run on std console (cli)
                    standard map size as in editor
width=128
height=64
size=width*height
dispw=32
disph=16
                             display width and height
map$="map1"
nummonsters=256
                    ;maximum number of monsters
If console
    home$=Chr$($9b)+"H":mycls$=home$+Chr$($9b)+"J";strings for consoles
Else
    FindScreen 0
    Window 0,20,20,270,170,$1400,"MONSTER GAME",1,2
    WindowInput 0:WindowOutput 0
EndIf
NEWTYPE monstype
                             ;the monster object
End NEWTYPE
Dim List monster.monstype(nummonsters) ;loads of monsters!
Dim c$(4):c$(0)=Chr$(32):c$(1)="*":c$(2)="O";c$(3)="M";c$(4)="B"
Dim map.b(width-1,height-1) ;standard 2D array for the map
.maingame:
    turn=0:gameover=False
                                 reset game variables
    myx=10:myy=10
                                 ;in case no B found on the map
    Gosub readmap
                                 read file map$ into map array
    Gosub welcome
                                 :do front end
    Repeat
                                     ;main loop
                                 refresh display
        Gosub drawmap
        Gosub yourmove
                                 :get player's move
        Gosub monstermove
                                 ;move the monsters
    Until gameover=True
    Print "PLAY AGAIN? (Y/N)"
    If UCase$(Edit$(1))="Y" Then Goto maingame
```

;if file found

readmap

If ReadFile(0,mapS)

```
ReadMem 0,&map(0,0),size:CloseFile 0;raw read into array
       ClearList monster()
                                                       ;find the monsters!
       For x=0 To width-1:For y=0 To height-1; and record all their
           If map(x,y)=3
                                              :positions in list
                If Additem(monster()) Then monster()\x=x,y
           If map(x,y)=4 Then myx=x:myy=y ;found start position!
       Next y,x
   Else
       End ;couldn't find file (we're in the wrong directory?)
   Endlf
   Return
welcome:
   NPrint "WELCOME TO THE DUNGEON!"
   NPrint " HIT RETURN TO PLAY"
   aS=EditS(1)
   Return
monstermove:
   USEPATH monster()
   ResetList monster()
   While NextItem(monster())
       map(\langle x, \langle y \rangle) = 0
                                      clear current pos on map
       dx=Sgn(myx-\x):dy=Sgn(myy-\y) ;calc direction to move in
       oldx=\x:oldy=\y
                                               remember old position
       If Rnd(2)<2
                                      ;home in on either x or y priority
           If dx<>0Then \x+dx Else \y+dy
       Else
           If dy<>0Then \y+dy Else \x+dx
       Endlf
       Select map(\x,\y)
                                                   whats in new pos?
           Case 0:map(\x,\y)=3
                                                   empty space cooll
           Case 1:\x=oldx:\y=oldy:map(\x,\y)=3
                                                  ;wall back up!
           Case 2:map(\x,\y)=1:KillItem monster() :down a hole!
           Case 3:\x=oldx:\y=oldy:map(\x,\y)=3:another monster!
           Case 4:NPrint "HA GOTCHA!":gameover=True :he got me!
       End Select
   Wend
   If NOT LastItem(monster()) Then NPrint "SUCCESSI":gameover=True
   Return
.yourmove:
   turn+1:Print "Turn #",turn," (U,D,L,R or Q) "
   map(myx,myy)=0
                                                   rub out old position
   Select UCase$(Edit$(1))
                                                   :edit$=input
       Case "U":If map(myx,myy-1)<>1Then myy-1
                                                       ;up
       Case "D":If map(myx,myy+1)<>1Then myy+1
                                                       ;down
       Case "L":If map(myx-1,myy)<>1Then myx-1
       Case "R":If map(myx+1,myy)<>1Then myx+1
                                                       ;right
       Case "Q":Print "BYE NOW":End
   End Select
   If map(myx,myy)=2
       NPrint "ARRRRR YOU FELL DOWN A HOLE!":gameover=True
       map(myx,myy)=4
                                          ;place in new position
   EndIf
   Return
   If console Then Print home$ Else WLocate 0.0
   posx=QLimit(myx-dispw/2,0,width-dispw)
   posy=QLimit(myy-disph/2,0,height-disph)
   For y=0 To disph-1
       For x=0 To dispw-1:Print cS(map(posx+x,posy+y)):Next:NPrint "
   Next
   Return
```

Here's an example of a Blitz2 program that is definately; not for the faint hearted. The first half is indeed assembly; code and yes it is only of interest to advanced coders, those with intermediate skills should go straight to the second half. Those with no experience should wait for AF52 where we start from scratch and treat everyone as mere mortals.

PART 1 where we demonstrate how advanced you can get with Blitz2 and list sections of code from our upcoming 3D command library (don't let the pros see this!).

DARTS

Blitz2 Darts (c) 1993 Simon Armstrong.

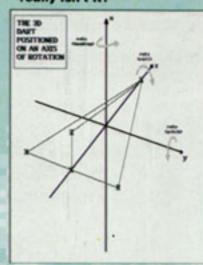
```
; increase the dart variable to slow things down!
NPrint "Setting up, please wait ... "
: The Blitz2 CLS command uses the blitter to clear the screen, this is a much ;faster
technique, especially now your average Amiga has an instruction cache!
A Statement is a Blitz2 procedure and can contain either BASIC or Assembler, as :A4
is used as a local; variable base we unlink it when using assembler
Statement mycls{a.l}
    UNLK a4:MOVE.I d0,a0:ADD.I#40*256,a0
    MOVEQ#0,d0:MOVEQ#0,d1:MOVEQ#0,d2:MOVEQ#0,d3:MOVEQ#0,d4
    MOVEQ#0,d5:MOVEQ#0,d6:MOVE.ld0,a1:MOVE.ld0,a2:MOVE.ld0,a3
    loop1:MOVEM.I d0-d6/a1-a3,-(a0):DBRA d7,loop1
    RTS
End Statement
; As has been mentioned Blitz2 has the ability to handle structures
 we call them NewTypes and they are equally useful in an assembler
environment, especially once we start using macros.
; The following routine takes a 3D object's bearing (rotx, y & z) and generates
; a 3d Matrix for projecting it's verticies through. If anyone knows of a faster :method
please let me know, if they; don't and use this routine please give us a ;credit
Macro p (SizeOf.object\'1)(a5):End Macro
Statement calcid(object.l,rottable.l)
    UNLK a4:MOVEM.I a4-a6, (a7):MOVE.I d0,a5:MOVE.I d1,a3
    MOVEM.llp(rotx-2),d0-d2:MOVE#4092,d3:AND d3,d0:AND d3,d1
    AND d3,d2:LEA !p{id},a4
    MOVEM 0(a3,d2.w),d4-d5
    MOVEM 0(a3,d1.w),d2-d3
    MOVEM 0(a3,d0.w),d0-d1
    MOVE d5,d6:MULS d3,d6:MOVE.I d6,a0:MOVE d4,d7:MULS d0,d7
    SWAP d7:ADD d7,d7:MOVE d7,a1:MULS d2,d7:ADD.I d6,d7:SWAP d7
    ADD d7,d7:MOVE d7,(a4)+
    MOVE d4,d7:MULS d1,d7:SWAP d7:ADD d7,d7:MOVE d7,(a4)+
    MOVE d5,d6:MULS d2,d6:MOVE.I d6,a2:MOVE a1,d7:MULS d3,d7
    SUB. I d6,d7:SWAP d7:ADD d7,d7:MOVE d7,(a4)+
    MOVE d4,d6:MULS d3,d6:MOVE.I a2,d7:SWAP d7:ADD d7,d7
    MULS d0,d7:SUB.I d6,d7:SWAP d7:ADD d7,d7:MOVE d7,(a4)+
    MOVE d5,d7:MULS d1,d7:SWAP d7:ADD d7,d7:MOVE d7,(a4)+
    MOVE d2,d6:MULS d4,d6:MOVE l a0,d7:SWAP d7:ADD d7,d7
    MULS d0,d7:ADD.I d6,d7:SWAP d7:ADD d7,d7:MOVE d7,(a4)+
    MULS d1.d2:SWAP d2:ADD d2.d2:MOVE d2.(a4)+
    NEG d0:MOVE d0,(a4)+:MULS d1,d3:SWAP d3:ADD d3,d3:MOVE d3,(a4)+
    MOVEM.I (a7)+,a4-a6:RTS
End Statement
; if you can work out what the following does you're in the; advanced class and will be
developing command libraries for; Blitz2 in no time, we'll even pay you!
Statement moveonz{object.l,shift.w}
    UNLK a4:EXG d0,a5
    MOVEM !p{id+12},d3-d5:ASL.I d1,d3:ASL.I d1,d4:ASL.I d1,d5
    MOVEM.I d3-d5, lp(vx) EXG d0, a5:RTS
End Statement
Macro genvert
    MOVEM.I Ip(x),d0-d2:ASR.I#2,d0:ASR.I#2,d1
        MOVEM !p[id+0],d3-d5:ASL.I# 1,d3:ASL.I# 1,d4:ASL.I# 1,d5
         2.ld3,d0: 2.ld4,d1: 2.ld5,d2
    CEND
    CNIF '3<>0
        MOVEM !p[id+6],d3-d5:ASL.I#"3,d3:ASL.I#"3,d4:ASL.I#"3,d5
         4.ld3,d0:'4.ld4,d1:'4.ld5,d2
    CEND
    CNIF 500
        MOVEM (p(id+12),d3-d5:ASL.I# 5,d3:ASL.I# 5,d4:ASL.I# 5,d5
         6.ld3,d0; 6.ld4,d1; 6.ld5,d2
    CEND
    SWAP d2:TST d2:BLE flow:DIVS d2,d0:BVS flow:DIVS d2,d1:BVS flow
    MULS#640,d0:MULS#512,d1
                                                                Forget the
    SWAP d0:SWAP d1:ADD#160,d0:ADD#128,d1
                                                                technical
    MOVEM d0-d1,(a6):ADDQ#4,a6
                                                                stuff! But this
End Macro
                                                                is quite
                                                                impressive
Function.w gendart(object.l)
                                                                really isn't it?
```

UNLK a4:MOVEM.I a4-a6,-(a7):MOVE.I d0,a5:LEA !p{v},a6 !genvert(0,0,0,0,8,ADD):!genvert(0,0,7,SUB,8,SUB) !genvert[8,SUB,0,0,8,SUB]:!genvert[8,ADD,0,0,8,SUB] !genvert{7,SUB,0,0,8,SUB}:!genvert{7,ADD,0,0,8,SUB} MOVEM.I (a7)+,a4-a6:MOVEQ#-1,d0:RTS flow:MOVEM.I (a7)+,a4-a6:MOVEQ#0,d0:RTS

End Statement

Function.w genstar(object.l)

UNLK a4: MOVEM.I a4-a6,-(a7): MOVE.I d0,a5:LEA !p(v).a6 !genvert(8,ADD,0,0,0,0):!genvert(8,SUB,0,0,0,0) !genvert(0,0,8,ADD,0,0):!genvert(0,0,8,SUB,0,0) !genvert(0,0,0,0,8,ADD):!genvert(0,0,0,0,8,SUB)



```
MOVEM.I (a7)+,a4-a6:RTS
End Statement
Statement genline(object.I)
    UNLK a4:MOVEM.I a4-a6,-(a7):MOVE I d0,a5:LEA lp{v},a6
    MOVEM.I (a6),d0-d7:MOVEM.I d0-d7,4(a6)
    MOVEM.I !p(x),d0-d2
    ASR.I#2,d0:ASR.I#2,d1:SWAP d2:DIVS d2,d0:DIVS d2,d1
    MULS#640,d0:MULS#512,d1:SWAP d0:SWAP d1
    ADD#160,d0:ADD#128,d1:MOVEM d0-d1,(a6)
    MOVEM.1 (a7)+,a4-a6:RTS
End Statement
 PART 2 And now for some BASIC, Blitz2 style. As I mentioned
if you can't understand a word don't worry a proper step by step introduction t
o Blitz2 commences in AF52
NEWTYPE .vert
                               a .vert can hold both and x and y value
    X.W:Y
End NEWTYPE
NEWTYPE .object
                          ;a .object can hold the following information:
                          ;the objects position in 3D space
    x.q:y:z
    VX:VY:VZ
                          ;it's velocity
    thrust
                          ;thrust which accelerates object in z (forward)
    rotx:roty:rotz
                          the objects bearing
    rvx:rvy:rvz
                          rotational speed;
    v.vert[64]
                          ;verticies go here
                          id matrix goes here
    id.w[9]
End NEWTYPE
The following 4 lines not only dimension arrays holding more than 1 variable
(in fact each item references a whole object as above) but they are special list ;arrays
so we; can add, delete & process them with Blitz2's special linked list
;handling commands (way faster than standard arrays!)
Dim List nme.object(darts); wow variable dimensioning in a compiler!
Dim List bullobject(20)
                                   :bullets
Dim List fire.object(5)
                                   ;laser weapons
Dim List bang.object(10)
                                   :explosions
Dim rots.w(2049):rt.l=&rots(0)
                                           ;generate sin_cos table, yes
For i=0 To 2048 Step 2
                                            ;its a normal array! it holds
    rots(i)=Sin(i*2*Pi/2048)*32766
                                            ;a "look up table" which is the
    rots(i+1)=Cos(i*2*Pi/2048)*32766
                                           ;programmers primary speed up
Next
                          :device (besides coffee);setup display
BitMap 0,320,256,1
                          ;standard lo-res 1 bitplane bitmap
BitMap 1,320,256,1
For i=0 To 7
                               ;and the following for a nice backdrop
    BitMap 2+i,320,256,1
                                       ;anim, sorry to say from an AMOS demo!
    BitMapOutput 2+i:Locate 2,0
    NPrint "BLITZ DARTS BY SIMON ESC TO EXIT"
    For r=0 To 2*Pi-Pi/32 Step Pi/32
        j=r+i*Pl/256
        Circle 160,128,Tan(j/4)*50,1
        Line 160,128,160+Sin(j)*320,128+Cos(j)*256,1
        Circlef 160,128,12,1
    Next
Next
BLITZ:Slice 0,44,320,256,$fffa,2,8,32,320,320 ;wo close down os and setup
RGB 1,15,12,15:RGB 9,4,4,8
                                                     our own display!
         :frame of anim
xo=1000 ;current laser
Mouse On: MouseArea -150,-150,120,120: BlitzKeys On
.mainloop
    Repeat
         VWait:ShowF db:db=1-db:Use BitMap db
                                                         :double buffer display
         ShowB f:f+1:If f=10 Then f=2
                                                     ;flip thru backdrop anim
         mycls(Peek.l (Addr BitMap(db)+8))
                                                     clear current bitmap
         x=MouseX:y=MouseY
                                                    read mouse
         Line x+155,y+128,x+165,y+128,1
                                                     position cross hair
         Line x+160,y+123,x+160,y+133,1
                                                     then let em fire...
         If Joyb(0)=1 AND reloadThen Gosub addfire:reloa=15
         Gosub dofire:reload-1:If Joyb(0)=0 Then reload=-1
         Gosub addnme
                                                poor innocent darts!
         Gosub movenme
                                                ,why blow em away?
         Gosub dobang
                                                ;bloody Reaganite!
    Until RawStatus($45)
                                                ;hit ESC damn you!
End
The following shows off two nice features in Blitz2, macros in BASIC are cool ;and the
list array handling is dead simple.
Macro myline Line \v[ 1]\x,\v[ 1]\y,\v[ 2]\x,\v[ 2]\y,1:End Macro
USEPATH bang()
                               handle vector explosion
.dobang
    ResetList bang()
                                                start at first entry in array
```

While NextItem(bang())

```
|x+|vx:|y+|vy:|z+|vz
                                                  add velocity to position
        \rotx+\rvx:\roty+\rvy:\rotz+\rvz
                                                 ;same to rotation
        calcid(bang(),rt)
                                                 generate id matrix
        If genstar(bang())
                                                  ;and either draw
             For i=0 To 4 Step 2: myline (i,i+1): Next
             KillItem bang()
                                    ;or remove from array as it's left the screen!
         EndIf
    Wend
    Return
USEPATH nme() ;save some typing (insert nme() before all \varnames)
.addnme:
                                             ;bring on a dart!
    newnme-1
    If newnme
         If AddItem(nme())
                                             ;only if array is not fill of course
             newnme=5
             \x=Rnd(8000)-4000,Rnd(24000)-12000,6000
             \rotx=0,Rnd(4096),512
             \rvx=0,Rnd(16)+16,0
             \thrust=Rnd(4)+6
         EndIf
    EndIf
    Return
movenme:
    ResetList nme()
                                             ;loop through the nme
    While NextItem(nme())
        calcid(nme(),rt)
                                             generate their ID matrix
        moveonz(nme(),\thrust)
                                             ;move forward by amount of thrust
         \x+\vx:\y+\vy:\z+\vz:
                                             (see dobang)
         \rotx+\rvx:\roty+\rvy:\rotz+\rvz
         If \z>1000
             If gendart(nme())
                  For i=1 To 5: Imyline {0,i}: Next
                  Imyline (2,3):Imyline (1,4):Imyline (1,5)
                  ResetList fire()
                                                           and if he's shot
                  While NextItem(fire())
                      If Abs(\x-fire()\x)d
                          If Abs(\y-fire()\y)d
                               If Abs(\z-fire()\z)d
                                    If AddItem(bang()) ;create explosion
                                         bang()\x=\x,\y,\z,\vx,\vy,\vz
                                        bang()\rvx=100,130,90
                                                      and kill the poor guy
                                    EndIf
                                    KillItem nme():KillItem fire():Goto popout
                               Endlf
                           EndIf
                      EndIf
                  Wend:popout
             EndIf
         Else
             KillItem nme()
         Endlf
    Wend
    Return
USEPATH fire()
                                                                         Good quality
                               ;add a laser if you press mouse button
                                                                          graphics (above
    If AddItem(fire())
                                                                         and gameplay
         XO=-XO
                                                                         (below with the
         \x=xo,1000,1000
                                                                         excellent
```

addfire: calcid(fire(),rt) genline{fire()}:xx.w=\v[0]\x:yy.w=\v[0]\y For i=1 To 7:\v[i]\x=xx,yy:Next EndIf \vx=x*6.5-xo/24,y*8-32,1000 Return .dofire: ResetList fire()

such as you se here, are possible after you've spent some tin and expe some of your patience quots for the year will move all laser fire through 3D space Blitz. Go for it. ;until they get too far away

Defender close

There we go then, a few listings to get you or ou call the Amiga Format reader line on Tues

While NextItem(fire())

If \z<16000

EndIf

Wend

Return

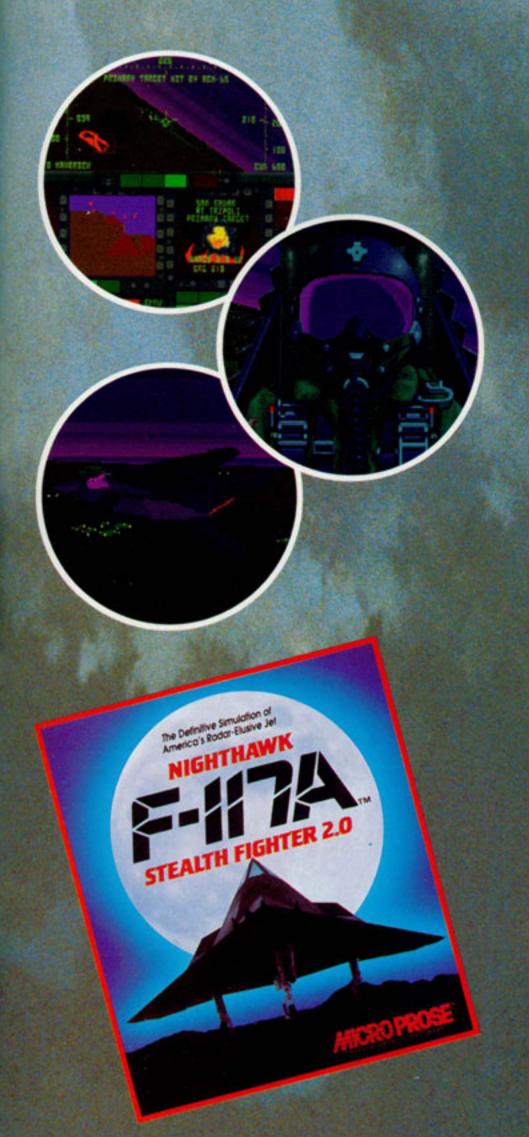
\x+\vx:\y+\vy:\z+\vz

KillItem fire()

genline(fire()):/myline(0,7)

:loop through all entries

The Definitive Simulation of America's Radar Elusive Jet



A shadowy, gleaming craft steals through the night sky. Out of sight but never out of mind. Sleek. Slicing through the dark.

No blips register on the radar. No sign is given.

Then, in an instant, an explosion bursts through the murky twilight and, as quickly as it appeared, the Nighthawk melts back into the shadows.

The F-117A has carried out another stealth mission.

MicroProse present the definitive simulation of the world's most elusive jet: the F-117A. Now with eye-popping graphics, sensational sound, thrilling music and a vast array of awesome missions across NINE of the world's 'hot-spots'. Catch it if you can!

F-117A Nighthawk Stealth Fighter 2.0

Unprecedented, uncompromising and undetected.

ACE PROSE

MicroProse Ltd., The Ridge, Chipping Sodbury, Avon BS17 6AY. Tel: 0666 504399

Available for IBM PC Compatibles and NOW for Commodore Amiga

COME AND HAVE A O IF YOU THINK 'RE HARD ENOUGH

Remember

this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National **Games Championships. Not** only that though - as well as the glory, he also walked off with £10,000 IN HARD CASH.

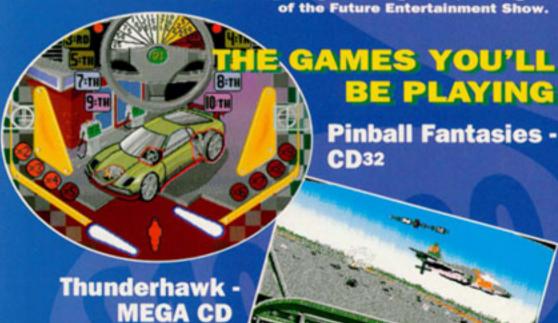
Using outrageous skill, the 18-year-old from Hull managed to be the best on Sega, Nintendo and Amiga machines.

THIS YEAR THE GAMES CHAMP COULD BE YOU!

On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

All you have to do is turn up, and play. If you're good enough - and you'll have to be very good - you'll be into the next round. And after that... the finals at the Future **Entertainment Show in London on 11 - 14 November.**

The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.







Mario All Stars -SNES

EAST KILBRIDE

FALKIRK EDINBURGH

GLASGOW

25 – 28 October BOLTON

STOCKPORT MANCHESTER

BIRMINGHAM COVENTRY

BROMLEY CROYDON GUILDFORD ILFORD KINGSTON LONDON GAMES Games Centre MARBLE ARCH MEGASTORE

BRISTOL CARDIFF

DUBLIN

BELFAST

GATESHEAD NEWCASTLE

SHEFFIELD

NORWICH

Games Centre Games Centre Megastore Megastore

Games Centre Games Centre Megastore

Megastore Megastore

Games Centre Games Centre Games Centre Games Centre Games Centre Games Centre Megastore Megastore

Games Centre Megastore

Games Centre Megastore

Megastore

Games Centre Megastore

Games Centre Megastore

Megastore

Final on 22 October Games Centre GLASGOW

5 heats

Final on 29 October MANCHESTER 3 heats

> BIRMINGHAM 2 heats

MARBLE ARCH 9 heats



CARDIFF 2 heats

DUBLIN 2 heats

BELFAST 1 heat

NEWCASTLE 2 heats

SHEFFIELD 2 heats

NORWICH 1 heat



123

ost role playing games are set firmly in the fantasy tradition of ancient lands, mighty warriors, magic spells and dimly-lit tunnels. It's all a bit Lards Of The Rings-ish isn't it. But at Oxford Digital Enterprises the team are busy working on a new RPG that they hope will move the genre on a step or two, as programmer Richard Horrocks explains.

The new game is called Cyberspace and should be released shortly, but how does it differ from the traditional RPG?

"It's going to be a 3D, first person game.

★ To create a good role playing game you really have to imagine yourself in the game's world ★

You can wander around a world filled with more than a million people," says Richard.

"A lot of games that are classified as role playing games aren't really RPGs. We think that to create a good role playing game you really have to be able to imagine yourself in the game's world. In many ways Elite is a role playing game because the world is so realistic, but it's never classified as an RPG. People tend to think of role playing games and the traditional fantasy theme, but that needn't be the case."

"We're amazed at the lack of RPGs set in different environments, and surprised that nobody else has come out with a game like *Cyberspace* while we worked on it."

L NEVER GET AWAY W

Richard is one of the generation of programmers who started writing code as a hobby on 8-bit machines: "I wrote my first program in a maths class at school when I was 13 years old. It was a program to work out pi over four to 16 decimal places and we had to write it out on paper and send it off to Hatfield Polytechnic to get it programmed."

So, presumably you have to be a mathematical genius if you're ever going to get anywhere with programming?

"It's not essential," says Richard.

"There's a certain way of approaching problems that comes more easily if you are good at maths, and there are some areas where you need a good understanding of maths, but I know several people who came into programming from an artistic background. You don't need a maths degree or A level maths to be able to program."

Among the games that Richard has worked on at Oxford Digital Enterprises are Hunt For Red October, Sleeping Gods Lie and Team Yankee, but the game that has given him most pleasure is Volfied, a conversion of the Taito coin-op Qix: "I was the main coder on Volfied and it was the first game I'd converted from an original. But my favourite ever game is Dungeon Master. When that came out I must have missed two weks at work. I just had to finish it," says Richard.

In common with many of the program-



Left: The ODE team go wild in the country.

Oxford Digital Enterprises are planning to make waves with their new game *Cyberspace*. Richard Horrocks explains why.

ODE's Richard Horrocks

FAVOURITE AMIGA GAME:

Dungeon Master

MOST PROUD OF:

Volfied

mers we spoke to Richard feels that the price of games is too high: "I think they should be a comparable price to a music CD, £10 to £15," he said.

But unlike some of the other programmers Richard doesn't see piracy as a valid excuse for the price of games. "I think there's a lot of hype about piracy. When I was in my teens and I used to copy music to tapes, I still used to spend as much as I could on LPs, and I think that that is the case with people who buy games."



Far left: Cyberspace is set in a huge city populated by over a million fully animated characters.

Left: You can even create the look of your own character by using this photofit system.







Do you consider yourself as a potential Pro, a halfway decent tryer, or totally rubbish? Find out about yourself by using the entirely trustworthy AFS Gamers Personality Test.

ere it is at long last, the find-outabout-yourself questionnaire that really takes you to the edge of your own understanding of yourself. None of that stupid 'What side of the bed do you get out of?', the answer to which means that you're a mass murderer or have a strange affection for

Conservative MPs with leather masks. Naaaaaah, this questionnaire will tell you whether or not you can hack it at the top of the league in the growing sport of gamesplaying.

Simply answer the multiple choice guestions.

choice questions, then turn to the box at the end of this spread and find out about yourself. Let's kick off... 1) You've got two hours to live. Do you:

a) Thank the lord you've just got time to back up your hard drive?

b) Load Rainbow Islands and try for the high score?

c) Virtualise yourself and enter your Amiga?

d) Remind yourself that death comes to everyone in the end and make a nice hot cup of tea?

The really hot babe who lives next door says she'd love to play Doctors and Nurses with you. Do you:

a) Ask her if that requires Quarterback Tools?

b) Tell her that Syndicate is a lot more fun?

c) Nip inside and code a medical game with Amos?
d) Smile knowingly at your parents, look heavenwards and mouth "Thank you", adjust your hair and leap over the fence?

3) The local vicar is of the opinion that computer games turn you into a devil-worshipping saddo with odd taste in trousers. Do you:

a) Ask him if he wants to see your new Copper parallax routine?

b) Ask him if he'd like to explain the church's role in the Spanish Inquisition?

c) Chide him severely for interupting your game of Street Fighter 2?

d) Pause Syndicate, remove your Slam City Shorts and blow him away with an assault rifle?



Mr Cool or what. No game causes him any grief. But maybe he's a little too smug?



Oh dearm Mr Not-quite-so-cool. He needs to re-examine his attitude to life maybe?



Okay Mr Cool, take your pal and have a go at the AFS patent Personality Test!

WHAT KIND OF GAMER

4) Your teenage sister is demanding the use of the telly for an extended bout of Home and Away watching. Do you:

a) Tell your parents that she really fancies that guntoting biker down the road and watch her get sent to her room leaving you in peace to play Starburst?

b) Thank her for the reminder, save your game and settle down with a can of Diet Coke while those gorgeous Summer Bay nymphets strutt their Lycra stuff? c) Construct an overhead RGB splitter and display the television signal on her bedroom wall?

d) Reluctantly save your position in Gunship 2000 and go to the pub?

5) It's a beautiful summer's day and your exams are looming. Do you:

a) Play War in the Gulf, Campaign and Their Finest Hour and convince yourself that you're actually revising your history?

b) Keep plugging away at Hired Guns, Syndicate and Dune 2 and hope you get a question that says: The computer is responsible for the mainstream dissemination of Cyberpunk attitudes. Discuss?

c) Do about an hour's work, convince yourself that you know all the stuff anyway and head for the swimming pool like every 16 year old has since the beginning of time?

d) Create an artificial intelligence program and get it to work out exactly what your exam questions are going to be?

6) The local neighbourhood bully has seen you snogging his girlfriend. He's not very happy and would like to remove some of your limbs. Do you:

a) Construct a cunning time/space loop using your Amiga's serial port and a jubilee clip and transport him back to the stone age where he belongs?

b) Try out a few of the moves you learnt in Street Fighter 2 for real?

c) Run like hell?

d) Challenge him to a game of Sensible Soccer in front of all the neighbourhood kids, secure in the knowledge that you're unbeatable?

7) While playing in a skip behind the local bank you discover £50,000. Do you:

a) Invest the money in an obscure UK-based Amiga hardware company and develop the first 512-bit processor for the good of us all?

b) Buy out the local computer shop, stock up on Wotsits and Tab Clear and not emerge for five years? c) Buy yourself an A4000, then order a customised Harley and clear off to the south of France for the summer with that foxy babe next door?

d) Immediately rush out into the streets and buy yourself a copy of Microcosm, relieved that you can finally afford that CD game?

8) You're ten points off an all-time high score on Pang when there's a power cut. Do you:

a) Pat yourself on the back for having the foresight to build a nuclear power generator in the cellar? b) Console yourself with the thought that you would

probably have died before you'd beaten that high score anyway?

c) Hit your head repeatedly against the wall and explode in a shower of blood and giblets?

d) Nip downstairs and take the opportunity to console your teenage sister's terrified friends with a friendly hug and a knowing smile?

9) It's late at night and as you glance out of the window into the dark you notice the girl across the street dancing around in her window in her underwear while singing into a hairbrush and pouting at her poster of Johhny Depp. Do you:

a) Suddenly feel a strange urge to play some exceptionally violent games in which ordinary citizens get blown away for no apparent reason?

b) Remind yourself to gargle with Listerine, squeeze that spot on your chin and tell her how much you admire the work of Johnny Depp when you see her at the bus stop in the morning?

c) Complete that facial rendering package you've been working on, remodel your face to look like Mr Depp's and nip across the street for a quick chat?

d) Consider how similar she looks to Chun Li?

10) You've missed the last tube/bus home after a wild night of clubbing. While you sit down and wait the three hours for the network to start up again, you notice two girls who have also missed their bus. Do you decide to:

a) Offer to play them at Smash TV in the video arcade until the next train turns up?

make sure they don't beat you to the Smash TV game?-

c) Take your perminiaturising three man electric skateboard out of your ample pocket space and offer them a swift lift home? d) Congratulate yourself for wearing that new, and expensive aftershave and ask them if they fancy

Now calculate your score!





Bingo! We are left with a pair of well-balanced individuals who can cope socially.

Personality key

Now all you have to do is tot up your score and compare it to the table below. 1) a) 2, b) 1, c) 3, d) 0 2) a) 2, b) 1 c) 3, d) 0 3) a) 2, b) 0, c) 1, d) 3 4) a) 3, b) 0, c) 2, d) 1 5) a) 1 b) 3, c) 0, d) 2 6) a) 2, b) 1, c) 0, d) 3 7) a) 2, b) 3, c) 0, d) 1 8) a) 2, b) 1, c) 3, d) 0 9) a) 3, b) 0, c) 2, d) 1 10) a) 1, b) 3, c) 2, d) 0

Scoring

0-8: You're a reasonably sensible human being with a life beyond your Amiga. Shame about your GCSEs though.

9-17: You're a moderately well adjusted Amiga gamer. Although you like playing games, you're still aware that there's a life beyond the monitor screen. Give up the Pot Noodles now though. 18-24: You show an amazing grasp for the possibilites of technology. You should really get out more though, because all that pale skin isn't very sexy.

24-30: You're a hopelessly addicted, video fiend with a seriously anti-social attitude. You're only hope is to join the Amiga Format team right now. Leave your assault rifle at home though, because Nutts gets scared by loud noises.

AMIGA FORMAT SPECIAL

126

That's right, as we were going to press with this issue, we managed to look over the shoulder of the *Amiga Format* reviewers and were stunned to see the review of Krisalis' *Soccer Kid*. To give you some idea of why we immediatley got on to the blower to Krisalis in order to claim 20 copies of this great little platform game (and 20 t-shirts) on your behalf, here's what *AF* said about *Soccer Kid*: 'One of the best platformers ever! Fabulous graphics and gameplay which is incredibly difficult in places – it'll take weeks of practice to complete.' And you can't have much more praise than that can you?

In fact from what we've seen, the game has little if anything to do with football, and a great deal to do with amazingly fine platform action with some marvellously deft touches, a few superb hidden level type things, a bit of plot, and enough playability to keep you going during that vast, long, huge, dull, tedious, heart-breaking period of void and dead time that the powers that be would like us to call The Off Season – but which we really know is hell on earth.

All we want you to do is to send us the correct answers to the following 10 really easy questions. Then make sure to send them to us on the back of a sealed envelope or on the back of a postcard. Make sure we get your answers by October 31 this very year. The address: That Lad Trevor, Amiga Format Special, 30 Monmouth St, Bath, Avon BA1 2BW.

Now it's time for the Questions though. So get your pens, pencils and paper at the ready. Dig out your *Rothman's Yearbook*, and prepare to win one of 40 prizes – that's right, we're giving 20 lucky winners the games, and 20 kinda-smug runners-up the T-shirts.

THE QUESTIONS

- 1) Which of the following is not a Great British football team?
 - a) Queen-of-the-South
 - b) Swansea City
 - c) Auxerre
- 2) Who of the following has never captained England?
 - a) Bobby Moore
 - b) David Platt
 - e) Bobby Davro
- 3) Which of the following is not an English Premiership ground?
 - a) Highbury
 - b) Hyde Park
 - c) The County Ground























- 4) Who does Gary Lineker now play for?
 - a) Grampus 8
 - b) Amstrad
 - c) Barnet
- 5) Which of the following teams has never won the FA Cup?
 - a) Blackburn Rovers
 - b) Dinamo Kiev
 - c) Wolverhampton Wanderers
- 6) Who has kept goal for Scotland?
 - a) Cool Hand Luke
 - b) The Virgin Mary
 - c) Jim Leighton
- 7) Who has refereed a World Cup game?
 - a) Jack Taylor
 - b) Jack Charlton
 - c) Jack Snit
- 8) Complete the following phrase: "My old man said be a City fan..."

- a) "I said no thanks Dad, I hate football, you know that."
- b) "I said, right-ho Dad, you're a man with a sound knowledge of footy."
- c) "I said, @@@@@@@-off, %\$@%^%, your a *%@%!"
- 9) Which is not a valid football term?
 - a) Off-side
 - b) Hand-ball
 - c) Jimmy Hill
- 10) Who has never played in Italy?
 - a) Gary Lineker
 - b) Luther Blisset
 - c) Jimmy Greaves

That's yer lot then, simply get the answers right and hope that the good lord of luck looks nicely upon you. Oh, there are a few rules too. So here's the small-print:

The Small Print Rules

 No employee of Future Publishing or Krisalis can enter. 2) Multiple entries are not acceptable. 3) The editor's decision is final and he will not change his mind for anyone. 4) Entries must be recieved by October 31. 5) Sending in football-related postcards will in no way effect the editor's decision. No way, no how mates.



















future of videogaming

Mega Drive, Super Nintendo, PC, Amiga & then some

onsale

at selected newsagents

now

Move fast.

t the start if this games Special we sat down chose the names of programmers we wanted to talk to: Braben, Braybrook, Maclean, Crammond... famous names, respected names. Then we thought, they're all blokes? Where are the woman? We just couldn't understand why there weren't any major-name females programming for the Amiga. Here's what the men had to say about the complete lack of a feminine touch in Amiga games:

and secretarial side. I'd love to see more women programmmers. because I'm sure there would be subtle differences in the way they would approach things which would come across in the finished

Jeff Minter (LlamaSoft): "I guess it's because playing video games has been a predominantly male phenomenon and most video

start out as video game players. Mind you there really have been some exceptionally good female game program-

game designers mers such as

Carole Shaw who wrote River Raid for Activision, which is definitely one of the best Atari VCs shoot-em-ups; Dona Bailey, the main programmer and designer of the arcade game Centipede; and there was Anita Sinclair at Magnetic Scrolls."

Programming is a very solitary business, perhaps women don't want to isolate themselves \star

LEAST FAVOURITE PASTIMES: Programming (it seems). BEST GAME: Centipede?

Women

Andy Braybrook (Graftgold): "In the early days, programming was very much a solitary thing, you'd lock yourself away and get on with it. I think that perhaps women are more sociable than men and don't want to isolate themselves for that long. Whatever the reason it's a bit of a shame that there aren't more women programmers.'

Charles Cecil (Revolution): "I don't think that women are discriminated against (in the games industry), which suggests that women don't want to be programmers."

Geoff Crammond (Independant):

Social expectations may have something to do with it but, as you can find in most areas of life, I think women will gradually play a more active role in the design and programming of video games."

Craig Howard (The Hidden): "I've only ever known one female programmer. I think that although games are becoming more accessible to women, a lot of women aren't interested in computers. When I did a computer course at college, only about five per cent of the people there were women and most of them were involved in the business

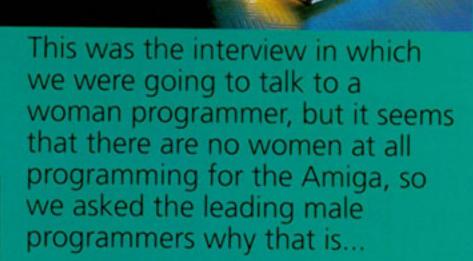


Richard Horocks (Oxford Digital

Enterprises): "Most people get into programming as an extension of a hobby and I would imagine that girls are not interested in that sort of thing. I'm sure that there's no reason why women can't be programmers.'

Andy Wilton (Asylum): "Perhaps it's because programming is a very cold and very much a non-people business. The essential experience for programmers is not being able to talk to anybody about what you do, not because of secrecy, but because other people probably won't understand what you're talking about."

Mev Dinc (Vivid Image Design): Maybe it's because women tend not to play games as much as men. Whatever the reason it's such a shame that there aren't more women programmers."



Steve Kelly (Bitmap Brothers): "It's a shame. I worked with one who left to have a baby and unfortunately didn't come back. I can't recall ever having a job application from a woman programmer."

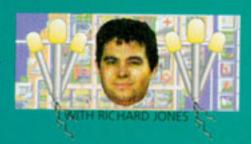
David Braben (Independant): "I think that it's partly historical. There are more and more women coming into programming, but at the time I started the things that attracted people to programming were male oriented because most of the games were male oriented. It has only been with the advent of non-confrontational games (such as Populous) that it has all begun to change." (5)



Left: still no sign of The Chippendales' Strip Poker then eh, lads? Of course this sort of portrayal of women has nothing to do with their apparent lack of desire to write games software.

Far Left: Chun Li self-empowerment to Ken in Street Fighter II.

WHY TO ENSITE TO



Can this be two to the control of th

SPECIAL ISSUE 8 ■ £3.95



THE ANNUA! 1993-1994

A look back at the year that saw:

- Three Commodore bosses
- Two new Amigas
- 100s of new games releases
- More hardware than you can shake a stick at!



ON SALE THURSDAY 11 NOVEMBER

r the price of one?

FORMATS PECLAL

SPECIAL ISSUE 8 # £3.95



THE ANNUAL

1993-1994

A look forward to the year that we predict will

- See the CD explosion
- See the consoles give way to Amiga superiority
- See more new Amigas and more new faces
- Be the most exciting Amiga year ever.



ONE MAGAZINE - TWICE THE AMIGA INFO

NASH COMPUTER SERVICES

hardware & accessories. AMIGA CD-32 OUT SOON

NO Membership

BEST Prices

QUALITY Service

Call for prices of all

DIRECT TO THE PUBLIC AT TRADE PRICES 35% off

Title	Our Price
A-Train	£22.75
AV8-B Harrier	£22.75
B17	
Campaign	
Champ'ship Manager Y	
Chaos Engine	216.89
Combat Classics	
Dark Seed	
D-Day	
Desert Strike	
D-Generation	
Dragons Lair III	
Dream Team	
Dr Who	
Dune 2	
Eye of the Beholder 2	
Flashback	620.14
Formula One G. Prix	
Gunship 2000	
Head to Head	
TROOD TO TROOD	

PANASONIC/EPSON
KXP1170 9 pin mono
KXP2180 9 pin colour£189
KXP1123 24 pin mono£165
KXP2123 24 pin colour£219
Epson LX400 9 pin£119
Epson LX570 24 pin£259

CITIZEN
Citates Swift 90 mono
Citizen Print Manager enhances the output of standard

drivers - make sure you get

yours with the starter kit.

£189

CANON

The innovative Canon Bubblejet Printers allow "Laser Quality"

360DPI printing at a fraction of the normal cost

SEIKOSHA	
Seikosha SP1900 9 pin	£117
Seikosha SP2400A1 9 pin	
Seikosha SL-90 24 pin	
Selkosha SL-95 24 pin colour	

PHILIPS
CM8833 MK2
INC
TILT/SWIVEL
STAND LOTUS
TURBO AMIGA
CABLE
£199
NOT MANY
LEFT

ı	п	CONSUMTRE	ES &
ı		ACCESSOR	IES
۱	۱	Dysan Precision Bran	ded Disk
۱	ı	10 x 3.5° DSDD	
Į	ı	50 x 3.5° DSDD	_C21.8
	•	100 x 3.5" DSDD	639.6
	•	250 x 3.5° DSDD	
	۱		
	•	40 Cap Lockable Disk B	
	ı	100 Cap Lockable Disk	Box.65.9
	8	Mouse Mats	62.9
	۱	Mouse House	62.9
	•	Ribbons	
	•	Citizen 120D	
	ı	Citizen Swift 9/24	
	•	Swift 9/24 Colour	
	ı	Panasonic KXP1123	
	ı	Panasonic KXP1170	
	ı	Panasonic KXP2180	£4.65



CONSUMABLES CARRIAGE £3.50 - 3-4 DAY DELIVERY £7.00 - OVERNIGHT DELIVERY

P&P FOR HARDWINE £7.00 £1 PER GAME P&P All prices include VIII

Our Price Humans 2.....£19.49 Jaguar XJ220£16.89 Knights of the Sky.....£22.75 Le Chucks Revenge£24.69 Lemmings 2.....£19,49 Links.....£23.39 Lord of the Rings£16.89 Lost Vikings£19.49 Lotus 3£16.89 McDonalds Land£16.89 PGA Tour Golf +£19.49 Reach for the Skies.....£20.14

Risky Woods£16.89 Sensible Soccer '93.....£16.89 Syndicate£22.75 Transantarctica£19.49 WWF European Rampage£16.89

LBP 4 Entry Level Laser Printers (4ppm)

LBP 4 Lite

LBP 4 Plus ..

BJ10 Auto Sheet Feeder £49

Suites 3-4, 1st floor, Stanley House, 29 Stanley Street, WARRINGTON WA1 1EZ

PRINTER STARTER KIT

CABLE, PAPER (CITIZEN

PRINT MANAGER WITH

Mail Order Express Distribution

10 COMMERCIAL STREET, BATLEY, WEST YORKSHIRE WF17 5HH

CALL US ON 0924 422057 OR 0924 422226, MON-SAT 8.00AM-8.00PM

VISA

3D Construction Kit 2.0	
Addams Family	£12.99
Adventurers	£15.99
Arthur Macleans Pool	£15.99
A-TRAIN	£21.99
AV8B Harrier Assault	£15.99
Award Winners	£21.99
B17 Flying Fortress	£21.99
Battle Isle	£15.99
Battle of Britain	£15.99
Big Box 2	
Bills Tomatoe Game	£15.99
BODY BLOWS	£15.99
Captive	
Carl Lewis Challenge	£15.99
Championship Manager 93	
Chaos Engine	
Civilization	
Combat Classics	£18.99
Conquest of the Longbow	
Cool World	£15.99
Crazy Cars 3	
Cool Croc Twins	£15.99
Cruise for a Corpse	
Curse of Enchantia	
Desert Strike	£18.99
Dizzy's Excellent Adventures	£14.99

3D Construction Kit 2.0	£32.99	Doodlebug	£15.99
Addams Family	£12.99	Easy Amos	
Adventurers		Elite	
Arthur Macleans Pool	£15.99	F15 Strike Eagle 2	
A-TRAIN	£21.99	Fascination	
AV8B Harrier Assault	£15.99	Fate of Atlantis	
Award Winners	£21.99	Fire & Ice	
B17 Flying Fortress	£21.99	First Samurai/Megalomania	
Battle Isle	£15.99	FLASHBACK	
Battle of Britain	£15.99	Formula 1 Grand Prix	
Big Box 2	£17.99	GOAL	
Bills Tomatoe Game	£15.99	Graham Taylors Soccer	
BODY BLOWS	£15.99	GUNSHIP 2000	
Captive	£10.99	Heimdall	
Carl Lewis Challenge	£15.99	Historyline	
Championship Manager 93	£15.99	Kings Quest 5	
Chaos Engine	£15.99	Legend of Kyrandia	
Civilization	£21.99	Lemmings	
Combat Classics	£18.99	Lemmings Twin Pack	
Conquest of the Longbow	£15.99	Lemmings 2	
Cool World	£15.99	Lotus Turbo Challenge 2	
Crazy Cars 3	£15.99	Lotus Turbo Challenge 3	
Cool Croc Twins		Microprose Golf	
Cruise for a Corpse	£15.99	Monkey Island	
Curse of Enchantia	£21.99	Monkey Island 2	
Desert Strike	£18.99	Nigel Mansell's Formula 1	
Dizzy's Excellent Adventures	£14.99	Pinball Dreams	
D/Generation	£10.99	Pinball Fantasies	
The second secon			

0£32.99	Doodlebug£15.99	Premiere	£15 99
£12.99	Easy Amos£21.99	Premier Manager	
£15.99	Elite£15.99	Pushover	
£15.99	F15 Strike Eagle 2£15.99	Putty	
£21.99	Fascination £14.99	Railroad Tycoon	
£15.99	Fate of Atlantis£22.99	Raving Mad	
£21.99	Fire & Ice£15.99	Reach for the Skies	
£21.99	First Samurai/Megalomania£15.99	Road Rash	
£15.99	FLASHBACK£18.99	Sabre Team	
£15.99	Formula 1 Grand Prix£19.99	Sensible Soccer	
£17.99	GOAL£18.99	Shadow of the Beast 3	
£15.99	Graham Taylors Soccer£13.99	SILENT SERVICE 2	
£15.99	GUNSHIP 2000£21.99	Sim Earth	
£10.99	Heimdall£15.99	Space Legends	
£15.99	Historyline£21.99	Special Forces	
r 93£15.99	Kings Quest 5£21.99	Strategy Masters	
£15.99	Legend of Kyrandia£22.99	Street Fighter 2	
£21.99	Lemmings£14.99	Superfrog	
£18.99	Lemmings Twin Pack£21.99	SUPER TETRIS	
w£15.99	Lemmings 2£19.99	SYNDICATE	
£15.99	Lotus Turbo Challenge 2£12.99	The Greatest	
£15.99	Lotus Turbo Challenge 3£15.99	Thunderhawk	
£15.99	Microprose Golf£14.99	Titus the Fox	
£15.99	Monkey Island£15.99	Troddlers	
£21.99	Monkey Island 2£22.99	WALKER	
£18.99	Nigel Mansell's Formula 1£15.99	Ween	
ntures£14.99	Pinball Dreams£15.99	Wing Commander	
£10.99	Pinball Fantasies£15.99	Wizkid	
P+P £1 PER	ITEM 1ST CLASS RECORDER	DELIVERY	

VWF2	£15.99
Zool	
Zydec External Drive	£50.99
Zydec Zy-Fi Speakers	£38.99
Zydec Handy Scanner	£94.99
Zydec Virus Protector	£5.99
Alfa Data Trackerball	
Crystal Trackerball	£34.99
Alfa Data Megamouse	
4 Inch Monitor Stand	
Aouse Pockets	
Mouse Mats	£2.50
Cleaning Kits	

DISKS		
50	£22.95	
100	£41.70	
200	£78.75	
300	£116.30	
400	£154.50	
500	£184.65	

PRICES MAY CHANGE WITHOUT PRIOR NOTICE. PLEASE CALL FOR LATEST PRICING

We accept Cheques, postal orders, Access and Visa cards.

1st class recorded delivery as standard on all items.



Month-in and month-out you read the words of the expert reviewers as they rant or rave about the output of software houses. You trust these people. You rely on their opinions. But who are they? And what makes them tick? Tim Smith rips off the masks of the men who make or break games...

ne day, if you are passing through Bath, you might like to stop off in one of the several hostelries surrounding the Monmouth Street HQ of Future Publishing. Outside you might see several jean and T-shirt-clad journalists screaming: "Don't drink kids! It's bad for you!" at the drinkers therein.

Come back after six o'clock and you'll see these same people hunkered down around tables inside the inns, quaffing lemonade-shandy (lemonade with a hint of lemonade with a hint of large whisky) and talking about the niceties of game reviewing. These lads (and the occasional lass) are the hard core professionals, the SAS, of the game reviewing world. They know their stuff. And it's about time that you knew some of it too.

The chances are that you've sat down and read a review, and have then thought: "Tommy-rot! Tosh! Pish! Rotten shame! I could do better than that flouncy buffoon of a reviewer" (or words to that effect) but you've not had the confidence to actually

write in to Amiga Format with an example of your golden prose because:

a) you think no one will read it.

b) you think all reviewers have been there for years and are all related to each other so you don't stand a chance.

c) you think that your English isn't good enough.

Well, I'm here to tell you that you're probably wrong on all three points. What you have to bear in mind is that there are loads of computer games magazines out there and that in order to sell copies, they need to stay fresh and have new ideas.

Mags are always on the look out for what we call 'Good Freelancers' (that's opposed to 'that lazy twerp XXXX'), so what do you need to know in order to give yourself that all-important edge over the other several thousand hopefuls out there? Easy, read this ...

House Style: nothing to do with a bunch of well dressed semi-detacheds out for an evening, every magazine does things in a certain way. For example, some maga-

zines would say: 'Ocean are cuddly' whereas others would say: 'Ocean is wonderful'. Another example of house style is whether a magazine says 110k, 110Kilobytes, or 110K. It is in your interest to read the magazine of your choice very, very carefully and then write to that style.

Don't use the words 'I' or 'me': not when you're starting out anyway. To be quite honest, people want an objective opinion about a game. They don't want to know

about you. If you're good enough and, as you become known, this rule will change.

Look at details: when Amiga

Format reviews a game, you will not only get an idea of the game, you will also be told whether it requires 1Mb or a hard disk, how much it costs and which software house it comes from. You will also note the ratings. Don't forget these,

for many hardened gamers they are the most important parts of the review.

Play the game: of the reviewer's arduous life, a mere 20 per cent comprises writing the words. Another 10 per cent is spent grabbing pictures. The other 70 per cent is spent playing the damn game. Even if you don't finish, it won't matter. In fact, if you can finish it, it's probably rubbish.



Top: Tim Smith, editor of the **Amiga Format** Specials. Read his review tips on page 136.

Above: an Amiga Format games review page.

ZONE

Contact the right person: If you send in an example of your work, make sure it lands on the right desk by addressing it properly. Include a covering letter explaining who you are, what games you like, how old you are and what Amiga you have. Make sure you address the letter to Mr Tim Smith, Editor, Mr Marcus Dyson, Editor and not The Editor or Dear Sir or Madam. This works for you on two counts... firstly the letter gets to the person who counts: secondly, you look like an organised human being.

Never trust the spellchecker. Its just knot a good idea too do this because their knot good at picking up on words that sound the same but that mean different things. Check you're work yourself.

Also, make sure that you don't repeat yourself and avoid using the same adjectives to describe a game.

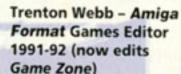
Write what you mean: give an honest opinion of the game, and don't just say what you think we want to hear. If you honestly think that a game is good – but every one else has destroyed it (it probably means your judgement is dodgy) but argue your case.

TIPS FROM THE PROS

We went out and about in our quest to find the ultimate method by which you could become a game reviewer and earn heaps of cash for doing what you love most anyway (except for the boring writing bits), and we asked some of the most respected game reviewers ever for their pearls of wisdom.

Here's what the cream of the reviewers had to say about how they go about tackling a game review, and to see how close your opinions are to those of the reviewers, we've asked them to list their favourite and their most hated Amiga games.

Trenton Webb: "if it ain't fun, then it ain't a game"



Remember what you're doing. You're writing a game review that folk will base a buying decision on. You're not there to show off, you're not there to milk a dead nice freebie from a software house, you're not there to make yourself famous. Games cost people cash. So a few basic facts should be considered at all times.

A game has to be just that, a game. It's all well and good if the software in question is 'a perfect simulation'

or features 423 levels of parallax scrolling. If it ain't fun to play then it ain't a game. To understand a game system you've got to play the game. Too many reviewers in too

many mags don't play a game long enough to make fair decision.

Favourite Games: Battle Isle, Eye Of The Beholder, Deuteros, Sensible Soccer

Least Favourite Games: Utopia, any Infocom adventure.

Frank O'Connor: Amiga Format contributor from 1990-(now edits Total!)

When I review a game, there are some very important factors I have to take into account. Not least of these is the price versus the quality. Then there's the cosmetics:

graphics and sound are definitely a secondary factor to gameplay. Some games have the most annoying music, chunky graphics and dull backgrounds, but the gameplay shines through.

If there is disagreement between reviewers, we sit down, talk about the various aspects of the game and come to a compromise based on several opinions. We never take the business of reviewing lightly. We always bear in mind that your £50 could be many months of pocket money.

Favourite game: Rainbow Islands Least favourite: Zool

Andy Hutchinson – Consultant Editor Amiga Format Specials (now edits Commodore Format)

You've always got to remember that people will be making purchasing decisions based on your recommendations. It's all very well going easy on a particular game, because you have a soft spot for the genre, but when games cost upwards of 30 quid, you've got to take a serious reality check. Equally, you've got to avoid being too hard on a game because you happen to dislike that particular genre.

What should be at the forefront of your mind at all times is the fact that you're reviewing what claims to be an entertainment product. It doesn't matter two figs whether your review puts jobs at risk, or whether an advertiser doesn't like what

you're saying, because all that counts is the reader; the punter who'll be handing over a great stash of hard-earned cash to buy the wretched thing.

Above and beyond that, what counts above anything else is gameplay. Time and time again, you'll get husks of games with great graphics or sound, but with zero game in there. Similarly you can get the crappiest looking game since Commodore Pet Invaders, but with stonking gameplay. It doesn't matter if the licence cost more than a

Bill Clinton coiffure, if there's no gameplay then forget it. Oh and it's always nice to have several litres of coffee for reviewing sessions.

Syndicate (multi-player). Least Favourite Game: WWF European Rampage.

Favourite Game:

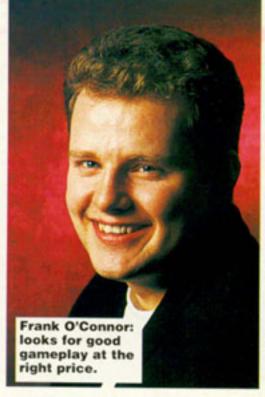
Steve Jarratt: Amiga Format contributor from issue 1 (he is now editor of Edge, magazine for the expert player)

Basically, I just play them. I try to play them as if I'd bought the things – that's why I often like to take them

home and have a bash at night on my own. It can bias your opinion when there's some smart arse in the office going 'hur, hur, oh look, there's the game over screen again'.

I try to play as much as possible within the time constraints, to see how enjoyable and how easy it is. Often I've managed to complete a large proportion of the game, and that's a bad thing – the more I can complete before deadline, the lower mark it gets.

My main criteria for marking are: Gameplay – this is paramount. Otherwise Tetris would have scored about 20 per cent.







AMIGA FORMAT SPECIAL





Technical innovation – if the programmers aren't trying very hard then they don't deserve your attention – or money.

Comparison to other games – If there's another game that does pretty much the same thing only does it better or cheaper, then what's the point?

How long will the game last – too many games cost a load of money and can be finished in a day or two.

Gut feeling – I find I get attracted to the strangest games. But you can't argue with it: if I've enjoyed it, then other people might enjoy it as well.

Favourite game: "It's like asking Nick Faldo what was his best shot, I've played so many I can't pick one."

Least favourite game: See above.



and feels like are the important factors."

Jim Douglas: editor of GamesMaster magazine (which features a wide coverage of Amiga games)

At GamesMaster we have a particularly trite little saying which states that there are three things to look out for when you're reviewing a game:

Playability, playability and playability. Now, while this is obviously nonsense, it does illustrate the point that a game can fall





Steve Jarratt: "I try to play the games as if I'd actually bought the things."

down pretty badly in the visual and audio side and still be sufficiently redeemed by storming gameplay to receive a bumper score. *Dynablaster* is a prime example. Very simple visuals, not particularly brill sounds but all-conqueringly excellent gameplay.

Obviously there are lots of bonus points which a game can earn by looking and sounding great, but what it plays like and what it feels like are the important factors.

Our Lastability rating isn't supposed to indicate how long it'll take you to complete the game, but how long you'll keep playing it. If a game has the appeal to bring you back for more once you know what happens at the end, it'll score pretty well on our Lastability dial. Most of our reviews carry Second Opinion boxes, giving the reader an even greater breadth of, er, opinion. Oh, er, is that enough? My head hurts.

Favourite Game: Syndicate. Least Favourite Game: Super Cauldron.

James Leach: Amiga Format budgets man from 1992 (now the editor of SuperPlay magazine)

Why are nearly all games rubbish? Why are we, the consumers being ripped off? And why aren't we being told the truth about games? Reviewing Amiga games is easy. Play them, and if you like them, bung a good percentage down.

But reviewing Amiga games well is much trickier. You've got to ask the above questions. You've got to start off with a neutral view. You've got to be won over by the best and ruthlessly chop down the worst of the games you see.

When you review a game, you're effectively spending other people's money when you give games good reviews, so it's your responsibility to make sure you tell them what they must hear.

Favourite Game: he loves Formula One Grand Prix

Least Favourite Game: International Rugby Challenge.

MEMORABLE REVIEWER QUOTES

What follows are extracts from reviews of games that were awarded *Amiga Format Gold*, that show what was in the reviewer's mind as he or she cruised to the end of their hard labours...

"When a character lets slip a piece of juicy information, you can't help yourself shouting out: 'Aha! The plot thickens!" (Well I can't)." Maff Evans is carried away by Cruise for a Corpse in AF27. Obviously what we have here is atmosphere.

"Next time you tune into Channel Four on a Sunday night, and you find that there's a Bulgarian opera on instead of the Redskins and Dolphins, there's no need to switch over in absolute disgust." Maybe a little philistine (that's the San Fernando Philistines) from Neil Jackson's issue 33 review of John Madden's America Football but it does suggest enthusiasm.

"A captive is what you start this game as and soon a true captive of this immense challenge is what you will become." Trenton Webb shows off the reviewer's fave trick in his issue 16 review of... Captive.

'Weeel, it's easier to complete the levels than it is to stop playing." A superb recommendation from Maff Evans' *Rick Dangerous* review of issue 16.

"Astoundingly fast solid 3D graphics give a marvellous feeling of movement." Even way back in issue 1, Bob Wade was far from reticent to indulge in the kind of hyperbole usually seen in John Motson's house. The game was *Powerdrome*.

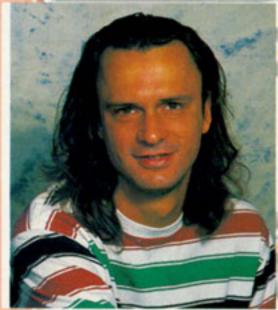
"Yes, it's derivative of lots of games such as Commando and Gauntlet; but it's done so well, and includes so much detail, that all that is forgiven." This is the 'look, there's very little wrong with this game, so I'm going to show off a bit of my knowledge' school of reviewing brought to fruition in issue 45 by Andy Nuttall in his Chaos Engine review.

James Leach: "Reviewers are spending other people's money."



AMIGA FORMAT SPECIAL

GAMES



Chris Lloyd: "It's the elusive quality of gameplay that really counts."

Chris Lloyd: features editor Amiga Format Specials

No matter how flash a game's graphics and sounds are, it's that elusive quality of gameplay that counts, If you check your watch after a session and find that four hours have mysteriously disappeared then it's a good game. If you have to have the joystick forcibly removed

in the middle of the night, then you know that it's definitely an absolute corker.

There is far too much emphasis on the initial look of a game. A graphically superb introduction might look fab first time, but after the 12th time, it palls. Despite the mountain of games available there are precious few different formats. Once you've



COULD YOU

The answer to this question is quite probably, probably. There are however, a few skills which every reviewer must have. Despite several death threats and an offer to 'Come outside cos my mate Gary wants a word wiv ya' tied to a brick and lobbed through a closed AFS office window, we are going to print the Reviewers Guild Rules and Regs 1992/93. These closely guarded secrets came from the last Guild of Reviewers AGM held in secret in a pub in Berlin. They may well be the last words I ever write...

A qualified member of the Guild must be able to...

Use the phrase 'If you like this kind of game, then this game is the kind of game you'll like' at least once a year in order to keep the European Lazy Obvious Sentence Mountain at its proper height.

Be unbiased and even-handed about flight sims when you hate flying.

Use the words 'parallax', 'copper lining', 'isometric', 'fractal mapping', 'Garoud shading' and '3D wireframe is like Battlezone' when you can't think of anything interesting to say about a game AND make people believe that you know something about the words.

Not have English GSCE!

Be either 'a 24-hour-a-day gamer' or 'a mad, bonkers, freaked-out, mega, mogga, magga, dude(ette) with serious attitude' without laughing.

Love games loads and loads



played a dozen platform games then the next one better have something special or it adds nothing to the gamesplaying experience.

Favourite Game: Llamatron. Least Favourite: Leeds United Champions.

Tim Smith - he is the editor of the Amiga Format Specials

Free T-shirts, free badges, appallingly unimaginative dreary gameplay, good pictures on the box, loads of advertising hype, free trips abroad, whining software house executives hauling journoes into offices threatening to pull advertising and that they "...know your boss!!" These are some of my least favourite things, but they happen.

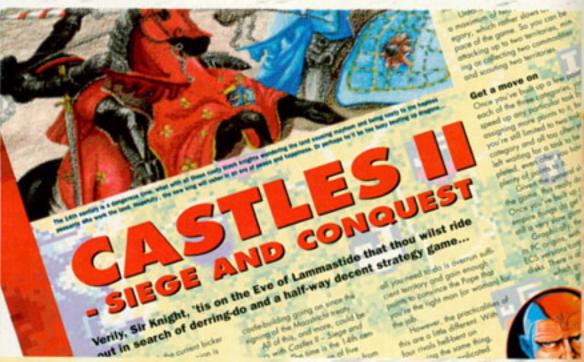
But every so often, once in a wonderful while, a game of true beauty, originality and style comes along. These are easy to spot. The real skill of the reviewer is being able to see through the rest of the garbage.

Favourite Game: Sensible Soccer. Least Favourite Game: Terminator 2.

Marcus Dyson - editor Amiga Format

Ninety-nine per cent of everything is crap. Fortunately this isn't true, not when it comes to computer games. Only 50 per cent of computer games are crap, and it's our job to tell you which ones. If only 50 per cent make the grade, how come so many get more than a 50 per cent score?

That's easy, review scores work on a completely non linear numeric system. As far as the software company is concerned, anything less than 85 per cent is a kicking. As far as the public are concerned, if it doesn't get over 80 per cent it's a real dog. Given theses constraints, even we bend a little. I mean how can we give a perfectly



The sight that makes it all worth while, an Amiga game review in print.

average game 50 per cent, when every other magazine is going to give it 79 per cent?

Our reviewing creed is to only review complete games, to only review a game that a software house will let us keep, none of this reviewing it in one day while the software house guy sits beside you. And to make sure we really believe the game deserves the score it gets.

Favourite Game: Spindizzy Worlds. Least Favourite Game: Sensible Soccer.

Stuart Campbell – deputy editor Amiga Power.

My sure-fire route to reviewing success is a simple yet sinisterly effective one. Whenever a new game comes out, I just wait until it's reviewed in Amiga Computing, then I rewrite that review, replacing a few carefully-chosen words with the aid of a thesaurus and knocking 20 per cent off the mark in order to preserve my own hard-man' reputation.

The only time I've ever deviated from this plan was with Domark's fine International Rugby Challenge, and what a cropper I came then. I certainly learned my lesson there, and no mistake matey.

Favourite Game: Sensible Soccer.

Least Favourite Game: Internationnal Rugby Challenge.

DO THE WRITE THING

Right, so you've read all the advice, but can you put it into practice? In conjunction with Amiga Format, we're offering you the chance to be a games reviewer in the world's best Amiga magazine.

Here's what you have to do: Send us a 500 word review of any Amiga game, we'll judge them and the writer of what we consider to be the best review will be invited to review a game for a future issue of Amiga Format. Easy, eh?

When you've written your review, send it to: Tim Smith, editor, Amiga Format Specials, 30 Monmouth Street, Bath, BA1 2BW.

All entries must be received by October 30. No entries will be accepted from anybody who is a

full-time journalist. And what's more relatives of employees of Future Publishing are not allowed to enter. The editor's decision will be absolutely final, so there's no point sending abusive or whingeing letters if you don't win.

OK, get writing and get those entries rolling in!

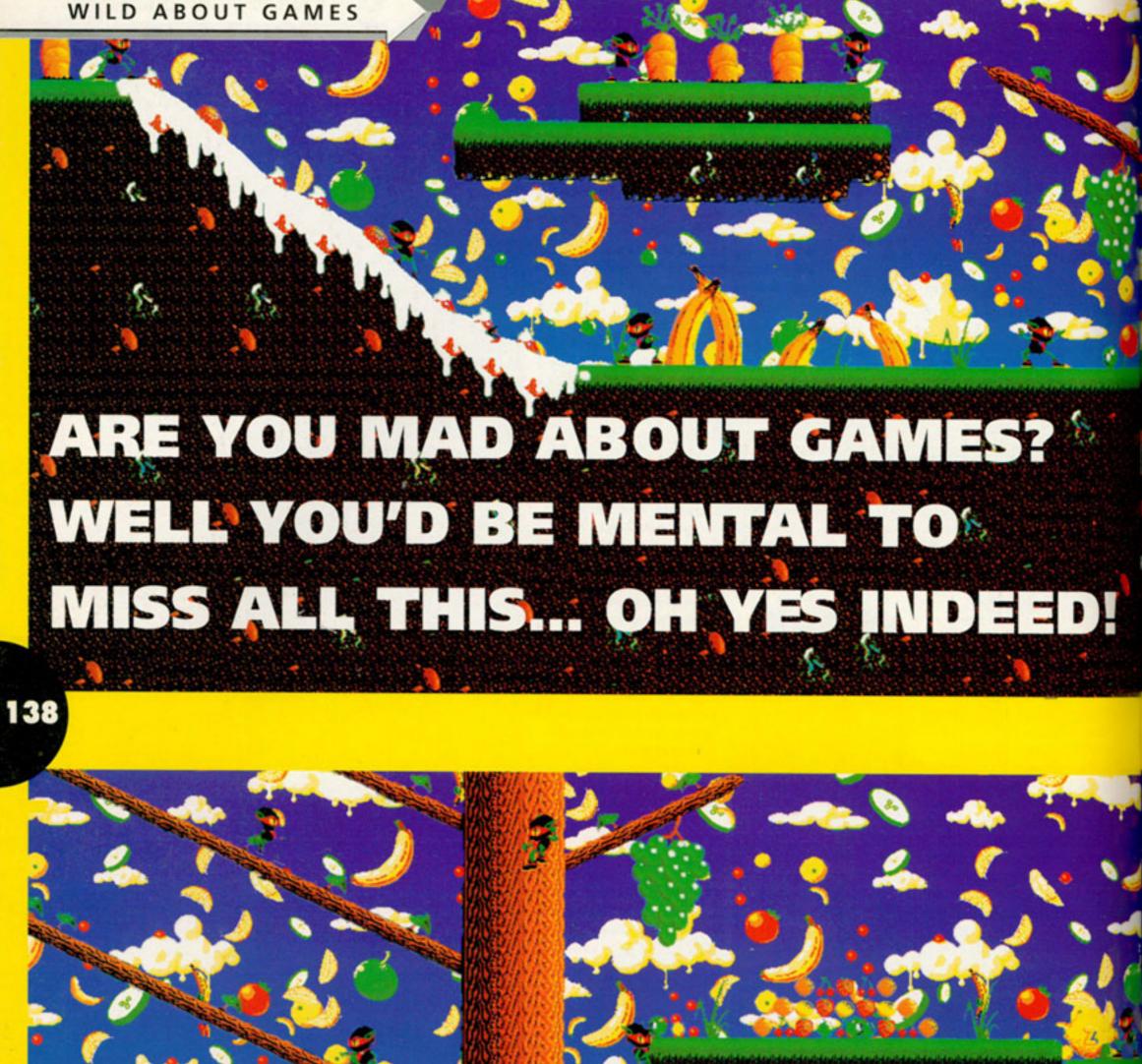
NO, WAIT, SERIOUSLY, HOW TO BE A REVIEWER

As a well-known reviewer, I am often accosted in the street by people who say: "You're a fat old git. How do I become a game reviewer and make heaps of money without working hard. Fatty!" And, do you know, that's a very good question to which there are many answers. But only one good one, and this is it. Follow these Ten Top Steps and one day you could be in my chair....

- 1) Study hard at English at GSCE, 'A'
 Level, degree and PHd level. Then
 forget all of it and watch Rude
 Dog'n' The Dweebs or Bevis and
 Butthead to pick up style tips.
- 2) Play games.
- 3) Play more games.
- 4) Forget what your parents say about games frying your mind (then come back after working for a games mag for a year and flash your enormous paycheck in the face of your civil servant dad yelling: "I'm rich, you're not!"
- 5) Forget that bit about the enormous paycheck, that's just a touch of poetic licence.
- 6) Pass your poetic test and then get a licence.
- 7) Write to every single magazine publisher in the world with a 500 word review of your fave game, include some ideas for captions. Remember to keep with the house style of the magazine you are applying to.
- 8) Send the letter in every week for 22 weeks.
- 9) When at the Future Entertainment Show, track down your fave reviewer and ask him or her loads and loads of questions.
- 10) Develop the ability to listen to people moaning and whining for hours on end when you've given their fave game 92 per cent and not 99 per cent. This breeds character and will enable you to cope with people asking you tedious questions at the Future Entertainment Show (most of which are about the review they have been sending you for the last 21 weeks).

137









Strike Gold! - the most comprehensive guide to
Amiga Format Golds in history What kind of gamer are
Amiga Format Golds in history A Game is Born - read
you? Try our fun Personality Test A Game is Born - First
our stunning behind the scenes report The World's First
our stunning behind the scenes report Award - discover the silliest game ever
Silly Games Award - discover the silliest game who
Silly Games Award - discover the inside info from the people who
Star interviews - get the inside info from the people
Know... and much much more



Your guarantee of value



140 SENSATIONAL PAGES