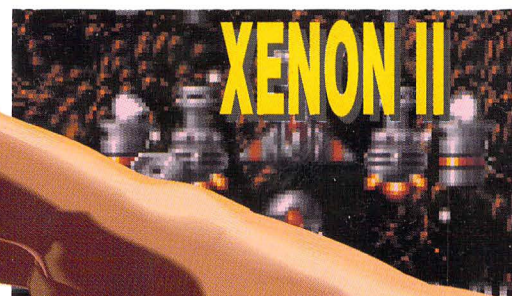


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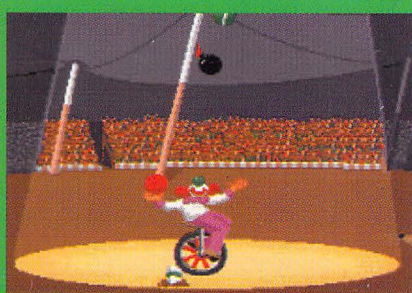
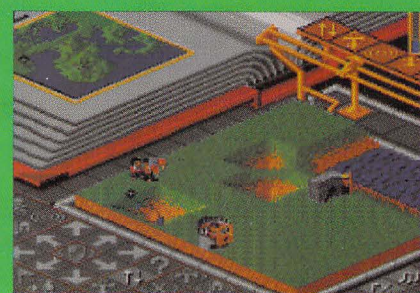
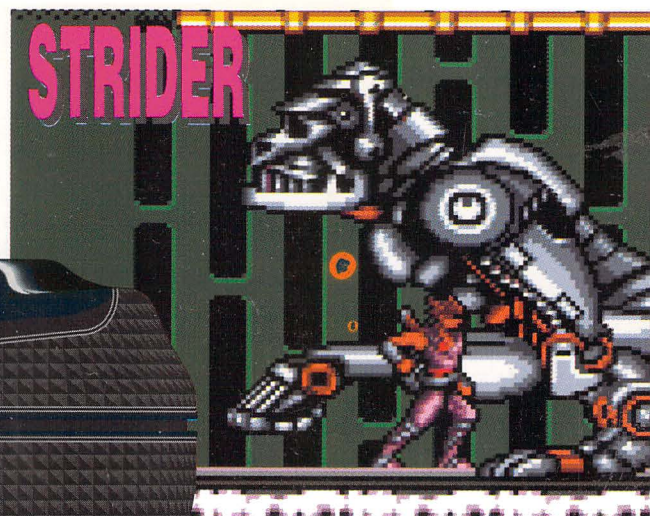
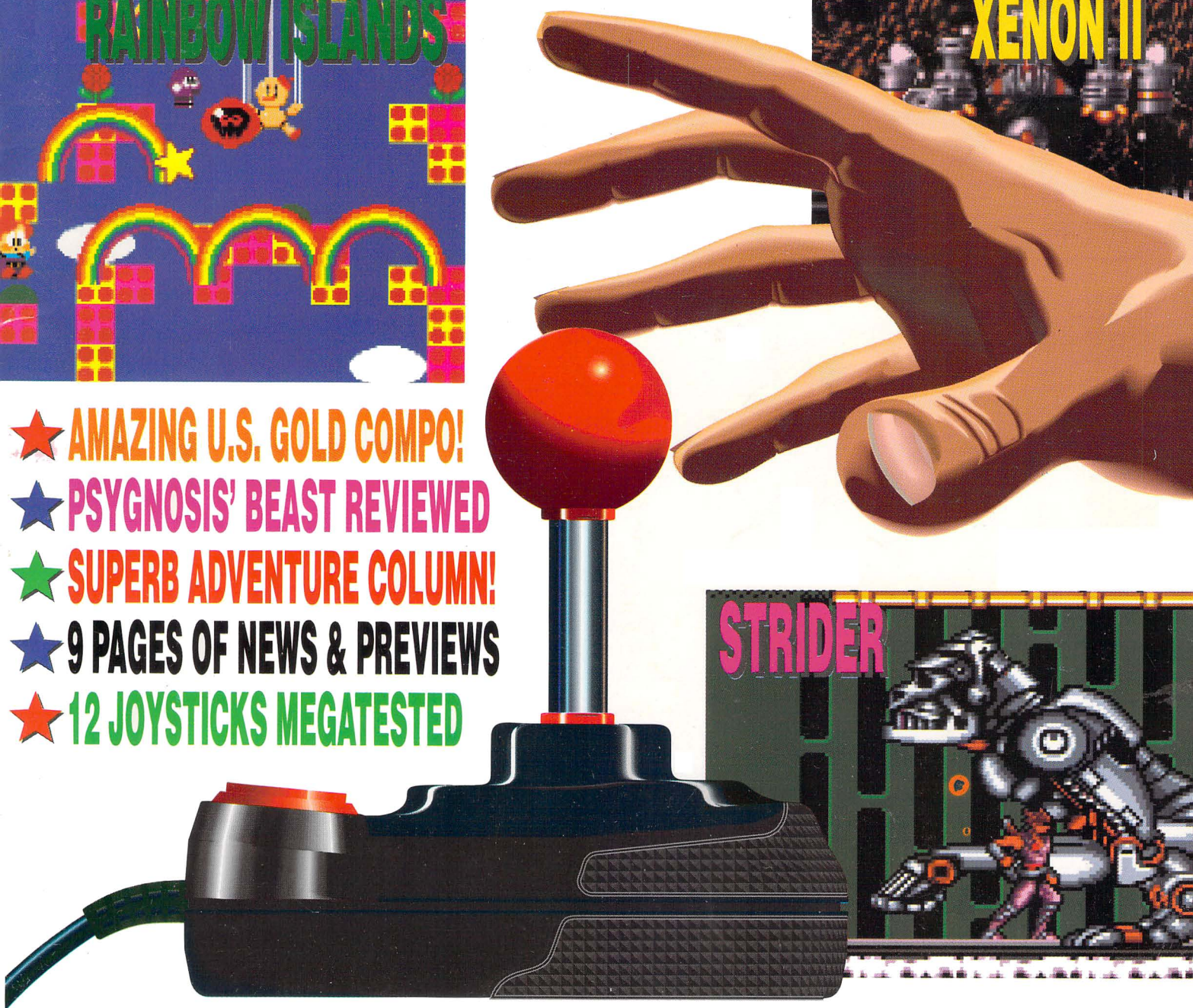
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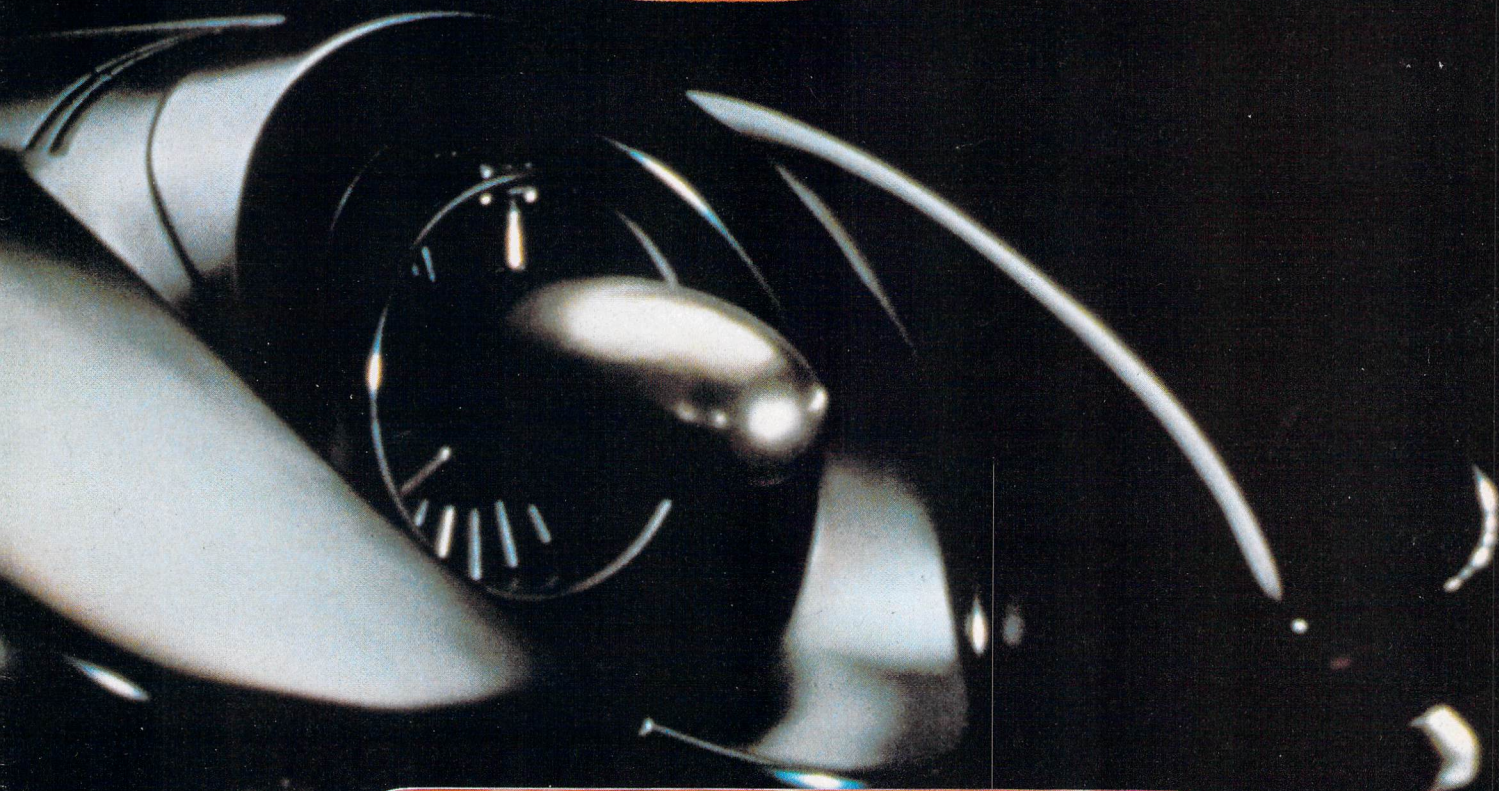
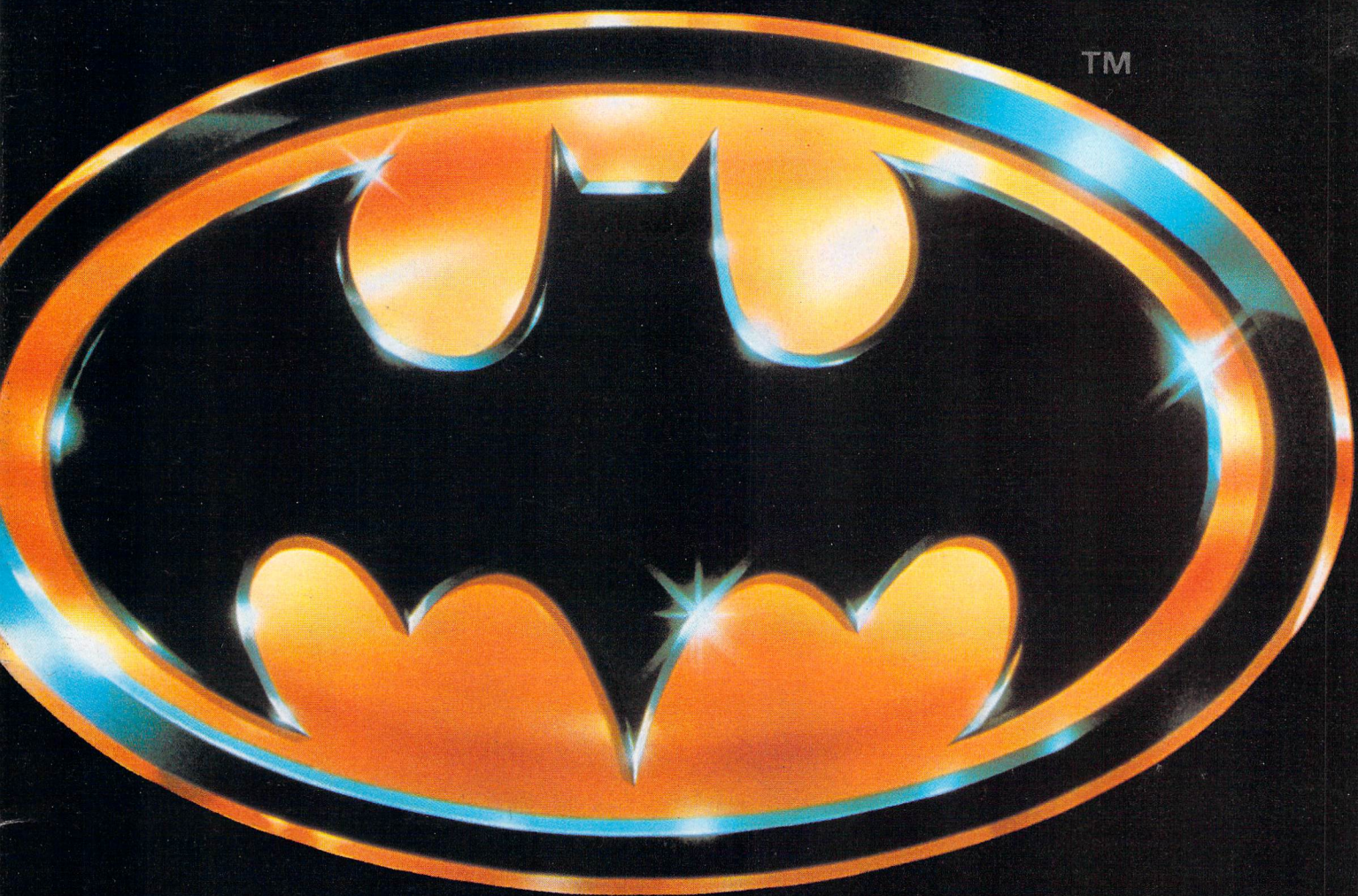
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FAX: (0243) 533070

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**CO-ORDINATOR:** STEVE MERRETT  
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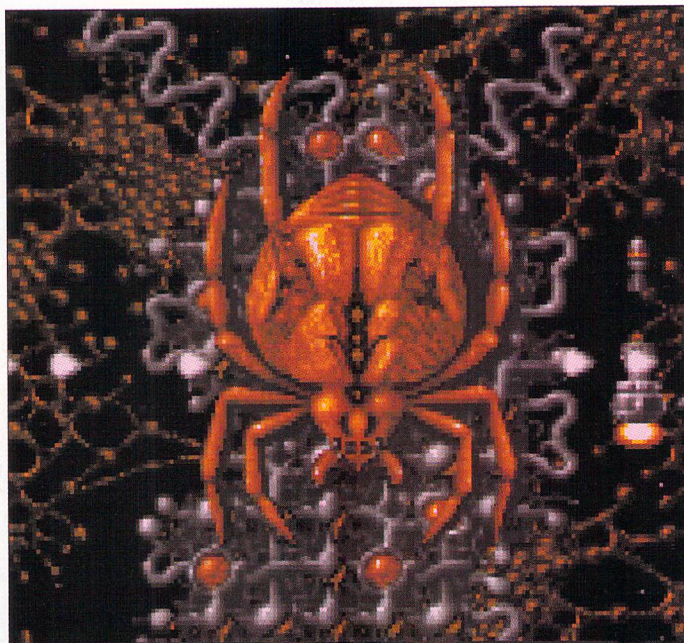
**CONTRIBUTORS:** DOUG JOHNS,  
STEVE WHITE, ANDY MITCHELL,  
PETE LYON, JASON BROOK

**SUBSCRIPTIONS:** (0243) 532828

**ADVERTISING:** JOHN RIDING  
TEL (0225) 447453 FAX (0457) 871852

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# CONT



## XENON II - MEGABLAST!!!

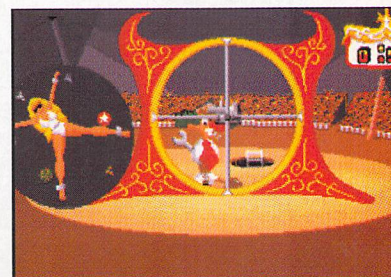
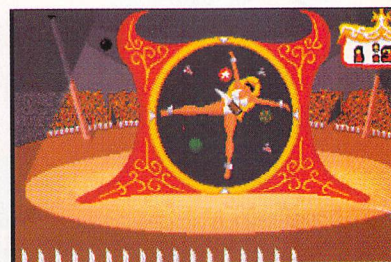
It's a megablast! After what seems an eternity, Xenon II is here. And with a thumping sound-track and superb graphics, it was well worth the wait? AA's reviewers go to work!

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## FIENDISH FREDDY

Mindscape act the clown in this, the ultimate in multi-event games - but beware of the evil Fiendish Freddy!

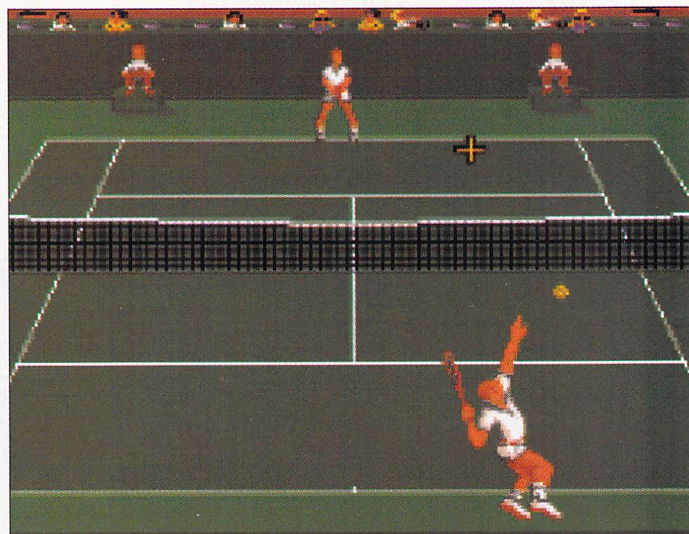
# 58



## F16

Take to the air in style, as Digital Integration blow their opposition out of the skies wit the release of F16 Combat Pilot.

# 68



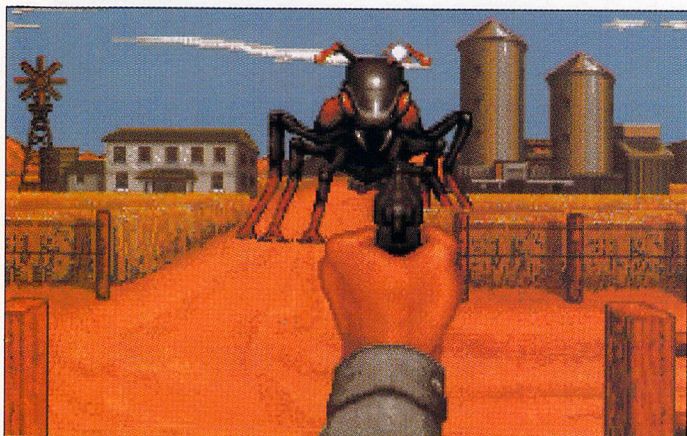
## GREAT COURTS

All of the thrills of Wimbledon without the added expense of strawberries in UBI Soft's playable and graphically excellent tennis sim.

# 74



# ENTS



## REAL SOON NOW...

RNS is where we take an indepth look at what will soon be gracing your monitors. Including "It came from the Desert" and "Last Ninja 2"

85

## THE ACTION STARTS HERE!!!

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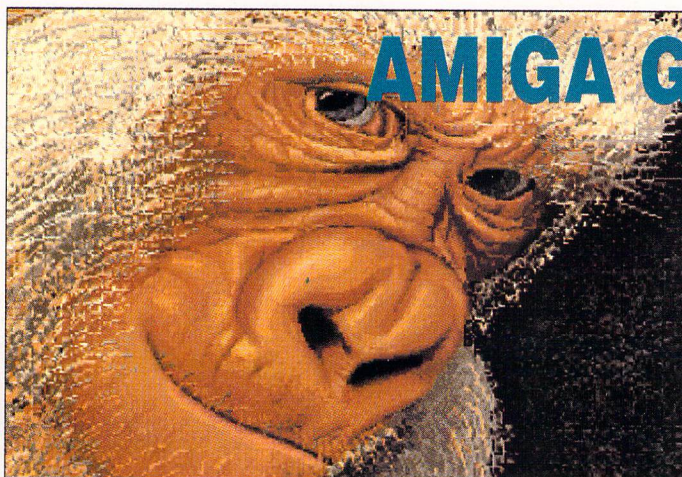
The definitive games machine must have all the above - and the Amiga does! What *Amiga Action* offers is equally uncompromising - the ultimate! You just won't find a better magazine for your machine.

Over the coming months *Amiga Action* will become an essential companion for your games playing with its stunning appearance, professional writing and totally definitive reviews. Make sure you grab your share of the action every month!

## STRIDER

U.S. Gold climb high buildings with ease and somersault over wide chasms in this excellent conversion of the coin-op.

70



## AMIGA GRAPHICS

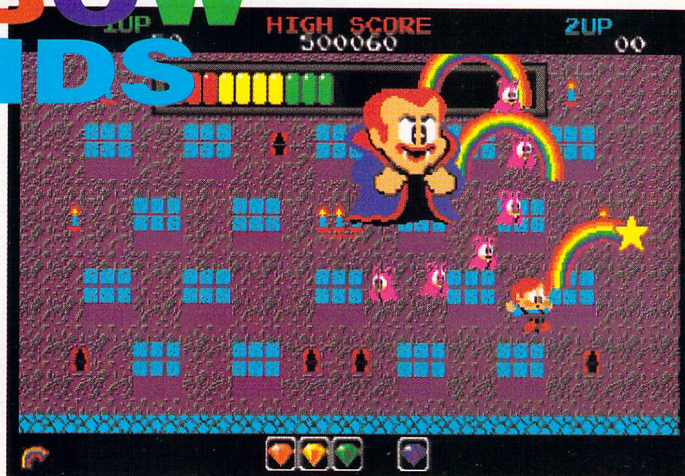
Pete Lyon is one of the best graphics artists on the Amiga, and we give you a guide of what to expect from the binary da Vinci's regular column.

56

## RAINBOW ISLANDS

Rainbow Islands. Those two cute Brontosauri, Bub and Bob, take on human form in this worthy sequel to Bubble Bobble.

16

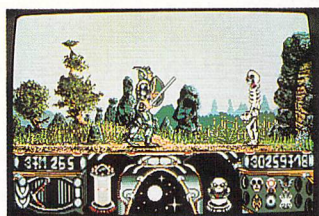




# SNIPPETS

## EXCITING NEW AMIGA MAGAZINE LAUNCHED!

Gollner Publishing Ltd, one of the leading publishers of specialist computing magazines, is the company behind the stunning new magazine 'Amiga Action'. The magazine's special features include 100% full colour, stunning page design, the most sophisticated reviewing system yet devised for a games magazine, special articles on graphics and sound, as well as complete coverage of all aspects of Amiga gaming including arcade, adventure and RPGs. Turn to page 8 for details of the team behind the magazine.



### TITUS IN FORCE!

Knight Force is the newest release from software house, Titus. Essentially a beat'em-up, Knight Force tells the story of the Princess Tanya, who has been captured by the terrifying sorcerer, Red Sabbath. You play the part of a heroic Knight. Armed with your trusty sword - Steel Killer - you begin your quest through the many different centuries of time and space until you eventually come to Red Sabbath.

The graphics for Knight Force are looking very nice indeed and promise much. The game should be available from September - October and will cost £24.99.



*The graphics in Activision's Bomber look extremely realistic and they assure us it will leave other simulators standing.*



## ACTIVISION GOES GHOSTBUSTING

Activision are releasing Ghostbusters II, the computer game, to coincide with the December premiere of the film.

Apparently, FoursField, who also programmed Incredible Shrinking Sphere and Timescanner, have worked

closely with the actual film script. We'll give you more details on Ghostbusters II as they arrive.

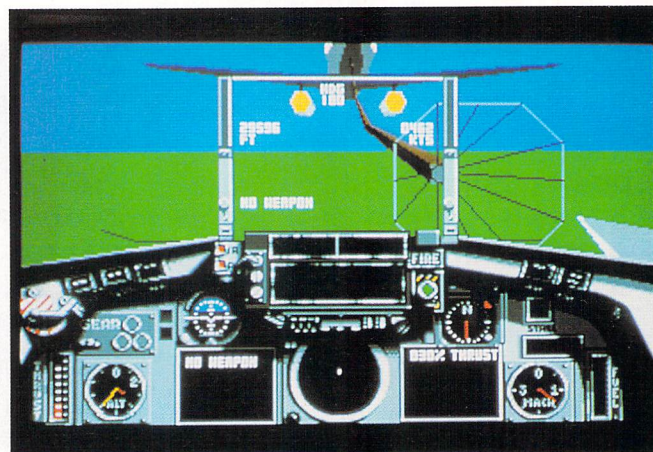
At last, Activision have released a date for the much anticipated Bomber from Vektor Grafix. The game allows you to choose between six aircraft. Activision are boasting Bomber as the one that leaves the others standing. If the screenshots are anything to go by, then they could be right. Release date is September. No price has been released as yet.

Altered Beast was excellent in the arcades and now Activision have completed the Amiga conversion. Boasting massive sprites and 5 thrill-a-minute levels, Altered Beast tells of a Roman Centurian who is raised from the dead to rescue the beautiful Athena. As the game progresses, the Centurian is able to transform into the most fearsome of animals. The release date for Altered Beast is October, and the price will be £24.99.

Also busy under the Activision label is Sierra, with a whole string of games ready for release. Mid-September sees Silpheed. The excellent adventure, Space Quest 3, is due out in early October. Also in the adventure mould comes Kings Quest 4 - mid-November - and Manhunter SF in late November. Mid March 1990, yes 1990, is the release date for Hoyle's Book Of Games. Phew!



**Bomber offers the user up to six different aircraft to experiment with.**



**Detail inside the plane is just as well drawn as outside. It is also possible to create your own missions.**



AT LAST . . . !!

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# SNIPPETS

## OCEAN GO BATTY

To coincide with the release of the hit film, *Batman*, Ocean are releasing the computer game. If the game is as good as the film, then we could be in for a real treat. Unfortunately, all we have to show you at the moment is the loading screen. Still, it's better than nothing! We'll release more information as soon as we can.



## ACTUAL SCREENSHOTS MEET THE FALL GUY

Actual Screenshots are due to release The Last Stuntman. You play the part of a movie stuntman who must perform stuntssuccessfully - or die. The demo we have seen looked very good indeed. Jumping out of a plane and wrestling another stuntman, for possession of a parachute, is great fun. Failure to steal the 'chute saw your man crashing through a barn and scattering sheep in every direction. Definitely one to look out for.



## NEW AMIGA MAGAZINE TO OFFER GREAT COMPETITIONS!

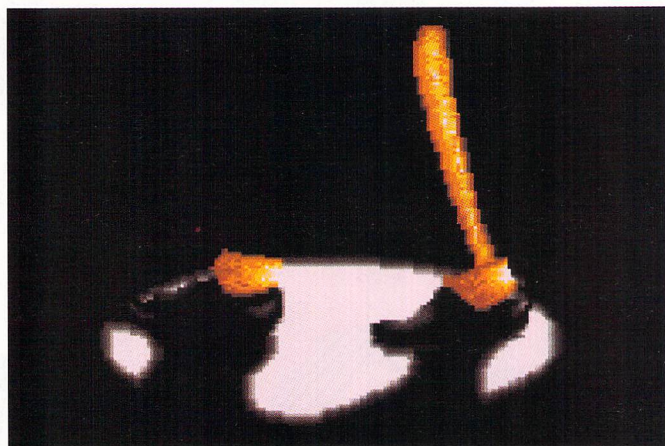
Turn to page 14 for our great launch competition in which you could win all of US Gold's current Amiga releases and more! And tune in next month for an even more amazing compo!

# WACKO JACKO LANDS ON AMIGA

There is no doubting that the No.1 spot this Christmas is going to be hotly contested. Ocean are pinning their hopes on Chase H.Q. and Operation Thunderbolt to secure the hot spot, whilst Domark have the impressive-looking Hard Drivin'. U.S. Gold, however, are looking forward to a big winner in the shape of their tie-in of the Michael Jackson film Moonwalker. Programmed by Tiertex, who gave us The Last Crusade, Moonwalker closely adheres to the movie's action. In the film, Jacko played a strange 'super being' who had the ability to change into a multitude of things, including a huge robot and a futuristic car, and all these transformations are depicted in the gameplay.

Special effects played a huge part in the film, and digitised sequences depict these key features. We have seen an exclusive demo of Moonwalker, and it promises to be just a little different from the normal licences we have seen. The demo begins with the famous sparkly ankles of our hero strutting on screen to the beat of his mega-hit, Bad, and following this, we see Jacko flip a coin into a juke-box. From here, the demo really comes alive as the basis of the game is explained. A group of vagrant children are playing outside the club Jacko is in, when one of them is kidnapped by a villain called Mr. Big. The game then follows Michael's exploits and adventures as he chases the crook, transforming into the aforementioned objects as described. Having witnessed the kidnapping, we then see the on-screen Michael transform into each of the objects to the strains of Smooth Criminal.

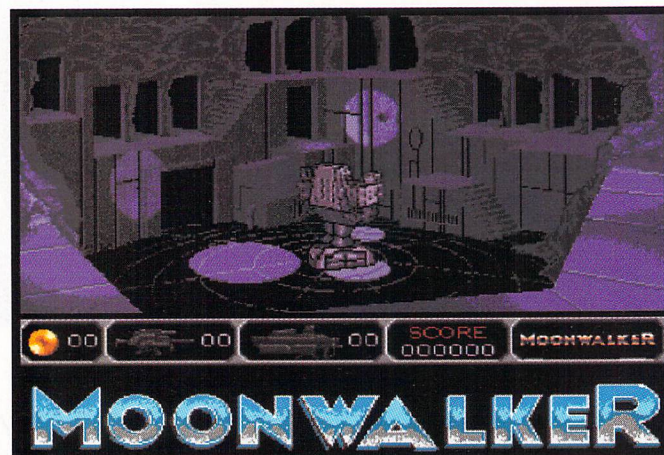
Work is at a very early stage at the moment, but already Moonwalker is looking to be very nice. It features some impressive transformation sequences.



***Moonwalker opens with the famous glittery socks of Jacko strutting to the strains of Bad.***



**Outside the bar, where Jacko is currently strutting his stuff, one of a group of homeless children is kidnapped.**



**The transformation scene. Stepping into the spotlight, Jacko turns first into a massive Transformer-style robot, and then a plane, before flying off in search of his young friends.**

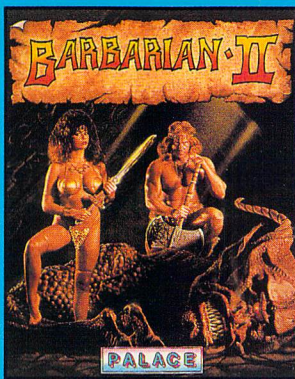
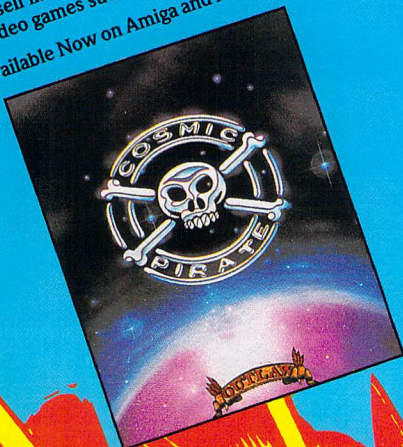
along with some very clever use of sampled loops. Apart from what we have seen in the demo, very little is actually known about the program, but the game promises to be every bit as, er, different as Michael

Jackson's original story. Moonwalker, in its entirety, will be available just before Christmas at the usual price of £19.95.



Working as a space pirate for arch-criminal organisation The Council you go in search of bountiful cargo ships. Succeed and you will gain money to buy new attachments for your ship. Alternatively you might wish to enjoy yourself in the Cosmic Arcade playing video games such as Disasteroids.

Available Now on Amiga and Atari ST.



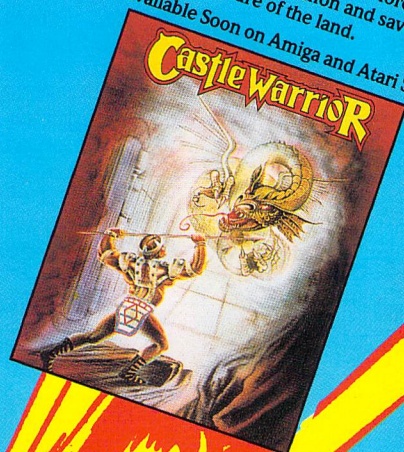
The hit sequel to one of the all time computer game greats!

The search for the evil Drax continues. Now the Barbarian and the Princess fight their way past dozens of incredible monsters, through a maze of caves and dungeons.

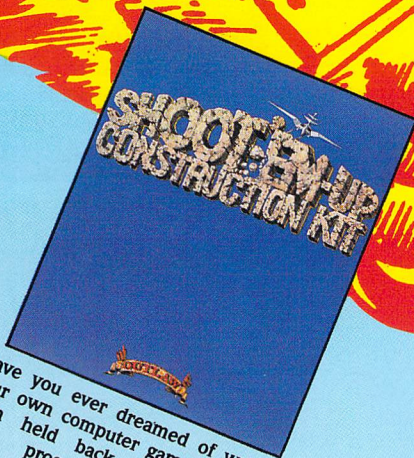
Available Now on Amiga, Atari ST and IBM PC.

Classic arcade-style action for home computers as only the 16 bit machines can deliver: large characters, incredible colours and fantastic sound. The evil wizard Zandor has poisoned your father, Edred the Good, King of Pacifa. You have one day to force the antidote from the demon and save the future of the land.

Available Soon on Amiga and Atari ST.



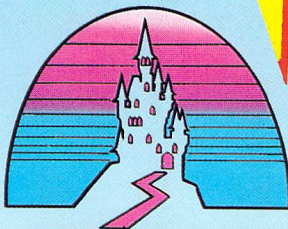
# EXPLOSIVE 16BIT ACTION FROM PALACE SOFTWARE



Have you ever dreamed of writing your own computer game but have been held back by a lack of programming skills?

Now is your chance to make your dream come true with Shoot-Em-Up Construction-Kit, the arcade game making program that requires no programming skills.

Available Now on Amiga and Soon on Atari ST.



PALACE SOFTWARE



Run, leap, somersault and spin your cyborg through the Bio Challenge assault course. Furious joystick action through many levels as the seconds tick away.

Available Now on Amiga and Atari ST.





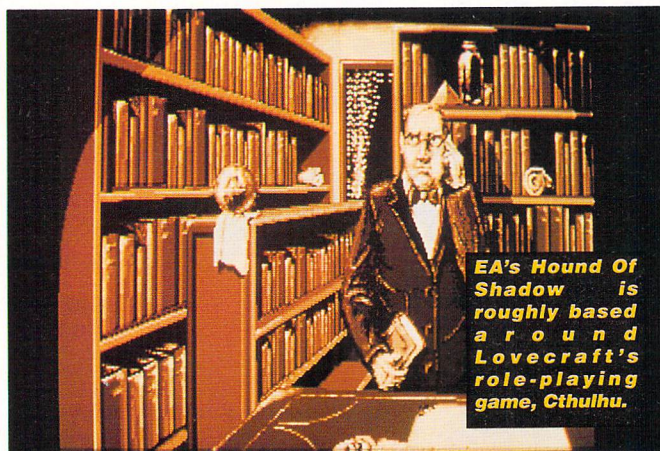
# EA's DETECTIVE STORY

Due for release in October is the role-playing game, Hound Of Shadow, an adventure type game based on the Lovecraft new game system. Those of you who have played the brilliant Cthulhu will recognize the name Lovecraft. The price for Hound Of Shadow will be £24.99. Also soon to be released on the Amiga is Neuromancer which

will appear on 14th September, priced at £24.99. Swords Of Twilight, a role-playing game, will be available on 27th September, although no price has yet been fixed. On 13th October, EA will be releasing Keef The Thief - a tongue-in-cheek adventure game. The price has yet to be decided.



**Something sinister lurks in Hound of Shadow. Basically a detective story, you must solve the puzzle by visiting locations around the south of England.**



**EA's Hound Of Shadow is roughly based around Lovecraft's role-playing game, Cthulhu.**

**Enter the race of your life, as you participate in Artronic's Fast Lane attempt to beat the other drivers.**



## ARTRONIC IN FAST LANE

Harrogate-based, Artronic, have been very quiet of late. However, from September onwards, they are due to break that silence with the imminent release of Fast Lane, Soldier 2000, and the long-awaited 16-bit conversion of Ace.

Fast Lane is, of course, a car-racing game, and promises to be 'the most exciting and technically accurate simulator ever produced' - their words, not mine. Featuring a number of options allowing you to improve the performance of your vehicle, your basic aim is to win the Sports Car Racing Driver's Championship. The action is viewed from behind the driver's seat, and is said to feature smooth update on the other cars and realistic controls.

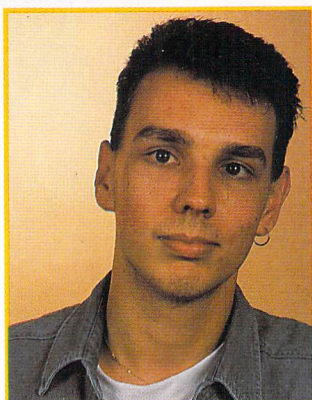
After Fast Lane, we can don our black SAS outfits and run around throwing grenades in Soldier 2000. Assuming the role of a futuristic soldier, you can enrol in one of five missions, which involve various anti-terrorist tasks such as rescuing hostages

and smashing sieges. A whole host of equipment, including special weapons and utilities, are at your disposal, and Soldier 2000 is promoted as an action-packed strategy and action game. Finally, we can expect to see the Amiga version of the classic 8-bit flight sim, Ace. This game has sold over 500,000 copies on its various 8-bit formats, and is going to be improved and enhanced to take advantage of the Amiga's superior capabilities. Featuring super-smooth graphics and a wealth of enemies to shoot down, Air Combat Emulator will be out in November at a very reasonable £19.99. Both Soldier 2000 and Fast Lane will be this price, too.



## ACTION MEN

Before you plunge head-first into this first issue of Amiga Action, we would like to introduce ourselves. First of all, we have Steve Merrett, a long-term reviewer in our sister mag, ST Action, who, whilst still writing for STA, will be editing Amiga Action. Steve is twenty years-old, and enjoys nothing more than a bash at Great Giana Sisters, Kick Off and Rainbow Islands. In between writing for STA and editing AA, Steve is interested in travelling the world and helping old people. Next, we have Steve 'Whitey' White, our flight-sim buff. When he's not picking lettuces, he's either playing F-16, or having a bash with DPAINT III (yawn). In addition, him and the Ed are often seen at the local night clubs, wowing the ladies. Finally, FA cup lookalike, Doug 'Long' Johns likes nothing more than



**Steve 'The Ed' Merrett**

playing New Zealand Story, Rainbow Islands and Blood Money. As well as



**Doug 'Long' Johns**

being an arcade game addict Doug is also into RPGs. There other



**Steve 'Whitey' White**

members of the of the 'Amiga Action team, but more of them later.



**Complicated animation sequences, such as this soaring pterodactyl, are no problem for Fantavision.**



Fantavision is the latest offering to come from the Domark/Broderbund label. This amazing program allows you to create your own movies using up to 64 frames of 'in between' animation, as well as cartoons and other dazzling special effects. It also offers a new concept in animation called 'tweening'. Tweening allows the user to draw the first and last frames. The program then fills in the other frames to create smooth and realistic movement. All your masterpieces can be saved onto a disk for retrieval later on. So if you want to become the next Steven Spielberg, Fantavision will be released on the Amiga on 17th August and will retail at the humble price of £39.99.

From a galaxy far, far away comes Domark's first compilation pack. And what better way to start than with The Star Wars Trilogy. It is estimated that these three games together have sold

over 400,000 copies throughout Europe. Star Wars appeared on our computers two years ago and became an instant success. To follow this popular game, Domark then released the two sequels, Empire Strikes Back and Return Of The Jedi, which continued the high standards created by the first. The force will be with you on the 13th of September - price £24.99.

Next in line is Toobin'. A whacky conversion of the popular coin-op of the same name, Toobin' pits you against creek-geeks, street punks, free-casting fisherman, swamp monsters and 'gators as you paddle your way through some of the most inhospitable rivers in the world, in search of the wildest party ever. With just your inner-tube between you and the water you must score points by scooting through gates and avoiding thorns, bushes and logs which may puncture your 'toob'. If Toobin' is your kind of

sport then expect to see it out on November 8th. Price £19.99.

After the phenomenally successful Trivial Pursuit, Domark is due to release Pictionary, a new board game which is taking the States by storm.

Each player has to draw a

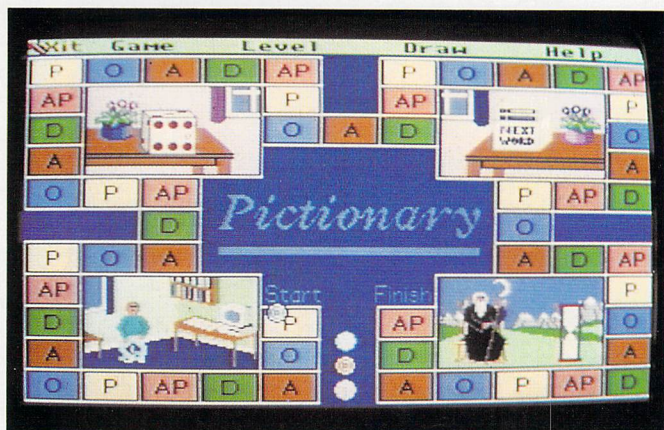
word as quick as he or she can. Your team mates must then guess the word from looking at the sketch. The difference is that you draw the word on the screen using a scaled-down art package that comes with the game. The number of players allowed to participate is limitless. On rolling the die, the computer gives the player a grid reference to the word displayed on his/her card. As soon as the word is found the player must start sketching. Pictionary looks set to be a great success, if the Trivial Pursuit is anything to go by, and will be launched on October 4th - priced at £24.99.

Finally, we come to the conversion of Tengen's Dragon Spirit, in which you take the role of a mighty dragon, who must search for Princess Alicia, who has been kidnapped by the evil serpent, Zawell.

The action takes place above the landscape as you struggle to survive against winged beasts, avoiding their fireballs as you do so. Extra heads can be picked up by bombing red and blue eggs on the ground. After all, three heads are better than one and will make you almost invincible. Dragon Spirit offers eight challenging levels of play and masses of action.



**Dragon Spirit pits you against winged beasts as you struggle to save the kidnapped Princess Alicia.**



**By rolling the computer die, each player must move around the computer board. The computer issues instructions as to what the players must draw.**



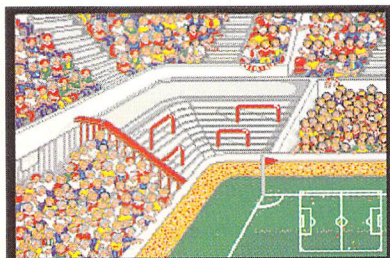
**A nifty little art package is included in Pictionary. This is where you actually draw your words that the other players must guess.**



# SNIPPETS

## ERE WE GO WITH KRISALIS

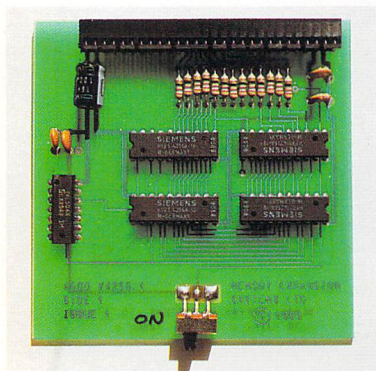
Just in, is a very early demo disk of Manchester United Football Club from Krisalis - your chance to relive the good old days at Old Trafford, when Man United actually used to win. All we have seen so far is an attractive picture of the left-hand corner terrace, and a brief demonstration of the scrolling - oh, we saw the pitch scroll, too!. But, rest assured, we will give you more information, such as price and release date as soon as we receive it.



*Although Old Trafford has improved with time, Man United haven't. Can you return them to their former glory.*

## AFFORDABLE MEMORY

Nowadays, several games are appearing that require at least 1MEG - Dragon's Lair, for instance - the trouble is, that the extra memory needed can be quite pricey. Not any more, though, because Memory Expansion Systems Ltd have just released a memory expansion unit priced at around the £70 mark. For this, you get a whole 1/2 MEG extra, and for an extra ten quid, you also get a battery backed-up clock. This works out almost fifty quid cheaper than the official Commodore upgrade. Well worth a look, methinks.



*Smaller than the official memory upgrades, and cheaper, too, Memory Expansion Systems Ltd's upgrade is a worthy buy.*

*5th Gear takes you on a hectic drive across inhospitable landscapes and against relentless enemies.*



Hewson must have a big machine that the programmers throw their ideas into, and out of the other end comes the finished game. Where shall we start? 5th Gear places you in an illegal car race where you are allowed to use every possible method to win. Available in November, the game will retail at £19.99. From a car into a tank, Battle Valley requires you to capture terrorist bases in the desert and eliminate two nuclear missiles. Failure to do so will result in the destruction of the world. The release date is September, and the price - £19.99.

Stormlord is the latest offering from whiz programmer, Raf Cecco. You must free the imprisoned fairy folk before they are destroyed by the evil queen. Stormlord looks very attractive at the moment and should do well on release. Look out for it around November. Price as usual - £19.99. In Slayer you have to annihilate everything that moves, while collecting energy pods and extra weapons. Onslaught



*Battle it out with the hordes of oncoming aliens in Hewson's Eliminator and Custodian.*

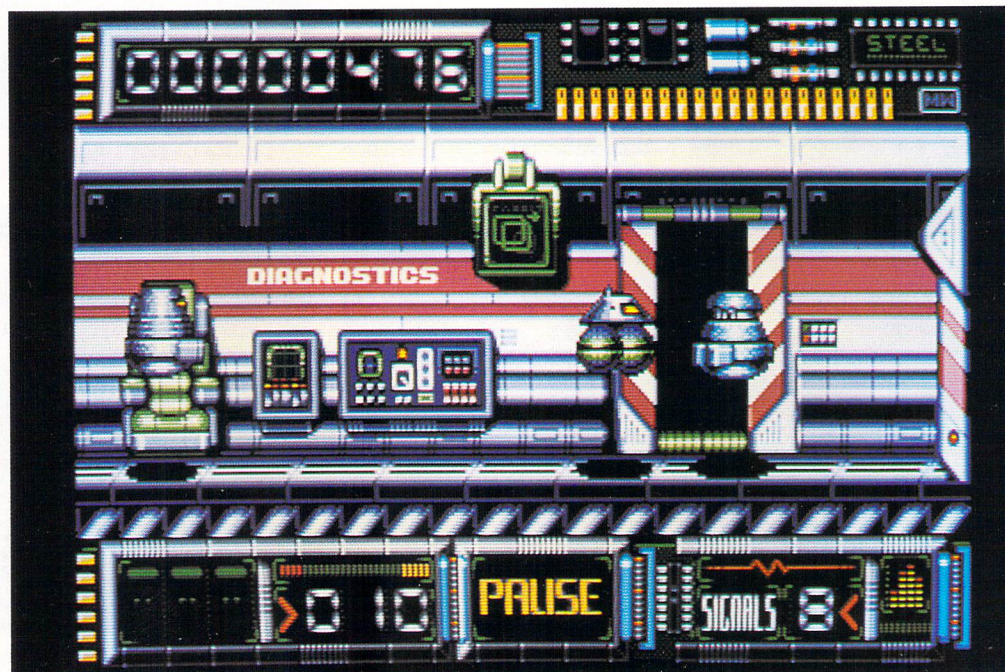
pits you against an army of bloodthirsty soldiers. Your goal is to capture the enemy flag and destroy any advancing troops. Slayer will appear in September and Onslaught will be released in November. Both will be priced at £19.99.

In Steel, robots have gone haywire on a space ship. It is your job, as a Robot Commando, to board the ship and deactivate the system. The main aim of the game is to collect cartridges and place them

# HEWSON SHIFT INTO 5TH GEAR

in the relevant slots located in a hidden room. Steel should be out sometime in October and will be priced at £19.99.

The final offering from Hewson comes in the form of a compilation. The Premiere Collection 2 includes such hits as Eliminator, Custodian, Mercenary and Backlash and should make a worthy addition to your software collection. No release date has been set yet, but the price will be £29.99.



*Guide your robot around the many rooms of Hewson's Steel, as you try to save your spaceship.*



# MINDSCAPE AT 10-1 FAVOURITE

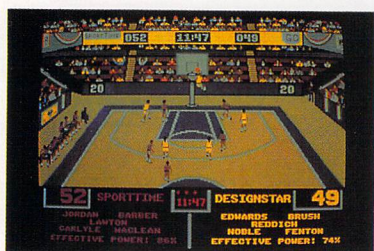


Those busy little beavers at Mindscape - responsible for this month's superb Fiendish Freddy - have produced a veritable array of software, soon to be released on the Amiga. First comes Life And Death, in which you have to perform operations, diagnose patients and administer drugs. If you can't stand the sight of blood - watch out. Ever wanted to bike across America?

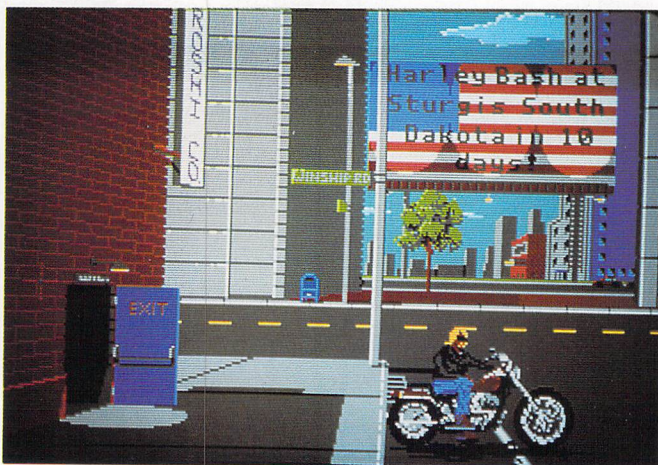
**The best way to earn money quickly is to bet on a horse - or so they say. This is your chance to win at the races with Mindscape's Horse Racing.**

chance with Harley Davidson. The final releases to date, are two simulators: Basketball and Horse Racing, where you have to

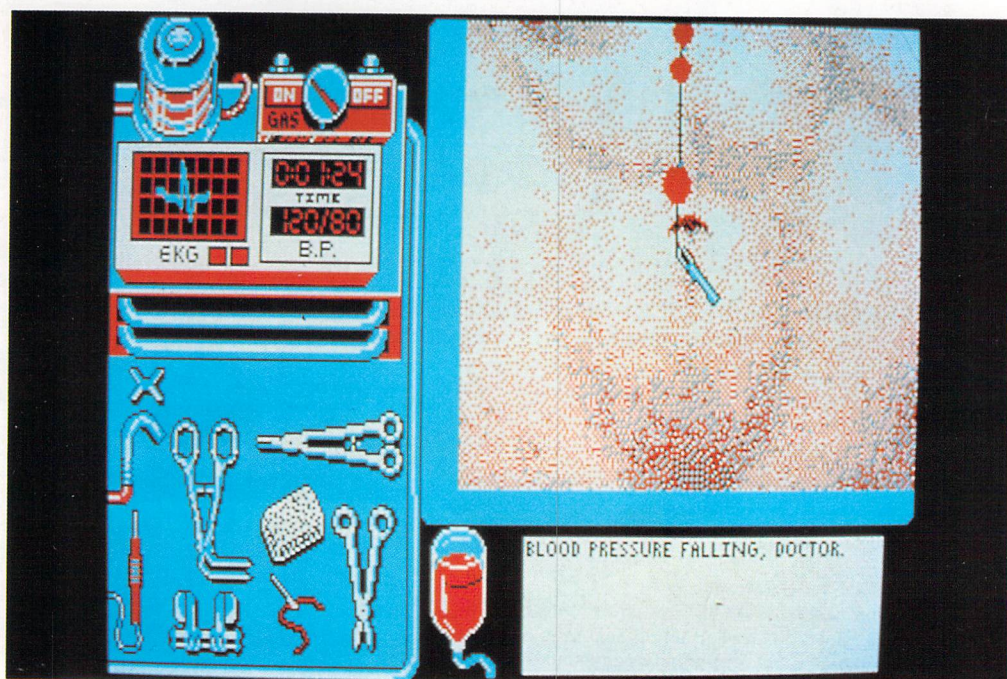
bet on horses and, hopefully, win loadsamoney. Look out for these games sometime around Christmas.



**Ever wanted to be a Harlem Globetrotter? Well, here's your chance with Basketball from Mindscape.**



**Bike your way across America in Mindscape's Harley Davidson.**

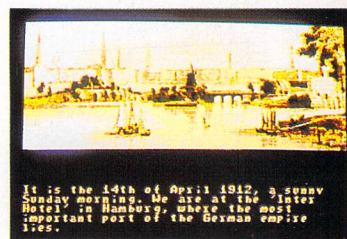


**Scalpel... Tweezers... Life And Death puts you in the role of a top surgeon who will, hopefully, be restoring life and not taking it away.**

## SNIPPETS

### RAINBOW ARTS WANT THEIR MYSTERIOUS MUMMY

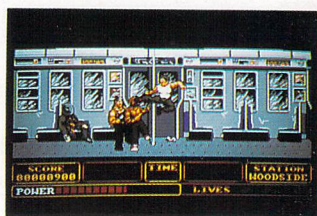
Mystery Of The Mummy takes place in Hamburg, as you turn detective and try to solve a series of baffling murders which have been linked to an African mummy curse. You have five days to wrap the case up. Essentially an adventure, the game has 186 locations where clues and facts may be found in order to solve the case successfully. Priced at £12.99, the release date has yet to be decided, but we'll keep you informed as and when it comes in.



**Mystery of the Mummy blesses you with the task of solving some horrific murders which have supposedly been committed by a Mummy's curse.**

### SCREEN 7 CLEAN UP THE MEAN STREETS

Coming soon from Screen 7 is Fallen Angel, a beat'em-up in the Vigilante mould. Having lost your brother to the perils of drugs, you have found the dealers on a number of tube trains. Using the fighting moves at your disposal, you must make your way through the three trains until you finally reach Mr Big.

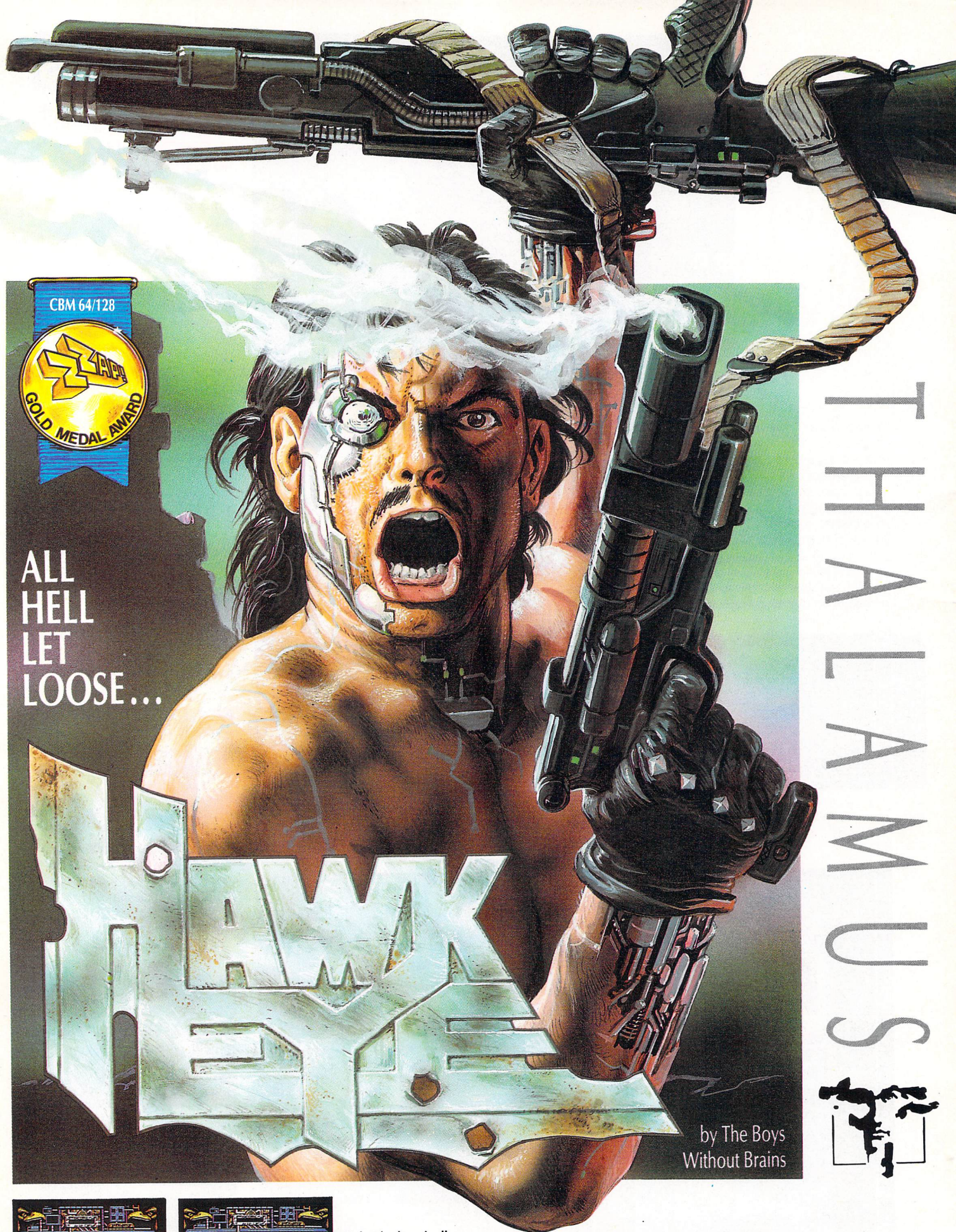


**Vigilante lookalike, Fallen Angel delivers a flying kick.**



**The Fallen Angel comes a cropper against two thugs.**





CBM 64/128

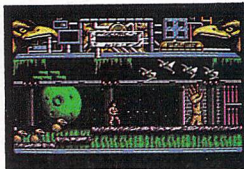
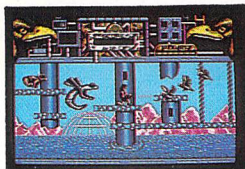


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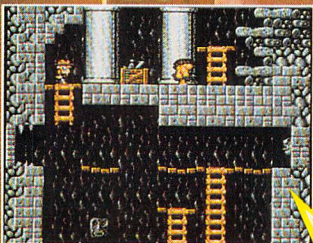
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RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £9.99, £14.99; COMMODORE 64, CASSETTE AND DISK PRICE £9.99, £12.99; ATARI ST, COMMODORE AMIGA AND IBM PRICE £24.99.



# RICK DANGEROUS

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# WIN EVERY GAME US GOLD



Ever since the Amiga was launched, U.S. Gold have supported it, and now, in a special Amiga Action competition, we are offering one of you lucky readers the opportunity to win a copy of almost every game the Birmingham giants have published for the Amiga. So, just by answering three questions, you could be zooming up futuristic highways, shooting everything in your way in Roadblasters; whipping Nazis and rescuing Sean Connery in The Last Crusade; participating in up to eighteen separate events in World Games, Winter Games AND California Games. As well as those, you, the lucky winner, can expect copies of the Capcom licenses: LED Storm; Last Duel; Tiger Road; 1943; and the highly-acclaimed Forgotten Worlds.

In all, there is £700 worth of games up for grabs, and, in case you were wondering, the rest are: Joan of Arc; Epyx's 4X4 Racing; Vigilante; Zak McKracken and the Alien Mindbenders; The Deep; The Amiga Gold Hits compilation, featuring Jinks, Bionic Commando, Rolling Thunder and Leaderboard; Realm of the Trolls;

Denaris; the Leaderboard Birdie compilation; 4th and Inches; Thunderblade; Journey to the centre of the Earth; Human Killing Machine; Heroes of the Lance; Gauntlet 2; Impossible Mission 2; Final Assault; and, finally, the ever-cuddly Skweek. And if that isn't enough to cause your software shelves to buckle, I don't know what is!

What's more, although, obviously, there is only one major prize, ten lucky runners-up will each receive a designer Last Crusade T-shirt. So, what do you have to do to get your hands on all this

lovely software? Simple. Just answer the three questions correctly:

OK, so when you have done that, simply pop your answers into an envelope, and send it to the following address, making sure it gets to us before the 26th of October: On the bottom of the entry form is some space for you to air your view on the first issue of Amiga Action.

**U.S. Gold Competition,  
Amiga Action, Latham House,  
Quarry Lane, Chichester,  
West Sussex. PO19 2NY.**

## THE ALL IMPORTANT COMPETITION QUESTIONS!

- 1. What was the name of U.S. Gold's helicopter-based Sega coin-op conversion that was a big hit last Christmas?**
- 2. Which arcade giant behind such titles as Forgotten Worlds, LED Storm, and the forthcoming, Ghouls'n'ghosts?**
- 3. Finally, who played Indiana Jones's father in The Last Crusade?**



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DENARIS

LEADERBOARD BIRDIE

4TH AND INCHES

THUNDERBLADE

JOURNEY TO THE CENTRE

HUMAN KILLING MACHINE

HEROES OF THE LANCE

GAUNTLET II

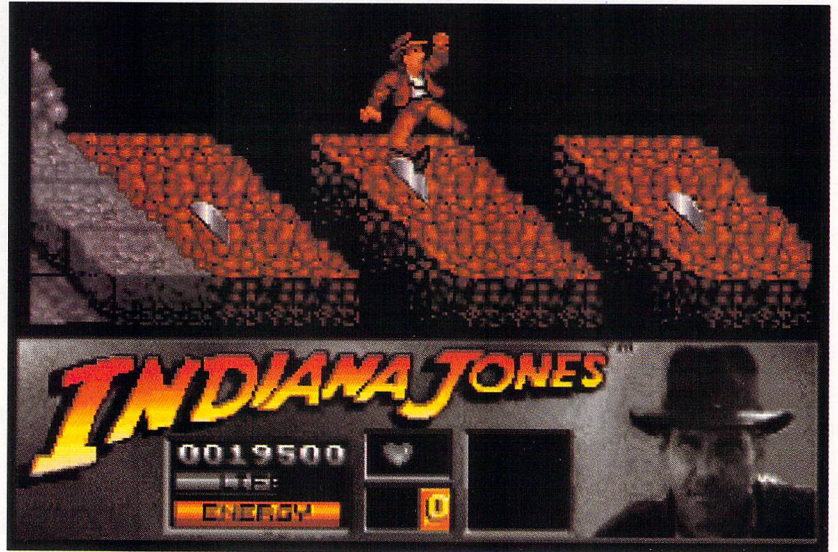
IMPOSSIBLE MISSION 2

FINAL ASSAULT

SQWEEK

JINKS

BIONIC COMMANDO



## PLUS!!! INDIANA JONES

### THE VERY BORING COMPETITION RULES!

Now for the boring competition rules: The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable, we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible, and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Gollner Publishing Ltd and companies participating in competitions are not eligible to enter.

**I Think the answers to the US Gold "Win loadsa software competition" are:**

Answer 1 ..... Answer 2.....

Answer 3.....

Name.....

Address.....

Post Code .....

Phone number.....

Finally, just to help us out, write a couple of lines about what you thought of the first issue of Amiga Action:-

.....

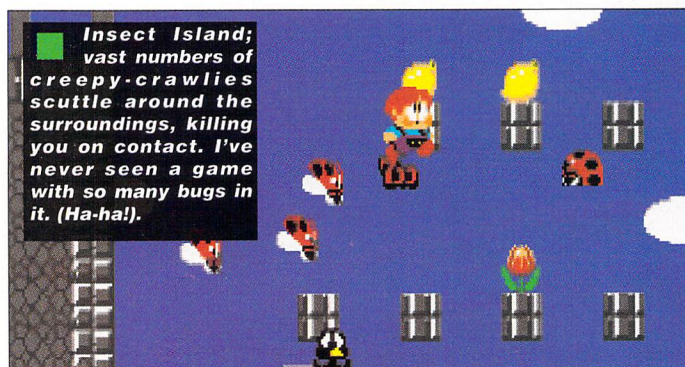
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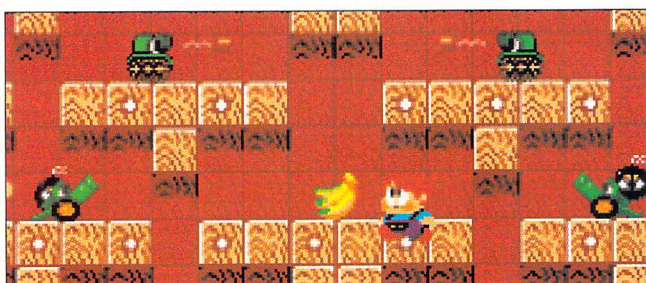




The Rainbow Islands, seven in all, each presenting a harder challenge than the previous one; but all must be conquered if you are to defeat the Boss of Shadow and free the natives from certain doom.

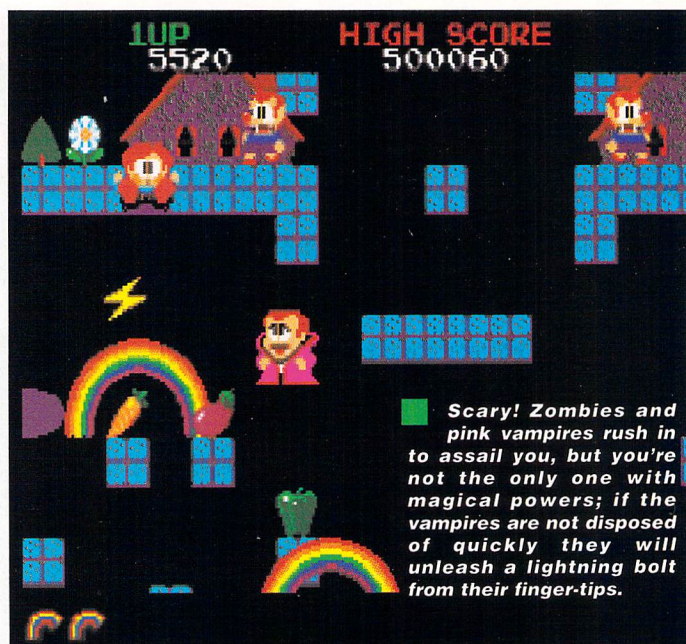


**Insect Island;** vast numbers of creepy-crawlies scuttle around the surroundings, killing you on contact. I've never seen a game with so many bugs in it. (Ha-ha!).



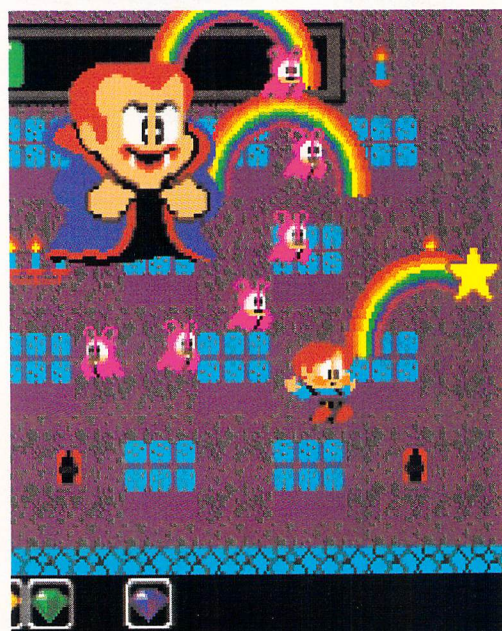
**DOUG**  
I've been waiting for a sequel to Bubble Bobble to appear ever since I beat it. The chances of one coming out that was just as original and equally addictive were not high. But Rainbow Islands is here and, unusual for sequels, it is even better than the original. Rainbow Islands is a great platform game and brilliantly programmed. Well worth anybody's time and money.

Once upon a time there lived two Dragons; their names were Bub and Bob. These two friends helped each other in the daily chores of life, until one day for some inexplicable reason the two dragons decided that life was just too boring, day in, day out doing



Scary! Zombies and pink vampires rush in to assail you, but you're not the only one with magical powers; if the vampires are not disposed of quickly they will unleash a lightning bolt from their finger-tips.

The end-of-level guardian of Monster Land stands in your way, but this vampire is probably the hardest of all the end-of-level guardians that you will encounter.



**FIREBIRD £24.95**

# RAINBOW ISLANDS

the same old things, never going to wild parties and the local nightclubs. So, that very day, Bub and Bob set out on a quest to the magic caverns, and to win the prize of being transformed into humans; and that's where Rainbow Islands comes in. Within the game, you play the part of the now transformed dragons, who upon returning from the magical caverns find that their homeland, the Rainbow Islands, has been besieged by a host of nasties led by the Boss of Shadow. The

natives of the islands have been captured and taken to the hideout of the Boss of Shadow, on the seventh and last of the Rainbow Islands, and here intends to turn the natives into his followers. Only you are left to try and defeat the various gangs that now inhabit the islands and to rescue the natives from a life of terror at the hands of the evil Boss of Shadow.

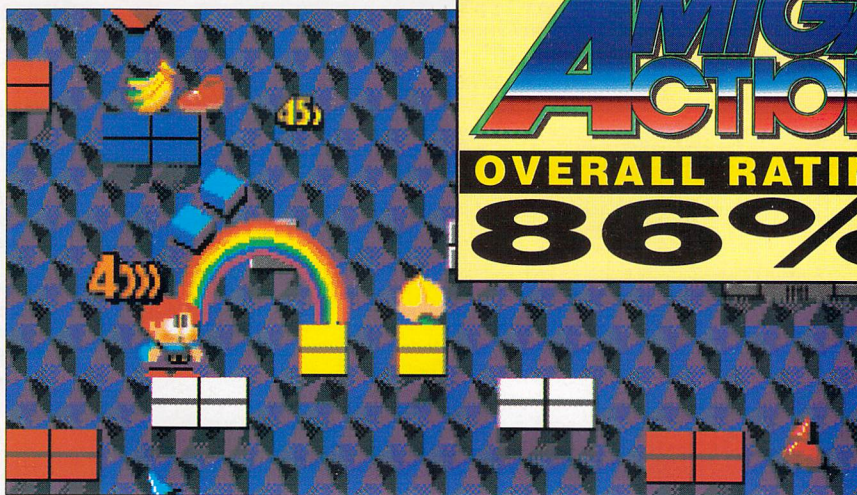
Overcoming the selection of enemies will be no easy task, but fortunately, as a human you still have some of the magical powers

you had as a dragon. While in the Rainbow Islands you have the power to conjure small rainbows to destroy your adversaries; when you first start you have only enough power to cast one at a time, but with the aid of magical potions that can be taken from the remains of your fallen enemies, you can gain the power to cast two, and even three rainbows joined together; the speed with which you cast the rainbows can also be quickened.

The game scrolls vertically up



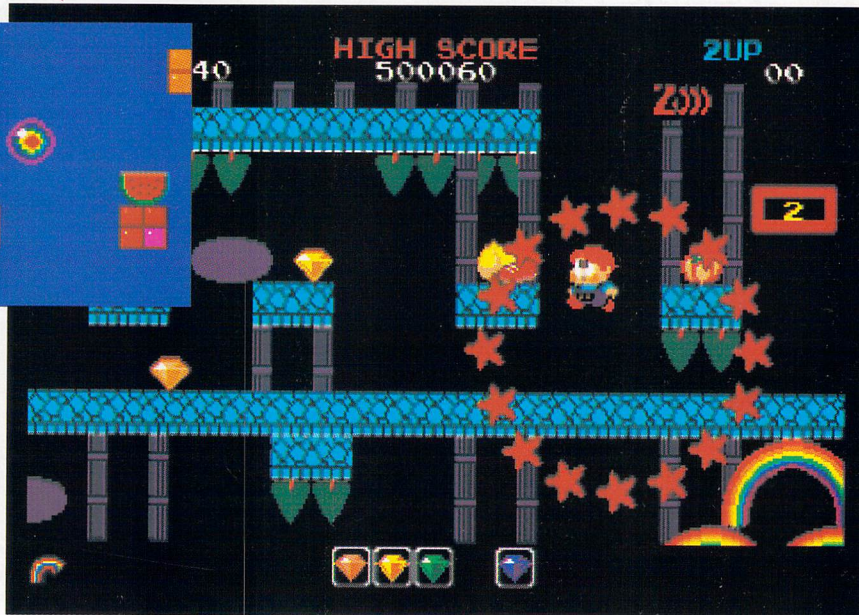
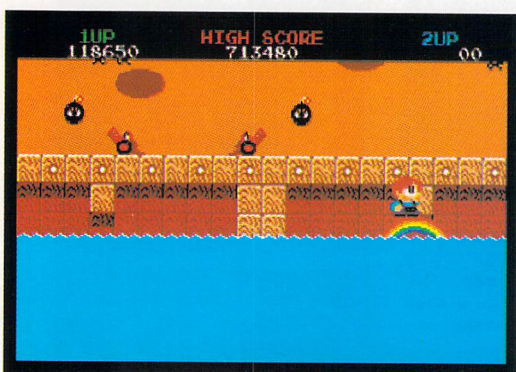
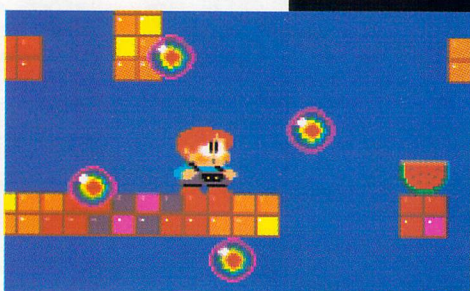
Toyland may look very nice, but believe it or not, the toys haven't been put there for your amusement. Jack has escaped from his box and gone on the rampage - a quick rainbow in the chops should put a stop to his little game.



**AMIGA ACTION**  
**OVERALL RATING**  
**86%**

The land of Doh is something quite different. The music has now been dispensed with and replaced by the sound effects of the game, and I think I recognize those monsters.

(Below) No time to hang around. Although there's lots of hidden fruit to be collected, time waits for no man (or ex-dragon) so take too long and you could find yourself in deep water - and, you've guessed it, you can't swim.



Fruits and potions are not the only things you get from killing monsters. Very occasionally, you may get a ring or cloak that will bestow certain magical virtues upon you - but how long will each item help you, and for how long.

and down the screen, the main object being to get to the very top so you can gain access to the next stage. To aid you in reaching the top of the stage, apart from using your rainbows to kill the various baddies that patrol the island you can climb on top of them and use them as a kind of portable staircase; after successfully getting to the top of a few stages you will come to the islands' leader who will do his best to prevent you from continuing to the next level. To kill this enemy you have to hit him more than once with your rainbows, the amount of damage you do depending on the accuracy of your shots. A two-player mode has been included in the game but, unlike Bubble Bobble, both people cannot play simultaneously, but a selection of hidden rooms can still be found if you're lucky and each possesses great rewards.

## GRAPHICS

The graphics within Rainbow Islands are virtually identical to the arcade, and very nicely defined. These graphics will never win an award but they definitely work with this type of game.

**88%**

## SOUND

Appropriately, Somewhere Over The Rainbow plays as the background tune and, like the graphics animation, is slightly better than the ST version. They follow the arcade version perfectly.

**73%**

## STEVE

-I was a great fan of Bubble Bobble, and I was a bit worried that this sequel would be a bit of a let down. Luckily, programmers, Graftgold, have managed to incorporate every feature of the coin-op - including every bonus screen and hidden feature I can remember - and, as a result, I have played Rainbow Islands more than any other game this month! Each Island is deviously arranged, and making your way to the top of each, trapping the nasties along the way is great fun. Basically, if you only buy one game this month, make sure it's this one - you won't regret it.

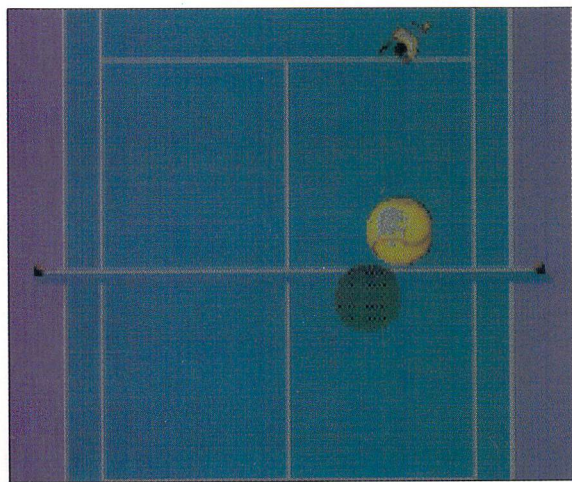
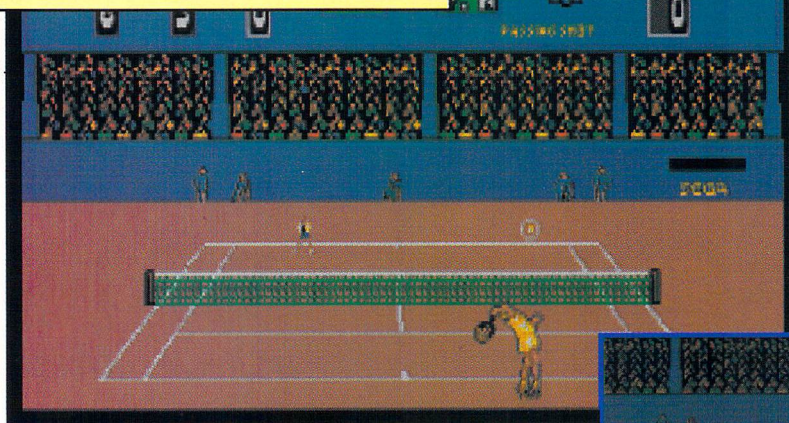
## WHITEY

Cutesy-cutesy games nearly always seem to offer the best value for money software these days, and Rainbow Islands is no exception. The graphics are brightly coloured and very original. The sound, which includes a main tune and in-game-effects, is also of a very high standard, but can get a little tedious after a while. All in all, Rainbow Islands is an excellent game, and one that offers a great deal of long-term enjoyment.



## OVERALL RATING

# 65%

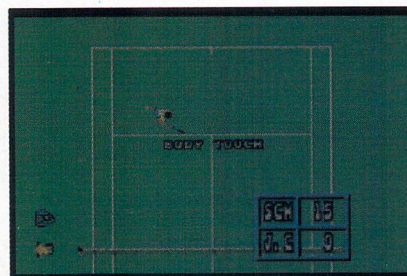


■ Although serving is viewed in third-person perspective, the actual match is seen from a bird's-eye view, with the ball rising and falling realistically with each lob. Play always begins on the deciding set, implying that the match is a tie-breaker, and watching your efforts are a colourful bunch of spectators, officials and ball-boys. Sadly, they don't actually move - still, I suppose that adds to the simulation's authenticity

■ Serving is a very simple affair. Pressing fire throws the ball in the air, and when you have decided it is at the optimum height for hitting, pressing fire whilst positioning the joystick determines the style of the serve. Then all you can do is watch as it, hopefully, sails over the net.



■ Play in the doubles option can get very confusing, especially when it comes to deciding who is going to return the next shot. You can guarantee if neither player bothers, it will be the other person's fault.



■ Every time a decision is made, the computer hisses 'out' or 'body contact', and it must be said that some of his judgements do seem a little biased towards the computer-controlled player.

## GRAPHICS

Apart from the realistic serving animation, they aren't particularly brilliant, but they move quickly across the nicely-coloured courts.

# 64%

## SOUND

A terrible dirge introduces the game, but during the match there are some nice grunts (well, as nice as grunts can be!), and digitised umpire calls - it's just a pity that when the ball bounces it sounds as though it is made of wood!

# 55%

## DOUG

I vaguely remember seeing a Passing Shot coin-op once, and it looked quite good - especially the graphics. In this conversion, though, the graphics aren't quite so hot, with small sprites running across a jerkily-scrolling play area. Still, the game itself plays quite well, although the aforementioned scrolling lost me a few valuable point. Not bad, but it could have been better.

## STEVE

I am not a great fan of tennis, as I feel it is one of the most boring sports to watch. Playing it, though, is enjoyable, and Passing Shot is a realistic interpretation of the sport. The graphics aren't superb, but they move well and there is some nice animation on the players. Sound is a little disappointing, with various thunks and clunks accompanying play - but, to be fair, there isn't a lot the programmers could have done with it. All in all, an enjoyable simulation that I keep returning to.

## IMAGEWORKS £19.95

# PASSING SHOT

Apparently, the gentle sport of tennis has been around since the days of King Henry VIII (he of the many wives!). However, it wasn't until the early twenties that it became really popular. At first, it was a sport for the well-to-do ladies and their prospective beaux, but after a while it became regarded as a 'proper' sport, and national tournaments were organised. Nowadays, tennis is a far more competitive sport. The long trousers and flowing skirts of yesteryear have been replaced by shorts and

gym skirts that aid play, and the reward for success is a huge amount of prize money for the winner - your ultimate aim in Imagework's Sega licence, Passing Shot.

As an unseeded newcomer - or newcomers, if you are playing doubles - Passing Shot sets you the task of playing your way across three countries, winning a set of six games in each. Once you have successfully made your way through Australia, France and America, you will be entered for Wimbledon, and

thrown straight in at the deep end in the quarter-finals. As you make your way across the tennis courts of the globe, you will play on different varieties of surface, and each of these affects the bounce of the ball and your play. At your disposal, you have four kinds of shot: slice, lob, topspin and flat, all of which are accessed by moving the joystick into one of the four positions whilst keeping fire depressed. Likewise, your player is controlled by positioning him or her with the joystick.



# RALLY CROSS

*Challenge*

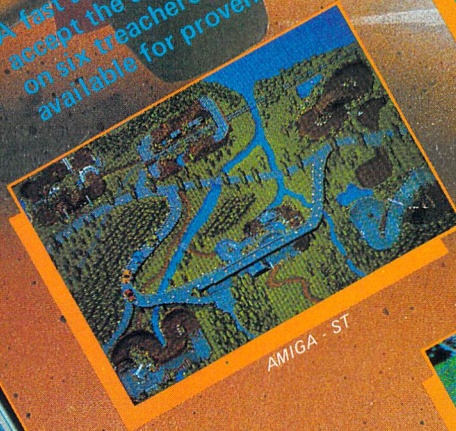
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# GEMINI WING

It was the careless heading of 'DIE MUTANT ALIEN SCUM' in the SoonDay Spirit newspaper that outraged all the alien inhabitants of the galaxy. Outraged by this abusive form of gutter-journalism, every civilized alien race has declared war on Earth, and especially on the SoonDay Spirit. Victory for the aliens was an obvious assumption but they haven't reckoned on the Earth's most powerful weapon - the Gemini Wing.

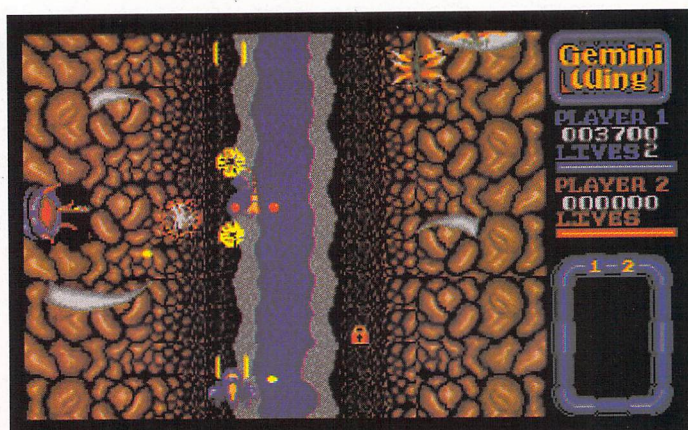
You have been commissioned as the pilot of the Gemini Wing in this vertically-scrolling shoot'em-up, desperately trying to fight your way through the various levels in an attempt to save the earth and restore order to the galaxy. No sooner have you strapped yourself into your aircraft, when the enemy pour forward thick and fast, spraying bullets of destruction all over the play area. Twisting the control stick from left to right, you manage to avoid certain death; you even have time to release a few of your own laserbeams. Large dragonflies, millipedes and bugs are the order of the day and prove to be excellent

cannon fodder. Eyes blink menacingly and release clusters of little bombs which hinder your progress drastically. As you advance further on in the game, certain aliens, known as 'Bringers', yield gunballs - small pods that, when collected, enhance the Gemini Wing's firepower in various ways. If you destroy the Bringer he will release all the gunballs ready for collection. As each gunball is gathered it tags along the back of your ship until it is selected or the ship is destroyed. The weapons range from the obvious, such as extra lives and bonus points, to the more obscure, three-way fireballs, a spiralling circle of death, and the impressive windscreen wiper of death which just about annihilates everything in your path.

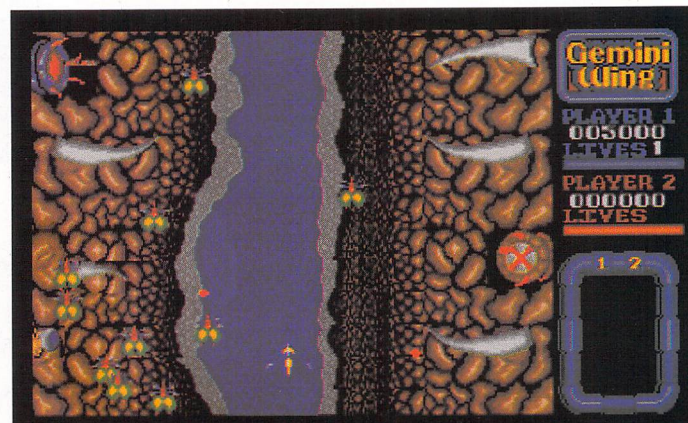
After blasting your way successfully through each round you come face to face with the customary end-of-level alien, the first being a giant walrus-type monster. Each monster varies in its form and attack and must be destroyed in order to progress onto the next level. If you manage to lose all those valuable lives you may warrant a 'continue game' option in which you have ten seconds to make your decision. If you choose to continue, then your score resets and you begin from where you left off. Unfortunately, the continue game option doesn't last for ever. All the Gemini Wing's statistics, such as 'lives left' and 'score so far' are displayed on the right-hand side of the screen. As the special weapons are collected they appear in a box below the 'lives left' display. There is also an option for a two-player game.

## WHITEY

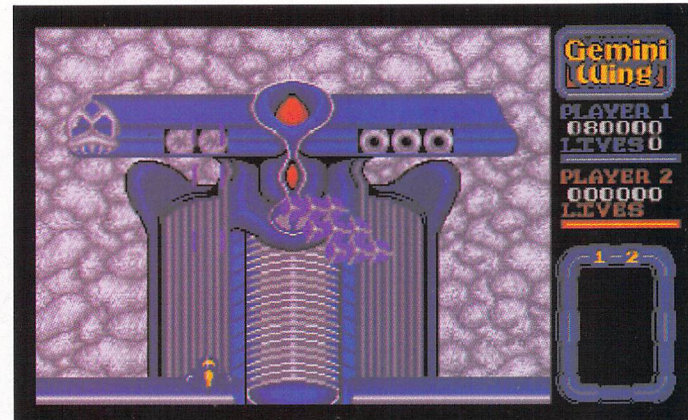
**I can't honestly say that I was too impressed with Gemini Wing. The graphics reminded me too much of the old 8-bits and lacked variation as the levels progressed. Although the musical score isn't that bad, it just doesn't seem right for this type of game. There are far better shoot'em-ups available for the Amiga at the moment and I would suggest you give Gemini Wing a miss and go for one of the better ones.**



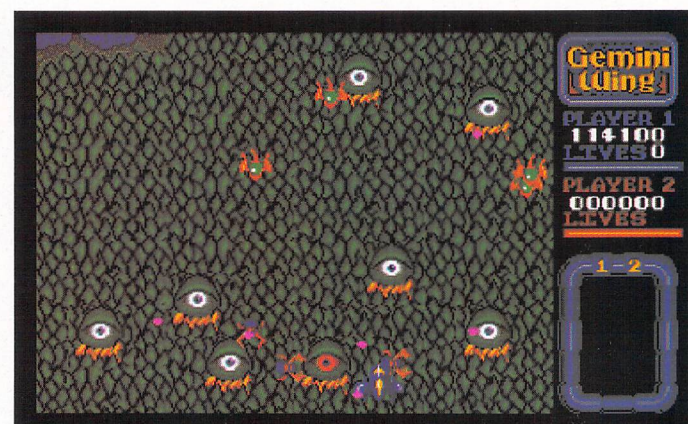
**No sooner has the game started and the aliens are already bearing down on you. A quick press of the fire button produces the required result - instant destruction.**



**Things can get a little sticky in later levels and this could prove to be a regular sight until you manage to memorize some of the attack formations.**

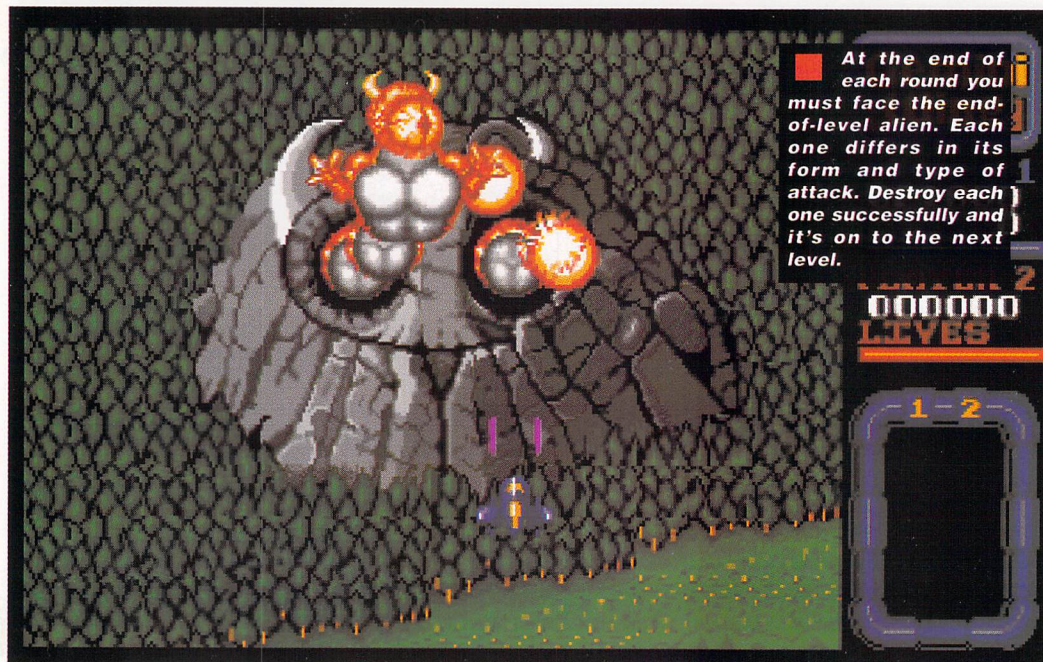


**As you progress further into the game, the end-of-level aliens become harder to defeat. Not only do you have to shoot the eyes but you must also avoid the spinning skulls.**



**Eye-eye. These blinking retinas need to be hit several times before they finally turn red and blow up.**





**OVERALL RATING**

**60%**

**STEVE**

Having never come across a Gemini Wing coin-op, I can't say how close a conversion this is. However, as shoot'em-ups go, Gemini Wing certainly doesn't stand out by any of its own merits. Neither the graphics nor sound really suit this style of game, as both are too bright and bouncy. Basically, Gemini Wing is a huge disappointment after the excellent Silkworm.



**DOUG**

Oh my God! How can a company that released something as good as Silkworm, bring out a product as dire as Gemini Wing. The graphics within the game are very substandard, and the sound is about the best thing the game has to offer, and that's not particularly great. All in all, Gemini Wing is not the best in its genre, and I can't really recommend it.



**GRAPHICS**

The graphics are small, unoriginal and very 8-bitesque. Variation is also very limited.

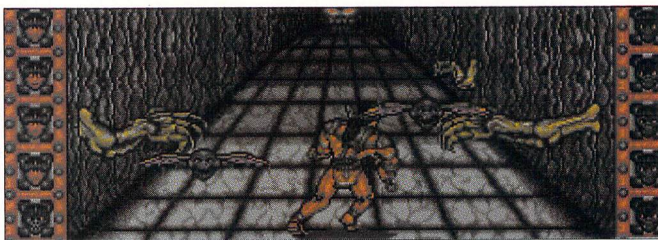
**48%**

**SOUND**

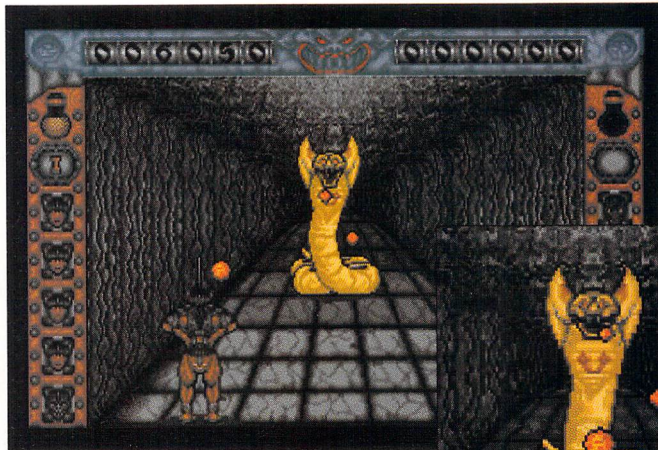
Sounds not too bad although I'm not sure that the music score is compatible with this type of game.

**57%**





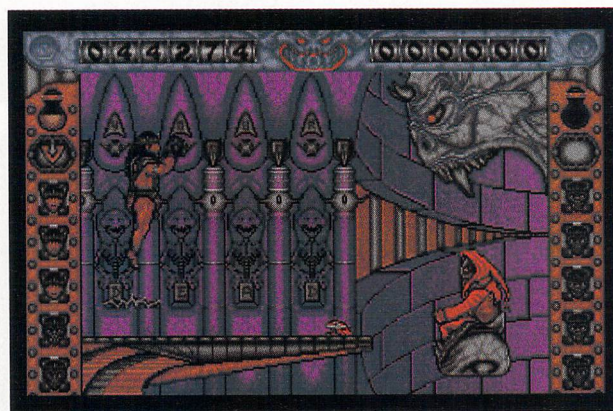
**I don't know about the saying "walls have ears", but these walls definitely have reaching arms. Let one of these arms grab you and you'll lose some of that precious life force.**



**(inset) The corridor levels have an end-of-level nasty, the first being a giant snake. To kill the snake you must rebound its fireballs with your trusty sword. However, if his, or anyone else's, assault proves too much, our hero crumples to the floor, losing one of his six lives.**



**The perspective changes this time but the objects remain the same. Avoid Olisos's claws and fireballs, while throwing spears at him. Destroy him and you'll be awarded a shield.**



**Now is the time when you must actually face the evil Zandor. While jumping and ducking the fireballs, you must move forward in an attempt to kill him with your sword.**

**PALACE £19.95**

# CASTLE WARRIOR

Following the unexpected death of Edelwulf The Great, his eldest son, Edelred, inherited the throne. The people of Pacifia were always happy and contented under the fair and just rule of Edelred - except one. Due to his evil exploits, Zandor, an evil wizard, has been banished from the kingdom. Annoyed by this, Zandor plots Edelred's downfall, so that he may seize

and rule the kingdom for himself. To this end, he has poisoned the king's food, who is now at death's door. You, Edred The Brave, and son of Edelred, must find Zandor within one day and force from him the poison antidote.

You begin the game with six lives, which are displayed on the left of the screen, and you are armed with a sword. First, you must progress down the castle

## WHITEY

**The levels in Castle Warrior all involve basically the same activities - running down the corridors or dodging the monster's claws - nevertheless, I did find it strangely addictive. The control system is also very sluggish and I often found myself being hit through no fault of my own. If Delphine want to make a good name for themselves, then they are going to have to produce better games than this.**

## DOUG

**Unfortunately, Castle Warrior suffers from unresponsive controls and wooden animation. The scrolling credits on the title page reminded me of a PD demo, and the game didn't prove to be any more interesting. Variety of levels is virtually non-existent and, quite simply, I doubt Castle Warrior will keep anyone interested for long.**

corridors, avoiding arms that project from the walls and killing the giant bats. At the end of each of the two corridor-levels is a large monster, the first being a snake and the second a green giant. These must be killed by rebounding their fireballs with your sword. When you manage to reach the subterranean river you must kill the dragon Olisos by throwing spears at him and avoiding his claws. Next is a trip down the river itself in a small canoe. The falling stalactites can be avoided by raising your shield above your head. Other nasties, such as leaping fish, rocks and

## GRAPHICS

**The backdrops may be spectacular but the animation and dynamics are pretty basic stuff, really. Animation on the main character is a little disjointed. The end-of-level monsters could have been a little more original also.**

**67%**

## SOUND

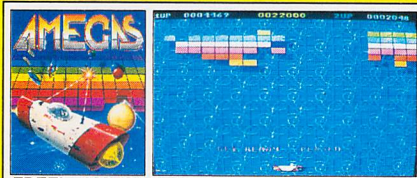
**The sound on Castle Warrior isn't too bad, with some interesting little ditties, although the tune on the high-score table doesn't really complement the game.**

**60%**

green slime also hinder your progress. In level four you must kill another dragon named Jibba. Destroy him and it's confrontation time with Zandor himself.



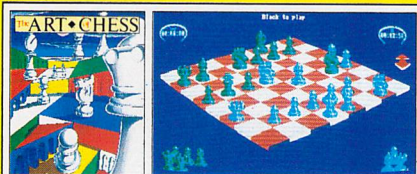
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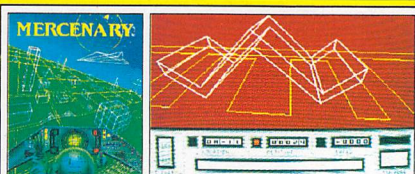
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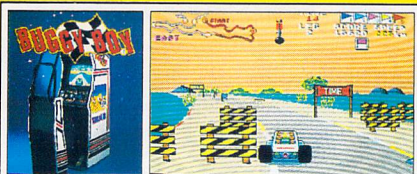
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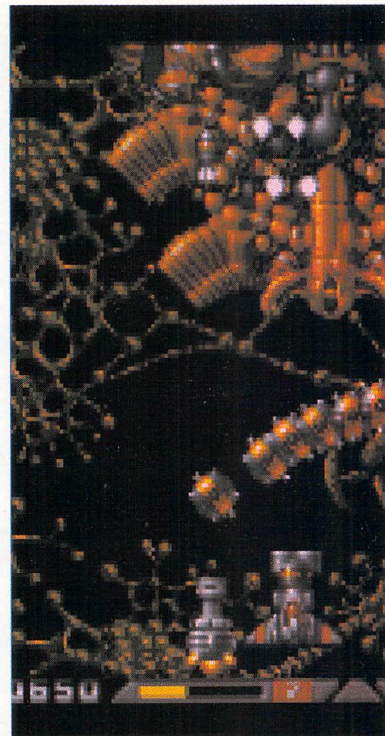
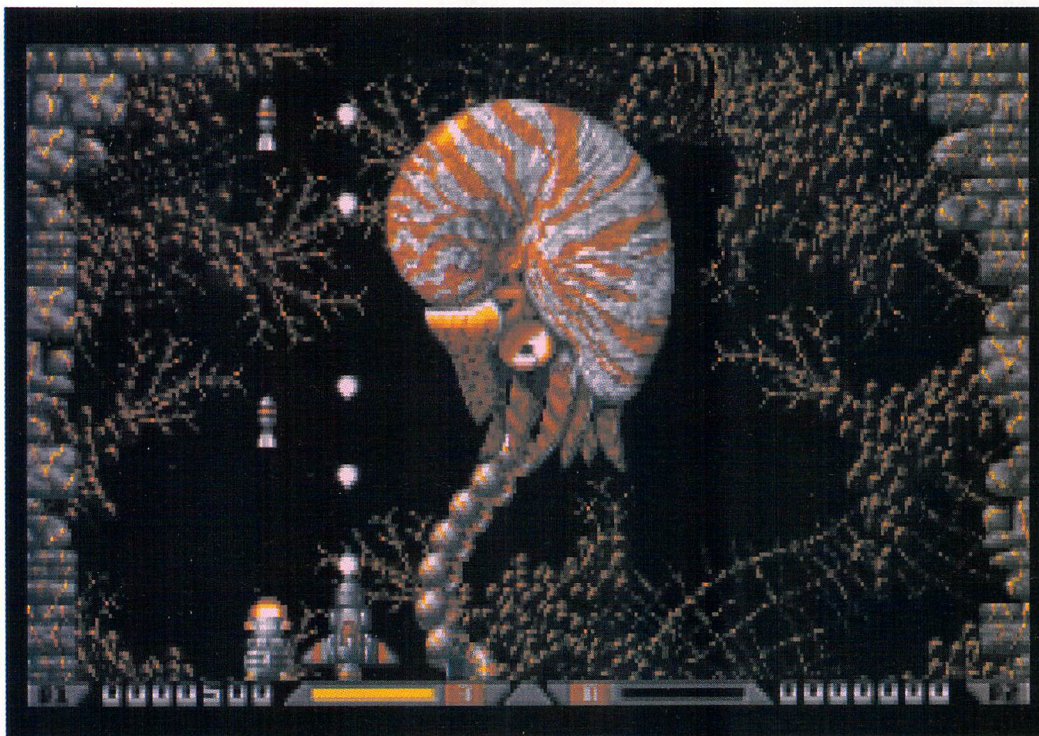
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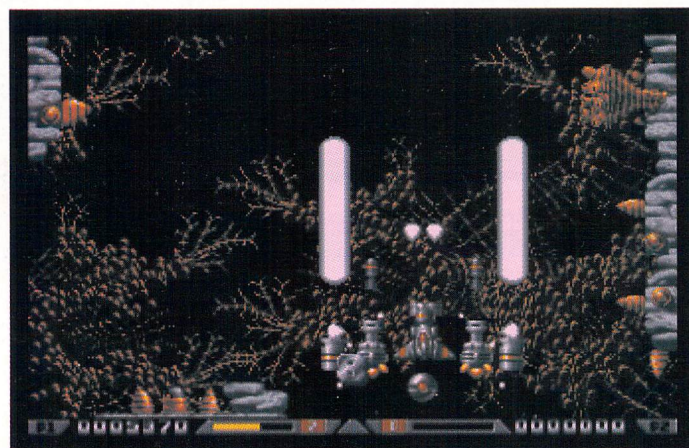




■ As in the first *Xenon*, you will encounter two large 'guardians': one midway through the level, the other at the end. These large creatures range from large fibrous lumps which have worms appearing from various orifices, to a mutant spider and her babies. Each guardian has a vulnerable point, and only sufficient shots to this point will eventually destroy it, filling the screen with lots of lovely booty in the process!



■ The alien shopkeeper appears twice in a level, and offers you the chance to equip your ship. As you enter his shop, the reptilian alien turns the sound of his Bomb The Bass-playing Walkman down, and allows you to peruse the items you can afford. There are roughly twenty-five items available, and prices range from 500 credits for a speed-up to 5000 for the mysterious 'Bitmap Shades'. The best weapons, though, both for effect and looks are undoubtedly the wide-beam lasers - a snip at 4000 credits.



**IMAGEWORKS £19.95**

# XENON II

After months of waiting, the Bitmap Brothers' long-awaited sequel to the mould-breaking *Xenon* is finally here. Featuring a David Whittaker version of Bomb The Bass' Megablast - Hip Hop on Precinct 13 Mix, *Xenon II* has been promoted as the shoot'em-up to end all shoot'em-ups. We have all heard the hype surrounding its release, the music,

and the three-layer parallax scrolling, but now we can all judge for ourselves whether it was worth the wait. Megablast takes up the battle straight after the original *Xenon* wars. The Xenites had no option except that of retreating and regrouping, but now they are back, and this time they are threatening to disrupt the delicate balance of time. Reassuming your role as the

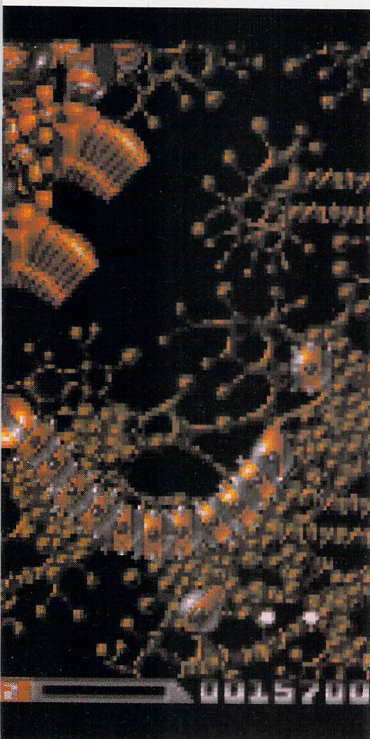
## STEVE

After all its surrounding hype, I honestly thought *Xenon II* was going to be a disappointment. Thankfully, I was wrong, and *Xenon II* now ranks as the number one Amiga shoot'em-up. As soon as you hear the Bomb The Bass soundtrack you know you are going to be in for a treat, and both the graphics and the gameplay continue this high standard. Megablast, like the original *Xenon*, is tough, but it plays extremely well, and knocks any contenders to its throne straight out of the skies.

## WHITEY

After the incredibly successful *Xenon*, the Bitmap Brothers must have had quite a headache creating the sequel. Nevertheless, *Xenon II* lives up to all the hype generated. The Bomb The Bass tune is excellent and suits the game well. The graphics have to be seen to be believed - the variation through the different levels is incredible. This has to be the No.1 shoot'em-up at the moment, and I can see it staying at the top for quite some time to come.





## SOUND

*The Megablast rendition is superb, and the driving beat of the soundtrack suits the game perfectly.*

# 92%

space ace who thwarted the Xenites' plans before, it is up to you to blast your way through five vertically-scrolling levels, eradicating the oncoming Xenite forces. Each level depicts a different time zone in Earth's evolution, and the Xenites have armies in each of the zones which, if you fail to eliminate fully, will irrevocably alter our history.

To stand a reasonable chance against the powerful Xenites, Earth authorities have armed you with the latest in fighter ships. Unlike the craft you piloted in the original Xenon, this ship cannot transform into a tank; instead, it houses more facilities for extra weaponry. Extra weapons to fill these ports can be found in two ways: the first is by collecting one when it has been discarded by a dead Xenite; and the second is by purchasing it from the unscrupulous arms dealer the Xenites use. Cash to buy weaponry from this reptilian gun-runner is collected by shooting certain species of Xenites. Once the alien is killed, he leaves behind a glass orb which, when collected, is instantly added to your bank balance. The arms dealer appears twice in every level, and has two screensworth of Xenite-bashing weaponry on show. As well as buying

## GRAPHICS

*The three-layer parallax and the organic graphics certainly live up to the hype. The screen scrolls extremely smoothly, bringing with it wave after wave of superbly detailed aliens and backdrops, and the end-of-level guardians are really something.*

# 84%

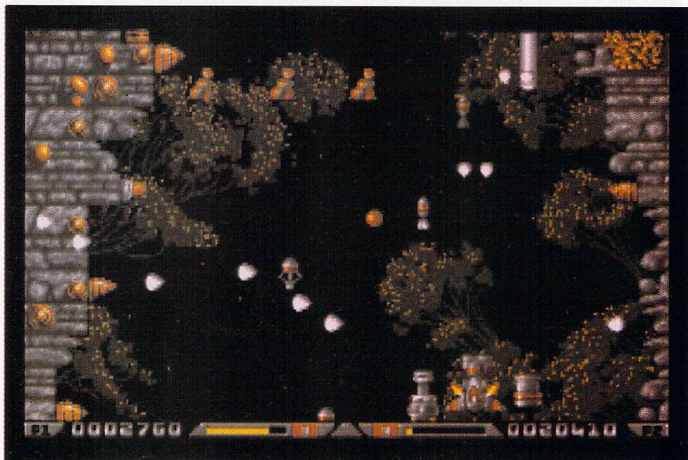
equipment, though, if you want to upgrade, he will also buy unwanted systems from you - albeit at a lower price than you probably paid.

## DOUG

*Yet again the Bitmap Brothers have stunned us with the graphics and sound they can produce on the Amiga, but even so, Xenon II just didn't quite grab me. Although the game has everything you could want in a shoot'em-up, the action just seemed too frantic and I found it very frustrating. I, like anybody, like a challenge, but sometimes you can just push it too far. Xenon II is visually a great game, but I'd recommend that even the best games player has a quick go before he buys.*



■ *Money certainly makes Xenon II go round, and shooting a wave of Xenites causes the deceased to relinquish one of the all-important credits. Resembling a crystal ball, they gently float down towards you, before whizzing off if they are not collected soon enough.*

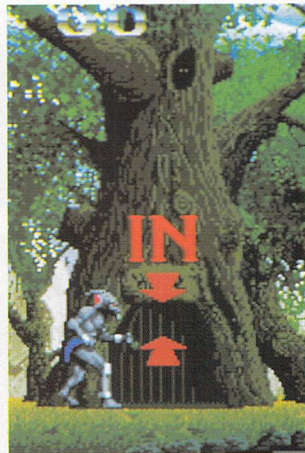


■ *If the aliens are proving a little too much for a budding Megablaster, extra breathing space can be gained by pulling down on the joystick to ignite your retros. This then allows you to scroll the screen down, giving ample room to obliterate the Xenite scum.*





**Our hero begins his quest in the countryside. 13 levels of parallax scrolling add depth and realism to this level.**



**Finding the keys (Left) is an essential part of your quest. The keys will allow you to unlock doors (Right) and advance onto the next level and continue your journey.**



**The enemy come in many guises - up to 132 to be precise. To destroy the enemy you may either punch or kick them to death**



**If the insects and other such nasties aren't destroyed quickly, they will sap your energy and eventually kill you.**

**PSYGNOSIS £34.95**

# BEAST

In your early years as a child you were kidnapped by the evil Beast, Mages, and transformed into the most fearsome and yet most powerful creature. Enraged by your new form you set off to take revenge against the Beast and his evil cohorts, in the hope that you will be able to return to your true form.

You begin your dangerous quest in the countryside where you must find exits that will take you to the next level. You have no sooner started on your journey when you are suddenly confronted with the enemy, who come in many guises. Zombies, ghouls, insects, and even throbbing eyes, are all intent on your destruction. As you sprint through the 13 levels of parallax scrolled countryside, you will come across large rock formations which, when punched, will reveal potions. These potions restore your fighter's strength and allow him to use his power punch. Exits are indicated by flashing, red IN signals and must be found if you are to advance to the next level.

From the countryside it's into a deep well where this time you must guide the creature down into the depths using the ladders that are scattered around the level. The hordes of devils, snails, lizards and skulls may be destroyed by either punching or kicking them. Switches may be toggled on and off to disable lethal plasma rings. At the bottom of the well is a key which will open the door to the next stage. Blocking your escape from the well is a horned beast which must be destroyed. Killing the beast is no easy task and it must be hit several times before its energy is reduced to zero.

To enter the castle, you must collect the torch which will light your way through the dark castle corridors. Spaceships and whiches fly overhead, while spiders and bouncing balls block your path. To exit into the caverns you must find the spanner and dismantle the force field. Chests may also be

opened and will reveal potions and a useful laser gun, although some chests may have poison in them. Guarding the exit is a 3-headed dragon which must be destroyed by shooting at its heart. If you manage to kill the dragon, you may collect the jetpac and advance into the deadly caverns.

Once you have fought your way through to the end of the

## SOUND

**You can never keep a good man down, and David Whittaker has done an excellent job with the 8 musical scores that play throughout the game. Each tune is extremely atmospheric and they complement Beast's levels well.**

**93%**

## STEVE

**Although Beast scores highly both in graphics and sound departments, I am uncertain about its lasting appeal. The thirteen layers of parallax look superb, and each level is accompanied by its own tune, and this adds up to one hell of a well-presented game. The gameplay consists of running to and fro, punching, shooting and killing the many nasties, and, unfortunately, this can prove a tad repetitive. On the plus side, though, the puzzle-solving side of the game is great fun. Overall, Beast is a well-presented game which offers a long-term task. But as to whether it is worth the asking price that is up to the individual user.**



# AMIGA ACTION

## OVERALL RATING

# 86%

deadly caverns, you, once again, have to destroy the end-of-level monster, a 2-headed dragon this time. The final level sees you charging through the graveyard. This is where you must confront the evil Beast - Mages. Mages is so big that all you see of him is his foot. But beware! He will attempt to crush you by dropping his club onto your head. This is your only chance to restore your true form and destroy the evil Beast, once and for all.

## GRAPHICS

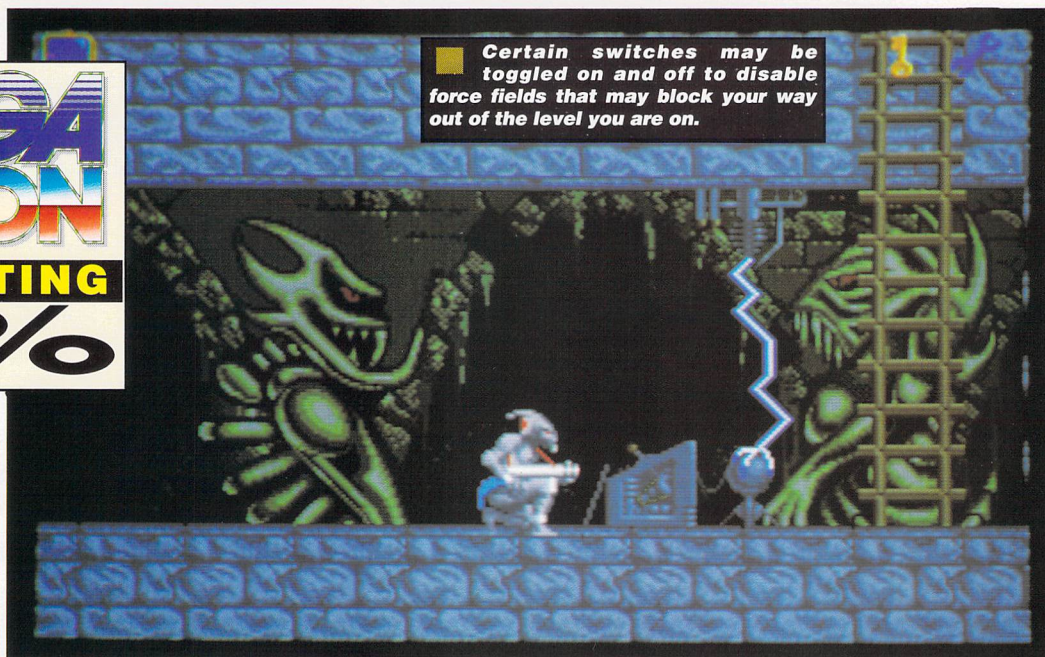
13 levels of parallax scrolling is some achievement, and the effect is outstanding. Perhaps the animation on the main character could have been a little more fluid, though.

# 92%

## STEVE

On seeing Beast for the very first time, I was convinced that this was the best game I'd seen so far on the Amiga. Now, I'm not so sure. The actual presentation of Beast is second to none, with 350 screens, 132 different nasties and 128 colours on screen at once. Unfortunately, the game-play seems to have suffered somewhat. Running around a mass of screens and punching nasties may prove very boring after a while. Psygnosis are packaging the game in a special double box with a t-shirt at the overall price of - wait for it - £34.95. Will the average gamesplayer pay an extra tenner for just a t-shirt? I wonder.

Certain switches may be toggled on and off to disable force fields that may block your way out of the level you are on.



The end-of-level meanies have to be the biggest seen so far. This one has three heads to contend with. The heads shoot out and will deplete your energy if they touch you.



The jetpac allows you to fly around the end-of-level monsters, blasting them to your heart's content - very much in the R-Type mould. This monster flings a stemmed eyeball at you.





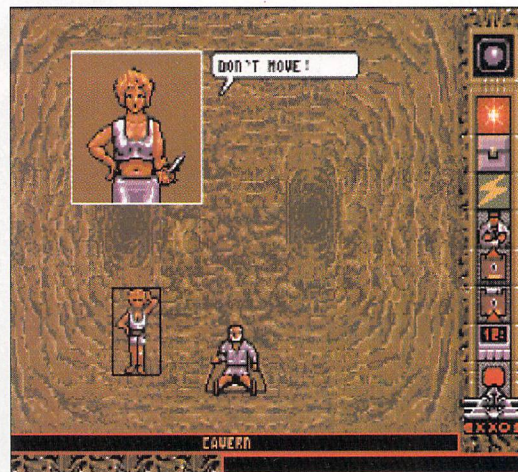
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# GIVING THE GAME AWAY

*The place to be for the ultimate in cheats and tips...*

**Hello, and welcome to this, the first ever Amiga Action cheats page. Each month, our intrepid games expert, Doug 'long' Johns, will be playing a number of games, and bringing you the definitive playing guide on each. This month, Doug pulls New Zealand Story and Blood Money to pieces, whilst we also received our first ever letter containing a complete solution to Infogrames' Kult - not bad seeing as this our first issue! Of course, although Doug enjoys pulling games to bits, he also wants you to send in as many tips, maps, cheats and solutions to whatever games you think deserve it. So, if you have any, send them in to the usual address.**



## GTGA: KULT

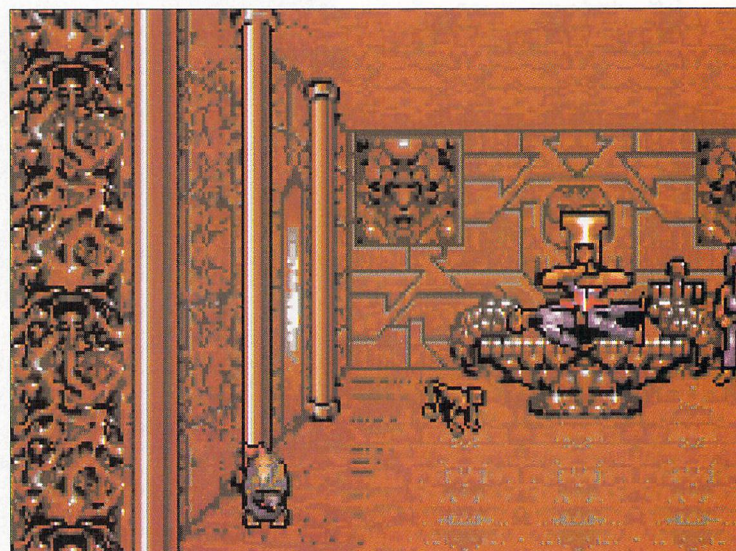
**Many thanks to John Logen of Glasgow for sending in the solution for that outstanding arcade adventure, Kult. For a lot of you that are still trying to work out the five Ordeals, you might get a bit of a surprise; you don't in fact need to do any of them. So without further ado, let's give you the answer to this game.**

Go to The Noose and use Solar Eyes to light the room. Grab hold of the left rope and then push the lever alongside the platform; now, press the eye which is revealed below the lever and pass through the trap door into the pink passage. Go straight ahead until you come to a junction and take the left passage; keep on going and soon you will come to the cavern and meet Normajeen and Ash. When challenged, select the accept option and then tell the truth. After the talking stops, do a Zone Scan to reveal a trap door under Ash. Lift the slab and take the flask from inside; you can take the bean if you want, but you don't really need it.

Now take the left passage and go through the trap door to the Refectory. Find the room called Placating The Powers and attack the first priest. Then use

PSI Shift to get the sacrificial blade from the second one and then again to get the mask. To

your surprise you will now discover that it is your Partner, Sci Fi. She is under a hypnotic influence so use a Brainwarp to clear her mind and then give her the flask to drink which will cure her. You can also kill her first and then use the bean to revive her, but you don't have to. Next, inspect the altar then push the lever to open it. Make your way back to the Refectory and, using Sticky Fingers, go through the trap door back to the cavern with Normajeen and Ash. Take the right passage this time and then





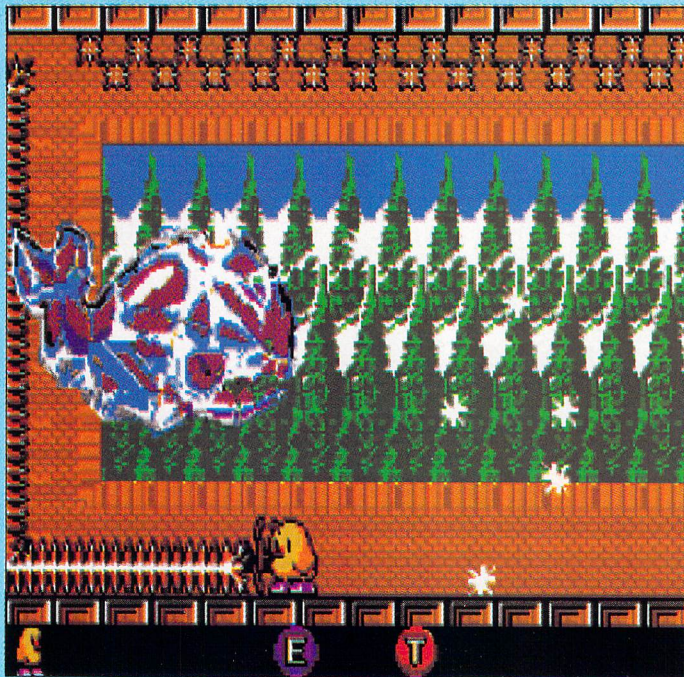
the second on the right, go through the trap door to The Moose and use Solar Eyes again and go to the Master's Orbit.

Go in to the Master's Eye room and throw something at the Master to kill him. Search his body and take the whistle, which, when blown, will reveal a hidden cavity in the room. Look inside and take The Egg. Now go back to The Ring via The Return passage (all the doors to the puzzle rooms will be closed so you can't go back through The Moose), enter the passage that leads to the barred door, pull the bolt and pass through. You will now be with Deilos; after he enters the water, use Sticky Fingers and go through the tunnel in the roof. Go up the tube and into the altar room (that's why you must open the altar on the first visit). Make your way to the room named The Threshold Of Truth, kill the priestess and then put The Egg in the opened mouth of the gargoyle, this will cause the bars within this room to lift.

Once the bars have risen, inspect the lectern and then use PSI Shift to get the statuette in the top left of the screen; go to Saura's Repose and put it in the niche beside the other statue. When the tunnel opens up put the monkey inside, and then go to the In The Presence Of God room next door. Examine the starry wall which will then open up to let you in to the final location. Inspect a few items until Zorq and one of his henchmen appear. Use the Extreme Violence option to kill the first Protozorq and then Brainwarp his pal after he captures Sci Fi - a very tasteful surprise follows. Now use PSI Shift to close the trap door. When Harssk reaches the top of the ladder he will release Sci Fi and concentrate on opening the trap door. Throw any blade weapon at him and that's it, you've finished the game and can fly off into the sunset with the lovely Sci Fi in Zorq's very own flying saucer, Ah!

# GTGA: NZ STORY

**For all of you pommies out there who are in a bit of a didgeridoo over not being able to get very far in that new game from down under, New Zealand Story, well, not to worry, here's a little guideline that might be able to solve your problem.**



At the beginning of the game you start the search for your lost friends equipped with just a humble bow. Killing monsters, as you might expect, will leave you with some sort of reward, be it simple fruit, or some special item. For killing the monsters there are four different types of weapon (five if you include the Bible) that can be acquired with a bit of luck. First is the bomb, this little device will kill anything within a small distance of the explosion, making it a powerful means of protection. Unfortunately, the bomb does not travel horizontally like the other weapons but drops to the ground exploding on contact. Next is the laser gun: this item acts just like the bow but its bullets will travel through walls and not stop until they leave the screen - very handy to have. Last is the magic staff: the staff will fire two clouds that will bounce around the screen until they disappear after about five seconds (the fourth weapon is the bow, which can be picked up again when you are already in possession of

another weapon).

As if the weapons weren't enough to help you on your way, a selection of items can be collected, each carrying out different task. The watch: this gadget will freeze all monsters on the level for a short period of time and will stop all doors from opening so preventing

any of the pesky vermits getting out to annoy you. Every now and then a joystick will be left by a monster, and although nothing will happen when you collect it, the next flying object that you try to pilot will not be affected by gravity, enabling you to manoeuvre easily through spiky scenery. The most handy item to be found is the magic potion which will make you invincible for a short while, allowing you to touch anything without dying. The final item, which I suppose you could really class, as a weapon is the Bible. When the Bible is collected, all monsters in view will instantly die.

There are a host of different monsters you will encounter through the different levels, each performing in its own little manner. So just to give you a hand, here's a very small description of each. Brown snails: these creatures simply walk around, occasionally firing a large, spiked ball.

**Continued on page 33**





# GTGA: BLOOD MONEY

For all of you out there that have been having some problems with Psygnosis's Blood Money, here's a few tips that might make life easier for you, and you never know, even help you overcome the vast

hordes of baddies and on to victory.

At the start of the game you are given enough credits to allow you the choice of beginning at either level one (helicopter) or two (submarine). Level one is

the wisest choice to start at because apart from being slightly easier than the second, on your way to the first equipment shop you will be able to amass a larger amount of money to buy weapons for your ship.



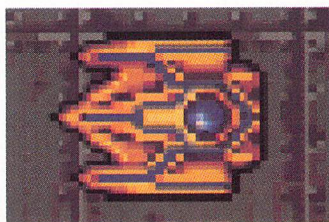
## BLOOD MONEY



## LEVEL 1

Your choice of weapons can make all the difference between completing the level with ease and scraping through with less lives than you'd really like. Front up and down lasers are the first on the agenda and are probably the most useful, and combined with long-range bullets they come in very handy. Backwards lasers are not recommended however, although they will take out any enemies that surprise you from behind, you should be ready for them and be prepared to blow them away; also, backwards lasers limit your firepower. If you are firing at aliens coming from the right-hand side of the

screen and have closed in to dispose of them, after firing about five bullets you then have a gap where you have to wait for your rear bullets to leave the screen. Do not equip your craft with bombs. These are very awkward on level one because of the number of rotating barriers you have to shoot into the right position. You often have to come in close to do so, but if you get too close the bombs accidentally hit the barriers, putting them in the wrong position again. Speed is helpful but you need to be more careful with your manoeuvring.



## LEVEL 1 ENEMIES

Robot walkers are one of the first to make an entrance; shoot these adversaries in the head a few times and then scoop up the reward - they're

worth quite a bit. Gun turrets are the most common nuisance and are dotted all around the planet terrain. Although they are easy to kill, these weapons are probably the most deadly. Control towers are often the cause of death if not expected, because they reverse your joystick movements, but only a couple of shots are needed to destroy them. Alien pirates sometimes appear on the scene and can be quite

annoying. Although pirates don't kill you they will steal your money all the time they make contact. Remember 250 credits is equivalent to a life, but don't get yourself into a bad position over them, it's better to lose your money than your life, and weapons. Barriers are spread widely through level one and require two tasks. One is to just basically shoot them out of the way, and two is to shoot them until they rotate into the right position; some are unaffected by anything and just hamper your progress. Also contained within the landscape are opening and closing gates; just dive through these to pass - good timing is needed to survive. Many other aliens appear on this level, but all just take a couple of shots to kill. Remember to collect as much money as possible, but don't take chances.

## THE MOTHERSHIP

At the end of level one you will encounter the enemy's mothership and to leave the planet with your plunder this opposition will have to be killed. The mothership's weak spot is in the centre of the ship and requires you to shoot it from the front, between the guns. Stay level with the mothership and when she fires at you, just simply fly between the two bullets blasting away non-stop, it's just a matter of time before she goes down.





## BLOOD MONEY

### LEVEL 2

The water level. Guide your submarine through this underground domain, avoiding the selection of marine life that assails you. As far as weapons go in this level, everything is recommended, except for backwards fire for the reason mentioned in level one. However, bombs are most necessary and at least one is needed if you are to complete the level without losing a life.

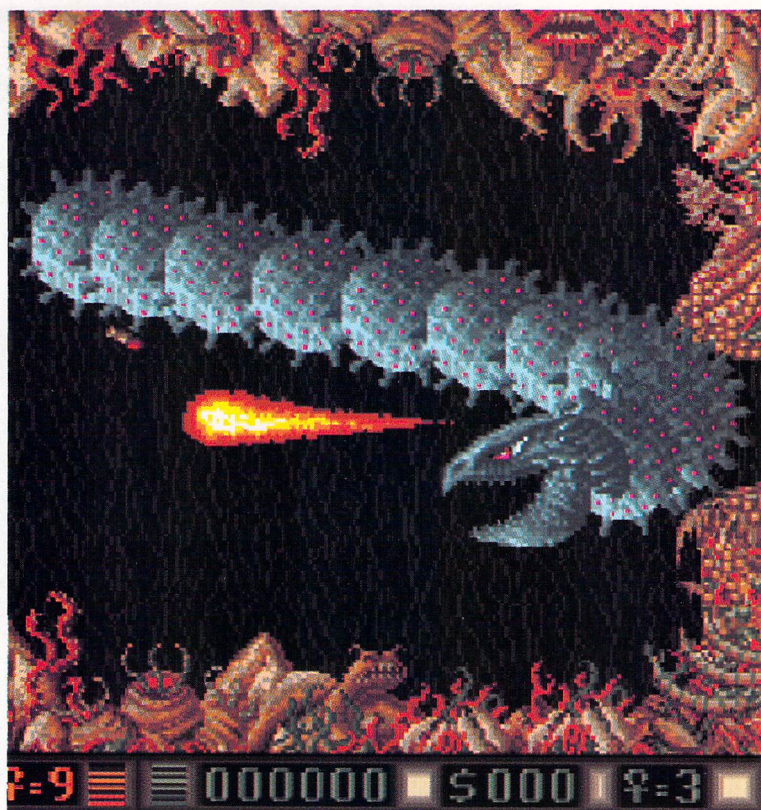
#### LEVEL 2 MEANIES

Eels hide out in the various crevices within the rocky surroundings, and perform the same task as the gun turrets of level one; giant claws lurch forward from the passing scenery from time to time but can easily be dodged, although they can't be killed; bumping into fleets of armoured submarines are a touch annoying, and if you're not careful some problems could arise, but if all goes well a fortune can be collected to fill your bank account; floating mines have been left bobbing within your path and they will need to be detonated to make the going easier, but your

trouble is not in vain, each mine is worth 10 credits; rock walls mar your journey here and there and just need to be blown to bits or pushed out of the way by an array of bullets to continue; as before, pirates and other sundry aliens appear in this level but require the same task as the previous level to dispose of them.

#### CONGER EELS

Once again you must vanquish an end-of-level guardian before you can continue any further into the game. However, there is not just one but three monsters to overcome, each one in the form of a giant firebreathing conger eel. The first to come forth from its lair is the blue eel; to defeat this evil foe you must repeatedly shoot him in the head. Once destroyed, it is not long before his green



brother emerges from his hole. The red eel is the final obstruction and he is killed in the same manner as the previous two.

spacesuit, hopefully equipped with some of the weapons you escaped with from the last level. More accuracy will be needed in this level than its predecessors, with icicles adorning most of the ceilings and floors giving you less space to move about in. Active volcanoes spit out red-hot volcanic lava into your path making life less than easy in the later stages of the level.

#### LEVEL 3 NASTIES

Once again attached to most walls in regular intervals are the gun turrets, and they act in the same way as before; protruding spikes move vertically up and down the

screen in some places and on some occasions, and if not expected you will find yourself in a very bad position; arctic seas will be encountered in latter stages of the planet, but although they look peaceful enough they harbour a host of various enemies. Missiles will be the first deterrent to be launched at you and once you think the worst of it is over, gigantic sea serpents will raise their ugly heads and try to snatch you from the very skies that you fly in. Unfortunately these serpents seem impervious to any firepower launched at them.

#### THE ALIEN HEAD

Just when you thought the worst of it was over, a huge

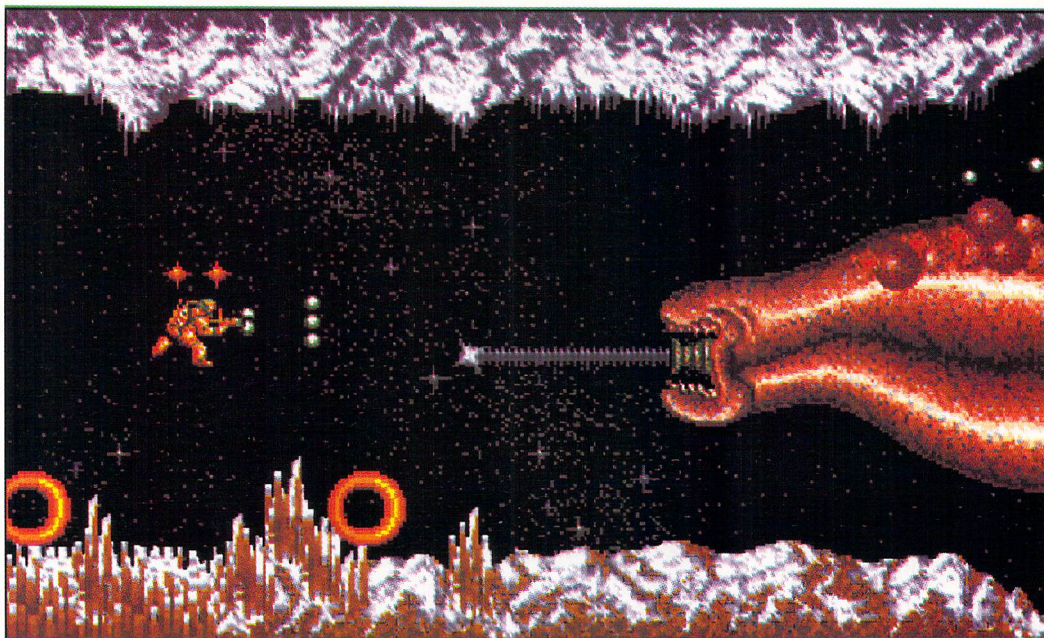


## BLOOD MONEY

### LEVEL 3

The ice planet. Leaving your hi-tech space craft behind, you venture forward into the unknown arctic tundra in your



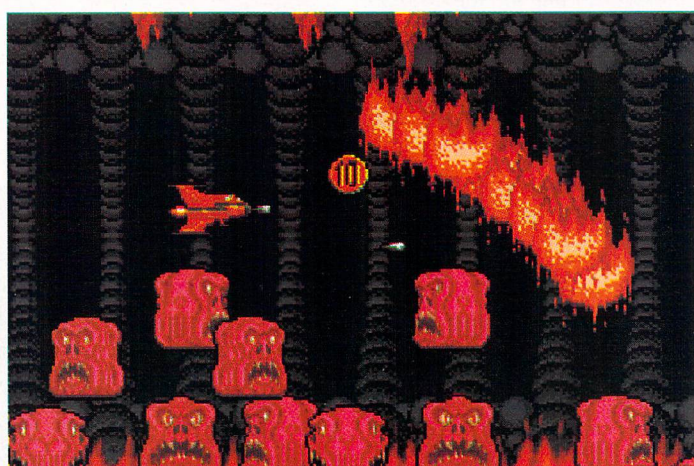


head will enter from the right of the screen to attack you. Straight away you will notice ten lumps on the back of the alien; these will need to be shot until they explode. As soon as this has been achieved you can then concentrate all of your firepower on the alien's mouth. But beware! During your struggle with the alien he will shower you with bullets that come from an antenna that is projected from his mouth.

particular alien comes in; a whole row coming from both left and right of the screen and then from above and below. Also be careful of the eyes in the scenery as they're not all harmless. As before, the more equipment you can get for your ship the better.

## THE LAST GUARDIAN

At last you have stumbled your way to this final point in the game and, as expected, there is an end-of-level guardian waiting to trip you up, but this time his firepower almost equals that of yours (if you have any extras, that is). Six holes in the creature pump out bullets in a steady flow and each hole must be destroyed before your final assault is made. Hopefully, you will have little problems



killing this final obstruction and you will soon be savouring that worthy reward of seeing the final ending sequence - but was it worth it?

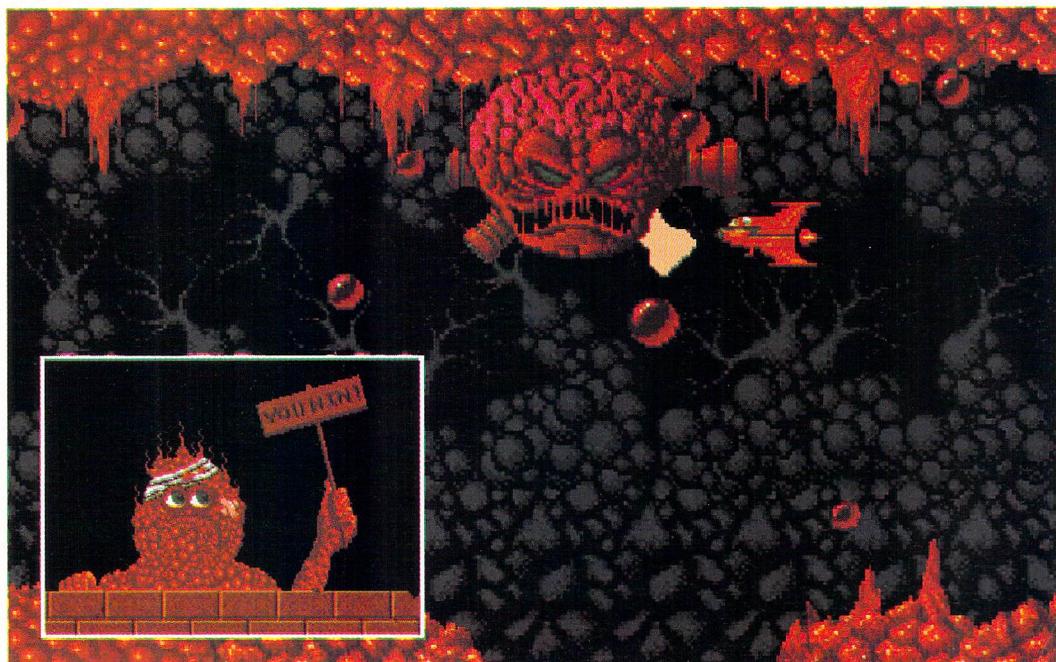
## SUICIDE IS PAINLESS

Finally, one rather unusual extra tip that helped Doug

complete Blood Money. If you are about to enter a weapons shop but your shield is nearly out, kill yourself deliberately before entering the store. That way you avoid buying weapons only to lose them shortly after because your shield is down to zero. So in this case suicide is painless!

## BLOOD MONEY LEVEL 4

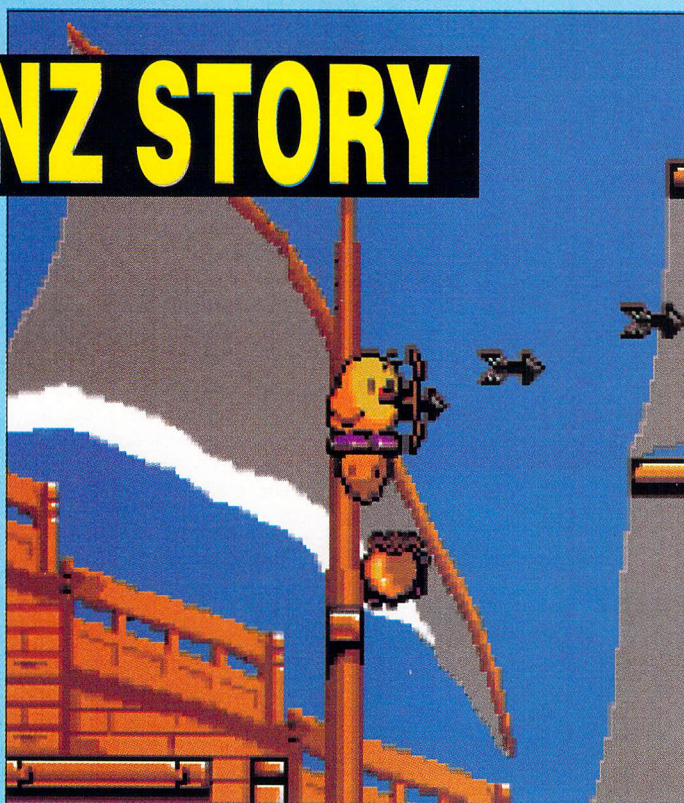
The last and most deadly planet. Here all of your surroundings are made of fire and any contact with the flames will deplete your shields. The main problems this planet presents are fireballs which fly through the air in horizontal and vertical movements requiring your best flying to avoid them. All enemies from this level are just basically incarnations of adversaries from the previous levels and need no description of how to kill them, the only significant difference being the formation that one





# GTGA: NZ STORY

Green snails: similar to the brown variety except they fire torpedoes and can go under water. Boomerang throwers: like it says, they throw boomerangs. Bats: fly in a straight line dropping triangles on you if you're below them. Fire demons: these little monsters will just sit there cloning themselves - can be annoying. Flying cats: just fly around being a general nuisance. Starmen: clone themselves regularly, jump at you if you walk above them, and kill you on contact. Hot-air balloons: hover above you dropping bombs now and again. Frogs: jump around the terrain and, when below you, turn brown and fire bullets in all directions. Wizards: wander round creating starmen. Alien Kiwi: fly around in spaceships shooting lasers - great if you can catch one. Chinese cannon man: walks left and right pushing a cannon and sometimes firing it. There are only three water hazards which will be found: one is the sea plant that reaches out and tries to eat you; two is a spiky shell that



moves to and fro while pulsating; and three is the common sea-mine, killing you on contact. All other flying creatures not listed simply fly around shooting some kind of weapon, and all can have their flying bases hijacked by simply jumping on them.

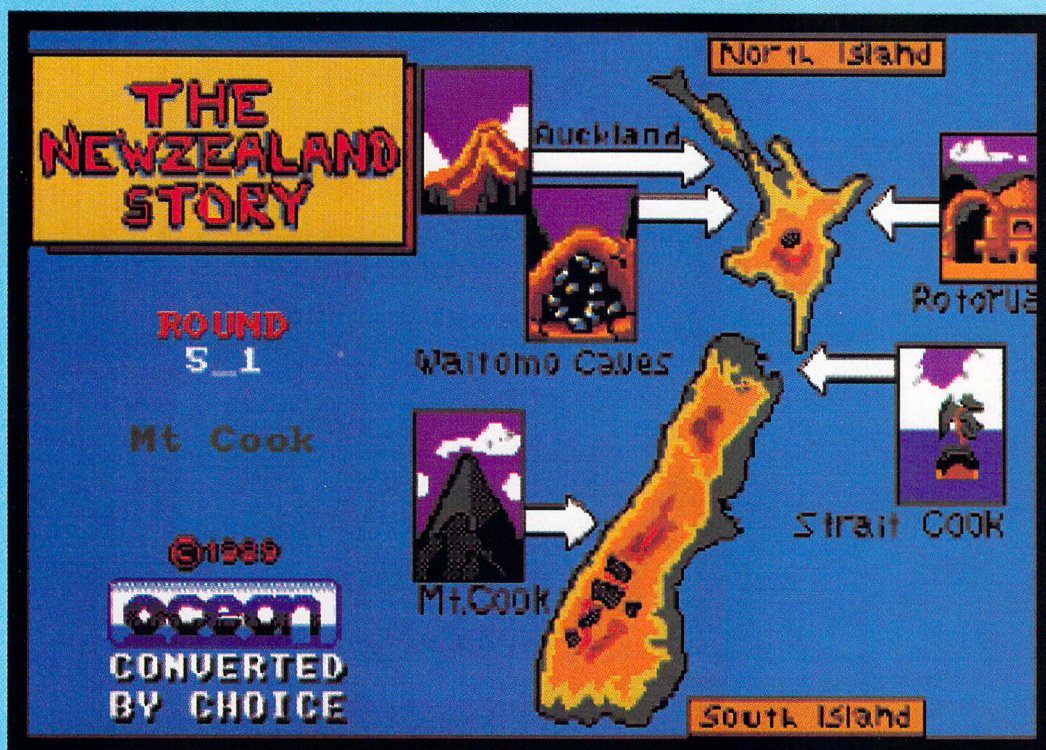
You start your quest to save your friends at Auckland and before moving on to the next level you will have to defeat the evil Whale. When

he first appears on screen, run as far left as possible (without touching the spiky floor) and wait until he swallows you. Then, when inside, stand on the left shooting like mad only moving to avoid the drop that falls from above; if you fire quickly enough you will only have to avoid one drop. Soon enough you'll be up against the next kiwi eating monster in Rotorau - the Octopus. The best way



to dispose of this nasty is to try and arm yourself with bombs on the way to his lair, and then simply jump to the highest platform and blow the hell out of him. Next on the agenda is Waitomo Caves. Here, you will encounter what looks to be a huge clay doll; stand on the lowest platform and keep on shooting the belly until it opens and shoots at you, then simply jump up two platforms and repeat the process and, if you fire enough, the next batch of bullets won't have enough time to reach you. Ha, ha! Me old landlubbers! Next port of call is Straight Cook, and to your surprise, the end-of-level baddie has a whole level to himself. This enemy comes in the form of a pirate ship which you are meant to make your way through, but much easier is to simply fly down the right-hand side of the screen, under the ship, up the left-hand side and, lo and behold, you've got yourself one kiwi. Last but certainly not least, is the Walrus, but if you've got this far you won't need my help in this final confrontation; I wouldn't want to spoil all your fun.

Also spread throughout the game are various shortcuts to other stages that can be found by doing certain things. Here are the two that I've found. On stage 3.2 while in the water, just surface and blow water five times at the point shown in the picture to be teleported to the next level; and in stage 4.1, acquire a bomb and once again go to the position shown and fire like mad to go to the next level. If you've found any of these cheats yourself or anything else, do write in and let us know - there's bound to be some more somewhere.





**ELITE £19.95**

# PAPERBOY

## STEVE

*As far as I can see, all of the features have been retained from the original, and the game plays exceedingly well. The graphics make use of the entire screen, and are up to the standard of the coin-op's. The jaunty tune of the original is there, and really does suit the style of the game. Because of the age of the coin-op, Paperboy may not do that well, but that would be a pity, as it is a perfect conversion.*

Four years after it was unleashed into the arcades, and two years since its release on the 8-bits, Paperboy finally peddles his way on to the Amiga. Converted from the ever-popular Atari coin-op, Paperboy involves - surprise, surprise - delivering papers, in what must be the most dangerous neighbourhood in

## SOUND

*A bouncy tune accompanies play, but apart from that, there are only limited spot effects.*

**68%**

## GRAPHICS

*Nice and colourful and, most important of all, close to the coin-op's. There is a good variety of hazards, and they are all well drawn and animated.*

**76%**

existence. Your basic aim is to deliver a paper to each of your subscribers, using only your trusty push-bike and wits to get you through the tortuous route. Your task is set across a five-day week, and each time you forget to deliver a paper, or accidentally break a window with a badly-aimed shot, that customer will cancel their

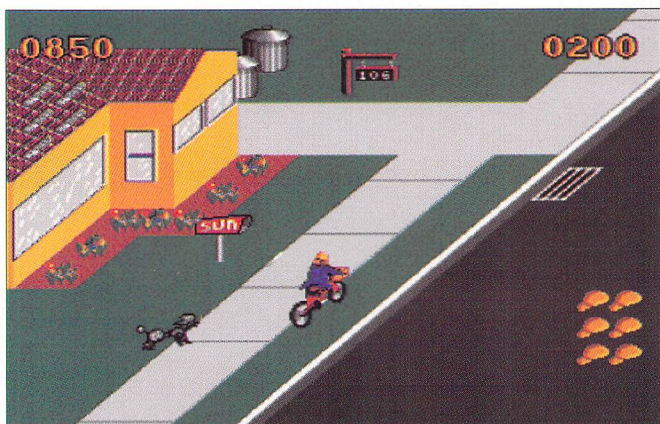
subscription. If, however, you run out of subscribers, your boss will fire you and it is 'game over'.

You begin your week with six lives and ten papers. Lives are lost if you come into contact with any of the various dangers you will encounter, for example: drunks staggering across your path; kids attempting to knock you off your bike using remote-control cars; or angry residents chasing you into the road - normally into the path of a huge car. But, luckily, most of these hazards can be averted with a well-aimed paper.

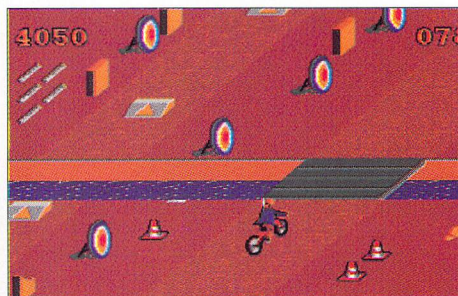
Should paperboy run out of papers at any time, though, he can refill his sack with the bundles that are scattered along each level.

## DOUG

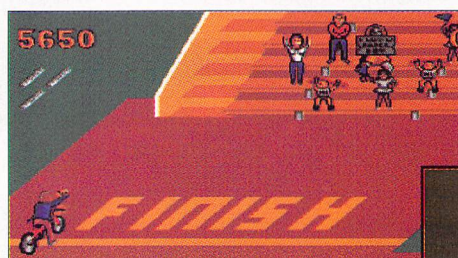
*Wow, this has taken a long time to appear! Still, Paperboy is here at last, and it is definitely worth the wait. The graphics and sound are, as far as I can recall, identical to the coin-op, and the game plays just as well, too. Initially, paperboy seems to be a little too difficult, but each level follows a pattern, and the key to success is learning these. This is a very playable conversion, and one that is worthy of consideration.*



**Armed with only six lives and ten papers, Paperboy begins his round. The screen scrolls diagonally down towards you, bringing what must be the deadliest avenue with it. Control over our peddalling hero is via the joystick, with fire being used to throw the papers.**

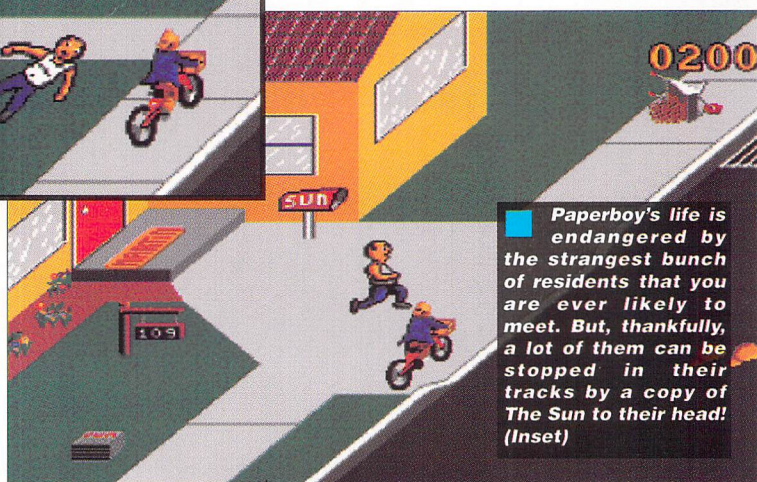


**After he has finished his round, Paperboy can score bonus points by participating in a BMX obstacle course. Successfully negotiating the various jumps and bumps, whilst throwing papers at bonus-giving targets, earns Paperboy not only a hefty bonus, but the hearts of his adoring.**

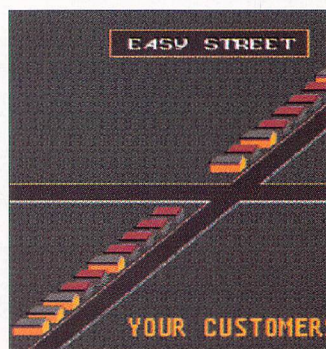


## OVERALL RATING

**75%**



**Paperboy's life is endangered by the strangest bunch of residents that you are ever likely to meet. But, thankfully, a lot of them can be stopped in their tracks by a copy of The Sun to their head! (Inset)**



**After each survived round, Paperboy's list of subscribers is updated. If he manages to successfully deliver to each one, another local will subscribe. But if he misses any, they will change to a rival rag, losing you a valuable customer.**







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# Points of Grue

At vast expense (and at great personal risk), Amiga Action has been successful in obtaining the services of the Underworld's foremost advisor on Adventure and Role Playing Games - none other than the world-famous GRUE! Feared and respected by adventurers the world over, the Grue will be here each month to answer your pleas for help, and bring you all the latest news from the dark side of the disks."Hee - hee - hee! Looking for the light switch are you? Well there isn't one down here. Don't worry though, although you can't see me, I can see you well enough and that's the way I like it. No, don't tell me who you are, let me guess. You are a bold adventurer, with a head stuffed full of dreams - and a pack stuffed full with other people's gold. And no doubt you have come creeping into my Lair in search of the answer to Life, the Universe and Everything. Well I've news for you - the answer ain't 42, it's 50! That's the number of fangs in my head, and it's liable to be your final answer if you don't sit down and pay attention. I trust that you realise who you are dealing with? Grues have existed from the dawn of time, but adventurers first encountered us in the Zork Legends while exploring the Great Underground Empire (G.r.U.E.), recording our ferocity and liking for human flesh. Humanity is but a passing phase, a wisp of fancy that will soon be gone and leave us Grues, Trolls and Orcs in peace once again. Still, while you're kicking around the caves I expect I can spare you a few nuggets of wisdom. At least you have made a good start by obtaining an Amiga. Assuming of course that you do have an Amiga, and you're not just a thick Atari ST user who has bought the wrong magazine as well as the wrong computer! Great things are being hatched in the depths of the software houses for Amigans, and you can be sure I'll be lurking in the shadows to get the facts first.

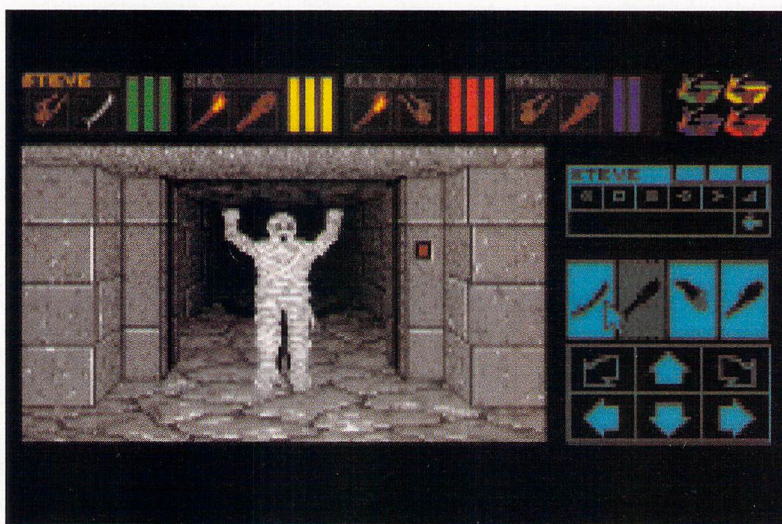
## Wot no Dungeon Master?

*Greetings from a humble adventurer, great Grue. Can you settle once and for all whether Mirrorsoft have any plans to release DUNGEON MASTER for the A500. I keep reading rumours that FTL are still considering it as a future possibility.*

**S. Linsel, Beccles**

At your request, I clubbed Mirrorsoft's representative, Cathy Campos, until she swore on her granny's pension book that there are no plans to produce an A500 version. I reckon it's just snotty Atari

ST owners who are spreading the tale to wind you up, and to try and get their own back for there not being an ST version of INTERCEPTER. Mind you, if you ever needed a reason to upgrade your memory to one meg, DUNGEON MASTER is it. I have good news for D.M. fans. Mirrorsoft are now selling the SECRETS OF DUNGEON MASTERY book by mail order. Send £4.99 to Mirrorsoft at Irwin House, Southwark St., London for your copy. The book contains lots of cryptic clues and background info on the objects found in the Dungeon. Lastly, I have found out the reason for the



**No version of Dungeon Master for A500**



**Magnetic scrolls have other projects in the pipeline**



delay in the release of Chaos Strikes Back (Dungeon Master II). During consumer testing, the company found that players expressed disappointment that no new monsters had been included. Accordingly, FTL have decided to rectify the omission and again delay the release. Oh well, I suppose we'll be grateful in the end, but the suspense is killing me.

### Text Versus Graphics

*What's happened to the text adventure? My first command to most adventures is, GRAPHICS OFF! However, I'm having trouble trying to find a decent game which isn't just an animated cartoon. When is Magnetic Scrolls going to release a new game? Tell them to forget wasting their time adding pictures, and get a larger text game out ASAP.*

**P. Gummer, London**

Mag Scrolls is currently riding the storm caused by the interruption to their business by the sale of their publisher, Rainbird. I spoke on the 'telling bone' to them and asked what was happening, but they were very cagey. There are many whispers surrounding their next game, but I can reveal that it will be

### Sierra's classic Kings Quest IV



an animated graphic adventure. There, I knew you would be pleased! Whatever it is they are up to, they plan to let journalists (and Grues!) have a preview at the time of the PCW Show.

On the subject of the perennial debate of text versus graphics, I can only say that the success being achieved by such companies as Sierra-on-Line with their graphic adventures, has pointed the way to a colourful, graphic future for all of us.

### The Charming Secret of Kings Quest IV

*In Kings Quest IV, I've found the snake which guards the magic apple, but each time I grab the fruit, the guardian bites and kills me. I suspect that I need the pipes which Pan is playing, but he won't give them to me. Please help, my hand is being turned into a pin-cushion!*

**J. Howard, Canterbury**

Look on the bright side: if you tried





to steal my apple you wouldn't have a hand left to have holes in! Being musical, perhaps Pan would swop his pipes for something else which makes a noise. As I recall, there is a dreadful minstrel wandering about twanging his instrument. Someone should try to persuade him to forget music and take up a new career in acting. If only you knew where to find a book of plays, you could perhaps make a swop. Been in any old libraries lately?

### **Tired Of Queuing in Leisure Suit Larry II?**

*Just like real-life, I'm stuck with Leisure Suit Larry in the queues at the airport ticket desk. Whatever queue I join stops moving and the others speed up. I've been waiting and waiting and my queue never moves forward. How the %\*@!! do I buy a ticket!.*

#### **Disgruntled, Boremouth**

Well you could try the Grue method of queue dispersal and tear the head off the guy in front of you - never fails to empty a queue! Failing that, I would ignore the rule that you must have a ticket and just head off into the departure lounge. You'll be able to get as far as the Luggage Inspection Area where you can watch the X-ray pictures on the security screen. Believee, something will turn up to solve your problem.

### **Rumours of Death Dispelled**

*Is it true that the INFOCOM company who created all the text*



*adventure masterpieces has now folded? I have read conflicting stories in the press. I sincerely hope not because they are the best in my opinion. Incidentally, which one is your favourite?*

#### **P. Miles, Ipswich**

The answer is No-'ish'. The company is no longer an independent concern, but instead, the name has become part of a larger company called Mediagenic (as is Activision Software here in England). The offices of the company have also been transferred to the opposite coast of America and now reside in California. Because of this, most of the former staff have stayed put and now only work as freelance writers for the original company. While I could get no details of any current work being written by them, I was assured by Activision that there are plans for future releases on the Infocom label. (See this

month's review of KING ARTHUR). My favourite Infocom games are probably Bureaucracy, Wishbringer and Trinity.

### **Personal Nightmare**

*I've been playing the fab game PERSONAL NIGHTMARE for some time now, but I've got my share of problems. I think I need some money to solve my problem, but I can't find a penny piece anywhere. I promise I'll never attempt to kill a Grue again if you help me out. Would I lie to you?*

#### **S. Kennedy, Northants**

I like this game - there are so many nasty ways that adventurers can get killed in it! There is no money to be found, but there is your old Post Office Savings Account Book. You've obviously forgotten that you hid it in your bedroom of the vicarage when you were an affluent capitalist. Mind you, your account presently stands at the princely sum of 20 pence, so it's no good promising to buy me a drink at the pub as a reward for the information. Well my tasty friend, that's all for this month. I look forward to hearing from you, and next time you call do your best to look less appetizing!

Send your Questions, Thoughts, Moans, Begging Letters and clean fivers and a S.A.E. to :

### **"POINTS OF GRUE"**

**C/O Amiga Action, Latham House,  
Quarry Lane, Chichester,  
West Sussex PO19 2NY**





OKAY! JUST HOW DOES THE...

# AMIGA ACTION

...REVIEWING SYSTEM WORK?

INTERNAL DOCUMENT: AA/SH/v2.5

## AMIGA ACTION SCORE SHEET

TO BE FILLED IN BY ALL REVIEWERS

Game name: .....

Software House: .....

Reviewer: .....

Date of review: .....

Notes to the editor: .....

VERY IMPORTANT: TAKE TIME TO FILL THIS OUT VERY CAREFULLY!

### - GRAPHICS -

	VG	Good	Ave	Bad	VB
• Use of colour .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Detail .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Graphic originality .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Smoothness .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Quality of animation .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Variety of graphics .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• "Wow" factor .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Speed of movement .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### - SONIX -

	VG	Good	Ave	Bad	VB
• Music overall (x2) .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Effects originality .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• Effects variety .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• "Wow" factor .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### - GENERAL -

• Addictiveness % .....	<input type="text"/>
• Lasting appeal % .....	<input type="text"/>
• Overall gut feeling % .....	<input type="text"/>

This score sheet is a vital part of the Amiga Action scoring system. Each reviewer must fill out one of these sheets every time he reviews a game. The sheet breaks down all the elements of a game and reduces the reviewers decision to a simple good, 1-5 score, this helps take the guess work out of scoring things like animation or use of colour. Combined with this analytical approach is a "gut feeling" score. The two results are combined using a special piece of computer software, which calculates the final scores. Space is also provided on the sheet for making notes to the editor and for details like the price of the game and the software house. And that's it really! As you can see we don't just throw darts blindfold, like other magazines. After all, it's your hard earned money at stake - we don't leave anything to chance!

At Amiga Action, we take our games very seriously. Indeed, all of our reviewers have been very keen gamers for years. Whenever a game arrives in the office the person most suited to review it is immediately sent off into a corner to play it fully. For instance; it would be no good giving our adventurers, Mitch and Steve Kennedy, the latest shoot'em-up, because rumour has it they don't even own a joystick between them!

That person then doesn't emerge until he has totally analysed the game and written the main review, complete with fully descriptive captions. After that, the other reviewers are issued with the game and sent to play it for hours before writing their comments. Eventually, the team discuss the various merits of the title and play it in two-player mode (if applicable). Finally, the individual score sheets will be processed and the graphics, sound and the game's overall percentages ascertained.

### THE "AA" REVIEW FORMAT

Reviews are split into three main sections: Section one is the body text which describes the game's scenario, basic features and overall objectives. The second main element to a review is the individual comments from the reviewers. The comments are designed to highlight the most impressive aspects of a game, and more importantly, pass judgement on serious flaws or weaknesses. Finally, there are the highly descriptive captions which together with the detailed screenshots, enable us to fully explain a game. Basically, we offer the most concise and comprehensive reviewing system there is.

### SCORES FROM BAD TO FAB!

While flicking through the pages of this issue, you may have noticed that we don't score games quite as highly as other magazines. Our scores have a much wider range right from very bad (below 40%), through average (40-60%) and right up to outstanding (80% and above). If a game scores over 80% or more in Amiga Action, then you can be sure that it is a 'crucial buy', and if a game scores less, then you know to read the comments carefully to see what was wrong with it. The process is very complex but we feel we are making sure that you, the readers and game-buying public, are getting the best information going. Remember: if a game scores over 80% in Amiga Action, then we will put our name to it and award it the Amiga Action seal of approval. What more of a guarantee could you ask for?

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## AMIGA ACTION, OCTOBER



**DOMARK £19.95**

# APB

In this, the latest offering from the Domark/Tengen partnership, you play the part of Police Officer Bob. Using your trusty old police car, it is your job to patrol the city and arrest any lawbreakers that you may come across. When you begin your day at the headquarters, you are given a quota of offenders who must be apprehended in order for you to earn your pay and keep your job.

Bob must select his targets, which range from litterbugs to drunks, and then take off in a high-speed chase to arrest them. To arrest a criminal, Bob must position his target-wheel over the offender and switch on the siren by holding down the firebutton. Later on in the game, a gun can be collected which you can use to shoot at their cars, although great care must be taken to avoid hitting any innocent bystanders. Bonus pay can be gained by picking up hitchhikers or helping stranded drivers. At times, Bob will receive an All Points Bulletin on a particularly dangerous villain, who must be tracked down and arrested. If you manage to capture any of these criminals, such as Sid Sniper and Freddy Freak, you must take them to the station and shake the information out of them by waggling the joystick

## WHITEY

Although the graphics of APB are nothing to write home about, the game itself is addictive. Arresting criminals and then beating the information out of them appeals to me. When you crash, it is possible for another car to collide into you just as you are pulling away, which did prove fairly annoying at times. APB is a fun game that offers a fair amount of addictiveness, although I question its lasting appeal.

## GRAPHICS

The graphics for APB could have been much better, perhaps a little larger and a lot more detailed. Fortunately, the graphics don't really detract from the games appeal.

**49%**

## SOUND

Effective, in-game sounds brighten up the game considerably. The siren is particularly good, although everything else seems average by comparison.

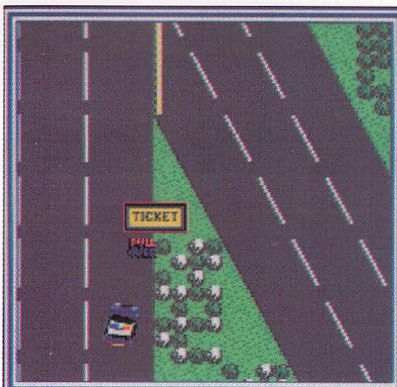
**52%**

left to right, before the Chief comes in and releases him.

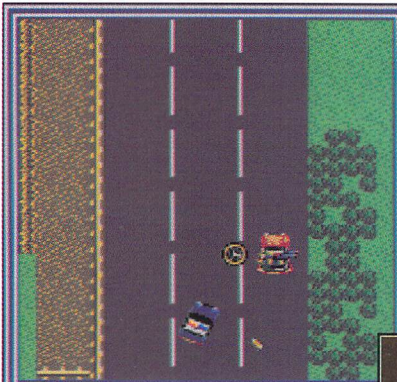
Bob is awarded ten demerits at the start of each game. Demerits are given for false arrest, hitting bystanders and crashing the car. If he manages to fill these demerits, then his badge is taken away and he is, not too politely, rejected from the force.

## STEVE

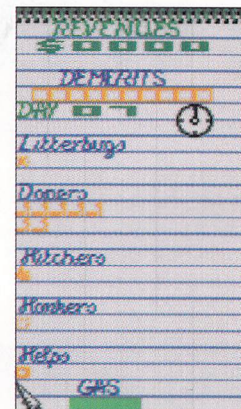
APB wasn't really a hit in the arcades, and judging by the look of the conversion, I am not surprised. Ignoring the 8-bit graphics, though, you will find that APB is very playable. It offers fast-moving chase fun, and apprehending the crooks is a real laugh - as is forcing a confession out of them. Basically, APB won't break any records, but it is good fun in the Spy Hunter mould.



(Right) All the information Bob will need is displayed in his jotter at the right of the screen. The demerits, gas remaining and target criminals are all shown here.



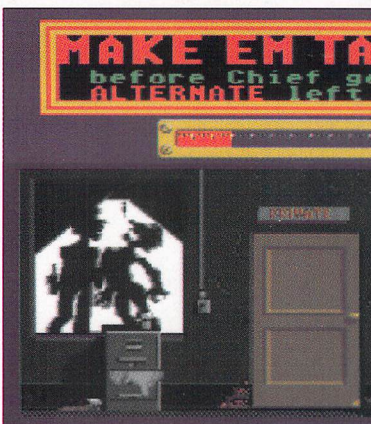
The main display of APB scrolls smoothly in all four directions. It is wise to try and become acquainted with the layout of the city - it helps to know what's coming next.



(Left) Bob must arrest criminals by positioning the target-wheel over their car and switching on the siren. The criminal will then be given a ticket.

## OVERALL RATING

**62%**



Bob's top priority is to bring in the various crooks who are at large. When you have completed the mission successfully, Bob takes the apprehended criminal back and 'questions' him - none too subtly, either. By waggling the joystick, you can force a confession from the perp. But if you are too slow and your chief enters the room, he will be set free again.



Providing Bob has got the necessary dosh, he can pop into one of the local 'shops' and buy enhancements for his vehicle. Including extra fuel and reinforced plating.



**ELECTRONIC ARTS £9.95**

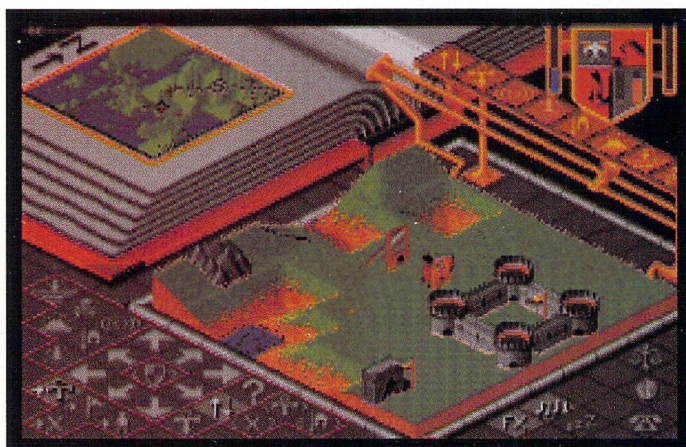
# POPULOUS: THE PROMISED LANDS

It was only a few months back when Populous first came out and, even then, the idea of a game where you were allowed to play God seemed to take off. The game's originality was remarkable since new ideas, however brilliant, can nearly always be put into some sort of category, such as

platform games, shoot'em-ups, adventures, and so on. Of these the strategy category seemed to be the one that fitted best. But once you played the game, although an element of strategy was there, it became clear that this was a very misleading description.

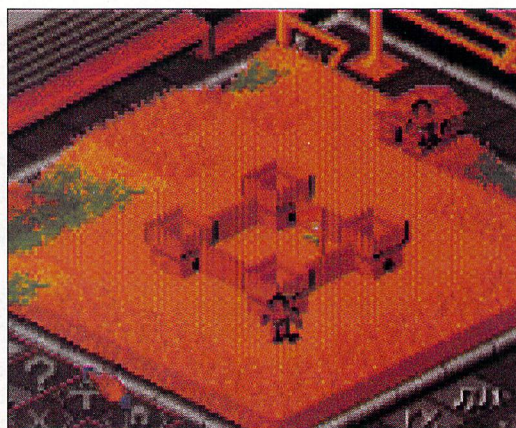
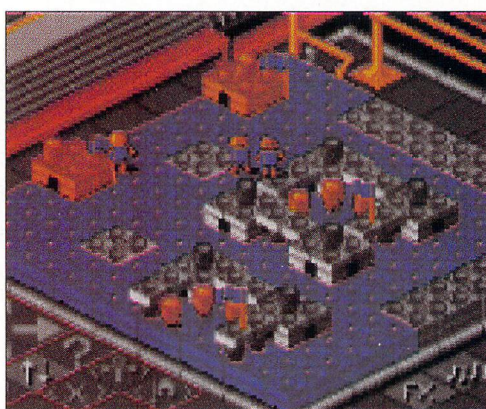
Within Populous you played the part of a God, be it of evil or good alignment, whose utmost priority was to destroy the forces which opposed him and his small band of followers. At first, your power was weak and only small tasks, such as raising and lowering the land, could be

achieved, but once your small band of followers started to grow in numbers, so did your power. Soon you were having a whale of a time causing the odd earthquake and accidentally creating a volcano in the heart of your enemies' settlement and, before long, yours was the only

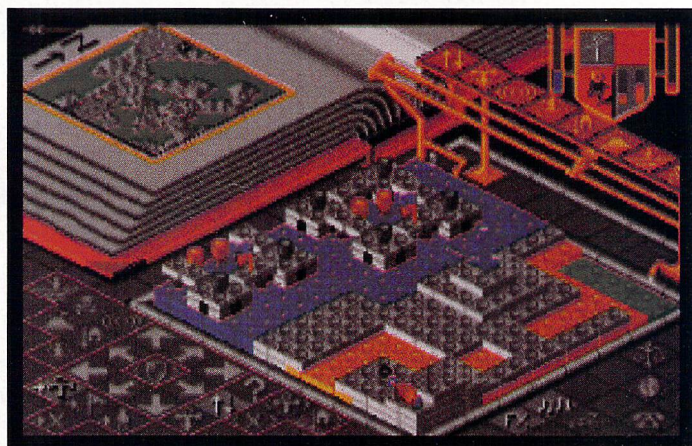


**The French are not getting on too well together at the moment and if you're not careful you could find yourself getting a closer look at that guillotine than you would like.**

**I think we all used to play with Lego at one time when we were young, but it wasn't quite the same then because you didn't have someone trying to smash the hell out of your cities.**

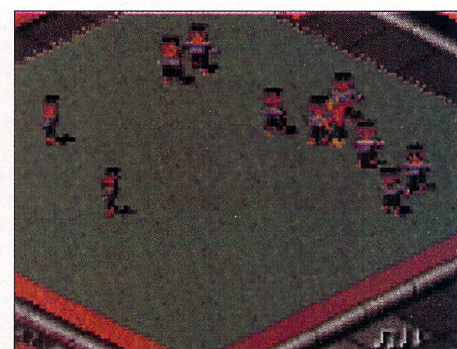
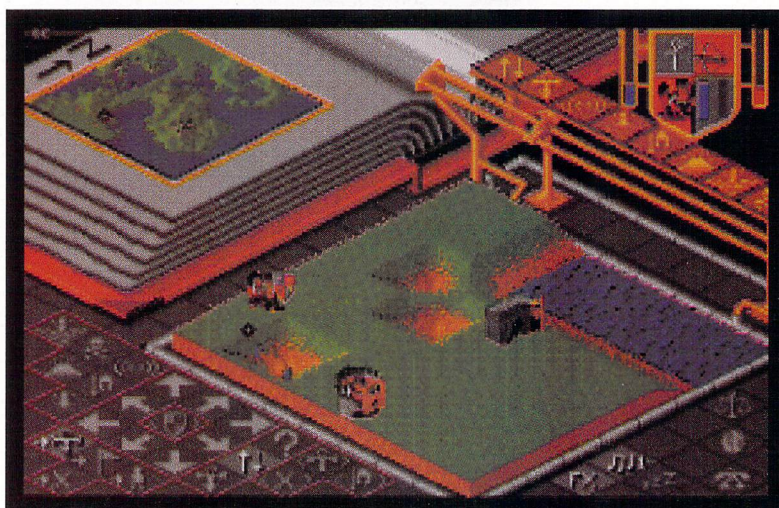


**Get off yer horse and drink yer milk! Well, if you don't keep an eye on those cowboys, you'll soon have John Wayne equivalent wreaking havoc in your settlements.**



**The paper magnet is your holy symbol, which your worshippers will follow intently to any corner of the landscape. The Block Land symbol is actually made out of Lego.**

**One of your enemies has trespassed into your land, and furthermore he's beating up your people; but don't worry, even if he does win I'll simply take the ground away from under his feet and drown him.**



**Just a little short cut to victory. As soon as you have enough power, you can cast Armageddon and everybody in the world will rush to the centre and fight it out. But it's win or lose, and there's no prize for second place.**



## GRAPHICS

The new civilizations are great, with blue and white striped Frenchmen, and cowboys and Indians. The landscapes have been drawn well and Silly Land is especially good.

# 83%

population to be walking the land which you walked over.

This is where the Promised Lands comes in. For those of you who bought, played, and beat the ever-popular Populous, here are a

## SOUND

Great atmospheric noises play throughout the game with brilliant spot effects here and there, such as houses burning down, the clash of metal swords, and so on

# 58%

few more scenarios that might intrigue you. The Promised Lands data disk contains an extra five populations with a bit of a difference, for you to rule over and take as your own. The first of

## STEVE

**Adding extra levels to the excellent Populous is a brilliant idea - but selling them for a tenner is even better! The new levels are a much better than the original ones, with humour present in all of them. Of all the lands, the Bit-plain is my personal favourite, but they are all very playable and, although there are no new features or hazards added, the Promised Lands are a must buy.**

these races for you to aid with your special powers is the Red Indians in the good old Wild West. In this scenario you control (unless you choose otherwise) the Red Indians who are stuck in an endless fight to keep their homelands and stop the advance of the marauding cowboys and their so-called civilization. Next in

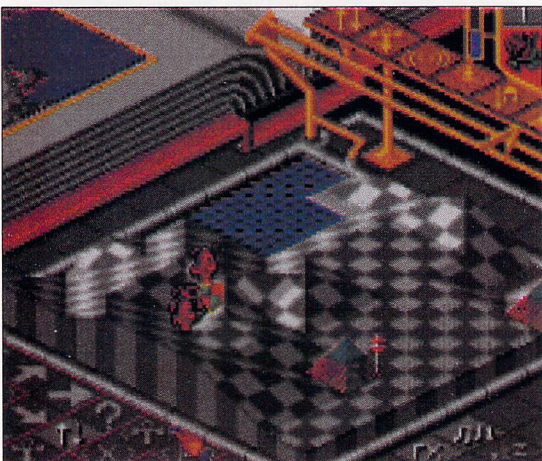
line are the French, and at this time in their history, revolution is upon them. But who will you be helping, underprivileged poor people or the upperclass aristocrats? Not expecting, but certainly a challenge, is Block Land. Here both the land and people are made from what can only be described as Lego. Even Gods have a sense of humour, and they'd have to in order to control the next race of beings in Silly Land who, believe it or not, are a race of potato heads. Last, but certainly not least, is the computer-based land, the Bit-plain. Here your worshippers are a load of computer bugs who start in their humble abode of the calculator, and work their way up through the ranks of the Spectrum, BBC, and even through the Amiga.

# AMIGA ACTION

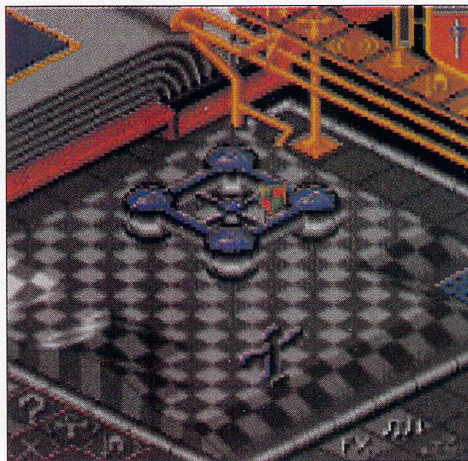
## OVERALL RATING

# 81%

■ Living in the Bit-plain is certainly an experience, but we've come a bit further since the times of the old Spectrum. The only thing I'm worried about is these virus thingys.



■ (Above) Although you really can't call them Knights anymore, they still do the same job. But in the original Populous they didn't eat their enemies, did they?



■ (Above) In Silly Land anything can happen, so just make sure it doesn't happen to you, and be careful of the dreaded giant potato from your enemies, he's got these rather cannibalistic tendencies.

## DOUG

**Populous certainly was an addictive little game, but with all these extra levels it is even better than before - and for just a tenner. A lot of thought has gone into the Promised Lands and very good thinking it was too. Although the game is the same with just new landscapes and people, it brings back all the fun that was maybe starting to wear off in it's predecessor. The Promised Lands is certainly worth every penny.**

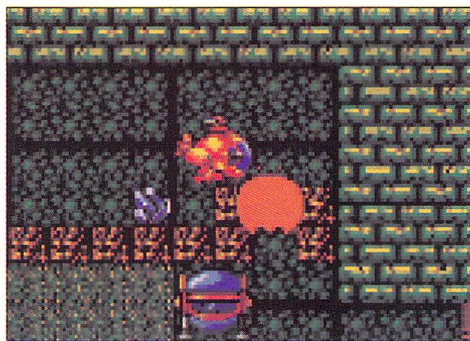
## WHITEY

**After the highly successful Populous comes EA's The Promised Lands. The extra worlds are highly original and excellently detailed. Populous offers a lot of scope for extra world-disks and I hope that next time EA will spice up the actual playability a little. To be honest, Promised Lands offers no real alternative to the original Populous, and so I would suggest you see the game before you buy.**

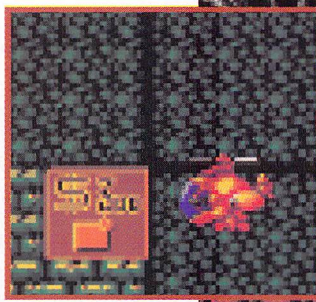




As Mr. Heli blasts his way through the attacking hordes, every hit he concedes reduces his strength. The length of his life is shown as a number of red circles at the top left-hand corner of the screen. And if these are totally depleted, then it is goodbye to one of his five lives.



If a wall blocks our orange hero's route down, he can blast his way through using his in-built bomb supply. Pressing fire releases one of the green explosives, destroying the section nearest Heli's nose-cone.



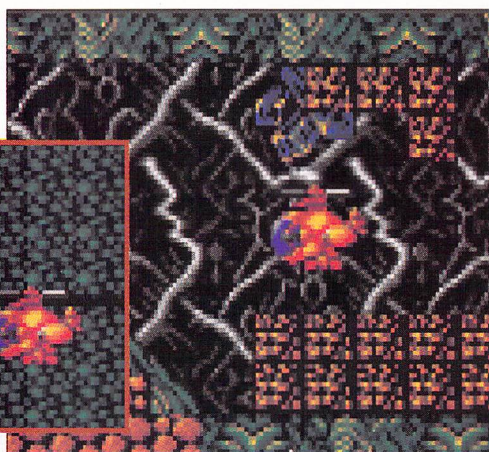
The gems that can be collected by shooting the beige rock come in two sizes. The large one is worth 100 credits, but must be collected before it hits the ground; whilst the smaller ones are only worth a measly 20 credits. Likewise, the shops are also hidden within the blastable rocks. Providing you have collected enough gems, extras such as homing missiles, a replenished energy supply and fish that act like smart bombs can be collected.



OVERALL  
RATING

56%

(Above) As with most end-of-level guardians, 'The Muddy's' cronies must be shot repeatedly, causing it to flash. As the creature weakens, the flashing gets faster and faster, until, eventually, it explodes allowing the brave little 'chopper access to the next stage.



## FIREBIRD £19.95

# MR HELI

Although not as well known as arcade giants such as Taito and Sega, Irem were responsible for one of the biggest arcade smashes of recent: R-Type. This highly-influential shoot'em-up, was one of the first to feature bolt-on weapons and massive end-of-level guardians - features that have been copied in countless shoot'em-ups since. Following such a hit would be

extremely difficult, but Irem's answer was the cuddly Mr. Heli - a shoot'em-up featuring bolt-on weapons and end-of-level guardians! Set over six, four-way scrolling stages, Mr. Heli follows the adventures of a cutesy little helicopter, as he attempts to save his planet from the evil intentions of 'The Muddy' and his cronies. 'The Muddy', it transpires, is a mad professor

## STEVE

Mr. Heli never really took off in the arcades, and I don't think this conversion will cause much of a ripple, either. Although graphically and sonically adequate, the gameplay itself is slow and tedious - something a shoot'em-up shouldn't be. The slow scrolling doesn't allow you to race through the levels and, as you hang around, you are steadily losing energy as the enemy repeatedly shoot you. Mr. Heli is a credible conversion, but, as a shoot'em-up it leaves a lot to be desired.

## DOUG

Mr. Heli is yet another shoot'em-up, but, sadly, it doesn't quite make the grade. The game seems to require no skill at all, and I found that rushing straight through a level easier than hanging around and collecting the money. This defeats the idea of buying extra weapons, and makes the crystals useless. These faults spoil an otherwise well-executed conversion. A pity.

who experiments on lush, green planets such as yours, turning them into inhospitable dust bowls in the process.

Armed with an unlimited supply of bullets, missiles and bombs, Mr. Heli must thwart 'The Muddy's' plans by battling his way through maze-like stages, shooting or blowing up any of the cronies that attack him. To aid him in his difficult task, the loveable helicopter can collect valuable gems, and trade them at shops for extra weapons. Both the shops and gems are hidden within a soft rock coating along the caverns' walls, but by

## GRAPHICS

The only difference between these sprites and the arcade's is their reduced size. There aren't many frames of animation used, but the overall effect is bright and colourful.

71%

## SOUND

A choice between sound effects and music is offered at the start of play. Neither is particularly good, especially the annoying tune.

57%

shooting the rock, Mr. Heli can collect the gems as they drop down. Each level has only one exit, and this is guarded by one of 'The Muddy's' subordinates, and only a battle to the death will ascertain whether you scrape through to the next level or not.



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# SHUFFLEPUCK CAFE

Having crash-landed next to a seedy-looking bar, you have managed to escape the wreckage of your ship and enter the bar so that you can call the inter-galactic AA. However, as you make your way past the unsavoury drinkers and collapsed drunks to the phone, you see the bartender and a group of rough aliens crowded around what looks to be an old-fashioned Earth Shufflepuck table. When you ask the bartender if you can use the phone, he looks up and challenges you to a game of Shufflepuck. The terms: if you can prove yourself a successful 'puck player, you can use the phone. Lose, and, don't worry, you won't be needing it!

A game of Shufflepuck involves bashing a flat disc to and fro across a wooden table. Surrounding the table is a wall comprising four blocks of wood and, using these to rebound the puck off, you must attempt to score a 'goal'. A goal is scored every time you or your opponent miss the puck and it shatters the plasti-glass behind your or his goal. Apart from that, there are no rules, and the first person to shatter the glass fifteen times is deemed the winner. However, as soon as you have beaten one challenger, another wants to challenge you. And seeing that there are nine people of various origins and mentalities surrounding you, it looks as if it is going to be a long night.

## STEVE

*In a way, Shufflepuck Cafe is very similar to Grand Monster Slam. Both are a very simple concept, and both prove to be very addictive in practice. In fact, Shufflepuck Cafe's greatest attribute is probably its simplicity. Hitting the puck up the pitch doesn't sound exactly enthralling, but when there are nine a l m o s t - h u m a n opponents to play against, it proves to be totally engrossing. Control over the bat is easy, as is hitting the puck; but perfecting the control so that you score every time is not going to be easy. Add to this a whole host of options, and it adds up to a very playable game.*

## GRAPHICS

*As good as can be expected in a game such as this. Your opponents are a pretty weird bunch, and each one's face is animated.*

**72%**

## SOUND

*On loading, a very short tune repeats over and over again. During the game, though, the only sounds you will hear are the various noises from your opponents, and a nice wooden rebound sound from the ball.*

**63%**

## WHITEY

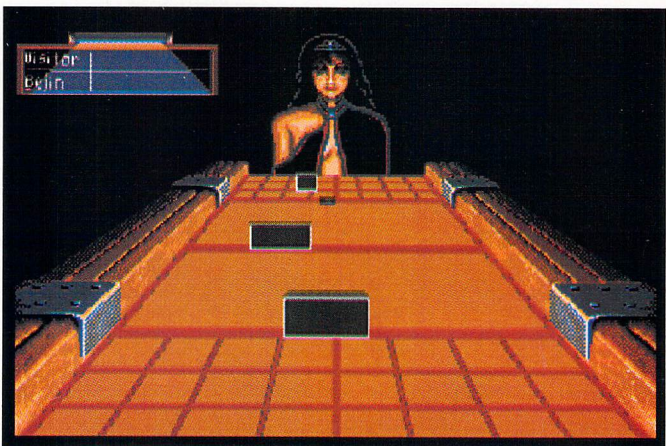
*Behind its unimpressive exterior, Shufflepuck Cafe hides a very playable game. Hitting the puck is extremely easy in theory, and the mouse allows some speedy bat movement, but mastering the techniques is far from a doddle. Each opponent is better and stranger than the last, and each features a varied range of odd attributes. I feel the asking price is a tad pricey, but Shufflepuck Cafe is well worth a look.*

**OVERALL  
RATING**

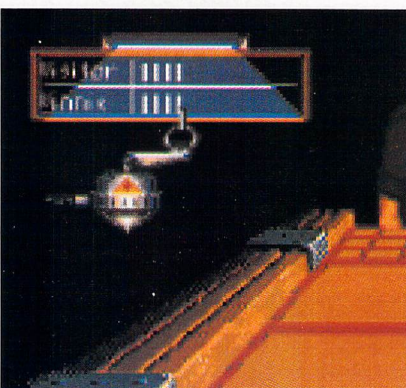
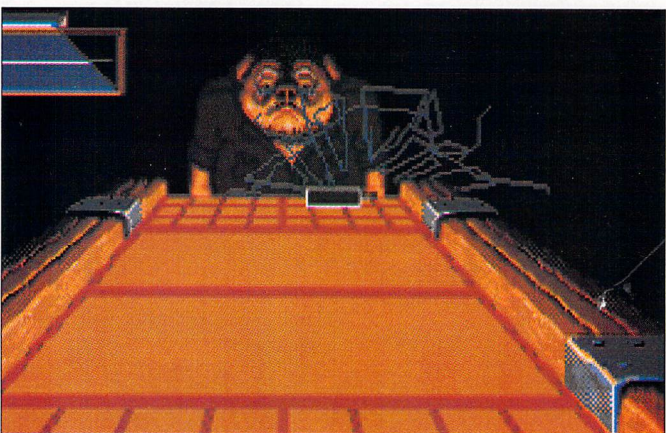
**74%**



**Your opponents are a real strange bunch, and range from a pimply Adrian Mole lookalike who congratulates you after each goal you score, to the reigning world champ, Biff Raunch. Each person has a weakness which you must pick up on and use against him, but it can prove very difficult as you meet the hard-hitting and higher-ranked Shuffle's.**



**If you get bored smashing the puck around, a pull-down menu allows you to fine-tune the game. Options available include the ability to change your bat for a better model which allows you to hit shots parallel with the sides of the court; and, if you are feeling really cocky, you can even place a moving block in the middle of the board to deflect the puck randomly.**



**The basic idea is to smash the puck through your opponent's defences, shattering the protective glass behind him. The first one to score fifteen hits is the winner, with a floating droid's arm chalking up the scores!**



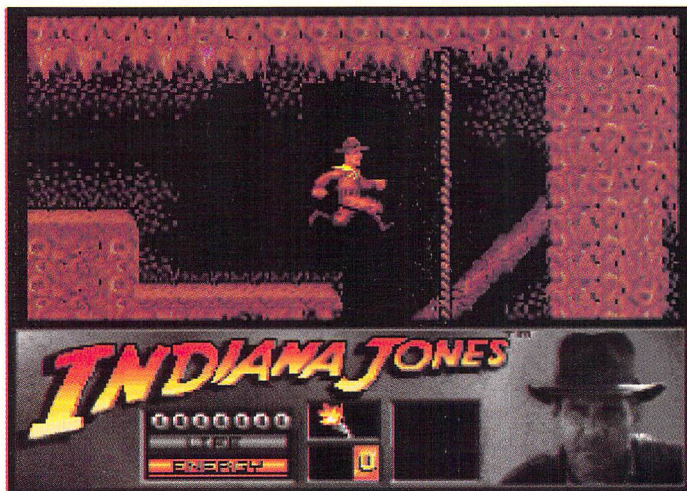
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# THE LAST CRUSADE

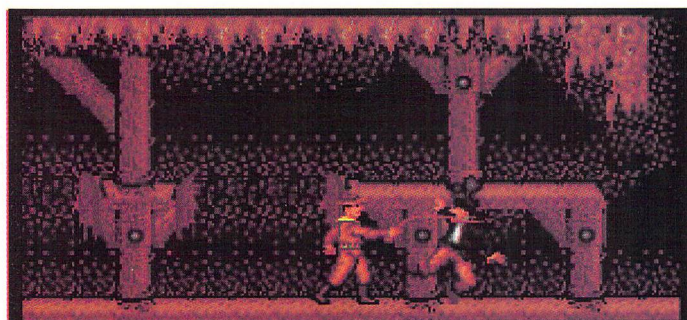
Yes, the man in the hat is back. This time we meet our hero as a 16-year-old boy scout in 1912 on the search for the much sought after Cross of Coronado. The young Indy must make his way through the dark, dank caverns and across the ropes while avoiding falling rubble, gun-toting cowboys and knife-throwing Indians. As he progresses further into the caves, he must collect torches to light his way and bullwhips to kill the enemy. If Indy runs out of

whips then he must resort to good old fisticuffs. Find the Cross of Coronado and an exit reveals itself. Not too happy about your interference, the enemy chase you on to a moving circus train. Indy must progress across the train, jumping over the rhinoceros horns and giraffe's heads in order to reach safety and the end of the level.

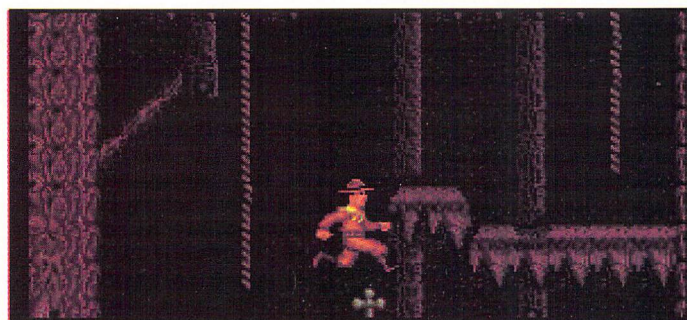
26 years later and Indiana's father, Henry Jones, has been



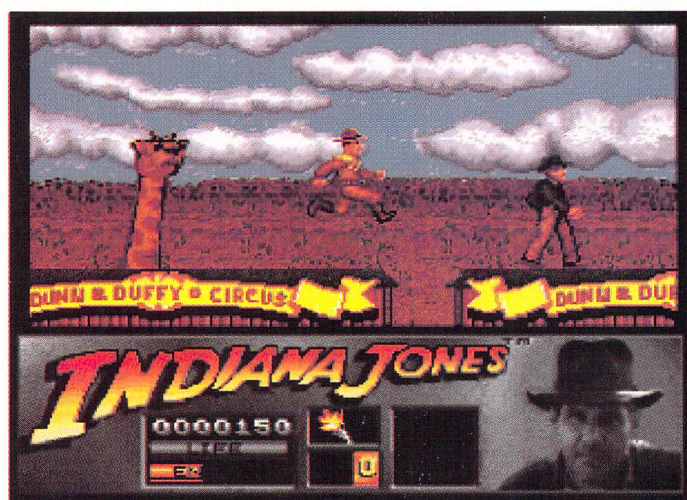
Meet Indiana Jones at the tender age of 16. A little too early for the jacket and fedora, here we see Indy as an adventurous boy scout on the search for the Cross of Coronado.



Indy may defend himself against his enemy by picking up his trusty bullwhip and whipping them to death. Unfortunately, only so many whips are allowed before finally running out.



With a desperate leap from one of the many dangling ropes, Indy is just able to reach the valuable Cross of Coronado. Now he must search for the exit.



No sooner is Jones out of the caverns than he is chased onto a speeding circus train. Not only must he avoid the other archaeologists but also the circus animals which hinder our hero's progress.

## STEVE

Poor old Indy hasn't fared too well in computer games in the past, but *The Last Crusade* makes up for that - just! Indy is represented by a large, relatively well-animated sprite, and the action is set against some attractive and detailed backdrops. The game's fault, though, lies in its variety - or, rather, the lack of it. Each of the stages are a little too similar for my liking, but overall it's still worth a look.

## WHITEY

Although *The Last Crusade* is a great improvement on the first *Indiana Jones* licence, I still believe something more loyal to the film could have been produced. The graphics are well defined and move very convincingly. Unfortunately, none of the levels really differ in their content and may become a little tedious after a while. Although quite addictive at first, the novelty soon wears off and I would suggest seeing before you buy.



Indiana Jones must now attempt to rescue his father, Henry, who is being held at Castle Brunwald. While avoiding the fireballs he must progress through the treacherous caverns.



kidnapped by the Nazis, who are searching for the Holy Grail, and imprisoned in the Castle Brunwald on the Austrian border. Indy must make his way up through the catacombs beneath the castle and up to the main door using the swing-posts and other platforms. Rats and fireballs must be avoided if the level is to be completed successfully.

On rescuing Henry Jones, Indy must make good his escape in an undulating Zeppelin airship. Before he attempts any escape his must find his father's Grail Diary which has been scattered around the airship. Unfortunately, the Nazis also want the diary and so first he must fight his way through the hordes of German soldiers that are guarding the Zeppelin. When the diary has been successfully recovered, Indy must make his way to the aeroplanes that are slung below the ship.

The Nazis capture Indy and his father once again and take them to the entrance to the Holy Grail. Henry is shot by an evil Nazi called Donavan and so Indy has no choice but to attempt to find the Grail and the

Cup of Eternal Life in order to save his father. Before he can reach the Grail, Indy must pass three tests of faith. As Indy makes his way across the platforms he must avoid the spinning saws and walk only in the name of God. Failure to do so will result in Henry's death. If any foul deed should befall our hero, then his energy bar is reduced. If his energy is reduced to zero then a large chunk of the Life bar is taken away. When the Life bar reaches zero, Indy's quest is over and he must start again from the very beginning.

## DOUG

*After seeing the first Indiana Jones conversion from the arcades, I was not looking forward to the follow-up; but now it's actually here it's not too bad. The four levels that are in the game are playable and quite enjoyable. When it comes down to it, Indiana Jones is just another platform game but with some nice graphics; it's quite addictive at the start but soon becomes very tedious, I've seen better.*

## SOUND

*Average sound effects. The main theme's not too bad but perhaps a few digitised effects could have been included here and there.*

# 65%

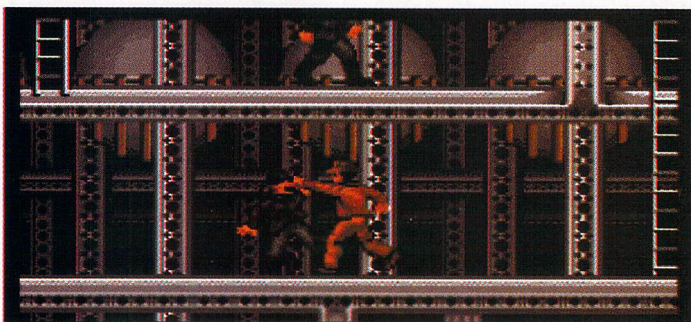
## GRAPHICS

*Well detailed sprites move convincingly around the smoothly scrolling play-area.*

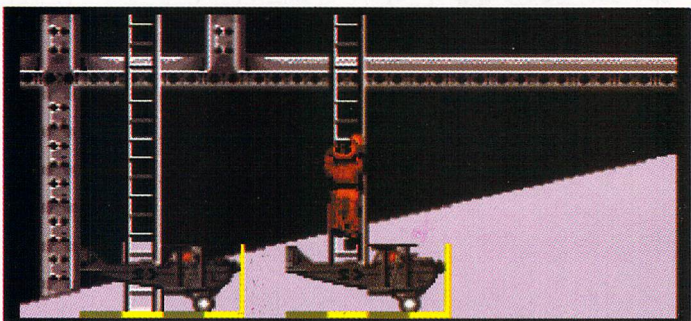
# 70%



**Indiana Jones now makes good his escape in a Zeppelin. First he must collect his father's Grail Diary which has been scattered around the airship.**



**Always one for a bout of fisticuffs, Indy clobbers his way through the horde of German soldiers that block his escape.**



**Safely through the airship Indy, makes for one of the bi-planes that have been slung underneath the undercarriage of the Zeppelin.**



**Using the whipping-posts, Indy must swing from door to door in order to reach the main entrance to Brunwald Castle. Do so correctly and it's on to the next level.**

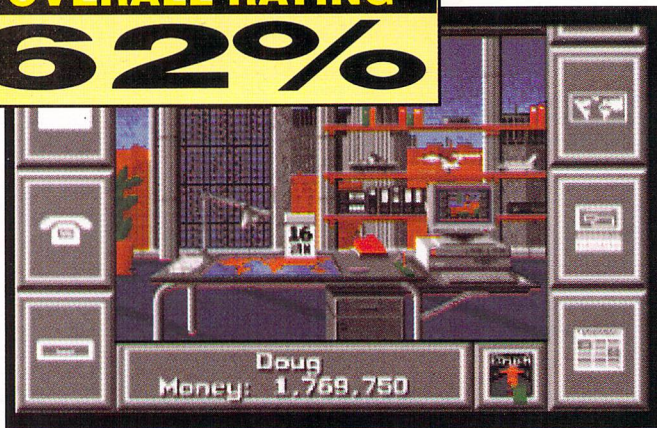


**Indy must now prove his true worth as he searches for the Cup of the Holy Grail which will restore life to his mortally wounded father, Henry.**

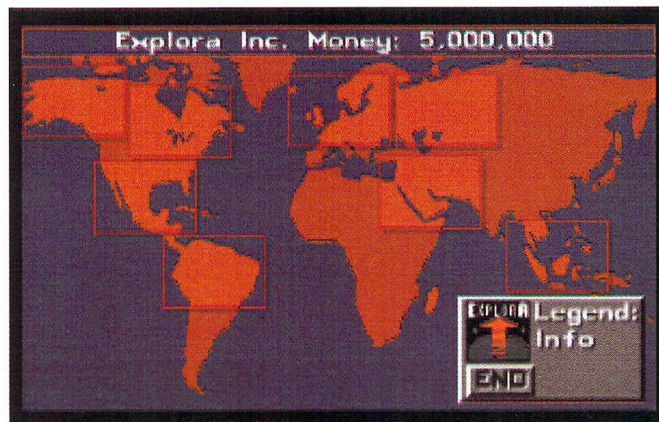


OVERALL RATING

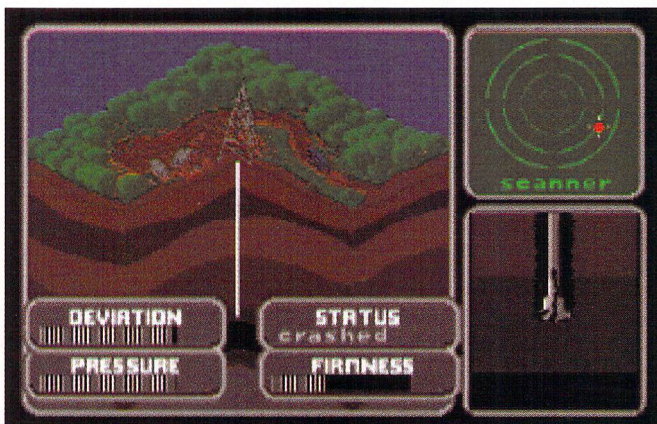
62%



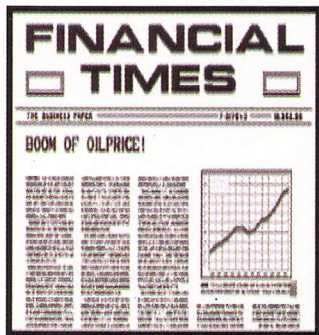
An office in a sky-scraper positioned in the heart of America, a computer on your desk, a bendy lamp, and a model of the Starship Enterprise. What more can you ask for!



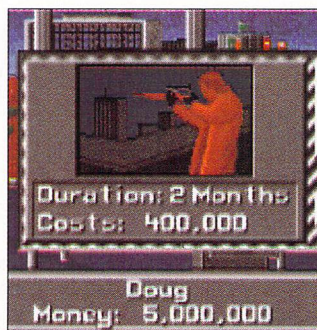
From America to the USSR, there is a huge selection of places to purchase. But which one will be the best buy? Don't hang around or your opposition might beat you to it.



Now you've chosen and bought your land it's time to drill for oil. Will you drill yourself or hire a professional company to do it for you. Remember, they don't work for nothing.



Being the upper-class business man you are, you like to keep up to date on the rise and fall of oil prices, only it always seems to be front-page news.



Sabotage is sometimes the name of the game, but as you can see, in this case not always. Hire a cheap saboteur and you could end up losing more than you saved.

RELINE £19.95

# OIL IMPERIUM

The American TV series, Dallas, has been around for quite a few years now, and still it manages to keep a lot of us glued to our screens with anticipation of J.R. being shot again or another of his dastardly plans infuriating the oil industry. Well, guess what? Now you have the opportunity to really get involved, in the latest release from Reline, Oil Imperium. So get out your cowboy hat and start playing dirty.

Oil Imperium is a strategy game for one to four players with four categories of play. The object of the game depends on your mission: becoming the richest person after three years; obtaining more than \$60,000,000 of liquid assets; bankrupting all your opposing companies; or acquiring more than 80% of the market shares.

You start the game with a total of \$5,000,000 at your disposal and a whole selection of things to spend it on. Your prime concern is purchasing oil, for that is where your revenue will come from. If you have no oil to make money from, it'll only be a matter of time before your money runs out. There are eight different charts of the world that list the various areas that can be purchased and drilled for oil.

If your competitors start to get the better of you, don't fret - just call in some handy saboteurs to put a stop to their merriment. Saboteurs will hurt the opposition for you in several ways, from setting fire to oilfields, right down to blackmail. Unfortunately, saboteurs don't just work for you, and you could

find a few of your oilfields going up in flames. If you can catch them however, you can take the offending company to court and have the book thrown at them.

DOUG

Reline have done quite a nice little job with this title. The game can be played with up to three friends, and trying to send each other into bankruptcy is amazing fun. Oil Imperium is most certainly not for ardent shoot 'em-up freaks, but if you are looking for something a little different, or you just like strategic simulations, this game will surely hold your interest.

WHITEY

Oil Imperium is an attractive game, marred by the repetitive nature of buying and selling oilfields. The actual presentation of the game is very tidy, with usefull icons and a neat set-up stage at the beginning. Although a tune has been included, sound effects have not been used much at all. If you've always wanted to be a J.R. Ewing, then buy Oil Imperium, otherwise look for something with a bit more lasting appeal.

GRAPHICS

The maps of the world are nicely presented and serve the game well. The rest of the graphics are of a similar standard and rate about average in quality.

53%

SOUND

A small tune on the title screen and action sequences, but apart from a sampled telephone ringing, there isn't much else to savour.

39%



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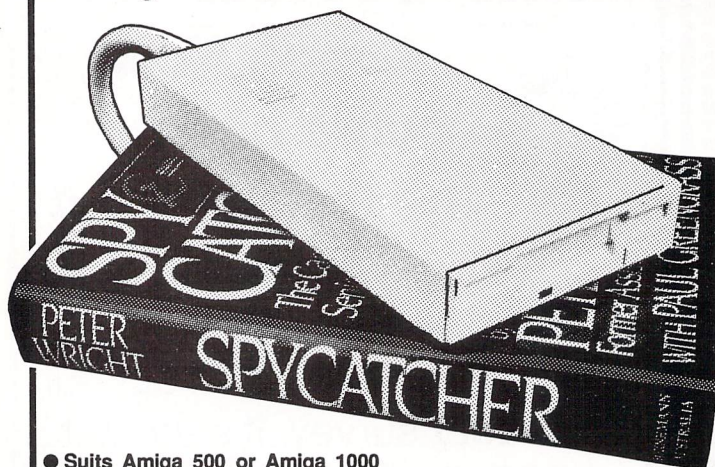
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# CONFLICT EUROPE

A long time ago, well, about four years actually, a game entitled Theatre Europe was released from PSS. The program sold a storm receiving much praise from the magazines it was reviewed in and even today, it still holds the position of being probably the most-played and well-known computer strategy game of its time. Well, due to its previous 8-bit success, PSS have decided to bring it out in 16-bit format to the delight of many.

Conflict Europe simulates the first thirty days of the possible occurrence of World War III, and you as the player must use all your knowledge and skill to try and avoid an outcome, while still making sure the side that you control, N.A.T.O. or Warsaw Pact, comes out best. There are five different levels of play that can be chosen (ten if we include playing both NATO and Warsaw Pact), each being heavily concentrated around West Germany. If you choose to be the N.A.T.O. Commander you must prevent any further Soviet expanse into Western Europe; or, alternatively, when playing the part of the Warsaw Pact Commander, you must destroy the N.A.T.O. alliance which you see as a threat that has assembled on the western border; a surprise attack and the take-over of West Germany would remove this threat.

## WHITEY

**PSS, it has to be said, have done an excellent job on Conflict Europe, especially after the hugely successful Theatre Europe on the 8-bit computers. Blowing up the Earth couldn't be more fun, and it's far less painful. If strategy games aren't your cup of tea then it may be wise to avoid this. For the rest of you, Conflict Europe offers a great deal of entertainment and should keep you amused for quite some time.**

Being a present-day simulation, the presence of the ever growing numbers of nuclear armaments plays a very large part in the strategy of the game, but diplomatic envoys can be used to warn your opponents of the action you will take if they launch any missiles; but can you avoid World War III?

## DOUG

**Ever since Theatre Europe appeared on the 8-bits, PSS had a hit. I always hoped an equivalent would come out on the Amiga and I was over the moon when I saw Conflict Europe. It doesn't matter whether you are an ardent shoot'em-up freak or heavily into strategy games, I'd recommend this all the way. Conflict Europe is a smashing game and will keep you occupied for months.**

## GRAPHICS

**Average graphics, very well suited to the game; the various maps shown on your monitor screens being well defined and very informative.**

**60%**

## SOUND

**Again, the sound is nothing to talk about, but it goes well with the atmosphere of the game - a short piece of music at the beginning with a small bit of sampled speech.**

**73%**

## OVERALL RATING

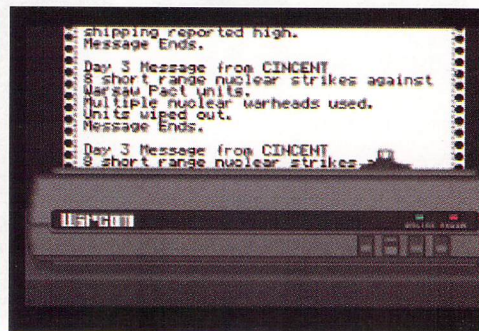
**73%**



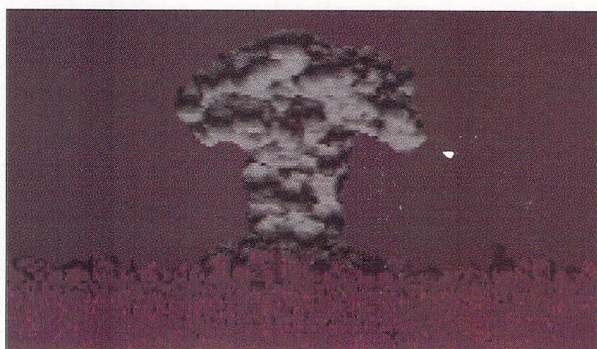
**From your control desk you monitor the comings and goings of the various forces around the world. Remember, the enemies on your border are ready to make their move; you'll have to put a stop to that.**



**(Above) The population of the world is almost unaffected by the problems on the German border, and that's the way you want to keep it; nuclear missiles don't make the greatest of impressions on this map.**



**(Above) Your telex churns out information non-stop, and regular reading will be required to keep an eye on your enemy's actions: for all you know, they could be using chemical weapons.**





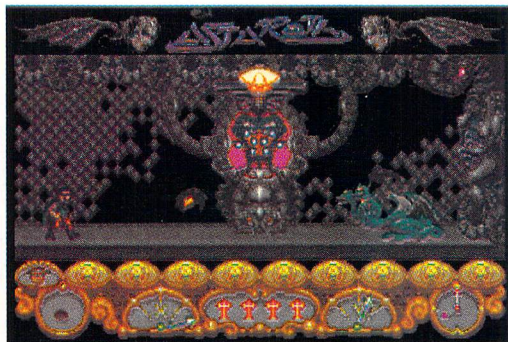
# EVERYTHING YOU EVER WANTED TO KNOW ABOUT AMIGA...

# GRAPHICS

Coming next month from Britain's best Amiga mag, is a regular column featuring the definitive guide to graphics. Written by binary da Vinci, Pete Lyon, it will cover practically everything on the graphics scene. Pete is a

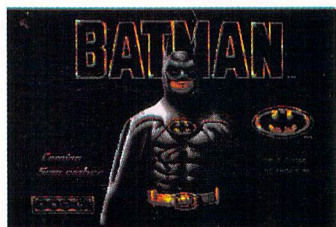
renowned graphics artist, whose work includes titles such as Karate Kid II (for which he had to endure the film several times!), Leatherneck and Hewson's Astaroth. Pete had been using computers for a good many

years, having been a part-time computer teacher a few years back, and it was around this time that he bought a humble Spectrum and soon after, he upgraded to the ST. The rest, as they say, is history.



## THE FUTURE

What will be happening in the world of Amiga graphics next year? Will we all be using Deluxe Paint IV? Will GenLock become really big? Will the much-hyped CDI become an affordable reality? Who knows - well, nobody, but we will be taking regular glances into our crystal ball to find out where the Amiga graphics scene will be going within the next couple of years. We will be taking a look at all the possibilities, and thinking wistfully of what tomorrow might bring.



## YOUR GALLERY

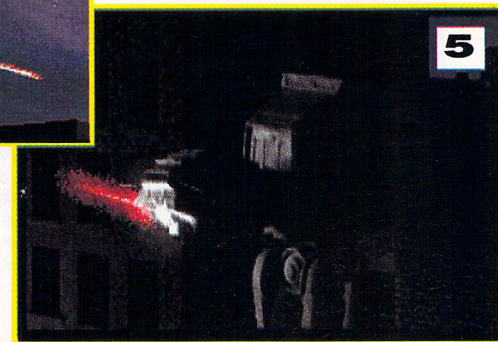
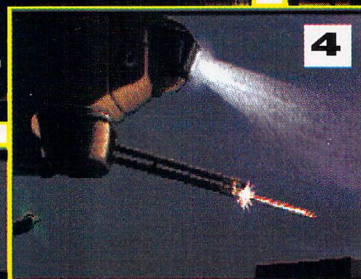
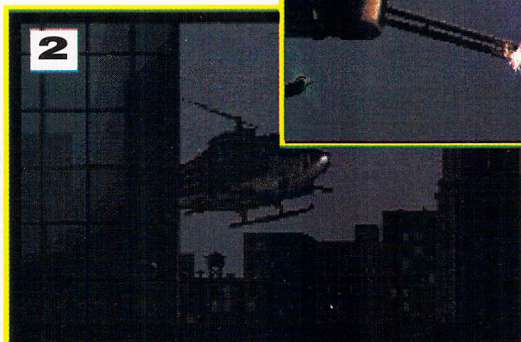
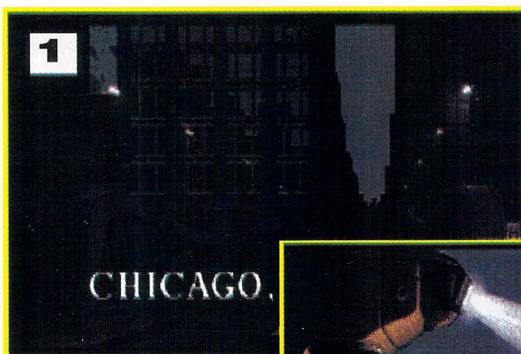
Amiga Action would like to see any pictures or demos that you budding graphics artists are working on at the moment. Each month, we will print the best five in order of preference, style and quality, and the person who, in our opinion, supplies the best piccy or demo, will receive a piece of software of his or her choice. So, what are you waiting for? Get back in your bedrooms, load up DPIII or whatever, knock up the Amiga conversion of Constable's Haywain, da Vinci's Mona Lisa, or, better still, something totally original that is either humorous, serious or just downright clever. However, when sending in disks, please make sure that you mark on their label, the relevant loading instructions, file names, what system they use or whatever.

## DEMOS

Considering the Amiga's powerful graphics capabilities, it is hardly surprising that already there is a wealth of talent using it. On the public domain network, there are literally hundreds of new demos appearing each month, showing off newcomers' artistic talents.

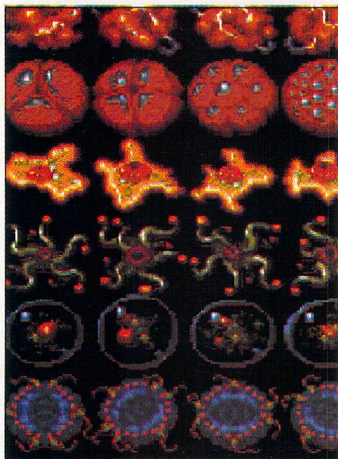
These demos, it has to be said, push the Amiga to its limits, and range from simple things like digitised pics of people like Kylie Minogue and various rap stars, to complete animated sequences that look as if they are straight out of a cartoon. Each month, we will

take a browse through the new titles, showing shots of the demos that count, and telling you where you can get hold of them. Basically, we will give you a guided tour through PD land, and give you the low down on what's hot and what's not.

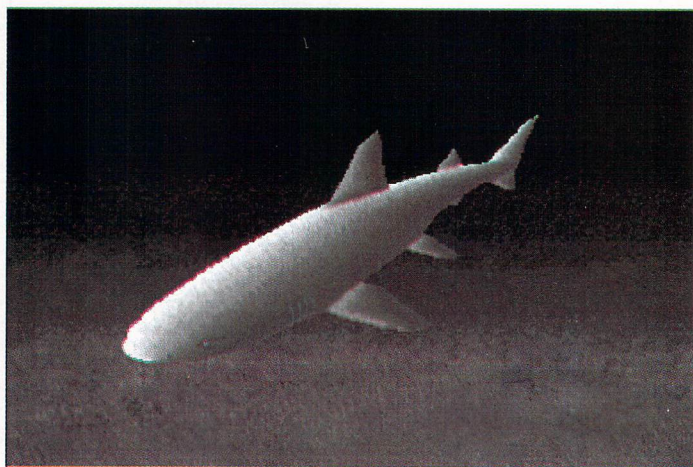




# ARTISTS AT WORK

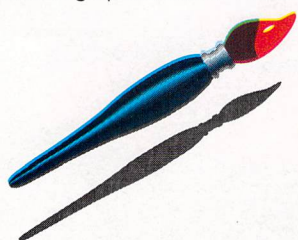
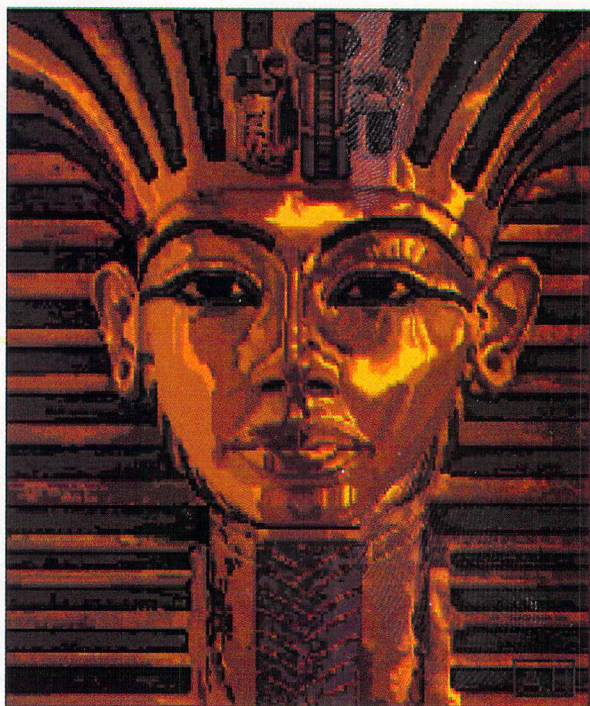
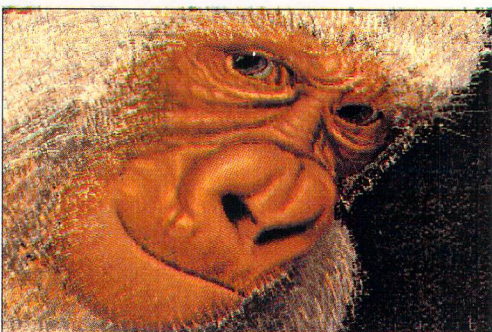


Every so often, we will be taking a look at the work that goes into a top-selling game. When doing this, we will talk to the writers, take a look at their work, and show you things like the sprite animation sequences and the intricate backdrops. This way, you will be able to see just how much work goes into your favourite coin-op conversions or film tie-ins. In addition, we will be talking to the programmers about animation, how they work, and their views on the Amiga graphics scene in general. So, look out next month for the first in this series.



## GRAPHICS AND PAINTING SOFTWARE AND HARDWARE

At present, Deluxe Paint III reigns supreme - but for how long? Whenever a new package emerges, Pete will give it a bashing in an attempt to see if it makes the grade. He will detail just how user-friendly and clever it is, practically taking the thing apart in the process. In addition, Pete will be looking at ways to get the most out of DPaint III, and may be able to help with any queries you may have. Not only this, but Pete will also be showing us work he has done using DPaint III, and this gives an exclusive insight into what games you can expect from the graphics maestro next.





**MINDSCAPE £29.95**

# FIENDISH FREDDY'S BIG TOP 'O FUN

Anyone familiar with the 8-bit classic Boulderdash and the multi-level romp, Infiltrator, may already be familiar with the name Chris Gray. Having first been the co-creator of Rockford, and then having breathed life into secret agent extraordinaire, Jim 'Jimbo Baby' McGibbits, Big Top 'o' Fun marks Chris's first excursion into 16-bit software. The story revolves around a struggling circus, and the Ringmaster's attempts to earn enough money to keep it open. Devious property developers want the Ringmaster's land for the high-rise complex they are planning, and intend to quash the circus's popularity with their secret agent - the Fiendish Freddy of the title, a despicable little dwarf who always dresses like a clown and will use whatever foul means he has resort to to please his masters.

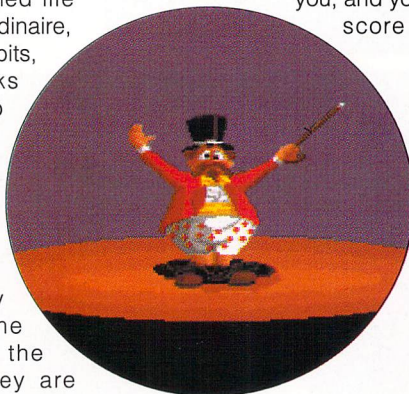
\$10,000 is needed to save the circus, and this must be raised by impressing a row of judges during the course of a night's performance. Up to five players can take part in the challenge, their scores being added up separately to prevent the game being too easy, and there are six acts you must participate in: high-diving; knife-

throwing; the daring trapeze; tight-rope walking; being shot out of a cannon; and juggling. Obviously, the better your performance, the more money the judges will bestow upon you, and your score is

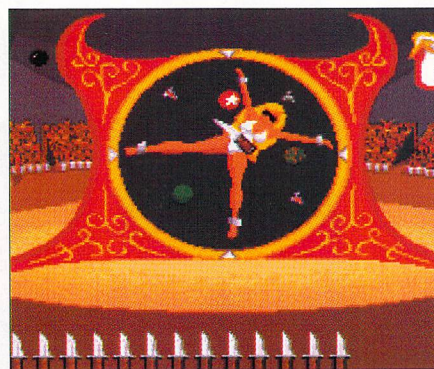
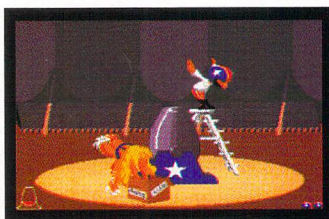
updated after each act. If, at the end of the day's show, you are successful in raising the \$10,000 you owe, then your circus is safe and you may get a chance to take revenge on Freddy. But if you fail, then all that remains is to watch as they lower your tent almost

immediately after your failed performance and replace it with 'Freddy's Towers'.

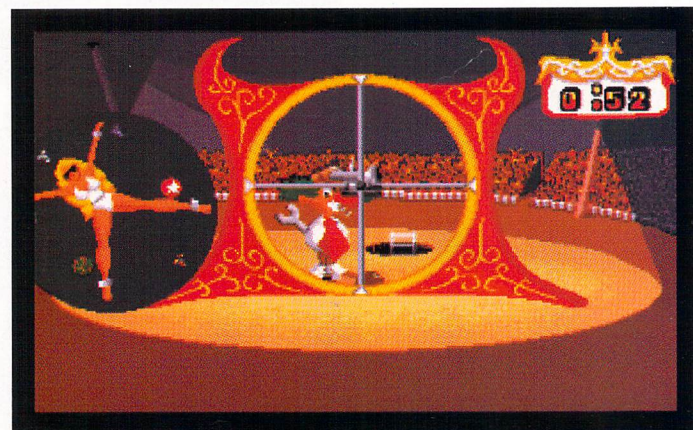
The graphics throughout are of an almost cartoon quality, and the game is interspersed with humorous interlude screens and death sequences - in fact, it's almost worth dying on



**(below) The scene is set whilst the game loads. The circus's proprietor and Ringmaster is standing admiring the place when an absolutely huge stretch limo pulls up beside him. An unseen person hands the Ringmaster a demand for the \$10,000 - payable today! As he runs after the car, a tiny blue clown's car pulls up, and out of it gets the developer's secret weapon - the deadly Freddy.**



**Heeeeeeeere's Freddy! And this time he is interrupting the knife-throwing act. You are given twenty-four knives to pop all of the balloons that surround your revolving assistant. Care must be taken not to hit the poor girl or you will be penalised, and you also look out for Freddy's bombing and sawing escapades.**



## WHITEY

**Roll up! Roll up for the big top! Fiendish Freddy is the latest offering from Mindscape, and very good it is too. The presentation is second to none and it is graphically superb. Great care has been taken to make each event as humorous and enjoyable as possible. Sound has been used extensively, and is very jaunty, although it does grate after a while. My only real gripe is the game's dubious lasting appeal, especially in view of the constant loading.**

**(Above three) Finally, we close our show with a daring human cannonball act. Whilst your buxom assistant fills the cannon with gunpowder, you must determine where to put the safety net. All the time though, Freddy is rushing towards you in an attempt to put a cork in the cannon, so speed is of the essence. Once the net is placed, pressing fire lights the cannon, whilst pressing fire again will determine the angle you will be shot from. After that, all you do is hope you got your calculations right!**



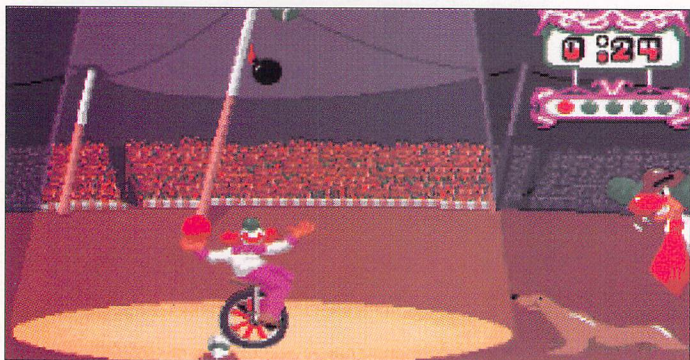
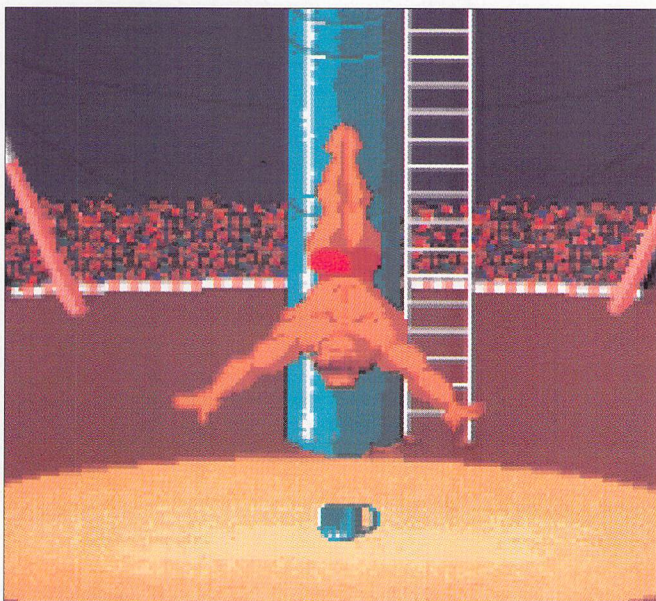
## GRAPHICS

Quite simply, brilliant! The game is jam-packed with humorous intros and nice touches. In fact, graphically, the game is nearly flawless.

# 89%

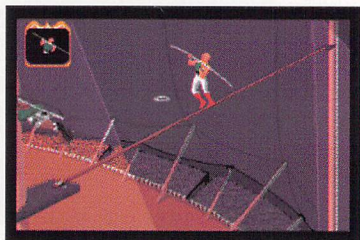
purpose for some of them! As well as 'natural' deaths, such as plummeting from the high-wire, or burrowing into the ground after missing your target during the high diving, Fiendish Freddy will attempt to sabotage your acts. Using cranky flying machines, razor-sharp frisbees

■ Positioned high above the sawdust ring, the player must perform a breath-taking dive into the water below. At the top right of the screen, the computer informs you of what style of dive you will be asked to perform, and using the joystick you must perform them when the computer beeps. A cursor is used to check you are on course for the water, and with every successful dive performed, the higher you go and the smaller are the items you dive into - including, somewhat strangely, an anvil!



■ Seated precariously on a unicycle, we prepare for the juggling act. As you fight to stay in control of the unicycle, a seal flips balls and knives at you - all of which must be kept in the air. However, Freddy will often make an unwelcome appearance, and will divert the seal's attention with a fish while he throws a bomb or missile at you! If you manage to throw the saboteur's bombs back, a considerable bonus is yours. But bore the audience with your attempts and a stripey shepherd's crook will end your performance.

■ Of all the events, the tight-rope walking is the hardest. Using the joystick to balance, you must make your way from one side of the ring to the other. All the time avoiding Freddy and his deadly toys!



## STEVE

Looking at Big Top 'o' Fun, it would be easy to dismiss it as an exercise in graphics. However, as well as the superb presentation the game enjoys, Chris Gray and Co. have also incorporated one of the most playable games I have seen. None of the events are particularly taxing or difficult to play, and it won't take long for you to earn the required \$10,000, but I guarantee you'll keep returning to it. Like the Epyx 'Games' series, proficiency in the events takes time, but is thoroughly worthwhile. After that, you'll realise the brilliant graphics and sound are just the icing on the cake.

and bombs, Freddy tries non-stop to stop the show. Every one of the stunts Freddy pulls is deadly to your performer and if one of his devious tricks succeeds and the act is pulled off, the judges will not score you

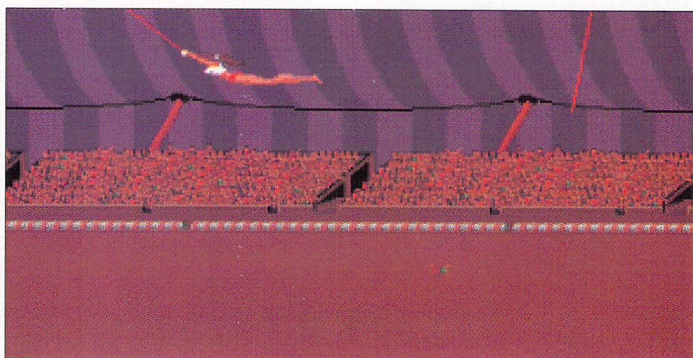
very highly. But if you survive Freddy's below-the-belt tactics, the judges will think it is a particularly daring part of the act, and will add a considerable bonus to your overall total.

## DOUG

I've played quite a few Summer Games-style clones in my time, and apart from the odd one or two, I found that most of them were tedious. Big Top'o'Fun, though, is the best laugh I have had for ages. The comic-type graphics are some of the best I have seen, and the sound effects are good and complement the game well. Although the game is quite easy to beat, you'll keep on coming back, and it's great to play when your mates come round.



■ (Below) The trapeze act is next, and your simple aim is to make it from one side of the ring to the other. The joystick controls the swing of the trapeze, whilst pressing fire prompts you to attempt a jump at the other one. Good timing is needed to snatch hold of the swinging ropes, and as you progress, fire rings will be added to the course just to make it that little more tricky.



■ (Above) This motley crew are the all-important judges. Every time your act is over, they will violently discuss its relative merits. If any of them enjoyed it, they will smile. But a boring act sends them to sleep or makes them grouchy. Whatever the outcome, though, you can guarantee they will fight amongst themselves before giving you your score!



**STARBYTE £19.95**

# LEONARDO

Meet Leonardo, a little thief, with extremely sticky fingers, who steals just about everything he can get his hands on. You must guide Leonardo around the 50 different banks, museums and warehouses, while avoiding the policeman and roving ghost, in an attempt to push all three equal items into one line. Unfortunately, large rocks hinder Leonardo's progress and have to be shoved or destroyed by pressing the firebutton. Any pushed objects will not stop until they either collide with the guards, hit a wall or meet another object. Also laying around are thief traps and handcuffs. These must not be stepped on otherwise they will snap shut and trap Leonardo. If he ever gets disoriented his position may be checked on the radar at the bottom of the screen.

If Leonardo is captured then he is sent to jail where he loses one of his five lives. The objects that he must line up vary from level to level and include

## WHITEY

*Although Leonardo was very addictive at first the novelty soon wore off. The opening sequence is effective and the graphics are very cute but I soon felt myself feeling very bored indeed. If you loved Boulderdash then it may be worth taking a look at Leonardo, otherwise, I'd suggest looking for something with more lasting appeal.*

## GRAPHICS

*Although the main character is very cute, on the whole, Leonardo is graphically average.*

**67%**

## DOUG

*Whoever thought up this managed to produce a game very similar to the old 8-bit game Boulderdash, but successfully managed to lose every bit of addictive quality along the way. The graphics are very nice in Leonardo but the gameplay is just non-existent, and I was bored out of my skull after just a few minutes.*

broaches, diamonds, necklaces and computers. Also dotted around the screen are bundles of 1000 points which can be collected in order to boost our little thieves score. Time is always against Leonardo and if he is to successfully complete the level he must do so before the timer runs down. Occasionally you will be able to find a bonus key which will allow Leonardo to enter a room which contains pearls. You are then given a certain amount of time to collect as many of the pearls as possible.

## OVERALL RATING

**53%**

## SOUND

*The main tune is very atmospheric indeed. Unfortunately, the in-game effects are uninspiring and dull.*

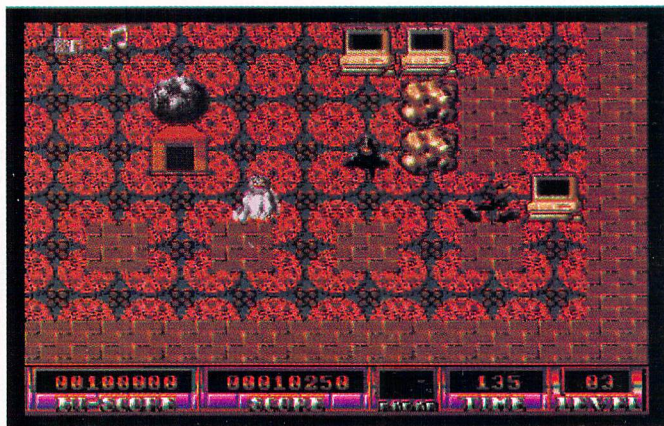
**60%**



**Meet Leonardo, a petty little thief and hero of the game. Leo steals just about everything he can get his sticky little fingers on.**



**Thieving is no easy occupation and Bobbyguard and Boohoo the ghost are intent on capturing you and putting a stop to your possession-lifting antics. However, by pushing the large boulders Leo is capable of crushing his ardent pursuers and placing them back in the warehouse where they belong.**



**To finish each level successfully, Leonardo must push all three equal items into one line. Objects such as computers, necklaces and broaches make an appearance.**



**Obviously a beginner at the thieving game, Leonardo is captured and placed in the slammer where he loses one of his precious lives.**



# ACCOLADE £19.95

# JACK NICKLAUS' GOLF

Jack Nicklaus' Championship Golf offers 18 of the best courses from around the world. A new player can select from either Jack's Greatest 18, Castle Pines GC or Desert Mountain GC. You are asked to select

skins or stroke play. Skins allows you to play a match in a more or less normal way, but you bet money on each hole. The lowest score at the hole wins the prize. Up to five players may then be selected for a match. There are nine different computer players

available, including the Golden Bear himself.

Once you have polished up your golf skills you may opt to play a round of 18 holes: 9 out and 9 in. You will be given some invaluable information from Jack and will be presented with an overhead view of the course, as well as the information for that hole.

The main display shows the view of the course from the position of your golfer, although the view may be changed. A small flagstick at the top of the screen indicates where the hole is and a cursor is moved left or right of the flagstick in order to line up your shot, taking wind direction, which is displayed to the bottom-left of the screen, and distance into account. A club is automatically selected for you, although personal choice is

## STEVE

*Although Leaderboard still reigns supreme among the golf simulations, J.N.'s Greatest Eighteen is still a very playable game. It doesn't quite have the finesse of the Access original, and its screen update is ever so slow, but everything a budding golfer needs is there. Worth a look.*

available. Each strike of the ball includes three stages: the backswing, the distance and downswing, and, finally, the strike. Each stage is measured on the power bar which rises up in relation to the distance and power of your shot.

## GRAPHICS

*The actual view of the course crawls on to the screen at a terribly slow pace, although the detail on each hole is well drawn and effective.*

**52%**

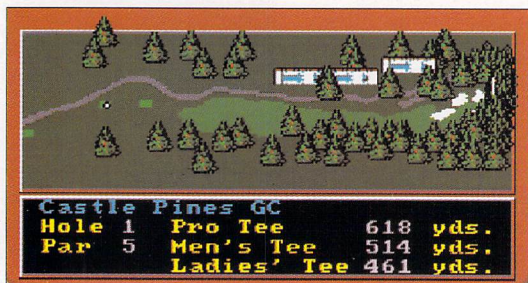
## SOUND

*Nothing at all, sonically, apart from the 'thwak' effect, usually associated with hitting a golf ball.*

**43%**

## WHITEY

*After the excellent Leaderboard, golf sims had very little more to offer and, although Jack Nicklaus's Golf doesn't really offer anything new, the presentation has been tidied and improved. The display of each course has been beautifully drawn and well detailed, even if each scene does take ages to appear. If golf's your game, then I would suggest you take a serious look at Jack Nicklaus's Golf.*



*A very detailed map of each course is displayed as a new hole is selected. The map may be retrieved at any time during play for reference.*



*Skilled use of the power bar is needed if an accurate shot is to be played. The first movement when hitting the ball is the backswing, which determines the distance the ball will travel.*



*A fine drive. If the shot has been accurately lined up then the ball should travel in the direction specified. Remember that wind direction and force should also be taken into consideration.*

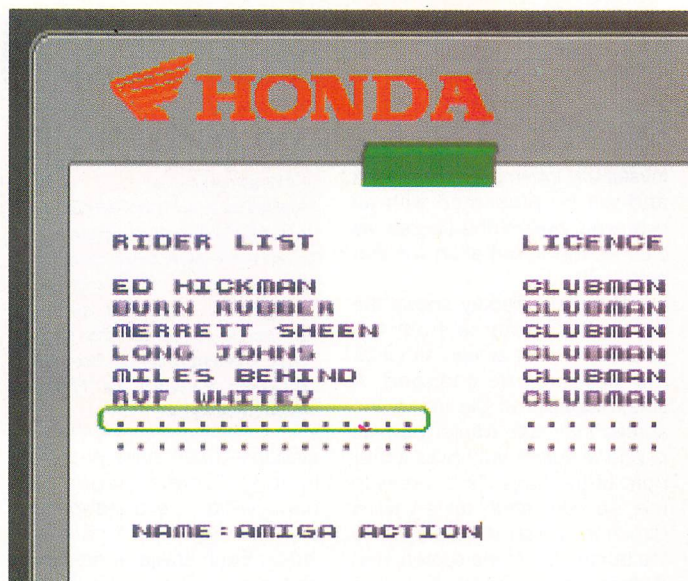
*Plop! Golf balls don't grow on trees, you know. If you do manage to 'dunk your biccy', then you will be given a chance to correct the position of the ball, and continue.*



## OVERALL RATING

**60%**





This is where you sign on. Information is available on all the other riders who are participating in the races.



It is from here that you will select either to practise or race. Different tracks may also be selected if you're not up to the one provided.

## MICROSTYLE £24.95

# RVF

This is it. The final race at the end of one of the toughest Formula 1 racing seasons you've ever experienced in your racing career. The practice didn't go so well and so you've been placed further back on the grid. An excellent take-off is required if you're to have any chance of catching those at the front. You don your crash helmet and gently rev your Honda RC30; your eyes are set on the start-light. As it turns red, you inch forward slightly. Within seconds, the light hits green and a crescendo of noise rises up into

the stadium. The leader gets away quickly. You bring up the revs: first, second then third. Now you're neck and neck with the trailing rider. Just as you're about to take him, a sharp, hairpin turn appears on the horizon. You brake hard and shift back down into third, desperately trying to keep control of your motorcycle. Safely through, you once again shift up through the gears. Now's your chance on a straight. You

## STEVE

*Although not as instantly appealing as something like Super Hang-on, RVF offers a lot of depth and playability. Graphically and sonically, it is no great shakes. But the realism of features such as the variety of crashes, losing precious instruments and having to push the bike to restart it, make this an engrossing simulation. Even if bikes aren't your scene, take RVF for a test ride.*

## DOUG

*As far as motorbike racing games go on the Amiga, this is the best simulation I've seen to date, but considering it's one of the only ones that's not hardly surprising. RVF is quite hard to get to grips with, and once you've mastered the controls it becomes very enjoyable. I like the idea that when you come off your bike you lose some part of its performance, like a gear, for instance. All in all, RVF's not too bad and will appeal to a lot of people.*

carefully lean the bike to the right, stabilising yourself with your knee, and shift up into sixth gear. With the revs at maximum you manage to pass him. Now for the other riders.

To enter yourself for the races in RVF you must first sign on. Once you've done that you are presented with the main play-menu. All the different options are selected from here. View tables will allow you to view your placing and points gained in the current championship, see the lap record holders, or view how each individual player is performing. To enter a non-championship race you should select the Test Race option. A sub-menu will then appear with options for selecting a track, practice, race or withdraw. It is advisable always to practise before attempting a race as this will help you to become acquainted with the layout of that particular race-track. Once you are confident enough to race, you can select the Race option.

The race begins on the starting grid. Pushing the joystick forward makes the Honda accelerate. Simultaneously pressing the fire-button shifts up through the gears 1-6. Exactly the reverse is needed for decelerating and shifting down. For accurate use of the gears the rev counter is an invaluable device.

## SOUND

*The growl of the Honda's engine is above average. Sound is also used for the other riders which creates more realism when racing.*

**53%**

## WHITEY

*RVF has to be the best motorcycle racing game available for the Amiga at the moment. The game itself is very addictive indeed and sports well-defined graphics and a track that moves quickly and smoothly. The only annoying feature is when you crash. If you come off, it's practically impossible to come anywhere in a race, let alone win one. Nevertheless, RVF is a very realistic game and should please fans of this genre.*

Unfortunately, if you crash your bike during a race, damage may affect your rev counter, speedo or gears. Pulling in at the pits will rectify this. All the information required during the race is displayed at the top of the screen. There is also an option for a data link in RVF so that two people can play each other. This makes the game much more exciting and competitive.

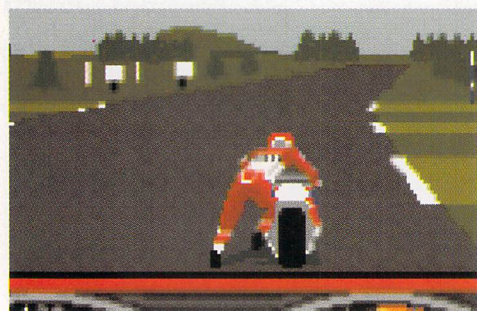
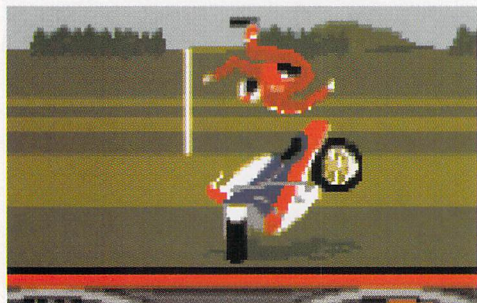
## GRAPHICS

*The race-track moves very realistically and quickly. The riders have been nicely drawn and animated, but maybe a little more landscape detail could have been included.*

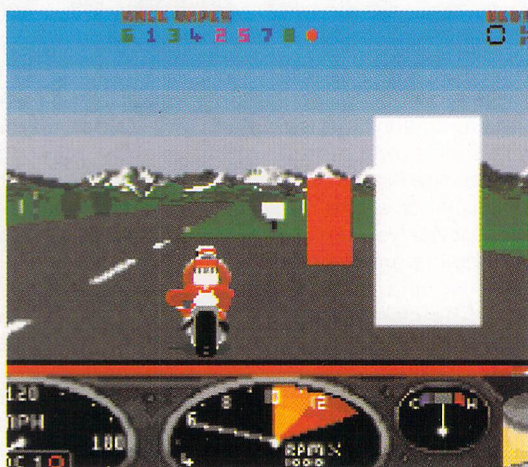
**60%**



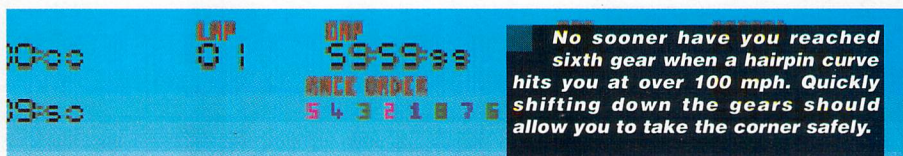
(Below). If, when you are attempting to take a corner at 200mph, you come a cropper, the chances are you will damage your bike. This can wreck items such as your speedo and gears, but, worse still, you will lose valuable time as you fly over the handlebars and when you push it along, trying to get it to start again.



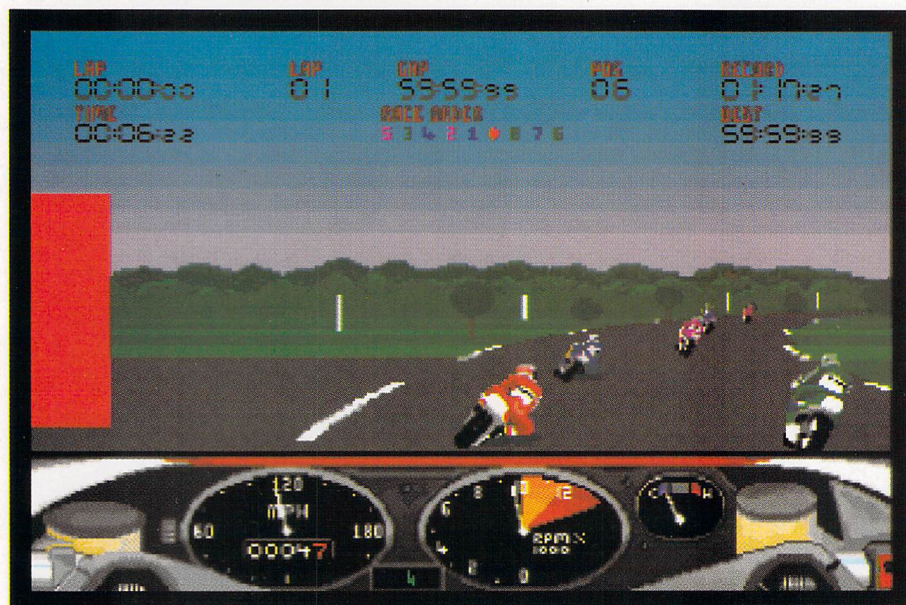
(Right). By pulling into the pits you will be able to get your bike repaired. Obviously, the quicker the pitstop, the better your eventual time will be.



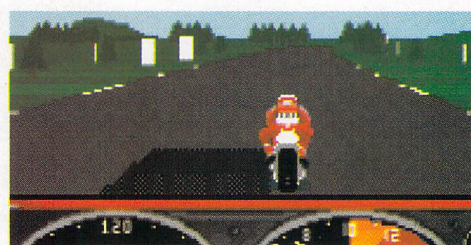
All the riders line up on the starting grid. When the light on the right of the screen changes to green, it's time to increase those revs and let her go.



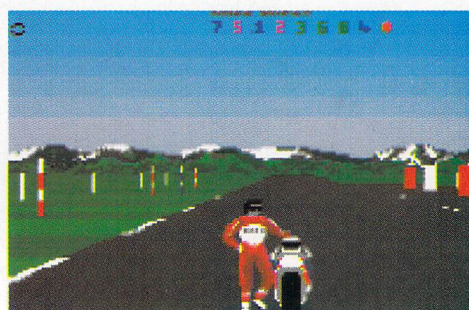
No sooner have you reached sixth gear when a hairpin curve hits you at over 100 mph. Quickly shifting down the gears should allow you to take the corner safely.



Your first victim of the day. 9th position is nothing to be proud of, and so moving into 8th makes everything just a little bit better, although 1st place is your ultimate ambition.

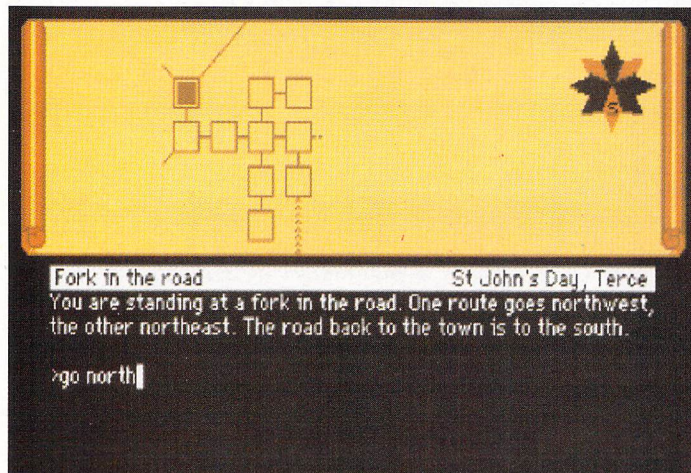


There are hazards all over the road surface, including oil and water. If you hit either of these too slowly or while taking a corner, there is a chance you may come off.

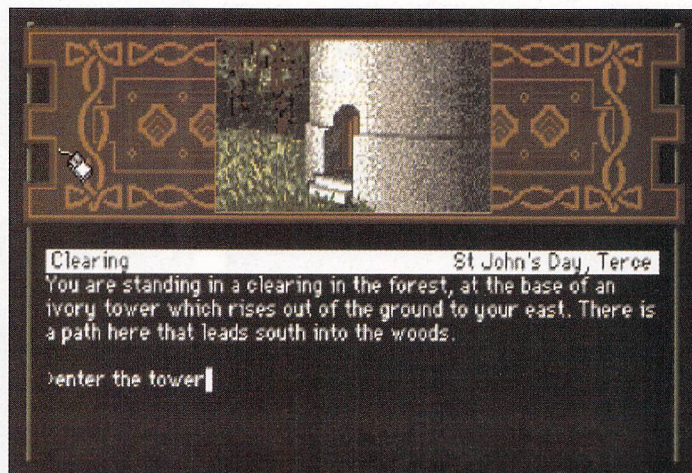




**The on-screen map builder allows you to move quickly around the kingdom using the mouse pointer. Goodbye, spaghetti junction!**



**B. At the base of the amazing ivory tower in the depths of the enchanted forest. Dare you enter the old oak door? I will if you will.**



**SK**

*It's been some time since I played a text adventure, but this one shows how well things have developed in the interim. I liked the mapping facility. However, my heart sank when I found the 'twisty tunnel' section - I hate mazes! If you've tried text adventures before and found them frustrating and lacking in excitement, this could be the game that will change things for you. Having played it for two long sessions so far, I still have not become totally stuck - and that's a record for me!*

# INFOCOM £24.95

# KING ARTHUR

Whoso pulleth out this sword of this stone, is rightwise king born of all England. How about you - feeling lucky?

Too late I fear. The evil King Lot has hidden the sword Excalibur and unless you can stop him, he will usurp your claim and declare himself the true king. Your only chance is to

seek the help of the Merlin the Enchanter and trust that he will impart to you the secrets of Transformation. It is said that, with such power, a true knight can change his form into that of an animal or a bird. Why, with such power you could explore the heights and depths of the kingdom, and no hiding place would be closed to you. But, beware young sir, only a knight who can also develop the kingly qualities of wisdom, chivalry and experience will prove worthy of the throne.

Infocom have taken the wonderful world of Arthurian legend and created a new adventure which combines all the old qualities of great text with which their name has

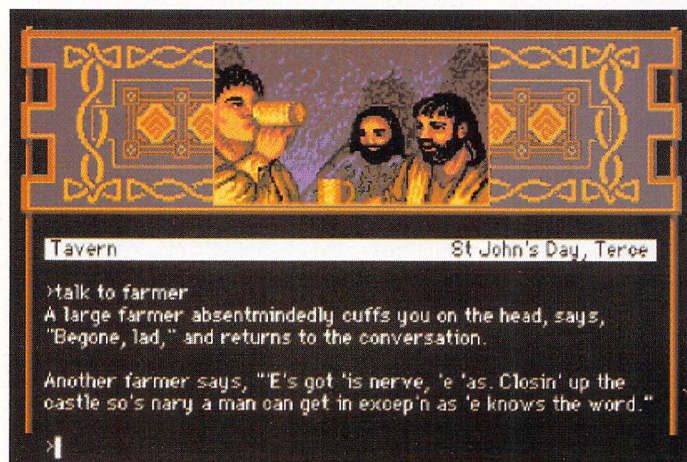
become synonymous, with colourful graphics, on-screen mapping and a hint section.

Older adventurers would rightly say that the best adventure graphics existed in the original, text-only games, but it's equally true that this new format of small, colourful plates is very pleasing. The top half of the screen can be set to display either the colour graphics, a scrolling map which builds as you move, or your Inventory.

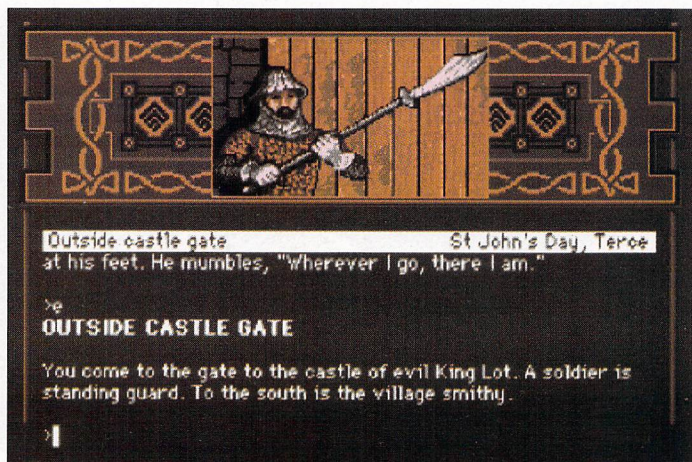
You are free to wander from the misty churchyard, through the village, past the castle and into the enchanted forest. To the northeast, nestling in the forest clearing, is the base of the mystical, white tower. Made of ivory, perfectly round and

**ANDY**

*Welcome back, Infocom. Software houses come and go, but hopefully quality like this will stick around. This has the feel of the 'right stuff'. The graphics are nothing mindblowing, but they don't jar either. The mapping facility is also a boon to free-spirits like myself who hate slowing the action to draw spaghetti maps. LANCELOT from Level 9 missed the mark by trying to be factual. This game says, 'Forget the facts, feel the atmosphere'.*



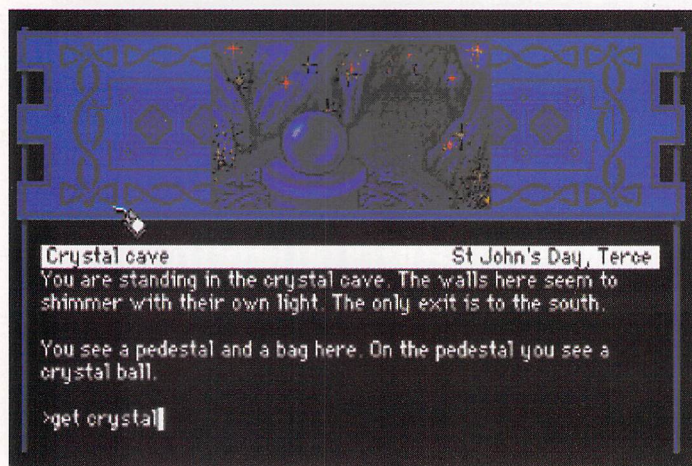
**It seems as though the locals are too busy to talk. However, he seems to know about the secret password.**



**Having seen the sword taken by the Evil King Lot. You take your life into your hands and venture into the castle.**



■ **The faint-hearted (and muddle-headed) may pay a visit to Merlin's cave and gaze into the crystal ball for a hint or solution.**



soaring up into the sky, the tower awaits your hesitant footfall into the small doorway below. To the south lies the lake in whose centre sits a fairy-tale castle guarded by the Red Knight. Turn yourself into a turtle and chart a course across the lake to find the small, crystal window set into the rocks. Peer into its blue, shimmering depths and wonder at the body of the young girl that lies within. Waiting for what, or whom? I don't know about you, but I can hardly wait!

Being able to transform yourself into a badger, owl, salamander, eel or a turtle is great fun. With the wings of a bird, your eyes can now soar as high above the kingdom as your imagination and the exciting text will allow. But even Merlin's magic cannot create pockets in the wings of an owl and, sadly, you cannot transport your hard-won treasures with you. In the initial stages, the difficulty level does not appear to be set too high, but should things get tough, you may visit Merlin's cave and take a peep into his crystal ball for a hint.

## GRAPHICS TEXT

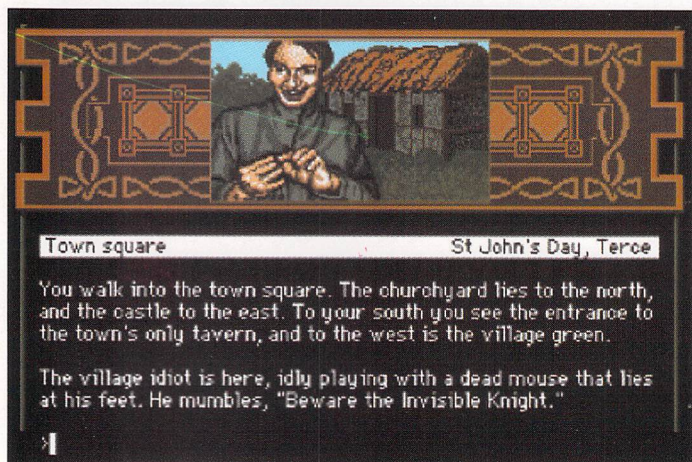
**The graphics are certainly not state-of-the-art adventure game standard - but the text!**

# 80%

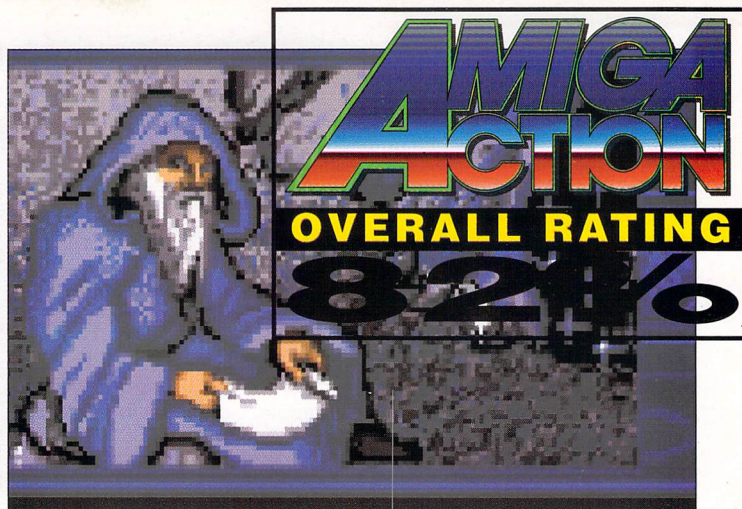
Information can also be gleaned from other characters scattered around the landscape. Listen to the frightened farmers whispering in the tavern or try talking to the village idiot who sits chuckling to himself by the graveyard gate. All have nuggets of information if you have the wit to uncover them.

## SOUND

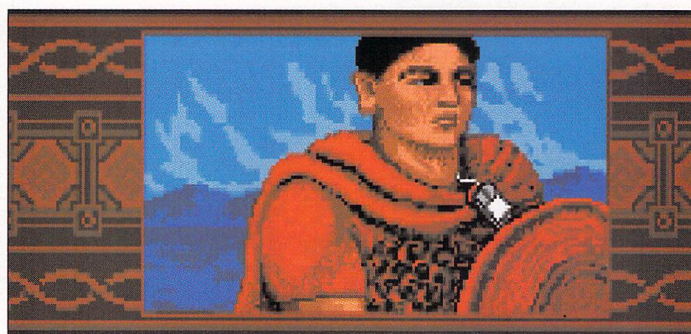
**We do not intend to give scores for sound in adventure games. But rest assured we will inform you when very good use of sound is made.**



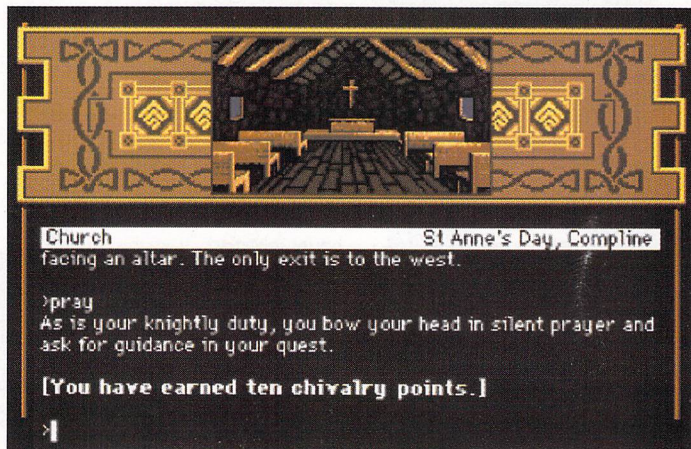
■ **Confronted by the village idiot you try and escape his ramblings but what was that about the invisible knight?**



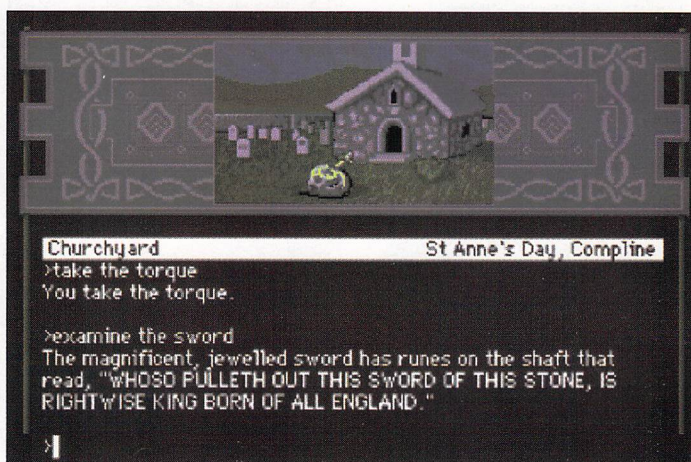
■ **With the aid of Merlin's arcane magic, you too can be Doctor Doolittle, and 'talk to the animals, walk with the animals - grunt and squeak and sqwauk with the animals.'**



■ **Before you can pass the red knight, he has a few 'simple' tasks he'd like you to perform. Fancy a spot of dragon bashing?**



■ **Although saying a prayer will gain you chivalry points, it won't help you to avoid the curfew,**



■ **The sword in the stone. Only when you prove yourself worthy will you be able to retrieve it.**



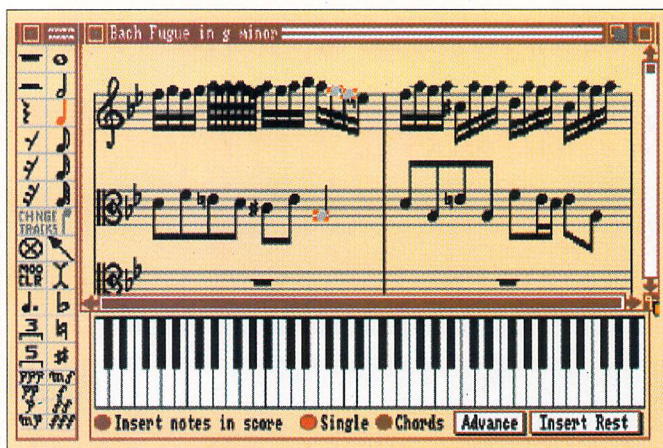
# COMPUTERS & SOUND

'What's this?...a column all about music on a popular home micro? So it's going to be about connecting keyboards and drum machines to your computer, using MIDI and... oh (yawn) I think I'll flip over the page and give this a miss.'

'But wait. What is the most common use of sound on home computers?' 'Well it must be in playing music and sound effects to accompany computer games.' 'Yes, that's right! And which is the best home computer for the job? -the Amiga, innit!' In ye olde worlde of 8 bit machines, many computers relied upon the three channel AY-8910 sound chip for their audio abilities. The Atari ST followed suit but Commodore's Amiga was blessed instead with far superior sound facilities in the form of its own four-channel custom chip. The chip is theoretically capable of reproducing any sound. The only significant limitation is that of memory.

If you've taken a walk between the multiple rows of video screens in the amusement arcades recently, you'll have noticed two advances in their sonic stature. Firstly, they are much louder than they used to be. The volume controls on arcade machines are often made so that they can be adjusted from 'loud' to 'Arrgh, there goes my eardrum'. The problem is that each manufacturer wants their machine to be the loudest. The result is one huge guaranteed headache. Secondly, you will have noticed that the Amiga's output compares quite well to some of the best arcade sounds around.

Over the next few months I'll



be taking a look at ways of exploiting the sound and music capabilities of your Amiga and attempting to pit it against its arcade counterparts!

## The Man Himself...

Jason Brook is a Yorkshire lad, living in Manchester. He originally programmed games such as Miami Dice for budget house, Bug-Byte, but now he is totally music dedicated. During the course of the last couple of

years, Jason has written and converted music for Outrun, 180, Feud (he also wrote the Amstrad version of this cheapie classic, and is proud to admit that it topped the software charts.), Rockford, Ikari Warriors, the unreleased Dreadnought, Vixen, 1943, and Space Harrier. At present, the twenty-two year-old is working on Probe's Heavy metal game, and the US version of Afterburner, which he calls 'a biggie!'





This is your opportunity to tell us what you think about and want out of Amiga Action and your Amiga in general. Please take time to complete and send in the survey - the postage is free and the results really will make a great deal of difference to a magazine that after all is designed for YOU! Just in case you need an incentive, we are offering 20 lucky individuals who will be selected at random, any game of their choice up to a value of £25 RRP. Send this page to the usual Amiga Action address (see page 88 or contents page)

# READER SURVEY

1. How old are you? .....

2. How many games do you buy in a year? .....

3. Where do you purchase most of your software?

- a. Mail order, via magazine adverts ..... ☐
- b. Specialist computer shop ..... ☐
- c. Major high street chain store (WH Smith, Boots, etc) ..... ☐
- d. Other, please specify ..... ☐

4. How often do you visit your local games arcade?

- a. Very frequently (e.g. 3 or 4 times a week) ..... ☐
- b. Frequently (e.g. 4 or 5 times a month) ..... ☐
- c. Infrequently (e.g. once a month) ..... ☐
- d. Only very occasionally (e.g. 3 or 4 times a year) ..... ☐
- e. Never ..... ☐

5. Which model of Amiga do you own?

- a. A500 ..... ☐
- b. A1000 ..... ☐
- c. A2000 ..... ☐

6. Which peripherals do you own?

- a. Colour television set ..... ☐
- b. Dedicated colour monitor ..... ☐
- c. Hard disk drive ..... ☐
- d. Modem ..... ☐
- e. Graphics enhancement (e.g. Genlock) ..... ☐
- f. Printer ..... ☐
- g. Second disk drive ..... ☐
- h. RAM expansion pack ..... ☐

7. Please write a quick comment summarising your opinion of the first issue of Amiga Action:

.....

.....

.....

.....

.....

8. What is your opinion of the following articles in Amiga Action?

	Very Good	Average	Not Good
a. Game reviews .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b. Competitions .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c. Points of Grue .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d. Giving the Game away .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e. News .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
f. Real Soon Now .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g. Graphics .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
h. Sound & Music .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

9. Which of the following magazines do you buy?

	Every Issue	Some Issues	I never buy it
ACE .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amiga Computing .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amiga Format .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amiga User International .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commodore User .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Computer and Video games .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
New Computer Express .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Popular Computing Weekly .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Games Machine .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The One .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Your Amiga .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Zzap 64/Amiga .....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

10. Given your impression of the first issue of Amiga Action, how regularly will you buy the magazine?

- a. Every issue ..... ☐
- b. Most issues ..... ☐
- c. Only issues of specific interest ..... ☐
- d. Never ..... ☐

Name .....

Address .....

.....

Post Code .....

Phone number .....

Which game would you like to win? .....



**DIGITAL INTEGRATION £24.95**

# F16 COMBAT PILOT

Here's your chance to become a real Top Gun pilot with Digital Intergration's F-16 Combat Pilot. The first step to take, before any attempt is made to actually fly the

Falcon, is to read the manual which will help you become acquainted with the controls, displays and aerodynamics of this, the most advanced fighter plane in the world.

As a potential Top Gun pilot, you begin your training in the squadron crewroom. By moving the mouse pointer over different objects in the room, certain options become available. Technical data on the F-16 and the weapons may be selected by highlighting the posters on the wall. There are also options for a demonstration and a quickstart.

## STEVE

*Digital Intergration, it seems, have produced a worthy challenger to Falcon. F-16 has to be the most accurate simulator at the moment, and I can't see it being bettered for quite some time. Presentation is immaculate, and the graphic update is both smooth and fast. Although not as pretty as Falcon, F-16 is more of a simulator and therefore far more realistic. If you're looking for the ultimate flight simulator, get F-16 Combat Pilot.*

## DOUG

*DI have done a very good job of F-16, and to say that the program is as good, if not better, than Falcon is some compliment. F-16, unlike Falcon, has that little bit more realism to it, and the manoeuvrability feels more like how I would imagine an F-16 to be. My only worry is that if DI don't release any mission disks, Falcon may retake the number one spot due to it's constant upgrading.*

## SOUND

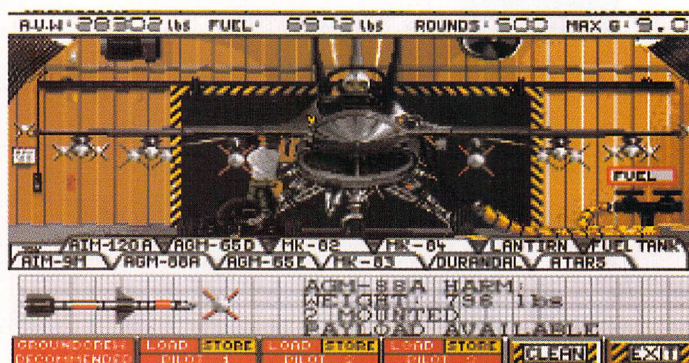
*Sound has been used well. The roar of the plane and warning indicator effects must be as close to the real thing as is possible on the Amiga.*

# 53%

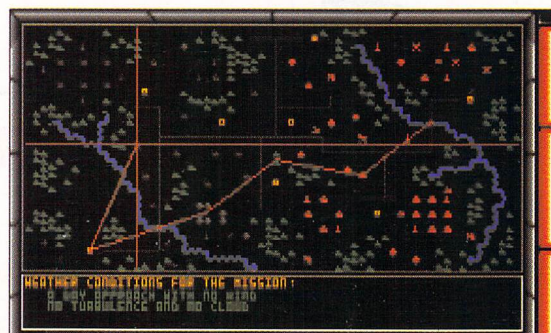


It is here in the crewroom that you select your flight options. By moving the arrow over the different objects, certain options become available.

It is essential that you load your plane with the correct weapons for the particular mission that you have chosen. Up to three configurations may be stored for instant recall.



(Left) All the mission roles of the F-16 are available from here. There is a training option for those pilots not so experienced in combat. Also available for selection is an Amiga-link combat mission.



Once your mission has been selected, you must pinpoint your waypoints on the computer. The weather for your mission may also be toggled to suit your requirements.



be able to take part in Operation Crusade, an actual full scale conflict and the main aim of F-16 Combat Pilot.

## WHITEY

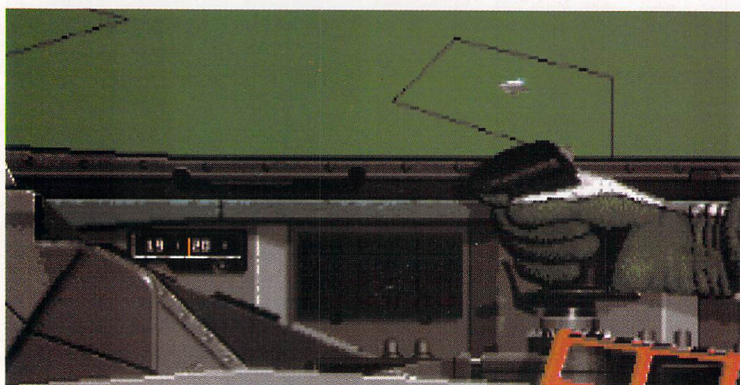
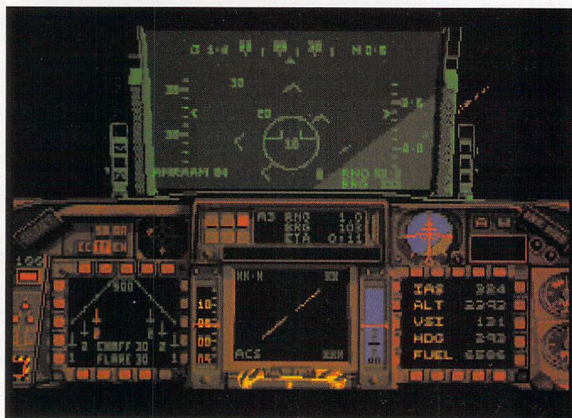
F-16 is probably the most advanced flight simulator we've seen so far on the Amiga. Although Falcon was excellent, F-16 seems to take the realism just a little bit further. Graphically excellent, the game's presentation is also very tidy and effective. Although a little hard to pilot at first, with time comes experience, and F-16 is an experience we could all do with. My only question is: can flight simulators get any better than this? Maybe DI are working on one already...

## GRAPHICS

Graphics in flight simulators seem to get better and better. The display updates quickly and smoothly, and presentation on the whole is excellent.

# 75%

Certain weather conditions can be enabled by toggling the weather casts in the Met Office. Night flying is only for those with excellent experience of the F-16 and a knowledge of the surrounding landscape.



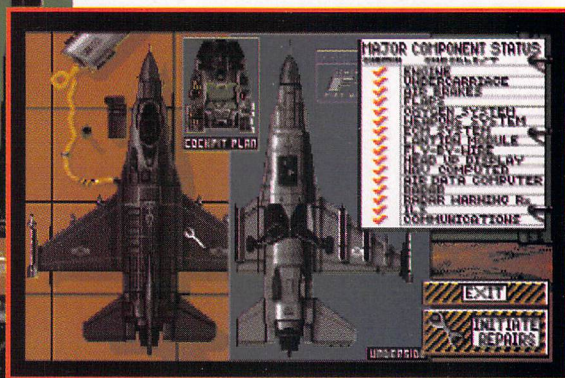
Other missions include bombing radar installations, which alert the enemy of your presence. By looking to the left or right of the plane it is possible to get yourself correctly aligned with the target.



## OVERALL RATING

# 78%

Enemy MiGs are always up and ready to intercept your F-16. Extreme caution is required when dogfighting, for it is all too easy to chase the enemy and then suddenly realise there's a missile on your tail.

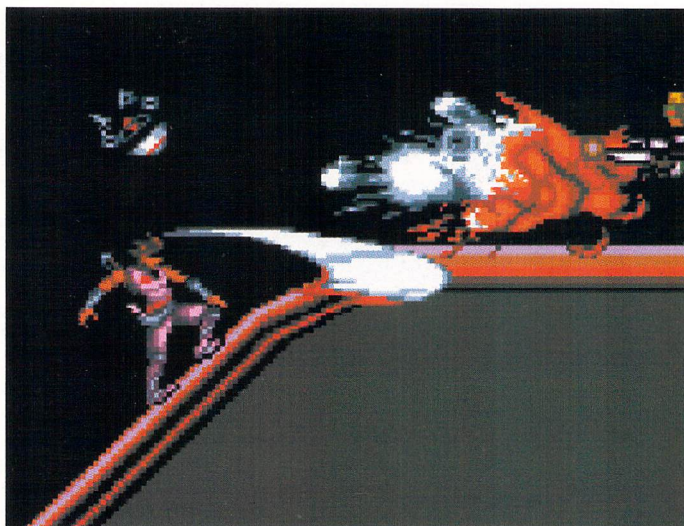


(Above and inset) After each mission has been successfully completed, you must return to your base. Landing the F-16 isn't so easy, and will take a lot of practice. When you do land, though, you can repair your plane, if any damage was sustained during the mission.

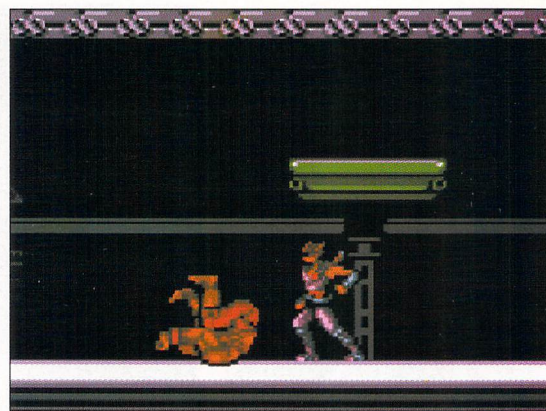


When the enemy is in range, the target lock-on indicator will appear in your HUD. Chase him for a while and then release a missile. If he can't outrun it, he will be blown to smithereens. Hooray for the good side!

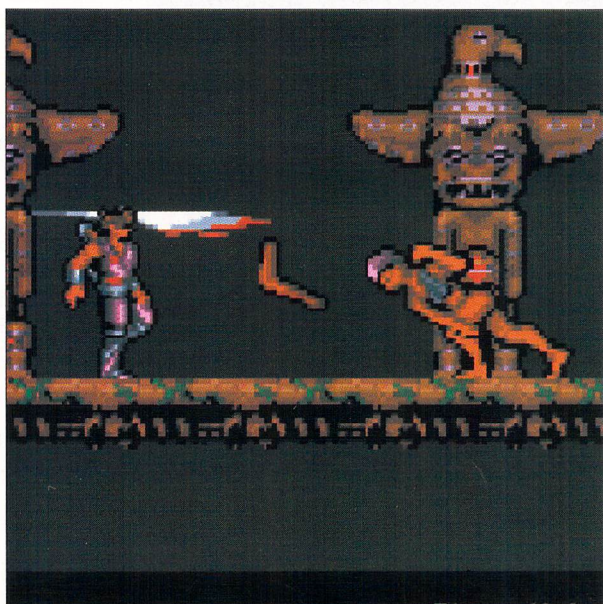




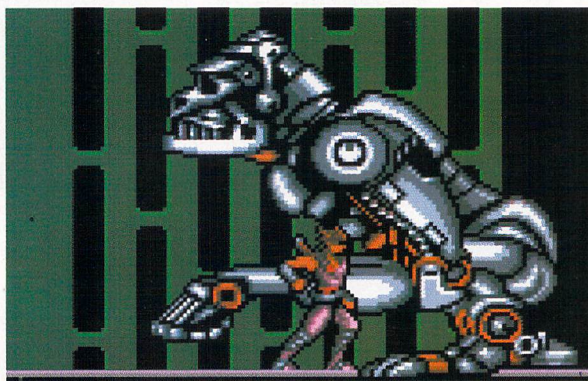
Just to give you a helping hand, regular supplies of a d d - o n weapons can be collected, and used in the right way they can come in very handy.



(Top right) Well, I've heard of doing some stupid things in my time, but this is ridiculous. Stand well back or you might get taken by surprise - the last thing I expected was my enemy to roll at me as though I was a set of skittles.



G: (Above) Am I pleased to see them or have I got a sword in my pocket? Scantily dressed women throwing boomerangs can be quite deadly and a lot of jumping around will be needed to dodge their weapons. Thanks to the energy bar system, up to five hits can be sustained by Strider. However, if this number is exceeded, our hero explodes in a flurry of dust.



E: Hordes of wolves charge at you but are easily killed with a single swish of your sword, but the next enemy makes up for them being easy.

## DOUG

Capcom should certainly feel pleased with themselves about this one, and although I haven't actually played the arcade version, judging by the quality of the Amiga version it must be a very close port. The game is a very playable one and although I wouldn't class it as top ranking it is nevertheless still very good. Strider poses quite a challenge and won't be beaten easily.

You are Hiryu, a Japanese mercenary in the year 2048, chosen to infiltrate Russia, find certain secret documents on the plans to invade your home country, and assassinate The

US GOLD £19.95

# STRIDER

Master, the present communist ruler of Russia. The Master's forces have been building rapidly and are now in a position to threaten your government; and considering with The Master's megalomaniacal tendencies, war seems imminent. The threat of an invasion can only be removed by a surprise attack by a single man with the highest skills working his

way to the centre of the enemy forces and overcoming them.

Your mission will take you through many different environments; arctic tundra; jungle; and high-tech military bases; all testing you to the limit. Using a hang-glider to reach your first destination, you fly through the security of your enemy's city undetected, but once on foot,

robotic security guards soon locate you and soldiers rush in from all directions. Equipped only with your sword, you dispose of your assailants both quickly and quietly, while dodging the oncoming barrage of bullets from wall-mounted guns. Remembering your main objective, you make your way to the main headquarters in search of The Master, but to no avail; not even The Master is stupid enough to be cornered so easily, but now his loyal councillors will have to be defeated before you can escape.

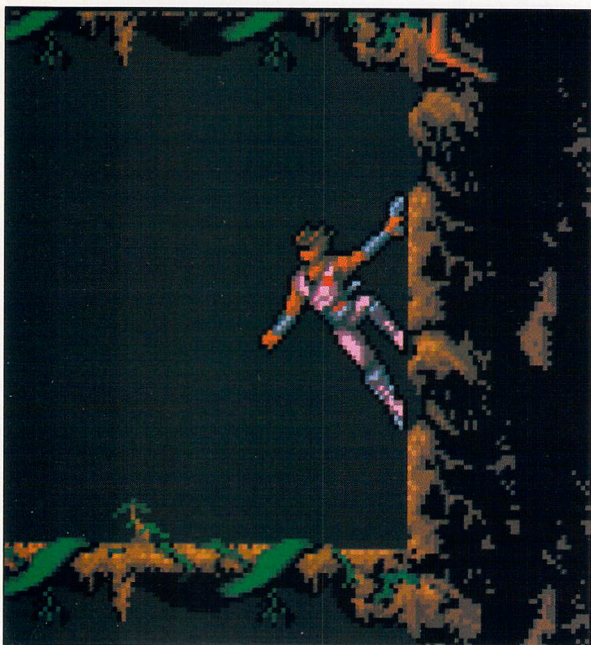
Both extreme cold and boiling heat will have to be endured in your next two levels while in pursuit of The Master. First on the route is the icy tundra where wolves will assail you from both directions in a bid to make you their ten-course meal, and huge robots play fisticuffs where they seem to have a slight advantage. But the tropical heat of the jungle soon returns the circulation to your



■ (Below) Who said the Tyrannosaurus Rex was extinct? Well - wish they'd been right. It takes quite a bit to get by these obstacles but with precision sword-play it's just possible.



■ (Below) You're not just a pretty face. Climbing up walls is just one of your skills and it's certainly needed if you're going to get anywhere in this level, but you should see your jumping somersault.



body. Here the native women adorn their best bikinis and try their best to make friends while throwing as many boomerangs as possible at you. Unfortunately, bikinis are not much protection against swords, but once overcome, you face your hardest test yet; you must attack and destroy the flagship in The Masters fleet: the battleship Ballog.

Strider has a very Japanese style to it, with graphics very similar to those of oriental cartoons, with characters such as the hero seeming to be very pure of heart while at the same time slaying anything that moves in the wrong direction. Along the way, extra add-on weapons can be collected. Robotic droids who will fly in circular positions can be acquired at certain points during the game, and longer extensions for your sword can also be found as well as medical supplies to heal your wounds. The game scrolls in

**STEVE**  
*Conversions from the arcade to the Amiga just get better and better, and Strider is no exception. The game is really great and I found it really addictive. The game is very hard, and it would have been nice to have a continue option, but the difficulty isn't too detrimental. Throughout the game, both the graphics and sound are excellent, and you could do a lot worse than try out Strider.*

all four directions and loads each level independently; there are five levels to complete, with a host of various enemies to encounter. So, unsheath your sword and start hacking.



■ A little intermission from the game gives you time to guzzle some squash and stuff your face before continuing. The story line is updated between each level.



■ (Above) You might be good with a sword but that doesn't stop your enemies firing at you. The battleship, Ballog, is armed to the teeth and even your sword can't deflect bullets. As you progress through the levels, the route via the many platforms get more tortuous. The gaps between platforms get larger, and the platforms themselves smaller, so a good balance between careful jumping and pixel-perfect positioning is needed.

**GRAPHICS**  
*Very good, with animation to match. Especially good are the graphics that describe the story-line in between each level, all having a very Japanese style to their drawing.*  
**88%**

**SOUND**  
*A great little tune plays on the title page and continues into the game with a few spot effects. An OK bit of sampled speech is played between each level, but is repeated to frequently.*  
**73%**

**WHITEY**  
*I have never ever seen a Strider coin-op, so how close this conversion is, I just don't know. The game is superbly presented, with the large well-animated Strider leaping around attacking the many enemy. I liked the combination of platform and shoot'em-up action, and rate Strider as the best conversion to appear from the Capcom/U.S. Gold deal.*



**OCEAN £24.95**

# ROBOCOP

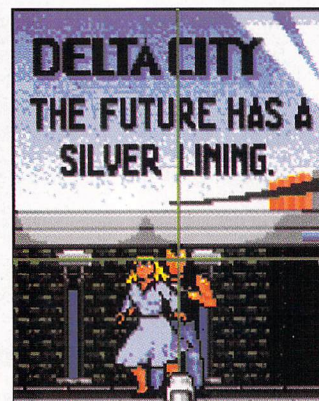
It's taken quite a while longer to produce than the ST version, but at last Robocop has arrived for the Amiga and, similar to the ST, it incorporates most of the features from the arcade. You play the part of Alex Murphey,

the 32nd cop to be gunned down in Detroit since the police force was taken over by Security Concepts Inc. You would have died had a young high-flying OCP employee not taken the remains of your body and used them in his latest experiment to create the

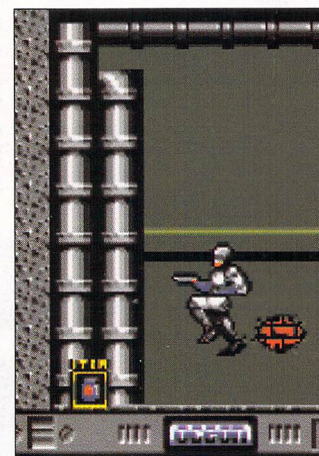
perfect cop, putting you into a re-inforced titanium body and trying to erase your memory - but maybe dying would have been better.

You set out for your first assignment in search of the gang that destroyed your body which, in turn, led to your imprisonment in the metal that now surrounds you; not even OCP could erase that from your memory. Your course of duty will lead you through civilian streets to break up riots, to drug warehouses with hordes of criminals all too willing to blow you away, and even to the OCP building for the final confrontation. Regular returns to your station will be needed to keep your sights on target, and to collect

■ **Abduction is a serious offence, as the man at the end of the alley is just about to find out; but he's using the woman as a shield, so accuracy will be needed.**



■ (Below) Wandering through the local drug-pusher's hideout, you stumble across some of your favourite baby food - but consume it quickly to replenish your energy before the villains locate you.



■ (Left) Relying on the vague memories of the gang that shot you, try to find out their identity by using the OCP's photofit computer. Make sure each section of face matches up.

**DOUG**

*The first thing that appalled me with this game was the sound. If the sound quality had been equal to the ST, I would have been disappointed, but to be worse is terrible. The graphics are just a straight port and the programmers could have at least increased the screen size. Robocop could have been a lot better and I came away disappointed.*

information on the whereabouts of various members of the gang you pursue. So go forth, Robocop, win the public's trust, protect the innocent, and uphold the law.

**STEVE**

*Bearing in mind the Amiga's graphical and sonic advantages over the ST, I was hoping for a full-screen version of Robocop, complete with lots of sampled sound. Instead, we get the small playing area that ST owners had, and two new samples - most disappointing. Apart from this, Robocop is still a playable game. It's just a bit of a let-down to see it not taking advantage of the Amiga's capabilities.*

**SOUND**

*Very weak. A dire tune bumbles along, interspersed with the odd digitised 'Robocop' shout.*

**30%**

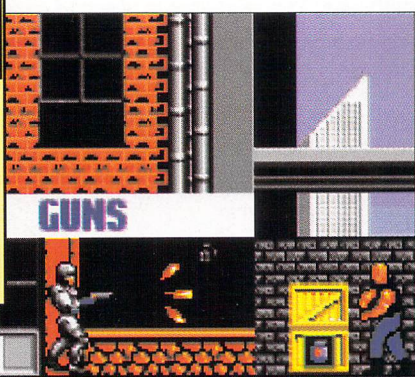
**GRAPHICS**

*Although there was a considerable delay in the Amiga version's release. There is no noticeable difference between its graphics and those of the ST version.*

**54%**

**OVERALL RATING**

**58%**



■ **Wielding his trusty gun, Robocop rushes into action avoiding the countless bullets that head for him. Don't sustain too many hits though: if you lose all your energy you don't get a second chance.**



■ **ED-209 isn't exactly at the top of your best friends list, and judging by the way he's firing at you, his feelings for you are not too great either. It looks like you're going to have to blow him away.**

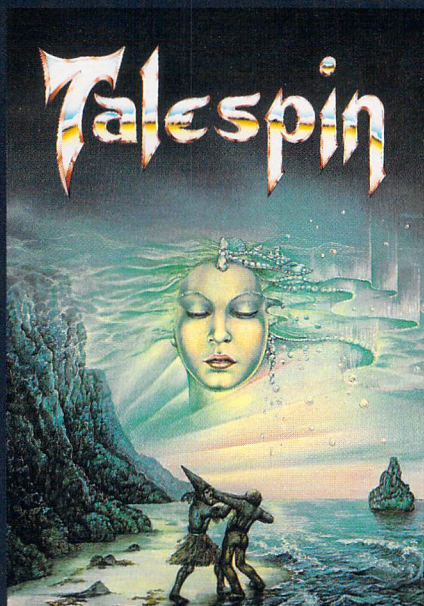
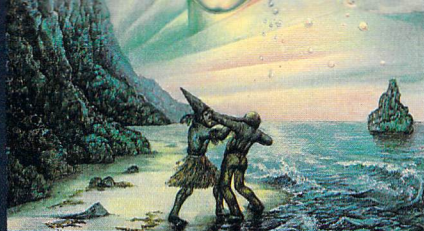




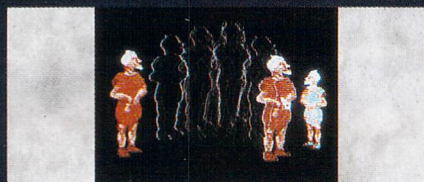
MICRODEAL

MICRODEAL 1989

MICRODEAL 1989



ONCE DRAWN A PICTURE  
CAN BE CHANGED IN  
HEIGHT, WIDTH & COLOUR  
AND CAN APPEAR MANY  
TIMES ON MULTIPLE PAGES



POSITION A CHARACTER BY  
SIMPLY CLICKING & DRAG-  
GING WITH THE MOUSE



LINK TEXT BOXES TO  
CHARACTERS AND ALLOW  
MULTIPLE CHOICES IN THE  
BOXES



OVER 100 COMMANDS ARE  
AVAILABLE FROM THE  
DEVELOPMENT MENUS

# Talespin

ATARI ST  
AMIGA  
IBM  
£29.95

THE INTERACTIVE PROGRAM CREATOR

## WHAT IS IT?

Talespin is a package which allows the collecting together of drawings, texts and sounds onto a series of pages together to form an interactive story, guide or textbook, which is read purely by clicking the mouse on the drawings or texts. Variables may be used to control the flow of narrative or record progress made. Talespin itself is entirely mouse-driven and very user-friendly, requiring no programming skills for its use. It includes an art package as well as importing Neochrome, Degas or IFF picture files and also imports ST-Replay or Amiga A.M.A.S. created Digitised Sound. The use of sound is optional. Its facilities include giving full details of disk space usage, location of all pages referring to any particular page, drawing, sound or variable, completely interactive development allowing changes to any part of a title at any time, the copying of drawings and sounds from other titles, the 'chaining' to other titles allowing the spreading of a story or textbook across several disks, and the provision of Demo mode, which allows a title to run on its own for demonstration purposes.

## WHAT IS IT FOR?

It can be used to create interactive adventure games, for profit, pleasure or instruction. Or in business to create a sales demonstration, or product servicing manual. Or in education: either using Talespin itself to teach the design and logic of computer systems in a non-technical way, or using Talespin as a vehicle for the teaching of any other subject. Or create an expert system with it. Or a school magazine. Or...

## CREATE YOUR OWN COMMERCIAL PROGRAMS

Once you've finished developing your program whether it's an adventure, an educational program or other you can lock your program so no one can enter the development mode.

TALESPIN comes with a public domain display program called "Telltale" with this you can distribute your own programs or offer them to publishers.

## COMPLETE AND COMPREHENSIVE MANUAL

The manual comes as a complete Tutorial with a scaled down version of "The Grail" adventure and also a comprehensive reference guide.

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## WHITEY

**UBI Soft have come up with a great winner in the form of the tennis simulator, Great Courts. The feature that really attracted me to this game was that it was so easy to get into. There isn't a myriad of different shots to learn, just backhand and forehand. The graphics are excellent, and together with the digitized sound effects Great Courts definitely beats Mirrorsoft's Passing Shot.**

Anyone for tennis? Great Courts is a new tennis simulation from UBI Soft - minus the strawberries and cream. On loading Great Courts you are presented with the main menu, whose options include

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# GREAT COURTS

Tournament, Practice, Mode, Rank and storage. The practice court should be your first stop. You may either practice against a human or machine, or just swot up on your service. The machine option allows you to brush up on your forehand and backhand play. Six programs are available, each with a different style to keep you running all around the court. Once

you are satisfied with your return shots you may choose the tournament level at which you wish to play, easy, hard or professional. When you select the Tournament option you are presented with two sub-options, Table and Play. The Table option will display the score of the 32nd final and the name of the players taking part. Play allows you to

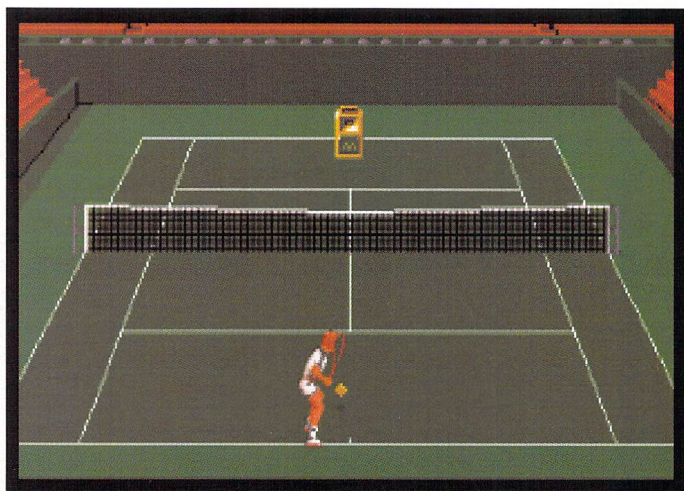
## SOUND

**Although sound effects aren't really required that much, those that have been included are very good indeed, digitized in-game effects and a musical tune with each new match.**

# 72%

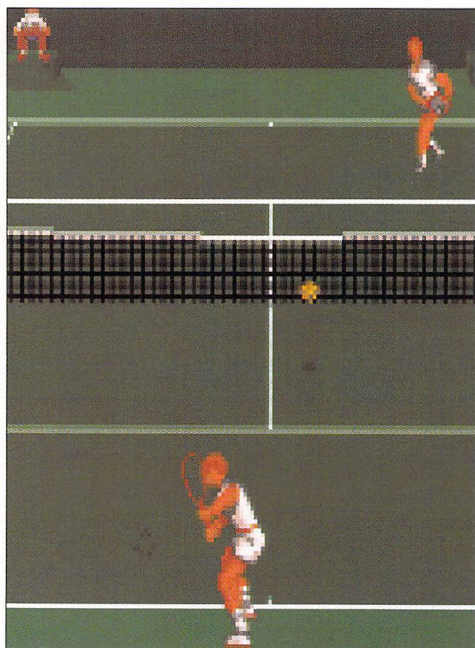
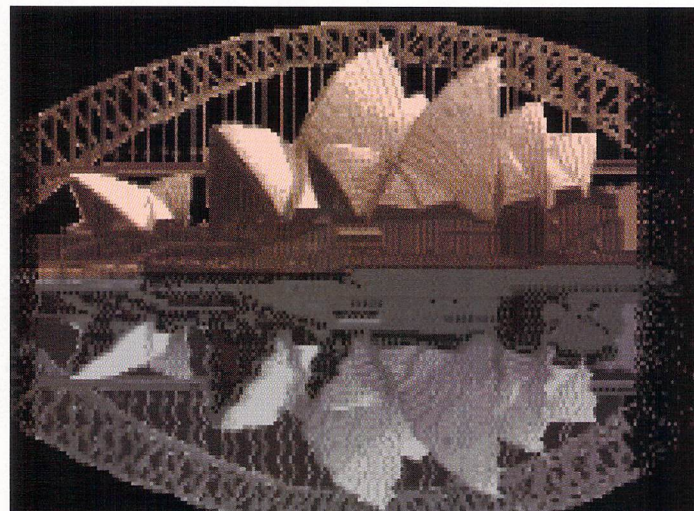
actually enter the tournament. 160

On entering the tournament you will be required to enter your name. You are automatically ranked 64th in the world. The first match is in the Melbourne Open, Australia. A picture of each country's main landmark is displayed - the first being the Sydney Opera House, accompanied by a musical tune.



**(Above) In the practice mode, six different programs of practice are available to the player. A ball machine fires tennis balls around the court. Hopefully you'll get to them in time and return them successfully.**

**The first match is the Melbourne Open, in Australia. You are presented with a picture of that particular locations major landmark - Sydney Opera House being the first, obviously!.**



**The cross-hairs must be guided toward the place you want the ball to land.**



**Straight into the match and it's your service. Pressing the firebutton, the player throws the ball into the air. A cursor then plots where the ball will land.**



## GRAPHICS

*The animation on the players themselves is excellent. The country landmark displays have also been very well drawn. Colour has also been used to maximum effect and brightens up the game considerably.*

# 69%

Just before the match actually begins, you are presented with your opponents name and his ranking.

You control the player at the bottom the screen via the joystick. If you are serving, pressing the firebutton makes your player throw the ball into the air. A cross-

hair immediately appears on your opponents half, and by directing this cross-hair you can determine where the ball will land. The other player will then rush forward to make his return shot. As soon as he hits the ball a direction indicator appears in your half of the court to indicate where your player should be in order to make a successful return. If the ball travels out of play then the appropriate foul is called out and the score changed accordingly. The score can be viewed at anytime during play by pressing the corresponding key on the keyboard. At the end of each match the final score is displayed, and you may then progress onto the next match.

Grass and clay courts are compensated for, as well as courts for American indoor tennis. When you play as a professional the player has to to prepare his stroke, as opposed to the

## STEVE

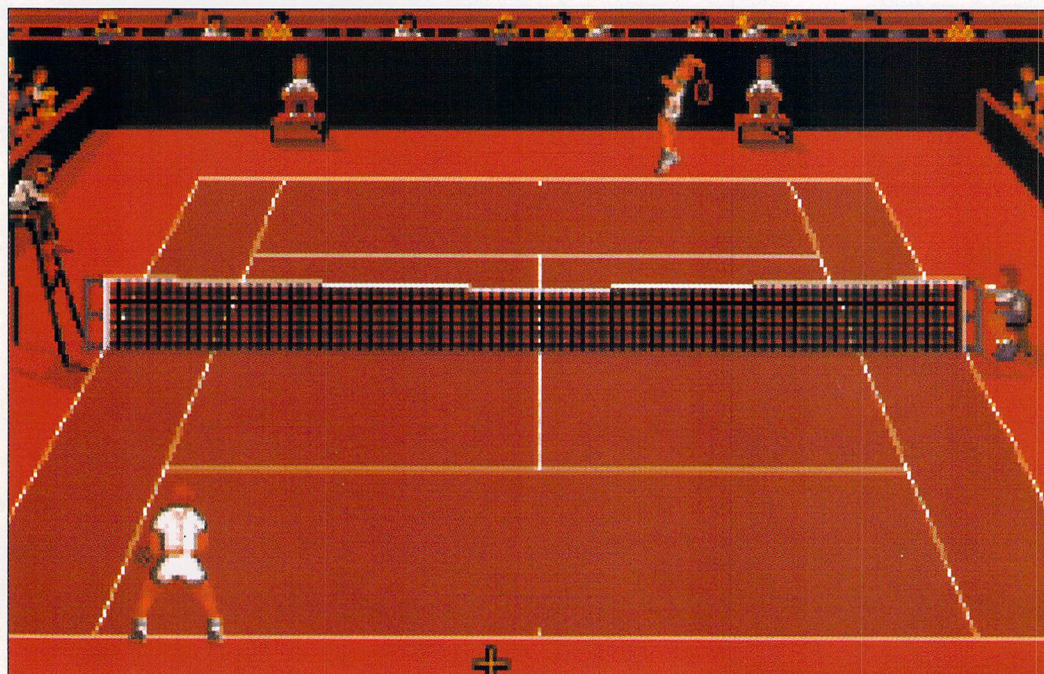
*I honestly thought that Passing Shot was going to be the be-all and end-all of Tennis games, but Great Courts is quite simply brilliant. Combining both superb animation with some excellent sampled sounds, Great Courts is the next best thing to playing the game - and it's almost as exhausting! As we can expect from UBI Soft, the game is packed with nice features and touches, and these simply round off an already superb game.*

computer selecting it, and hit the ball accurately. Net-fails by service are also possible, unlike

## DOUG

*My main gripe with Passing Shot was with the dodgy scrolling, but, thankfully, this factor doesn't enter Great Courts. The animation on the players is excellent, and before long I was hitting aces just like a budding McEnroe. The game also features some stunning sampled thwacks, and roll all these features into one and you have one hell of a good Tennis game.*

playing in the easy mode. Two options are available for saving and loading games and may be selected from the Storage option in the main menu display.

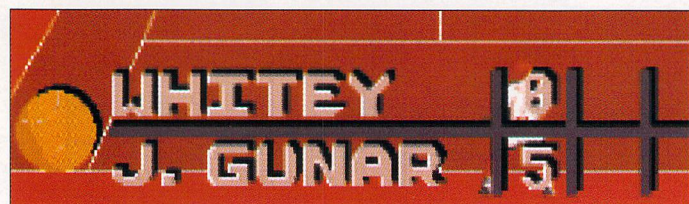
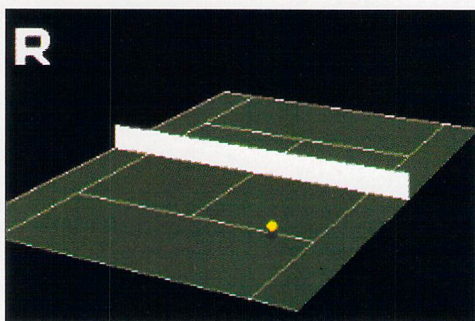


■ *When your opponent is serving, a cross-hair appears on your half of the court to indicate roughly whereabouts you should attempt to hit the ball. Two strikes are available, the backhand and the forehand.*

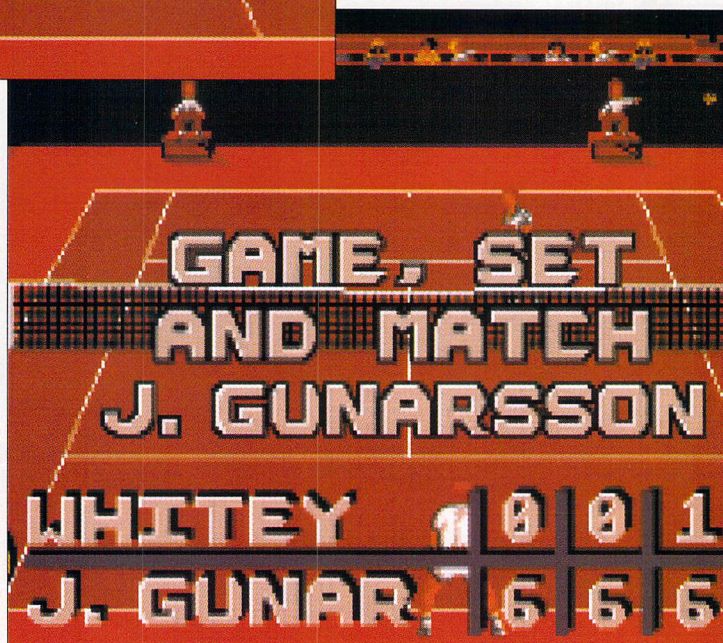
## OVERALL RATING

# 78%

■ *(Right) One of the most exciting parts of Great Courts is the excellent replay display. While the ball is moving across the court, the court itself twists and turns to give you the best possible angle.*



■ *(Down) Whitey's not doing too well is he. The scores can be viewed at anytime during a match simply by pressing P on the keyboard. This also freezes the action.*



■ *At the end of each match you will be presented with the overall score. Once you've finished your match you may progress onto the next tournament and next location.*

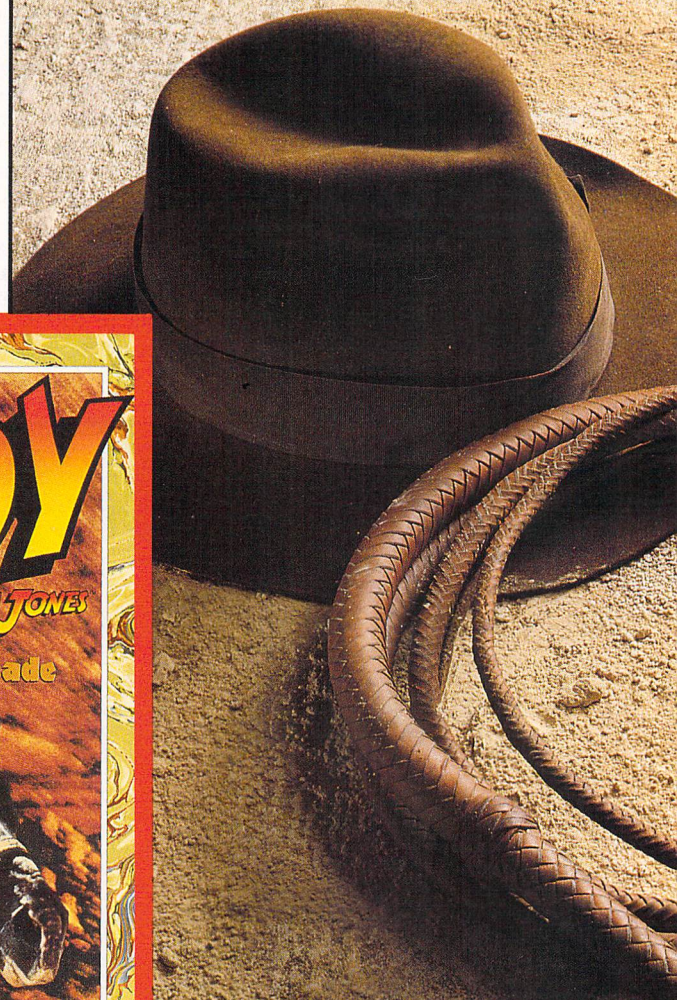
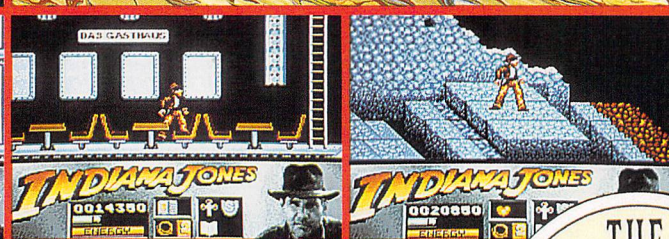


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# AMIGA : MEGATEST

## JOYSTICKS



"Unless you are exclusively a serious user or a total adventure-game fanatic, the chances are that, sooner or later, you are going to need a joystick. With so many different kinds available, ranging from hand-held to desk-bound, and from auto-fire to ones with the ability to slow the games down, it is easy to get confused as to which one to choose. Steve Merrett, now resplendent with

severe third-degree joystick burns, has taken a look at a varied cross-section and offers his opinion on each of them."

To test each joystick's relative merits, we decided that they should each be tested with three different styles of game. To test their responsiveness, we chose Anco's superlative football sim, Kick Off, which, with its fast and furious play, will push any joystick to the limit. To test

their durability and strength, we chose that renowned joystick-wrecker, Daley Thompson's Olympic Challenge. And, finally, to test their accuracy, we decided a platform game would determine whether the 'stick would be any good for the pixel-perfect accuracy this genre requires. For this reason, Great Giana Sisters was chosen - plus the fact it gave me a legitimate chance to play it again!

### JOYSTICKS MEGATEST: THE VITAL STATISTICS

Joystick name and "AA" ranking	Price	Who makes it?	Warranty duration	Cable Length	Lft&RHT handed	Auto-fire	Anco Kick Off	Daley Thompson	Great Giana
1. Comp Pro	£15.95	Dynamics	24 months	1.5M	Yes	Yes.	VG!	VG!	VG!
2. Zipstick	£18.95	Euromax	6 months	1.4M	Yes	Yes.	VG!	Average	VG!
3. Speed King	£11.99	Konix	12 months	1.4M	Yes	No.	Good	Very good	Goo
4. Megablaster	£ 8.99	Konix	12 months	1.4M	Yes	No.	VG!	Average	Good
5. Microblaster	£12.95	Compumart	12 months	1.4M	Yes	Yes.	Good	VG!	Average
6. Navigator	£14.99	Konix	12 months	1.4M	Yes	Yes.	Good	VG!	Average
7. Tac 5	£15.99	Suncom	Lifetime	1.5M	Yes	No.	Average	Poor	Average
8. Magnum	£14.95	Mastertronic	12 months	1.4M	Yes	No.	Good	Poor	Good
9. Wiz Master	£14.95	Spectravideo	12 months	1.5M	No.	Yes.	Poor	Poor	VG!
10. Star Trak	£18.95	R H Design	12 months	3.0M	Yes.	Yes.	Poor	Poor	Average
11. Quickjoy II	£ 9.95	Spectravideo	12 months	1.5M	Yes.	Yes.	Poor	Poor	Poor





## KONIX NAVIGATOR

It is very difficult to actually describe this stick: once again, it is hand-held, but this time the player must grasp a sort of 'butt', using the same hand to press the firebutton that is mounted at the front of the unit. Perched on top of the aerodynamically-designed stick is a very small shaft, and the player's other hand or thumb is used to move this. Once again, Konix have opted for the strength of microswitches for both the stick and the firebutton.

As with the Wiz Master, the size of the actual stick proved to be a bit of a nuisance, with my fingers often slipping off its smooth nub - perhaps if the top of the shaft widened out a bit the problem would be resolved. However, when I actually managed to keep a good grip on the stick, it proved remarkably accurate during Kick Off, allowing me to perform some brilliant pixel-perfect play that would have stunned even Brian Clough! Predictably, the microswitch firebutton proved infallible, and I found its position at the front of the stick preferable to that of the side-mounted Speed King's. The short length of the stick proved extremely useful during Daley's Olympic Challenge, and allowed for some pretty furious wagging. The stick doesn't have far to travel due to its lack of height, and by using the old method of resting my palm on top of the stick and wagging like crazy, excellent times could be achieved in the running events. In addition, the positive feel of the firebutton allowed for good scores in the jumping and throwing events - all in all, a good result for the Navigator. Unfortunately, the Great Giana Sisters proved to be the downfall of the phaser...sorry, Navigator. I found it very difficult to guide Giana mid-jump, and often needlessly fell down a crevasse, thanks to the difficulty I found with the diagonal controls. With kick Off, the diagonal controls had been OK, but they sadly lacked the responsiveness and 'feel' that the now-banned platform romp needs.

Apart from this minor blemish, I found the Navigator to be a worthwhile stick. Like the Speed King, I can see its unusual shape proving a little too difficult for people to get to grips with (it took me a while), but all the faults that were noted in the Speed King review still stand in what is basically a redesigned version of the excellent stick.

## WORTH A LOOK!

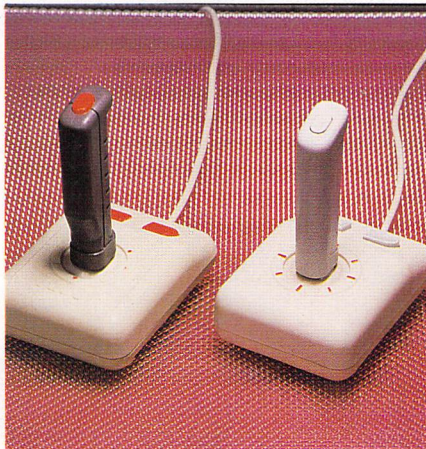
## TAC3 and TAC 5

Apart from the grey shaft on the Tac 3, aesthetically there is very little difference between these two. However, the main difference is that the Tac 5 is microswitched, whilst the Tac 3 uses a leaf switch mechanism. Both sticks sport three firebuttons: one on top of the stick, and two on the base for both left and right-handed play. The actual stick is shaped so that the player can grip it with his hand whilst using his thumb to press the firebutton - a feature which is particularly useful in shoot'em-ups.

After practice, I decided that I could get on better with the base-mounted firebuttons rather than the one on the actual stick, and during a lengthy game of Kick Off, I was annoyed to find the firebuttons on the Tac 3 letting me down a lot. It seemed very slow to respond to my persistent pummelling, and when contact was made, it was too late, and the opposition had punted the ball up field. Unlike the Tac 3, the Tac 5 performed well. The Tac 3's leaf mechanism proved sloppy and unresponsive in Kick Off, and I was surprised how much difference the Tac 5's microswitches made. Deft turns and kicks were performed with ease using the Tac 5, and it soon made its poor leaf-switched cousin look pathetic. Neither stick performed especially well with Olympic Challenge, though. The length of the stick proved a touch detrimental, with both sticks having slightly too far to travel, wasting valuable wagging time! Once again, the Tac 3's fire button let me down, unlike the 5's which was very good indeed. Playing The Great Giana Sisters almost had me throwing the Tac 3 out of the window, thanks to its loose directional controls and lousy firebutton. However, almost making up for the 3's disastrous attempts was the Tac 5 which proved adequate for the jumping action.

Although you may have guessed by now that I am not a fan of the appalling Tac 3, the Tac 5 shouldn't be dismissed with it. It is the 5's microswitches that make the difference, with the Tac 3 being extremely unresponsive without them. That said, compared to a Comp Pro or a Konix, the Tac 5 can only be described as an average joystick.

## VERY AVERAGE!



## MEGABLASTER

The Megablaster, is fashioned in the usual joystick design - ie. a base and shaft joystick. One thing held over from the design of the other Konix sticks, is the fact that the Megablaster can be held in the palm of one hand - leaving the other one free to hammer the firebutton. The megablaster is a very simple affair, with microswitches being used as contacts, and it doesn't feature any frills such as auto-fire. Instead, it just promotes itself as a good, sturdy joystick.

The Megablaster really surprised me during its bash at Kick Off. It performed very well indeed, allowing me control over my players that, so far, only the Comp Pros had offered. Additionally, the firebuttons were also excellent, and the only times I missed goals were when it was genuinely my fault! Manoeuvrability over the players was brilliant, and I can honestly say that the Megablaster enhanced my ball-control skills! The only fault I could find when pulverising the little stick in Daley's Olympic Challenge, was that the stick travelled slightly too far, resulting in my times not being what they could have been. Still, I qualified in most events, and the firebutton was perfect. When it came to tackling the Giana Sisters, once again, the Megablaster held its own. The required diagonals for leaping were exceptionally easy to get, and using the Megablaster, I had no trouble in guiding Giana whilst she was in mid-jump. Finally, with a title such as the Megablaster, it seemed only fair to quickly test the game with a shoot'em-up. For this test, I chose the extremely difficult-to-control Forgotten Worlds. This game involves a rotational shooting system in which the fire button and directional controls are used together. With Forgotten Worlds, the Megablaster performed as well as any other stick I have tried, but certainly no better.

Basically, the Megablaster is a good all-round joystick. The microswitch controls are excellent and the firebuttons never let me down, and the whole stick had a good 'feel' to it. I have mentioned earlier, when reviewing other Konix sticks, that perhaps their shape will prove a little off-putting to people, but with the Megablaster I have no such qualms. It is a good, reliable stick.

## SOLID AND RELIABLE!



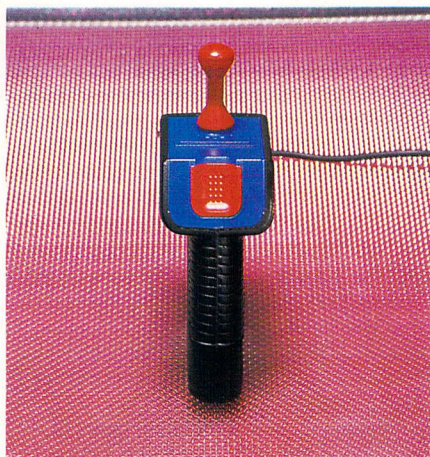
## QUICKJOY II

Looking suspiciously like it has been ripped out of a helicopter, the Quickjoy II looks to be an upgrade on the age-old Quickshot range. It features no base-mounted firebuttons, but instead it has two on the actual stick itself: one is at the front and can be activated pistol-style, and the other is at the back, so that the thumb can be used. The handle itself is contoured so that the player can get a good grip, and the unit uses leaf switches for contacts. Finally, the Quickjoy II has suckers so that it can be used on a desk top without fear of it slipping.

Because of its long travel, the Quickjoy II was useless with Kick Off. Turning quickly proved impossible thanks to the unwieldy controls, and I just couldn't muster up the speedy directional changes I needed when running with the ball. Even worse, though, were the firebuttons. Both of them were terrible, often sticking when fired; either that, or by the time it had actually decided to work, the ball would have gone and the shot would result in a foul! Disaster nearly struck while wagging away in Olympic Challenge. The Quickjoy was so loose and unresponsive, that, when I tried to waggle faster to make up for the stick's faults, I nearly snapped it in the process! Due to these duff controls and the useless firebuttons, I very rarely completed an event, and at the end of the session, the Quickjoy looked a complete wreck! By now, I knew what to expect when I tested Giana Sisters, and the Quickjoy confirmed my fears. The slack controls cost me a lot of lives - particularly when jumping or firing - and pixel-perfect positioning was proved to be an impossible dream!

From what I have seen of the Quickjoy II, the reason it got its name is because it breaks very quickly, and you get a feeling of joy when it does so. The loose controls are exceptionally annoying, as are the firebuttons, and the whole stick is basically useless. Because of its designer-shaped grip handle and red firebuttons, I can see the Quickjoy II entering a lot of first-time-buyers' houses. A pity, as it really is a waste of money.

## NOT MUCH COP!



## THE MAGNUM

The Magnum features a pistol-style handle with the actual stick and firebutton mounted on the top of the unit. The stick itself is a small affair which uses microswitches for contacts, and the firebutton is positioned, rather unusually, behind the stick, requiring that the player's thumb to activate it.

The Magnum proved rather good with Kick Off. Earlier in this article, I criticised the Navigator for having a poor stump of a stick that was very hard to hold on to due to its smoothness. The Magnum, however, has a rounded end, resulting in a good grip at all times. The positive feel of the stick, coupled with a surprisingly good firebutton, made playing Kick Off really enjoyable. The stick itself seemed a tad fragile and always seemed near the point of breaking, but it aided my on-field performance considerably. Directional changes when running with the ball were excellent, and the firebutton proved as responsive as you could ever need it to be. The plastic shaft of the Magnum was stretched almost to snapping point during the Olympic Challenge, though. My furious wagging was perhaps a little too much for the stick, and I decided I had better call it a day before it gave up the ghost. During the events it did survive, the Magnum fared well. The stick's travel was perfect allowing for some rapid stick movement, and the firebutton was superb - even helping me break my previous record in the long jump! Using the Magnum with Giana Sisters just confirmed how positive the directional controls were. Leaping and shooting my way through the levels, the Magnum got me through the trickiest of scrapes, the firebutton proving extremely good.

I have only one doubt about the Magnum's quality, and that is its strength. Apart from the pathetic Quickjoy II, every joystick has come out of the Olympic Challenge test relatively unscathed. The Magnum, however, had to be retired early or it would have snapped. If a steel shaft had been put in the actual stick, this problem would have been rectified, but as it stands, the Magnum isn't going to take too much of a bashing. A pity really, as it offers superb controls and one of the best firebuttons going.

## WORTH A LOOK!

## FURTHER INFO

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84 of this issue.





## MICROBLASTER

The Microblaster from Datex features the usual two front-mounted firebuttons, albeit this time raised slightly, and it features a very, very strong red shaft - complete with steel rod for extra strength. Also, like the Pros and Zipstick, it also has microswitches in the firebuttons and for the stick, so its strength is more or less assured.

Apart from the nice raised buttons, in play there is very little to differentiate this and from the other 'conventional' sticks. The microswitches allow the player to twist and turn with skills to match that of the great Kevin Keegan, and the firebutton allows you to shoot like Bobby Charlton, and that's it really! Occasionally, I noticed, the firebutton got stuck, which proved to be a real pain. With Daley Thompson's Olympic Challenge, though, the Microblaster came into its own. The stick has got a surprisingly short travel when you consider its height, and this allowed for some of the best athleticism you are ever likely to see from me - binary or otherwise! In the running events, the stick was quite simply brilliant, allowing me to waggle away for hours on end without even a crack appearing. Not only did the steel shaft perform well, the firebuttons, too, rounded off the stick's superb performance. Having built enough speed thanks to the short travel, I could also throw or jump a long way, thanks to the responsive, but still sticking, buttons. Finally, we come to Giana Sisters, where the Microblaster was adequate. It wasn't as good as, say, the Comp Pro, but it performed well, especially when it came to zapping the enemy. However, I did notice a tendency for it to be fairly difficult to perform jumps.

When it comes to strength, you can't beat a Microblaster. It may not have the finesse of a Zipstick or a Konix, but it does have sheer strength - a feature that is perfect for 'Decthalon' games. Having said that, there are a couple of noticeable faults. One is the sticking of the firebutton, which can be very frustrating; and the other is the difficulty in getting the stick to go diagonally. This latter fault didn't seem too bad in Kick Off, but when it was required a lot in Giana, it proved very difficult to do. Basically, if you need a really strong stick with no frills, you could do a lot worse than the brutish Microblaster.

## WORTH A LOOK!

## COMPETITION PRO

These have been available for quite some time now, and are distributed in Britain by Dynamics. There are a number of styles available, with the top-of-the-range Comp Pro extra offering facilities such as auto-fire and the ability to slow down the games, but each one is basically the same design as the rest. Each of the sticks is shaped so that it can be held with two hands, and there are two micro-switch firebuttons at the front, which means that the stick can be used by both left and right-handed people. The actual stick itself has a steel shaft in it and is positioned slightly towards the back of the base, with microswitches used as contacts.

Playing Kick Off with the Comp Pros was a very enjoyable experience. The joystick fitted snugly into my hand without being uncomfortable, and the whole stick performed well. The steel shaft proved to be strong and robust, and travelled just enough to allow my players to perform deft turns and fast tackles. Likewise, the firebuttons performed admirably, responding very quickly to my frantic hammering! Having already given the stick an almighty beating in Kick Off, I had absolutely no doubt that it could stand up to a bash at Daley Thompson. For the events that required vigorous waggling, the Pros passed with flying colours. The short travel of the stick allowed for the stick to be moved from side to side very quickly indeed - in fact, by holding the stick down on the desk, resting my hand on the top of the shaft and waggling like crazy, I managed to get through all the events in the fastest time ever! In a game such as this, a responsive firebutton is essential, especially when it comes to something like the shot-put, where you must hit fire when you are practically on the line, but I am pleased to say that it never let me down. Finally, we come to Giana Sisters, where, almost predictably, it performed superbly! Changing direction in mid-jump, and careful positioning next to the deadly flame pits had never been so easy, and the precise directional controls made jumping a lot easier too. Basically, the Comp Pros are an excellent all-round stick. A year ago, my one criticism would have been that they didn't have an auto-fire facility, but now that has been rectified, which means that these sticks are an essential accessory for your Amiga!

## ESSENTIAL ACCESSORY!



## ZIPSTICK

I must confess to having a particularly soft spot for the Zipstick - you see, I use one myself! Shaped like a Comp Pro, except with grooves along the side to aid your grip, the Zipstick features two square firebuttons at the front of the base and it also features an auto-fire option. Microswitches are used for both the firebuttons and the directional controls, and these produce a faint clicking when the joystick is in use.

I am an old hand with a Zipstick and Kick Off, so I immediately knew what to expect. Although the joystick features quite a long travel, the microswitches mean that precise turns can be made, and I have also grown adept at performing headers with my trusty stick. The firebuttons have never let me down, and they are particularly good for features like trapping and shooting, which require a well-timed press of the button. With Daley's Challenge, however, my pride and joy didn't perform so well. Wagging frantically, I could attain a good level of speed, and the fire buttons were fine, but it wasn't up to the standard of a Konix or a Comp Pro. Now we come to the Zipstick's piece-de-resistance - The Great Giana Sisters! Using this stick I have conquered all thirty-three of the game's levels. I have found numerous bonus rooms and cheats; and even run under the mightiest of dragons - all without a suggestion of the Zipstick faltering. It offers superb manoeuvrability, along with crisp controls and a responsive firebutton - what else could a Giana player wish for! If I were to criticise it for one thing, I think it would be that, occasionally, the firebutton can get stuck, and it can be very difficult to get back out again. Still, as far as I am concerned, that is a small price to pay for such a good all-rounder joystick - but then, I'm biased!

Obviously, I am a great fan of my own stick, but I'm not sure if it will appeal to everybody. It offers nothing over the Comp Pros, but I have had mine for over two-and-a-half years now and it is still going strong! It offers everything a games-player could ever want - including auto-fire - and it is a good, sturdy stick that comes highly recommended.

## HIGHLY RECOMMENDED!



## WIZ MASTER

The Wiz Master uses a small pad instead of a stick to control the on-screen action. The whole unit is very flat, and underneath it has four suckers for desk-mounted play. If you can't get on with the use of the directional pad, Quick Shot have also incorporated a minute stick that can screw into the control panel, and to the right of the controls, there are two large, red firebuttons.

With Kick Off, the short travel allowed for some very intricate play. However, due to its very small size, as my hands got sweaty during the heat of an intense match, it proved to be very hard to keep a good grip on it. The firebuttons were excellent, offering the responsiveness the game needs, and they very rarely let me down. Once again, this time during Daley's Olympic Challenge, the size of the stick proved detrimental to play, with very little speed gathered by my manic waggling. A game such as Daley's requires a stick that you can really grab hold of and shake to death, but there is no way you can break any records when your method of control keeps slipping out of your hand! Nevertheless, on a good note, once again the firebuttons proved infallible. Finally, we come to Giana Sisters, and, surprisingly, I enjoyed the experience very much. Having played countless games on the game on which Giana is based, Super Mario Bros, and used a Nintendo controller in the process, this game really suited the Wiz Master. At first I found it hard to get the pixel-perfect positioning and height of jumps I needed, but with practice it all began to fall into place, and I was getting just as far as I could with a normal stick. All in all, if ever the Wiz Master was built specifically for a game, that game would be the Great Giana Sisters.

To summarise, I would say that, although by no means a perfect controller, the Wiz Master is excellent for platform games. However, for just one style of game, the Wiz Master would be a bit of a pricey investment. But the question is: are you dedicated enough to spend the money to make you better at platform games!

## PLATFORM SPECIALIST!



## KONIX SPEED KING

Unlike most of the other joysticks on test, the Konix is designed to fit snugly in the player's hand. Left or right-handed versions are available, and the player can hold and press fire with one hand whilst moving the stick with the other. The stick itself uses microswitches for contacts, and these emit a reassuring 'clack' whenever the joystick is moved. Likewise, the firebutton is controlled by these switches.

The unit fits snugly into the hand, and the firebutton that is located at the side proved to be easy enough to use. Using the Konix with Kick Off, I had mixed reactions. On the one hand, the positive controls were good, but on the other, they didn't allow me to turn with the speed I needed. Throughout the game, the firebutton was superb. Its positioning and shape is excellent, and I very rarely missed a chance with it. Having performed relatively well with Kick Off, it was time to test its strength. Knowing how long it lasted with the original Daley game, I had high hopes of the Speed King's chances with his Olympic Challenge - and I was right in my estimation. Holding the unit in your hand means that, as well as moving the stick, you can move the base too, allowing for a faster waggling rate! The firebutton proved positive, allowing me to be more daring with belated throws and, altogether, the stick easily passed the Daley Thompson test! Finally, we come to the Giana Sisters challenge. No major problems occurred here, with the required diagonals performing admirably, and, once again, the firebutton proving consistently good. I found after a while, that the controls tended to get jammed occasionally, but as this only happened once in a while and didn't prove too much of an inconvenience, I can't really criticise too much.

There can be no doubting the strength and durability of the Speed King. It offers the responsiveness so many games need, but also has the strength needed to last the constant bashing it will no doubt receive. I have got a feeling that not everyone will be able to get used to its shape, but with a little perseverance, the Speed King should become an essential add-on for serious gaming.

## ESSENTIAL ACCESSORY!

## STAR TRAK

Instead of using a stick, the Star Trak uses a set of buttons that are positioned in the usual eight directions, plus a firebutton in the centre. To run, jump or whatever in the required direction, the player simply presses or holds down the button, changing to another one when a change of direction is needed. In theory, this would seem to provide the player with responsive controls, but in practice I used the box with mixed feelings.

With Kick Off, the Star Trak was OK providing you never got tackled! Once you had gained control over the ball, you could run in the required direction for as long as you liked. But should the ball ever leave your feet - ie. when you changed direction! - it proved extremely difficult to regain control. Turning and firing was fine, but the time lost in hastily reaching for another button when you needed to turn, proved too much for me, and I was getting extremely annoyed with the unit. Pressing the various buttons can prove very confusing during a game such as Kick Off, and when playing on international level, there is no room for such error.

Playing Olympic Challenge with the Star Trak was like playing one of the old Track'n'Field coin-ops. Instead of waggling, I had to repeatedly bash away at two buttons, seriously shortening the box's life expectancy. However, although a decent run up can be attained by pummeling the buttons, when it came to pressing fire to jump or throw, it meant I either lost valuable speed or went over the line during the panic to hit the firebutton. With Giana Sisters the Star Trak did redeem itself - albeit only slightly. Giana proved very responsive using the buttons, and diagonals were a piece of cake thanks to the diagonal buttons, but it still lacked that certain 'something'. Turning during a jump proved extremely fiddly, and once again, lives were lost in the rush to hit the fire button. Ultimately, the pros were out-weighed by the cons.

Although the Star Trak looks good, I am afraid its only advantage is its novelty. In practice, the buttons prove responsive, but unfortunately, the position of the firebutton can make things confusing. A nice try at something different, but an attempt that fails.

## NOT MUCH COP!





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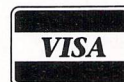
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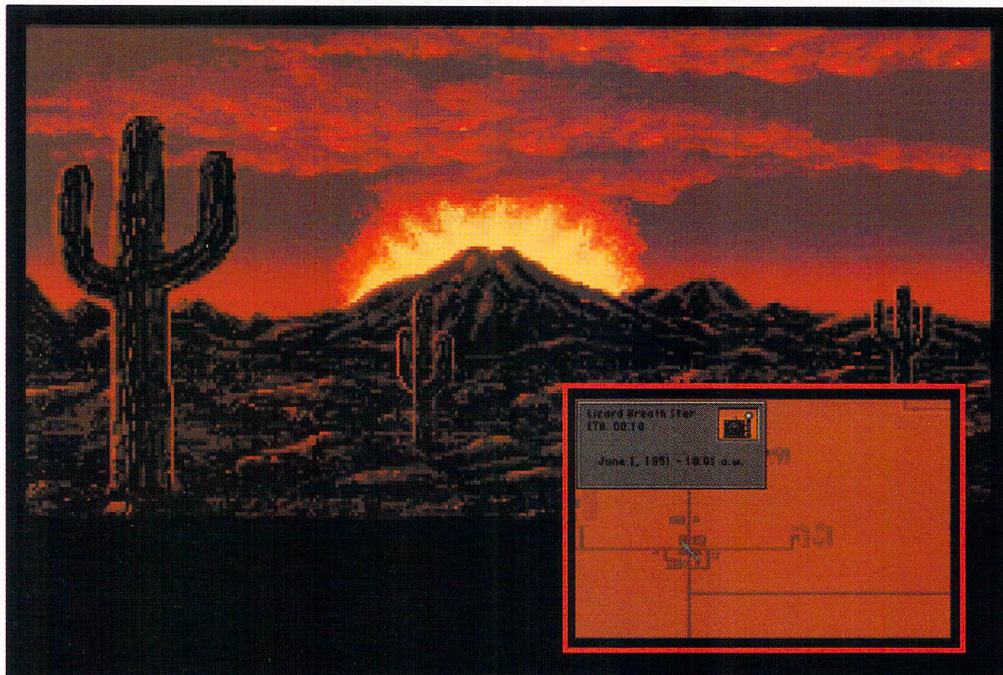
# Real Soon Now!



*"RSN" is our regular look at some of the major releases scheduled for the next couple of months. All of the games in RSN have already been shown in pre-release form to our reviewing team and so the column will give a valuable insight into the quality and format for the products to come. This month we look at: "Last Ninja 2" and "Tusker" from System 3; "Strider" from U.S. Gold; and Cinemaware's "It Came from the Desert".*

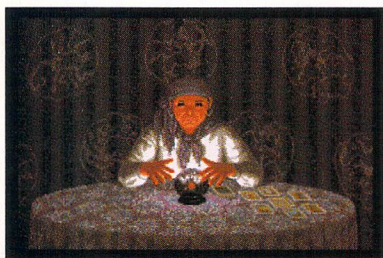


● **The introductory sequence of *It Came*, shows, in true B-movie style, the golden comet landing in the mountain. As this spectacle unfolds, a very clear digitised narrator tells us of how the desert has remained the same for millions of years, but now the meek will inherit the Earth.**



## It Came From The Desert - Cinemaware

Coming soon from Cinemaware/Mirrorsoft, is *It Came From The Desert*, a spoof on all of the old 'big bug' movies. These films were very popular in the late Fifties with movies about giant spiders, ants and other insects terrorizing small towns, showing at packed cinemas everywhere. Even Joan Collins has fought against the huge mutants - although she probably wouldn't admit to it now!



● **Although the Gypsy looks like something you may find on a seaside pier, pay good attention to her, because she may hold some useful information.**

Cinemaware's latest also looks to be their greatest. Set in a tiny desert town, you play an eminent scientist called in to investigate some strange goings-on. People have been going missing, and there have been reports of strange goings-on in the mountains - and the biggest coincidence of all is that all

these happenings started soon after a mysterious comet had plummeted into the said mountain range. Before long, you discover that the strange waves being emitted from the remains of the comet are radioactive and have had a strange effect on a group of nearby ants.

After *Rocket Ranger*, Cinemaware have a hard act to follow, but it looks as if they could do it with *It*. The game is split into two halves - what Cinemaware call a 'double creature feature!' - and is spread over thirty-six areas, and each area is inhabited by one or two people who can prove useful in your investigations - providing they don't become an ant snack first! Amongst the people who can help is a scatty old fortune-teller, who isn't as daft as she looks; a hard-bitten and scetical chief of police; and the folks at the hospital. Conversing with the other characters is achieved using a multiple-choice box which offers several suggestions, and your response or question is picked using either the joystick or the mouse. In addition to the moving around and talking to people, *It Came* features eight separate arcade sequences. Of the demo I have seen, the most impressive is one where you come face to face with

one of the giant insects, armed only with a six-shooter. As the thing stalks towards you, you must hit it repeatedly in the head, making sure that every bullet counts - fail and all you see is

your hero screaming as a large shadow bears down on him. Your ultimate aim is, of course, to defeat these menaces, and find something that will cause them to revert to normal size. And if the films are anything to go by, the solution will probably be something simple that you stumble across by accident. Still, you can see for yourself, when *It Came* is released in November at the twenty-five quid mark.

## Last Ninja 2 - System 3

Set in New York, *Last Ninja 2* sets the player the task of capturing the soul of his mortal enemy, Konitou. Konitou was an evil warlord during the thirteenth century, and he mercilessly wiped out your ninja brethren, leaving only you alive. As his sworn enemy, you avenged your brother's death in the first *Last Ninja*, but now it

## Strider - U.S. Gold

Coming soon from U.S. Gold is the Amiga conversion of Capcom's superb platform-orientated coin-op, *Strider*. Set over five levels, the game involves guiding the Strider of the title through Russia in an attempt to steal some important documents. Set in 2048, the Russia Strider infiltrates is controlled by an evil leader known only as the Master, and your ultimate aim having collected the required info is to locate and kill him, allowing peace talks to begin again. Converted by Tiertex, who recently gave us *The Last Crusade*, *Strider* seems to have everything from the coin-op present. Our purple-clad hero leaps, slides and somersaults like an extra from *Battle of the Planets*, and the game features a whole host of typically Russian assailants for Strider to shoot - including Siberian dogs and ballet dancers! Featuring some very nice animation and a demanding task, *Strider* will be reviewed next month.



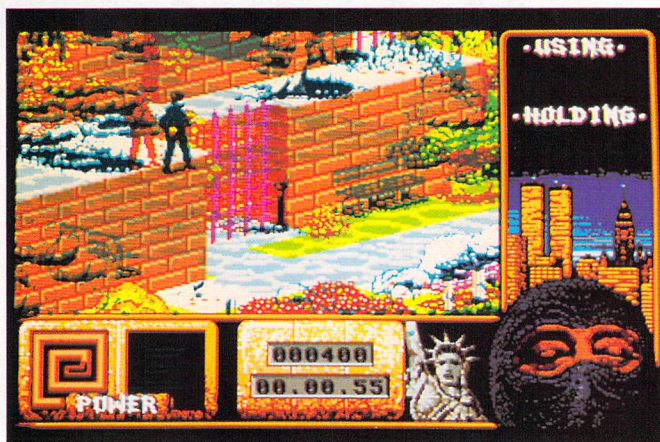
● **Looking like an extra out of *Battle of the Planets*, *Strider* somersaults across the narrow platforms.**



Having leapt across those deadly gaps and collected his stick, The Last Ninja prepares to somersault his way back.



Having fallen through the skylight, the Ninja's legs momentarily buckle as he lands.



transpires that you didn't kill him. Having used your ninja magic to follow him to the Big Apple, you must search the seven levels, collecting extra weapons and objects that will enable you to solve the puzzles he has left you. As you progress, you will find yourself fighting your way through sewers, across rooftops and through the busy New York streets until you finally gain entrance to the warlord's domain. As you explore the detailed flick-screens, Konitou's henchmen attack you, depleting your limited energy with each blow. These henchmen take the form of corrupt policemen, enemy ninjas and thugs amongst other things, and must be felled by a rapid succession of blows. Our black-clad hero is controlled using the joystick, and as well as the various kicks and punches, he can also perform somersaults and pick up items.

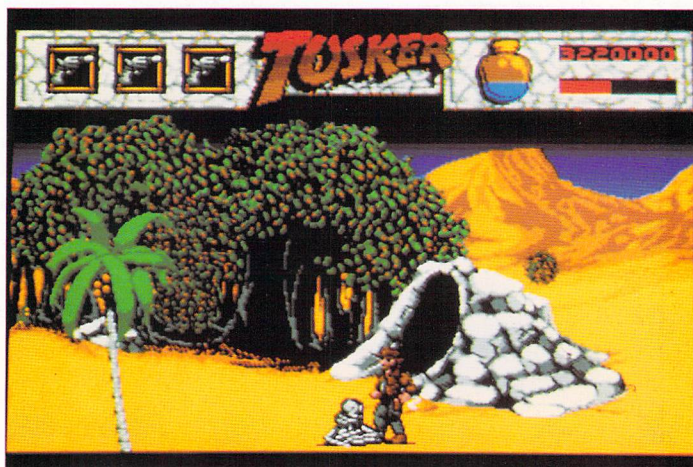
At present, although all of the graphic data is complete, the game's puzzles are being incorporated. Puzzles play a key part in your journey, and every object that is picked up has a specific use, which means that if the object is used in the wrong place then you will come up against a dead end. This isn't as bad as it seems, though, as most of the puzzle pieces are located on the same level as the puzzle. It's too early to say whether the conversion will play that well, and if you are interested in the Amiga version of Ninja 2, check out next month's Amiga Action for a full review.

### Tusker - System 3

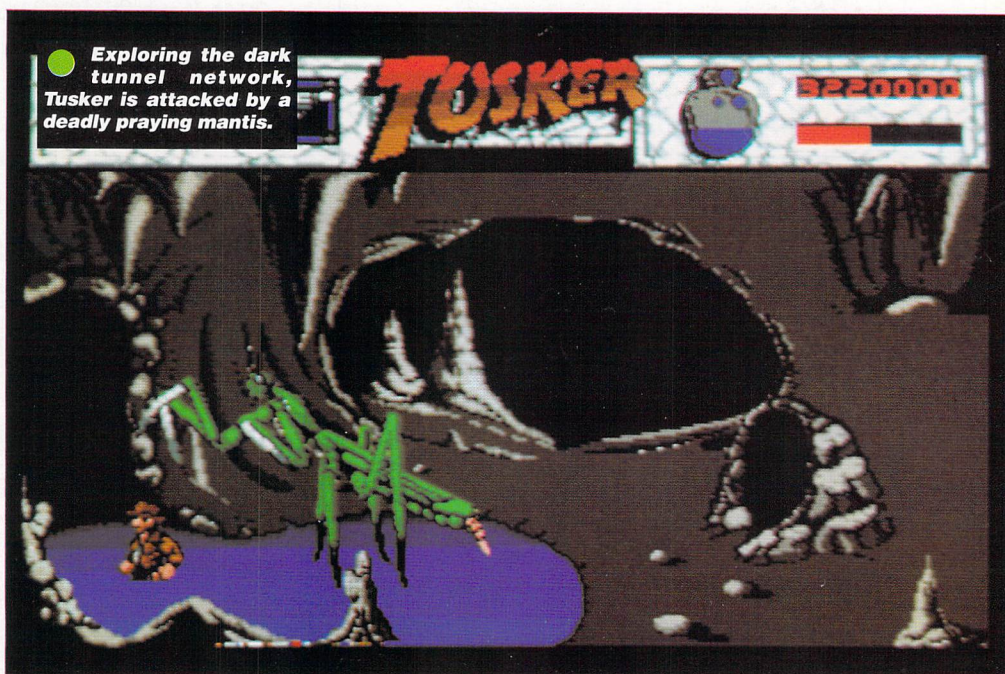
As well as Ninja 2, you can expect to see this horizontally-scrolling arcade adventure from System 3 very soon. Assuming the role of Tusker, a would-be Indiana Jones, you must follow in your dead father's footsteps and retrace his steps into a mystical valley. As he makes his way through the many caves and forests that make up the lost lands, Tusker will be attacked by dinosaurs, Arabs and even giant praying mantises - all of whom must be killed. As well as these arcade overtones, there are a lot of object-related puzzles to save in Tusker. A good example of this is in the first section, the desert. In the background, a forest can be seen, but it seems impenetrable. However, as Tusker searches

the screens for objects, he will stumble across a useful machete, as well as for killing anyone who attacks him, this useful blade can be used to cut a path into the forest, thus allowing you to explore new territory. The screens flick as Tusker wanders in and out of them, and the game is full of

nice touches, such as cutting open a cactus to collect some all-important water to drink. Although it is, so far, in a very early state, you can expect to see Tusker within the next two months, priced at around the twenty quid mark.



Drawing his all-important gun, Tusker shoots an evil Arab assailant, causing him to crumble into a pile of bones.



Exploring the dark tunnel network, Tusker is attacked by a deadly praying mantis.



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**Turn to Page 37  
NOW!!!**



## ***Don't forget to tune in next month...***

Amongst the articles in next issue are the official start of our sound and graphics columns. Of course there will be tonnes of games reviews, news, readers letters plus many other goodies! Despite screams proclaiming the excitement is too much to bear, Amiga Action happens every month! Yes, it's true! Next month you have another 92 pages of stunning action packed magazine to look forward to reading!

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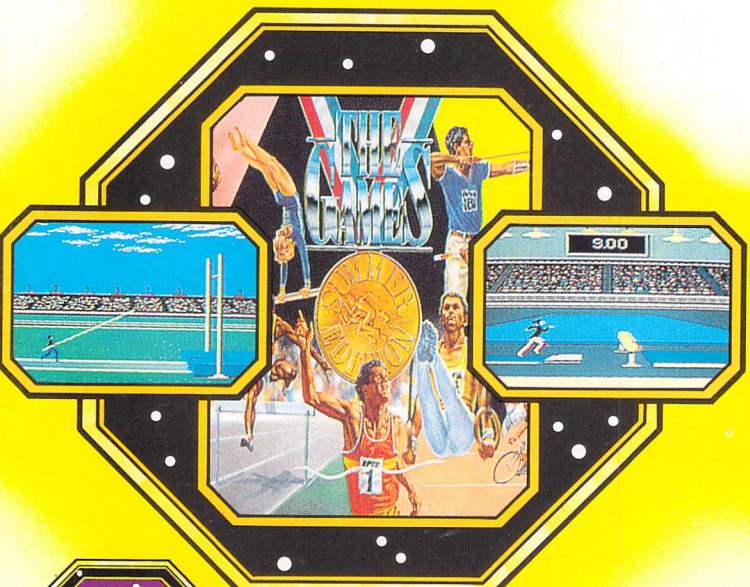
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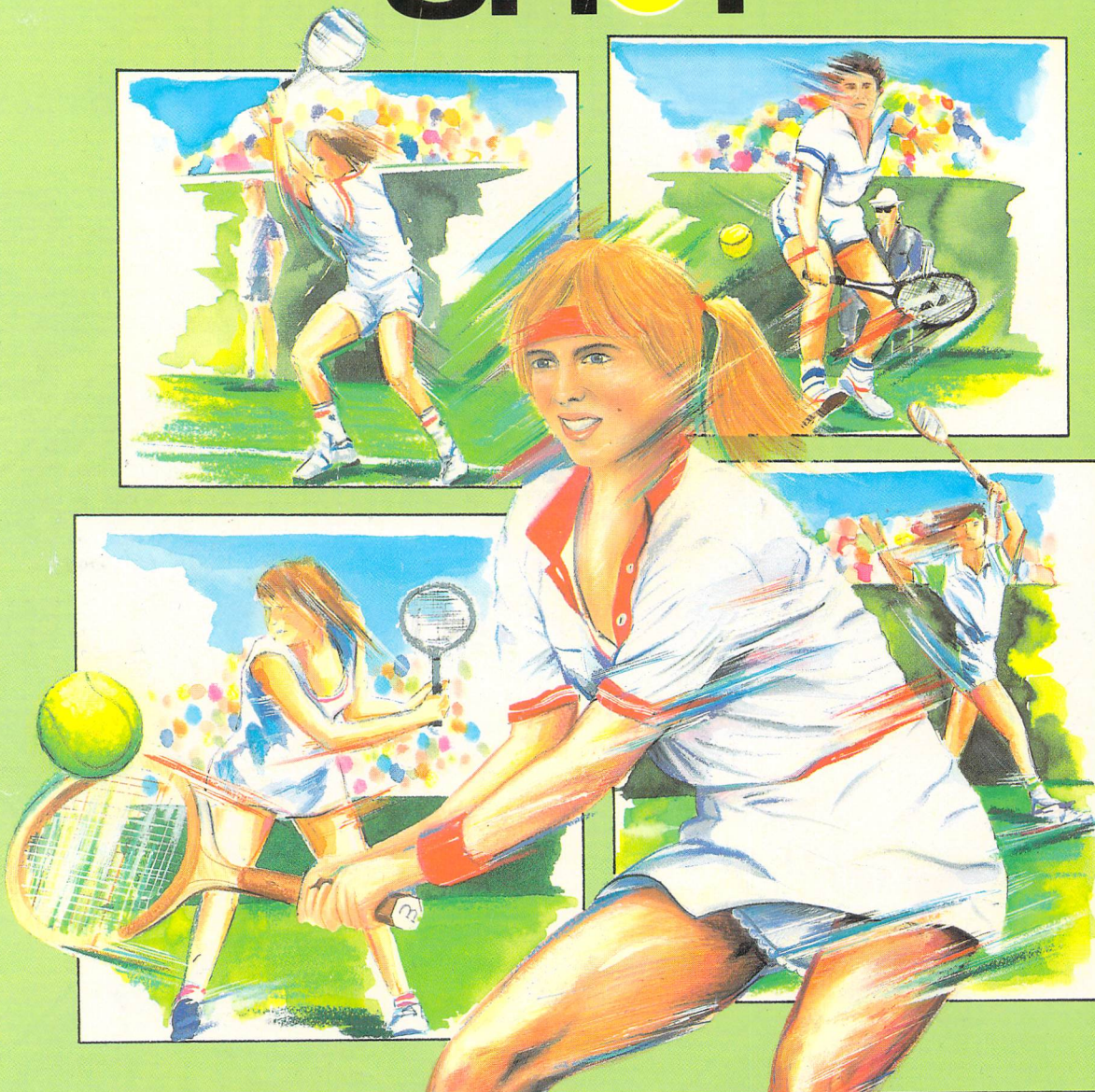
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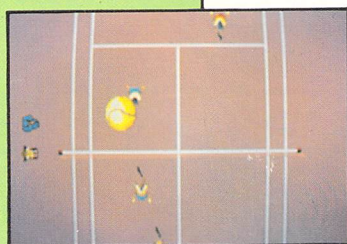
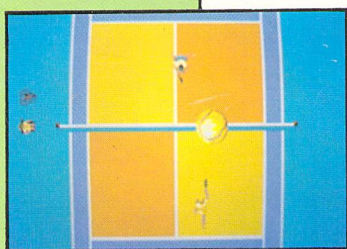
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