





- ★ DIARY OF A GAME: BRAYBROOKS' PARADROID
- \* IN-DEPTH PLAYERS GUIDES FOR ZOMBI AND TARCHAN
- TONNES OF TOP GAMES REVIEWED:

INDY ADVENTURE, DRAGON SPIRIT, INTERPHASE



### THE ULTIMATE

six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.

### ALLEYWAY SHOOTOUTS

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

### ROOFTOPDUEL

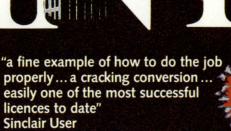
as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

### THE UNTOUCHABLES LIVE AN AMERICAN LEGEND









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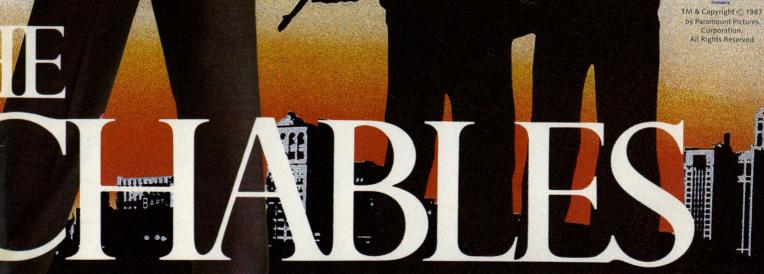
"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Your Sinclair







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apparent in the game design, there are the superb graphics" Games Machine

"the film was great ... the game is even better. Great atmosphere ... the music is brilliant ... a spectacular combat game, an unbelievable package ... and utterly superb game."

"Apart from the sheer thought

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#### TOOB

Floating leisurely down a river in an old inner tube sounds

like an idyllic pastime - not in Domark's river it ain't!



#### **GHOULS'N'GHOSTS**

The latest Capcom release from U.S. Gold sends a few shivers up our spines and is awarded our AArating as well.







#### Y ADVENTURE

With a crack of his trusty bull-whip, Indiana Jones is back! And this time, his adventures are recalled in this superb adventure.





Crystal Castle-style japes in the latest game from the people who brought us Leonardo

Starbyte.







#### **ANOTHER GAMES OVERDRIVE!**

As the run-up to Christmas continues, already the standard of games is getting better. Last month we had Powerdrift, and this month we have the likes of Ghouls'n'Ghosts, Toobin', and original titles, such as Interphase, Switchblade and the Indiana Jones Adventure. Basically, there has never been a better time to own an Amiga, and what better magazine to help you through this vast jungle of games than your very own Amiga Action!

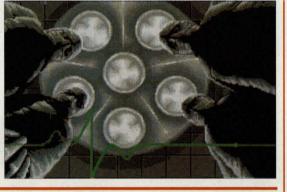
Continuing our coverage of the ever-busy Amiga games scene, this month we start a diary of a game. This bi-monthly feature will follow the progress of Andrew Braybrook's long-awaited conversion of Paradroid, and will recount all of the problems a programmer encounters, and will hopefully offer you a valuable insight into how a top programmer works. The best, though, is yet to come - stay tuned!

Gremlin's newie is written by the team behind Rick Dangerous, and the game plays every bit as well as the aforementioned classic.

Originally shown several years ago, Firebird's deadly dream finally hits the Amiga. Donning our jim-jams and holding on tight

teddy, we explore its many stages.





Level 9's last ever adventure - but they

bow out in style, in what must be their best and darkest game yet.







Set in a, surreal dream-world, Interphase sets you the task of rescuing your girlfriend from a strange and deadly landscape.



celebrate the release of their AA-Rated hit, Ghouls 'n'Ghosts, U.S. Gold are offering a huge selection of horror films as a prize - not to mention a TV and Video to play them on! addition. there are

games, too.

#### **SNIPPETS**

With backdrops digitised from the programmer's original sketches, After The War looks set to be one of the bestlooking beat'em-ups yet.



#### **DINAMIC'S WAR EFFORT**

After the War is a horizontally-scrolling beat'em-up, featuring large, well-animated sprites. Controlling a lone survivor, you must battle your way through a devastated Manhattan in search of shelter. Along the way, though, various mutanted animals and people will attack you, which means that you will have to defend yourself. It'll be out soon; look for the review next month



Our beefy hero kicks a mutated dog out of the way with ease.

#### SURE PLAYS A MEAN PINBALL

Or at least Loriciels hope so! Mentioned in last month's show report, Loriciel's Pinball game is now almost ready. As a mean pinball player, you have been sent to play on several of the most complex of tables ever devised. Each table is split into two halves, and must be completed before you can go on to the next one. So far, it is looking quite good, especially the realistic ball movement but we'll judge it properly next month.



Will Loriciel's pinball be better than Time Scanner - they hope

### LOGOTRON GET IN WITH BAD COMPANY

First of all from London-based Logotron we have Starblaze, a filled 3D shoot'em-up set in deep space. It doesn't have any pretentions about being a serious 3D game like Elite; instead, the emphasis is on fun, with you blasting away at anything that moves. The game is billed as a 'horizontallyscrolling shoot'em-up viewed through your pilot's eyes, and you must shoot everything that comes towards you as you continually scroll where no man has scrolled before. Each of the five levels features stunning backdrops, but you will have to wait until next month for the review

Next, we can expect Bad Company, a 3D shoot'em-up that looks almost identical to Space Harrier. Whizzing through a 3D land, you and a friend must

game which features parts of both Enduro Race and Powerdrift. Instead of just having one vehicle, Drivin' Force

allows you to take control of

sports cars, motor bikes, Formula One cars, trucks or

buggys. In addition, there are

four types of course you can

race across, including snow,

desert and mountainous roads.

simply blow to bits everything you encounter to bits before they get you. There are four planets to wipe clean of aliens and, along the way, extra weapons can be collected to make your trail of devastation wider. If you like the sound of that, check it out next month.



With a name like Sandy Kalasnikove, this girl is the perfect heroine.



Steve Bak has obviously been influenced by Space Harrier in designing Bad Company but do extra weapons make the game better?

# DIGITAL MAGIC REVUP FOR CHRISTINGS A relatively new company, Digital Magic are set to roar onto the Amiga with Drivin' Force, a race

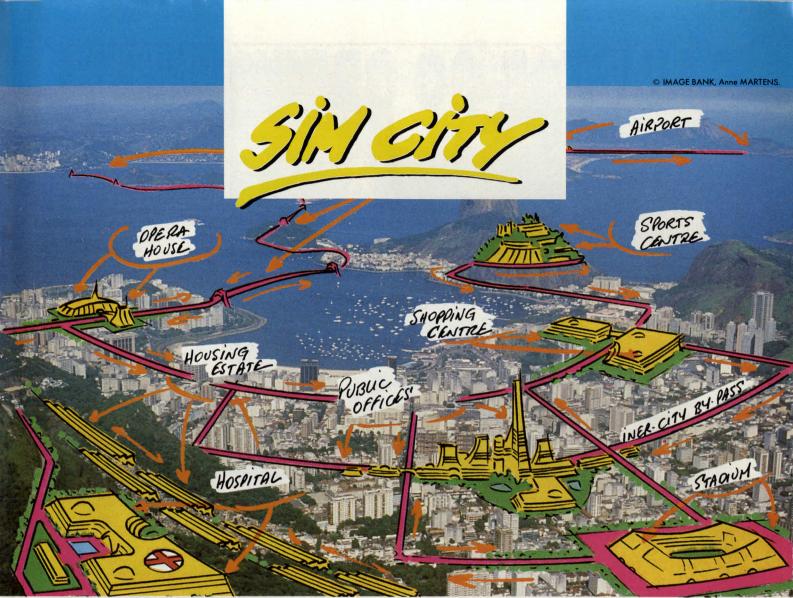
Seen here are the various modes of transport that you can race. By far the most impressive in our opinion, are the meaty trucks.

The game allows you to represent your chosen country, and your main aim is to beat the pack and come first in every race. Fail to do so, and you will

be out. Knock-out tournaments, leagues and single races will be amongst the available options, but to find out how it plays, you'll have to wait until next month.



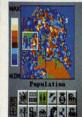
Looking superficially like Powerdrift, Drivin' Force offers a wider variety of tracks to race on.



n seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"

Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.





Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

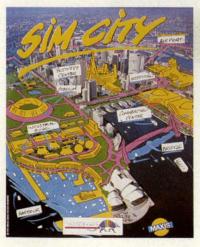
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



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| Cash Flow          | 5447      |
| Free Funds         | 55,000    |
| Current Funds      | \$5,447   |

### SIM CITY

### What you should know about the game of the year.







time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios: e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."

NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just

as important, it's fun, too."







### GAINST

Following Targhan, Gainstar are proud to announce Herakles, an arcade/adventure set in the times of the ancient Greeks. As the muscular warrior of the title, you have been set the task of retrieving the twelve parts of a shattered keystone. Thrown in a fit of madness by Ares, the god of war, the key has been spread across the land. Due to Ares' stupidity, the gods are now helpless and are trapped in Mount Olympus. Only with your help, can they be freed and restore peace to the now-evil land. Of course, the forces of evil do not want the gods to assume power again, so every member of their twisted clan has been sent out to guard the pieces. So far, the game looks like Targhan, with large wellanimated sprites walking through several beautifullydrawn scenes, but the game also features a new 3D perspective which allows you to walk in and out of the screen. The hunt for the shattered key begins in January, when the game will be released, priced at around the twenty-five guid mark



Large, well-animated sprites are once again the order of the day, as Herakles arrives on the Amiga.



All seems normal as you make your way through forest. However, as you attempt to pass the statue of Talos, it magically comes to life and a battle to the death will ensue.

### KICK OFF RETURNS



With Player Manager, Dino Dini makes a welcome return to the world of Amiga gaming - will it be as good as Kick Off, though?

What must be the most addictive game ever released, is going to be expanded. Anco's superb footy sim, Kick Off, was one of the surprise hits of last year, and now they are going to expand the basic game with Extra Time-the Kick Off expansion disk. Extra Time will allow you to add features such as control over the strength of your shot, full keeper control, and tactics, to the

existing game, meaning it will play considerably better than it already does - if that's possible! In addition, you will be able to change the pitch surface so that weather conditions, such as rain affect play, or even play on Astroturf! It will be possible to add wind to affect the ball's travel when kicked, and also pick who to have in your team from a squad of twenty! Finally,

fouls will now affect each player's performance, so you will be able to be a Norman Hunter and knock sevens shades out of your opponent's defence! Extra Time will be sold for the measly price of a tenner - Kick Off fans can't afford to miss it!

Staying with the football theme, Anco will also be releasing Player Manager, a management game with arcade sequences. As a newlyappointed manager, you are given control of a struggling third division team. Your team must be perfected in the use of their skills, their team work and tactics, and you are given four basic tactics which you must use. The game also features an arcade section where you can put your skills to the test, and your play will actually be affected by any decisions made during the management side of the game. Unlike Kick Off, the games only last for three minutes per half, and can be skipped if you so wish. Player Manager will be released next month at the price of twenty guid.

### SNIPPETS DRAKKHEN

Following hot on the heels on Tin-Tin on the Moon, comes Drakkhen, a role-playing game along the lines of the classic Dungeon Master, it is written that the land where you live was created and sustained by several mighty dragons. Now, however, these dragons are dying, threatened by some external force. Your mission, is embark across the vast land, and destroy whatever is sapping the dragon's power. As you travel through the dangerous countries, though, various nasties will attempt to thwart your progress. A full selection of weapons and the like are at your disposal, though, and the correct use of these will see you through. it'll be out soon priced £19.99.

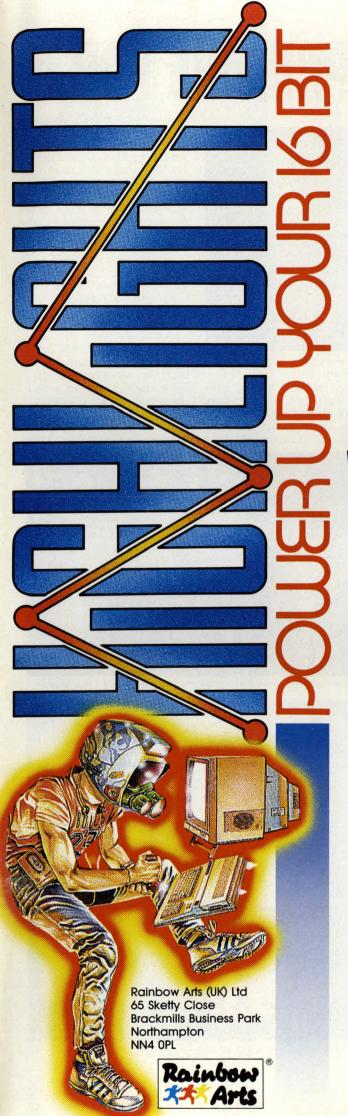


Sporting graphics far more detailed than those in Dungeon Master, Drakkhen is promised to be the best game of its kind yet - but only time will tell.

#### HIGHWAY PATROL

Looking very similar to Ocean's forthcoming Chase H.Q., is Infograme's newie, Highway Patrol II. As a car-based cop, you have been sent out to arrest any offenders you encounter, with your main aim being to stick a master criminal behind bars. The game is viewed in the customary first-person perspective, with you racing along the American highways with the crooks in your sights. So far, it has to be said that the game looks really nice, but how it plays will be seen hopefully next month





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FUTURE TANK™ ● MECHANICUS™ ● DETECTOR™ ● BAD CAT™

#### **SNIPPETS**

### CHOP SUEY FROM U.S. GOLD.

The latest from the Capcom/ U.S. Gold partnership is Dynasty Wars. No, it's nothing to do with the Carrington family, instead, it is a massive arcade game in which you must survive several horsemounted battles. Armed with your sword and the aforementioned horse, you must travel Japan, killing anyone who tries to stop you. The coin-op was one of those massive Forgotten Worlds types, complete with typically superb graphics and mind-blowing sound. The only only problem is that we won't see anything on the conversion until early next year.

#### INFOGRAME'S BIG GUNS

Now here's a pleasant change - a big game hunting game in which you don't kill anything! Instead, in Safari Guns, you have been sent into a dark jungle, armed only with a camera and a tiny gun. Your aim is to shoot as many animals with the camera, whilst not resorting to killing them. However this isn't always going to be possible, as occasionally lions and tigers don't like having their photos taken. The mouse is used to control your sight, and the mouse buttons operate either the camera or the gun. In addition, if you are feeling daring, you can take a picture of a creature as it attacks you, gaining lots of lovely bonus points for the exciting piccy! With several jungle stages from which you can take your piccys, Safari Guns takes the basic theme of Operation Wolf, but takes away all of the violence!

All going well, and developing permitting, Safari Guns should be appearing on your Amiga in the very near future priced £19.99.



SNAP! Yup, instead of killing everything in sight, Infogrames allow you to play the part of a jungle-based David Bailey - say cheese!

### **GREMLIN PREPARE FOR A**

You, too, can perform feats like these in Gremlin's Skidz.



Having recently split from U.S. Gold, Sheffield-based Gremlin are back with a vengeance, with no less than eight games on the horizon. First of all, we have Skidz, a game for all you rad dudes out there. Using either a skateboard or a BMX bike, you have to prove your 'rad lad' status by successfully traversing the seven hazard-filled levels. The game is a horizontally-scrolling affair, with you guiding your onscreen persona over jumps and other obstacles, whilst simultaneously avoiding the unwanted attention of the deadly muggers, pigeons and grannies that attempt to stop you in your tracks. The tracks start off fairly easy, allowing you to practise tricks and bonus-giving stunts, and for every stunt successfully performed, you will earn some money. With this money, you can then enter the local BMX and skateboard

emporium and buy yourself some better kit.

One hundred and eighty!!!!
Yes, that's right, another binary
version of that arrow-throwing pub
game, darts, is set to hit the
Amiga. John Lowes' Ultimate

Darts will contain every feature of the game except perhaps the smoke and the silly idiot who walks in front of the board just as you are about to throw! The program features both practice and competition modes, and can also be used to make your onscreen game better, thanks to a useful help mode. As well as 'normal' darts, you can play around the clock, play for doubles or trebles, or attempt to take on John Lowe himself. Apparently, two years were spent researching this game, we just feel sorry for those people's lungs!

Well, well, well, after what seems an eternity, Ultimate Golf is due to be released. Endorsed by Greg Norman, Ultimate Golf - Shark Attack, is believed to be a Leaderboard beater. It features a full complement of clubs, realistic courses, and the ability to watch a digitised Greg playing each shot.



Featuring Core's usual excellent graphics, Skidz looks really good.



Unfortunately, Axel and his Magic Hammer arrived just too late for a review this month, but stay tuned as it'll be in next month's mag.

### SSIVE 1990 B



As you perform girl-wowing tricks like these, you'll be able to buy extra items such as pads and add-ons for your 'board.

The game can either be played as an arcade game, or real golfers can tune the game to their own needs to make it just like the real thing. A caddy offers you a choice of clubs, and several shot styles are available to you - including, we hope, the 'hitting the divot back into the ground' shot! Finally, you can even wander around the 3D courses to get an idea on the best way to tackle a shot.

Axel's Magic Hammer looks to be a platform game a la 'Giana Sisters'. Starring the endearing little Axel of the title, AMH involves making your way through eight levels, armed only with your magic hammer. Various items can be collected to enhance your powers, and it is possible to gain extra lives, collect smart bombs, or enhance your hammer. Each of the eight levels comprises twohundred screens, and a whole host of creatures who will kill Axel on contact. It also houses a number of secret rooms and hidden bonuses, which can advance you through the game rapidly.

Footballer Of The Year was a minor success on the 8-bits, but Gremlin think that the unoriginallynamed Footballer Of The Year II will be the best management game released. Your basic aim is to become Britain's most wanted striker, but this isn't just down to ball control: you must have a good knowledge of your game, and understand tactics and working as a team. In addition, you can take part in one of five leagues, or enter for one of the many trophies. Basically a trivia-



If it comes complete with a strap-on beer gut and forty fags. Darts could be the closest simulation of the real thing yet.

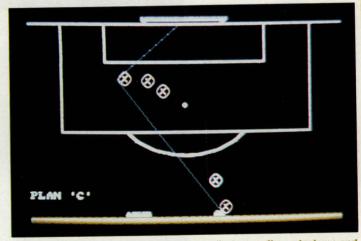
After a wait longer than a shot from a One Wood, Ultimate Golf is nearly here.



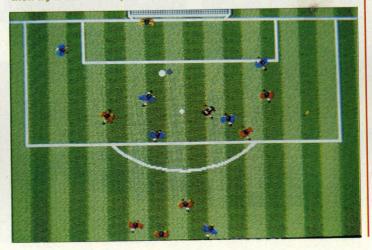
cum-footy game, Footballer Of The Year II has some strong competition in the shape of Kick Off, and everyone elses' footy games, but Gremlin are confident that they'll give it 110%.

Another game to expect is FOFT II, the sequel to the mega space-trading game which was released six months ago. Not a lot is known about it at present, but it is promised to be bigger, better and faster than the original.

Finally, we were also shown a very early version of a car racing game which played similarly to Electric Dream's Super Sprint. Choosing from a selection of supercars, you are set the task of racing around several windy tracks, with your ultimate aim being to be the first past the finishing post. So far, the game is a bit easy, but with a bit of tweaking here and there, it could be one to look out for.



Footballer Of The Year II allows you to first compile a strategy and then try it out on the pitch.



AK (TRANNY) Here they are in all their glory - EA's new budget line up.



With the budget market hotting up, Electronic Arts are set to release several new titles on their Software Classics label. Amongst other titles, you can expect to see Star Fleet and Arctic Fox - but even better, you will be able to pick up Bullfrog's earlier smash, Fusion. Fusion is an 8-way scrolling shoot'em-up with puzzle overtones, and one thing is for sure, at a tenner you'd be mad to miss it.

Not a lot has been heard from Addictive since their epic. The Kristal, was released last spring. But now they are back, and once again they are teaming up with Fissionchip Software to release another game of epic proportions.

Sounding like a 1940's Bmovie, you play an archetypical butch hero who is exploring the fabled city of Atlantis. Donning an aqualung, your charcter must swim through perilous and creature-infested waters, avoiding sharks, jellyfish and the like whilst searching for clues. These clues will, if used correctly, allow you entry to the mysterious city and, once in, you can confront Atlantis's evil ruler, The Ramanshi. Promising lots of swimming, lots of action and even more swimming, Aguanaut will be out in November.



Armed with your fists, an aqualung and a chin that would put Doug McClure's to shame, you are ready to explore Addictive's wet follow-up to the Kristal.

# CONING SOLUTION OF THE PROPERTY OF THE PROPERT

Prepare to go on a Fantastic Voyage', as Mirrorsoft send you into an ants' nest where the inhabitants are twice your size! See your worst nightmares become reality.

Despite being unveiled several months ago, Mirrorsoft's massive line up will soon be released. First of all, we can expect Dynamite Debugger, which was originally called DDT. Taking the role of the Dynamite Debugger of the title, you must rid the planet, ShoggleWuggle, of its insect pests. ShoggleWuggle is split into ten lands, all of which are infected with a serious insect problem. Armed with a corkfiring champagne bottle, a DDT gun, a battery and a vacuum cleaner, you must scour the levels for insects, kill them, and suck them up with your hoover. The game uses the Amiga's HAM mode for its shaded graphics, and each level and its inhabitants are all depicted in cartoon-like graphics.

After that, we can expect to see The Final Battle, the sequel to Rainbird's Legend of the Sword. Having been imprisoned in a tiny cell, you, the hero of this tale, must escape and rescue the imprisoned member of your party. On information gleaned from your cell-mate, you have also found out about an ultimate weapon which is made up of crystals. Find these crystals to



Utilising a perspective play area, The Final Battle, is billed as being ten times better than the original Legend of the Sword - could it be any worse!

make the weapon, and your quest will be over. With 3D views of every location, and attractive graphics, The Final Battle looks quite interesting.

Theme Park Mystery is an arcade/adventure set (and no surprises here) in a theme park. An evil force has overtaken your park, and you must avoid its deadly traps and exorcise it. Little else is known at present, but Mirrorsoft are claiming it will have 'heartstopping action'. We'll see within the next two or three months, so stick around. Terranium is an arcade game set within a miniature world. As an ex-space chief, you have been shrunk down to a miniscule size and sent to rescue a scientist. This potty prof accidentally shrunk himself during an experiment, and got stranded afterwards - it's up to you to get him out. There are a number of sub-games to battle through as you search for the prof, and failure will doom you both. It'll be out soon

Finally, It Came From The Desert just missed a review this month, so check out next month's mag for the definitive indepth review.



Uh-oh, you've come face to face with a hungry-looking spider; unless you're armed I'd get out of its way.



Armed only with a fly-spray and a hoover, can you rid each of the eighty levels of pests? Find out next month.



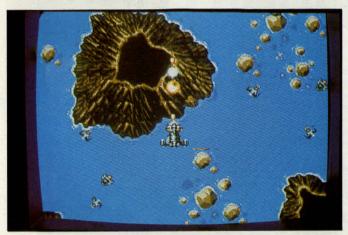
Definitely a contender for 'weird game of the year', Theme Park Mystery looks really interesting.

The Amiga's HAM mode is used to really good effect in D y n a m i te D e b u g g e r, making each I e v e I extre mely colourful and attractive to look at.





### PREPARE TO BE BLOWN AWAY BY A HURIKAN



Tony Cooper looks set to blast back with this superb-looking shoot'em-up/trading game. This screen shows the detailed graphics and backdrops that you pass as you make your way from trading post to trading post.

Coming soon from this new French company is Vaux, a futuristic trading game written by Cybernoid programmer, Tony Cooper. The game is a cross between a scrolling shoot'em-up and a trading game, and you must fly around in the arcade sequences until you reach one of the many trading posts around. Once there, you can buy commodities such as guns, food or even toxic waste, and then take them somewhere that needs them. However, various factors will oppose your travels -I mean, no-one wants toxic waste flown over their planet, do they! In addition, other traders will attempt to hi-jack your cargo, killing you in the process. So,



As you enter the trading post, a small sub-game involves making your way to the docking bay and actually docking.

one thing you can be sure of is that it will be a 'kill or be killed' game - and if it's half as tough as Tony's Cybernoid games, we should be in for a treat. It'll be out next month.

### SYSTEM 3'S MYTH BESONES AND THE

A Greek lovely introduces Myth



Previewed briefly in Real Soon Now, System 3's Myth is due for review next month. Featuring a trendy young lad as the main hero, you have been drafted through time to battle against several ancient warriors. Amongst other things, you will battle against Hydras, Minotaurs and massive vikings, and to aid you in your magical quest through time, you can pick up useful objects to kill your mythical assailants. For instance, before you can creep past the hideously ugly Medusa the Gorgon, you must battle your way through Greece and retrieve a shiny shield. This will then allow you to show Medusa how ugly she really is, turning her into stone in the process.

Each level, follows the same pattern of a four-way scrolling screen, and you must run, jump and fight your way from one side to the other. We have been following the game through development, and the fruit of all the programmers' labours is looking very nice. The graphics are excellent, particularly the animation on some of the larger creatures, and your main character is extremely versatile and controllable. We haven't

heard the sound yet, though, so we won't comment on that yet.

Despite these nice looking graphics and animations, we also haven't played it yet, so we'll just have to wait until next month when we will have a full review. Hopefully, at around the same time, we'll also have a review of Tusker, the Indiana Jones-style game set in a strange jungle landscape.

Finally, don't expect to see Last Ninja 2 for a while, as it has run into more programming difficulties, and won't be ready for at least a month or two.



Decked out in his best Reeboks and designer jeans, our hero leaps effortlessly across just one of the many chasms that break up the platforms in the Greek level. At the end of this stages lies a giant Hydra.



As he runs across the platform-laden levels, our hero will be attacked by all manner of strange mythical creatures, ranging from Harpies to Gorgons, all of which can be killed with one of your collected weapons.



CHAAARGE!!! Dive into the hilarious world of the Belgium comic book "LES TUNIQUES BLEUES" (CAUVIN & LAMBIL). For one or two players, you are either Yankee or Confederate, so recreating the true atmosphere of the American Civil War.

NORTH & SOUTH, an original, explosive cocktail of strategy and arcade. Surround your enemy using the strategic map of the American East Coast. Crush them on the super arcade battle field. Send your best men to stop the gold-filled trains, and then rush the forts to free the enemy occupied towns. NORTH & SOUTH, a game filled with options. Start the game from a choice of four different years, three levels of difficulty and a special disaster mode which includes violent storms stopping all movement of troops, re-inforcements arriving from Europe, and not forgetting the Indians and Mexicans whose only pleasure in life is attacking you!

If that wasn't enough to wet your appetite, you can also choose between a "strategy-only" game and an "strategy-arcade game", and with the superb 2 players version that has to be played to be believed, it only leaves us to give the order "To your sabres!!"





Take the wheel of charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

Need to catch up in a hurry? Well, just one press of your Turbo

Button will leave your eyes in the back

of your head!

along the roughest of dirt tracks and through busy tunnels - if you can hold the line! The low life can run, but they can't hide ..

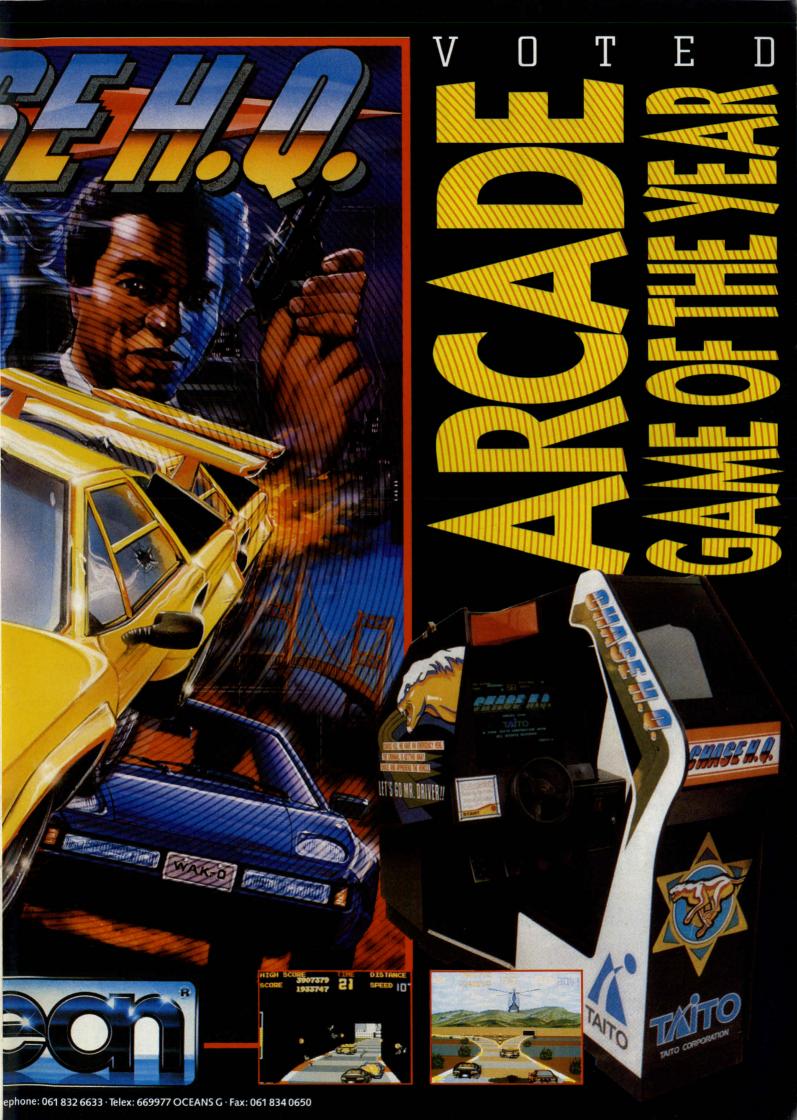












#### FROM START TO FINISH:

### THE DIARY OF A GAME.

"Andrew Braybrook is the guy responsible for such Commodore 64 classics as Paradroid, Uridium and Alleykat. He was also one of the team behind Firebird's superb conversion of Rainbow Islands. His next game is more of a labour of love than a job, as he is converting Paradroid to the Amiga. In the first of a bi-monthly series, we follow the game's progress, as he begins an exclusive diary of a game."

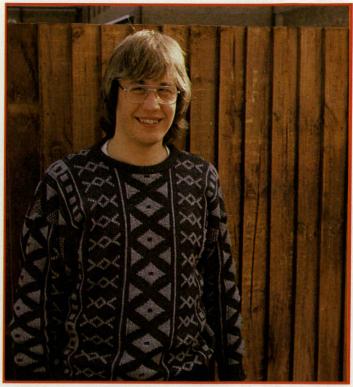
#### The story so far...

I started writing 68000 in June 1988, and wrote a text font plotter and some sprite plotting routines first, as Graftgold didn't have any sprite-based code at the time. Our only other 68000 coder, Dominic Robinson, had been writing 3D vector routines and some fractal programs before progressing onto writing our Object Orientated Programming System (or O.O.P.S!) Kernel. After a brief dabble in the world of fractals myself, I had a go at writing a scrolling background system for Paradroid. This work was shelved in September 1988 when we took on the conversion Rainbow Islands Telecomsoft. That work was completed at the end of June 1989 when we were contracted to produce Paradroid on the ST and Amiga by Hewson. We are contracted to finish in April 1990. not before, so provided they do their publication properly taking the three months that they always tell us they always need, then don't expect to see the game on the shelves before July

I began the project by throwing away most of the earlier program as most of the coding was well out of date. We tend to write very re-usable code now, being heavily data-driven, and we have got a solid core of code for controlling sprite-based objects. I started by isolating all of this code from the Rainbow Islandsspecific code and making some planned improvements, removing seldom-used bits to streamline the code, and adding some new features that I thought would be useful.

I'll be referring to my AMP system quite a lot, so I'll start by explaining what it is. AMP stands for Alien Manoeuvre Program, which was pioneered by Dominic Robinson and John Cumming some time ago before they joined us - although they claim I started it all off in Uridium way back in 1986. It's a method of controlling, originally, alien movements in shoot'em-ups. It's a sort of interpreted language, although when I used it, it was just for the Uridium ships getting movement instructions from a list. John and Dominic took it much further, controlling grouping of multiple objects, animation and collision controls, with looping constructs and suchlike. I have built a lower level version of this system, as the 68000 is the first CPU with enough muscle to be able to

Anyway, an AMP is therefore a sub-program exclusive to an individual object telling it what to do, and can be used for just about anything, from running the title sequence, to moving a cursor around the screen, to making the doors open and shut, and controlling the player. I'll also be referring to sprites quite a lot, and usually I mean blitter objects rather than hardware sprites, but I can't quite bring myself to call them blobs! I'll start the diary from when I began full-time work on Paradroid, as there was a hazy area in the middle when I had to return to Amiga Rainbow Islands briefly to carry on the upgrades. Up to this point I had mostly been just doing the graphics for the game.



#### **Monday 31st July**

In order to test some of the new features in the core of the AMP system, I decided to design the title sequence. I first designed the logo. I had intended to split the title 'Paradroid 90' into separate letters. Paradroid is a great word for compacting, as three letters occur twice, thus saving space. I wanted each letter to arrive in turn, each casting a shadow onto the background. The logo turned out to be quite large and involves multiple colour changes on each line.

I also redrew the old font from the 64 version, as I thought it would be nice for it to make a reappearance. This didn't take very long, although separately saving each letter as a brush soon got tedious - we must write a font editor some time! I use my own format for fonts, I wouldn't use Amiga format fonts if you paid me. The only editor I have for them only works with KickStart 1.1 anyway.

#### **Tuesday 1st August**

Continuing the title sequence, I drew some different coloured

hexagons as a backdrop to the logo and credits and wrote the routines to tessellate them on the screen. I also wanted the credits to fade in, letter by letter, so I had to get the plot routines to talk to the text interpreter. The letters fade through four or five colours. but look a little flat on the screen in one colour. My solution to this was to run a colour fade through the text, which makes the letters look more interesting, but ruins the fade effect somewhat. A solution is not forthcoming at this time. Never mind; plan B: do some graphics.

#### Wednesday 2nd August

The logo is split into letters and my system can cope with them arriving one at a time, but moving them all at once causes major headaches for the system; there's a lot of plotting going on. Plotting eleven 32-pixel-wide sprites onto a non-blank background, with shadows, as well as running colour changes is too much. I can only print four lines of text with colour-bars and music running before the frame-rate drops and things really start juddering.



After much tinkering, here it is the Paradroid 90 logo in all its glory!

#### **Thursday 3rd August**

If I split the logo into 32-pixel-wide chunks instead of letters, I can get the logo into seven sprites instead of eleven, and by using an enormous frig to fiddle the amount of background restored to a minimum, I can run it faster, but I'm still not happy with the overall look.

I split the logo into 32-pixel-wide chunks as my plot routines all need either 16 or 32-pixel-wide data. This simplifies clipping off the side of the screen and is adequate for most things. Larger sprites are displayed by ganging-up images next to each other. I want the logo to move as a whole and am prepared to drop the letter-by-letter arrival.

#### Friday 4th August

Nailing down the colour palette is always difficult, but does need to be done early as all the graphics must be drawn with respect to the palette. I use DPaint II to sketch things out and experiment, but I use Art Studio to actually create and store my sprites. I write my code on a 1040ST with the Tempus editor and assemble with the HiSoft assembler, and link the object together with the Metacompco linker. I assemble most of my graphics into the code itself, so ultimately I need them on a GEM disk. We have various means of getting graphics to and from the Amiga, mainly involving a lot of time and pain, so I try to avoid it as much as possible. I have something of a love/hate relationship with the Amiga: I love what it does, but I hate the way it does it!

Back to the palette. I've decided on sixteen basic colours, split into four sets: lone miscellaneous set of four colours, and three sets of four related

colours, ie. the same basic colour but four different brightnesses. This gives me four greys, four yellow/oranges and four floating colours for the different ships. The miscellaneous colours are black, a colour for space (probably very dark blue) and variable colours for the alert status display.

The observant among you may have noticed that sixteen colours is less than the Amiga is capable of, but is as many as is practical. Running 32-colour graphics costs 25% more space for the screens, 20% more space for the graphics and an effective 16% loss in CPU and blitter time due to extra screen DMA. I would ideally like this game to run at 50 frames a second, but this is not possible as the amount of screen plotting that I require, even running at 25 frames is going to be pushing it. No, the hardware sprites aren't going to help because I need the robots and bullets to interact more with the background, going under door lintels and lift controllers. I'm much more concerned about producing a good, playable game than putting something on screen that's more amazing than the best demos you have seen, but has no lasting interest. Trust me, I know what I'm doing!

#### Monday 7th - Friday 11th August

I spent this week preparing the graphics for the doors, energisers, alert blocks and various combinations of walls. I also converted the old AMP routines for running these objects to the new system and tested them. I will be using a map editor to create the decks for the ships, but this has not yet been written. John will convert the Rainbow Islands mapper to support a larger character set, over 1000

Commanda Vo

characters instead of 256, 16 decks plus a scratchpad instead of 4 rounds, and any sized deck instead of 256 X 40 fixed. Until this is done, I will use Rainbow Islands round filled with my new graphics - it'll be good enough to sort out the scrolling system.

#### Monday 14th - Friday 18th August

Started the week by designing the graphics for the influence device which the player controls. Being on screen all of the time, this should be graphically superb, as well as being small so that the controlled robot underneath can be seen and identified. I want to have very few gauges and words on the control panel, mainly because the actual screen playing area is so large, and so the player's graphics should show the different modes that the influence device can be in. Anyway, what does an influence device look like? Answers on a postcard to...

The week's proceedings were rudely interrupted by Rainbow Islands being officially tested at Commodore's Hall of Fame, where they have one of every version of the Amiga ever available. There were quite a few. The upshot of it is that some of the Gary chips do not allow blitter-friendly mode, which is quite a blow, as I used that extensively. We therefore had to think of a new strategy for blitting objects. Fortunately (or unfortunately), we know two people with such Amigas so we can test the new version without going all the way to Commodore. This is all relevant to Paradroid,

Extra features are being added to the Amiga version. Seen here is a shuttle naturally enough - a deck's shuttle bay: "a nice set piece to have."

because we will be using many of the plot routines from Rainbow. Had to fix my 1040ST which was refusing to read disks. Took it apart, poked it about with a big stick, put it together again, and, voila, it works again. Marvellous thing, technology.

#### Tuesday 22nd August

At last, I'm back to Paradroid. Today, I'm redesigning the 'cell system' that we invented for Rainbow. The background will be broken up into characters, just like the C64 version, which makes collision detection robots disappear if they can't be seen by the player. The cell system allows us to put the characters on top of existing ones, on or off screen, singly or in sets. These cells can be piled on top of each other and were used to do the Rainbows themselves Now I wish to use them to do the doors and other destructible blocks on the decks. I need to be able to plot or unplot one of the many cells, and hide them. The cell system could also be used for laser fire. What the cell system allows me to do is put objects on the screen that don't move against the background, and leave them there until such time that they are removed. It cuts down tremendously on the plotting overheads. Plotting objects is one of the biggest spenders of time in the Amiga, the blitter is fast but at the expense of stopping the CPU except when the blitter pauses for breath.

#### **Thursday 24th August**

It's time to implement that cell system; there's no putting it off. It actually turned out to be a lot easier than I was expecting. It just looks messy when you have to link up a doubly-linked list in one place and three singly-linked lists in another. The system is pretty flexible though, as I can get from any part of the system to any other quickly. Whether I can use the system to its full potential depends on how many things I can think up for it to do.



Graftgold themselves. From left to right: Gary Foreham (programmer on other projects), Jason Page (sound and graphics), Steve Turner (the boss!), Dominic Robinson (O.O.P.S kernel), David O'Connor (prohrammer on other projects). In front, is Andrew himself (diarist extraordinaire and self-proclaimed mega programmer!).



#### Friday 25th August

Put the doors in, and got them working. The doorway is effectively open, but the cells are plastered on top to show a closed door. When approached, the cells go invisible and a sprite takes over to show the door opening, and remains there until no robots are near. It then shuts, the sprite disappears, the cells reappear, and the door appears to be closed. The beneficial side-effect of all this is that I can leave a door lintel there when the door is open and the robots will go beneath it. I shall also use the cell system to do shadows for other static objects suspended above the deck, like the energisers.

#### **Tuesday 29th August**

Made up two RS-232 leads today, which we use for the download of the game from ST to Amiga. We are one short anyway, and we also need another lead to get two PCs talking to each other. I did serious damage to my fingers when I stood on the soldering iron lead and the iron slipped through my fingers, melting quite a lot of my skin. "Gosh, that hurts!", I said (Yeah, I bet! - Ed), and got to some cold water fast. I expect it'll heal eventually.

#### Wednesday 30th August

Drew the energiser, the lift head and an alert block, and implemented them; shadows courtesy of the cell plotter. I want all these destructible so that players spending all their time on the energiser will find it shot from over them. Sitting under the energiser lights on the ground below to spin up to speed and energy is supplied.

#### **Thursday 31st August**

Changed the design of the influence device and started work on the control mode. It's a nasty one this because all the robots can be controlled will have different characteristics, as well as graphics. Also, their weapons will be different, if they carry weapons at all, and the one control mode has to cope with all this. Got the lone Influence Device skating around, which has its own shadow casting on the floor below. Rather than a black shadow or stippled blob, the shadow darkens the colours it

#### Friday 1st September

Spent the day adjusting the speed and acceleration variables for the player and adding in some weapons to fire. Unlike the C64 version, which featured linear speeds, I am now using a polar system. The main difference is in the diagonals which, in a polar system, a short cut is to apply full X and Y speed in diagonals resulting in a faster diagonal speed.

#### Monday 4th September

John has been working on the deck mapper, which is written using STOS with some 68000 routines for graphics support and... (sound the trumpets!) the A.I. Mega Compressor. This marvellous piece of software takes a set of decks and looks for similar patterns in them, and substitutes 'macro codes'. It does up to 8 passes of the maps, either horizontally or vertically looking for repeated patterns and finally removes all the spaces resulting usually in the removal of 75% of all the data.

Designed by David O'Connor and written by myself, it's probably one of the most complex routines I've ever written, not least of all because debugging it was really tricky as it needed to run under STOS. We also had to write the decompressor to get the original data back, so if it went wrong we couldn't be sure whether the compressor or the decompressor (or both) were wrong. The bad news is that it also needs to be changed to allow 16 decks of varying sizes instead of 4. This didn't turn out to be too tricky, and it worked second time, so now I can't use the deck I created in Rainbow Islands format. So it's time to design a working deck with all the combinations of elements for thorough checking.

Up to now I've had a full 25-line screen scrolling with an overlaid score and energy bar. With the aid of a border colour change I can see that this is taking a very large chunk of the available time without even running any robots around. I have therefore decided to cut the screen down to 24 lines and put the score and energy on the blank line above the main screen. I can then relegate the score update

process to a lower priority task in our multi-tasking system so that it only gets updates when there is available. The only time disadvantage of this method is that, if there is a lot going on, the score might not update for a few frames. Not a heavy price to pay when so much time is reclaimed and available for the main tasks, scrolling and plotting sprites. Maybe later I will use the hardware sprites for an overlaid score, but they aren't very wide and there are heavy colour restrictions. If it looks prettier in more colours, I'll leave it where it

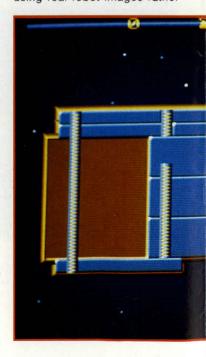
#### Wednesday 6th -Friday 8th September

Adjusting the screen size means changing the sprite clipping window size, ie, the area inside the map in which sprites may be plotted. This also applies to my colour-bar system to stop colour changes occurring above or below this window. Also, the O.O.P.S Kernel needs to know what size of screen I require and where any full palette changes are to occur. This is the tricky bit as the very mention of objectorientated programming makes me forget everything I know about coding.

Spent the rest of the week putting in the sprite/background collision detection to stop the robots and the player driving through the walls. This time it'll be idiot-proof. First of all, find me an idiot.

#### Monday 11th - Friday 15th September

Put in the first robot and a weapon for it to fire, a flame-thrower, which must also collide with and stop at walls. One of the problems about using real robot images rather



than markers is that they need to be displayed in all directions, with the lighting right for all of them, so I can't reflect them. This is going to be very expensive on memory. I have settled on 8 different images for the robots at 45 degree angles. Some robots will have independently swivelling heads, which being smaller can have 16 images at 22 degree angles for really smooth rotating.

#### Monday 18th - Friday 22nd September

Drew an opening and closing hexagonal hatch to put on the floor as a sort of airlock. It sits there open until approached, when it closes to allow robots to walk on it. It operates in a similar way to the doors, but in reverse, so it didn't take too long to implement.

The thought of drawing up to 24 different robots in 8 different directions doesn't fill me with enthusiasm. John had this idea of designing the robots on a 3D CAD system and then we can display them from any angle. Also, this allows us to use large images of the robots for the console look-up system. John built one and did a mock-up screen showing the robot from 4 angles and it looked very impressive, so this looks like the way to do it. I dug up the C64 version and picked 21 of the original robots as a starting point for John to work with.

#### Tuesday 26th - Friday 29th September

All of the robots in the C64 version were moving round predefined patrol routes. I wanted most of the new ones to do that as it makes them out to be more intelligent than just blundering about crashing into things. I put in a homing system so that the robots

Using handy Graftgold's useful map construction kit, decks for Paradroid are literally pieced together like a jigsaw.

select their next target point and head for it. Unfortunately, inaccuracies in the homing system are causing them to keep banging into door posts as the doors are quite a tight fit. This needs a rethink. The rest of the week is disrupted by the PC Show.

#### **Monday 2nd October**

My first robot is now patrolling round quite happily, selecting new routes at the patrol points and generally enjoying life.

#### Tuesday 3rd -Wednesday 4th October

Now it's time to put a second deck in and see if I can get between them using the lifts. As with the C64 version, if you get in the lift and just exit on the same deck. then all the robots and bullets will be in exactly the same place. otherwise it could be used as a cheat to reset the robots. On a fresh deck the robots are effectively unpacked and restarted as it keeps a full track of only the current deck. Of course, destroyed robots never reappear, but the others are reset to their original starting positions.

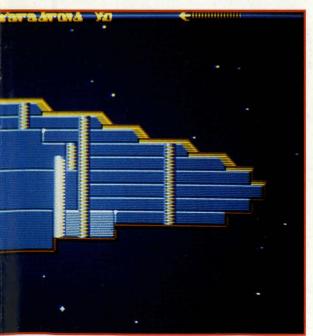
I experimented on DPaint II at home that night with the new palette and came up with a new style for the walls. Most of the other graphics need only be remapped on to the new palette. The doors need changing completely to fit in and are one of the most difficult to draw as the door shadow has to work properly and the sprites have to match the background and the cell system. This time I actually got some work done and got it saved. For some reason, the version of DPaint that I have got is very unreliable and crashes at the most inopportune moments, often when I am running short of memory. Sometimes it boots up with a screen corruption and it's easy to spot when it's going to crash; other times it waits until I have created something worth saving before it goes.

#### Thursday 5th - Friday the 6th October

Redrew all of the graphics to date. Only the logo remains the same, as it is drawn in the two colours reserved for in-flight colour changes. In my rush to put all the pieces together, the only thing I forgot to do was actually change the colours in the palette set-up, so all the new graphics came out in the old colours. Fixed that: now it all looks much better. I've coded the routine to check whether the robot can be seen from the player, what I call 'hidden robot removal' which again uses one of Dominic's routine - this time an adaptation of a line-drawing algorithm. That also works a treat but eats more time.

A second deck has now been drawn to test out the lifts. This routine will drive an animated display, but for now I just want it to set up a new deck and work out my position on that deck. Got the scale a bit muddled up as one routine was working in characters, and the other in pixels, which caused some rapid scrolling off the bottom of the deck into oblivion.

To Be Continued...



**Every time** your Influence device changes levels, an exterior map of the space station is shown. At presnt, only two levels are finshed. but when the game is released you will be able to move freely between them all.



The Influence Device takes a trundle through an unfinished deck.

Notice that so far the floor graphics haven't been added.



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#### **More on Porting**

You asked for opinions on the Amiga games industry, so here's mine. At the risk of sounding like a whinger, I feel compelled to address a situation which is, to me, becoming intolerable: the persistence of most software houses in porting games from the ST. Let me first say that I have absolutely nothing against the ST or ST owners, no-one can deny that the ST is a great machine offering fabulous value for money, but the fact remains that the Amiga is technically superior. Surely, then, porting games over from an inferior machine gives Amiga owners justifiable cause for complaint. Noone would seriously suggest writing games using only 32 colours on the 256-colour Archimedes. Why then, must we endure games using only 16 colours on a machine capable of displaying 32 or even 64 at once? The Amiga possesses hardware that is capable of dealing with the extra data five or six-bit planes require, as seen in the games Blood Money and Shadow of the Beast. All I ask is for an honest attempt to use the Amiga's capabilities properly, even if the extra expense incurred prompts a higher price. Is this an unreasonable demand?

#### Jack O'Driscoll, Dublin.

AA: No, it most certainly isn't. At least nowadays, we are starting to see Amiga versions of games being written either first or specifically for the machine, with the ST now receiving the 'cast-off' ports. The two games you give as examples, Blood Money and Shadow of the Beast, being perfect examples. Until recently, we were paying a fiver extra for an ST game, but now, at last, that is changing.

#### **Beach Volley Isn't That Hard!**

Regarding the review of Beach Volley in AA2, I think you were a bit harsh on its difficulty level. Sure, it's a hard game, but not as impossible as Doug the Jug made out. After a few games, I could control the players easily, and then I figured out how best to play it. The best way is to hang around at the bottom of the court until the ball is just about to be passed by your partner. Then run up to the top-right of the court and slam the ball - using this method, you will score practically every time. Even my Dad can do this and win, and he has the game-playing talents of the inside of a toilet

roll - ie. not very much! Also, where was the mention of the two-player mode? This adds a superb extra to the playability, but you never mentioned it. Anyway, the mag is the best thing since draught Guinness in a can (is that supposed to be a compliment? - Ed)! The paper is good quality, the 100% colour is superb, and everything is well set out. I'll keep on buying it if the standards stay this high!

#### Guy, Formby.

AA: We played Beach Volley for ages, and the best we could do was to reach the fourth stage. This came after many hours' play, and we felt that it should have been slightly easier, as its initial difficulty may prove too frustrating for people. As for the lack of a mention about the two-player mode - oops, it was in one of the captions, but I'm afraid it got left out. Sorry!

#### **A Few Points**

Well done! What an excellent magazine - the best around. 100% colour, 100% Amiga, 100% action. 100% excellence? Not quite! However, maybe these few points could notch up your score the extra 1%.

- 1. Binders to keep your AAs in excellent condition.
- 2. Letters how about awarding a
  'Star Letter' with a game?
- 3. Tricks'n'tips giving tips on graphics and sound, perhaps. Also, let the games writers write playing quides to their games.
- 4. Playing Tips some games are hard too hard! Let the expert game-players help everyone else, with tips and maps, etc.
- A Chart just like the Top 40, showing you what games to buy.
   Kevin Newton, Kings Lynn.

AA: I'll deal with your points in numeric order:

- Have no fear, they are on their way!
- 2. OK, as from next month, the writer of what I feel is the best, funniest or most topical letter, will win the game of their choice get writing!
  - 3. It's in the pipeline.
  - 4. Ditto.
- 5. A chart's a possibility, you'll just have to stay tuned.

#### **Well Done!**

Your first two issues have been superb. I used to buy Z\*ap\*! and T\*e O\*e, but this beats them by miles. The superb use of colour and presentation is brilliant. All the reviews are set out brilliantly,

with loads of screenshots and each review has three separate opinions. Everything you could need is there: reviews, previews, competitions, news, demos, etc. Finally, although your mag is a little pricey, it is well worth it. I hope you keep up the high standard of the mag.

PS. Do you know when Shadow Warriors will be released?

David Simoes, Maidenhead.

AA: Thanks for your kind words. As I have said before, we will put everything we have into making AA even better! We should see the arrival of Shadow Warriors sometime in the new year.

#### Scrumming With an Amiga.

I have an A500 which is quite new to me. I think Amiga Action is 'blinding', 'pucker', and 'crucial'. I was wondering, seeing as Slam Dunk has come out, and that there are simulations of soccer, horse racing and other sports, will there be, or is there, a Rugby sim for the Amiga? My friend has a Commodore, and there is a Rugby game for that, so please help. I enjoyed the pages on piracy, as I know people with copied disks. Also I like it that your mag has loads of reviews and comments - I think that these are mega!

In my opinion, you beat all the other mags out of sight. I love GTGA, but think that, like Andrew McGarrigle, you should have a chart. That way, I will be able to buy the best games.

Dean Cuomo, Sidcup.

AA: Glad you like the mag, but there is one thing that worries me about having a chart. You say that you will be able to see which games are the best to buy. Just because a game is in the chart, doesn't mean it is the best game out. Instead, we will probably have a Readers' Chart, in which you out there can vote for the best and worst in the games scene.

#### **More Praise**

Brilliant. Absolutely brilliant. This has got to be the best computer magazine in the world. The colour, the number of reviews, how the reviews are done, the news, GTGA, and, of course, how brilliant the reviewers are. I thought that after the first issue of AA, the second issue was going to be a let-down. Luckily, I was wrong. In fact, it was even better, with a new letters page, a really good competition

which I entered. Just one thing: why haven't you got a chart? I would really like to see one, so how about it?

Can you answer the following?

- 1. Is Golden Axe being converted, I played it ages ago, and really liked it?
- 2. How about some pointers on using the Shoot'em-up Construction Kit?
- 3. Also, please can you print a guide for Cosmic Pirate?

#### Tim Long, Taunton.

AA: A chart seems to be what everyone wants, so if you send me lists of your favourite top ten games, then we will compile them into a Readers' Chart. Send your entries to the usual address, making sure that you mark the envelope or postcard with Readers Chart. As for your questions, I haven't heard anything about Golden Axe, and the guides you asked for are a distinct possibility.

#### Keep it Clean.

Well done on the production of a very good magazine. The only criticism I do have is that you should have a release date for the software you review. This would then stop fools like me sending off cheques to mail order companies and having to wait weeks, or possibly months, for the software to arrive. Also, please, please, please DON'T print any charts - it will only lower the tone of the magazine.

#### B.J. Stevens, Andover.

AA: Sorry, I had to cut your letter, but thanks for your words. As mentioned, we will try to add release dates to the reviews, providing we can get one for every game.

#### **More On Piracy**

I own an Amiga and have bought both issues of AA, and so far it can only be described as awesome! Your reviews are honest and sincere; the full colour photos and page layouts are fantastic. And as far for your music and art/graphics sections, I am at a loss for words!

I read your article on piracy, and agreed with you on most aspects. However, I feel that maybe some -but not all - hackers do have a totally legitimate reason for doing what they do. I believe that a small minority are very talented programmers, but cannot find anyone to employ them, so they break the law to earn a living. Mind you, a

lot of them probably just like ripping the companies off! Finally, I have a few questions I would be grateful if you would answer:

- 1. Is Gauntlet available for the Amiga? I have got Gauntlet II, but cannot find the first game anywhere.
- 2. Can you give me any cheats for Savage please?
- 3. Any chance of a free poster once in a while?
- 4. When is Robocop II from Ocean coming out?
- 5. Are there any programs on TV that use, or have used, an Amiga for graphics or sound?

#### James Padmore, Southwell.

AA: Just because someone is out of work, doesn't mean that they have the right to rip someone off. I mean, if they were trying to make a living, how would they like it if someone was conning them out of their money? Right, on to your questions:

- 1. No, unfortunately not. The original Gauntlet made it to the ST, and, believe me, Gauntlet II is much better.
  - 2. They are on their way!
- 3. Perhaps, but we'd prefer to give something more useful. But we'll see.
- No fixed date as of yet, but I expect it will be released to coincide with the release of the second film.
- 5. Yes, of the two I can remember, The Chart Show and Network 7 (which isn't on any more, unfortunately) use the Amiga's graphic facilities.

#### **More Humour**

Your first two issues were amazing, but I think that there are one or two things that you have left out. First of all, you should have a section on the new arcade releases, as many of us are arcade-goers who need to be informed of the hot new machines. Secondly, I agree with Norman from issue two, and think that the mag should have more humour. It will brighten the mag up a little.

Whether or not you use my ideas, I will still continue buying your mag, as it has great reviews, compos and colour. Keep up the good work.

P.S. GTGA should have more cheats.

#### Daniel Watley, Devon.

AA: We thought of doing an arcade section, but didn't really see the relevance of them to the Amiga games scene. An idea we may try to do, is to follow the development of a new arcade game from its original stages, right through to its conversion to the Amiga. However, this is proving extremely difficult to

set up, as most of the major coin-op firms are based in Japan: Still, we'll keep trying.

#### **A Few Questions**

This is the first letter I have ever sent in to a magazine, even though I have been buying them for about six years. I would like to say that, of all the mags on the shelves, yours has impressed me the most. The cover and the reviews are in amazing colour, and each game gets a more or less spot-on score. I'm not really into games that much, and prefer the artistic side more, and have a couple of questions to ask:

- 1. What can a Genlock do?
- 2. How much are they?
- 3. How much memory do they need? Finally, I have a Commodore MPS 803 printer, and I have been told by several shops that I can buy a lead which will allow me to use it with my Amiga. However, I haven't been able to obtain one as of yet. Is there any such lead and, if so, where can I get one? Finally, keep the mega-mag going, as life wouldn't be the same without it.

#### Cocksedge, Nottingham.

AA: Answering your questions in order:

- 1. Genlocks are used to combine pictures from either a video or camera with the Amiga's graphics.
- 2. Well, they start from round about £100 + VAT and can go as high as way over £1000, but remember what you want to do with it for there's no point in paying for extras you're not going to use. Also, you may need two video recorders, one to input the pictures, and another to record the combination of picture and graphics.
- 3. It really depends on the program you're using, but one Meg or more is certainly recommended.
- 4. Yes, there is such a cable and if you can't get it from your local retailers then the best thing to do is give Commodore a ring and ask them to give you a name of a suitable retailer.

#### Just a Few Words...

I only have a few words to say about your mag. It's: mega, fab, brill, ace, the best, informative, superb, excellent, gold dust, great and mega-fab. Keep up the ace work.

Mark Kell, Onley.

Amiga Action Letters Desk,
Gollner Publishing, Latham House,
Quarry Lane. Chichester,
West Sussex. PO19 2NY.

## THE EXTREMELY SPOOKY

To celebrate the release of their new Capcom conversion, Ghouls'n'Ghosts, U.S. Gold have gone all spooky, and are offering a prize that could frighten even the brave Arthur Knight out of his armour. They are offering a superb TV and Video all-in-one system, and a selection of ten of the best horror films released.

Yes, that's right, in the privacy of your darkened room, you will be able to watch gory classics, such as the stomachchurning exploits of The Fly; Jason Voorhee's ever-growing body count in Friday the 13th: The Final Chapter; vampire games in Fright Night; cannibilistic fun in The Hills Have Eyes, psychic mindblowers in Scanners; Michael Myers trying to out-do Jason Voorhees in the original Halloween; the phantom chair-throwers in Poltergeist; and the Nightmare On Elm Street trilogy, featuring the razor-fingered exploits of Freddy Krueger - a lot better then boring old Bambi, methinks!

The television is a 16inch set, and the video sits snugly beneath it, removing any trace of annoying leads and wires. In addition, the only time you'll need to stand up is to change the tape you have just watched, as it is fully remote-controlled - particularly useful for all you lazy film buffs out there!. Finally, there will be fifteen runners-up prizes of the

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game to be won.

All you have to do for a chance to win one of these superb prizes, or one of the equally good runners-up games, is answer the following three U.S. Gold-related gues-

tions:

When you have answered them, cut along the dotted line, and pop your entry into an envelope. After that, address the envelope to: Ghouls'n'Ghosts
Competition,
Amiga Action
Latham House
Quarry Lane,
Chichester
West Sussex, PO19 2NY



### THE SUPERNATURALLY EERIE QUESTIONS

- 1. What is the name of the brave knight in Ghouls'n'Ghosts?
- 2. Who had the tricky job of converting the Ghouls'n'Ghosts coin-op to the Amiga?
- 3. U.S. Gold will be following up one of their previous hits, with an enhanced 'Turbo' version this Christmas. Name the original game.

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#### The Incredibly Boring-But-We-Really-Must-Have-Them Amiga Action 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.

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| The answers to the | Extremely | Spooky | Ghouls'n'Ghosts | Competition      |
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# DRAGON SPIRIT

The kingdom is in an uproar, and the citizens dare not step outside their houses for fear of being captured and carried off to work as slaves for the rest of their lives;

#### STEVE

I have played the Dragon Spirit coin-op once or twice, and have come away feeling non-plussed. The original coin-op's only novelty was the huge dragon that replaced a space ship: everything else was pretty average. This conversion sadly reflects this, with wave after wave of scaly green creatures rushina towards me, and so on. The basic idea of the game is to get as far as possible without losing a life. This way, once you have practically every add-on going, the game is a doddle - lose them, and your stuffed. Not bad, but I've played better.

and if this wasn't enough, the princess herself has been kidnapped and the only way to get her back is for the king to hand over his kingdom for the evil, serpent demon, Zawell, to rule. You, the last dragon of the realm, have been summoned to the king, and have been asked to go forth and try to rescue the princess. Only you with your special powers can possibly stand a chance against the vast numbers of monsters who will do their utmost to kill you.

In Dragon Spirit you move across a vertically moving landscape dodging and destroying the various monsters that assail you at every point of the game. You have two means of weaponry at your disposal: your fiery breath that can be used against any creatures that attack you from the sky, or huge fireballs that can be dropped on the ground below destroying anything unfortunate enough to be its target. When you begin the game, the dragon you control will have three heads, and each time he gets hit, he will consequently lose one of those heads until he eventually has none. Each life you have has two stamina points allowing you to be hit twice before you are killed and sent plummeting towards the ground.

If you lose all your heads, replacement ones can be

acquired from a selection of magical eggs that lie scattered on the surroundings below. There are two different coloured eggs: blue and red; the blue ones, when bombed, release a magical spell that on coming intocontact with, you regenerate one of your missing heads (but not more than three are allowed at once); the red ones can release one of a whole selection of things, ranging from extra fire-power right through to an earthquake that will rock the landscape that surrounds you. Extra fire will increase the size and the amount of damage that you do, but three fire-power spells will have to be collected each time before your fire will go up in strength.

Monsters will attack you from all sides in various forms, but occasionally, some of the monsters will flash, indicating that they are carrying a magical spell with them, and once they are killed you can swoop in and pick it up for your own use. But remember, if you don't collect the magical spell quickly, it will float

#### SOUND

Some pretty good music, but very little on the sound effects front. The game could have certainly used some more sounds here and there.

55%

#### DOUG

Dragon Spirit sounded as though it was going to be a very poor shoot'em-up, but happily, this is not the case. This game has got all the old addictiveness that games used to have, making you want to carry on playing until the end - unlike so many other games nowadays. Although Dragon Spirit reminds me a lot of the old arcade game, Terra Cresta, the game is still very original and well worth buying.



Flying overhead you almost miss the Loch Ness-type monster in the waters below. A few fireballs dropped on top of him will soon rid you of any threat.





Magical eggs are the key to your power, and most will have to be collected if you are to stand any chance of rescuing the princess or overcoming the serpent demon's ghastly beasts.

After bombing one of the eggs that can be found while on your quest, a round spell-bubble floats gently out, and away from your grasp.



(Left) **Destroying the** vast hordes of Zawell is easy when you've got three and full heads firepower, but don't get carried away. If vou lose vour special powers, beating the advancing nasties will be even harder.

off the screen and out of your reach for ever. Extra lives and shields can also be aquired. There are eight levels in all to be conquered before you will beat the game, and each is protected by one of Zawell's satanic beasts in true arcade style.

If the idea of blasting aliens with spaceship has died a death, then try the same idea again, but this time exchange your ship for a large fearsome dragon. **Dragon Spirit involves** flying around the landscape and taking out any enemy who stray in your way. Although it is really a shoot-em-up in disguise the game itself is fairly addictive, although the overall speed seemed a little slow. Not bad at all, and a nice twist to the genre.

Some nice scenery and monsters, but nothing to really stun you. Just above average graphics that serve their purpose well enough.



Some magical spells can be very powerful, and when you've got a whole screen of missiles that home in on their targets, you're pretty much invincible.



(Right) The fiery phoenix stands in your path and it's not just him you've got to worry about. Asteroids whizz around the screen doing serious damage on contact.

(Below) At last you reach the first guardian and go straight into battle. Eight will have to be overcome, and the weak spot of each will have to be found.







A huge plant occupies the centre of the screen, spitting large boulders in your direction. Using your bombs, concentrate on the small pods around it to stop its little game.



(Below) Some things within the kingdom can't be destroyed - at least, not straight away. Just when you thought the road ahead was clear, a phoenix jumps out of the nearest volcano and attacks you.



Magical eggs can contain many different aids, all of which will come in very handy. Extra fire, shields, heads can all be collected and used, but as soon as you die they will be lost until collected again.



#### DIGITEK £19.95

# HOLE-IN-ONE MINIATURE GOLF

Computer versions of Miniature Golf have appeared twice on the Amiga: the first was Zany Golf by Electronic Arts, and the second game was Mini Golf by Gremlin. Although totally different in style, both games captured the basic essence of miniature golf, and added features to the courses that would prove impossible in the real thing. Hole-in-one Miniature Golf by Digitek Software, is an enhanced version of Gremlin's game, complete with five of the most bizarre courses you are ever likely to encounter, and a whole host of even stranger obstacles. The game is a threedisk epic, with the first disk housing the main program whilst the courses are held on the other two disks. Up to four people can play and the game offers five courses of eighteen holes. Each course follows a distict theme - national holidays, outer-space, or even the alphabet - and the design of the courses and the obstacles within are all based around the theme.

The game is entirely mouse-

#### STEVE

Although simple to pick up, Mini Golf is slightly too repetitive for my liking. The game has a charm of its own, with its crude but effective backdrops, but too many of the shots rely on luck to make it fun. If a bit more skill was needed, rather then hit-it-andhope tactics, then Mini Golf would be worthwhile. As it is, it is too 'samey'.

#### **GRAPHICS**

Each stage features crude but colourful backdrops, but there isn't really anything there to amaze.

54%

#### DOUG

If you're the sort of person that spends his weekends playing mini golf until your arms drop off, you'll love this game. Unfortunately, not many people do. As far as I see the game doesn't have any lasting appeal. The only time I can see anyone getting some lastability out of the game is when having a two or more-player game, otherwise I don't recommend it.

controlled, with the direction and strength of your putts being determined by a guiding line. Having positioned the ball, the aforementioned line will extend from the ball. When you have lined up your shot, you can then either shorten or extend the line, depending on the required strength of the shot. After that, the ball will shoot off - hopefully, straight down the hole. At the end of the first nine holes, a score chart will appear giving details of each player's performance before allowing you to continue with the next nine holes.

# OVERALL RATING

#### SOUND

A few digitised clunks and clicks, but the highlight is the sampled piece of music that plays when the game has

33%



After the game has loaded, you can choose from one of five courses. Each course is made up of eighteen holes, and each is based around a certain theme.



After placing the ball, a thin line extends from it, allowing you to direct your shot determine its strength. Fire sends the ball shooting off.

The theme of each course reflected in the obstacles you will encounter. Amongst other things, you will find your ball bouncing off a t h e Christmas televisions, and these strange Martians.



Over Stroke Limit! Click Mouse Button

If at any time you take too many shots, the computer will inform you of your 'Overstroke Limit', and you will be sent on to the next hole.



The water must be avoided at all times, as it costs you a shot every time your ball lands in it.

# DYNAMIC DEBUGGER

THE ULTIMATE IN PEST CONTROL!











#### **GET THEM BEFORE THEY GET YOU!**

DYNAMIC DEBUGGER — Spray your way through 10 bug-infested worlds on your quest to attain the ultimate accolade from the elders of Shoggle Waggle — Licenced Dynamic Debugger!
GASP at the incredible graphics — over 4,000 colours on screen in the world's first moving Hold And Modify game (Amiga only). But don't stand gawping for too long — there's a job to be done!
Wipe out the insectoid pests with a variety of wild 'n' whacky weapons, including a cork-firing champagne bottle, a vacuum cleaner, a DDT gun and a battery!











SCREEN SHOTS FROM AMIGA VERSION

### ON AMIGA

© 1989 MIRRORSOFT LIMITEI

Dynamic Debugger was designed and produced by Interactive Pixels.
Commodore Amigo version programmed by Andy Reece and Jan Knox.
Graphics and cover illustration by Pete Lyon. Music arranged by Anthony
Ellis. Not for distribution to the Republic of South Africo.



#### **DOMARK £19.95**

# TOOBIN

#### STEVE

**Programmers** have managed to incorporate feature from the original machine, and it all adds up to an extremely playable game. The scenario of the game implies that it is a leisurely cruise down a a river, but the various U-Boats, alligators and fishermen, soon dispel that myth. The graphics are great, with a pleasant pastel style to them, and the river scrolls smoothly. Although not a major hit in the arcades, Toobin' deseveres to do very well on the Amiga.

Of all the Tengen releases, Toobin' is probably the most laid back. It doesn't have the hectic car-chasing antics of APB, nor the frenetic blasting action of Xybots and Vindicators. Instead, it just sets you the task of casually floating down a number of rivers in an old inner tube. One or two people can play Toobin', with the basic aim being to reach the finishing post of each course. However, along the

#### SOUND

The game opens with a superb 'carnival' tune, and during the game a jaunty piece of music accompanies the frantic paddling. Spot effects are minimal, though.

**63%** 

way you will encounter wave after wave of tube-bursting hazards, all of which are set on putting you out of the race.

You begin the course with three lives, and four credits in tow. The joystick or keys can be used to control the two contestants, with left and right movements causing them to spin, and fire prompting your character to paddle faster. The various hazards are both water

#### **GRAPHICS**

The graphics are fairly close to the original coin-op, and although they aren't superbly animated, what there is is very effective.

**68%** 

and shore-based, and range from angry fishermen and alligators to deadly pools of green slime and U-Boats. These, along with the other deadly river occupants, will all burst your toob on contact, and must be either avoided or outrun. To protect yourself, though, your racer can pick up small caches of tin cans which bob along the surface, and throw them at any would-be assailant. As you weave in and out past the deadly obstacles, bonus points can be gained by passing through marker posts. Represented by a banner stretched across two poles, the gate is marked with an indication of how many points you will receive for passing through it. Up to a thousand points can be gained by passing through it, but this score is halved every time you bump into one of the supporting poles.

#### WHITEY

Who would have thought that scooting around the world in an innertube could be so much fun. Well believe me, it is. The game itself is very close to its arcade parent, with the obvious and unavoidable differences in the graphics, which are very minor indeed. The game itself plays well and proves very addictive. The obstacles are a little repetitive and the crocs are a real pain. This is a nice conversion of an excellent game and one definitely worth a look.

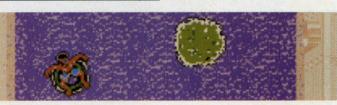


If you hang around too long. a huq gator will appear. When he appears, it is wise to paddling. or he will swallow vou UP with one big bite.





The toob-burstin' villains can be dealt with by collecting one of the tin cans that are floating in the river. To throw your can, you must first turn and face him, and this can prove tricky.



You would think that floating down the river in an inner tube would be relaxing - fat chance! Danger lurks around every corner, both on the riverbanks and in the water. Fishermen and gunmen attempt to burst your toob, and as if that were not enough, you also have to avoid contact with floating debris, such as thorn bushes, toxic waste and U-Boats.



OVERALL RATING

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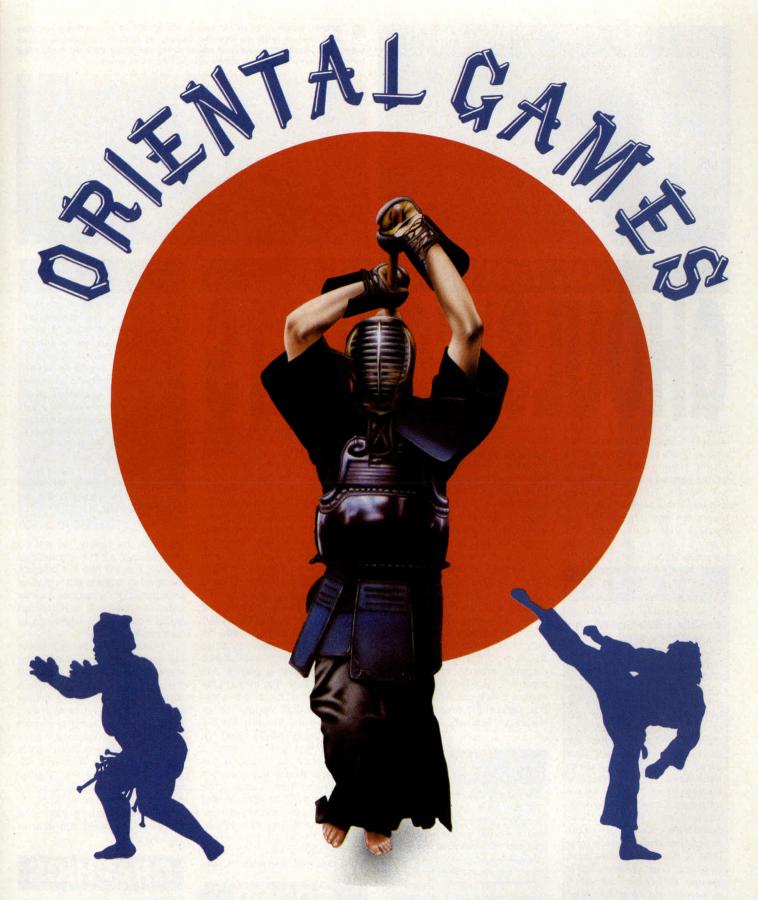
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In all, there are five rivers to float down.
Ranging from a humble lake to the Amazon, each level's difficulty is increased as more deadly obstacles and nasties are added.



The crashing of bamboo shinai as the Kendo warriors do battle; the stamping feet and pounding flesh of the Sumo wrestlers vying for control of the ring; Kung Fu masters

turning inner strength to powerful punches amidst a flurry of scissor-kicks; and the no-holds barred brawling of street corner Freestyle.

These are the Oriental Games — Kendo, Sumo, Kung Fu & Freestyle combining to form the ultimate modern-day martial arts competition.

"When you have attained the way of strategy there will not be one thing which you do not understand."

Miyamoto Mushasi, Japanese swordsman of the seventeenth century.

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Arthur begins his quest ready for battle in his shining armour and armed with an infinite supply of lances. However, extra weapons, such as axes and razor-sharp frisbees can be collected along the way, although some are better than others.



#### US GOLD £24.99

# GHOULS'N'GHOSTS

Still unreleased on the Amiga, Ghosts'n'Goblins introduced arcade-goers to brave Arthur the Knight. Having had his blonde-haired fiancee kidnapped by an evil demon, Ghosts'n'Goblins followed Arthur's adventures as he fought his way through the five stages that comprised the demon's lair in an attempt to free his pretty bride-to-be. The game

STEVE

liked Ghosts'n'Goblins on the 64 and Spectrum, but this new, improved sequel just wipes the floor with them. OK, so comparisons are unfair. especially graphically and sonically, but when it comes to the gameplay, Ghouls'n'Ghosts is just so playable. As far as I can see, apart from a few absolutely colours. everything has been retained from the coin-op, including silly little touches, such as the magician that turns you into a duck, and this just makes the game both good to look at and entertaining to play. Just recently, there have been number of games with released the emphasis on fun rather than graphics and sound. Ghouls'n'Ghosts combines the two in one of the best games I have seen. Needless to say, I think you should get it now.

ended with Arthur apparently killing the evil demon and rescuing his true love. But all was not what it seemed, and Arthur's attack had merely wounded the foul being, and now it has reappeared, taking Arthur's hapless fiancee back to his lair with him. Converted from the moderately popular Capcom coinby Manchester-based conversion team, Software Creations (the team behind the conversions of Firebird's Bubble Bobble and two of U.S. Gold's other Capcom licences, LED Storm and Bionic Commando.), they claim to have incorporated as many of the features of the original arcade machine as possible. Meanwhile, you can expect Elite's conversion of the first game in the series when it is released in February next year.

#### DOUG

Ghouls'n'Ghosts sounded to me like an impossible conversion, especially when you consider the power behind the coin-op. however. Somehow. they've managed to do it. Although the game's graphics aren't as good as those of the arcade game, nevertheless they are very good. The playability is still there and even though a lot of sprites may appear on the screen, the game doesn't slow down. Ghouls'n'Ghosts is a classic game and well worth getting.

As in the first game, Ghouls'n'Ghosts is a five-stage platform romp, with Arthur running, jumping and battling his way across the horizontallyscrolling stages. The game is entirely joystick-controlled and, by using the directional controls, the brave little knight can be made to run, jump and crouch. Each of the stages is split into two sections, and inhabited by a deadly assortment of the demon's undead followers. Arthur begins his quest for love at the entrance to a spooky tree-surrounded graveyard, but as he makes his way through the strange assortment of zombies, vultures and knight-eating plants, his travels will take him through icy domains and dank caverns. Naturally enough, though, Arthur has prepared himself for his journey, and is initially kitted out with a protective suit of armour and a lance to throw at his attackers. Along the way, our brave hero can collect the enhanced suits of armour and weapons that are left behind when certain creatures are killed. should However. Arthur accidentally stumble into one of the undead as he makes his way

#### SOUND

Sounding slightly similar to the LED Storm tune, a brilliant haunting tune suits the game perfectly. Effects-wise, what's there is good, but not brillaint.

72%

#### WHITEY

At last, it's great to see the Amiga's full potential being used in what I can only sum up as a truly excellent game. Ghouls 'n' Ghosts, believe it or not, is of almost arcade quality. The graphics and sounds are superb and how they ever squeezed brilliant such conversion into 512k is quite beyond me. Whatever you do this month, don't miss Ghouls 'n' Ghosts - you'll be a fool if you do.

through the levels, he will be thrown out of his protective armour, leaving him to complete the level in nothing but a pair of underpants! If he touches another creature while in this scantilly-clad state, though, he will lose one of his three lives

Eventually, Arthur will make his way to a large keymaster who stands between our tiny hero and the next stage. Each level has a deadly keymaster, and Arthur must repeatedly fire at them, whilst all the time avoiding contact with them and whatever they spew at him. After sufficient shots have hit home, the keymaster will explode in a ball of flame, releasing a key as they do so. All that remains then is for Arthur to collect the floating key, and unlock the massive iron door to the next level.

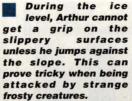
#### **GRAPHICS**

Although the sprites obviously aren't as detailed or subtley shaded as their arcade counterparts, they are colourful, extremely well defined and relatively well-animated.

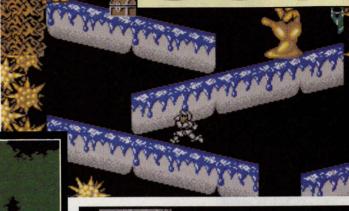
84%



Touching any of the demon king's followers results in our hero losing his armour, leaving him vulnerable to attack. However, instant death is the result of walking into the falling guillotine blades.









At the end of each level lies a door, and Arthur must battle with the keymaster before he can pass. The keymasters range from the fiery hell-hound and armour-clad warrior shown here, to a Dynamite Dux-style revolving cloud, and all must be killed by repeatedly shooting them.



As you get further into the demon king's lair, some of the platform-based obstacles get decidedly weird! Here, Arthur is seen using the retracting tongues of the deadly stone heads as a convenient platform - care must be taken, though, not to time your run so that they disappear from under your feet.



(Below) Back with a vengeance from the first game in the series, are the spitting plants. These wait until you are relatively close to them before spitting a deadly eyeball at you - most unpleasant.



(Left & below) When shot, these innocentlooking chests open to reveal a wizard who then, unless you can kill him first, proceeds to turn you into a duck!





#### **INFOGRAMES £24.95**

### IRON TRACKERS

Before the race can begin, you have to choose your rider and decide how he's going to look. Is your character going to be a male or a female, and what colour or style is he or she going to have? The eyes, nose and mouth also have to be chosen and then maybe even a pair of

sunglasses or an eyepatch. Once you've prepared your character you're then ready to equip your bike. There are four different add-ons that can be acquired for your bike, each playing a very important part in the race and helping in its own little way. 12.7 mm. cannons and a bazooka are available, and

these are used to destroy all the ground obstacles (and aerial objects in priority for the bazooka) that get in your way making the road ahead a little bit easier. Boosters can be built on to your bike enabling you to lift off the ground and jump over ground obstacles - handy if you haven't got any cannons. An oil gun can also be placed on the rear of your bike, and this particular weapon can take care of any enemy bikers coming up from the rear, making them skid off the road and crash.

Money is the important part of the game, and without it you will find yourself not being able to afford any of the bike's equipment, or ammunition for any guns you might already have. After some crashes on your bike, you will be picked up by the handy medical people who will supply you with a blood

#### DOUG

After North and South I was really looking forward to Iron Trackers. but now that I've played it I've certainly changed my mind. The game is unbelievably fast, and trying to keep on the track is virtually impossible. The game is also very boring, and within about the first two goes despair sets in. Iron Trackers is a big disapointment; I can't say it will appeal to anyone.

transfusion if you need one; but you don't get a free lunch in this game: you have to buy the blood you need and if you haven't got the money you don't get the blood, and you end up getting an early retirement instead.

#### WHITEY

Infogrames games are invariably of a very high standard. Unfortunately. something seems to have gone wrong with Iron Trackers. The graphics are horrendous. with poor animation on the rider and a track that seems to move everywhere but where it should. The first course is outlined with shrubs that are so far apart they look like they have been randomly placed. Iron Trackers is really disappointing and there is no way that I can honestly recommend it.

#### SOUND

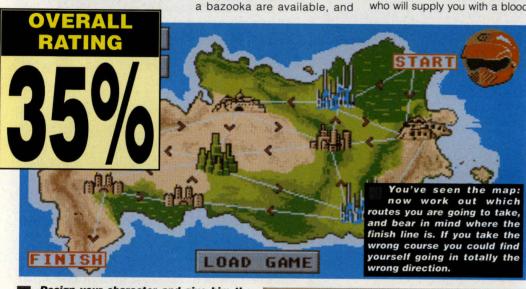
Little to speak of and not very original. Apart from the sound of you crashing and the rev counter, there's not really much else.

50%

#### **GRAPHICS**

The graphics have been made to go very fast, but it's a shame you can't tell what the hell you're doing. Basically, they're very simple and not that great.

35%

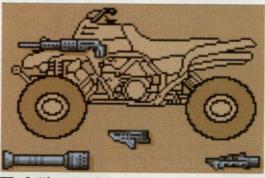


Design your character and give him the looks that you think are the right combination. Shame most of the hair styles look like something out of Happy Days.

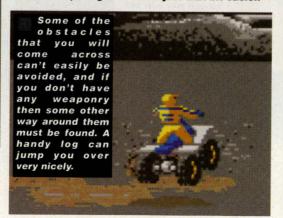




Well, certainly a turn up for the books. For no apparent reason two whopping great hands reach out of the ground and try to drag you down. All the good race tracks have got them nowadays.



Getting round the course with just the bare essentials is quite hard, but with the aid of a few add-ons, things are made just that bit easier.



### GLOBAL WARMING? - RUBBISH

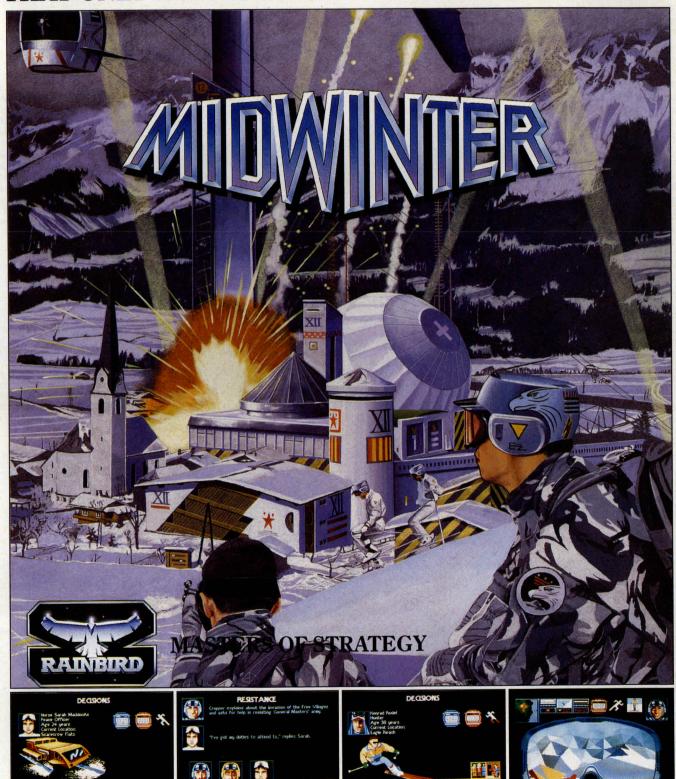
# THE NEXT ICE AGE STARTS IN 1 MONTH

Imagine a 30 Kilometre meteor smashing into the Earth. \* THE AIM IS SURVIVAL Imagine a new Ice Age. The Earth, beaten and frozen, vields it's last island oasis. This last refuge is threatened by ruthless invaders. The history of the island, charts and maps of your 80,000 square mile refuge and a 32 strong band of defenders is yours. The first shot has been fired and time is not on your side.

- \* THE PLAYING AREA IS AN ISLAND OF OVER 80,000 SQ. MILES
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- \*DETAILED MANUAL & MAPS

WHEN THE LEVELS OF DIAMOND DUST IN THE ATMOSPHERE REACH A CRITICAL LEVEL. THE RESULT IS . . .

### A BLEND OF DEEP DEEP STRATEGY & ACTION THAT ONLY HAPPENS ONCE IN EVERY 500m YEARS.



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#### **LUCASFILM £24.95**

# INDIANA JONES & THE LAST CRUSADE

Dr Jones returns safely after stealing back the Cross Of Coronado from an old enemy. Nothing seems to have changed. Marcus Brody is as geriatric as ever; the students still shout and scream and wave their papers at Indy. But something is terribly wrong. It appears that Henry Jones - Indy's father - has been kidnapped by Nazi spies and is being held captive at a castle on the Austrian-German border. Indy learns of the reason behind the kidnapping off father from Donavan, an archeologist and Nazi conspirator. It seems that the Germans are after the fabled Cup of the Holy Grail, and should they find it the consequences would be dire. Indiana Jones decides to rescue his father from the clutches of the Nazis but wants nothing to do with the Grail. He doesn't realise that the search for the Holy Grail will become his most dangerous and last crusade.

Dr Jones begins his quest in the college where he lectures. The beginning sequences are under control of the computer for most of the time, just to give you some idea of what is actually happening. After meeting Donavan, and learning of his father's predicament, control returns to the player. Practically everything will have some purpose somewhere in the game.

### WHITEY

Indv games haven't fared well on home too computers, but with the release of the Indy adventure all that is about to change. The game is so addictive and brilliantly playable. There are no complicated sentences to type in - you just pick and choose options which makes the adventure enviroment easy to get into. Both humour and suspense have been matched perfectly in an extremely atmospheric game. Don't miss this one. You'll be a fool if you do.

There are many puzzles to solve and Indy must keep his wits about him if he is to survive. Should you do something wrong, Indiana will tell you and refuse to perform the command. There are many ways to reach the Grail and a score, or IQ (Indy Quotient) is awarded and reflects as to how well you are controlling Indy. There are several stages to the game, each one different in its own right - from

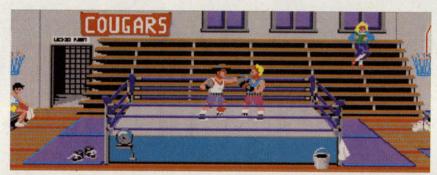
### SOUND

Once again, we hear that familiar Indiana Jones film score, and although the title tune is nothing special, the in-game effects are great, especially the squelch of Indy's water-filled boots(?).

# 70%

charging round the catacombs of Venice to piloting an old biplane over Germany.

Our hero is controlled using the mouse controller and an



Indiana Jones always was a little partial to a bout of fisticuffs. Here he slugs it out with the gym teacher. It's all very friendly of course. Isn't it? This will help you become familiar with fighting tactics and using the keyboard.

After finally escaping all his screaming students, Indy makes his way into his office, which happens to be jam-packed full of ancient relics. Will any be of any use?



Dr. Jones leaves the college and is apprehended by two suspicious fellows. He is then taken to Donavan's apartment and told of the search for the Holy Grail and the disappearance of his father.

He rushes back to his father's home only to find it ransacked and literally turned upside down. Obviously, someone was after something especially important. The race for the Holy Grail is on, but will Indy make it in time.





Indy begins the search for his father in Venice. He is taken to a library where it is rumoured that the Knight's tomb is buried. On locating the site, Indy smashes the slab and dives into the hole - just in time.

The catacombs below
Venice are dark and
mysterious. It's quite
easy to get lost so it may
be best to map your
progress. There's a torch
on the wall. Could it be an
item or some kind of
switch?

With the many locations various and other characters to interact with, the Indy adventure really comes to life. The graphics are brilliant and excellently detailed with some nice little animation touches here and there.

option window. The option window is where you decide what actions Indiana will take by stringing words into sentences, such as, 'examine' 'window'. Indy then

Lucasfilm has come up with yet another winner, and in true Zak McKracken style it plays and looks superbly. The game is very large with a lot of things to work out, but although the game does follow the film's guidelines very closely, it doesn't mean that if you've seen the film you're going to beat it easily. Indy's a must for anyone.

performs the chosen command. providing he can that is. Any objects found can be picked up and stored in an inventory for use later on. He can hold as many items as possible - after all, he is a hero. If talking your way out of trouble can't help you, you can always resort to the Indiana Jones favourite - a punch in the face. When scrapping anyone, Indy and his opponent's health bar are

displayed at the bottom of the screen. The character who beats his enemy's health to zero is the winner. The game can be saved to disk at any time during play and it may be wise to save the game regularly as this hero has but one life, unfortunately

This has got to be the best game Lucasfilm have ever released. It has everything: good graphics, pleasant sound, and superb gameplay. Using the same control method as Zak McKraken, the game is a doddle to pick up, but far from easy to get in to. Some of the puzzles had me stuck for ages, but they weren't so difficult as to put me off. Well worth a look, and the best Indy game you are ever likely to see.



The two make a desperate bid for safety aboard a gigantic Zeppelin, but the Germans have been informed of their whereabouts and are back in the chase. Let's see you get them out of this mess.

Soon after successfully locating Henry Jones, the two are captured by the evil Vogel and tied up in the state room. How on earth will they get themselves out of this mess.







(Below)\_Jones finally discovers that his father - Henry Jones is being held captive in the castle Brunwald. After talking his way past the servant he has to decide which way to go.







t

### **LOGOTRON £24.95**

# EYE OF HORUS

Instead of a single god, the Egyptians had many. Some stood for good, others for evil. Good and light was symbolised by the god Horus, half man - half hawk. Horus changed into the hawk when fighting evil. You control Horus through the many levels of the Unknown Kings' tomb in search of the seven parts of the king's body. Once the body has been reassembled Horus will be able to gather the strength he needs to destroy the evil god, Set once and for all.

Horus is helped in his quest by the other gods. Isis can be summoned by Horus to aid him, as can Anubis. But they will not help him destroy Set - he must do that alone. Travelling through the chambers of the Unknown King's tomb is dangerous and the walls will sometimes come alive. Set has bewitched the hieroglyphics which will come alive and chase after Horus. Should they touch him his energy bar, indicated by a scarab beetle, will be reduced. Should it reach zero, Horus will disintegrate and lose one of his three lives. Fortunately, he is armed with papyrus darts with which he can destroy any hieroglyphs that come near him. Pushing up will make the transformation into the hawk, which is much faster and far more agile than the human form.

### WHITEY

Eavptian-type games seem to be the in thing at the moment, what with Days of Pharaoh. Eve of Horus, although very nicely presented, seemed to lack that essential element gameplay. Roaming around the chambers becomes very tedious after a while due to the lack of variation in the enemy and the repetitive backdrops. With a little more involvement and perhaps a few varied settings, Eye of Horus could have been an excellent arcade/adventure.

Reaching other chambers is accomplished by using the ancient lifts that are dotted about

Also dotted around the levels are weapons and amulets which

will increase your powers and aid your quest. Once all seven pieces of the body have been found, you must take them to the burial chamber where you must then confront the evil Set.

(Left) All

s e e m s

come

valiant

destroy

quiet at first but then, all of a sudden, the hieroglyphics on the chamber

alive and chase

hero. Use the

papyrus darts

walls

our

them.

#### STEVE

The one word that sums up Eye of Horus for me is 'average'. Nothing about it is particularly special, and I didn't really enjoy playing it. As arcade/adventures go, Eye of Horus didn't. Its slow pace made wandering or flying through the many rooms extremely tedious, and the constant onslaught of hieroglyphics was almost impossible to survive. The ability to change into a bird was the only novel thing about Horus, and I cannot recommend it on that alone.

# URAPHICS

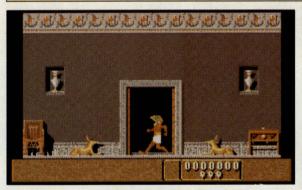
Very Egyptian really. The main sprite is well animated and transforms nicely into the hawk. The chamber walls are full of detail and brightly coloured, although a little more variation would have been welcome.

49%

### SOUND

The atmospheric title tune plays throughout the game and can be toggled on and off if it gets a little irritating. Apart from that, there isn't really much else. Ingame effects are sparse and simple.

48%



Meet Horus - god of all good and light. Horus must battle his way through the many chambers of the Unknown King's tomb in search of the seven pieces of the king's body.



There are many objects scattered around the tomb, including keys. The keys will allow Horus access to chambers that the lifts were unable to reach. Amulets also aid him in

his quest.



# OVERALL RATING 5796

As a man, Horus is slow and clumsy, but as a hawk he is fast and agile. He will also be far more capable of avoiding contact with the dangerous hieroglyphics.



(Below) The lifts will allow Horus to roam relatively freely around the king's tomb. Some will only go in a single direction and the keys will be needed to unlock certain chambers.



# WHAT'S THE SCORE?

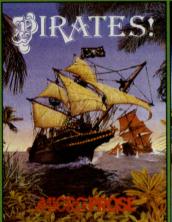
MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

#### TWO SCORE GOLD PIECES

Pirates, played by over a quarter of a million square miles, offers unparalled gameplay and adventure on the high seas;

#### **SCORE TO SETTLE**

Airborne Ranger's fast-paced action challenges your skills and reflexes over a dozen missions deep behind enemy lines.



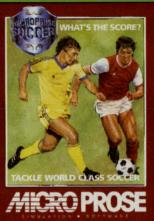








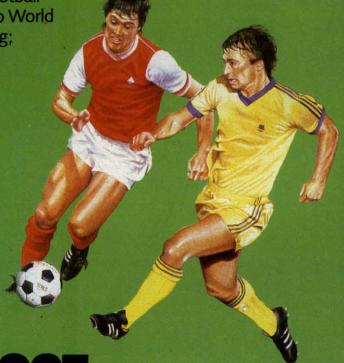






#### WHAT'S THE SCORE?

Soccer was the world's first true football simulation – from indoor league to World Cup Final, it's just like the real thing;



MICRO PROSE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

# DOMARK £19.95 DIGINAL

If you were hooked on Trivial Pursuit, driven mad by its pure trivia, then Pictionary will blow your mind. Pictionary is a game where 1-4 players, or 2-4 teams compete against each other in an attempt to get their counter around the board and over the finish line. The twist is that, instead of questions, each individual is asked to draw a picture on the appropriate

category that their counter is positioned on: P for person; A for action; O for object; D for difficult subject; and AP which can be any type of word. Players are given a grid reference on the supplied sheets which will tell them what they must draw. The other team members must guess the picture within the allotted time - either 1, 2 or 3 minutes. If the team guess successfully, their dice will be thrown and the

counter will move around the board that many times. They will also receive another turn. Failure to guess will lose your team their throw of the dice. The winning team is the first to advance their counter across the finish line.

Anvone unfamiliar with the draw pad has the option to practice. There is no time limit and you may draw to your heart's content. There are eight basic drawing tools to use. These include pen, line, arc, box and circle. There is also a flood fill with eight patterns to choose from. If you make a mistake you can undo the last change, and should you mess it up completely you can clear the canvas. There is a choice of 16 colours although choosing different colours takes up precious time. The game is controlled via mouse, joystick or keys. There are keyboard equivalents to each draw

### DOUG

I was a great fan of Trivial Pursuits, and Pictionary follows the high standards, with high tension and great atmosphere. My advice is to play Pictionary with a group. It's not really that much fun when there are only two or three of you. Playing on your own is even worse. The art canvas is excellent, with all the options you will need to produce excellent sketches, quickly and clearly. If you loved Trivial Pursuits then get Pictionary.

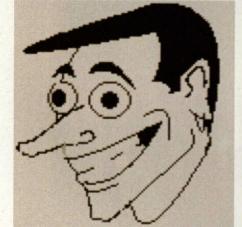
command and this will make drawing much easier.

# FATING GO

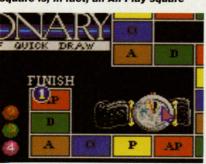
The complexity of your pictures is only limited by your imagination. If you haven't quite guessed yet, the above piccy depicts our glorious Ed - Messiah Merrett!



The menus will allow you to toggle Pictionary's various options. You can even load and save drawings when you run out of the supplied sketches.



(Below) The race for the finishing line is on. To win the game you must land on the finish square and guess a sketch correctly. The finish square is, in fact, an All Play square





This is where it all happens. As the players guess the sketches, their counters are moved around the board. To select a new sketch you must select the question pack with the cursor. It may be a team or individual question.



The art package itself is extremely easy to use with various options to draw your sketch. The watch constantly ticks away so you'll have to be quick.

### STEVE

Having never played the board game, all I knew was that it involved drawing objects or people, and this is where thought the game would suffer. However, Domark have incorporated a nifty little art package with which you draw your pictures, and this makes the game a piece of cake to pick up. Although it is highly recommended for a single player, get all your friends round, and the game's appeal multiplies.

### SOUND

Nothing really spectacular, but then what do you expect for a board game? The sounds do not detract from the game at all and can be toggled on and off.

50%

### GRAPHICS

The best you could expect for a board game. The drawing canvas is excellent and is worthy of the title art package on its own merits. The board is colourful and nicely designed.

69%

# Advanced Dungeons Pragons

**COMPUTER PRODUCT** 



#### HEROES OF THE LANCE COME FORWARD... THE EVIL QUEEN OF DARKNESS GROWS IN STRENGTH.

Ragon ance

Takhisis, Queen of Darkness, and her Draconian hordes have overrun much of the homeland of Krynn, even the elven armies of Qualinost, valiant in their resistance to this evil power, struggle on the edge of defeat. It is only the returning Companions of the Lance that can halt this wave of tyranny before Krynn is consumed by evil. Freed from captivity by an elven assault column, the Companions under the guiding direction of the Cleric Goldmoon and bolstered by their success at recovering the mystical Disks of Mishakal, can once again restore a belief in the gods and unify the inhabitants of Krynn against the power of Takhisis.

The Companions must move swiftly through this wartorn land, cautious of strangers but seeking compatriots and ever alert to the rapid advance of the Draconian forces. The courageous elves will finally fall, but there is one last chance to free the loyal slaves held in Pax Tharkas and join together to recover the long-lost sword Wrymslayer in what could be the vital rallying point in rekindling resistance to the plague of darkness sweeping over Krynn.

A DRAGONLANCE ACTION GAME











Screen shots from various systems.

AVAILABLE ON

Atari ST. IBM PC & Compatibles. CBM Amiga.

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U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388. Before entering the Security Computer, Chadd must direct his program through the tunnel section. Don't touch the walls or poles as these will sap your energy. A portal will open at the end of the tunnel.



ENTENCE





The computer is dark and full of hazards. You won't immediately know what all the objects are so it's best to investigate for yourself - with caution!







The Security Computer is not totally helpless against your invasion, and enemy programs will be released to destroy you.

#### STEVE

The blueprint map will display whereabouts the girl is. You will also be able to locate guards and security systems. The map can be enlarged or

reduced for more detail. You will then be able to

see whether certain systems have been turned on

or off - like this security camera, for example.

LOW HOLD

CO-PERIOD AND

Now here's something you don't see very often - a new idea! On first sight, Interphase looks like your average 3D blaster, but it isn't until you get stuck in that you realise how, fresh and original the game is. Searching for my little green triangle of a girlfriend, and helping her avoid the guards was extremely enjoyable, and interesting because of the method needed to do it. The 3D section is extremely smooth, with lots going on, but it is the puzzle element of the blueprint screen that I the enjoyed most. especially when zooming in on the map details. Take a look, you won't be disappointed.

### **IMAGEWORKS £19.95**

# INTERPHASE

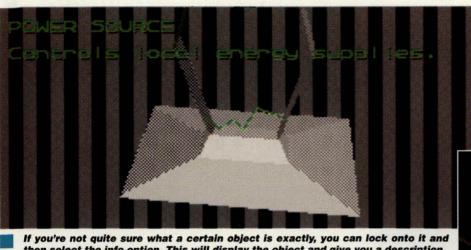
Technology had advanced somewhat since the 20th century. All the boring and mundane jobs were now being carried out by robots and computers. This resulted in a great deal more free time for the workforce and, as a result, the leisure industry decided to take full advantage by designing new and more complex forms of leisure entertainment. Dreamtrack was born. The Dreamtrack corporation had perfected dream recording. unlike Not CD players. Dreamtrack players were bought

by the public who would then be able to purchase DreamDiscs, to which they could mentally link up and live their own fantasies as if from real life. But the system was about to be abused.

The Dreamers - people responsible for creating the original dreams - were being showered with wealth in order to blackmail them into creating dreams that would affect the public's judgement in politics and product buying - a type of mental social adjustment. But now things were getting very serious indeed.

A dreamer named Chadd had just recorded a Dreamtrack, when he was mysteriously, and without reason, dismissed from his job. It was then that he realized that the dream he had just created contained significant political undertones and was about to be used to undermine the minds of the youth in the western world. Something had to be done.

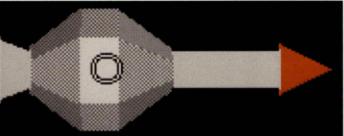
On building a home-made Track Interface Inverter, Chadd finds he is able to reverse the dream process. Now information from Chadd can enter the





then select the info option. This will display the object and give you a description.







The guards are extremely dangerous should they become alerted to your girlfriend's presence. Try and think of ways to avoid them .



Certain objects, such as doors, can be moved using the tractor beam. This will prove useful for blocking off guards. However, locking onto targets does take a little practice.



computer world in Interphase is full of weird and wonderful shapes. However, not all are as harmless as they look, and great care will be required if you are to travel through safely.

Mastertrack electronics and influence it. Along with his girlfriend, he decides to infiltrate the Dreamtrack Corporation and destroy the Mastertrack. Chadd, using the interface, must guide his girlfriend safely through the building. He must travel around the Security Computer and destroy any hazards that come her way. The girl warns Chadd of any doorways, turntables and other such devices. He must then lock onto their location, find them and do whatever is necessary to let the girl continue.

A blueprint of each level can be called up and displays the whereabouts of the girl in relation to the building and any obstacles. Robots patrol the building and pressure pads and security cameras will alert them of her presence. It's no point firing missiles at the robots as they move around far too quickly. Chadd controls a program that can fly around the many levels of

3-D vector can really put some atmosphere into a game, and when you this Interphase's gameplay and addictiveness you really do come up with a winner both in graphics and lasting appeal. The speed of the graphics is very good and doesn't slow down in any places that I could notice. The number of different levels, both easy and hard, will keep you going for a long time. Worth anybody's

the Security Computer - controlled via the mouse. Only he can guide the girl safely and destroy the terrible Mastertrack

Filled-in 3D graphics adorn the many levels of the Security Computer. Movement is extremely smooth and all the objects to be found are well defined and very colourful.

Although the in-game effects are very nice, the main title tune is boring and extremely repetitive. Still, this does not detract from an otherwise perfect

With its totally original storyline, Interphase has to be one of the best games I've seen this month. The graphics are excellent with perfect 3D that moves quickly and smoothly. The levels are all different, and working out how to get your girlfriend safely through can prove very taxing. It's nice to see a game that, while requiring a lot of blasting, also keeps you thinking. If I had to suggest a game worth getting this month, Interphase would be it.

# OVERALL RATING 296 SERRE 2597 SERRE 2597 SERRE 2597 SERRE 3 SUMPS 6 PREDER 6 PREDER 18 PRED

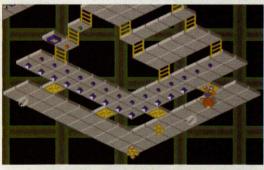
There are two types of gem for Beppo to collect: the larger ones are worth ten points each, whilst the smaller, round ones are only worth a solitary point. However, they must all be collected before access to the next level is granted.



By walking into the wandering razor blades, Beppo can add them to his inventory. They are then activated by pressing fire, and kill the nearest monster the cute clown is facing.

some of the islands are split into several unattached sections. To begin with, these seem impossible to reach, but help is at hand in the shape of the little blue teleport blocks.





If things a r e getting too hot on the surface, Beppo can flip to underneath the level by stepping on s p e c i a l y e l l o w slabs.

Extra points can be gained by walking over the sets of coloured slabs. If Beppo can change them so that they are all the same colour within a strict time limit, then a point 10,000 bonus will be his.





# STARBYTE £19.95

# CLOWN'O'MANIA

Looking suspiciously like Crystal Castles, Clown'O'Mania is a game all about greed. The game follows the misadventures of a cute red-nosed clown called Beppo. One night. Beppo was making his way back to his caravan, when he stumbled across a tatty little map which contained instructions of how to reach a magical gem-filled land. Seeking a way out of the circus, Beppo decided he would try to find this land, but had no idea what would be in store for him. Once there, he found that the land was, in fact, a series of seventy platform-filled islands. each of which was filled to the brim with diamonds and deadly creatures - the latter he'd had no warning about. Controlling Beppo, you must avoid the scuttling creatures that patrol each stage, and collect every gem on the island. Once you have successfully pocketed them, you will then be allowed to empty the next island.

To make his task easier, Beppo can use certain features of the landscapes to his advantage. For instance, wandering across some of the levels, Beppo will encounter walking razor blades which, when collected, allow him to shoot any assailants. In addition, Beppo can also pick up small pyramids which either kill or stun the attacking creatures on contact. If all else fails, though, he can outsmart them by either trampolining up to a higher level, taking a power pill which will temporarily clear the stage of nasties, or by sliding down a funnel to a lower section of the screen. Beppo begins the game with five lives, the length of which are governed by an energy bar. Contact with certain

### **GRAPHICS**

Each of the levels is extremely attractive, with colour being used to its optimum effect. Beppo himself is superbly detailed, unlike the various creatures which are indistinguishable blobs.

69%

creatures will deplete this bar, whilst others will kill him instantly - either way, Beppo's death sees him spinning off the screen, only to reappear a few seconds later to have another bash.

#### STEVE

Clown'O'Mania is a really nice maze game in the mould of Crystal Castles and the ancient 64 title, Flip and Flop. Drawing ideas from both games, Starbyte have added new features to the original theme, and have come up with a real cracker in the process. Everything about the game is good, the from superb graphics, to its untaxing gameplay, and I keep returning to it. I'm not sure of its lasting appeal, as it does get repetitive, but I have got a feeling that it is one of those games that you will keep returning to.

### WHITEY

'0' Clown Mania combines both addictive gameplay and cute graphics perfectly. Although the actual game graphics are nothing inspiring they serve the idea well and therefore do not need to be state-of-the-art. The gameplay is hectic but great fun, and with the many different levels to conquer the game scores high on lasting appeal. Great fun!

#### SOUND

A twee tune plays throughout the game, and is supported by some cute sound effects, Overall, although not stunning, the sonics suit the game perfectly.

70%



# THE BEST OF ARCADE ACTION



The surgeons gather around the operating table, desperately battling to save Steve's life. But it is you who must save his life and not the doctors.

As soon as the anaesthetic takes effect, S t e v e tumbles into the land of d re a m s . R e a l i t y slowly fades away as he reaches the s u r r e a l dream world.





A great deal of fun can be had at the fairground - but not at this one. Remember this is the land of dreams, where insects can be as big as man himself - just like this wasp!

### RAINBIRD £24.95

# WEIRD DREAMS

Emily was only too keen to give Steve a pill for his flu. She handed him the jar and told him to take them after a meal. 'Great', thought Steve, but wondered as to why Emily found his predicament so funny. After eating some cheese and drinking a glass of wine later that evening, Steve took the pills,

and on feeling a little sleepy, threw himself onto his bed. As soon as he'd closed his eyes it started. The first dream - very unclear but physically painful. The effect passed quickly and afterwards he had to admit to feeling a lot better.

Emily had always been interested in dabbling in the Dark Art and the pills were, in fact, her own concoction, and not from the

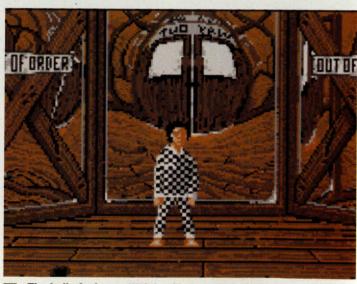
#### STEVE

never really got into Weird Dreams on the ST. but this Amiga version seems to play slightly better. Both the graphics and sound are excellent throughout the game, and the various sub-games are attractive to look at and fairly playable. One major problem I found, was that the game was a little too responsive, and when I wanted my character to take a small step, he would blunder straight into the thing I wanted to avoid. All the same, although not a Weird masterpiece, Dreams is an interesting

#### WHITEY

some excellent graphics and very nice animations, although the sound is a bit lacking. The control system is a little awkward at times and can prove infuriating when pixel-accuracy is required to pass an obstacle. This may cause annovance instead of enjoyment in the long run, and therefore the lasting appeal of Weird Dreams may falter after a while. Still, the puzzles are quite challenging and will offer fair amount enjoyment.

(Left) "Where on earth am I?" Take a close look. Think of the fairground and lovely candy floss. That's it. You've ended up in a candy floss whirl. But how will you get out?



The hall of mirrors. Which will you take? Either the left or right can be used to get Steve to new locations. But how do you use them? Try just walking into them.

chemists. She wanted Steve to suffer - pay for her own selfboredom. And suffer Steve did. The dreams were occurring now at every possible moment. Under gas anaesthetic in the dentist's and almost always at night. The dreams were becoming far more intense and dangerously horrific. The only answer seemed to be a shrink. After a few sessions, the cause of Steve's dreams could still not be pinpointed, and things were getting desperate.

Steve was falling. Falling down a cliff face. The rocks were coming closer. Closer. He hit the ground but was still alive, miraculously. He'd survived his dreams again. Steve's psychiatrist decided to refer him to neurosurgeons who would be bound to find the problem. But Steve slipped into a new dream. The most awful dream he'd had so far. His life depended on the outcome. The surgeons, on realising what had happened, wheeled Steve into surgery with great haste as he slowly slipped into the land of dreams.

You control Steve through the various stages of the dream. Each location has a puzzle that must be solved to move onto the next. And

Unlike the graphics, the

sound is fairly feeble,

with a dull title tune and average in-game effects.

reasonable worth is the

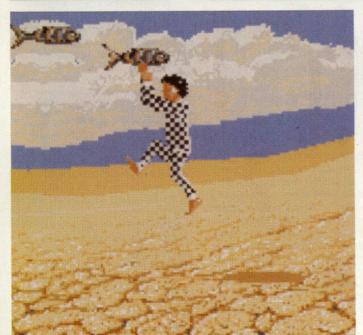
only effect of

#### as with everyone's dreams, the unexpected can, and usually will, happen. From man-eating roses to a head-chomping football, you must guide Steve safely through the dream or he will die. You begin the game with five chances at beating the dream world. Should you lose a life, you will be recovered by the surgeons before drifting back to sleep. Should you lose all your lives, you will never regain consciousness.

Certainly a different type of game, Weird Dreams is without a doubt a very good game and definitely worth a look. The game play is good although the controls are a bit iffy, and in some places where precise positioning was needed, just a tap of the joystick would have you taking a whole step towards some sort of nasty and the loss of a life. But as I said, it's a good game.

Graphically excellent, Weird Dreams features some excellent animation on the main character. Steve. The locations are very atmospheric as are the other characters.

#### 'beep' on the life support machine.



I bet you never 'dreamed' you'd find yourself in the desert with just your pyjamas on. In your dreams anything is possible.



Who's ever heard of bouncing statues? The statues will bounce up and head-butt you with their springlike heads. The answer is obvious really - you need a fish(!).



(Abovre & below) Death comes in many forms when dreaming. How about these; you could be chomped to death by a maneating football, or run over and cut to shreds by a rogue lawnmower.





The tranquil calm of an English country garden. Oh what lovely roses. I must smell one. You've heard of pickles that bite back? Well, now the roses do too. The stick should prove useful.

# OVERALL RATING 50%

Here is what you're up against: some of the best teams in the world. The Japanese are your first opponents and should prove no trouble to beat.

The goalie is c o m p u t e r controlled and jumps and dives all over the place.



(Below) All the off-boundary penalties are incorporated, including the corner kick. As soon as the ball is launched into the air, jump for the header and get the ball out of your penalty area.



As soon as you receive the ball, whack it up into the opponents' half, and then charge. It is best to approach the goal from the far side of either of the posts and shoot into the opposite corner.





When the ball is in the air, it is possible to jump up and head the ball away. As the player leaps, he becomes larger as if he were actually leaping out of the screen.

# **ACTIVISION £24.99**

# FIGHTING SOCCER

Ever wanted to manage the England football team? Be a Bobby Robson? What do you mean, 'No'? Of course you would, and here's your chance with Activision's Fighting Soccer. You must lead your team to victory, playing some of the best football teams in the world. Teams such as France, Germany, Argentina and Brazil all stand in your way. You start your journey to the top (or bottom) playing Japan, who are certainly no pushover.

All the skills required in football are present - from

dribbling to sliding tackles, as well as throw-ins and corner kicks. The player who is nearest, or who has the ball, is indicated by an arrow cursor. This arrow will also indicate in which direction your player is moving and where he will eventually kick the ball. The arrow may be moved independently of the footballer so that the ball can be kicked in different directions. You may either attempt to tackle the ball, or slide tackle your opponent and hopefully knock the ball from his feet. The goalie is controlled by the computer

and will make a diving attempt at saving an incoming balls (what else does a goalie do?). The referee will appear occasionally to report on the state of play and call any decisions. There is a time limit to each match and, should the game end in a draw, extra time will be added on. As you play Fighting Soccer the teams become harder to beat especially Brazil. There are several options of play including two players against each other, two against the computer or one against the computer.

### **GRAPHICS**

Big footballer sprites charge around the pitch and animation is relatively good. The pitch is also illustrated quite well, although a little short. Overall though, the graphics are average for a footy game.

44%

### SOUND

Not really a lot, unfortunately, and what there is, is hardly inspiring. The usual punting of the ball and cheering of the crowd that we've come to expect are all included.

45%

### WHITEY

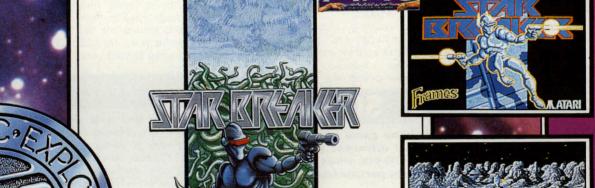
While Anco's Kick Off is still at the top, any other footie games are, unfortunately, going to fall by the wayside. Fighting Soccer is a brave attempt and can prove quite addictive, but it doesn't have the realism or variety of moves that Kick Off has. The game moves quickly and smoothly indeed, but the lack of moves and repetitive play leaves you with the feeling of 'so what'. Nice try, but one that doesn't quite make the grade.

### STEVE

Although Soccer looks like the original coin-op, it is still a below average game. The problem is that the coin-op itself was pretty uninspiring. The graphics are big and bold, but the sprites are poorly animated and the sound feeble. Playing it be relatively can addictive at first, but the lack of lasting appeal and the below average presentation does not make this an attractive









for New Chicago





ATARI ST . AMIGA . IBM PC £19.95 ....among the best arcade games on the market" STUser

REACH OUT FOR THE POWER OF ARC ATARI ST. CBM AMIGA. IBM P.C.

ARC, P.O. Box 555, Slough SL2 5BZ.

In case you hadn't noticed, our nation has suddenly become 'ecologically sound'. Now that we have chopped down the majority of our rain forests and dumped enough fridges to blow a considerable hole in the ozone layer, we are realising the error of our ways and attempting to change our destructive habits. Fridges are being built that don't contain CFCs; most aerosols are

Each level features well-

attractive backgrounds.

No real faults in this

sprites

drawn

department

speed is of the essence.

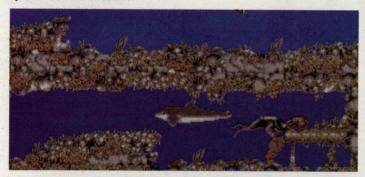
'ozone friendly'; and even McDonalds cartons are saving our world! At the forefront of the campaign is a group who, for years, has been warning us of what we are doing, and who have been trying to stop us -Greenpeace.

Leaving their Apache Gunships and the Stealth Fighters behind them, Microstyle have teamed up with Greenpeace and, accordingly,

The game has a wealth of different tunes and effects, none of which are particularly notable.

With the aid of your friendly dolphin, you must scour the sea bed in search of the pipes responsible for the recent pollution. However, all the pipes must be blocked before your air runs out, so

and



Starting off in your little dinghy, you must board a dumping ship, and stop it from dumping its toxic waste. To do this, you must avoid water cannons and the crew, and climb up to a crane to turn it off.





(Left) To help prevent acid rain, you must position a banner across smoking chimneys. Trying to stop you are the factory workers, and they must be avoided at all costs.

(Right) Using your spray can, you must jump across ice floes marking the seal cubs.

Although I think the idea for a Greenpeace game is quite nice. I had hoped for something slightly better than this. Each of the sub-games looks and sounds attractive, but the gameplay is sadly lacking . The way some of the games tie in to their relative cause is good, too - although I do think that helping save the ozone layer with only snowballs is a bit daft! Rainbow Warrior offers a varied task, but not a particularly brilliant one.

missions, and contact with any of them reduces your energy or results in you being sent to jail. Either way, you will lose one of your party.

have released a game based around their world-saving feats. Rainbow Warrior - The Game, is named after Greenpeace's

famous ship, and is basically six

separate games in one. Each

game sees you and your party of

nine Greenpeace supporters,

either trying to stop a hazard that

we are inflicting on our planet, or

attempting to stop cruelty to

animals. The games are all

played separately and are

scored as such. The games vary

from a 'bat'n'ball' clone based on

the Save The Whale campaign,

to a platform game in which you

must raise a 'Stop Acid Rain'

banner. In addition, you are also

set the task of blocking up pipes

that are pumping pollution into

the sea, destroying aerosols to

save the ozone layer, and

preventing huge trawlers from

dumping toxic wastes into the

sea. Along the way, various

hazards will arise to stop your

The theme of Rainbow Warrior is one that I totally support and the release of a game based on the theme is a good way to bring the message home to a lot of people. The game itself has been nicely presented but lacks any real sophistication. The many levels are all basically more-of-the-same and lack any real addictive qualities. Still, a nice try at tackling a difficult and controversial subject but I cannot recommend the game on its own merits.

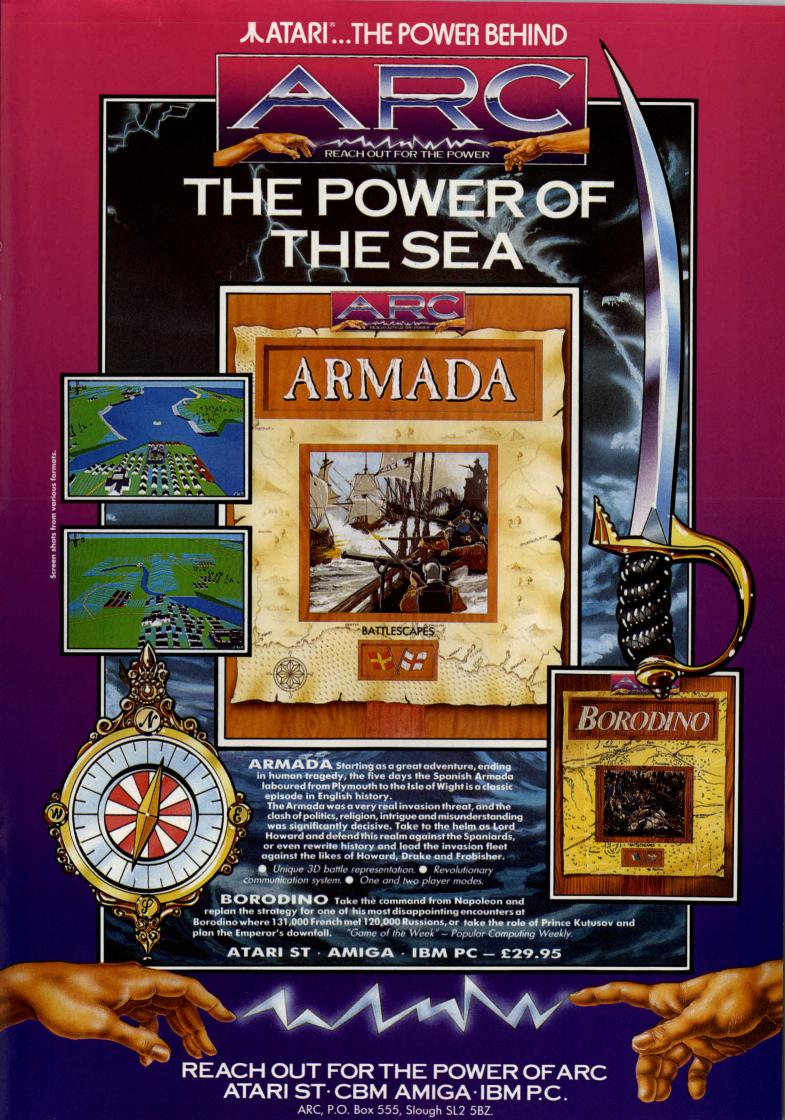


Armed only with snowballs, you must throw them at the ozoneeating aerosols.



Saving the whale involves destroying a wall of bricks to reveal a picture.





# Boggits Domain

Keep back, I am in a foul temper. It's bad enough being banished to a fairy grotto in the Great Wood, but when my morning is ruined by reading the prattle that is emanating from all the adventure columns which are sprouting everywhere, then I could strangle an Orc for breakfast.

They assure you that theirs is the only voice worth listening to, then treat you to a page on interesting techniques for mapping mazes. (Yawn!) For an encore you can have a full page review of a super budget game written by a great friend of theirs. It's all about a quest for a fabled 'wotsit' which has been hidden up in the mountains by an evil wizard - and well worth the budget price of ten quid. Don't all rush at once!

People like that who think they know everything, are particularly aggravating to those of us who do! I'm sorry, but time and the real adventure scene has moved on, and they had better wise up. Amiga users are generally an older and wiser group who want software which matches up to the quality of the hardware they have invested in, and what they need from anyone who dares set himself up as an authority, is information that will help them find it. There, I've said it, and I don't care. I will not put up with anymore boring adventure reviewers, with or without beards - you have been warned.

Right, having worked myself up to a high dudgeon, (which aint easy when your only 2 foot tall), let's turn our attention to the mail sent in by the month's collection of human 'whackos'.

#### **BLOODWYCH Hints and Tips**

One human being who appears to have true Boggit blood galloping through his veins is Lee Morley from Nottingham. Being a crafty 'wotsit' he has sent me some cunning tips for would-be Bloodwych heroes.

Always select the two-player

option when beginning the game, even when you intend playing a one-player game. You may then rob the second player's team of all valuables before setting off. Also, dismiss one of your own characters into a closed room so he can't escape, then recruit passersbye, take their possessions and subsequently dismiss them. This way you can quickly build up a supply of food and coins. As final proof that Lee has the black heart of a natural Boggit, he advises you to kill the members of the secondplayer team for fighting practice because they wont fight back. Seems like a nice boy, I wonder if he is available for adoption?

# SHADOWGATE Through the Looking Glass.

Please help me with SHADOWGATE as there have been no hints at all for it in the many Amiga magazines my husband buys. I am at a standstill in the Mirror Room. I have thrown a chopper at the middle mirror, but I cannot get across the room for the fire. I have lots of items including the skeleton key and two special torches.

Please help this 65 year old who really does enjoy these games on my husband's computer.

#### Mrs D. Goffman, London

Sixty five and still fighting dragons, you should be ashamed of yourself. Then again, maybe not. It's amazing what an addictive power the computer has upon all ages. Of course the real trouble with Computeraholics - is that they refuse to remain 'Anonymous'. Anyway back to your problem. What you need to cool the fire, is the magical sphere which you used to freeze the lake. The problem is, you left that in the ice didn't you? Take one of the



One game that really impressed us this month is Level 9's last adventure Scapeghost. It features a nice line in humour and a long task - whatever you do, don't miss it.



# JUD STREETS





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torches and go and unfreeze the ice around the sphere to retrieve it.

Tell your husband not to waste anymore time or money buying other mags, AMIGA ACTION has arrived and we mean business. Now get back to dragon-bashing and make sure you keep an eye on us youngsters. I know for a fact that I'm liable to get outrageous any minute now.

#### 'Can't Get It In' - Space Quest I

I am badly in need of the solution to the problem of obtaining the code to destroy the Space Generator onboard the Deltaur. I believe the answer lies with the Astral Body data cartridge and the Cartridge Reader in the Kervonian Generator Room. On trying to 'PUT CARTRIDGE IN SLOT' or 'PUT CARTRIDGE IN COMPUTER' etc all I get is 'That does not compute'. If I look at the screen I am told, 'The screen is dark'. If all else fails, please print the code number so I can at least finish the game. On a brighter note, best wishes for the new magazine, I will be reading with interest.

#### Jim Newton, BEDFORD

Don't you just hate stupid command parsers? If I told you that all you needed to type was 'INSERT CARTRIDGE' would you smile - or starting kicking your Amiga around the room? Still, don't be put off the Space Quest series as they really are great and believe me they get better and better. At time of writing, Space Quest III is still to be released for the Amiga, but I can promise you that it's a really great game. A preview was arranged for journalists (and Boggits) at the PC Show in September, but much to the organiser's horror the disk played once then committed suicide. Believe me, it's coming and the wait will be worth it. Oh yes, the code is 6858

# Springing Sweet Cheeks from Police Quest I

I've been stuck on Police Quest I for a month now. How do you get Sweet Cheeks to help you when she's in prison? I cannot play on the computer for long periods of

Indiana Jones: The Adventure caught out eye, too. If you are having trouble taking the torch, stop 'wining' and 'bottle' it.



time to work out the answer because I have just started my GCSE courses.

#### John Rish, Cleveland

Shame on you, wasting time playing computer games when you should be swotting - I never did such a thing. Mind you, when I was asked in my history GCSE for the date of King Henry VIII death, I wrote:- 'How should I know, I didn't even know he was ill!'

Provided you have waited to be sent by your boss to ask Sweet Cheeks to help, there is a simple answer. Simply stand in front of her cell and say, "Help with the hotel operation". That's the good news. The bad news is, now that she's with you, you're going to have a tricky job getting rid of her. No doubt I'll hear from you again soon!

# King Arthur: There's a Girl in My Blue Lagoon!

I recently bought KING ARTHUR from Infocom. I have got to the chamber in the middle of the lake and cannot free the maiden who is sleeping there. I have tried everything from kissing her to @\$!!\$ - and still she wont wake up. If I need Excalibur then please tell me how to get it.

#### Justin Brown, London

Sounds a bit like a goblin girlfriend that I once had! Thanks a lot for this question. I've spent three nights playing and I still haven't reached that part in the game (and that's with cheating!) Surely somebody else has cracked this question, or are you all sitting back and waiting for poor Boggit to do everything? Come on, lend a hand

for goodness sake and get this poor girl off her back and this nasty human off mine! Remember I need all the help I can get. The Christmas rush of games makes it difficult for a single Boggit to crack em all, so get your quills out and send me all the solutions you have. First correct answer get's their name in lights.

#### Kicking Ass in Legend of the Sword

I am playing the fab game Legend of the Sword, but I'm having problems. How do you escape from the humanoids? How do you kill the other humanoids and get the Tinderbox? I also need help to catch the White Stag.

I like playing adventure games, trouble is I never get anywhere with them. Is this because I'm a 'thicko' or have I got the wrong mental attitude?

#### I.S. Butt, Sittingborne

Well let's answer the interesting part of the question first. Yes, you are a 'thicko'. There - now at least it's official and you can stop worrying about it. And I bet your father never doubted it for a moment!

Turning to the more mundane question of humanoids, there are quite a few of these groups and each of them must be dealt with differently. The first group in the forest must be attacked with the knife which is stuck in the skeleton in the tower. Dispatching this group will get you an axe plus other weapons. It's this axe which you can use to 'mangle' the second group of uglies who own the tinderbox. Catching the stag is

done using a snare (I could do with one of those to catch that damn unicorn which tramples my petunias). The snare is found along the route you will travel if you lift the rug in the hut. The problem of escaping from the last group of humanoids is really tricky (even for a Boggit). Nearby where you are captured there is some glass. Providing you have this when you are captured you can use your nimble toes to pick it up and help you cut the ropes.

Legend is a colourful and professional game, but it really is a mind-boggler for newcomers. Perhaps its sequel, which is to be released any day now, will be a little more forgiving. I've seen the screenshots and they look stunning.

# **Curbing the Canine in Personal Nightmare**

It's pretty, it sounds great, but it's tough. Personal Nightmare I'm talking about and it's giving me nightmares as well. I'm ready to go back to playing Frogger on my Speccy if you can't tell me how to stop the big dog killing me. I was feeling so pleased with myself as I was doing so well, but now it's turning sour on me.

#### **Rob Sleight, Canterbury**

How about: 'Get down Shep!' I agree it's a pretty game, it's also probably the best thing to come from TYNESOFT - a frightening price though isn't it? Maybe the doggie would like you better if you gave it a steak. On the other hand

its an evil 'sonofabitch' and it doesn't deserve a real steak. Instead I suggest you get a wooden stake from the nearby fence and give it that instead. Do you need any suggestions on where to stick it?

#### Software Foul-Up in Dungeon Master's Protection Mechanism.

I am having trouble saving a game position from Dungeon Master. When I try to SAVE, the game tells me that the disk is unreadable. even when I use the game's inbuilt format command. When I try to return to the game, the program informs me that the DM disk is not in the drive and that I should insert the real one. I have now tried four copies of DM, with several makes of blank disks, with two expanded Amigas! The results are still the same. Please help, as DM was the main reason I bought a memory expansion. Have I wasted my ninety guid?

#### William Hughes, Birmingham

Calm down laddie, the cavalry has arrived. Guess what your problem is. Yes, it's the good old protection mechanism in the software. I have spoken with a kindly gentleman from Mirrorsoft, and after I cuffed him soundly around the knees, he confessed that one batch of disks was sent out with duff protection which causes this problem. (Aint it funny that it's always just one batch that is supposedly duff, yet everybody you meet has the

same problem!) Anyway, he promises that if you return the disk to him he will replace it with a goody. Send the disk to Mirrorsoft, Irwin House, 118 Southwark St. London, for the attention of Darren Anderson. Did you know that the protection mechanism in Mirrorsoft's other mega game XENON II is causing equal anguish to Amiga Arcade players. Oh dear - and it couldn't have happened to a nicer group of people. Hee - hee - hee.

#### In a Hole with Space Quest II

My problem is that when I'm in the canyon I cannot get past the black hole. All that happens is that I go down there and then everything goes black and I can't move. Please tell me what to do as it's driving me MAD!!!!!

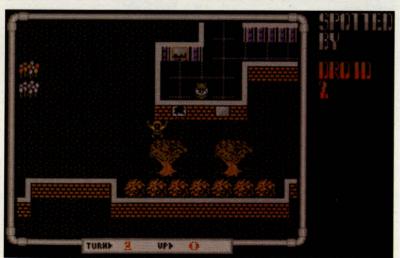
#### **Daniel Willis, Portsmouth**

Great game in't? I assume from your pathetic attempt to explain your predicament that you are climbing down the ladder into the hole that the little aliens opened for you? I also assume that you haven't got a light source yet? If this is the case, I hope you've got a SAVE position up beside the swamp, because that's where your returning to. As you waded through the swamp you probably noticed a deep part where our hero suddenly floundered. It's deep there - very deep. Get diving sunshine, and see what you find. You will have one further problem when you return to the ladder. How do you hold a light source whilst keeping two hands on the ladder? Answer: stick it in some other orifice. Suggestions on a postcard, please...

Okay that's your lot. Get off out of it I've got games to play and Dragons to fight. Keep the mail coming, likes, dislikes hints (e.g. 101 Uses for a Dead Atari User!) Remember the S.A.E. or your letter will end up in the manure heap which I keep for the sissy, petunia

patch at the bottom of the grotto.

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Laser Squad isn't a 'real' adventure - but it's still good.

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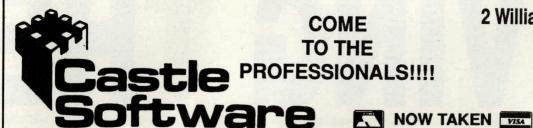
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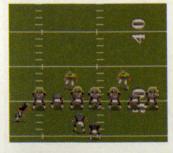
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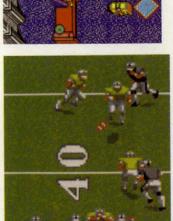
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A handy little tip here, from Phil Hemsley of Brighton. If you have a bad race, remove the disk when you reach the finishing post. The border will flash red, so replace your disk and then select "load new data" from the the menu. When loaded, select the next round and you will the do same course again. Do this each round until you get enough points to win the season.









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# GTGA: TARGHAN

Arcade adventures can sometimes be a bit of a problem, so it's not surprising that some of you will be needing a bit of a hand with Targhan. So, thanks to the help of Tony Petch of Harrogate, you now have the whole solution to help you along.

The game starts two screens hence from the actual beginning, instead of walking right, turn around and walk left. This setting is called the Forest of Luneclare. When the actual start is reached, you will see on the floor a rolled-up scroll and a shuriken, pick these up. The shuriken goes into the inventory and the scroll appears on screen. The scroll implores the player to pray to his God, which means kneeling before statues dotted along the game trail.

#### Down the hatch!

Start walking right, until a ruined arch is encountered. The arch is atop a hole with a rope dangling down into it; ignore the hole for now and jump over it. The next screen requires care: as you walk on from the left, a female archer will appear on the far right. Her aim is to kill you, so use the shuriken by throwing it and then duck. A hit is signalled by the archer collapsing into a pile of bones where she stood. The next screen shows ruined arches and an annoying bat. Kill the bat or it will repeatedly bite you until you've snuffed it. The same goes for bats throughout the game. Upon walking further, you will encounter a small, yellow flying creature, but do not kill it! Also on the floor is a shuriken for you to pick up.



Turn around and make your way back the way you came, remembering to kill that pest of a bat (because they reappear if you return the way you came).

#### **Ever onwards**

Make your way back to the arch; over the hole with the rope, and you will notice that the small hovering creature will follow you like an obedient dog. When you reach the rope, climb down and the pixie will follow closely. You are now in the underground caverns and the pixie becomes a 'light sprite'. With the sprite illuminating the caverns, you walk right to meet up with one of the evil guards that are numerous along your journey. Kill the guard by hitting him with you sword, but be careful though, these guards are no wimps. The demise of the guard is best achieved by keeping your finger on the fire-button

and pushing the joystick handle over to the middleright, or, alternatively, use the shuriken, although I found it best to use them only if things got desperate.

#### Mind the bats

The next screen shows a lake and another shuriken to pick up. Walk on, and the next screen habours a suspect stalactite - beware. The next screen, three bats come at you out of the darkness: kill the bats and pick up the scroll, read and digest. Next cave, another guard. After the demise of the guard, any attempt to walk right, comes to a full stop; come back a step and jump, the leap will take you into the next cave. As you continue walking right, a portcullis drops out of the ceiling behind you and seals the passage, ignore it and continue. Leap over the hole you come to, and continue on this level ignoring any ropes or holes you come across. Kill any guards or bats you meet.

Towards the end of this passage you will find a pile of bones with a sword sticking out (or in, as the case may be). Walk past them and then past the rope and you will come across another pile of bones. In these bones is a bottle of elixir, pick up or power up, which need is the greatest. Don't go over the edge, some nasty looking stalagmites protrude from the floor and the bats will be there to pick your bones. Turn around and head back the way you came, past the bones, and to the first rope. Climb down the rope. Head right at the bottom and kill the guard in the next screen. Walk past his bones to find another pile of bones and, on top, a key. Pick up the key and turn around. Find the rope you came down and climb up it. This takes you to the passage you originally started down and the rope in front of you is the means to take you up to



the top passage. Alight from rope and head left. Two bats in the next screen. Ignore ropes and holes and still head left. You will come up against a closed portcullis but this will rise as you approach because you have the key.

#### Up, up and away...

Continue left until you find the goblet, pick up and head back the way you came. When you reach the rope, climb down to the middle passage and head left. Ignore the next rope and walk on. Climb up the next rope and carry on left to find more elixir; pick up or power up. Turn around and head back down the rope. Head left at the bottom and continue until you reach the rope which brings you out of the caverns. Leap















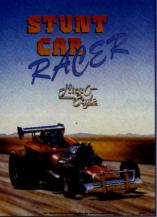
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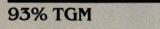
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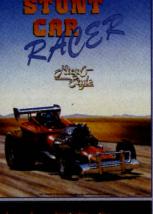












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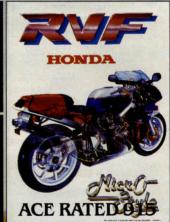
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off the rope and head right. Past the arches, your friendly light sprite will leave you to continue alone. The next screen features a dog-headed axe-man. Kill him and continue. Next screen shows a hole but no rope and a statue, jump the hole and kneel in front of the statue. A scroll invites you to save the game, and the first level is complete.

The Elven village

Head right watching for bats in the next screen. The last screen in this portion features a rope and a leaping dog. Jump over the dog and watch it vanish in a fireball. You can get rid of the key at this point because it's not needed. Half hidden by a bush is an object that looks like a stone, but it plays no part in the game. Climb up the rope and start a journey that will take you through an elven village, where the inhabitants are anything but cute. Upon reaching the first landing stage, leap right and climb the rope. When you reach the top gantry, leap right but be careful, these elven folk come at you like an express train.

Continue right to the next rope, ignore it and leap across, and at the end of this staging is situated a scroll. Go back to the rope and descend, always on guard for attackers. Head to the right and continue along until you encounter another rope. Climb the rope and jump left: it is easier to face the elven swordsman this way, and after sending him on his way, jump the gap to the right and walk on. Up the wooden steps to the next rope. Climb the rope and jump right at the top.

#### Towards the temple

Walk along till you come against the the last elven swordsman. Kill him and he will drop a ring. This is yet another object that seems to have no direct bearing on the game, Take it or leave it. Climb down the rope in front of you to the staging at the bottom. Pick up the shuriken,



turn around and carefully make your way to the end of the staging to your left. When the end is reached you see across the gap a bottle of elixir, power up or pick up. Jump back across the gap and head for the rope. Climb the rope and jump left at the top. Continue to the next rope and climb down to the first staging. Leap left and carefully walk to the edge. Jump onto the opposite staging and you will see across the gap, another shuriken and a scroll. A carefully turned leap will get you onto the opposite staging where you can pick up the shuriken and read the scroll. Jump back across the gap and down the rope to the staging below. Walk to your right, but be careful, another archer is waiting in the next screen. Use a shuriken on him and continue right. Walk along the staging until another scroll is found and read, then continue to the statue where another level is finished.

#### The helpful wizard

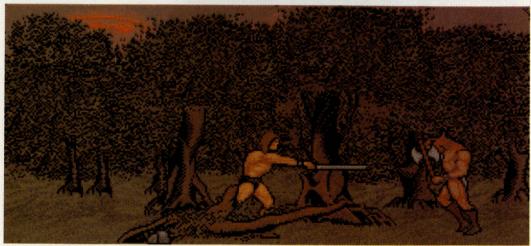
From the statue walk to the right, for this is the path to the

temple. As you are walking, a small explosion directly in front of you stops you dead in your tracks. Materializing out of the explosion is a figure, it is the famed wizard, Athna-an, and this wizard wants to help you. Remember the message on the scroll? Drop the goblet where you stand and kneel; the figure will reveal his face and levitate the goblet to himself. In the resulting explosion, both wizard and goblet vanish leaving behind an object called the Glittering Stones. Pick these up and continue on your way. The dog in the next screen sometimes bites, so it's as well to get rid of it while you can.

# The club-wielding giant

Pick up the shuriken under the large skeleton. Next is the temple entrance guardian, armed with a big club. Multiple low sword blows at close range will relieve him of his position. The next stage involves entering the temple and be sure to keep three shurikens handy, for reasons that will become clear later on. I found that first clearing

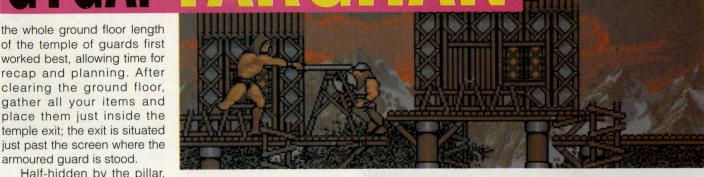




#### GTGA: the whole ground floor length of the temple of guards first worked best, allowing time for recap and planning. After clearing the ground floor, gather all your items and place them just inside the temple exit; the exit is situated

armoured guard is stood.

Half-hidden by the pillar, and a shuriken is on the floor. If you do happen to wander outside. turn around immediatley and come back inside. With only the Glitterina Stones and one shuriken in your inventory, start walking to your left to the screen where the rope is dangling from the ceiling; ignore the hole in the floor for now. Climb the rope to the top and leap left. In front of you is a Matter Transmitter brought about by the magic of the Glittering Stones. Step into the Transmitter and turn. You will vanish for a second, and when you reappear you will notice the room has changed. Step out of the Transmitter to your right and be prepared for the free-for-all which is to follow. Step into the next screen and you will see an



evil wizard about to throw physically-damaging bolts of light at you. Get him with the shuriken and kill the bats.

#### Swotting up

Look carefully now at the items on the floor. You will see two open books: pick them up and activate the inventory icon to read them. After reading, replace them on the floor. Look for the elixir bottle and pick it up. You will notice a small red bottle also appears in the inventory. This bottle is important, so don't replace it on the floor. Look now for two clear bottles: one is situated where you stand, the other is in the next screen just before you step back into the Transmitter. Pick up these two bottles and use the



Transmitter to shift you back to the room as it was earlier.

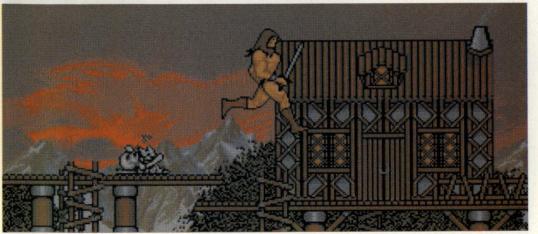
#### The Dragon

Step out of the Transmitter and go down the rope. Take your newly-acquired goodies back to where you have stored the other items. Power up if needed and drop everything except elixir. Go back left and return to the hole in the floor. Climb down the rope and get ready to walk to the left, into the screen where the dragon is guarding an amulet. This amulet, as before, does not seem to contribute to the game, apart from you nicking it, of course. Take the amulet by timing the gaps between the fiery outbursts of the dragon. By leaping in, turning, picking up the object and leaping out again, it is possible to take the amulet and escape back up the rope to safety. All this done, go back to the statue and save the game from this point if you so desire.

#### Entering the castle

Time to head on to the castle. Stocking up with elixir and two shurikens, make your way out of the temple. The first encounter is another axe-man. Kill him with swordplay, don't use the shurikens. Next screen, another axe-man, again kill him with swordplay. The next screen offers a respite with a delightful view of a water-course to prepare you for the archer coming up next. The two shurikens will do the trick. Onward again to the castle entrance and the last statue: save the game as required. Hold one shuriken back for the forthcoming battle. Use the same procedure for the castle as used at the temple, clear the main corridor of the guards first - easier said than done I know, but with careful swordplay and liberal use of the save feature, this part of the game can be completed. With the help of the Glittering Stones, you will have noticed Matter Transmitters dotted



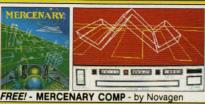




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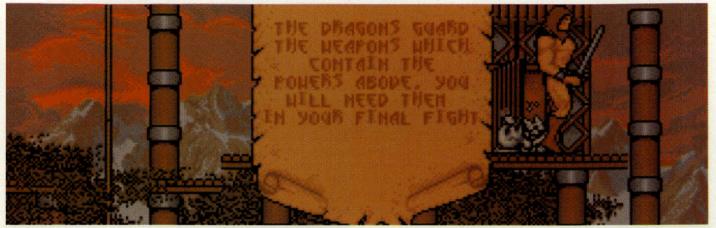
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about. With the help of these we can now complete the game.

#### Final preparations

Power up, if needed, and pick up the following items out of the stock you have brought with you. The Glittering Stones (a must because of the Transmitters), one shuriken, one small red bottle (this lets you see in the dark), and the two clear bottles (these enable the user to shrink to about 9" tall). Go then, to the Transmitter at the extreme right-hand end of the corridor. Step in and you are transported to another room. Step out of the MT (Matter Transmitter) and walk left. Here you see another hole in the floor with the inevitable rope dangling down. Before going down, a little caution has to be observed. It's dark down there, so make sure which bottle you want to activate when you reach the bottom. This done, climb down the rope. When you are at the end of the rope, activate the red bottle and 'hey presto', let there be light. Walk left and kill the bat in the next cave. This done, look

carefully at the bottom lefthand of the screen. You will see a small hole and this is where the clear bottles come in. Activate one, and you will be shrunk to the size of the hole. Go through, but be prepared for another free-forall with an evil bolt-throwing wizard. When full size, waste no time in downing him with the shuriken, and kill the bats he turns into. On the floor you will see (by now you have time to look around) another bottle of reducing fluid, ignore it for now and walk left. Here you will encounter the last dragon, and under its paw a

hovering shimmering Fire Stone. This is the item that will be needed in defeating The Evil One. Activate the remaining clear bottle and when shrunk, run like the clappers to a position underneath the stone. When there, turn around and wait. When full size again, pick up the stone as usual, and leap for it. Make your way back into the cave to your right, pick up the other bottle and use it. Run through the hole again, and when full size again, practise with your new firefiring sword at that pesky bat. Climb the rope and make your way to the MT and transport back to the main corridor. Step out of the MT and walk to your stock of items. Don't use shurikens this time, they are ineffective. In the inventory you should have the Glittering Stones and the Fire Stone. These alone are enough to finish The Evil One. Go to the MT on the steps and transport. You come out in

another corridor slightly smaller in length than the last. Step out of the MT and enjoy a bit of target practice on the remaining guards situated here and there. This done, walk to the MT a screen further on from the MT you used last. You are instantly transported to yet another room. Step out to the right and on the floor in front of you is a shuriken, but leave it and walk on.

#### To the death

You are confronted by The Evil One. Get in as close as possible, while dodging the energy bolts from his finger. A combination of up and down dodging, firing your sword, powering up. If and successful, The Evil One will burst into flames and finally explode. Again, not a very spectacular ending considering the amount of work you did getting there.



Those fiendish frenchies have really come up with a winner here, but surviving the hordes of zombies trying to feast on your brains is no easy task. Well, just to make life easy here you have a complete map of the game, and if that's not enough a complete solution to go with it.



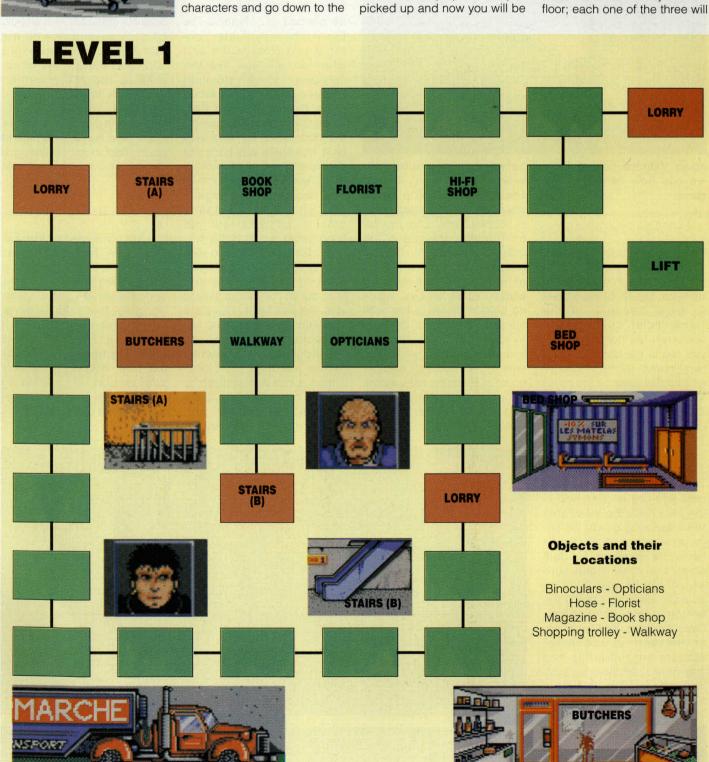
First of all get Alex to drop the helicopter keys by the helicopter, there's no point in carrying them around with you and it will enable you to carry one more useful object.

Choose one of the characters and go down to the security room on the second floor, pick up the set of keys and then make your way to the lift; don't bother getting any weapons and don't stop to kill any zombies.

Use the keys you have just picked up and now you will be



able to go up to the fourth floor (drop the keys in the lift because you won't need them any more). Leave the lift and you will now be in the main control room, and here you will find three different keys on the



start one of the lorries. enabling you to move them.

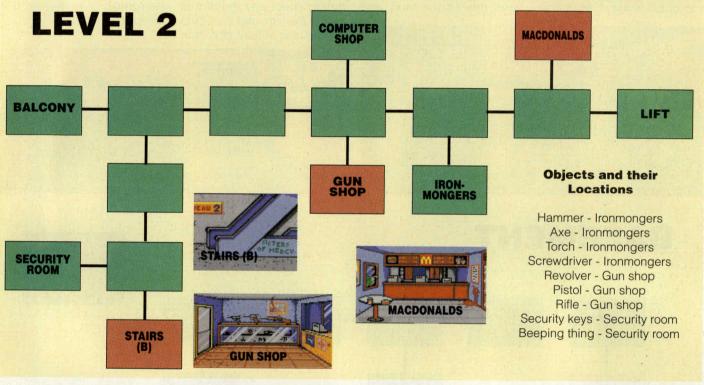
Via the lift now make your way back down to the first floor and go to each of the lorries and using the keys move them infront of the various entrances to the shopping centre. The only

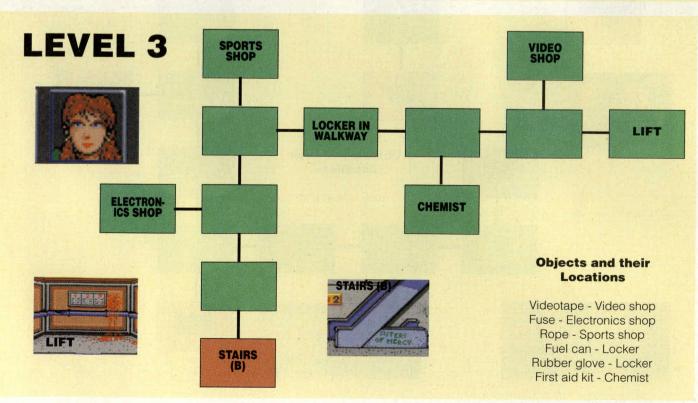
problem is now that your character will not be able to get back inside. Choose your another one of characters and send them down to the sports shop on the third floor, get the rope, and then go to the balcony above the front entrance on level two, use the rope and your other character will climb

up and onto the balcony away from danger.

Get one of your characters to get the fuse, the rubber glove and a gun, and make another character to get the torch, take them in the lift to the basement and get the person with the torch to use it so when you exit the lift you'll be able to see where you are.







# GTGA: Both go round to the fuse box and after you've disposed of the levels destroying

Both go round to the fuse box and after you've disposed of any zombies get the character to with the rubber glove to use it and insert the fuse into the fuse box. Now using yet another character go to the forth floor and press the buttons on the computer to activate the lights in the basement.

This is where operation zombi kill starts. Get one of

the characters to go round each of the levels destroying all zombies he meets and then stick all the zombies in the cold store (if you use the tape from the video shop with the TV and video in the rental Shop you'll see that you have to shoot the zombies in the head to kill them). If you now go down to the main entrance you will see that some thugs have moved the lorry and

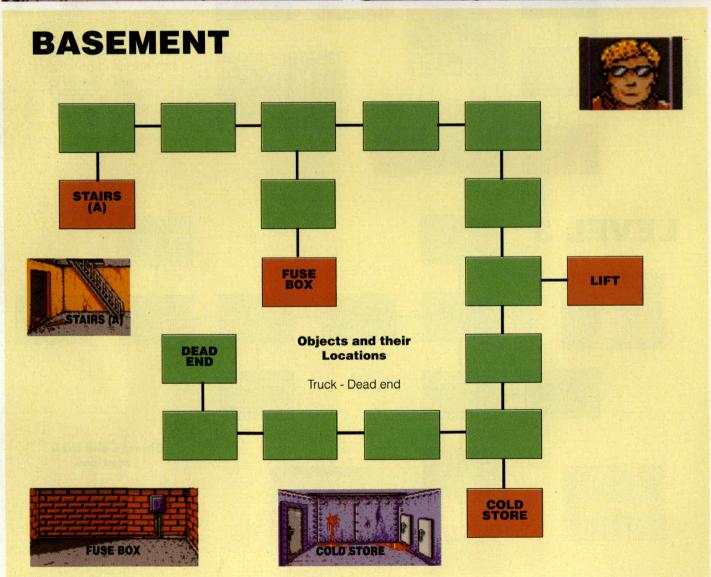
have made their way inside.

Getting the fuel can (level three), a gun (level two) and the hose pipe (level one) go outside outside and go to the right. Soon you will come across a van belonging to the thugs; shoot any thugs that are by the van, and then drop the fuel can in front of it. Now

use the hose pipe and, viola! You now have the precious fuel you need to fly away in the helicopter. Get everybody inside the helicopter and start it up with the key (that you left by the helicopter in the begging) and you've completed the game.









ARGUE! BARTER LIE THROUGH YOUR TEETH!!!





Atari ST Screen Shots

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within the Castle of the Bloodwych.

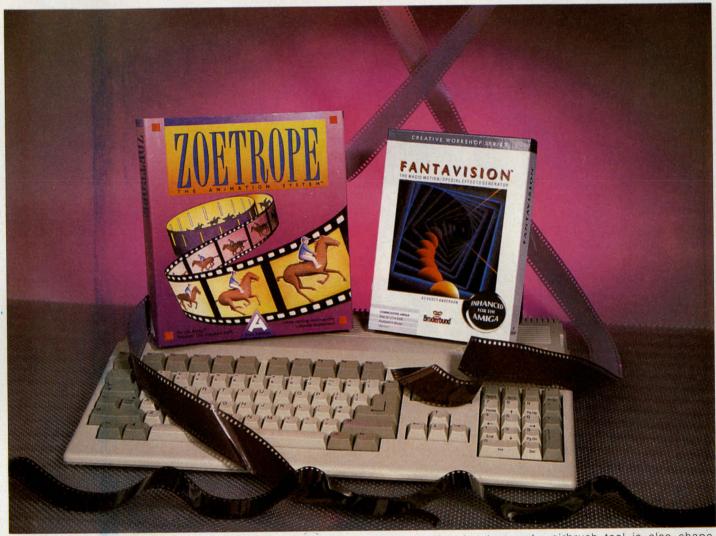
This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate — even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

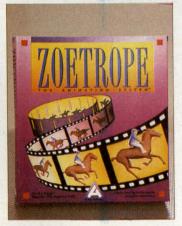
With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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

## GRAPHICS

This month we dive straight in at the deep end and take a look at the best of animation packages. Under the scrutiny of Steve White's artistic eye come Zoetrope and Fantavision.





### ZOETROPE Antic Software

Unlike Fantavision, Zoetrope does include a fair-sized manual which is both informative and also has some excellent tutorials. Although quite expensive, Zoetrope is an excellent animation package with a massive array of useful functions. On first loading up, the work area seems totally bland, with absolutely nothing on screen but a cross-hair cursor. The menus are hidden and can be toggled on and off. The main

menu is positioned at the top of the screen, while the main animation menu is at the bottom. The main menu contains everything you will need to actually create your animation. Zoetrope uses an excellent draw mode to create detailed and realistic pictures. All the major utilities of an art package are present, including: pencil, streak, airbrush, text - of which there are 27 fonts - and shapes. Each tool can be used with any of the 16 brushes available. Brushes can also be defined by picking up areas of the work page. The airbrush tool is also shapedefinable using a slider-bar, and is therefore extremely flexible in use. There are really no limitations to your drawing and all the tools are easy to use. Zoetrope works in low resolution mode therefore allowing 32 colours to be used at once, although these can be toggled using the handy palette box, which allows colour spreads, a paste option and a copy option. There are several effects that can be performed on both the pixels and the colours. The pixel effects include: outline, anti-alias, buzz, and crystalise. The colours can be altered using blend, fade, tint and range. With these two special modes the animation effects are practically limitless.

The animation is controlled via the animation bar at the bottom of the screen. Resembling the control panel of a VCR, the bar includes all the options you will need to correct and view your masterpiece. You can rewind and forward, frame advance and add any new frames - the maximum amount only limited by your Amiga's memory. A frame bar in the middle of the VCR interface displays which frame you are presently on and sizes itself appropriately to the amount of frames you have selected. Each one may be individually selected and several options performed upon it, such as delete, restore,

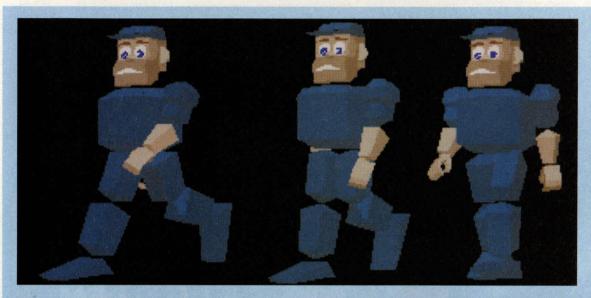
separate and various 'blue' functions. The blue functions are extremely useful and will help you dramatically when designing animations. It effectively takes your picture you are presently working on and recreates a dark blue replica on the next frame. You may then trace over the blue image and make any necessary changes from the last frame. The blue can then be turned off leaving the new frame untouched.

The clip menu allows elements of a frame to be cut out and stored in a clip buffer for later use. The clipped object can then be manipulated using the other options within the clip menu. Move allows you to move your object to a new screen location. It is not pasted down until you use the paste option. The image itself can

be rotated, stretched, flipped and masked. When pasted, the original clip still stays as before and can used time and time again. In the main menu there is a command called APM (Antic Pixel Mover) which allows you to move any clipped object in a variety of ways. The APM box appears with several options and slider-bars. Each is relatively selfexplanatory and very easy to use. The size, motion, amount of turns and path may all be set to produce the required result. Path indicates the route that the animated object will take - you may even define your own path using the pencil tool. Once you are happy with the set-up you can preview the animation before rendering it on your frames.

Zoetrope is fairly complicated

to use at first, but with a little perseverance the true powers of this animation package become apparent. Everything you will ever need to create complex animations is included, and with an excellent art utility, drawing pictures couldn't be easier. Zoetrope caters for all animation needs and has a few tricks up its sleeve - the 'blue' effect for example, which is an excellent idea and extremely useful. Unfortunately, memory requirements are great - 1meg of RAM which ideally should be 2 for animations of any worth. Although expensive. Zoetrope is probably the best animation package out for the Amiga at the moment and should appeal to beginners as well as advanced animators.



Before you can play any animations, they have to be loaded in first, frame by frame. Once the animation is held in the frames, you can alter it to your heart's content. The Foreman can be found on the excellent tutorial draw along with a dragon and a blob! There is also an excellent pixel FX option which allows vou to effect a chosen element in a variety of ways. such as outline, shatter, and antialias.



Zoetrope's interface, although visually simple, is extremely easy to use and user friendly. The menu to the top of the screen contains all the options necessary for editing and designing your animations. The animation interface at the bottom controls your finished masterpiece.





Here we see the blue effect at work. The image is designed on the first frame, then, selecting 'Next Blue' the image is reproduced on the following frame but in a blue tint. You can then use this as a trace and get rid of it later.

## FANTAVISION Domark Broderbund

When people think of any type of animation package, they invariably imagine a manual the size of War and Peace and a program that is both confusing extremely hard to and understand. This could not be further from the truth with Fantavision. The manual is both informative, relatively thin and works as an excellent tutorial into the basics of animation. Fantavision allows you to construct complex shapes on a frame (cell) and perform a wide variety of functions with these shapes, commonly known as objects. Each object is basically designed using lines, circles and rectangles as well as other shapes. When you draw your object, points are allocated where any major changes in the shape occur. These act like hinges. You may then pull each point around to edit your shape. Up to 64 points are allowed per object, with 16 objects on screen at once. These defaults can be altered, although you may be restricted by memory. Your objects can be magnified, turned, rotated,

squashed, flipped and made to lean on their axis, therefore allowing some extremely complex designs to be created. One icon is called Bitmap, which basically allows you to cut out any area of a picture and turn it into an object. The new object cannot be altered once it has been selected. Bitmap is useful for turning two objects into one, therefore making a free object. As well as the shape icons, there are also several pull down menus, the most useful being the Edit menu that lets you perform functions on the objects as a whole, with the usual selfexplanatory cut and paste and object-clear.

Creating extra frames is simple enough, although very powerful in execution. There are two main options for producing extra frames:

Blank inserts a clear frame after the one you are presently on, and Clone, which takes the present frame image, replicates it and clips the frame at the end of the entire animation (although this can be changed to insert). Any information about the present frame can be called up via the Info box. The speed of animation as well as the amount of 'tweens' can be decreased and increased

using slider-bars and there are several options to edit the format of the animation.

'Tweening' is the way in which Fantavision (and most animation packages) creates complex animations. For example: you have created a square and placed it in the topleft corner of the screen in frame 1. In frame 2 you created a new shape - a circle - and have positioned the circle to the bottom-right of the screen. When you run the animation. Fantavision will turn the square into a circle while moving it. It effectively takes two frames and fills in any animations inbetween so that frame 1 smoothly and realistically turns into frame 2. Tweening saves the user all the hassles of creating every animation frame (imagine having to turn a square into a circle by hand). Disney and most animators use tweeners to help relieve the heavy workload undertaken by the artists.

Another special function, found in Fantavision but not in most other animation packages, is the use of sound. There are several sounds already included with the demos and these can be used in your own movies,

although your own can also be loaded in. 8SVX IFF sound samples are accepted as these are the most commonly used by sound digitizers. Once you have your sound, you may toggle the duration, pitch, echo, balance and volume and then test the sound using the play option. Each sound acts on a frame and, to help you remember which frame has sound, Fantavision will place the word 'sound' at the appropriate position.

All the icons are easy to use and obvious as to what function they perform. It would have been nice to see the inclusion of a pencil-like drawing tool, the nearest being the line draw which can be a little imprecise at times. For the price, Fantavision is excellent value for money. If you're just stepping into the world of animation, then Fantavision is the one for you. Its ease of use and excellent work area make it a perfect introduction. It may be a little restricted for the more advanced animators due to the limitations when drawing. With 512k you should be able to produce some excellent animations but, as always, 1meg will allow you a great deal more

The 'Jaws' demo is a good example of Fantavision's powerful tweening facilities. The fin, for example, would be drawn at the left of the first frame, then drawn on the right of the next frame. The computer will then draw all subsequent frames in between.





Fantavision's interface is mainly icon driven. Each box can be turned on or off so that the full frame image can be edited. The boxes are divided into four sections; the frame box; tool box; colour box and animator box.



You create pictures by designing objects in the frame window. These can then be manipulated in many ways, such as moving them around, stretching them and altering their shape. This makes object creation extremely versatile.

## NO MERCY-NO SURRENDER

A NEW 3D DUO FROM LOGOTRON ENTERTAINMENT

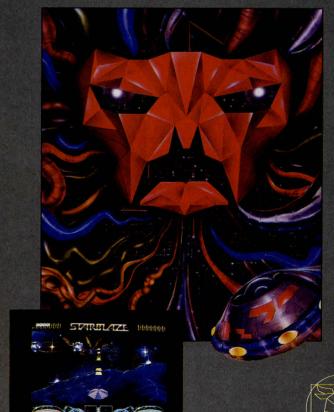
## BAD COMPANY...

ou've fallen into Bad Company. In this place there are no good guys, just you, your sidekick and wave upon wave of insectoid enemies who have just one thing in mind - the total destruction of every human they set their nasty little bug eyes on. No quarter is asked and none is given, you know what to do - if it's alien, blast it!

Bad Company is programming legend Steve Bak's latest and greatest masterwork with scrolling of vanishing point perspective surfaces, the latest superfast 3D sprite techniques and featuring:

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tarBlaze is pure solid vector 3D Shoot 'em Up from the programmers that brought you 16 bit Elite! To qualify as a Tamsinian warrior in an intergalactic war of unparalled ferocity, you must prove your prowess by taking on scores of fiendish alien attack waves and live to tell the tale. How will you do it? With quick reactions and the fastest trigger finger on the planet!

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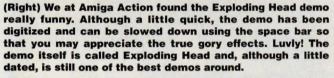


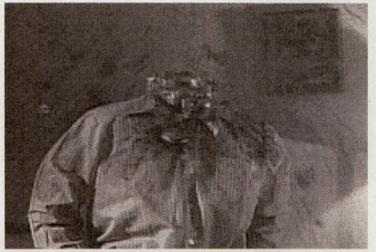






Coca Cola is it! Don't those adverts make you just want to throw up? Yeah! When all's said and done, though, the Coca Cola demo on the R.A.F. disks is extremely effective. The tin spins round revealing all the usual hype that is to be found on Coke cans. While the can is spinning, you will be treated (or tortured) to a digitized rendition of the 'Coca Cola is it' song. Yuk! A little more pleasing to the ear is the Ghostbusters II demo. Very short but nicely animated.



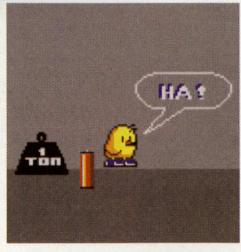


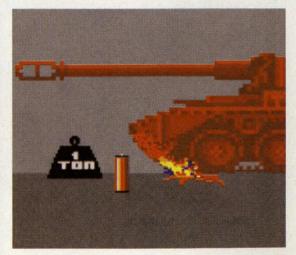




We had to tread delicately with the It's Mental 1 demo due to some of the more obscene samples on the disk. Obscene doesn't really sum up my feelings, as I believe that the more revolting the demo · the better. The first is called 'The World's Toughest Commando', whose ego is severely deflated by the revealing of his bald nut. The last two are a sneak preview of the unofficial Test Drive 3 and one of the many Kiwi episodes included on the disk. Great stuff!







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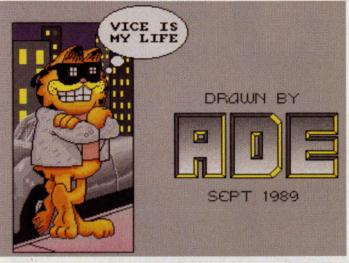
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### READER GALLERY

Just a quick note before we crack on with the very best of your Amiga Artwork. It concerns Paradox and the fact that they sent in someone else's artwork, namely Stephen Robertson's Tripod piccie. Please don't do this as it means that the original artists may be cheated out of winning a piece of software. Besides, if you do, we may be forced to send the Action Men around and you wouldn't want that, would you? Send your Amiga pictures, along with instructions on how to load them, and the name of your desired game to: Steve White, Readers Gallery, Amiga Action, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY





At last we find out who A.D.E truly is. Are you ready for this? It's - Adrian. Hooray! We put the apology in issue 3, Adrian, so don't worry about being called an A.P.E anymore. Thanks a lot for the pictures which were very good indeed, and keep sending them in. We only decided on giving a prize on issue 3 so expect to see some prize winners in issue 5.







After sorting out the problem with Paradox, Steve Robertson kindly sent in this really fab collection of pictures. You'll notice that Steve actually designs game loading screens and may have seen some of his stuff on the C64.



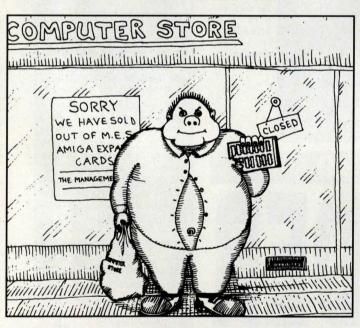




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#### **OVERALL RATING**

## 59%

(Right) What you're seeing here is practically everything you will come across through the many levels of Mindbender. Some are good, while others are bad.

(Below) There's the magician, so hit that transmitter and let the beam fly. Watch that you don't turn the beam back on McDuffin as he won't be too pleased.



FIXED HOODEN
FOLARISATOR
HAGIC BALLOON
GIVES BONUSSCORE
LIGHT SENSITIVE
HOODEN SENSITIVE
SURPRISE BALLOON
HOODEN LOCK
ROTATING 2 HAYS

RANDOH DESCRIPTION OF THE PROPERTY OF THE PROP



50%

Small and undetailed sprites grace the play

area, but as this is a

game about directing a

beam and not about

gnomes and magicians,

they don't really detract

from the game.

### SOUND

The music and effects can be switched on and off but, on the whole, the sound is very competent and includes some very nice effects.

45%

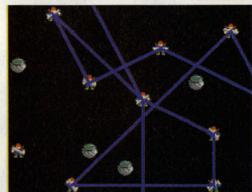
### WHITEY

Hhmm! Haven't I seen this game somewhere before? Mindbender resembles Deflektor very closely indeed. Gremlin seem to have ripped off their own game idea. Still, the game is somewhat addictive and very confusing at times. The puzzles are varied enough to keep you interested - but for how long? Due to the repetitive nature of the game, boredom may set in quickly. At budget price it may have been worthwhile, but at £20

### STEVE

I'm not so sure.

If you have ever played Deflektor, you'll instantly at home with Mindbender's control system. In fact, if you ever have seen Deflektor, you'll recognise Mindbender, as they are virtually identical! Although the graphics have changed, the basic principles haven't. Having said that, Mindbender offers a lot of challenging screens and an easy-touse construction and, more importantly, is fun to play. However, owners of the original Deflektor should try before they





Make your beam energy last by planning where the mirrors should be positioned. The flapping bird is your cursor.



Some objects can be turned so that the gap lines up with the be a m allowing it to pass through.



Destroy the objects on the way and the exit door should open. Then rush to direct the beam through the doorway.

### GREMLIN £19.99

## MINDBENDER

Ever wanted a game that will really test those neglected brain cells? Something that will push the 'old grey matter' to its limits? Then what you need is Gremlin's, Mindbender - guaranteed to make you think as you've never thought before. Enough of that rubbish and on with the story.

McDuffin was an extremely serious wizard, especially when it came to spell-casting. Truly an experimenter, McDuffin decided to create spells that would rebound off objects and continue in the new direction, instead of coming to a full stop as soon as they hit a tree or

other such obstacle. He gathered all his gnomes in his laboratory, gave each one a mirror and positioned them around the room. He switched on the transmitter and a beam of intense energy shot out and, to his great joy, rebounded off the reflecting mirrors held by the gnomes. The beam had worked it had been successfully deflected without losing its energy. Unfortunately, the beam reflected straight back into the transmitter and blew the laboratory and all in it sky-high. Luckily, due to his magic, McDuffin survived and continued

with his experiment.

The beam starts with McDuffin and must be rebounded around the gnomes' mirrors and out of the laboratory door. The positions of each gnome's mirror can be changed to alter the angle of deflection. There are hindrances along the way in the shape of cauldrons, metal walls, wooden walls and surprise balloons. Each object has a different effect on the game. Once the task of each level has been completed, the door will open and you must direct the beam through it.

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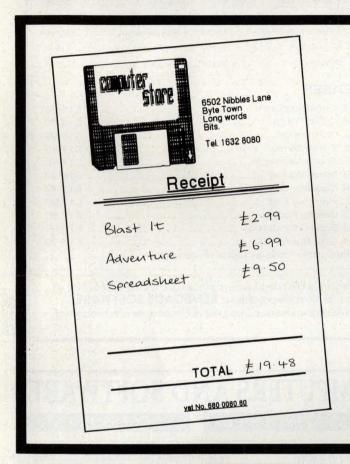
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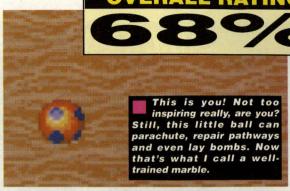


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Exactly who these chaps are I just couldn't tell you, but they introduce the game in a novel way. As the intro music plays, each one bashes and twangs his instrument!









Ice and large gaps can cause quite a headache. The gaps can be repaired with the pickaxe. The ice causes you to slip and can only be cured if you use spiked rollers.



Some areas of the maze are locked with giant gates that not even a marble can get through. The keys will unlock these doors and allow you to enter into new, previously unexplored, areas.



To buy items you must find a shop. The shop is indicated by a picture of the specific item. You can buy with money or sacrifice your energy.

#### **RAINBOW ARTS £19.99**

## ROCKINIROLL

It's time to Rock 'n' Roll with Rainbow Arts latest adventure romp. You take control of a small, spherelike object, which must make its way safely around the 32 levels of utter mayhem. Each level is full of surprises some good, some not so good. Puzzles must be solved successfully if the little ball is to complete each level; some zones have a time limit to beat. The key to completing each level is exactly that - keys, which have been left lying around the maze.

The keys come in different colours and only open doorways that correspond with that colour. Your ball is not totally helpless, though. He may pick up icons that will give him special powers, such as: parachutes, repair kits, bombs and armour. When you have bought an item the shop will say 'sold out'. Items can be acquired by spending or sacrificing some of your energy.

As you roll your way around the mazes each icon's purpose will become apparent. The repair

#### STEVE

Rock'n'Roll opens with a really impressive demo of a group of green things playing in a band, and I thought that this would be the high-point of the game. Fortunately, the game was a playable roll-around, with devious puzzle overtones. In fact, although the graphics are far from poor, it is all-important the gameplay that makes Rock'n'Roll a superior game. The puzzles involve only a modicum of brain-power, but it is fun battling through the levels. I'm not sure whether I would pay the asking price, but it's certainly not bad.

kit, for instance, builds new pathways where others have been destroyed. The parachute will save you should you stray too far over the edge and tumble down a precipice. As well as holes to contend with there is also ice that will make you slip all over the place. A spiked ball should have no trouble crossing such a hazard! Each different maze must be thought out carefully as some areas are

#### **GRAPHICS**

After the excellent intro scene I was a little apprehensive as to what the in-game graphics would be like. Thankfully, the graphics are great all round, although a little simple.

58%

#### SOUND

The intro sequence stars five... er... 'things' all playing instruments and generally getting heavy. The music is brilliant although the in-game effects are only average, unfortunately.

73%

inaccessible at first, while certain pathways run in only one direction, and if you are to make it to the next level, you must plan your route carefully. The ball itself is controlled with the mouse. All use of the icons is done via the mouse buttons.

#### WHITEY

It appears that ball games have had a new lease of life all of a sudden. Thankfully, Rock 'n' Roll is of a high quality and great fun. The graphics are both clear and nicely coloured, although a little simple. Due to the 32 different levels, Rock 'n' Roll has plenty to keep you occupied and involves some tricky brain testers at times, although it may become a little tedious after a while. Not bad. Not bad at all.

## TINTIN ON THE MOON



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained conciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the

world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!



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#### DOUG

Onslaught is a very hectic game, and I soon found wasn't really that I playing the game, but just right while constantly pressing the fire button; there just seems to be very little game play. After looking at the instructions I thought I must have been doing something wrong because the game sounded so good. But no, Onslaught is a game that isn't very inspiring and one that will, I think, be remembered for its mediocrity, games

The land of Gangore is a place of many separate kingdoms, all under a different rule and each **HEWSON £24.99** 

## ONSLAUGHT

with its own army trying to defeat and take over the surrounding kingdoms; but all fight with fear in their hearts. Fear that one individual will intervene - one person with enough power to overcome all that oppose him. They are known as Fanatics, lone warriors who live to fight and conquer, and seek only to be remembered for the number of victories they acquire. You are

one such warrior, with the strength of an army, and an appetite for fame.

Starting from a point within the land of Gangore, you can choose one of the neighbouring kingdoms to battle with. Each kingdom has its own ruler with his own special statistics, six in all: the name of your enemy's kingdom; his popularity with his people giving him greater power in battle; the

population of the kingdom which he rules; what his religion is. Each character follows a certain God which has his or her own alignment and special powers, some being able to strike down a mortal with a single blink of their eyes. Your opponents also have a Wizard Lord rating to let you know how hard it will be to defeat him in mind duels. Lastly, is his warband - the type of minions he has working for him, ranging from robbers to undead.

There are four types of battle that can be fought, each being dangerous and requiring all of your skill. Field battles are the most common form of combat and probably the easiest. Starting from the left-hand side of the map you must fight your way to the opposite side, where your enemy's banner is held. As you progress across the field, large numbers of soldiers will advance and attack you, and these people

The campaign map shows all the different kingdoms that need to be conquered (red), and various other location: Oracles, crusades, and plague being just a few. There are seven different types of location in all.



Stepping onto one of the crusader squares you jump straight into battle. In true medieval fashion, knights advance holding their flags high and their lances forward.







Keeping the enemy at bay would be impossible if it were not for the selection of magical relics that can be acquired from the soldiers of the opposing side.



Cults have their own special emblems and the boar make the most of theirs. Charging towards you they try to run you down before you can raise a finger to prevent them.



(Above) Once an enemy is killed he doesn't just disappear, and if you're lucky, you may be able to take his weapon (if it is better than yours) and use it in battle.

(Left) At last you kill all of the enemy forces and claim the banner as your prize, but it's not over yet - you still have to kill the leader and that is no easy task.

must be killed, for if they manage to pass by they will run and attack your own banner. The progress of the battle is shown by two banners at the bottom of the screen and the side whose banner fills with blood is the side that has lost. Magical relics and scrolls can be collected from fallen enemies, as well as weapons they drop which can be used too if they are better than yours. The scrolls can cast powerful spells that will slay all enemies that advance on you. Sieges and defensive actions are two other kinds of battle but both are basically the same.

A mind duel will also have to be fought twice during the game. Firstly, by the supernatural general of the opposing side's army after either winning a siege or losing a defensive action or secondly, when the player attempts to enter a special campaign location. The loser of a

Onslaught did not really appeal to me. It is not very original and the play is extremely cluttered, making it difficult to see exactly what is going on. The graphics themselves are up to Hewson's usual standard, with defined sprites colourful backdrops, but there is just too much on the screen at once. Onslaught is nice to look at but the idea behind the game is old and dated.

mind duel will be killed, thus enabling you to continue to the next campaign.

Colourful and well drawn. A large selection of different things to see throughout the game. Lots of good effects.

Some very good music that really goes well with the game, and sounds very atmospheric. A few sound effects here and there, but not many.

Behind its pretty graphics, big explosions and nice sound, Onslaught is a very repetitive game. Admittedly, it looks superb, and lot of time has obviously been lavished on the presentation - it is just a pity that its gameplay is so tedious. I ran around the bright landscape, smacking heads, and avoiding mines, only to get onto another stage in which I smacked a few more heads, and so on. Ultimately, there just wasn't enough there to sustain my interest.

As if soldiers weren't enough, the enemy has got genius inventors to build complicated high-tech weapons. Spears fly in your direction as the machine gets closer.

(Below) Your ultimate challenge arrives. You now have to fight the leader of the enemy army in a mind duel; this is where everything is won or lost.





After making a tremendous run, you eventually reach the enemy banner and rush forward to claim it; but even now the opposing army still fights to the last.





Explosive bombs have been scattered about the battlefield and will make your progress that much slower.

#### ANCO £19.95

## RALLY CROSS

Poodling along behind Sunday drivers can prove annoying at times - especially if you've got a fast car - and what better way to relieve your frustration than driving at hair-raising speeds around a race track that includes some of the most deadly turns and chicanes to be found in Rally Cross? Four, greatly enhanced, vehicles line up at the start. The lights turn to amber, then green. And you're off. Hit that accelerator and use your handbrake to pull off some spectacular handbrake turns. The other cars bump and jostle for the lead. Who will make it in first place?

Each driver is shown at the top portion of the display, along with his position in the race. As damage is inflicted to your car, so your driver's face becomes more battered, with the loss of teeth leaving a toothy grin. If you take your car too fast around a bend, there is a chance you may spin off. Likewise, hitting any objects will damage your vehicle and impair its performance. Driving into the pitstop will rectify any damage done.

Points are awarded for first, second and third place. The points will, at the end of the race, allow you to purchase vehicle enhancements or improve the proficiency of your pit crew. The icons available include extra grip, sensitive braking and turbo. You can

### WHITEY

Although very similar to Super Sprint, Rally Cross is both more addictive and more realistic. There are a few niggly bits, though. The steering options for the controls are all slightly awkward to use and prove confusing at times. Also, when my car exploded there was a pause before I could regain control. My car was also repositioned further back - very annoying. A good game, sadly let down by poor controls.

### **GRAPHICS**

Although the cars are very tiny, the overall effect is very satisfying. The cars move realistically and the actual courses are imaginative and brightly coloured.

58%

#### SOUND

From the roar of the engines to the splash as your car hits the water, the sounds are realistic and humorous, especially the beeping of your car's horn.

53%

choose your modifications for each race. Should you finish the race first, second or third, you will instantly qualify for the next race, and your new opponents will be displayed. Rally Cross is both joystick and keyboard controlled, and there are three styles of control to choose from.

### STEVE

The two things Super Sprint had going for it was its sheer playability and ease of use. Rally Cross is also a playable game - but only if you can get to grips with the difficult controls. Although there are four sets of controls to choose from, none of them are particularly useful, and this makes playing the game a frustrating affair. Everything else adequate: the graphics, the sound, and the presentaion, but I can't really recommend it.

This is where you must choose your vehicle enhancements. Select the icon and move up or down. This will enable or disable the new enhancement. Each one has a specific function.





Broom!
Broom!
As soon as
the starter
light hits
green, you
must hit the
accelerator.
There's a
c o r n e r
coming up so
don't hit it
too hard.

You've managed to ditch your car in the drink. Sploosh! Any more stunt car tactics like that and you won't be seeing the next course.





Things aren't looking too good. The has car e n severely damaged just look at the driver. So it's into the pits for quick repair and, hopefully, a speedy exit.



If you thought the first course was tricky then you ain't seen nothing yet. Make sure you decrease your speed when taking that roundabout, otherwise you'll topple your car.

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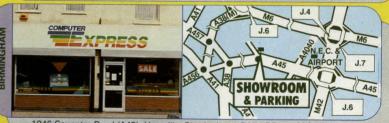
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## SPORTING TRIANGLES

TV quiz shows seem to have been the in thing for software houses to convert lately, so CDS, having the reputation for this type of game, have taken it upon themselves to take Sporting Triangles (minus Emlyn and Greavsie) and give you the chance to play watch it all day long without having to splash out for a TV licence.

Like the program itself, up to three people can play at once, with the computer playing the part of any colours not represented. Once you've decided how many people are playing you then have to choose your home sport (the one that you know the most about preferably); you will also get a character to represent you dressed in the garb associated with your chosen sport, and as soon as this is done it's on with the game. The first part of the game has you simply throwing the dice and traveling around the triangular-shaped board answering questions on different sports (the type of sport depending on the colour square your counter landed on). The question system used is similar to that of the Trivial Pursuit system which shows you the question, and then the answer, and relies on your conscience to tell the computer wether you were right or not.

There are three other stages to the game to make a break from the same old questions all the time: Hit For Six, Jigsaw and

#### STEVE

Like Saint & Greavsie. Sporting Triangles is definitely a game for sport fans only. As trivia games go, Sporting Triangles is quite fun, although I must admit it isn't a game I'd play time and time again. This, combined with the fact that it will only appeal to fans of the TV show and thus sport fans, rather narrows its appeal I feel. Still, if you are in one of those two brackets, you'll really enjoy this, as it is a playable little game.

Quick Fire. In Hit For Six the idea is the quicker you get a question right the more points you get, and Jigsaw is a similar variation of Hit For Six; as for Quick Fire, I think it really speaks for itself. But at the end of it, it's the person with the most points that wins

### DOUG

If A Question Of Sport and Saint And Greavsie weren't enough to make people give up sporty quiz games for ever, this one certainly should be. As always, unless you eat, drink and sleep sport you won't stand much chance of answering any of the questions, and even if you do carry on playing you soon memorize the answers. However, this defeats whole point of the game. Although Sporting Triangles is better than the previous two, I still wouldn't recommend it.

#### **GRAPHICS**

Average on the whole, with the colour and definition not being too bad, but the variety is very poor and most are seen within one game.

**52%** 

#### SOUND

The opening tune is surprisingly good and sounded really like the TV theme tune as far as I could remember, but when you get past this there's little else to savour.

58%

OVERALL RATING

Once you've chosen the three different players and their sports, it's on with the game; but do they have to wear those ridiculous costumes?

ROBERT MADE

Moving your counter around the triangular board, your counter lands on one of the three different colours that are available, but is it the same category as your own chosen sport?



Putting the Jigsaw together is not what you want to do in this game because the more pieces that get added to the picture, the less points you'll get at the end of the round.

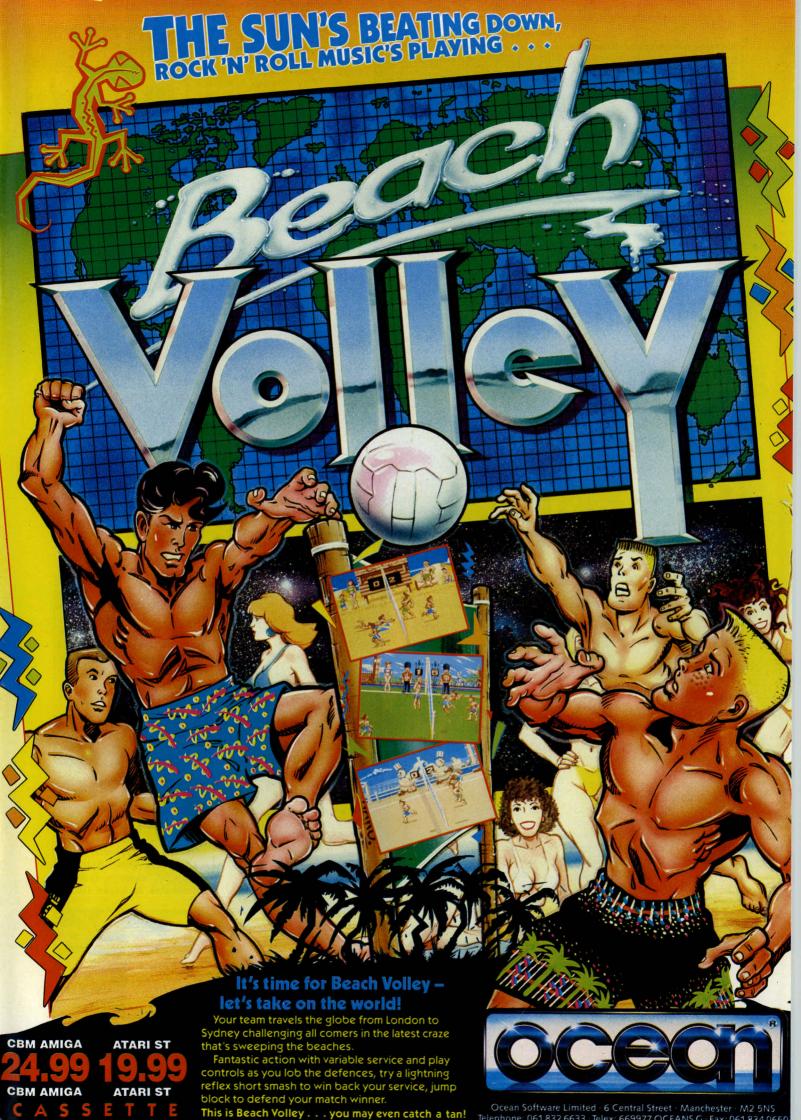
In true TV fashion the friendly commentator sits at his desk and fires questions at you, one after the other. But soon it will be the Quick Fire round and all your attention will be needed.



SPORTS SELECTION SCHOOL SCHOOL

There are 12 sports to choose from in all, but even if you choose your best subject, you probably won't be able to answer any questions.









Some of the first aliens you will come across will be situated in gun turrets. Although the turret can only fire in three directions, their shots usually manage to get you when you're not expecting it.

Just one piece of the small selection of weaponry that can be collected is the grav ball. This item will rotate around you adding to your fire power, and it will also act as a shield for one hit, and then it will be destroyed.



Energy pods are the key to success and unless you collect a good supply of them, you will find yourself in quite a few awkward situations, especialy in higher levels.





A squadron of enemy fighters comes cruising towards you and try as you might, you don't have enough fire power to destroy them; the only thing you can do now is dodge.

#### **HEWSON £19.95**

## SLAYER

Slayer is a horizontally-scrolling shoot'em-up, with the usual addon weapons and end-of-level guardians. As the Slayer, you deal in death: it's you or them. You destroy anything and everything that gets in your way and rely on your excellent skill as a pilot to dodge the things that can't be destroyed. Along the way are energy pods to help on your quest, and these will contain extra weapons and various sorts of special bombs

that will destroy all moving objects apart from your own spaceships. Diagonal shots in either an upward or downward direction can be acquired by collecting certain types of pod, while others offer a protective ball that will float around your ship doubling your ship's forward fire power.

There are several enemies you will come across on your travels, and all will increase in number as you get further

### STEVE

Although graphically above average, Slayer just pootles along without anything particularly novel happening. As shoot'em-ups go, it is a competent blast, but for twenty quid it just doesn't have enough on offer. To begin with, the game is tough - perhaps too tough - but as it is essentially a pattern game, it didn't take me too long to make my way through the levels. Not bad, but definitely not an essential buy.

#### DOUG

Although enjoyed Slayer very playing much, and got quite hooked (for some reason), I can't really say there's anything in the game to make it stand out from other shoot'emups, or even make it into the average rating. Like the graphics and sound, the game itself is very uninspiring with limited selection of aliens to blast away at. There's something about Slayer I found addictive, but I'd certainly make sure I saw the game before buying it.

through your mission. Gun turrets are the most common adversaries you will encounter and probably the most awkward. These little blighters will cling to the ceiling or floor and constantly fire at you making progress very hard, but a few blasts from your photon lasers should dispose of them. Laser guns also pose a danger. A selection of space ships will also attack you, and they usually appear in numbers when you least expect them. End-of-level

#### GRAPHICS

The colours chosen are very bland, which doesn't do anything to make the graphics interesting. However, the sprite collision is good and fast-moving 'most' of the time

50%

#### SOUND

Some OK music, and a few sound effects during the game itself; but apart from that, like the graphics, there's nothing much else to listen to.

45%

guardians are your final threat on each level and these are the most dangerous. Each guardian will have a few guns that will try to shoot you down, and these will have to be destroyed before you can break through the guardian's defence system.



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## SWITCHBLADE

The evil Havoc was just thought to be a story told by protective mothers to their children, to keep them in line and hopefully out of trouble; nobody really thought he was real and waiting for the right moment to claim the Undercity for himself. Before his return, he had slept for 10,000 years, and when he came, all fell before him. The

Undercity was defencless and the only hope for the people were the ancient Bladeknights. But Havoc had not overlooked these pests and had destroyed their precious weapon, the Fireblade, rendering them helpless. Now Havoc reigns. But one still remains: Hiro of the Bladekinghts is the Undercity's only chance; go forth and regain

the Fireblade and all of its powers.

You control Hiro, the last of the Bladeknights, who must go down into the depths of the earth in search of the 16 fragments of the Fireblade, the only weapon that can possibly stand a chance of destroying Havoc. Many of Havoc's minions will be waiting for you in the Undercity, and these

will become gradually tougher as you get closer to your goal. You start with only your programmable cyber arm, with which you can punch the vile monsters of Havoc back to where they came from.

Situated at the bottom right of the screen is the power indicator and depending on how high you let the bar get, you can perform

A game wouldn't be complete these days without an end-of-level guardian, and this is the first one to stand in your way so far. However, hand-to-hand combat isn't going to be any good here.





Just when you thought it was getting a bit quiet, several spikes spring up from the ground doing you a considerable amount of damage.



(Above & below) While wandering through the labyrinth of the Undercity you come across many blocks of stone that block your path and need to be destroyed in order to pass. But sometimes, if you're lucky, when you break the boulder there is a reward waiting for you.



Each weapon acts in its own way, some having a greater range than others, and some doing more damage, but before you can use any you have to find them.



Starting on the surface of the planet, you make your wav towards the Undercity and the many evils now it holds. But before you even get there, vou encounter vour first enemies.

Very good, but if they had changed the graphics on the different stages a bit more, they would have been more interesting.

particular moves: the weakest form of attack is the punch, but it is also the quickest and best to use when fighting more than one enemy. Next is the high kick. This move is slightly more powerful than the punch but takes longer to activate. Lastly, is the slowest and most powerful move, the low kick.

Really atmospheric music plays throughout the game and, even if there weren't any sound effects, this would be enough.

Certain creatures can only be hit by the low kick, so this move is most important. Various weapons can also be collected, but care must be taken, for you only have a limited supply of these new-found items and they do not last forever.

As you search the Undercity,

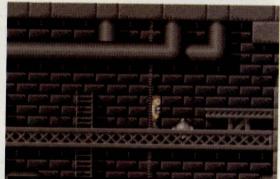
Written by Core, Switchblade looks very similar to their early hit, Rick Dangerous. It uses the same grey colours as in Rick D's first level, and a lot of the traps seem the same. However, don't let these similarities put you off, as Switchblade is every bit as good as Rick Dangerous. The game is easy to get into, and there is a wide range of monsters to fight off. In addition, finding the sixteen pieces of the sword is far from easy, ensuring that you will keep coming back to it. Switchblade is an extremely playable game, and one that is most certainly worth considering.

each time you go through a new door the room you have just passed into will become visible on the screen and, once entered, the computer will remember so that the room is always visible, giving you an easy-to-map

routine. Different parts of the surrounding scenery of the Undercity also play their own part in the game, with certain blocks of stone that you can destroy to let you gain access to hidden tunnels and rooms, or, hopefully, some kind of special weapon. Extra health and lives can be found, as well as add-ons for your cyber arm to make it quicker or more powerful. At the bottom of the screen are the words BONUS and EXTRA. While searching the Undercity you can also find letters to the two words and if either of

Using your cyber arm on monsters can be very effective, but it can also take a while to use the right move. Thanks to the help of power-up shields, you can move that little bit faster.





Buzz-saw blades are located on the floor in front of you making any further progress very, very hard. Be careful where you step, though, or you could be in trouble.

the words are completed, extra lives and score can be gained.

Switchblade, I must say, is extremely similar to Rick Dangerous; but as Rick Dangerous was a brilliant game - who cares? The game is really playable and grabs your interest the second you start playing. There's plenty to see and do, and the self-mapping system makes the game much better. Switchblade is a great game, and definitely worth getting.

#### indicator selects the type of move you are going to do, the more power and time you take, the more damage you will do to your

life.

enemy.

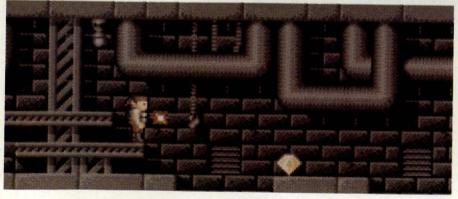
Special letters can also be found in the

Undercity and if the right ones are

collected you can spell various words. If you

spell 'extra', for example, you can get an extra

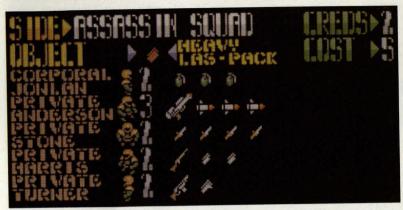




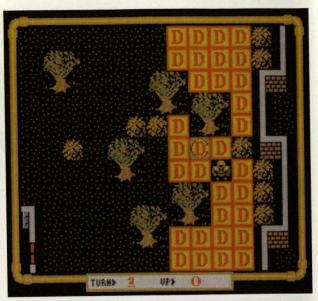
Only a certain amount of damage can be taken before you will lose one of your lives. Remember that you have only four to start with and thev don't last too long.

After the highly successful Rick Dangerous. comes Switchblade from the same programmers, and although the look is very much the same, the game format has been tweaked somewhat. The graphics are cartoon-like and the backdrops are nicely detailed and verv colourful. However, I did find Switchblade just a little too similar to Rick Dangerous and therefore it may lack appeal to those who already have the original. The game is still worth a look, though, and offers plenty of longterm entertainment.

What arms you equip your men with could decide on whether they live or die during the forthcoming mission. There are many things to choose from, including simple daggers and sophisticated lasers.



(Right) Deciding where your men are going to start from is important to the game. Putting your men in various different positions, dotted all around the complex you intend to assault, is probably the best idea, though.



#### DOUG

Laser Squad is very similar to the American game, Breach, putting you in control of a group of soldiers who must go complete and missions, taking as little casualties as possible. But unlike Breach, the game is very hard to get into and, at times, when I was first getting used to it, I found the game very frustrating. Although a lot more things have gone into Laser Squad, I'd rather have Breach for the money.

### BLADE £19.95

## LASER SQUAD

In Laser Squad you control a highly trained unit of soldiers, rebels or even assassins have been put into certain situations they must complete without being killed, or in some cases letting other people get killed. At the beginning of the game you have to equip your squad with a selection of weapons and armour that they will use in the level they

are about to participate in. There are four different types of armour available, each being a little bit more protective than the last but at a slightly higher price; and you must remember that different parts of the body have different protection, with your front and rear being better protected than you sides. There are many weapons to choose from and each is very in effective the right circumstances. Lasers are probably the best weapons, letting you shoot your opponent like a normal rifle or hand gun, but doing a lot more damage. But remember that your weapons don't do much without ammunition, and clips must be bought before the start of your mission. Rocket launchers and grenades can also be bought, but these weapons must be used carefully, because even though you can take out more than one opponent with a grenade, if one of your men is in the blast range, he might also be killed.

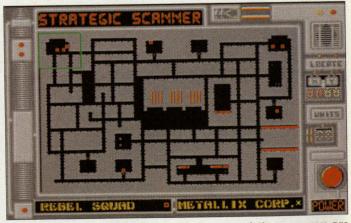
Once your men are equipped and you are ready to start your mission, you can deploy your men at various points around the combat area (anywhere in the combat area marked with a "D"). Your men can then start to scout inside and around the outside of the base that you are going to assault; leaving several people scouting outside is usually a good idea, for they can use their scanner to see if there are any enemies behind walls in different parts of the building, without taking the chance of being attacked. However, if there are

### SK

Converting this 8-bit classic to the Amiga was a great idea and well worth the trouble. Laser squad is a very complex game and will keep you going for ages. At first, the game may seem a little hard, and sometimes frustrating. But, once mastered, it is really enjoyable. Laser Squad is a good strategy game, and I'd considerbuying this excellent product a good choice.



A man's skill in firing a gun is not the only thing that decides his percentage chance of hitting his target. Both his morale and stamina are taken into account as well.



When an enemy comes within range of the man you are presently controlling, you are notified at the bottom right of the screen and, using your scanner, you find out just where he is, and if there are any more.

As soon as you choose to fire at an opponent, the details of the surroundings will be made a lot simpler and enlarged so you can easily choose your unfortunate target. Then, once locked on, you can blast away to your heart's content and just hope to God you destroy what you were aiming for.



any windows around, it is very likely that you will be shot at from one of them. When an enemy is located you can then proceed to fire or use a weapon to try and kill him (before you can use a weapon you have to equip it to your soldier), and once the fire option is chosen the surrounding map will be magnified, getting rid of all the unnecessary scenery and letting you choose what you want to target on and shoot. There are several ways to fire your gun at your target, each having certain effects on your skill chance of hitting. Aimed fire will let you take one shot at the target with a high chance of hitting, but is is only one shot. Auto is another method which enables you to shoot from 3 to 25 times at one target, but the chance of missing it greatly reduced.

Adequate for this type of game. They're nothing special, but at the same time they're not awful.

Laser Squad reminds me a great deal of a game called Rebelstar. It revolves around the same theme in which you must storm a building using your futuristic soldiers. I must admit to enjoying Laser Squad, although it was a little hard to get into at first. The game will obviously appeal to those of you out there with a strategic bent. As for everyone else, it may be wise to take a look before you make any commitments to buying.

A little bit of a tune as the game loads, and a few sound effects during the game here and there, But like the graphics, nothing to go ape over.



The droods are just one too many this time, and with a little spin your soldier drops motionless to the ground, maybe you'll win next time.





Scouting around the outside of the building, you spot an unlucky droid who happens to be the inside. further Without ado, you open fire and, before he knows what hit him, the droid is no more.



Doors don't just open by themselves, and it takes a certain amount of movement points to open one; but once you've got the door open, will you have enough movement points to shoot what's inside?



Standing well out of the way, you chuck a grenade into a room where you suspect two droids to be waiting - but let's just hope that one of the prisoners that you were meant to free wasn't in there.

# nd at the others, as a priest mouthed platitudes over a nearby ndered who had copped it this time. Then I read the name on a

you to use RAM SAVE and RAM RESTORE to save a position in I could see some mourners, a detective, a

Perhaps you might feel a little happier being dead, if some of your old friends looked a bit more cut-up about your murder. One particular piece of 'fuzz' looks too smug for my



The crumbling walls of the chapel rise above the buried hoard of drug the smugglers. If you could delay them for a few more days, the police might find something.



Time to take a look around your neighbour's plots and see who is coming up to play! Let's hope they don't all look like Michael Jackson!

Till death do us part, the vicar said, but this 'happy couple' still bickering over who gets possession of the wreath. Looks like another dispute for you to settle.





Strong lights must be avoided as they quickly drain whatever strength you have. Yet you must somehow get into the shed and switch off that damn spotlight.

'Rest In Peace' it says on your gravestone, but there's not a ghost of a chance that you are going to do that. Your murderers are on the run with your terrified girlfriend as their hostage, but fear not, they'll be back. A cache of drugs lies buried by the old cemetery chapel and you now have three, short days to master your new ghostly powers and show them that, whilst you may be dead, you ain't going to take it lying down!

This haunting, text adventure with accompanying graphic stills, has you floating around a creepy graveyard, attempting to recruit other spectral characters in the fight for right. On your own, you are not strong enough to succeed, but your ghostly neighbours might be persuaded to help if you can solve the small problems which have been gnawing at their bones and keeping them tossing in their graves. There's lots of goodies in the gravedigger's shed - if only you had the strength to open the door. The shade of the old colonel might lend a hand - if you could get rid of the lager louts who come each night to desecrate the war memorial.

The adventure is comprised of three separate days which may be played sequentially or as individual games. As with all adventures from the Level 9 team, the game allows you to 'RUN TO' a location or object thus allowing you to forget the tedious chore of mapping. Once you have gained power over the other ghosts, you can command them to help you and give them instructions. This aspect of their adventures is Level 9's characteristic touch which you either love, or at least find difficult to master.

Brilliant. Rise up, Dicon Peeke, the artist, you deserve a big round of applause. Some of these pictures are the best I have seen.

I think this is possibly the best game from Level 9. I found Lancelot boring and Ingrid a little silly, but in this game it all comes together nicely. The team has come a long way since their first text adventure if they have and. decided to make this one their last, at least they will have ended on a high note before bringing the curtain down. I hope it does well.

text-only adventures are old hat. so it came as a nice surprise to play one that was a little different. I'd also forgotten how intricate text adventures could be. The graphics associated with this game are of a high quality and the command parser allows some fairly complex commands. It is probably here that the game is let down a little. While it allows you to direct actions to take place after a certain number of moves, it doesn't enable you to have the same action carried out when a particular event occurs.

nice mixture ghastly, ghostly puns, gallows humour and atmospheric text. Basically, well up to Level 9's usual high standard.

8% 72%

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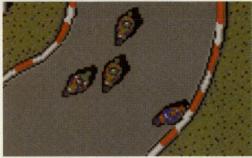
By qualifying, you will decide whereabouts on the starting grill it is that you will be positioned. Your time is displayed on the chart to the left of the screen.





If you qualify you will be informed of your position on the track relative to the other seven riders.

As the around track the clock ticks away. Skilful use of the brakes required if you are to the take sharper corners successfully.





Whoops! Should you stray off the track or hit another rider you will turn into a tomato on the track. Yuk! You will then be reminded of how many bikes you have remaining.



The final lap. Let her go for all you're worth. The chequered flag will wave you on your way. One bad move here and your dreams of the championship could be shattered.

### **DINAMIC £19.95**

## GRAND PRIX MASTER

Barry Sheen, eat your heart out. This is your chance to become one of the best, if not THE best, motorcycle racing champions in the world. With up to seven Grand Prix, you will be taking on the best of the rest. Before beginning a proper race you must prove yourself worthy by racing a qualifier, against the clock. Sound easy does it? Think again. These other eight racers are experts and all intent on getting the number one position on the grill - pole position.

Once you have successfully qualified, you will be shown your position on the race track. If you make it to pole position you will be given the choice of starting on the inside or outside. Watch the starter lights and when they become green let the clutch out and burn rubber. As you race around the track you must control your bike both sensibly and carefully, making sure to brake when you reach those hair-raising corners. Should you spin off or get hit by another

tarmac. You will then be informed of how many bikes you have left. You will be flagged on for your final lap before crossing the finishing line - hopefully somewhere near the front. Your time, and other such status information, will be displayed as well as the amount of points that you have won.

You have several options

motorcyclist, your bike and rider

will become a splodge on the

You have several options available to you before you begin a race. You can choose to practise on the present track, enter the qualifier or just scan around the track which allows you to view the whole track from various positions.

### **GRAPHICS**

Small and undetailed sprites grace the bland and repetitive play area. The races offer no real challenge and there is no convincing feeling of speed.

47%

#### SOUND

Sound is at a minimum. The in-game effects are only average and don't really aspire to much. It's a shame to see the Amiga's sound capabilities negleted.

50%

### STEVE

Playing a bit like the age-old coin-op, Rally X, Grand prix Master is a real blast from the past. Initially, the control system took a while to get to grips with, but after several laps, I got the hang of it. In fact, once I had mastered the controls, whizzing around the track lost all its appeal, and the repetitive nature of the game soon saw me looking for something else to play.

#### WHITEY

There seems to be a sudden influx of race-orientated games at the moment. Continental Circus, Rally Cross and Powerdrift are all bringing this tried and tested genre back to life. Sadly, Grand Prix Master doesn't really make the grade. There is no real feeling of speed and the graphics are both small and undetailed. There just wasn't enough variation to keep my attention for long and therefore I became bored very quickly.

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## Real Soon Nows

John Philips' Nebulus was an instant hit when it arrived on the 8-bits two years ago. A year after. John's conversions for the 16-bits hit the streets - this time to even more critical acclaim. The thing that made Nebulus so innovative, was the unusual revolving towers the game's hero climbed. Unlike the twodimensional platform-laden screens of games like Manic Miner and the like. Nebulus featured towers that spun, and which the main character could actually walk through. This was like a shot in the arm to the jaded platform theme, and the game was a complete success. Naturally enough, a sequel seemed like a good idea. But John didn't want to handle it himself

Instead, the job was given to German-based writers, Infernal Bytes Systems. Infernal Bytes are a five-strong team of exhackers, who decided that they could write games of a decent quality. To begin with, they prepared a demo of how they envisaged Andrew Braybrook's 64 hit, Paradroid, would look on the Amiga. Hewson were suitably impressed, and, because Andrew and his Graftgold team were busy working on Firebird's Rainbow they Islands. were commissioned to convert the game. However, time passed, and Andrew expressed a wish to convert the game himself. To make up for their disappointment, though, Hewson's software developmment guy, Paul Chamberlain, gave them the



Surprise, surprise · another sub-game! Pressing the firebutton repeatedly keeps Pogo airborne, and whilst he flies around, he must also pop the many balloons that float past him. If he does so, he will recive bonus points for every balloon burst.

chance of writing a suitable sequel to John Philips' towertoppling game - a chance they took instantly.

#### **Infernal Bytes**

Infernal Bytes consists of five members: Florean Sauer, who is the main Amiga programmer; Mark Rospha who is writing the ST version; graphics man, Tobia Prince; and the game's sound is in the capable hands of Florian Fauer. Overseeing all the work, is Julian Eggebrech, who is the team foreman. The team have known each other for quite a

while now, but this is the first time that they have written a full game. At the time of writing, the team have been working on the game for two solid months. To help them, they had John Philips' original Nebulus source code to work from, but it was decided that the original Nebulus could have been a lot better on the Amiga, so in the sequel they are aiming to use its larger palette to make the game graphically superb. Their basic aim wasn't to completely rewrite Nebulus, but to enhance on the original concept, and take it further. In doing this, they have kept the revolving towers that made the first game so novel, but have added a theme to each one, along with a host of new hazards, such as slides and ladders. In addition, the bonus rounds have been changed, and are now bigger and total two in all - although Julian reckons that he may try to squeeze a third one in, memory permitting.

#### **The Gameplay**

As mentioned, the team didn't want to change too much of the original game, so they concentrated on adding new



Seen here in one of the sub-games, the Pogo sprite has been much improved upon. He now sports a pair of trainers, and has more frams of animation.



Pogo is travelling to the next tower. This section is a maze game, and Pogo must reach a useful artefact before starting work on demolishing the next tower.

Jthemes to it. The story behind the game is that, once again, Pogo has been sent out to pull down each of the sixteen towers that have sprung up in the planet of Nebulus's seas. Each tower is owned by a particularly nasty alien, and each tower must be pulled down. Once again, the tower's destruction is effected by climbing to the top of the tower and planting an explosive. However, in a new twist to the game, before Pogo can plant his explosive, he must forcefully evict the present resident. Each resident is a large alien who doesn't want to budge, so the game turns into a one-on-one beat'em-up, until either Pogo or the unwanted resident is defeated.

Once evicted, Pogo enters the mid-level sub-game. In the first game, he participated in what was quite literally a subgame, and had to collect fish in his submersible. This time, Making the sequel even better than the original Nebulus was going to be far from easy, 50 Infernal Bytes have decided not to change the design too much, Instead. they have added more hazards to the revolving towers. Hopefully, by the time the game is released, there will be three different sub-games memory permitting.

sub-games more integral to the main objective. Of the two so far written, the first involves Pogo flying from tower to tower in a helicopter. Repeated pressing of the firebutton keeps our scaley friend airborne, and as he makes his way across the horizontally-scrolling screen, he must kill

birds by dropping on top of them. This causes them to relinquish multi-coloured balloons, which can be popped for points. The second game, however, is far more involved. Essentially a maze game, you must guide Pogo's ship through a large maze, all the time avoiding its inhabitants, until you reach your objective at the bottom of the screen. Julian admits that this section is very similar to a game he is fond of on the Sega console, Alex Kidd In Miracle World, but feels that it makes a very strong intermission screen.

At an even earlier stage then Nebulus II, is Armalyte from Thalamus. This slick horizontally-scrolling blaster was a smash on the good old C64, and now Blit Software's conversion looks set to do the same on the Amiga.



There are shoot'em-ups and there are shoot'em-ups, but on the 64 there is Armalyte! Written on the 64 by Cyberdine Systems, Armalyte is an all-out blaster which simply blew its competition away. Now, though, it is heading for the Amiga, and it is looking very nice indeed. In case you haven't heard of Armalyte, allow me to give you a little history lesson. First there was a shoot'em-up called Delta, which was written by a Finnish guy called Stavros Fasoulas, and its hectic blasting and superh graphics and sound

was drafted into the Finnish army, leaving shoot'em-up fans around the world gutted. But not for long! Because shortly after, a game called Armalyte: Delta II was released, and it was every bit as good, if not better, than Delta. Its story offers nothing special, it is the customary 'man meets alien in space, man kills alien and collects ship enhancement' story, but it is the game's implmentation that makes it so special. The Amiga version is being written by Blit Software, in particular by a duy called



With its revolving drone in two, our plucky little blaster comes face to face with one of Armalyte's huge end-of-leve guardians. As is the norm in shoot'em-ups, only a few thousand bullets to its weak points will destroy it.

Patrol for Ocean, Ian Harling We'll see how the game plays in roughly four months, when what they hope is 'the blaster.'

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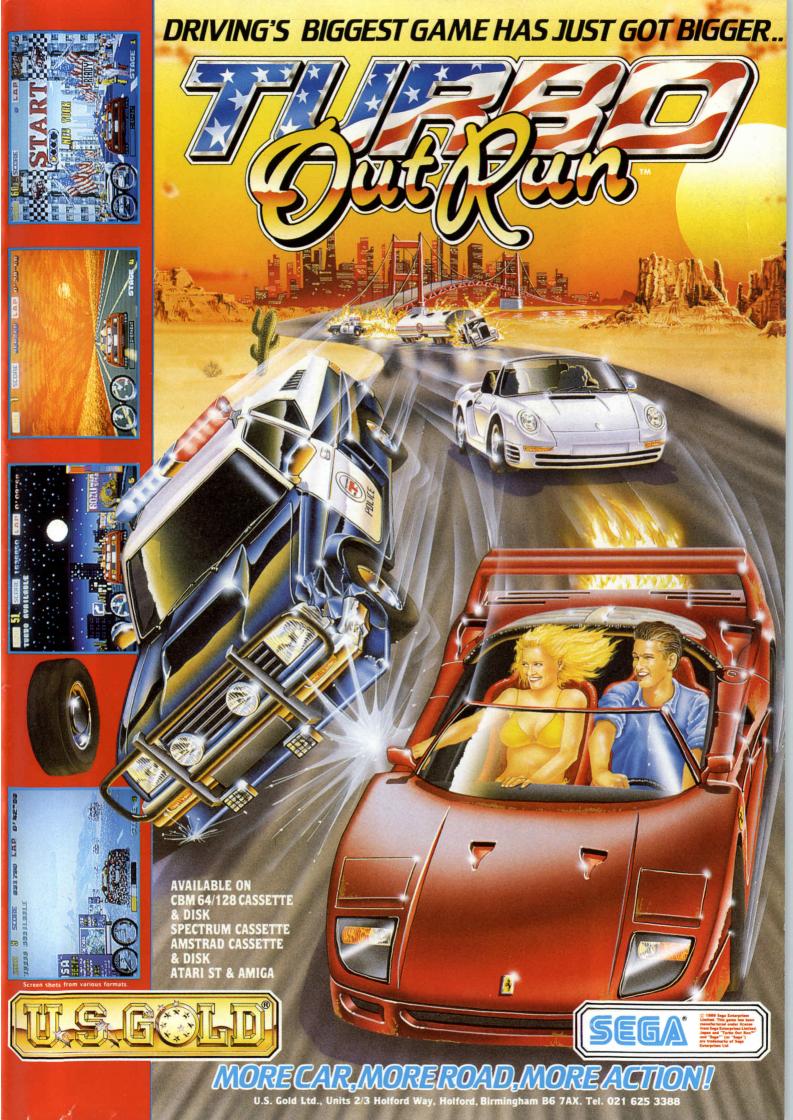
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