

**THIS ISSUE** • EXCLUSIVES • Myth from System 3 • Vroom from UbiSoft • IN PROGRESS • Dark Seed • Addams Family • Zool • Plan 9 From Outer Space • ALSO REVIEWED • Cavitas • Shadowlands • Brides of Dracula • Parasol • Stars • Indy Heat • Hare Raising Havoc • Borobodur • Return of Medusa • Alcatraz • AND SO MUCH MORE!

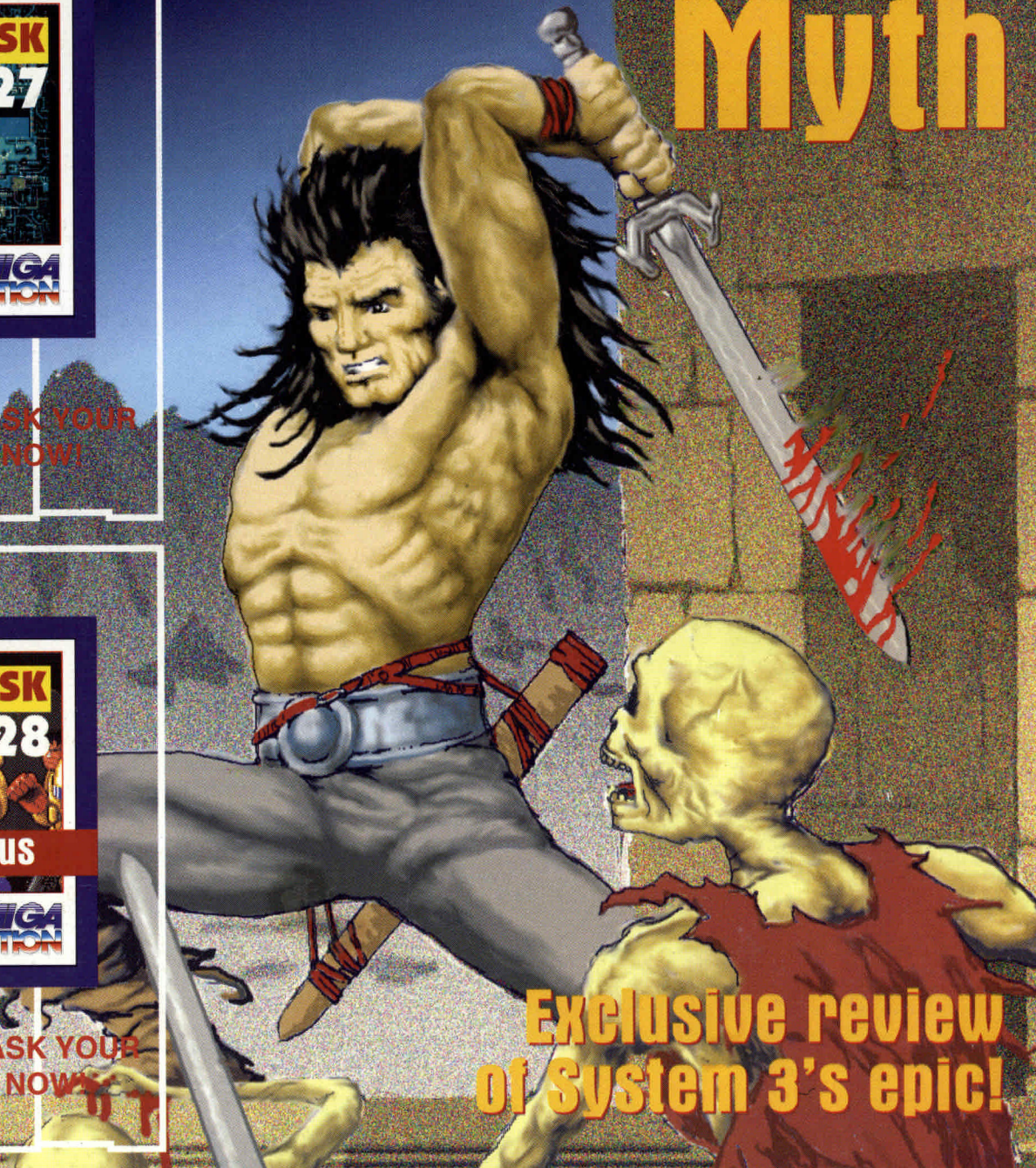
WIN!  
A SATELLITE TV

# AMIGA ACTION

#031 APRIL 1992  
UK £3.75 (with 2 disks) **EURO PRESS** INTERACTIVE

The Number 1  
selling magazine for  
Amiga games...  
...official!

## The Might and Magic of Myth



**Psyborg** **DISK 27**

**4 Mega-psychothic Playable levels!** **AMIGA ACTION**

IF YOUR DISK IS MISSING ASK YOUR NEWSAGENT FOR ONE NOW!

**Space Crusade** **DISK 28**

**Son of Zeus** **AMIGA ACTION**

IF YOUR DISK IS MISSING ASK YOUR NEWSAGENT FOR ONE NOW!

Exclusive review  
of System 3's epic!

**LARRY 5**

**STORM MASTER**

**PINBALL DREAMS**

**VROOM**

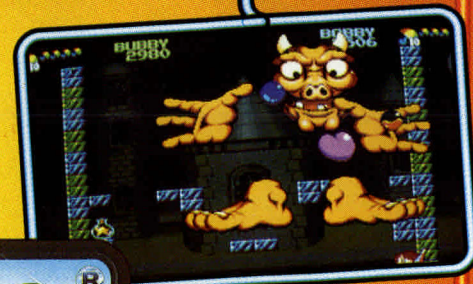
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# JUMP AT IT!

## PARASOL STARS

### RAINBOW ISLANDS 2



COMMODORE  
64  
ATARI ST  
CBM  
AMIGA

# ocean

# T&I TO



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# Action Packed!



## News .....2

Up to the moment news on **what's happening** on the Amiga scene. We preview soon-to-be-released games and give you the low down on their development.



## Super Leagues .....12

We've compiled the most **informative and comprehensive** set of games charts that you could ever hope to see. There's also the mega in-depth look at a particular league. Sports sims get the full AA treatment this time round.



## Action Cover Disk .....17

Another month, another issue, and the same comments in the contents page! We blast off with the uncategorisable **Psyborg** from Loricel which throws you on a hyperspatial road to nowhere. This is followed by the excellent **Son of Zeus** from Electronic Zoo and Gremlin's critically acclaimed **Space Crusade**.



## Boggit's Domain.....83

If adventures are your love and you're having a few nagging problems with your favourite game then your best bet is to ask that **kindly old creature**, the Boggit. You can guarantee that he'll have all the answers.



## In Progress Special .....26

Amiga Action brings you even more overwhelmingly revealing previews. Read about the **bizarre** Plan 9 From Outer Space, the **freaky** Zool, the altogether **ooky** Addams Family and H.R. Giger's **ambient** and horrific Dark Seed.



## Giving The Game Away .....44

This month we've got indispensable info on how to play Psygnosis' meandering **Leander**, we show that there's a way right into the very **Heart of China** and hope springs eternal as you battle against all the odds in **Another World**.



## Win A Satellite System! .....56

Gremlin have come up trumps once more in conjunction with their challenging game, **Space Crusade**. With a ridiculously simple 'identify the game' competition to enter you could win a **fabulous** state-of-the-art satellite system!



## Pete's Betterbuys .....106

We've got a veritable **Budget Bonanza** for all you cheapskates out there in the real world. This month, Pete's provided three marvellous pages of titillating titles to take in, enjoy and destroy before they self-destruct.



## Talkback.....116

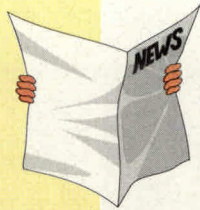
**This is the page that you write!** So if you've got anything interesting to say about the mag or anything concerning Amiga gaming – good, bad or ugly – drop us a line. We are sorry that we can't return any of your letters but we do give a prize for the best ones we show, namely the game of your choice!



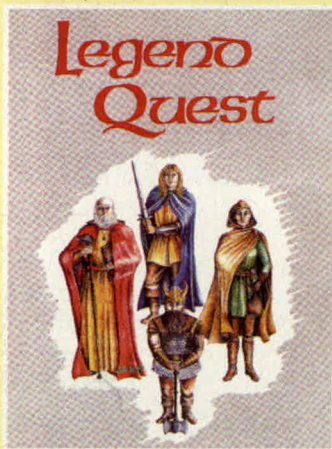
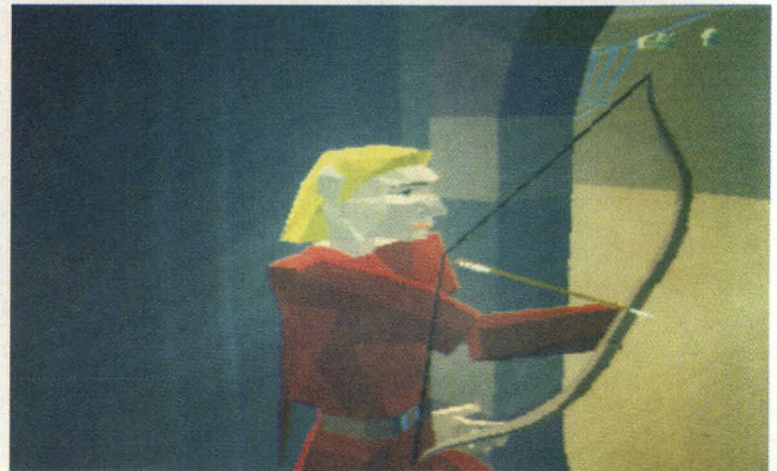
## Hot Gossip.....81

Another new feature. Our educated Editor and private detective, Mr. Steve White, is the man behind this look at what **exciting products and projects** (and hard disks) are in the pipeline. So you know who to blame!





# WHERE FANTASY BECOMES REALITY (VIRTUALLY)



The residents of Nottingham have been witness to strange sights recently. In an ordinary looking shop window along the Goosegate road, small groups of people have been reported to be standing in plastic tree stumps, swinging their arms around violently while shouting phrases such as, "Aaarrgh, no, its hideous!" and "Take that you boney freak!"

Is this some form of new therapy for victims of stress? Has the population of the Sherwood city gone completely loopy?

The answer is no. They are in fact the first people in the world to have sampled Legend Quest, a new breakthrough in Virtual Reality. It

takes the standard Virtuality machines (manufactured by W Industries) and uses them to create a fully themed Dungeons and Dragons style role-playing environment.

The new game system completely immerses a group of up to four players in a computer generated three-dimensional fantasy world.

Using the Visette system and an inertial joystick to operate objects, you become fully interactive within the realm. As you walk around (using a button on the joystick) you can look all about you, bend over, crouch and so on. Objects are manipulated by moving your hand in the real world (and in turn your virtual hand) to grab an item. Treasure chests and doors can be opened and keys picked up simply by touching them.

Any self-respecting fantasy role-playing game wouldn't be complete without wizards, dwarves, elves and a few monsters to chop you up. The warrior characters can pull out a weapon simply by reaching over their shoulder or touching their belt and

then it's into the thick of the action.

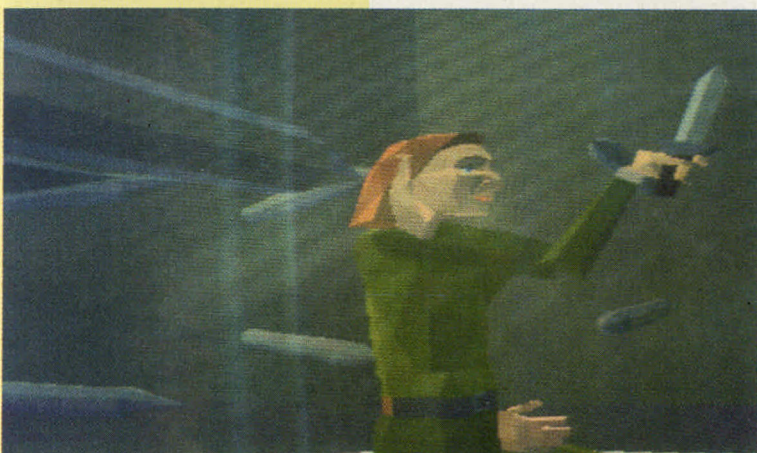
As your real life arm swings about, you will be blocking the skeletons' blows and making your own strikes in the virtual reality.

Following up the fighters are wizards and by using their spell books they can call upon the elements to blast the creatures to cinders.

Legend Quest can be found at **44-46 Goosegate, Hockley, Nottingham NG1 1FF** or telephone **(0602) 242626**. To become a member of the Role-Playing club (and get a special electronic key that will save your games) costs £10 and actual playing time is priced at £1 for two minutes.

This may seem a little steep but the designers have incorporated as many features as they possibly can to keep your costs down to a minimum and it is worth paying the money just for the experience.

Without a doubt, Legend Quest is the best thing I have played for a very long time, and if I had to give it a score, 96% AA Accolade would be appropriate. Superb.



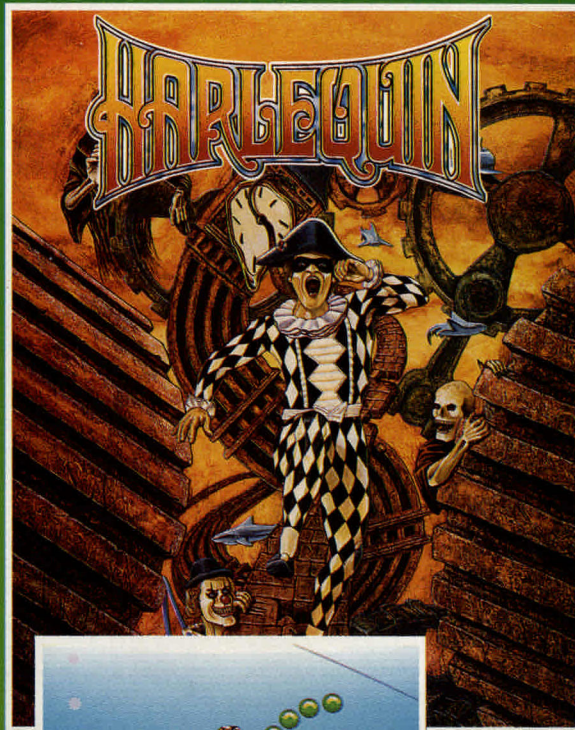
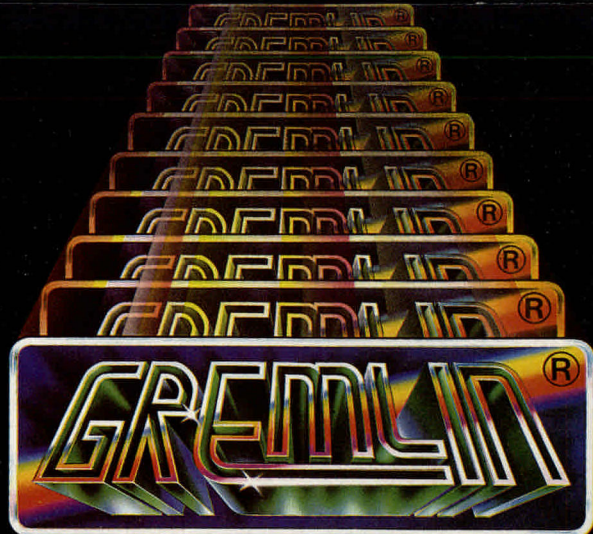


## VIDEOKID

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and .... CRASH!....

... You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!....

Available on Atari ST/STE & Amiga



Available on  
Atari ST/STE,  
Amiga &  
IBM PC &  
Compatibles.  
Produced by the  
Warp Factory.

## HARLEQUIN

Can you mend Chimerica's broken heart?

Harlequin has returned to his beloved homeland Chimerica to find it locked, inaccessible and broken hearted.

Calling upon a myriad of methods, Harlequin must travel across this vast ever-changing land, to seek out and replace the four segments of Chimerica's broken heart.

Harlequin's determination in his task in this ultradynamic game is matched with equal venom by the weirdest assortment of characters ever known. Harlequin is played across 850 screens that will stretch even the most ardent games players skills.

Amiga Action Accolade 93% "Harlequin is one hell of a game that is extremely innovative, exciting and challenging."

Ace Trailblazer 900 "Harlequin comes across as one of the most athletic games stars since the Prince of Persia or the great Sonic himself."

The One 90% "A superior platform come puzzle game with bags of atmosphere."

Games X. X Rated XXXXX Game of the week  
"Add Harlequin to the long list of must buys from Gremlin."

Gremlin Graphics Software Ltd, Carver House,  
2-4 Carver Street, Sheffield. S1 4FS. Tel: (0742) 753423



## SIDE LINERS



### DECIPHERING CODIES

Kings of the budget frontier are Codemasters. Currently fidgeting on the sidelines and waiting to jump into the action are a number of cheap but commendable titles.

The first is Hoversprint, a 3D racing game which places you in the rather damp seat of a twisting and turning hovercraft. There will be four craft to choose from, each possessing specific capabilities. As a one or two player water crazy extravaganza, £7.99 could easily be well worth the disks they're duplicated upon.



Costing fractionally more than a night in with Paddy Ashdown's secretary is Codemaster's other £7.99 title, The Quest Of Agravain. (Don't send MI5 after us - we're only joking!)

This is a four stage platform romp (although the papers claimed there were slightly more stages) where you must jump and blast your way past trolls, bats and foes of other descriptions.

Your final objective is to discover the whereabouts of the elixir of life. To do this, you'll have to power-up your sword into throwing axes and bolts of energy.

The game should be arriving in the shops as you read this. Off you go, then!



And finally, although we're a few pages too soon to say that, there is one final extra special treat for all you Dizzy fans. The very first Dizzy is on the brink of being transferred to the 16-bit Amiga. Dizzy - The First Adventure comes face to face with his arch-enemy Wizards Zaks. Yes, it will be selling at the usual retail price. Meanwhile, dream over the screenshot.



004  
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# OCEAN FISH OUT HOOK

With more movies under their belt than Oliver Stone, Ocean are about to add one more to their long and seemingly endless list. Hook is Stephen Spielberg's latest project with a glitzy, star-studded cast and farcical antics that put the Royal Family to shame.

Similar to Monkey Island, this is a diversion from the usual Ocean movie licence.

Utilising a point and click control system, Hook will consist of around 50 locations and the potential to interact with approximately 30 in-game characters.

You step into the shoes of Robin Williams as you take the role of Peter Pan. Various problems and puzzles will present themselves to you as progression is made. Just like Monkey Island, the screen is divided into two. The top half displays your location and actions whereas the bottom half is home to your options. All commands that you normally find in adventure games are found here.

The in-house team working on Hook have individually been responsible for Flippit And Magnose, Total Recall and Ork, among others. Expect to see a full review in Amiga Action any time now.



## BIRDIE OR BOGEY?

Grandslam have driven hard to get a Nick Faldo endorsement for their forthcoming golf simulation. Design and development of the game teed off last year.

After months of programming, they are now claiming it to be 'a state of the art golf game utilising many features that have never before been

incorporated into a computer game'.

Joystick controlled, the standard direction and strength of shots is to be determined by the player as well as correct choice of club. Help is at hand from your caddy.

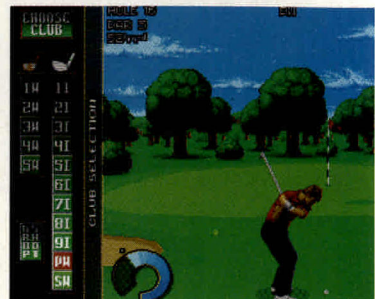
Other features include wet and dry weather conditions which affect the behaviour of the ball when in

contact with the greens and fairways. Wind also plays an important factor and can cause many an irritating moment. Lose too many matches and you'll probably finish up smashing your computer to pieces with a 1 Iron.

The computer can also suffer from morale problems which will determine its confidence and quality of play during the course.

They promise the game will be designed to take into account the 'possibility of further course design disks and a course constructor kit'. Should be interesting! The ever increasing popularity of multi-player modem links has been taken into consideration hence the implementation of this facility into Grandslam's game named after the golfing guru.

Nick Faldo's Golf should be available within a month at a price yet to be announced.





# Hook™

**P**ETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.



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## SIDE LINERS



# IN DAZE OF OLD

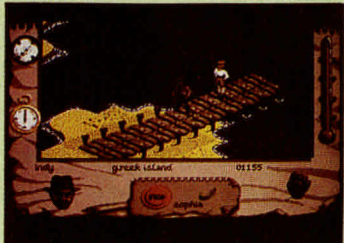
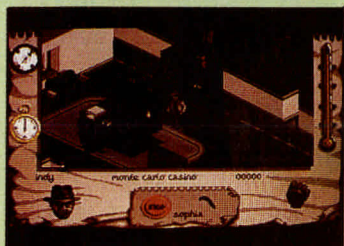
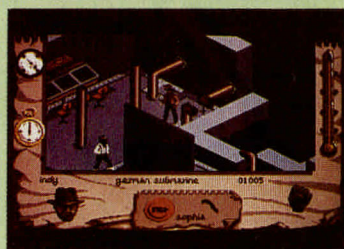
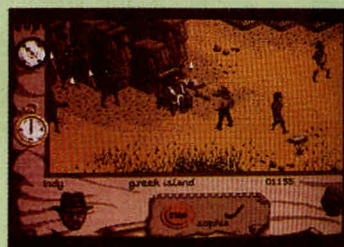
### ATLANTEAN ADVENTURE

Our dirty, dusty all-American hero is returning to our screens in yet another sequel – Indiana Jones And The Fate Of Atlantis. You are taken into a world of underwater (and above water) escapades where you must escape the doomed Atlantis before its Armageddon time arises.

This 3D arcade adventure consists of five stages and two main in-game characters. Switch between Indy and heroine Sophia Hapgood, manipulating their actions on the appropriate occasions to secure your safety. Food must be collected to revitalise your strength and weapons add the traditional Indy action for, you guessed it, the Nazis are hot on your steaming heels.

Investigate naval bases, spend a little recreational time in the casino, and explore Atlantis' mysteries. After all that, you have to embark upon a submarine to make your crucial getaway.

With your whip by your side and your hat sitting firmly on your head, U.S. Gold promise something special.



Newly formed Daze Marketing have struck up a deal with those French development giants, Silmarils. Daze have the exclusive marketing and distributing rights here in the United Kingdom while Silmarils

have a dazzling line up of titles ready to pounce onto the market.

Ishar: Legend Of The Fortress lays claim to being a 'truly epic RPG'. Only deux points for the storyline (your quest is to destroy a Demoniac



kingdom) but plenty more for style and gameplay.

All your favourite foes are incorporated, including dragons, warriors, werewolves and about 150 characters more. With a possible 160,000 views over a magnificent 3D landscape, a user-friendly interface, and the guaranteed expertise of Silmarils, Ishar will be enticing you to your shops in May. The retail price is yet to be announced.



Impressions' new label, IF..., staggered onto our pages last month with the detective style Crime City. As they struggle to gain a foothold in the industry with competitive software of high quality, maybe Samurai – The Way Of The Warrior is the one to do it.

You know the story by now. It's another strategy game but we have to emphasise that the graphics have been modified to a greater degree than their past releases.

Samurai actually looks like it may possess different gameplay than the previous chain of seemingly production line titles.

Hyped as "...one of the most exciting strategy games ever released... the beautiful real time animation is really quite breathtaking," Samurai has a great

deal to live up to or it will crash even louder and harder than their previous software disappointments.

A large overview map of the battlefield displaying terrain and troop concentrations help you

tactically position your fearsome warriors and direct their operations.

Also featuring three levels of difficulty and a host of attack/defence tactics, look out for this Impressions project due for release any time now.

## RUNWAY TYCOON

Also on its way from Impressions is Air Bucks, a Railroad Tycoon with wings on (no Claire Rayner innuendos, please!). With a Dakota and a princely \$100,000 in your bank account, you wonder why you have to enter into a high-risk airline business when the everyday person could retire on that amount of money in the setting of 1946.

You can organise routes and try to establish the most profitable airline business around. As the years fly by, technological advancements affect Air Bucks. Forty years on in game time and you may find your pilots at the helm of Concordes and 767s. Competition is stiff and inflation high – have you got Branson in your blood or are you going to be a Laker for the rest of your life? You'll have to pay £29.99 to find out!





*Elvira II:  
The Jaws of Cerberus*

# "THE EARTH OPENED. ONE BY ONE THE MOST HIDEOUS MONSTERS

OF GOTHIC HORROR  
CRAWLED THROUGH THE PORTAL.  
THE NIGHTMARE HAD BEGUN!"

PRESENTING ELVIRA II: THE JAWS

OF CERBERUS."

A FANTASY  
QUEST OF EPIC  
PROPORTIONS.

AN EVIL

FORCE HAS PENE-  
TRATED OUR UNIVERSE  
AND ABDUCTED ELVIRA  
HERSELF. YOUR TASK?  
FIND AND RESCUE  
ELVIRA INSIDE THREE  
CAVERNOUS MOVIE  
SETS—A GRAVEYARD,  
HAUNTED HOUSE AND  
CATACOMBS—THEN  
FIGHT A FINAL CATA-  
CLYSMIC BATTLE WITH  
A NETHERWORLD EN-  
TITY OF AWESOME  
FURY. ♦ EXPLORE  
THREE HUGE AND HOR-  
RIFYING WORLDS WITH  
NEARLY 4000 LOCA-  
TIONS—FIVE TIMES  
LARGER THAN THE  
ORIGINAL ELVIRA

♦ OVER 120 HOURS OF SUSPENSE-INTENSE GAMEPLAY ♦ MORE THAN 700  
DEADLY WEAPONS, SCROLLS AND OTHER TOOLS OF THE TRADE ♦ FULLY ANI-  
MATED ENCOUNTERS WITH HUNDREDS OF FORMIDABLE NEW OPPONENTS ♦  
NEW ON-SCREEN SPELL BOOK GENERATOR ♦ NEW ON-SCREEN HIT-POINT  
ALLOCATION SYSTEM ♦ NEW ON-SCREEN 360-DEGREE ENEMY DETECTOR & TRACKER  
♦ THE VGA GRAPHICS? STUNNING. THE SOUNDTRACK? HAUNTING. AND 100% "POINT  
& CLICK" CONTROL MAKES IT SO EASY TO PLAY IT'S FRIGHTENING. THE BOTTOM  
LINE? ELVIRA II IS THE FANTASY BLOCKBUSTER OF THE YEAR. TO ORDER, VISIT  
YOUR FAVORITE RETAILER OR CALL (081) 877-0880.

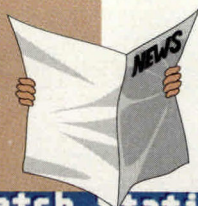
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# NOW FOR THE HALF TIME SCORE

Match Statistics			
SWINDON		1	SHEFF UTD
HT 0-0			
01 F. PARKINSON C	6	01 T. SELLARS C	
02 C. GREEN	5	02 G. WELBY	
03 T. MILLAR	5	03 G. NEGERLE	
04 D. GOSSET	5	04 G. EVANS	
05 A. CAREY	7	05 H. EVANS	
06 P. SUTTON	5	06 K. MCNAB 30	
07 G. CURRISHLE	6	07 T. BURNETT	
08 C. HOLDSWORTH	6	08 T. ROCASTLE	
09 P. GEE	6	09 L. HEATH	
10 C. SELLARS	6	10 R. MARK	
11 G. PRESSMAN	6		
12 R. SMITH	-		
14 R. WHITLOW	-		
DEFENCE	69%	DEFENCE	6
MIDFIELD	55%	MIDFIELD	4
ATTACK	38%	ATTACK	3
ATTEMPTS	6	ATTEMPTS	3
ATTENDANCE	1237		



Admitting defeat regarding their coin-op conversions, Domark (let's face it, Hydra and Pitfighter were very poor with Super Space Invaders being their most fun and accurate transformation from arcade to computer) are at last returning to the good ol' roots of entertainment.

It started with bearded brute, Kevin Toms, way back in the early Eighties. He was the king of BASIC, producing one of the most addictive (sorry about the pun for those of you who understand it) football management games of the last decade - imaginatively titled Football Manager. With designer stick men running about a pitch thundering 40 yard shots into the back of an out-of-perspective goal, along with players' skill and stamina ratings to name just a few features, Football Manager was undoubtedly the best buy for 8-bit owners.

## WE DID IT FOR THE FANS

Now the soccer management formula is returning. Last month, there was U.S. Gold's The Manager, now there is Domark's Championship Manager. So how have things progressed in the last ten years?

Noticeably, the depth of this type of game has considerably increased. No longer is it a simple case of good skill and stamina ratings that determine which player to send out onto the pitch. No longer are there a couple of trophies to play for. Championship Manager features a number of Cups, including the League Cup, FA Cup, European Cup and more. Oh, I nearly almost tried to forget, you can compete in the totally tackily named Domark

Cup - hmmm, let's move on.

What else is there to tell you about? I could mention the 1500 players, 650 coaches, managers, physios, trainers and scouts, and then there's the 80 clubs incorporated into the game. On the other hand, maybe I should talk about the transfer market where you can bid for and sell players as well as apply for a job yourself as manager of another football club?

## SQUARE BALLI

Nearer to the action, you can organise playing formations (you know, the usual 5-3-2, 4-2-4 and so on), and style of play can be determined (long ball, sweeper system, and so forth). Financial matters are an integral part of Championship Manager, too.

With many more managerial matters and immense player details, Domark's football venture is leaning towards being the most detailed and authentic football strategy/sim game of all time.

## TEAM SPIRIT

Before this article is given the red card, there is, of course, one more important element to explain. Yes everyone, it's that moment when I tell you about how the actual matches are executed. This is where the situation hasn't altered over the years. Although you aren't subjected to the unrealistic antics of Nineties' stick men, with Domark's Championship Manager you don't

Monthly Awards			
1ST DIVISION	LEICESTER	2ND DIVISION	SWINDON
3RD DIVISION	SWINDON	4TH DIVISION	SWINDON
5TH DIVISION	SWINDON	6TH DIVISION	SWINDON
7TH DIVISION	SWINDON	8TH DIVISION	SWINDON
9TH DIVISION	SWINDON	10TH DIVISION	SWINDON
11TH DIVISION	SWINDON	12TH DIVISION	SWINDON
13TH DIVISION	SWINDON	14TH DIVISION	SWINDON
15TH DIVISION	SWINDON	16TH DIVISION	SWINDON
17TH DIVISION	SWINDON	18TH DIVISION	SWINDON
19TH DIVISION	SWINDON	20TH DIVISION	SWINDON
21ST DIVISION	SWINDON	22ND DIVISION	SWINDON
23RD DIVISION	SWINDON	24TH DIVISION	SWINDON
25TH DIVISION	SWINDON	26TH DIVISION	SWINDON
27TH DIVISION	SWINDON	28TH DIVISION	SWINDON
29TH DIVISION	SWINDON	30TH DIVISION	SWINDON
31ST DIVISION	SWINDON	32ND DIVISION	SWINDON
33RD DIVISION	SWINDON	34TH DIVISION	SWINDON
35TH DIVISION	SWINDON	36TH DIVISION	SWINDON
37TH DIVISION	SWINDON	38TH DIVISION	SWINDON
39TH DIVISION	SWINDON	40TH DIVISION	SWINDON
41ST DIVISION	SWINDON	42ND DIVISION	SWINDON
43RD DIVISION	SWINDON	44TH DIVISION	SWINDON
45TH DIVISION	SWINDON	46TH DIVISION	SWINDON
47TH DIVISION	SWINDON	48TH DIVISION	SWINDON
49TH DIVISION	SWINDON	50TH DIVISION	SWINDON
51ST DIVISION	SWINDON	52ND DIVISION	SWINDON
53RD DIVISION	SWINDON	54TH DIVISION	SWINDON
55TH DIVISION	SWINDON	56TH DIVISION	SWINDON
57TH DIVISION	SWINDON	58TH DIVISION	SWINDON
59TH DIVISION	SWINDON	60TH DIVISION	SWINDON
61ST DIVISION	SWINDON	62ND DIVISION	SWINDON
63RD DIVISION	SWINDON	64TH DIVISION	SWINDON
65TH DIVISION	SWINDON	66TH DIVISION	SWINDON
67TH DIVISION	SWINDON	68TH DIVISION	SWINDON
69TH DIVISION	SWINDON	70TH DIVISION	SWINDON
71ST DIVISION	SWINDON	72ND DIVISION	SWINDON
73RD DIVISION	SWINDON	74TH DIVISION	SWINDON
75TH DIVISION	SWINDON	76TH DIVISION	SWINDON
77TH DIVISION	SWINDON	78TH DIVISION	SWINDON
79TH DIVISION	SWINDON	80TH DIVISION	SWINDON

actually get to see any action at all. That's advancement for you!

Matches are represented by bar charts for both teams, indicating their strengths in defence, midfield and attack. Messages appear informing you which team is attacking and defending. Any significant moments in the game provoke a short description of the event.

For example, if a goal is scored, you may be told something like, "Smith tucked the ball into the back of the net." All the time this is happening, the clock counts down in the top right corner of the screen.

Are you destined to get your team's name on a Cup or will you be dismissed as a no-hoper? You'll have to wait for another couple of weeks or so before you'll be able to find out. Price to be announced.

Monthly Awards			
1ST DIVISION	LEICESTER	2ND DIVISION	SWINDON
3RD DIVISION	SWINDON	4TH DIVISION	SWINDON
5TH DIVISION	SWINDON	6TH DIVISION	SWINDON
7TH DIVISION	SWINDON	8TH DIVISION	SWINDON
9TH DIVISION	SWINDON	10TH DIVISION	SWINDON
11TH DIVISION	SWINDON	12TH DIVISION	SWINDON
13TH DIVISION	SWINDON	14TH DIVISION	SWINDON
15TH DIVISION	SWINDON	16TH DIVISION	SWINDON
17TH DIVISION	SWINDON	18TH DIVISION	SWINDON
19TH DIVISION	SWINDON	20TH DIVISION	SWINDON
21ST DIVISION	SWINDON	22ND DIVISION	SWINDON
23RD DIVISION	SWINDON	24TH DIVISION	SWINDON
25TH DIVISION	SWINDON	26TH DIVISION	SWINDON
27TH DIVISION	SWINDON	28TH DIVISION	SWINDON
29TH DIVISION	SWINDON	30TH DIVISION	SWINDON
31ST DIVISION	SWINDON	32ND DIVISION	SWINDON
33RD DIVISION	SWINDON	34TH DIVISION	SWINDON
35TH DIVISION	SWINDON	36TH DIVISION	SWINDON
37TH DIVISION	SWINDON	38TH DIVISION	SWINDON
39TH DIVISION	SWINDON	40TH DIVISION	SWINDON
41ST DIVISION	SWINDON	42ND DIVISION	SWINDON
43RD DIVISION	SWINDON	44TH DIVISION	SWINDON
45TH DIVISION	SWINDON	46TH DIVISION	SWINDON
47TH DIVISION	SWINDON	48TH DIVISION	SWINDON
49TH DIVISION	SWINDON	50TH DIVISION	SWINDON
51ST DIVISION	SWINDON	52ND DIVISION	SWINDON
53RD DIVISION	SWINDON	54TH DIVISION	SWINDON
55TH DIVISION	SWINDON	56TH DIVISION	SWINDON
57TH DIVISION	SWINDON	58TH DIVISION	SWINDON
59TH DIVISION	SWINDON	60TH DIVISION	SWINDON
61ST DIVISION	SWINDON	62ND DIVISION	SWINDON
63RD DIVISION	SWINDON	64TH DIVISION	SWINDON
65TH DIVISION	SWINDON	66TH DIVISION	SWINDON
67TH DIVISION	SWINDON	68TH DIVISION	SWINDON
69TH DIVISION	SWINDON	70TH DIVISION	SWINDON
71ST DIVISION	SWINDON	72ND DIVISION	SWINDON
73RD DIVISION	SWINDON	74TH DIVISION	SWINDON
75TH DIVISION	SWINDON	76TH DIVISION	SWINDON
77TH DIVISION	SWINDON	78TH DIVISION	SWINDON
79TH DIVISION	SWINDON	80TH DIVISION	SWINDON

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**A** - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

**R** - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

## ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Cruise for a Corpse **A**
- 2 Secret of Monkey Island **A**
- 3 Leisure Suit Larry 5 **A**
- 4 Indiana Jones & Last Crusade **A**
- 5 Space Quest series **A**
- 6 Leisure Suit Larry 1, 2 & 3 **A**
- 7 King's Quest series **A**
- 8 Maniac Mansion **A**
- 9 Elvira - Mistress of the Dark **A**
- 10 Trial by Fire **A**
- 11 Operation Stealth **A**
- 12 Zak McKracken **A**
- 13 Maddog Williams **A**
- 14 Willy Beamish **A**
- 15 Heart of China **A**
- 16 Zork Trilogy **A**
- 17 Suspicious Cargo **A**
- 18 Demoniac **A**
- 19 Maupiti Island **A**
- 20 Wonderland **R**
- 21 Hitchhikers Guide to the Galaxy **R**
- 22 Planetfall **R**
- 23 Guild of Thieves **R**
- 24 Stationfall **R**
- 25 Codename: Iceman **R**
- 26 Conquests of Camelot **R**
- 27 Lurking Horror **R**
- 28 Future Wars **R**
- 29 Ultima series **R**
- 30 Police Quest series **R**
- 31 Loom **R**
- 32 Manhunter series **R**
- 33 Deja-Vu 1 & 2 **R**
- 34 Shogun **R**
- 35 Spellbreaker **R**
- 36 Wishbringer **R**
- 37 Chronoquest series **R**
- 38 Enchanter **R**
- 39 Sorcerer **R**
- 40 Beyond Zork **R**
- 41 Zork Zero **R**
- 42 Suspect **R**
- 43 Beurocracy **R**
- 44 Deadline **R**
- 45 Time **R**
- 46 Infidel **R**
- 47 Corruption **R**
- 48 Fish **R**
- 49 Jinxter **R**
- 50 The Pawn **R**

## ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Black Crypt **A**
- 5 Nightmare **A**
- 6 Heimdall **A**
- 7 Space Crusade **A**
- 8 Moonstone **A**
- 9 Hunter **A**
- 10 Another World **A**
- 11 Eye of the Beholder **A**
- 12 Robocop 3 **A**
- 13 Corporation & Mission Disk **A**
- 14 Cybercon III **A**
- 15 Cadaver **A**
- 16 Elf **A**
- 17 Hero Quest & Data Disk **A**
- 18 Xenomorph **A**
- 19 Barbarian II **A**
- 20 Rocket Ranger **A**
- 21 It Came... & Ant Head **A**
- 22 Mean Streets **A**
- 23 Horror Zombies from the Crypt **A**
- 24 Unreal **A**
- 25 Kult **A**
- 26 Shadow of the Beast II **A**
- 27 Prince of Persia **A**
- 28 Obitus **A**
- 29 Crystals of Arborea **A**
- 30 Voodoo Nightmare **A**
- 31 Gold of the Aztecs **A**
- 32 Abandoned Places **R**
- 33 Zombi **R**
- 34 Ninja Remix **R**
- 35 Colorado **R**
- 36 Bloodwych & Data Disks **R**
- 37 Escape from Colditz **R**
- 38 Head Over Heels **R**
- 39 The Immortal **R**
- 40 Hare Raising Havoc **R**
- 41 B.A.T. **R**
- 42 Mercenary III **R**
- 43 The Simpsons **R**
- 44 Death Trap **R**
- 45 Treasure Trap **R**
- 46 Shadow of the Beast **R**
- 47 Infestation **R**
- 48 Resolution 101 **R**
- 49 Neuromancer **R**
- 50 Ran Xerox **R**

## ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Flames of Freedom **A**
- 4 Special Forces **A**
- 5 Starglider 2 **A**
- 6 Storm Master **A**
- 7 The Killing Cloud **A**
- 8 Interphase **A**
- 9 Dragon's Breath **A**
- 10 Midwinter **A**
- 11 Iron Lord **A**
- 12 Pirates **A**
- 13 Millennium 2.2 **A**
- 14 Damocles & Mission Disk **A**
- 15 North and South **A**
- 16 Covert Action **R**
- 17 Lords of the Rising Sun **R**
- 18 Robin Hood **R**
- 19 Narco Police **R**
- 20 Star Control **R**
- 21 Moonfall **R**
- 22 Star Trek (PD Version) **R**
- 23 Time Machine **R**
- 24 Magic Fly **R**
- 25 Strike Fleet **R**

## STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger & Data Disk **A**
- 2 Utopia **A**
- 3 Mega lo Mania **A**
- 4 Populous II **A**
- 5 Genghis Khan **A**
- 6 SimCity & Terrain Editor **A**
- 7 Supremacy **A**
- 8 Celtic Legends **A**
- 9 Bandit Kings of Ancient China **A**
- 10 Battle Isle **A**
- 11 Populous & Promised Lands **A**
- 12 Realms **A**
- 13 Railroad Tycoon **A**
- 14 Centurion - Defender of Rome **A**
- 15 Breach 2 **A**
- 16 Harpoon & Data Disks **A**
- 17 Murder **A**
- 18 Laser Squad **A**
- 19 Breach **A**
- 20 Paladin **A**
- 21 Deuteros **A**
- 22 Warlords **A**
- 23 Gettysburg **A**
- 24 Armada **A**
- 25 Borodino **A**

## PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Gods **A**
- 2 Magic Pockets **A**
- 3 Parasol Stars **A**
- 4 Nebulus II **A**
- 5 Switchblade 2 **A**
- 6 Rainbow Islands **A**
- 7 Harlequin **A**
- 8 Fuzzball **A**
- 9 Mega Twins **A**
- 10 Robocod **A**
- 11 Leander **A**
- 12 James Pond **A**
- 13 Rick Dangerous 1 & 2 **A**
- 14 Rodland **A**
- 15 Switchblade **A**
- 16 Toki **A**
- 17 Elvira The Arcade Game **A**
- 18 Blues Brothers **A**
- 19 Baby Jo **A**
- 20 Chuck Rock **A**
- 21 Brat **A**
- 22 P.P. Hammer **A**
- 23 Flood **A**
- 24 New Zealand Story **R**
- 25 Rolling Ronny **R**

## PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings & Data Disk **A**
- 2 Pipemania **A**
- 3 Klax **A**
- 4 Chips Challenge **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Plotting **A**
- 8 Welltris **A**
- 9 Ishido **A**
- 10 Puzznic **A**
- 11 Nevermind **A**
- 12 E-Motion **A**
- 13 Trivial Pursuit **R**
- 14 Atomino **R**
- 15 Supaplex **R**
- 16 Logical **R**
- 17 Gem'X **R**
- 18 Brain Blasters **R**
- 19 Atomix **R**
- 20 Revelations **R**
- 21 Pick'n'Pile **R**
- 22 Quadrel **R**
- 23 Loopz **R**
- 24 7 Colors **R**
- 25 Kwik Snak **R**



# Super League

Roll up! Roll up! Welcome once again to the most definitive league in Amiga gaming. If you want to know where a game really stands compared to its rivals then look no further. Also, continuing our League special features, just turn the page for a more in-depth analysis of our Sports sim league.



## BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- 1 First Samurai
- 2 Myth
- 3 Last Ninja III
- 4 IK+
- 5 Final Fight
- 6 Torvak the Warrior
- 7 Budokan
- 8 Panza Kick Boxing
- 9 Oriental Games
- 10 After the War
- 11 Shadow Warriors
- 12 Vigilante
- 13 Ninja Warriors
- 14 Wrath of the Demon
- 15 Metal Mutant
- 16 Golden Axe
- 17 Sword of the Sodan
- 18 Chambers of Shaolin
- 19 Metal Masters
- 20 Black Tiger
- 21 Darkman
- 22 Skull and Crossbones
- 23 Double Dragon III
- 24 Dynasty Wars
- 25 Pittfighter

## SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- 1 Xenon 2 - Megablast
- 2 Blood Money
- 3 The Godfather
- 4 Amnios
- 5 SWIV
- 6 Wolfchild
- 7 Killing Game Show
- 8 Z-Out
- 9 Turrican 2
- 10 Turrican
- 11 Silkworm
- 12 Agony
- 13 Video Kid
- 14 X-Out
- 15 Bonanza Brothers
- 16 Warzone
- 17 Atomic Robo-Kid
- 18 Simulcra
- 19 Alien Breed
- 20 Strider II
- 21 Stellar 7
- 22 Battle Squadron
- 23 R-Type II
- 24 Venus
- 25 Midnight Resistance
- 26 R-Type
- 27 Ork
- 28 Space Gun
- 29 The Executioner
- 30 Alcatraz
- 31 Pegasus
- 32 Under Pressure
- 33 Operation Thunderbolt
- 34 Rubicon
- 35 Fantastic Voyage
- 36 Armalyte
- 37 Mercs
- 38 Line of Fire
- 39 Operation Wolf
- 40 Shadow Dancer
- 41 Super Space Invaders
- 42 Gauntlet 3
- 43 Terminator 2
- 44 Super Skweek
- 45 Battlestorm
- 46 Robocop 2
- 47 Baal
- 48 Cavitas
- 49 Alien Storm
- 50 Warlock the Avenger

## FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- 1 Flight of the Intruder
- 2 Falcon & Mission disks 1 & 2
- 3 Thunderhawk
- 4 F-19 Stealth Fighter
- 5 Battle of Britain & Data disk
- 6 Fighter Bomber
- 7 Battlehawks 1942
- 8 F-16 Combat Pilot
- 9 A320 Airbus
- 10 Birds of Prey
- 11 Gunship
- 12 Pro Flight
- 13 Interceptor
- 14 Flight Simulator 2
- 15 Knights of the Sky
- 16 MiG-29 Super Fulcrum
- 17 F-29 Retaliator
- 18 F-15 Strike Eagle II
- 19 A-10 Tank Killer
- 20 MiG-29 Fulcrum

## ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- 1 Might and Magic II
- 2 Secret of the Silver Blades
- 3 Death Knights of Krynn
- 4 Champions of Krynn
- 5 Bard's Tale III
- 6 Bard's Tale II
- 7 Star Flight II
- 8 Star Flight
- 9 Shadowlands
- 10 Hard Nova

## SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- 1 Kick Off 2 & Data Disks
- 2 Jimmy White's Snooker
- 3 Speedball 2
- 4 Pro Tennis Tour 2
- 5 John Madden US Football
- 6 Speedball
- 7 TV Sports Football
- 8 PGA Tour Golf & Data Disk
- 9 Microprose Golf
- 10 Tennis Cup
- 11 Games: Summer Edition
- 12 Manchester United - Europe
- 13 World Class Leaderboard
- 14 Player Manager
- 15 World Class Rugby
- 16 The Manager
- 17 Master Blazer
- 18 R.B.I. Two Baseball
- 19 California Games
- 20 Microprose Soccer
- 21 Fiendish Freddy's Top of Fun
- 22 International Soccer Challenge
- 23 TV Sports Basketball
- 24 Pro Tennis Tour
- 25 Jahangir Khan Squash
- 26 Tip Off
- 27 Wayne Gretzky Hockey 2
- 28 Disc
- 29 Grand Monster Slam
- 30 Zany Golf
- 31 World Games
- 32 Projectyle
- 33 Purple Saturn Day
- 34 Advantage Tennis
- 35 WWF Wrestlemania
- 36 Stormball
- 37 Italy 1990
- 38 Face Off Ice Hockey
- 39 Billiards II
- 40 I Play 3D Soccer

## BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- 1 Arkanoid 2 - Revenge of Doh
- 2 Pinball Dreams
- 3 Light Corridor
- 4 Shufflepuck Cafe
- 5 Arkanoid
- 6 Krypton Egg
- 7 Lords of War
- 8 Botics
- 9 Titan
- 10 Ballistix

## LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- 1 M1 Tank Platoon
- 2 Silent Service II
- 3 Team Yankee
- 4 Silent Service
- 5 Sherman M4
- 6 Operation Spruance
- 7 Conqueror
- 8 Advanced Destroyer Simulator
- 9 Red Storm Rising
- 10 688 Attack Sub

## RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- 1 Lotus Turbo Challenge II
- 2 Formula One Grand Prix
- 3 Supercars 2
- 4 Stunt Car Racer
- 5 Toyota Rally
- 6 Nitro
- 7 Outrun Europa
- 8 Lotus Esprit Turbo Challenge
- 9 Team Suzuki
- 10 Super Cars
- 11 Indianapolis 500
- 12 Vroom
- 13 Super Monaco GP
- 14 Combo Racer
- 15 Test Drive 2
- 16 Lombard RAC Rally
- 17 Super Hang-On
- 18 Hard Drivin' II
- 19 Jupiter's Masterdrive
- 20 Off Road Racer
- 21 Indy Heat
- 22 4D Sports Driving
- 23 RVE Honda
- 24 Grand Prix Circuit
- 25 Turbo Outrun



# Super League

Whether you're a budding Becker, potential Pallister or regard yourself as another great sporting 'hero', the Amiga's sports simulations provide the best in a vast and expanding array of pixelated professional athletes. No broken arms or legs, no hamstring injuries – just good old fashioned finger-aching fun.

## Jimmy White's Snooker (Virgin)

2 Archer MacLean and Virgin teamed up to devise the most accurate snooker sim ever seen. The Jimmy White endorsement was only finalised in the final weeks of development but what a 147 break the deal it turned out to be.

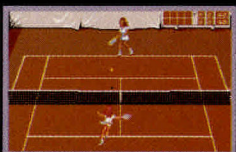
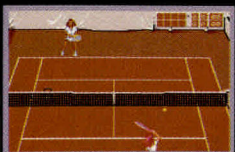
Everything you could want from a computer version was included; from gauging the power of your shot down to chalking the cue. Perhaps the only cause for concern was the fact that the program refused to supply a glass of orange juice; you had to fetch the refreshments yourself – you never see the professionals on TV leaving the table to go and make a drink. So inconsiderate!



## Pro Tennis Tour 2 (Ubi Soft)

4 PTT2 remains one of Ubi Soft's best selling UK titles. Significantly better than its rivals, the animation is outstandingly served to you, while the thuds and thwacks of the ball soaring over the net add real zap!

As a one or two player challenge PTT2 will have the final say in the world of tennis games for some time. Great graphics, great sonics, great gameplay!



# Sports



"Here we go!" would have been a much understated cry when Anco released Kick Off 2. As the most popular game in the office for the past two years, this footy gem looks set to continue at least until the hat-trick release of Kick Off 3, expected shortly.

KO2 is fast, smooth and is a game that you will probably never fully master. The learning process is always there as you experiment with new playing formations on various pitch conditions.

The renowned 'aftertouch' control allows you to add swerve, lift and add power to the balls you boot frantically about the pitch. Never bettered or equalled, KO2 is a compliment to the Amiga, and a tribute to programmer Dino Dini.

## Kick Off 2 (Anco)



OPTIONS							
PITCH	MANAGER	WHITE	BLACK	FOOTBALL	MANAGER	WHITE	BLACK
DURATION	3 X 5	3 X 5	3 X 5	3 X 5	3 X 5	3 X 5	3 X 5
WIND	OFF	WIND	WIND	WIND	WIND	WIND	WIND
EXTRA TIME	NO	NO	YES	YES	YES	YES	YES
AFTER TOUCH	NO	NO	YES	YES	YES	YES	YES
LEAGUE STYLE	INTERNATIONAL	DIV. 1	DIV. 2	DIV. 1	DIV. 2	DIV. 1	DIV. 2
ONE SPEED	NORMAL	50%	75%	50%	75%	50%	75%
SKILL LEVEL	TEAM A	TEAM B	TEAM C	TEAM A	TEAM B	TEAM C	TEAM C
SELECT TACTICS	TEAM A	TEAM B	TEAM C	TEAM A	TEAM B	TEAM C	TEAM C
REFEREE	MacLean	MacLean	MacLean	MacLean	MacLean	MacLean	MacLean

## Speedball 2 (Image Works)

3 Trying to surpass the outstanding Speedball was a huge task, yet the Bitmap Brothers seemed to improve upon the best seller with effortless ease. New features included a smooth eight way scroll, increased pitch size, larger players and a unique complex

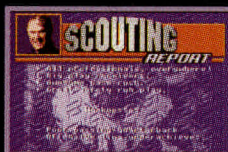
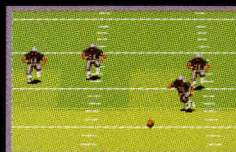
scoring system which enabled players to gain points for their team using a number of pitch-side scoring systems.

A management style system was also incorporated. Speedball 2 is the ultimate in future sports. It's got the lot. Blood, guts, sweat, violence and the ice cream man!



## John Madden American Football (Electronic Arts)

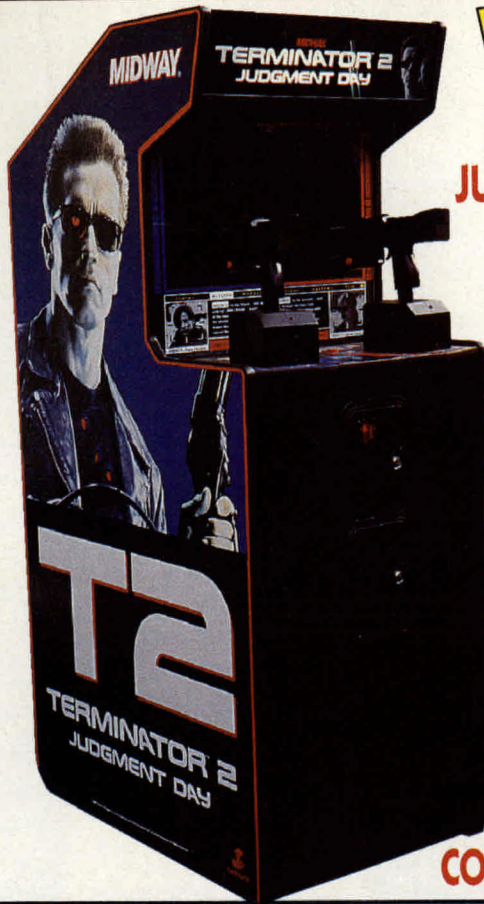
5 What set John Madden apart from the crowd was the sheer flexibility of the Play Calling Window system. A combination of diagrammatic and illustrative choices gave impressive results with the minimum of fuss. The game was well presented, earning a well deserved 'must' for interested American Football fans.



- 1 Kick Off 2 & Data Disks A
- 2 Jimmy White's Snooker A
- 3 Speedball 2 A
- 4 Pro Tennis Tour 2 A
- 5 John Madden US Football A
- 6 Speedball A
- 7 TV Sports Football A
- 8 PGA Tour Golf & Data Disk A
- 9 Microprose Golf A
- 10 Tennis Cup A
- 11 Games: Summer Edition A
- 12 Manchester United – Europe A
- 13 World Class Leaderboard A
- 14 Player Manager A
- 15 World Class Rugby R
- 16 The Manager R
- 17 Master Blazer R
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- 20 Microprose Soccer R
- 21 Fiendish Freddy's Top of Fun R
- 22 International Soccer Challenge R
- 23 TV Sports Basketball R
- 24 Pro Tennis Tour R
- 25 Jahangir Khan Squash R
- 26 Tip Off R
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- 50 European Superleague
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- 56 Supersoccer
- 57 Passing Shot
- 58 Grand National
- 59 Mean 18
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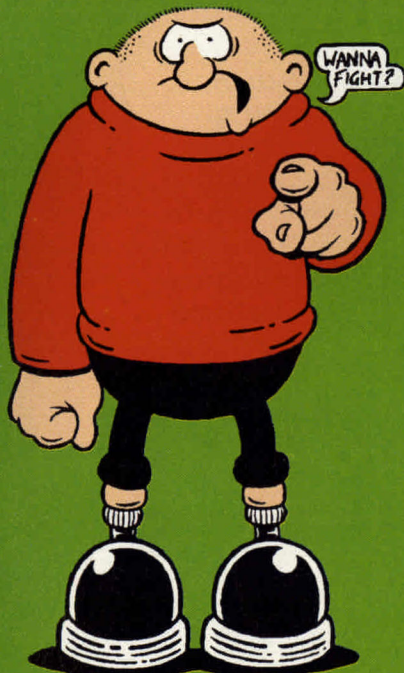
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# THE COMPUTER GAMES OLYMPIAD 1992



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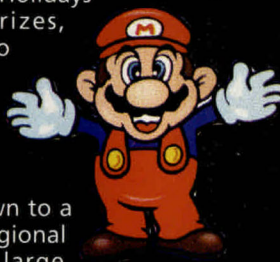
**WHAT ELSE CAN YOU WIN?** Prizes will be awarded for style, gameplay and high scores as well as for positioning within each category. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by the

adjudicators. Due to our unique system at least 2,500 people will be winners!

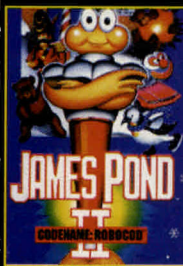
**WHERE IS IT?** As much as possible we have tried to keep travel down to a minimum. On the right is a list of 40 towns which will all have regional heats. Any other towns or areas that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.



**WHEN IS IT?** Regional Heats and Finals will be held between May and August in the evenings and on weekends. The Finals will be held in September. Final Venue dates will be furnished on May 4th, 3 days after the final registration date.



**HOW DO YOU ENTER?** Easy, just fill in your registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.



**WHICH CATEGORY WILL YOU BE IN?** Categories will be by computer type, age, gender and game type.

**HOW WILL THE COMPETITION WORK?** Prior to the competition starting at each venue, time will be allotted to each entrant to practice. For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Adjudicators will be giving points for combat style and sportsmanship. Each region will produce 20-25 winners to go on to the finals.



**ARE THERE ANY LIMITATIONS TO ENTRANCE?** Yes. There will be a maximum of 10,000 competitors, and as we expect a good demand, we advise that players send in their registrations as quickly as possible. The minimum age for entrants is 13.

**WHERE CAN I GET MORE INFORMATION?** Call either of the registration hotlines for more details.

(This form can be photocopied)

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Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega\*

Title : Mr/Miss/Mrs

Top 3 Favoured Games

Hi-score/Level

Name: .....

1: .....

Address: .....

2: .....

.....

3: .....

.....Postcode: .....

Preferred times to Play: Evenings / Weekends\* (Leave blank if either time slot is acceptable)

Daytime Tel No.: .....

Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in respect of the registration fee with the Olympiad Committee for the Computer Games Olympiad 1992.

Evening Tel No.: .....

Age: .....Occupation: .....

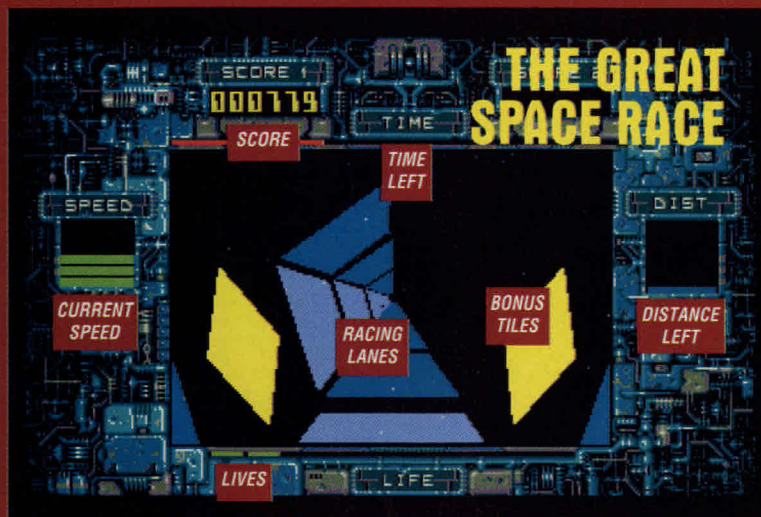
Left or Right Handed: .....

Signature .....Date .....

\* Delete where applicable

AA/APR





# COVER DISK

**PSYBORG**

**LORICIEL**

**DEVELOPMENT TEAM:** In House

**TRACK RECORD:** Loriciel's past achievements such as the recently released Baby Jo have gained them a well deserved reputation and boosted them through the ranks of the French software houses so that they are now among the best.

**GAME TYPE:** Racing

**PRICE:** TBA **RELEASED:** TBA

## DISK PLAY

Speed is certainly the name of the game in Psyborg, and unless you keep at a reasonable speed throughout the level there's no way you're going to complete it in time.

The faster you go the harder the game is. Switching from track to track at high speeds in extremely hard in the later levels what with the various extras dotted along the way.

Various icons aid and hinder you as you progress, but once you know which ones do what things aren't so bad. Extra time and special Jump bonuses can help you towards the end of the level and the beginning of the next.

The controls are relatively straight forward. Push up to go faster and back to brake. Left and right to move onto a path in the respective direction, and lastly fire will bring up the PSY menu, which just seems to show which paths are available.

It's not very often that you come across a game that doesn't really compare to anything else. Well, Psyborg is one of these cases. There are a few games that look similar but the gameplay is just totally different.

But the most important thing about Psyborg is that the gameplay hasn't been sacrificed to obtain an original concept. The game is very simple to work out, and extremely addictive, but at the same time it proves a good challenge.

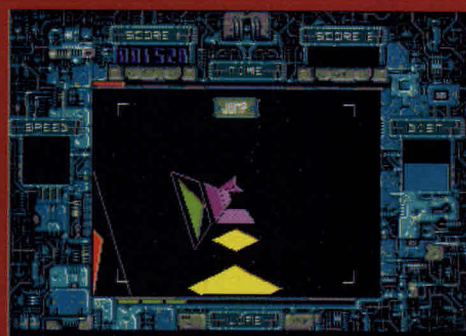
But why take my word for it when there's an amazing four-level playable demo right on front cover of this mag? Go on, bung it in the drive and see how long it takes for Psyborg to grab your interest.

### LOADING INSTRUCTIONS

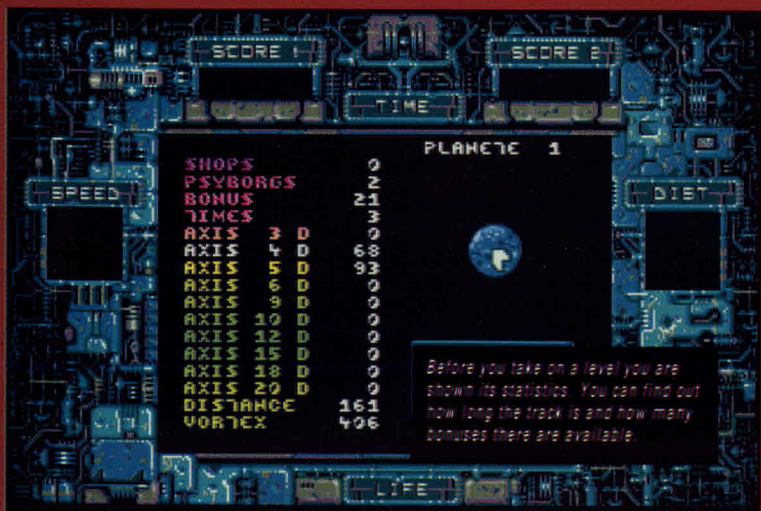
Just for all you educationally subnormal games freaks existing in today's ultra violent fascist metropolis, the loading instructions for Loriciel's Psyborg are ridiculously easy. All you have to do is merely wallop the disk into your drive and away you go. Remember to make sure your disk is on write protect, and that your Amiga has been turned off for at least 30 seconds before loading.



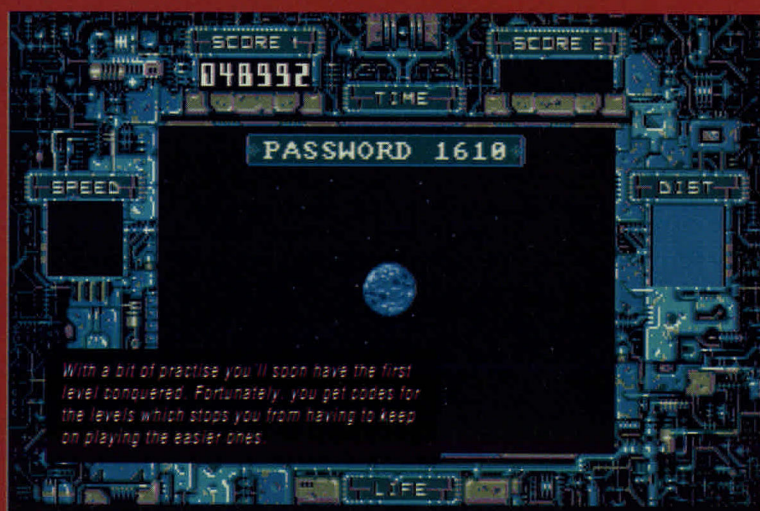
(Left) Wow! Four whole levels of lightning fun. It's going to take some time to beat them, but they're so addictive you'll keep coming back for more.



(Right) As you can see things can start to get very confusing. At top speed, trying to stay on this track is virtually impossible.



Before you take on a level you are shown its statistics. You can find out how long the track is and how many bonuses there are available.



With a bit of practise you'll soon have the first level conquered. Fortunately, you get codes for the levels which stops you from having to keep on playing the easier ones.

**ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS AFTER PLAYING THE DEMO. THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION.**



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## SPACE CRUSADE

GREMLIN

PROGRAMMER: Michael Hart

**TRACK RECORD:** Michael began his programming career with a game for Krisalis called Prison. He moved to Mirrorsoft where he wrote Passing Shot. Next was Space Harrier II for Grandslam before finally landing at Gremlin where he produced Hero Quest.

**GAME TYPE:** Arcade Adventure**PRICE:** £25.99 **RELEASED:** Feb 1992

The Imperium has been around for quite a while now and during its time the galaxy has never seen such peace and tranquility as exists now. And the people that deserve all the credit are the Space Marines. Genetically enhanced and trained from birth they are the ultimate warriors. Whenever anything strange appears on the scanners they pull on their Power armour and go and have a gander at the object in question. If there's any threat whatsoever they eradicate it – immediately!

(Below) Photon grenades do not cause physical damage but emit a flash on detonation to blind opponents while the marines are protected by their auto senses.



## DISK PLAY

If you were a fan, or just happened to play Hero Quest then Space Crusade should bring back fond memories. The game looks and plays very closely to the former but is considerably more violent. Now you can take out the nasties with weapons that unleash unfeasibly large amounts of damage on any poor creature that happens to get in the way.

The controls follow suit and are extremely easy to get to grips with. Moving, shooting and killing are just a mouse click away and the annotated screenshot informs you how to use your weaponry to its deadliest best.

(Below) You can choose troops from the Adeptus Astartes with different abilities. The Blood Angels are fierce fighters, the Ultramarines are pure of mind and rarely falter, while the Imperial Fist are among the most respected warriors in the Imperium.



## LOADING INSTRUCTIONS

Before you do anything, make sure that your machine has been switched off for at least 30 seconds and the disk is on write protect. Then insert the disk into the drive and hold down the **CTRL** and **D** keys, which will interrupt the other demos from loading. Type in **SPACE** and the demo will load. The demo will crash at the end once you've lost all your lives so you will need to reboot.



- |                    |                   |                     |
|--------------------|-------------------|---------------------|
| 1 Movement         | 6 Open Door       | 11 Current Weapon   |
| 2 Shoot Gun        | 7 Scan Area       | 12 Chapter Symbol   |
| 3 Use Melee weapon | 8 End Turn        | 13 Main View Screen |
| 4 Issue Orders     | 9 Squad Status    | 14 Monster          |
| 5 Equip Item       | 10 Options Window | 15 Trooper          |

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COVER

# DISK

ography  
28

## SON OF ZEUS

**ELECTRONIC ZOO**

**PROGRAMMER:** Mick Tinkler

**TRACK RECORD:** Up until now Mick hasn't actually programmed a game, although he has been involved in a host of well known projects for various companies. Let's hope that he can live up to the Olympian reputation that Son of Zeus is sure to earn him.

**GAME TYPE:** Beat'em-up

**PRICE:** TBA **RELEASED:** Mar 1992

## DISK PLAY

As the game starts you will be in the middle of nowhere, with numerous monsters intent on making you their next meal.

Apart from the main view screen that shows you what's just about to pounce on you, there is also a smaller map to the right of the screen.

Here you can scan the area for monsters and objects. Unfortunately, both are indicated by white dots so it's pot luck whether you come across what you're looking for, but you can guarantee that they'll nearly always be a rather nasty monster.

But if you do run up against a monster you've got all that you'll need to dispose of them. At the beginning of the demo you'll be equipped with a hefty club to beat the various creatures with, but if you wish you can change this to either a short sword or a bow.

This is done by pressing any key then using the joystick to set the weapon to suit your fighting style. Personally I found that the bow was pretty mean and took out most of the monsters with the greatest of ease.



Yes, even simple rocks and trees cause a problem in this game. You can walk around them on the main map if you want, but it's just as easy to jump them.

Being the son of a deity is no easy task, especially when the god in question is Zeus.

Each day without exception you get up at the crack of dawn, rub the sand out of your weary eyes and pop down to the nearest dungeon and behead a Medusa and free a princess before your breakfast.

### MORTAL FOR A DAY

And all this is done so Zeus can waffle on to the other gods while they're down the Royal Olympus sinking a few pints of nectar.

Well, now it's time for a change but before you can hang up your warring boots and leather tunic and live a normal life as a big city accountant you're going to have to do one more quest - isn't that always the way?

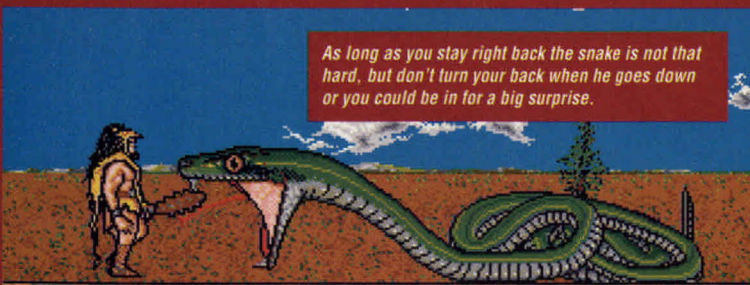
### LOADING INSTRUCTIONS

Turn on your Amiga and insert demo disk 28 into your drive. After a few moments of disk accessing, the drive light will go out and a cursor will appear. At this point type **SONOFZEUS** and press return. Will Amiga owners with only half a Meg of memory note that although the demo will load and play, because of the lack of memory the demo will seize up after a while. Sorry, but that's programming for you.



(Top) Judging by the size of those weapons you've chosen yourself a bit of a handful this time. It looks like you're just going to have to avoid the claws.

(Bottom) That spider looks really mean, and you just haven't got enough reach to hurt him. Maybe a longer range weapon will do the trick.



As long as you stay right back the snake is not that hard, but don't turn your back when he goes down or you could be in for a big surprise.

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The sword must be used to cut the chains that hold the skeleton. You can hear the chains rattling as the skeleton swings from left to right.

# Myth



If you manage to get one of the skeleton's heads into the fiery pits of hell, a large demon will arise from the depths, laugh, and then release a smaller devil armed with a trident spear.



Severing Greek warriors' heads couldn't be more satisfying - great splurges of blood squirt from their necks.



For those of you who have upgraded to an Amiga from a C64 within the last two years, you will not fail to remember System 3's masterpiece, Myth. Although the game was also released on the Spectrum, much of the acclaim came from the C64 which set the standard of

platform/beat'em-ups to follow.

The Amiga conversion, due to taking more than two years in development, is superb. Gone are the main character's jeans and t-shirt. The hero of Myth is now a barbarian character, much in the Slain mould.

The game is split into five

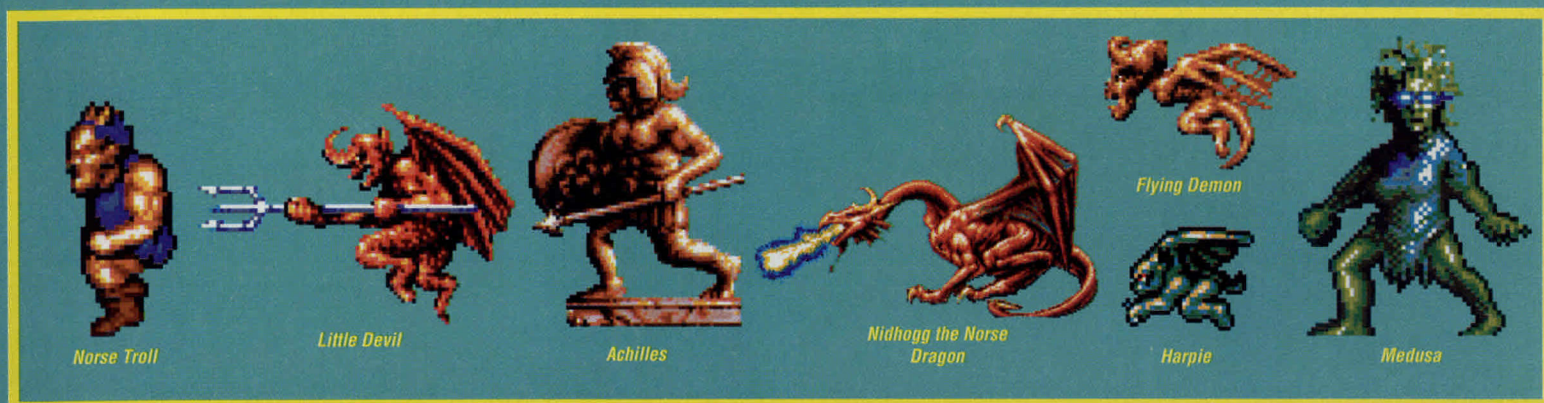


stages each consisting of three levels which contain different styles of strategy and play. The game is based around Mythology, hence the name, and these include Greek, Norse, Egyptian and Celtic. Each one includes monsters appropriate to the particular mythology.

- A** This is where our muscle bound barbarian hero starts his majestic quest to destroy the evil Dameron.
- B** The skeletons are basically cannon fodder. These can be hit with any weapon although the sword is best as it gives off a satisfying 'choit' effect when chopping off their heads.
- C** This skeleton blocks your way to Cerberus. The only way to get rid of it is to swipe at the chain with the sword which should sever it and drop the skeleton to the fiery pits below.
- D** Energy is pretty scarce these days and if you take too many hits, the energy pearls will progressively change colour before finally turning black, resulting in the hero's demise.
- E** Cerberus indicates the end of the level. Use the trident to kill him. No other weapon will destroy him so you will need to be lightning quick when throwing the trident.
- F** This devil takes up half of the screen. He obviously cannot be killed but releases a smaller devil into the level.
- G** The devil is the key to the success of the level. He holds the trident that is required to kill Cerberus. Unfortunately, he takes several hits before dying and can prove extremely tricky.
- H** The Harpies appear randomly through the level. They are difficult to hit and can cause extensive damage. They release weapons and energy capsules when killed.
- I** This is the hero. Clad only in sexy leather trousers and lovely warm furry boots, he is the key to the destruction of the evil Dameron and the reincarnation of Herne the Hunter.







No sooner has our hero entered the first level when he is attacked by skeletal warriors. Initially you'll have to use your fists until a weapon is released such as the sword.

The purpose of the game is to destroy Dameron, the most evil god of all time. He has killed Herne the Hunter and so our barbarian hero must travel through all the stages before finally confronting Dameron and avenging his murdered friend.

The main character, a Briton, is of course muscle ridden and scantily clad, his leather trousers

and fur lined granny boots being his only means of protection against the harsh conditions of his environment. Using all of his skill, he must make his way through each level, solving the puzzles and killing the evil nasties.

### WELCOME TO HELL!

All of the levels scroll in eight directions but to give you some



Achilles has a very useful weapon, the shield of which can be used later on in the game. However, you'll have to work out for yourself how you are going to go about taking the shield from him.

idea of what the game is all about we'll take a look at the first level entitled Hell.

The Greek Mythology is instantly apparent in this level when the central character is immediately confronted by skeletal warriors and blood sucking Harpies. By killing the Harpies, the hero can pick up some extra energy and special weapons, the

first of which being the sword.

Using this weapon he can implement his special fighting moves against the enemy.

### A LESSON IN COMBAT

Nothing is more satisfying than hearing the unearthly clunk as the leather-clad hero severs a skeleton's hollow skull







Cottoning on to the task at hand, the hero has made his way up to Medusa and now attempts to slice her head off. Keep your wits about you in case she looks back.



Okay, the game's up. You've got it. The Medusa's head is the key to killing the Hydra. Her gaze will destroy the creature, allowing you access to the next level.



from its ghoulish bony neck vertebrae.

There are various puzzles within each level. The first requires you to escape from Hell by killing the Cerberus, a three headed dog.

Unfortunately, the only thing that will kill the Cerberus is a three-bladed trident.

### IT'S REALLY QUITE PUZZLING

The trident belongs to a demon but the hero will need to find some way

or other of making the demon appear in order to be able to kill the Cerberus.

Other Mythological creatures are included in the game such as the serpent-headed Medusa, the three-headed Hydra, Achilles and

Nidhogg (a Norse dragon).

Each one requires different skills to kill it, some won't die at all and we'll need to be cheated in order for the hero to progress. These puzzles go on throughout the game, causing quite a few

## CHECK OUT YOUR STATUS

**A** Accumulated Score    **B** Fist Weapon    **C** Presently selected weapon - Sword    **D** Fireballs    **E** Energy Pearls    **F** Barbarian Lives



## MYTH — IN THE WORKS

*How do the graphics on Myth fare against the C64 version?*

The 16-bit graphics have been greatly improved from the C64 version. The majority of the nasties have been enlarged while the human characters remain small and vulnerable. The demon that resides in the Hell level takes up half the screen, as do the Hydra and Dameron sprites. We have concentrated on dramatic lighting, creating sinister shadows and twisted forms in the subterranean levels.

*Did you consider parallax scrolling for Myth?*

Myth does not feature any parallax scrolling. We had the choice of using this pretty feature or integrating the vast range of creatures and large end-of-level nasties that presently occupy the game. Obviously, we went for the latter.

*How on earth did you cram so much into Myth?*

The game runs a Dynamic Memory allocation system similar to the Amiga operating system. This means we can easily shift the bias for each level between sound effects, music and graphics.

*Was it difficult creating such large sprites and storing them?*

The nasty sprites are controlled by a high level language called Occal. This means the game is easily portable to other machine formats. The sprite system features any number of sprites of any size connected together to form some really massive sprites. The biggest single sprite is 159x158 pixels. The final sprite is bigger, but drawn in blocks.

*How much memory do the sprites take up?*

The total amount of data for sprites is 800K uncrunched.





headaches but proving educational in the process. The puzzles differ from level to level but are all based on the same theme, thus maintaining the mood.

### ANYONE FOR LUCOZADE?

Energy is displayed as four pearls at the top left of the panel. The pearls indicate how much energy is left within them by changing colour three times. Green is top energy and black indicates there is none left. Energy can be collected by killing certain in-game nasties.

To the left of the energy pearls is the weapons display panel. Several weapons can be held at once but only the middle one is selected. Pressing the space bar will activate the weapon, therefore you can use one type of weapon while another is selected. This proves invaluable when forced to use weapons that have a carrying limit against large enemies that take many hits before dying. Next to the weapons panel is the score.

### A FIGHT TO THE DEATH

The last level is reminiscent of shoot'em-ups; the hero must pass speeding objects and laser bolts to reach Dameron. His head is made up of lost souls – these are his weaknesses. By destroying the heads, Dameron will die and the hero will finish his journey. System 3 have promised a superb intro and end sequence and we're inclined to believe them!

OVERALL  
SCORE  
**96%**



The trolls in the Norse levels are a real pain. You can't jump past them as they lift their arms and slam you back. Use the sword to kill them.



The flying demons guard the nymph. If our hero manages to rescue her, she will give you something invaluable that will be imperative to the completion of the quest.



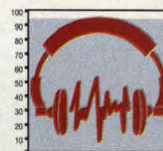
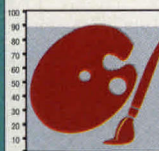
Nidhogg is a Norse dragon and you'll need to use some pretty clever thinking to get past him. You cannot kill him because he is immortal so you'll have to try something just a little different.



The Egyptian levels centre around the pyramids and the mystery that surrounds them. Once you enter the pyramids there is no going back!

### ACTION INFO

**MYTH**  
SYSTEM 3 £25.99  
TEAM: IN HOUSE



System 3 are most certainly onto a winner with Myth. Although it has taken a long time (around two years in development) to appear on the Amiga, the wait has definitely been worth it. The graphics are absolutely superb, some of the larger sprites are incredible to behold but what stands out most are the fantastic sonics. The sound, especially on the first level, has to be heard to be believed. There is so much within Myth it's almost incomprehensible and it even proves educational which can't be bad. If you miss Myth you may as well go out and buy yourself a Spectrum. **DAVE**

### LEAGUE RATING

1 FIRST SAMURAI

2 MYTH

3 LAST NINJA 3

B E A T ' E M U P



Just like the real things, the pyramids are full of secret passageways and traps. Careful negotiation is required here if you are to succeed in your given task.



As mentioned before, the pyramids are full of secret passageways and traps. Negotiating the traps is no easy feat and great joystick skill will be called for.



The pyramids are heavily guarded. The Egyptian soldiers are reasonably easy meat but the mummies will require a few more hits before they die. But feel me, how do you kill one of the undead?

**025**  
AMIGA  
ACTION



## PROJECT INSPECTION

Looking back over the years, there have been some diabolically dismal movie productions but there is one that firmly holds on to the 'prestigious' Golden Turkey Award. Plan 9 From Outer Space first reduced viewers to tears in 1959...

...And now the appalling experience is going to be suffered once again by a contemporary computer games playing audience, no thanks to Gremlin!

With walking dead that puts Dawn Of The Dead in an almost incomprehensibly realistic light, Plan 9 was riddled with inconsistencies and acting inadequacies: identical scenery at different locations and two foot graves with six foot headstones, to name just a couple.

Many of you will be unaware of Plan 9's terrible plot. To quickly run through the story, Earth is being invaded by aliens from somewhere 'out there'. With previous attempts having failed, they have decided to resort to Plan 9. This involves reviving the dead and sending them back into the world to destroy all humans. Why is this so necessary?

Well, the invaders are worried that humans will discover Solaronite, the explosive they consider to be the next step up from the atom bomb. With Solaronite at our disposal, we could disintegrate the universe in a second, including all the aliens. And needless to say, they're not too happy about their doomed prospects.

### MESMERISINGLY AWFUL

Slammed, acclaimed, hated and loved, Plan 9 is now either classic or crass. Critics commented, "So very bad, it exerts a strange fascination" and, "...the worst movie of all time." Gremlin hope to achieve success from a cult following and little more. It

could be a struggle, it could be a storming masterpiece.

The scheduled April release of the computer game will see you attempting to gather six reels of film in order to edit them together to recreate the movie. Those of you familiar with the film will recognise the in-game characters. Bela Lugosi's Dracula-like personality, the gothic Vampira and more make important appearances and have key roles.

### GREMLIN GO B-GRADE

Gremlin are quick to jump in should you begin to expect a game of similar quality as the film (if the word quality can be used). "The game reflects the genre of the movie without replicating its cheapness." With this in mind, I'll let them explain what's what in the world of Plan 9.

"Your quest begins in the office of a very questionable movie producer. He hires you in the role of a Private Investigator in order to seek out and recover all the missing movie reels, splice them together and return them to him."

Featuring over seventy locations and actual film footage segments during particular game situations, the variety of this adventure game should be considerable.

"Taxis and aeroplanes expand the play area to a number of continents which span most of the globe. As the interactive story unfolds, sub-plots are uncovered."

### WHO'S GOT THE EDGE?

It is possible to talk to other characters by means of a multiple choice question and answer system, similar to that seen in Dynamix titles. Commands can be constructed by point-and-clicks of the mouse to devise subject/verb/object sentence structures. Therefore, rapid typing skills are not needed.

As Gremlin are undoubtedly one of the top software houses in the country, they're fully aware of the highly competitive adventure market, with the likes of Lucasfilm and Sierra/Dynamix to contend with. They could also find such a weak film as Plan 9 a problem to convert. But there again, we are talking Gremlin!

# Plan 9 From Outer Space

## ACTION INFO

### PLAN 9 FROM OUTER SPACE GREMLIN GRAPHICS & TBA TEAM: GREMLIN IRELAND

*I feel it is important to capture the mockery of Plan 9 From Outer Space. It is this attitude that has made it into the film it is today: fun and horrifyingly entertaining. At this stage, Gremlin seem to have emulated the mood. With a universally accepted control method, undeniably accessible to everyone, along with appropriately titillating graphics and sound, the film's cult status could significantly increase. The label 'turkey' could well become 'testimony' as it settles into the mould of yet another Gremlin classic.*

ALAN

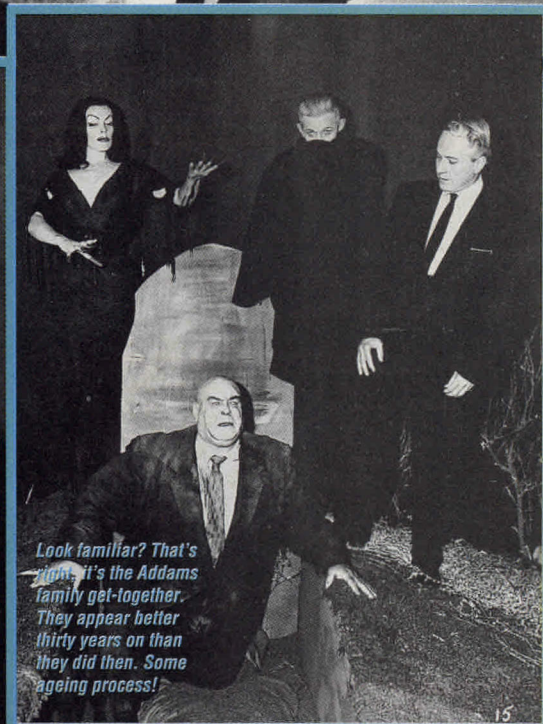




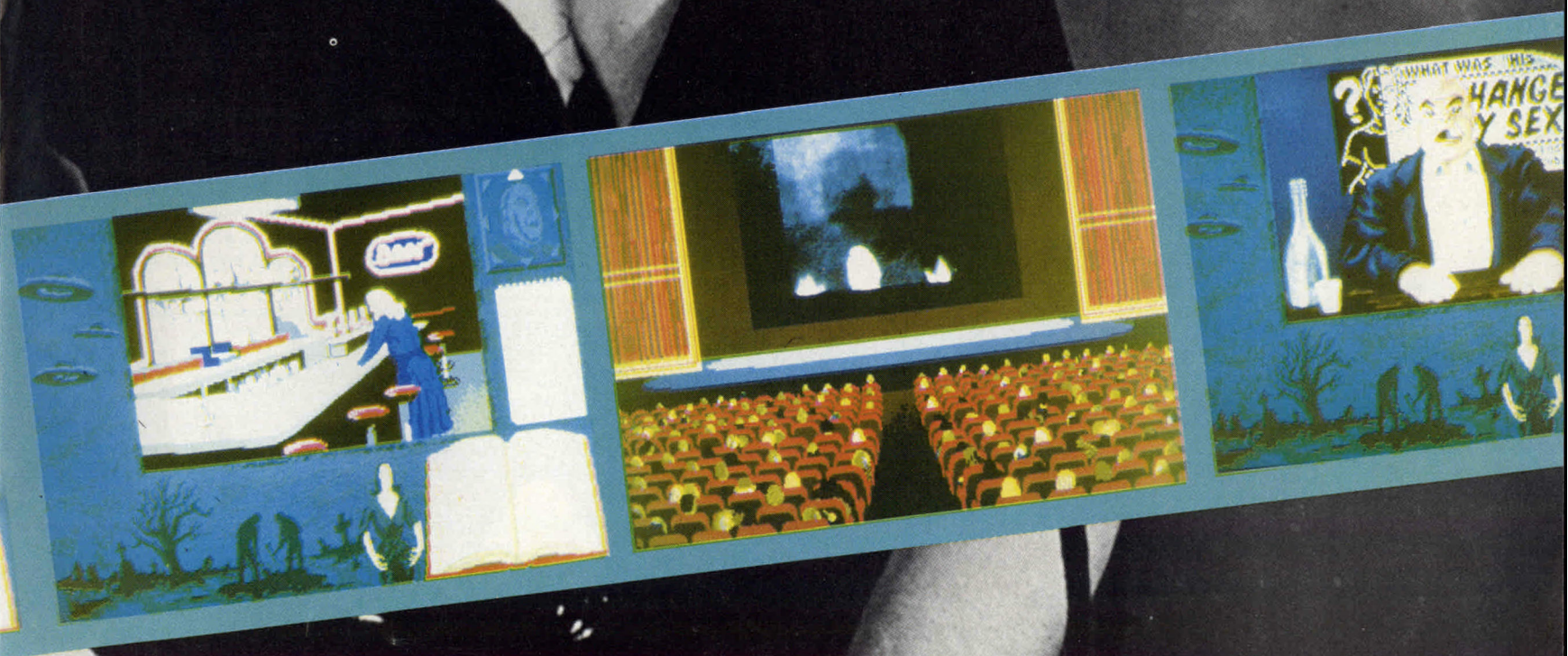
# ter



The biggest, baddest undead buffoon is trying to get his hands on the heroine. "Get your damn hands off me!" probably isn't going to work.



Look familiar? That's right, it's the Addams family get-together. They appear better thirty years on than they did then. Some ageing process!







## PROJECT INSPECTION

Broadening their already vast horizons, Gremlin Graphics are soon to release a new and 'most unusual game' (that's their words – it kinda makes you want to play the air guitar and yell 'Excellent!'). As *Ninja of the Nth dimension*, just what are you supposed to do with yourself? Read on Grasshopper, and your questions will be answered.

PLATFORM



'Zool is an oriental tough guy with a chop and kick deadlier than Vinnie Jones'. He is the result of much thought by programmers George Allen and Ade Carless, who have been working on and with the Far Eastern fellow since November. Previous to this venture, George was responsible for the platform/shoot'em-up *Venus* as well as the more recent *Switchblade 2*. On the other hand, graphic artist Ade was involved with *Golden Axe* on 16-bit and *Space Crusade*, too.

He also has an intriguing desire to "learn to draw graphics on an Etch-a-Sketch while working as a butcher" – enough said. What else do they want to share with us?

"Zool follows the little geezer's

# Zool 2

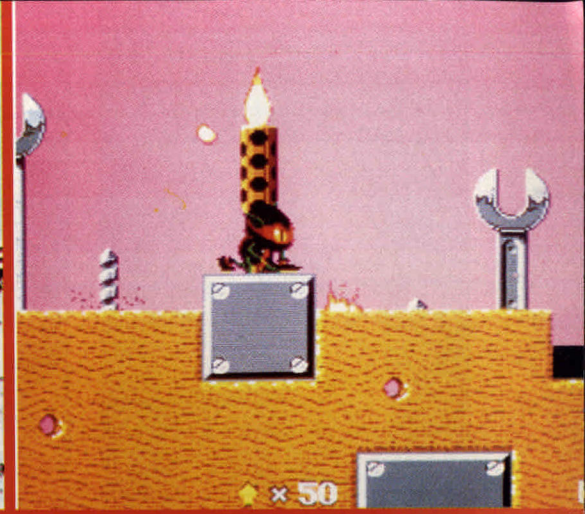
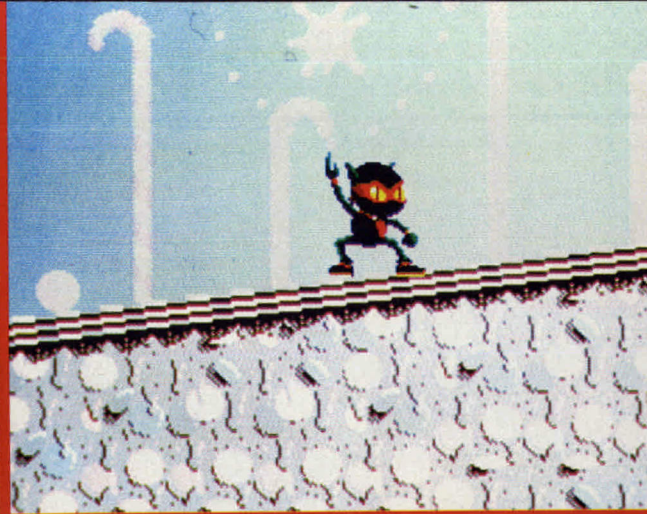
progress through strange pseudo realities where everything is not as is first apparent. Zool must eventually find his way back to a dimension he feels comfortable with."

### SPRITELY STAMINA

The main sprite has 80 frames of animation with the opportunity to run, jump, punch, kick, shoot and manoeuvre himself up walls. His magical strength, although limited, is sufficient to dispose of the many foes. Of course, the Smart Bomb is available at vital times!

Both George and Ade work in-house so input and various ideas





# 01

## ACTION INFO

### ZOOL GREMLIN £TBA

TEAM: GEORGE ALLEN & ADRIAN CARLESS

*Although Zool looks very similar to Sonic The Hedgehog, it has no obvious rivals on the Amiga and therefore looks destined to be a great hit. The graphics are excellent and the animation on the main sprite is extremely comical, especially when balancing on the edge of an object. Scrolling is superbly smooth and features full screen display. Although there was no sound when we last saw Zool, Gremlin promise us that the sonics will be truly 'sizzling'. Zool certainly looks set to be another stunner from the Gremlin 'stud programmers' farm.*

ALAN

houses, because of having a superlative company reputation to maintain, they strongly replied:

"No! We are confident in our abilities to maintain the standard of Gremlin's products." As things look at the moment, their words couldn't be more correct.

Zool consists of 18 levels with an array of graphical styles. From the Sweet World with killer Cherries and Jelly Blobs to the Tool World with rampant chainsaws and fearsome ball bearings, this tongue-in-cheek caper is due for release very soon indeed – how's that for being totally non-committal?

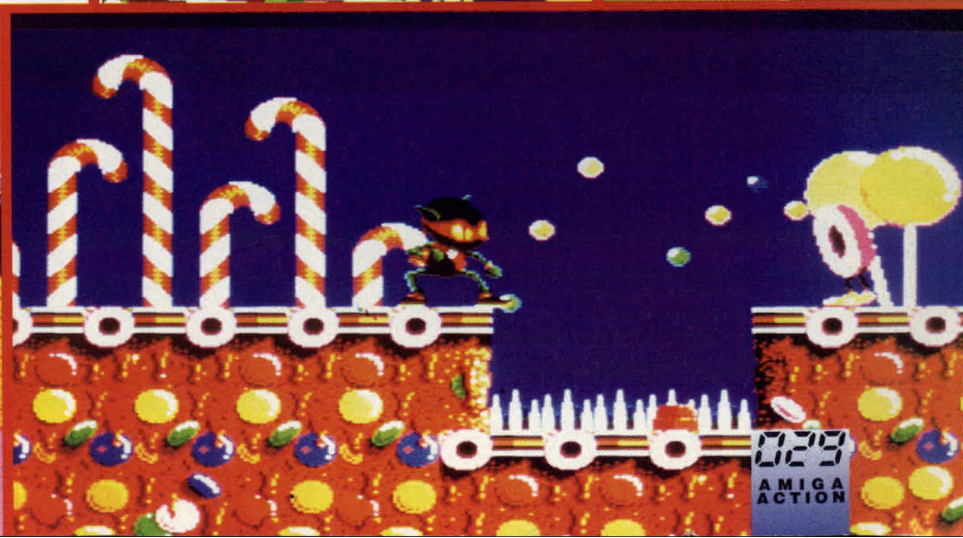
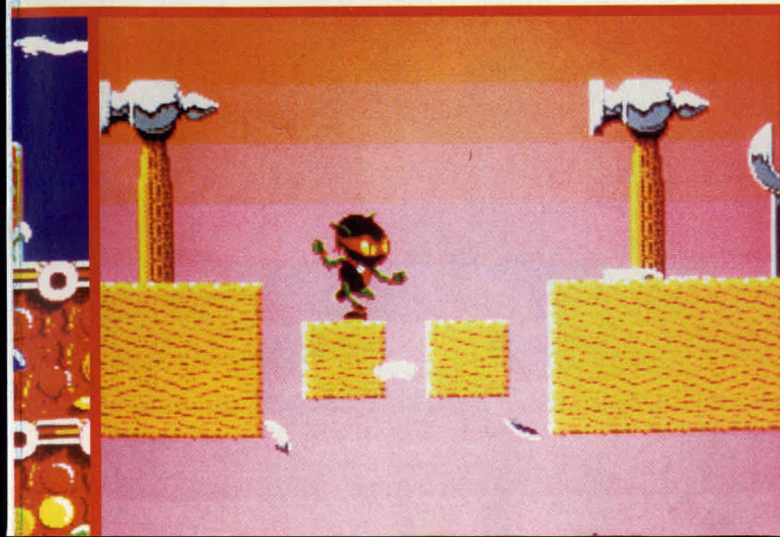
Gremlin themselves have just this to say about Zool: "As everyone knows, if you left programmers on their own to write a game, they'd come up with a unique and very unusual game... well we did... and they have!"

from all parties have been circulating about the offices. If it sounds good, they incorporate it into the game – as simple as that!

Emphasis has been place on the console feel of this latest project. "The Amiga hasn't really got too many 'Console' type games for it. As a lot of the market is made up of console sales, we thought we would do one for the Amiga, so people who own them wouldn't feel left out."

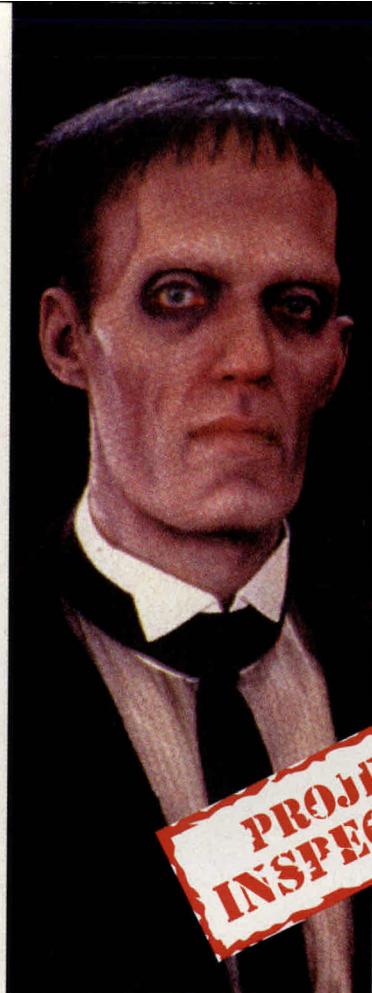
### CONFIDENCE PERSONIFIED

When questioned about whether or not they feel the pressure working with one of the country's top software



029  
AMIGA  
ACTION

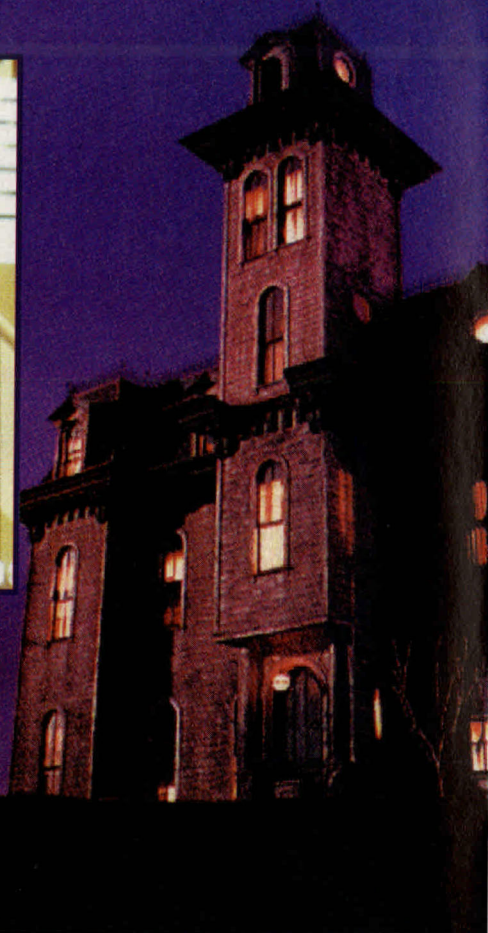




**PROJECT  
INSPECTION**

"They're creepy and they're cooky,  
Mysterious and spooky,  
They're altogether ooky,  
The Addams Family."

Oh, the joy of hearing that finger-clicking rhythm and song after thirty years of silence is enough to make you want to dig out your funeral togs and dance with the devil in the pale moonlight. (Wrong film, you geek — Prod. Ed). Of course, I'm talking about the wonderfully whacky Addams Family.



# The Addams Family

PLATFORM



Those of you who recently watched the comical capers of the reincarnated (but difficult to improve upon) Addams Family

will remember the raunchiest and sexiest Goth of them all, Morticia.

Others will be able to envision smooth guy Gomez, while many will sympathise with Fester's initial amnesia. Of course, we can't forget to

mention Wednesday, Pugsley and Lurch who add the final touches to the most eccentric family around.

Ocean wasted no time in acquiring the official conversion rights. Due for release 'very soon', the Addams Family computer game features all your favourite characters with Gomez taking the primary role.

## FAMILY MISFORTUNES

As you guide Gomez about the Addams' household, you must search for your missing family. This platform adventure is basically a rescue mission. By entering various parts of your home via the main hallway, you should be aiming to discover one member of your clan within each section. Once a section has been completed, Lurch keeps your newly found friend under his thumb while you explore elsewhere.

As more and more people are returned to the limelight, you are







rewarded with a rendition of the theme tune; the more of your family you find, the more music you hear.

However (you knew there was going to be a catch) you can't just waltz on in there and take your family back without expecting a few blood sucking bats, ghouls and ghosts to hinder your progress.

Also (you didn't expect another catch!), there are end-of-level guardians who fail to listen to reason. All foes can be eliminated by jumping up and down on their heads. Although this method may seem rather primitive for one so cultured as fencing expert (the sharp kind, not the wooden) Gomez, it is certainly effective!

The same technique should be adopted for the final bad guys but they are able to sustain far more hits than your typical opponent. A meter positioned to the side of the screen indicates how much energy the main bad guy has remaining before he will

succumb to your continuous bounding and pounding.

### MONEY FOR YOUR LIFE

Money is scattered about the playing area. Extra energy is awarded upon collecting \$25 and bonus lives at \$100. It is inevitable that while playing, you will encounter secret rooms which contain cash as well as other point scoring items.

In addition, small hearts also replenish energy levels and 1-UP icons gift you with an extra, loving life. Even the walkabout wonder, Thing, offers a helping hand occasionally.

It appears that The Addams Family, along with Robocop 3, is going to restore Ocean's once dwindling reputation. No longer are we seeing sub-standard movie conversions but quite the opposite. May The Addams Family prove as great a success on the small screen as it has on the big.

### ACTION INFO

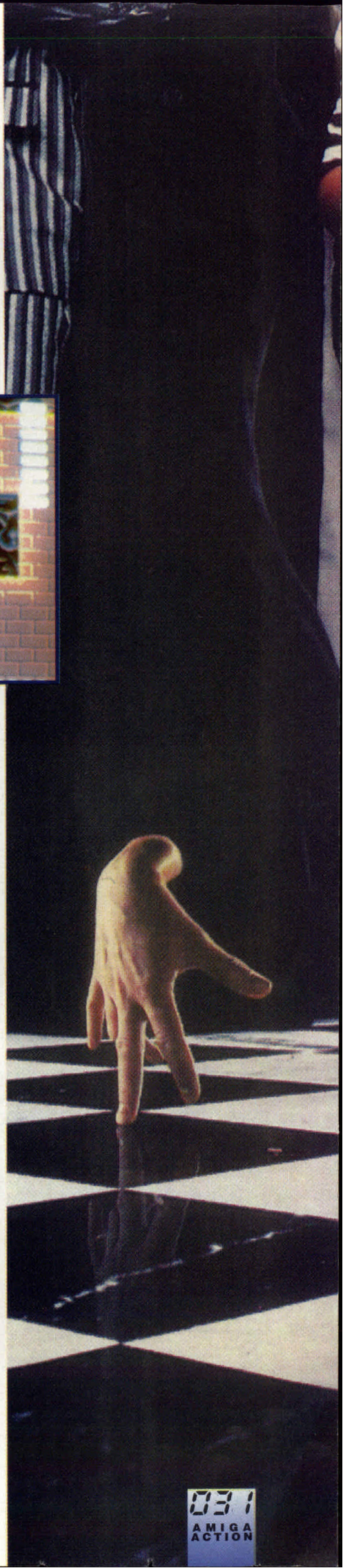
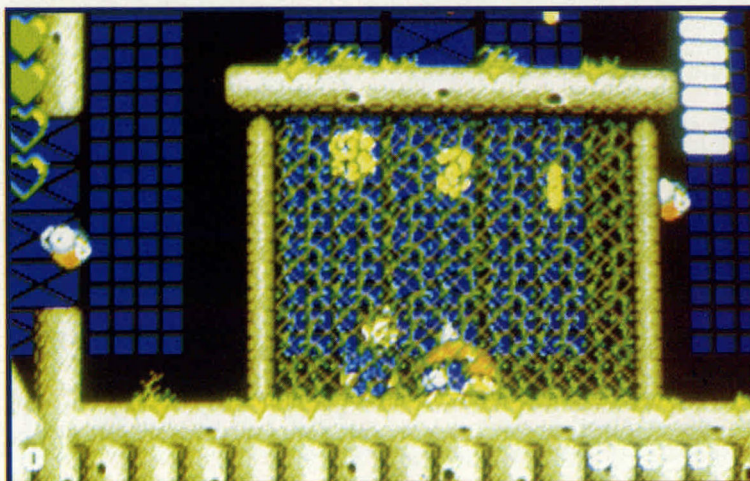
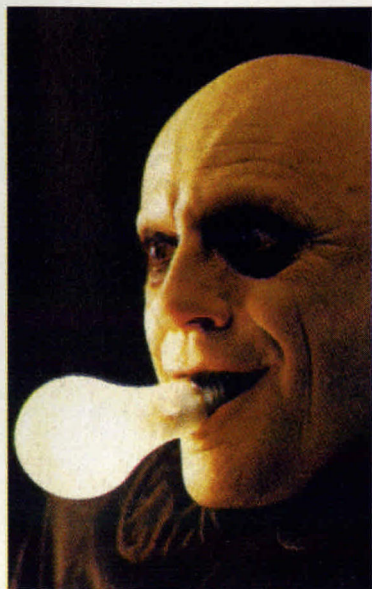
## THE ADDAMS FAMILY

OCEAN £25.99

TEAM: J HIGGINS & W LANCASHIRE

*Ocean have done an absolutely splendid job on The Addams Family. This has to be one of the best conversions they have embarked upon and will no doubt be generally acknowledged as such in time to come. The play area is massive and should keep you exploring, adventuring, humming and singing for a long, long time. Both the graphics and sound are of an exceptionally high standard which is imperative in a game that depends a great deal on atmosphere; each of the characters is instantly recognisable and the music is sure to send a tingle of excitement through your whole body. If you normally tend to steer clear of film licences, do yourself a favour and open your mind to The Addams Family. At this stage of the games' development, I can almost guarantee that you won't be disappointed. Await it with eager anticipation.*

ALAN





# HR Giger's



# Dark Seed

**PROJECT INSPECTION**

On the edge of darkest night, creatures from your worst nightmares begin to stir. Slime lubricated jaws flex and move as ancient alien minds come to life. Fear grips you...

ADVENTURE



Frozen with terror you can only stand and stare as the dim shapes loom inexorably towards you, biomechanical pistons moving chitinous armour plates and barbed exo-skeleton in a

complex motion of death and horror.

Your last memory is of the creature's foul breath hissing through its fangs and teeth as razor sharp claws rip your body to shreds with incredible ease. Thankfully death comes mercifully quick.

## GOTHIC HORROR

H.R.Giger (pronounced as Geeger, not Geiger) is a name well known to science fiction and horror movie fans. Alien, the motion picture, featured the artist's work in abundance and all stages of the xenomorphic creature came from his creative, some would say twisted, mind.

In the past his style has been

copied for many computer games, the most notable being Captain Blood, but all of the attempts have resulted in mere facsimiles of the master's work.

Now you no longer need to accept second best, for even as you read this, work on The Dark Seed is progressing, an adventure game that is set in both our own universe and in an alien one that has been designed by Giger himself.

## INTERNATIONAL COALITION

The team behind The Dark Seed goes by the name of Cyberdreams. They are an American company formed over two years ago and this is their first release. However, the team of

over twenty people from all over the world isn't new to computer games.

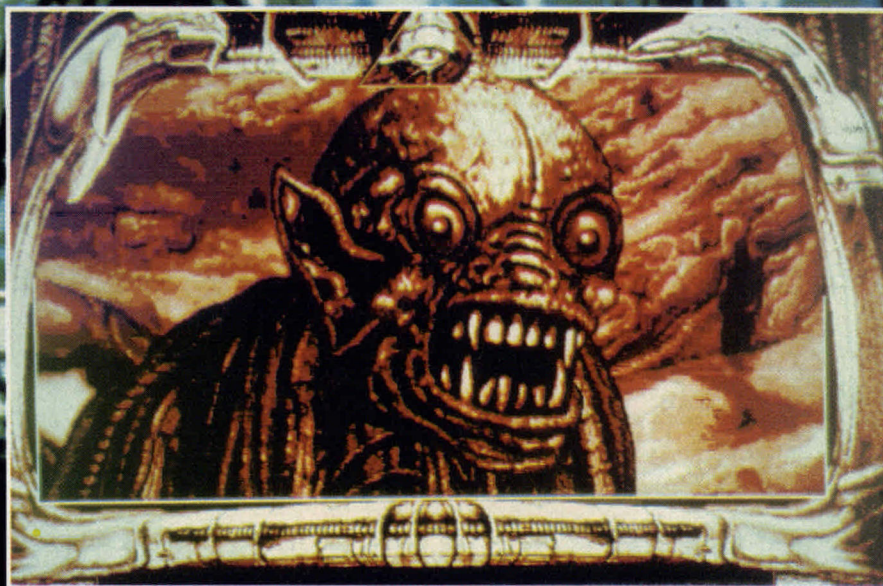
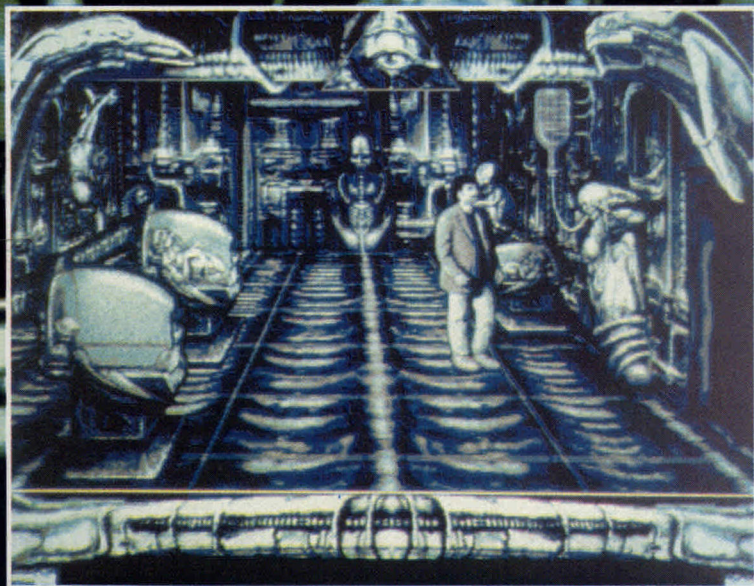
Between them they have been wholly responsible for some of the most successful software ever in world history including: Bard's Tale, Chase HQ, Defender of the Crown, Dragon's Lair, Indiana Jones, Might and Magic, Operation Wolf, Pac Man, Platoon, Rocketeer, Rocket Ranger, Sim City, Space Ace, TV Sports Football and Zaxxon.

## TECH SPEC

Cyberdreams have been concentrating all their efforts on The Dark Seed to make their first release of an extremely high quality.

032  
AMIGA  
ACTION





Absolutely every aspect of the game has been studied in extreme detail and no expense has been spared during its production.

The artwork alone is worth well over 1,000,000 dollars, each painting produced by Giger himself, and every single piece has been produced in high resolution graphics. The gothic style and the high quality images combine to give the game a uniquely disturbing atmosphere.

Other in-game features include digitised sound effects and voices, an original music score, over 1,000 frames of real-time animation and cinematic sequences, an enormous 60 locations for you to explore and

finally a point and click interface.

Even the packaging has been designed by an award winning firm with companies such as Walt Disney, Reebok, Nissan, IBM and Warner numbering among their clients.

### BEYOND IMAGINATION

During the game you take on the role of Mike Dawson, a sci-fi writer who has just purchased an old, run-down Victorian mansion.

As you explore the ancient house, you discover that things aren't quite as they should be. During your dreams and nightmares visions of an alien universe come to you.

A world that faces destruction

unless the biomechanoid aliens can invade our own parallel civilization by using humans as carriers for nascent embryos. When you discover an entrance to the dark universe you know that you must save mankind before the invasion begins.

### NIGHTMARISH MEMORIES

When we were given the opportunity to view *The Dark Seed* for this article we were also given the chance to view a very limited edition portfolio of Giger's most recent work. Although we were all familiar with the likes of *Alien* and so on what we saw was truly horrific. All we can say is that the nightmare gets far, far worse.

### ACTION INFO

#### **DARK SEED** **CYBERDREAMS £TBA** **TEAM: HR GIGER & FRIENDS**

*Cyberdreams are currently finishing off the PC version of The Dark Seed at the moment. The final stages of the program engine are being installed at the moment so that the objects found within the game can be manipulated fully. Once this version is released in the next few months the Amiga conversion will begin and a finished product can be expected in the latter part of summer. You can also look forward to seeing a space racing game by Syd Mead, the designer for Blade Runner among other things.* **JASON**



# A320 Airbus

FLIGHT SIM



Rainer Bopf, an active and high ranking officer in the Deutsche Luftwaffe, has spent the last three years of his life developing what he describes as a 'real' flight simulator.

He's chosen to simulate the A320 Airbus, a modern, twin-engined, short haul civil aircraft designed and built by several European Countries, including the UK.

The Airbus is one of the first civil aircraft to incorporate advanced fly-by-wire technology. This system is

*Never do pilots feel so much pressure than on final approach. Here, we're simply travelling to fast and too high. Maybe it's time to activate the auto-pilot, or am I a little too late?*



supposedly extremely safe, yet it's reliability has been questioned on numerous occasions.

Last year, an A320 performed a low level runway pass and finished up in the middle of a wood, and recently, a French Airbus tragically crashed into a mountain.

If you want to avoid similar incidents, I suggest you read the massive 200 page manual supplied with the Airbus simulator, and study the multitude of flight charts and maps before you even contemplate your first flight.

Sooner or later however, you will find yourself positioned in the hot seat, with the revolutionary 'glass cockpit' instrumentation laid out in front of you.

## PREPARE FOR TAKE OFF

Before take off, you must report to the flight officer and complete a flight plan. Whether you're simply training or reporting for duty, you must always determine how much freight you plan

A C T I O N I N F O

**A320 AIRBUS**  
THALION £29.99  
TEAM: RAINER BOPF & CHRISTIAN JUNGEN

*A320 Airbus isn't a computer game, it's an incredibly accurate simulator. It takes an age to 'get into' and once you've mastered the basic flying routines, not a lot happens. There are no MIGs, no SAM sites and little speed, it's a matter of flying safely from one destination to another. This is a fine flight simulation - purists will lap it up. Graphically, it's smooth, there's plenty of ground surface detail and the instrumentation is clear and well laid out. Sound is limited, but the engine effects are staggering. A complex sim for the serious enthusiast.*

PETE

## LEAGUE RATING

8 F-16 COMBAT PILOT

9 A320 AIRBUS

10 BIRDS OF PREY

FLIGHT SIM

to carry, how many passengers will be on board and the 'to' and 'from' destinations.

Once you're happy with the flight plan, you can enter the cockpit. The bottom half of the screen is a display of the mass of plane controls and flight data, while the upper half is the view from outside the cockpit.

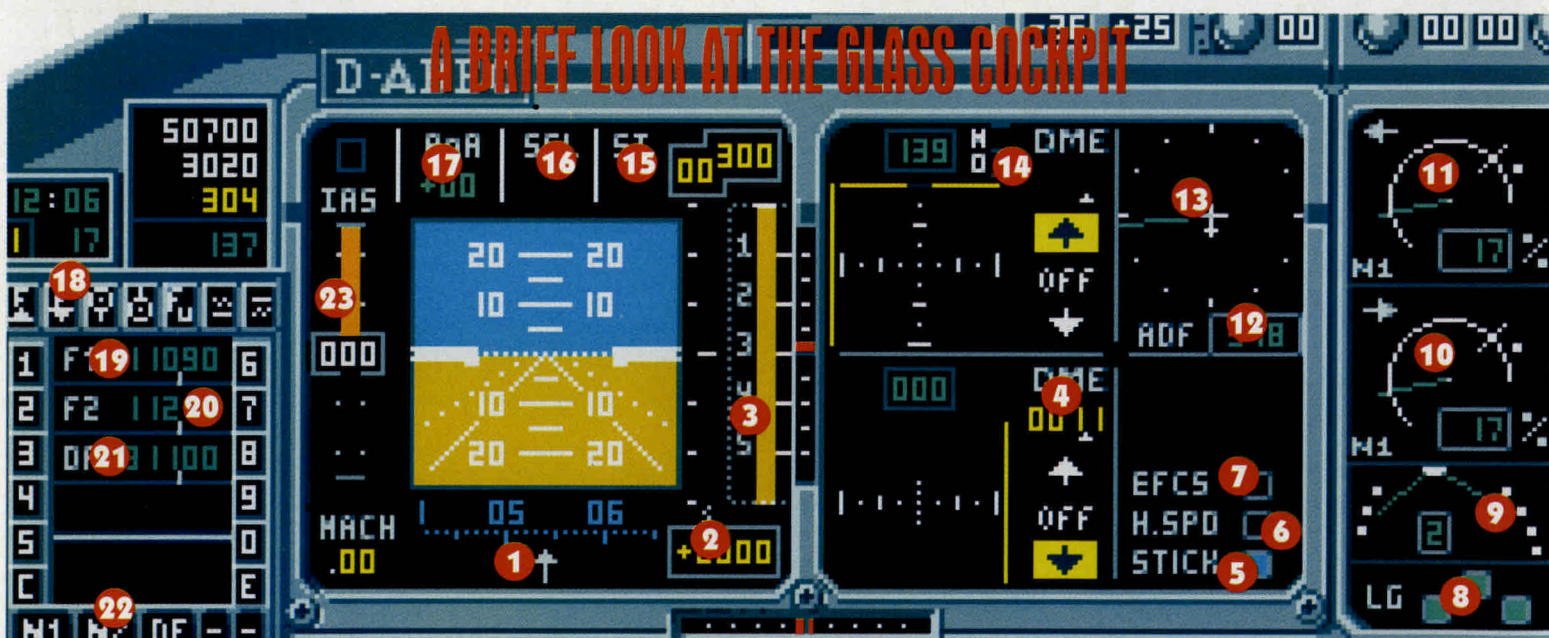
When you've familiarised yourself completely with the basic keyboard commands and followed the manual's quick start section, you should soon be airborne. All you've got to do now is fly the plane safely from one airport to another using a series of advanced navigation aids! The available air space spans a huge area of Europe and realistic data is supplied for more than 80 different airports and a massive 150 varied ILS approaches.



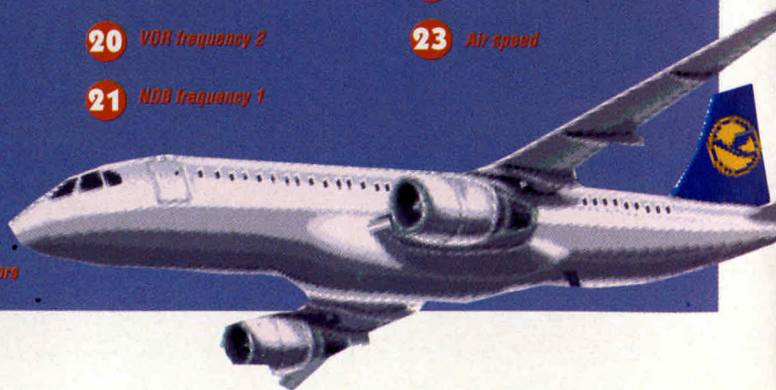
*Are you ready to take on board the responsibility of flying 200 larger louts to Benidorm, or will it be a simple take off and landing routine in Germany?*

OVERALL SCORE  
**92%**

## A BRIEF LOOK AT THE GLASS COCKPIT



- |                                |                             |                          |                               |                     |
|--------------------------------|-----------------------------|--------------------------|-------------------------------|---------------------|
| 1 Compass                      | 7 Electronic Flight Control | 13 Relative bearing      | 19 VOR navigation frequency 1 | 22 Beacon selectors |
| 2 Altimeter                    | 8 Landing gear info         | 14 Middle Marker         | 20 VOR frequency 2            | 23 Air speed        |
| 3 Vertical Speed               | 9 Flaps indicator           | 15 Stall warning         | 21 NDB frequency 1            |                     |
| 4 Distance Measuring Equipment | 10 Right engine power       | 16 Selected heading      |                               |                     |
| 5 Mouse/joystick               | 11 Left engine power        | 17 Angle Of Attack       |                               |                     |
| 6 Hold speed                   | 12 Absolute bearing         | 18 Flaps/Gear indicators |                               |                     |







# Software Expressions

Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!



## UTILITIES

U001	A-Genie (1 meg)	Trace your ancestors
U005	Amibase	Excellent database system
U006	Amigazer	For those astrologists
U016	Biorhythms (1 meg)	Chart your feelings
U017	Business pack (3 disks)	D/base, S/sheet, W/P
U020	C-Manual (3 disks)	Guide to C-programming
U024	Catalogue Maker (2 disks)	Good; be patient!
U033	Education 1	Learn German
U035	Education 3	Weather
U036	Education 4	Evolution
U043	Intromaker	As it sounds. Good
U045	Jazzbench	Another good W/B alternative
U049	Mandlebrot Explorer	Excellent pictures
U050	Master Virus-killer	Recognises over 100 viruses. Essential
U052	Business Card Maker	Simple, but useful
U061	Games Music Creator	Fav. composition writer
U062	House Samples 2	More acidic sounds
U073	Sid v1.06	CLI helper. Very popular
U075	Spanish Tutor	Bueno!
U076	Star Trekker	8 channels, sampler. Superb
U078	Text Plus	Word processor
U084	Wordwright	For all you dizlecksicks!
U089	Journal	Very good account-handler
U092	Cartoon Brushes	Lots of famous characters
U097	Red Sector demo-maker	Recent. Exc. disk
U098	Database Master	Comprehensive AMOS database
U099	Noiseplayer v3.0	Loads more modules
U101	C64 Emulator	Take your Amiga back to basics
U103	Word Frenzy	Good wordprocessor
U104	Golf Recorder (1 meg)	Excellent disk, with pictures
U105	Personal Address Book	Useful utility
U106	Med v3.11	Latest sequencer version
U107	TSB Vector Designer	Special Brothers classic
U110	Messysid v2.0	PC to Amiga file transfer
U112	Slide Show Maker	Simplistic Utility
U113	Spectrum Emulator	Replay the crappy games
U115	Red Sector Extras	Objects for demo making
U116	Red Sector Xtras 2	Fonts & objects
U118	Amiga Fox	D.T.P. Package
U120	ST Emulator	Emulate Atari programs
U121	TAB Utilities	22 utilities
U122	Perm Checker	Checks pools winnings
U123	IQ Tester	How thick are you?
U124	Chess Tutor	The quest to become a Grand Master
U128	Viz Clip Art	Roger Momy in D Paint
U129	Super Killers	Kills 120 virus's
U130	Label Designer	Various label printers
U134	Ami Cash	Best accounts package around

## DEMOS

D015	Agatronic Star Wars (1 meg/2 disks)	Captivating graphics
D016	Acid Music	Some wicked musesc & graphecs!
D017	Addams Family	Slideshow of TV series
D020	Bowie Demo	David Bowie of the past
D022	Budbrain Megademo (2 disks)	Still one of the best disks around
D021	Budbrain 2	The equally brilliant sequel
D023	Bass Megademo	Electrifying graphics & pulsating beat. Get it!
D036	Coma/Cebit/Victory (1 meg)	Classic Acid-type demos
D058	Enterprise leaving dock	Famous animation
D060	Elvira	The sexy lady endows herself!
D061	Elvira Activities	Now move her body!
D062	5 Ways to kill a mole	Funny. Not for animal lovers!
D063	Fillet the fish	The possible sequel to Pugs. A must!

D075	Girls of sport	Pretty shots of talented girls
D082	Holsten Pils	Demo reproduction of ad.
D083	Home & Away	Down-under disk
D092	Iraq demo (1 meg)	Topical cartoon. Bush meets Saddam! Bang!
D094	Indy 500	Playable Demo
D099	Jesus loves Acid	Mindblowing music and graphics
D103	Legend of Billy the Kid (1 Mb)	Long running animation. Good
D114	Mike Tyson anim.	Well compiled
D129	Pugs in Space	Brill cartoon. Pugs finds it's a different world
D143	Ray-traced pics	Some lovely pictures. Loads off W/B
D146	Red Sector megademo (2 disks)	RSI's classic
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatronic no. 17 More like above. Good
D189	Viz Slideshow	Fat slags & other in this slideshow
D201	Sickness simulator	Amusing sounds such as farts, belches etc.
D210	Kick Off 3	Good Music
D214	Gulf War	Slides
D215	Another 5 ways to Kill a Mole	It gets sadder!
D218	Mr. Potato-Head	Funny demo of dance failure
D223	Evolution Slideshow	How the world grew up
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D226	Virtual World	Best demo of year?
D237	Simpsons decay demo	Bart at his best
D248	Pulling the Trigger	Good demo compilation
D250	Jimmy Hendrix	Slides and music
D251	Debbie Harry (2 disks)	Slideshow Blondie
D253	WWF Wrestlers	Hogan & more
D254	Ray of Hope	Acidic Demo

## MUSIC

M001	808 State remixes	Four good tracks
M006	Batdance remix	Really good disk. Catchy stuff
M016	Depeche Mode	8 Tracks of reasonable quality
M032	Godbrain loves the world	Great acid-house musak
M038	Hugo's Excentria	This has to be one of the best house disks
M039	I Love Technology	Recent production from Beatmaster. Good
M057	Powerpack 3 (1 meg)	Includes Vanilla Ice track
M059	Powerpack 5 (1 Mb)	4 classy house tracks
M062	Random Access	Art of Noise and more. Startling acid track
M063	Special Brothers	The Last Intention
M068	Sound of Silents	7 songs from Silents
M080	Pet Shop Boys	Manic mix
M081	Miami Vice	Theme music remix
M082	The Power	Forceful Remix
M083	Technotronics	Megamix
M084	The Wall	Pink Floyd classic
M085	James Bond Remix	Catchy Stuff
M086	Great Balls of Fire	Goodness gracious
M087	Iron Maiden	The Ides of March
M088	500 things come back demo	4 relaxing tunes
M090	Led Zeppelin	Stairway to Heaven etc.

## GAMES

G001	Autobahn 3000	Control ball through tunnel. Hard
G003	Antep (1 meg)	Adventure, also slot cars
G004	Airwar	Fighter simulation. Good shareware game
G005	All New Star Trek (2 disks)	USS Enterprise classic. Best one
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G013	Bullrun	War-game, based on US Civil War. Control army
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Good
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest

G021	Demolition Mission (1 meg)	Similar to Balloonacy, good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G028	Frantic Freddy	Excellent platform game
G029	Flaschbire	Old favourite. Get to alarm clock
G031	Gravattack	Control spaceship, picking up keys
G038	Jeopard (1 meg)	Risk-type strategic game
G043	Learn and Play 1	Good for the kids. Blackboard maths, etc.
G044	Learn & Play 2	More fun for the kids
G048	Lame ST Ports	Kill those Ataris
G049	Megaball (1 meg)	Excellent game. Improved version of Breakout
G050	Master of the Town	Use mouse to smash windows. Very addictive
G053	Mayhem	Brilliant shoot-'em-up
G055	Mechforce	Strategy game
G056	Monopoly	Board game on disk
G059	Nethack (Fish 450)	Good adventure game, recently appraised
G060	Pipeline	Build an oil pipeline
G061	Pick up a puzzle (1 meg/2 disks)	Fit the pieces. Good for the kids
G062	3D Pool	Control cue with mouse, and it's all pot luck!
G063	Pacman	The classic game still here
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G072	Star Trek: Next Generation	Not as good as G005
G076	Star Heat	Addictive shoot-'em-up
G077	Seven Tiles	Excellent speedball game from Alpha
G079	Treasure hunt	Find the hidden treasure. Good graphics
G081	Trek Trivia	Test your Star Trek knowledge
G083	Wooden Ball (1 meg)	Score three goals to win
G084	Wet Beaver Tennis	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G094	Zeus	Simple puzzle game
G096	Assassins games comp.	Very good. Includes Tanx and Amigoids
G097	Temptespet	Speedball game
G098	Battleforce	Control battle of robots
G099	Cabaret Asteroids	Best version yet. Recommended
G100	Towers of Hanoi	Adventure game
G101	Trucking On (2 disks, 2 drives)	Role-playing, attack company
G102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
G104	Hints	Cheats on commercial games
G108	Liamatron	Geoff Minters shoot-'em-up
G109	Wheel of Fortune	TV Quiz, computerized
G110	Lady Bug	Similar to Pacman. Good stuff
G114	Buck Rogers	Good multi-level shoot up
G115	Survivor	Role-play an alien! Excellent
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G118	Downhill Challenge	Skiing simulation
G124	Napoleonic Warfare	High-quality simulation
G125	Attic Attac	Kill ghosts in house
G126	Pom Pom	Defend Pearl Harbour
G127	Games Galore 8	7 games inc. Space War
G128	Raid	Good Shoot-'em-up
G129	Stock Market	Speculate at no risk!
G130	Battle Pong	Table tennis game-good
G134	Star Trek (3 disks)	The original version
G135	No Mans Land (1 Mb)	2 player shoot-'em-up
G137	Skate Tribe	Skateboarding game
G138	Games Galore 9	More games
G139	Battle of Britain	Addictive Stuff
G141	Assassins Compilation 2	6 games inc. Missile Command
G143	Card Shop	Well presented card games
G148	Galactic Food Fight	Blow up those burgers
G149	Raphaels Revenge	Difficult platform adventure
G151	Hmmmm That's not on the Syllabus	AMOS adventure
G152	Leaping Larry	Jump onto elevators
G153	Gross	Destroy an expanding brain
G154	Jet Man	Classic Game
G155	Mission X	Quality shoot-'em-up

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## THE COUNCIL OF SEVEN



ECCLESIAST controls religion and prayer.



MASTER MILLAR produces resources.



HIGH CONSTABLE permits trading.



JOKER governs entertainment and leisure.



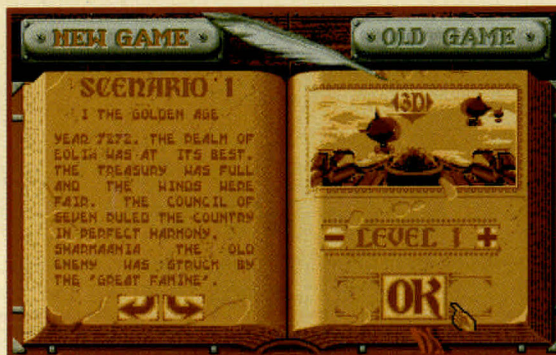
LEONAARDO is master of sciences.



INQUISITOR controls secret police.



COMMANDER has supreme military control.



There are six scenarios to choose from. Each represents your empire in various states of rise or decay, enabling you to select one that fits the difficulty level you wish to start at.



Via the Master Millar you are able to control the production of food and other resources in your kingdom. As the number of farms and mills increase you'll need to pay the growing number of workers.

# Storm Master



ARCADE STRATEGY

Silmarils' motto seems to be, "Quality, not quantity", but even by their standards they have been fairly quiet of late. Metal Mutant

and The Crystals of Arborea were the last releases from this French software house but now they are back around with what promises to be their best release so far.

### STORM IN A TEA CUP

Storm Master is a mixture of strategic and arcade action. You are put in control of the land of Eolia, where magic and myth reign supreme and the winds are worshipped.

The kingdom has been plunged into chaos by the murder of the former leader and now you must quickly assert your authority and take charge before your long-time adversaries, the evil Shargaanians, take advantage of the state of confusion and mount a strategic attack.

What makes the realm of Eolia so much different from other magical lands is the weather. Rather than a downpour being something that keeps you inside, storms and strong winds are worshipped.

All transportation, the majority of machinery and just about everything else is driven by wind. Airships,

balloons and windmills are the primary machines of the time.

### COUNCIL CAPERS

You control the land and its kingdoms via the Great Council. There are nine ministers and each controls a separate area of the government.

The Master Millar allows you to set up windmills and farms to produce food and materials. You can then take them to either the stock market to sell or to the scientist Leonaardo to be made into airships.

Religion and entertainment can be manipulated to your desires so the people can be kept happy (a happy subject is a happy worker!).

On the military side there is the

*The stock market is fiercely competitive. The price of resources can rise or fall at any moment but a professional businessman can make millions.*



Commander who controls any airship fleets and the Inquisitor allows you to indulge in a little espionage with the secret police. Finally the Advisor will give you hints and tips and the Scribe can save the game.

### ECONOMIC TROUBLES

As the Magister of the kingdom you are responsible for everything that happens. You must balance the amount food produced against the number of people in the towns.

Alongside this you must provide enough materials for a fleet to be built while making sure that you aren't working the population too hard. The Joker, who is head of entertainment, will keep the population happy but the funds put his way bring no material gain.

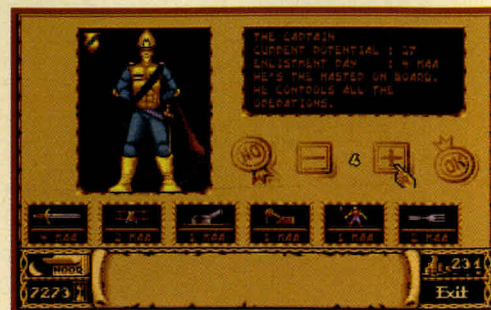
The religious leaders will be able to mix up some good winds to increase the production of your mills but will the cash be better invested somewhere else?

### THE GREAT WAR

Your ultimate goal (apart from avoiding the thrust of the murderer's knife) is to mount an attack on the Shargaanians and destroy them. Using funds you have gained from



The Inquisitor is not a very nice man, often indulging in a little torture and murder. If you slip him a few gold pieces he'll be quite happy to slip over to Shargaania to spy for you or eliminate a few important ministers.



The Commander allows you to recruit and build up armies of incredible power that roam across enemy lands razing whole cities to the ground.



**1 DESIGN A FLEET:** Your first step is to get Leonardo to knock together a few airships.



**3 BUILD UP WIND:** Arrange for the Ecclesiast to stir up a good wind with the gods.



trading you may gather an army to send over in your airships to pillage and destroy. As your fleet heads for enemy territory you guide their actions via the Commander. It is possible to bomb or raid cities or engage in deadly dogfights.

As the opposition wheels around the skies all about you catapults and cannons can be directed to fire upon them. Guiding the ship using your mouse you must bring the craft's weapons to bare.

Large spears can be thrown with great accuracy but they are short ranged, conversely the catapult will fly for a great distance but achieving a hit is difficult. A few good shots will destroy a ship, bringing it crashing to the ground as a broken wreck.

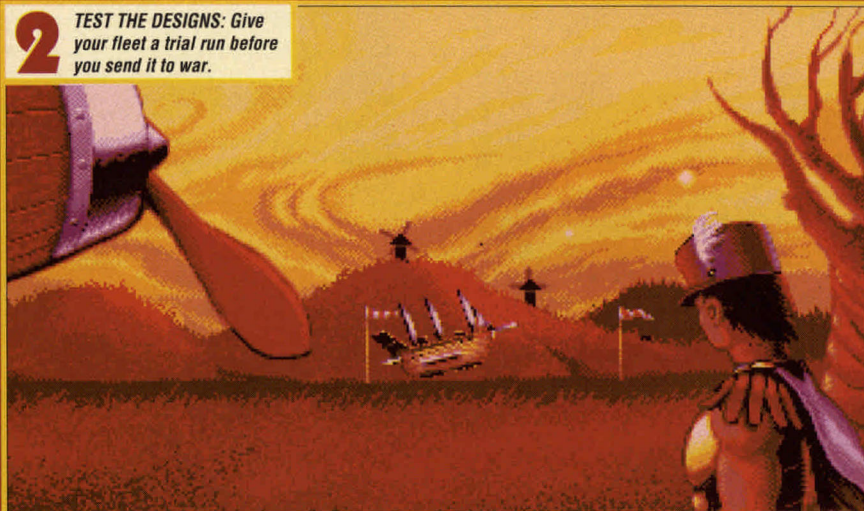
With your foes in disarray and your own country flourishing and prosperous you will find yourself worshipped by your subjects.

The victorious leader will be crowned the leader of all the land he surveys, but the failures must face assassination, in the bath of all places.



Leonardo is the brains of the council. If you want a design for a new flying machine he's your man. He can also set up centres of education for your populace.

**2 TEST THE DESIGNS:** Give your fleet a trial run before you send it to war.



**4 HAVE A CEREMONY:** Get all your religious bods together and pray for success and a decent breeze.

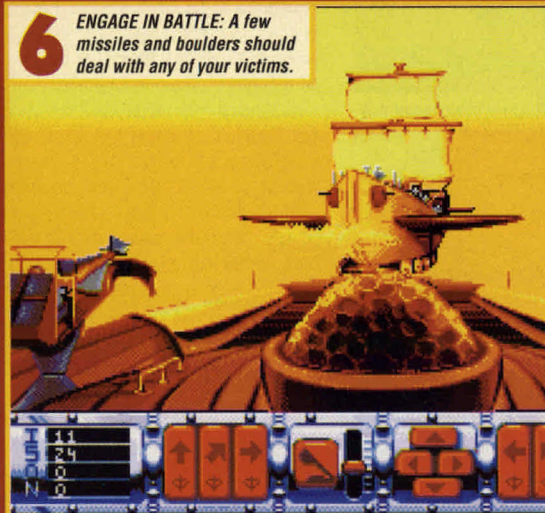


## THE ROAD TO WAR

**5 SET SAIL:** Pile across to Shakaania and find a suitable target.



**6 ENGAGE IN BATTLE:** A few missiles and boulders should deal with any of your victims.



**7 BLEED TO DEATH:** Whoops, you under budgeted and everything has gone completely wrong. As a reward your subjects have stabbed you in the bath (painful).



### ACTION INFO

**STORM MASTER**  
SILMARILS £29.99  
TEAM: A & L ROCQUES



Silmarils have been working on this release for a while and it's not surprising considering the level of quality they've achieved. The presentation is as good as the best of them, the graphics and sound work well and set the right atmosphere for the style of gameplay. Once you get used to the council members' abilities, the game speeds along and is simple to operate. The difficulty level is set a little low and even though there are several scenarios to choose from all are aimed at either the beginner or intermediate strategy gamer. A superb game that may prove a little easy for experienced generals. **JASON**

### LEAGUE RATING

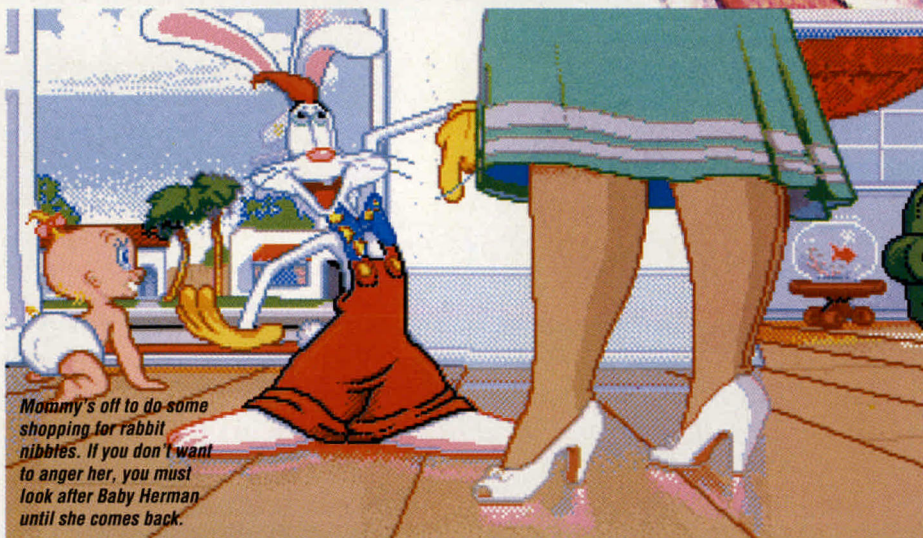
5 STARGLIDER 2

6 STORM MASTER

7 THE KILLING CLOUD

ARCADE STRATEGY





Mommy's off to do some shopping for rabbit nibbles. If you don't want to anger her, you must look after Baby Herman until she comes back.

## ROGER RABBIT IN THE BANANA SPLITZ



1 Roger's ungraceful entrance into the next room results in him crashing to the ground due to the law of gravity. Even the stars will do a dance about his head.



2 Hmmm, what could this mangle be for? It must be here for some reason, because by pressing fire, Roger can pull it in front of the door from which he should be departing.



3 Positioning Roger near the cupboard and pressing fire causes him to withdraw a key he collected in the previous room. Whatever will he find lurking inside?



4 Nerr, what's up Doc? Rummaging through the fridge, Roger carelessly tosses a banana onto the tiled floor. You can't stop the inevitable from ensuing!



5 Yes, Roger slips on the banana skin, is flung through the air, and then left dazed as he speedily spins on the table. Time the press of the fire button to launch Roger onto the sink.



6 Steadily press fire until Roger has slipped and kicked all the plates onto the ground, smashing them into a firework of fragments. Whew, now he can sidle over to the stove.



7 Yeeaaargh! The hot stove sends Roger yelling into the air. Instinctively, he grabs hold of the lamp shade. Swing left and right by moving the joystick side to side.



8 At the height of your swing to the right, press fire and Roger will shoot through the air and into the mangle. Ouch! But this is the only way he can squeeze under the door.

# Hare Rais

ARCADE ADVENTURE



Hollywood is the source of many mesmerising moments. From the jungles of Vietnam to inter-planetary warfare, from heart-warming romance to tough cops on the street. But it is rare that something original emerges from the studios of the big bucks film makers.

Years in the making, one particular movie stormed and clattered onto the big screen – a movie of a kind that had never been seen before. The hero wasn't human, in fact half the cast wasn't human. Yet these animated stars captured the heart and spirit of movie goers. They also captured a lot of money at the box office.

Now Roger Rabbit flails and bounces onto the computer in his unique cute and clumsy way. Launched by



Disney Software who are new to the UK Amiga scene, Hare Raising Havoc features troublesome Baby Herman and, of course, lovable Roger. Great care has been taken to ensure the graphics are as close to the cartoon characters as possible.

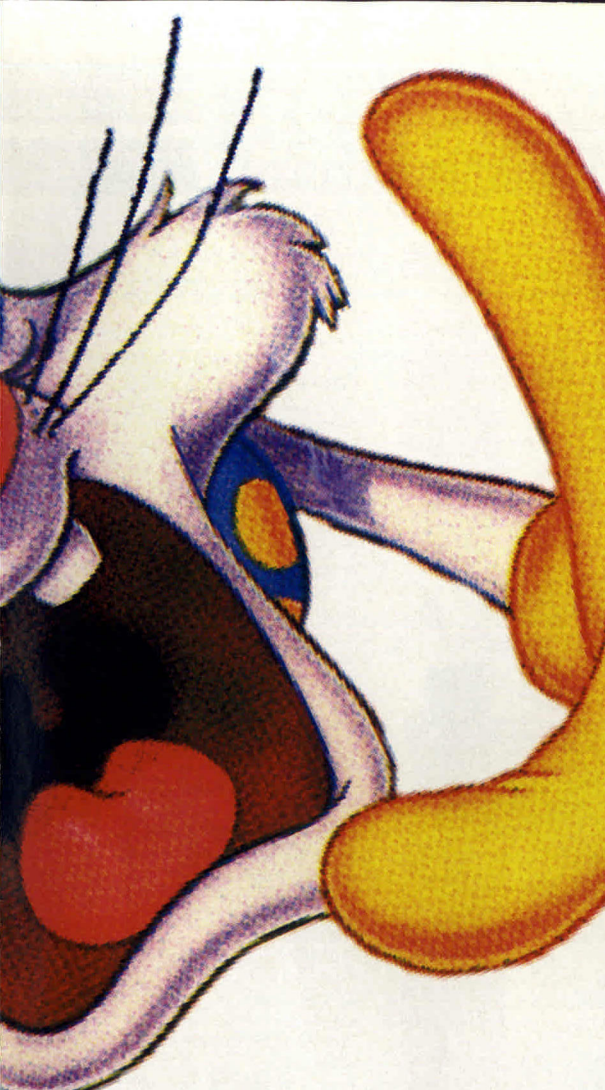
Not only is the visual representation accurate but the speech and sound is almost perfect and always appropriate.

### MAGNIFICENT SEVEN ROOMS

Gameplay is similar to, but more involved than, Dragon's Lair and Space Ace. Control is restricted to merely pushing the joystick and pressing fire at the correct times. We all know that this means the playability factor is somewhat lacking but, for once, the style and charisma with which HRH is executed more than compensates.

The idea behind the game is to





## WATER WAY TO GO



Switch on the tap and the water comes gushing out. Now, by stepping on the pipe, the water is trapped and the pressure builds to a dangerous degree. You just know there's a soaking coming up.

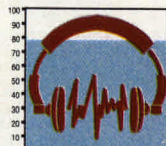
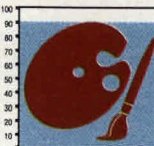
Whoever said a rabbit was no use except in a fox's mouth? Roger cleverly runs to the end of the hose where the water spurts out like a fountain. Pressing fire causes young Roger to grasp onto the wire.



By using his TA training, Roger slides over the rake and to the other side where his adventures can continue. What dangers lie ahead? Are the men in red coats coming for him? Better find Herman, quick.

## ACTION INFO

**HARE RAISING HAVOC**  
DISNEY SOFTWARE £25.99  
TEAM: BLUE SKY



A crazy cartoon adventure with plenty of slapstick thrills and spills to entertain you with. Standing on rakes, getting caught up on electric fans – it's all here. Superb animation, colour and speech make Roger Rabbit a great pleasure to play. Now for the 'but' and it's quite a significant one. The game only features seven levels which can only be considered too few. Each room does take time to complete but even so, the expanse of locations is inadequate. However, for a new experience and good humoured whackiness, Hare Raising Havoc will slap you pleasantly silly. Buy it for originality and comedy. **ALAN**

## LEAGUE RATING

39 THE IMMORTAL

40 HARE RAISING HAVOC

41 BAT

ARCADE ADVENTURE

# ing Havoc



solve the problem of how to progress to the next room. Each location demands that you fulfill a number of exercises before being permitted onwards. At the end of the seventh room, your



objective has been achieved and Baby Herman will be returned home before Mommy finds out he escaped.

In turn, slinky Jessica will hopefully swoon at your bravery and declare her undying love to you. (You must remember Jessica. She was the foxy lady with the hourglass figure whose smooth talk

and flowing brunette locks had men drooling in the cinemas around the world! Unfortunately, she was only meant for a lop-eared Roger!).

The animation of Roger and the various sequences, such as our heroic hare grabbing hold of the fan on the ceiling, it swirling him round, flinging him off to be eventually bounced through the glass at the top of the door, are really stimulating and funny to watch. You're never sure what is going to happen next – and that's half the fun.

## NO BOB – SO WHAT?

Although Bob Hoskins was the co-star of Roger Rabbit, he is not missed in this computer adaptation. Instead, Roger carries the game along quite well on his own, and will no doubt force even the grim ones among you into the broadest of smiles.



Kicking objects will either move them or cause your favourite rabbit's foot to throb, painfully. That'll teach you, you furry hoodlum!





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Front panel pitch selection  
Programmable from front panel

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10 resident fonts  
Front panel pitch selection  
Reverse paper feed  
Paper park with auto single sheet loading

Supplied with colour and mono ribbons  
Front panel programmable  
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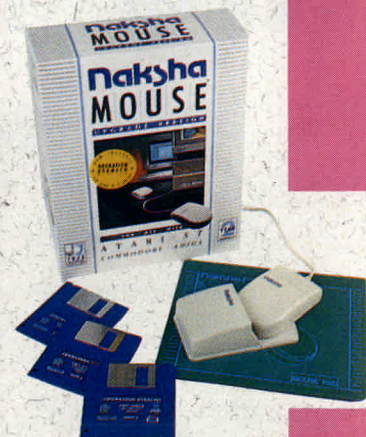
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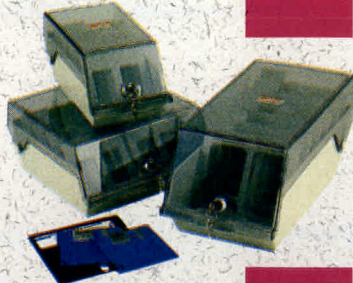
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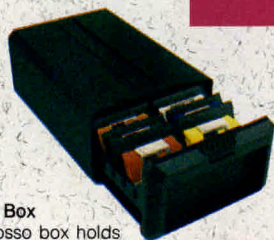
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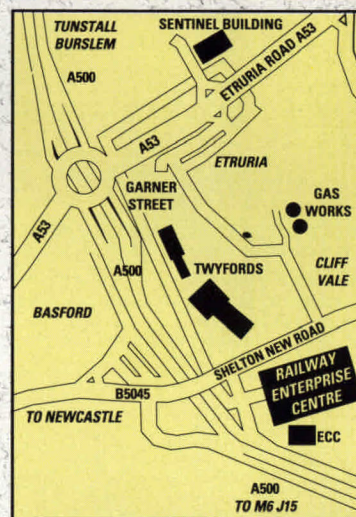
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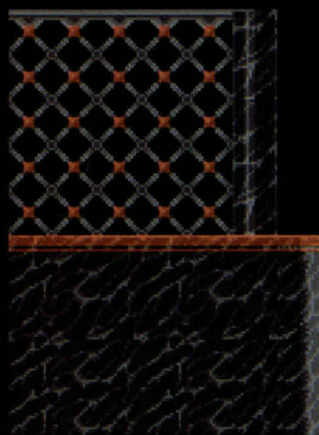


# LEANDER



Last month's level codes only introduced you to level three, so this month we're going to take you through the entirety of the level step-by-step, highlighting the perils that lie in wait. And, if you're still having difficulties beating the end-of-game guardian, fear not!

Level 3.8 of Leander isn't really a full level. It's effectively the home of Thanatos, the end-of-game guardian. Killing him is not easy, simply because he's only vulnerable for limited periods of time. So, whenever he's flesh coloured and wearing a pair of grey threads (illustrated here), whack him as many times as possible in the chest or head. Whenever you inflict any damage, you'll hear a specific noise, so listen out. Unfortunately, the suicide weapon is completely ineffective, so use your sword. Once you've destroyed him, move towards the tart in the middle of the screen. And that my friends is that – you've finished the game. Sit back and enjoy the short outro sequence.



No, your eyes don't deceive you. This is the secret Lemmings level. It doesn't play any vital role in the game whatsoever, but it's all good fun nonetheless. Simply slash the obstacle that's stopping the Lemmings and wait for them to run through the door. Once you've done that, it's possible to leave via the same exit!



The big cogs can be used to bridge large gaps. Simply stand on either edge of the central platform depending on what direction you wish to travel in. Make sure you leave the platform by performing a large leap, as the spikes below don't appear until you're literally right on top of them.



small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

## small tips

Small tips are like zits – you've either got none whatsoever, or a huge face full of the damn things. This month we've got plenty of tips, and quite a few zits too. I know, let's lay the blame on Christmas (although that was beards ago). After all, we all ate heaps of chocolates and other spot breeding goodies, and there was an overwhelming number of Christmas releases, all of which must have the odd cheat or two included in the code.

## OH NO! MORE LEMMINGS

Well, it's taken some sussing out, but at long last we've got the havoc codes in their entirety. You know the procedure, so type 'em in and hopelessly try to complete a few of them. Here we go:

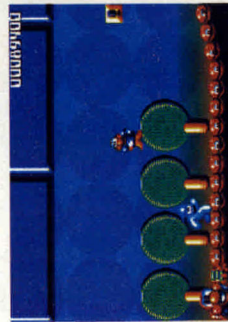
- 1: GAHRVFLBFF
- 2: IIRVNLFCFG
- 3: MPTNHGADFM
- 4: RVNLGIMEFN
- 5: VNLGEITFFI
- 6: NLGMITVGF
- 7: LGAMVNVHFM
- 8: GMMTVNLIFH
- 9: GAIRWNLJFH
- 10: IIRWNLGKFQ
- 11: MRWNLFALFM
- 12: RWNLFIMMFF
- 13: WNLFAIVNFO
- 14: NLFIVWOFH
- 15: LFAMVWNPFE
- 16: GIMVUNLQFM
- 17: GAIRVLMBGO
- 18: IIRVLMFCGG
- 19: LRVDMGADGL
- 20: RVLMFIMEGM

That's it folks! No more Lemmings codes, until Lemmings



There seems to be a never-ending list of Robocod cheats. Last month, and the month before that, we printed the infinite energy cheat. This month we've got a few alternatives, activated by collecting specific objects in the right order. To activate an everlasting shield, collect the following objects; cake, hammer, earth, apple, tap. The first letter of each object name spells a word, i.e. cheat.

Thanks to Chicken and Dotty of STA for these hints and tips. If you can work out any for yourselves, we'd be very pleased to hear from you.



**045**  
**AMIGA ACTION**

To kill this biggy, wait until its head has retreated, smack it four times in the face and run backwards to avoid the extending neck. It can take 25 hits with a normal weapon. In return you get an extra life, but quickly collect it, or it'll convert into a skull icon!

*The barrels are mean – there's an electric field thrown outwards when they spin. Try and follow them – the sparks are worse at the front. With a normal sword, you'll have to hit them nine times.*

*These look big but, in practice, they're dead easy to dispose of. Twelve direct hits with a weak weapon should suffice and in return you'll receive either a shield or a few coins.*

# LEADER

[illegible]



# HEART OF CHINA



Rescuing distressed damsels and saving yourself from ruin isn't an easy task. So to give you a helping hand and point you in the right direction our intrepid adventurer Peter (Indiana) Lee has prepared a splendid GTGA for you to muse over.

## THE STREETS OF HONG KONG

From the docks, exit the screen and climb aboard the rickshaw. Ride into town and when you depart walk into Ho's bar. Look at Ho behind the bar to the left, and then talk to him. To find out the location of Zhao Chi use the following analogue lines: 3,1,1,1. You will then be confronted by a group of thugs. Talk to them using 2,3.

Having thumped one of the thugs continue your conversation with Chi and convince him to join you using the lines 1,3,3. Leave the bar and pick-up the piece of paper blowing around. Drag the piece of paper towards your hand to construct a paper aeroplane. Enter the bar once again, select the paper plane from the inventory and click on Chi. This should convince Chi that flying is safe!

Zhao is now on your side. Leave the bar and enter Master Wu's herbal shop. Chat to Wu, then switch to Chi. Talk to the old lady, and revert back to Lucky. Make Lucky have another word with Wu before leaving the shops, jumping in the rickshaw and returning to the docks.

Switch to Chi, grab the prune from his inventory and give it to the bird. Nature will take its course and eventually the bird will leave a trail of wet droppings by the quayside. Get Lucky to pick up a bird dropping, then return to Wu and talk to her.



The debris of some poor sap's sampan bobs in the azure waters of Hong Kong harbor.

Put the bird crap in her bowl. Take off her the herbs, the fake passport and the map of Chengdu castle.

Leave the town and head for Lomax's place. After a quick chat with Lomax, head for the airport. Approach the guard, who'll ask you for your passport. Answer his question using line number two, and you'll find that Lucky will bluff his way past. Whatever you do, DON'T use the fake passport.

Once you're aboard the Yankee Eagle, pick up the rope, the hook and the iron crowbar. Enter the cockpit and set off for Chengdu and the evil Li Deng's fortress. After a few hours flight, land on the plot of grass below the castle.

## THE CHENGDU FORTRESS

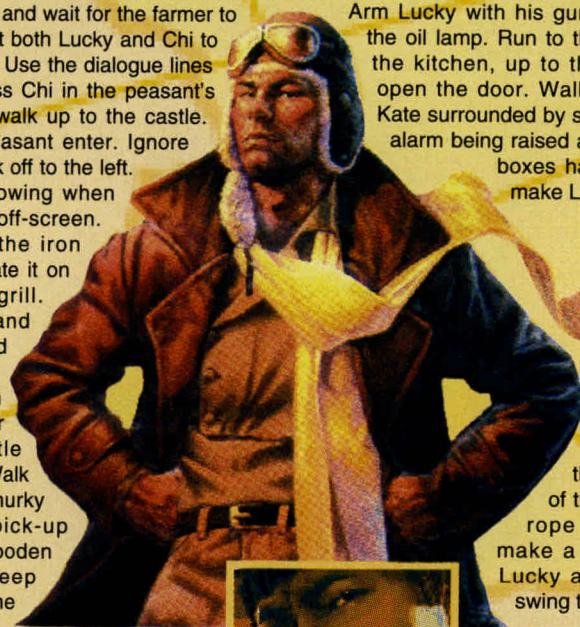
Exit the plane and wait for the farmer to walk over. Get both Lucky and Chi to chat with him. Use the dialogue lines 3 and 1. Dress Chi in the peasant's clothing and walk up to the castle. Watch the peasant enter. Ignore this and sneak off to the left. Time the following when the guard is off-screen. Give Lucky the iron bar and operate it on the metal grill. Both Lucky and Chi should now be in the sewers. Turn on the lighter for a little illumination. Walk through the murky water and pick-up one of the wooden struts. Keep trying, only one of them can

be pulled free. Continue for a while until you come across a small hole in the roof.

Use the wooden strut to enlarge the gap, and then climb up to enter the fortress kitchen. You'll see a large dog staring at you. Change Chi back into the ninja clothes. Leave the kitchen to the right and collect the rice wine. Return to the kitchen, drop the rice wine into the dog's bowl and wait for the stupid mutt to keel over. Walk past the dog and collect a knife from the cook room. Leave the bedroom, walk to the dining area and go right to the hallway. Lucky and Chi will be hidden behind a large pot. Exit the screen, but wait until the guards have walked off-screen first. You should now be standing in the forecourt. Enter the gatehouse and the left and pick-up the keys before returning to the palace. Avoid the guards and enter the dining room.

Arm Lucky with his gun before pushing the oil lamp. Run to the left and out of the kitchen, up to the bedroom and open the door. Walk through to find Kate surrounded by snakes. Watch the alarm being raised and when the text boxes have disappeared, make Lucky aim his gun.

You should kill one of the vicious snakes, but Kate will get bitten by the other. Pick her up when she falls. Run to the exit at the top of the screen, tie the rope to the hook to make a grappling cord. Lucky and Kate should swing to safety.



Let's get with the program here! Are you open for business or not?





When Chi arrives, run over to the tank garage and get Lucky to jump in. Get the key from your inventory and put it in the keyhole. Turn the key and press the button to start the tank. Action sequence no. 1 will now begin.

## DRIVING THE TANK

Accelerate to top speed going down the hill, and then slow down to half-speed before swinging round the corner to face the opposing tank. Fire a shot in order to destroy it and look for the next corner.

Slow down again to take the corner, then resume maximum speed. Make your way to the junction, turn left and follow the road up to the cow crossing. Once the cows have passed, take the road to the left.

Only go a short way before stopping and turning on the spot. Destroy the pursuing tank before rejoining the road and following it round to the left where you'll meet the Yankee Eagle.

## THE SLIPPERY SLOPES OF KATHMANDU

Enter the Eagle and set off for Kathmandu. Land the plane in difficult conditions. You'll end up on the edge of a cliff face! Lucky will have to fetch help, so once he's gone get Chi to cover Kate with the blanket and

tarpaulin from the Eagle. Feed her the healing herbs and use the Shaolin ways.

After watching Lucky stumble and fall over, Ama will rescue Chi and Kate and before you know it, you'll find yourselves in Ama's hut. Talk to Ama using the dialogue lines 3,1,1,1. Leave the hut and make your way to the Wally Lama. Knock on the door and tell the disciple you're a special envoy from the Federation of Lamas.

Talk to the Wally Lama using lines 1 and 1. He'll start to meditate, so leave quickly. When you return he'll tell you about the sacred scroll. Walk to the tavern and approach Sardar. Talk to him using 2 and 2. Give him your gun and the townsfolk will help you recover the scroll from Bojon.

Enter the telegraph office to send a telegram to Lomax. Go to the junk yard and chat with Kubla, who will provide fuel for the Eagle so long as you give him something in return.

Use the first possible response and build a toy for him using the empty cigar box found on the floor, the chopsticks and the coins from Chi's inventory. The plane will be refuelled and you can now fly to Istanbul.

## EXPLORING ISTANBUL

Lucky and Kate should leave Chi behind and make their way to the British Officer's club. Once there, order two drinks from the bar.

Ask to use the phone and call Lomas to let him know you won't be meeting him in Hong Kong. Use the dialogue lines 2,2,1. Lucky will eventually get captured and the action will then switch to Kate.

Enter the pawn shop on the other side of the street and sell your locket. To get heaps of cash, use the lines 3 then 2 and accept the offer of 105 shekels.

Buy the hacksaw before leaving. Walk back towards Mohmar and play the shell game. Watch Mohmar very carefully and you should (and must) win over 200 shekels before walking back to the camel shelter.

Have a chat with Acayib, the camel dealer, using the dialogue lines 2 and 2. Buy the camel for 100 shekels. You should get a flower from the fruit stand merchant. If not, tip over the cart full of oranges.

Walk to the palace and down the side street. Talk to Almira and give her the flower. Use the hacksaw to cut the bars and rescue Lucky, then escape on the camel.

While you and Kate are living it up on the express, Tong will attack. Fight back with maximum ferocity and if you become too tired, retreat to another carriage and rest for a while.

Once you hurt Tong he'll do a runner. Follow him and force him back to the caboose. The last carriage will part company, so jump onto the main train otherwise you'll be stranded.

You'll eventually arrive in Paris, where you and Kate finally discover your love for one another. And that's it, you've finally completed the game!



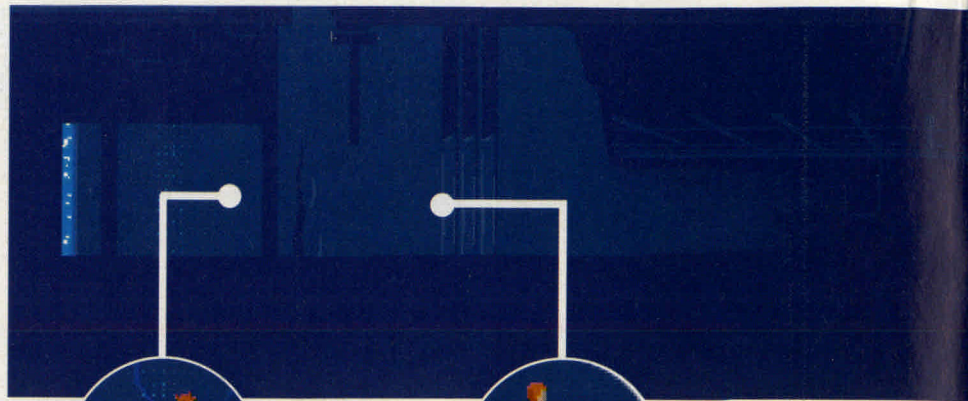
# HEART OF CHINA



# ANOTHER WORLD



In true Bob de Niro 'method' style, Jason Simmons has spent the last month hidden in a cramped ventilation shaft at the Action offices before attempting to bring you the next section of Another World. We hope his experience serves you well!



**1** After using your gun to blast down the door earlier its charge will be low. Walk into this chamber and point the empty gun at the wall and the problem will be cured.



**2** With the fully powered gun, destroy the three security doors that block your path. As a precaution you should recharge your weapon before you leave as it is irritating, irksome and tedious if it becomes depleted at a later point.



**1** First you need to drop down a few levels. Just jump down the holes until you can go no further.



**13** Finally destroy this wall to escape from the claustrophobic caverns.

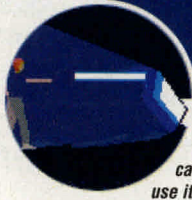
**9** Grab the stalactites and use them to make your way across the roof.



**8** Blast the flying lizard and it will flap off towards a set of tentacles.



**12** Stand on the loose slab at the far left of the corridor and the rising water will lift you up a level.



**10** A cannon shot will weaken the ledge and cause it to fall over. You can then use it as a ramp to the higher corridor.



**2** Leap off the ledge and land on the other side of the spikes. Build up speed or you'll fall short and the result won't be very pleasing.



**3** As the rocks crash to the ground you must dodge and weave among them. Learn the pattern in which they fall and you will be able to do this in your sleep.

## GODS

The Bitmaps' first game to be released under the Renegade label, and what a classy platform affair it is too. It's quite easy to beat admittedly, but if you're still having difficulties this infinite energy cheat should be of some use to you. To activate the cheat, simply type in the word **SORCERY** instead of a password. Thanks to Mark Lemon of Lowestoft.

## DARKMAN

If, by any remote chance, you're still playing this dire Ocean film licence you may be interested in the following cheat.

To obtain infinite energy type in the word **MEACULTA** any time during play. Games-X, our friendly sister magazine, provided the goods here, so unfortunately nobody wins a prize.

## THE GODFATHER

Domination, wealth and power are your main objectives, but are you still struggling to achieve all





**3** A couple of swift shots will dispose of the guard that blocks your path.



**4** Run towards the gap at full pelt and at the last moment make a mighty leap. When you miss the opposite side of the bridge don't panic, you'll just fall onto the ridge below.



## LEVEL 3: EXITING THE MINES

**11** Vapourise the wall and run like hell. The water will come cascading from the hole you have made and you must ensure it doesn't catch you.



**5** Zap the three sets of tentacles and they will retract into the roof. You will have a few seconds to jump past the jaws on the ground.



**4** Leap over the gaping jaws that can be seen on the ground.



**6** Yet more athletic antics as you make your way past the chasms.



**7** Destroy the wall, it will help you later in the game.



## LEVEL 4: THE CAVERNS

# ANOTHER WORLD

your goals? If so, fear not. Pause the game using the **HELP** key and type in the words **PIZZA HUT** to activate an infinite energy cheat mode. Games-X are the helpful suppliers once again.



### ROLLING RONNY

Quite a few people have sent in duff cheats for this game in the hope of receiving the odd free game or two. We do try out most of the cheats you send us, and all of the Rolling Ronny ones we've received so far have failed miserably. This one however, is slightly different, because it does actually work.

Type in your name as **CHEAT** on the high score table, and during the next few games you'll be able to fly and avoid most of the nasty horrible things.



### DEUTEROS

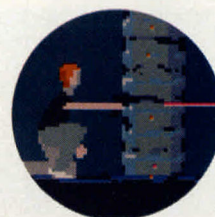
Apparently, this Activision game of the 'space' genre needs a bit of thought, so God knows why it's popular with so many Interactive staff. If you've been getting a little over-excited with your supply of goods, go to the surface stores and press **SHIFT** and **C**. The screen should turn green almost immediately. Press **SHIFT** and **C** again and you should have an infinite supply of everything!



# ANOTHER WORLD



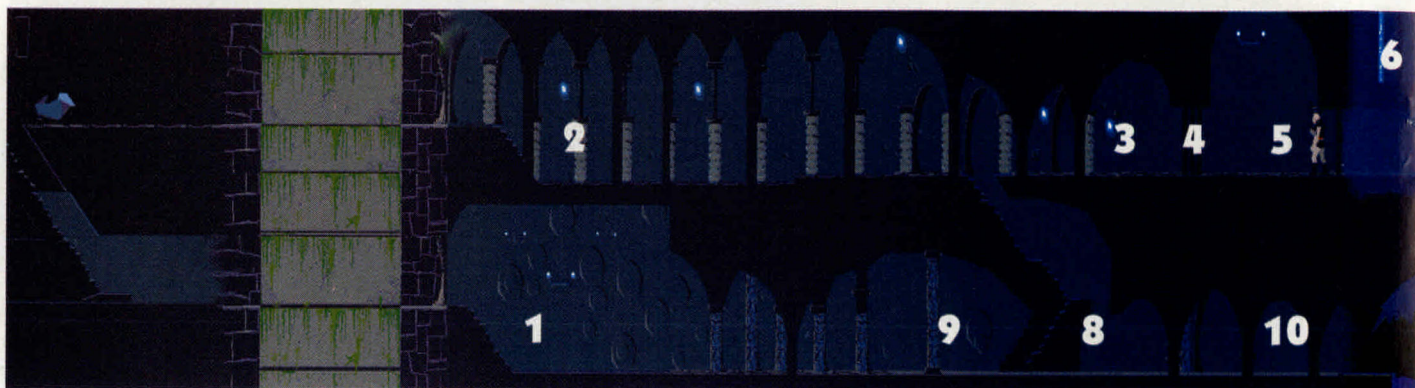
**1** As you run down the steps a guard will appear. Blast him with a few quick shots before doubling back and climb the first set of stairs you passed.



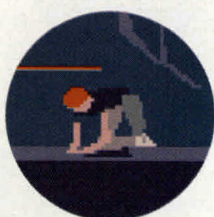
**2** In a similar situation to the one you have just faced another alien will appear. Repeat your previous tactics.



**3** Chase the third guard into this room. Walk up to the door slowly, but before it opens generate a few shields to protect yourself.



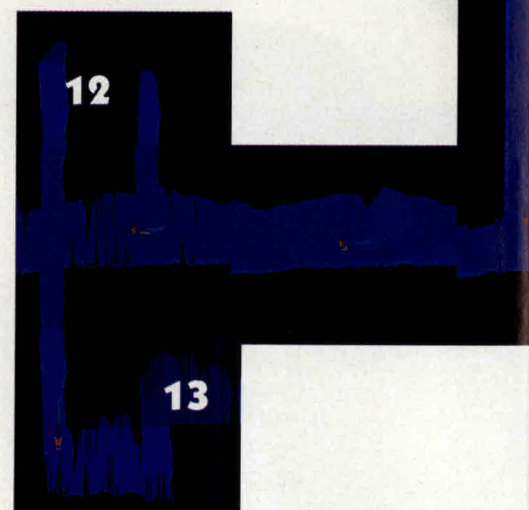
**8** As you head deeper into the base, you will be ambushed by a thug. As he grapples with you, give him a swift kick in the hurty bits.



**9** Demonstrate your athletic prowess by diving for the gun, rolling and shooting before your opponent has the time to realise he's dead.



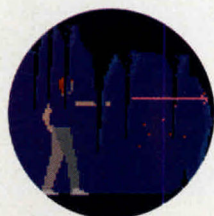
**10** Things get really tricky as you are involved in a double shoot-out. You have to take on both guards. Keep calm, use your shields to protect yourself and shoot fast.



**11** Time for a quick dip. Dive in the water and start swimming down.



**12** Use this air pocket to relieve your lungs before proceeding onwards.

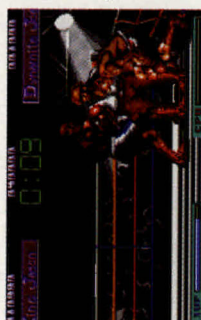


**13** A quick shot at the cable will cut off the power to the base defence systems; very useful.



## FINAL BLOW

If you had the audacity to buy this punch drunk piece of blubber after casting a watchful eye over our review, then you've obviously undergone an intelligence bypass. Failing to beat the game in under 30 seconds is a crime of similar seriousness. However, if you're still meeting the canvas more often than you should, the following cheat may help. Pause the game, and press the F10 key six times to leave your opponent well and truly brain dead.



## CARDIAXX

The speed of this game is purely ridiculous. And if, like many others, you can't handle the violent pace, press the pause key, type in the name RACHEL, hold down the SHIFT key and tap the G key to freeze the time limit.

For infinite energy, pause the game and type the word CAROLILY. Unfortunately, the game may possibly crash at the end of level three. Sorry.

## FANTASY WORLD

### DIZZY

This has sold by the stack weight, so quite a few of you should appreciate this infinite lives cheat. To activate the cheat mode, get





**4** While staying behind your shield take a few steps forward. The doors will slide open and the guard will start to throw grenades in your direction. Immediately step back, the doors will close and the grenades will bounce back towards their owner!



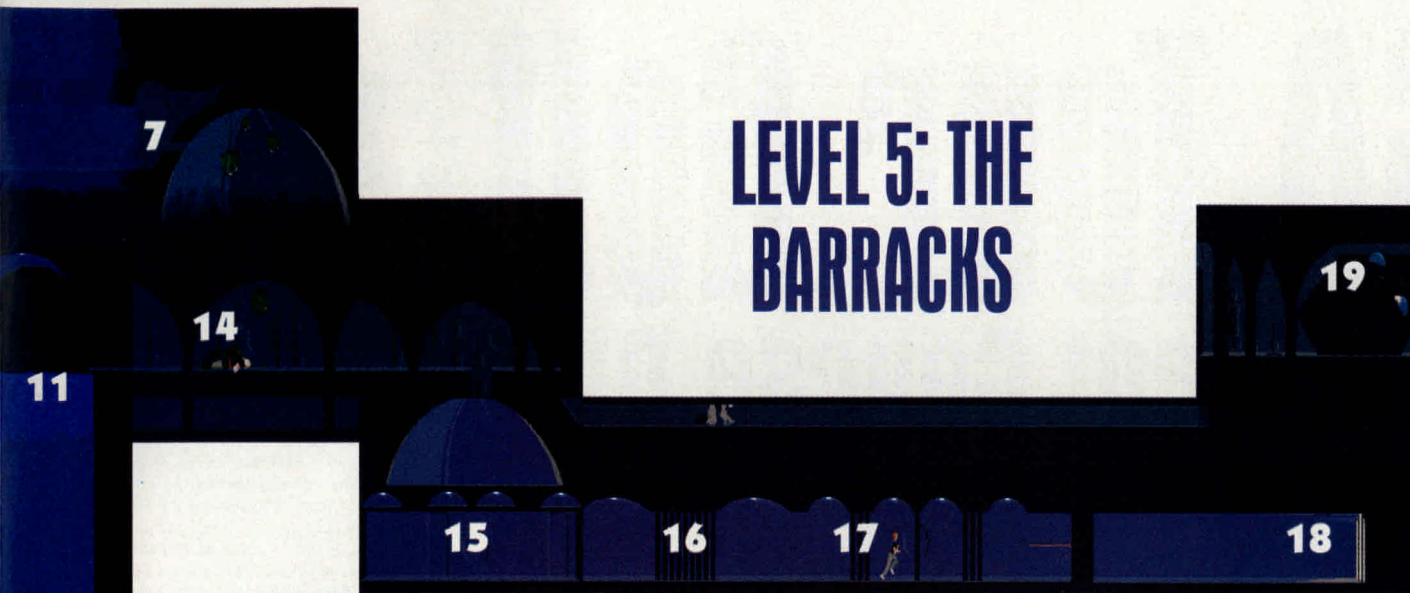
**5** Vape the door to allow you to enter the next room.



**6** By now, your laser will be running low on power so take this opportunity to get a boost.



**7** Look at the reflection of the guard moving about under the green balls. When he is directly below them, shoot the supporting chain and he will be crushed by the falling sphere. If you get it wrong laser bolts will start to fly your way.



## LEVEL 5: THE BARRACKS



**14** As you make your way to escape you will come across an old friend. Here is the guard who was killed by the falling globe.



**15** As soon as you drop down to this level, start to destroy the door on the right.



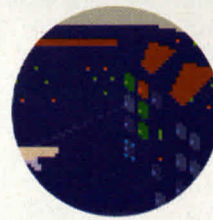
**16** Immediately start running and don't slow down at all, as laser bolts and bullets will fly all around.



**17** As you pound along you will witness some incredible firepower. Hardened security doors explode into white hot fragments as an unseen weapon rips them apart.



**18** When you reach the end of the passageway turn around and generate plenty of shields. The hatch on the roof will open and your friend from earlier in the game will give you a helping hand.



**19** When you have jumped into the tank you will be faced with an array of bright buttons. Jab at them in a random order until the escape sequence initiates and you are fired to safety.

# ANOTHER WORLD

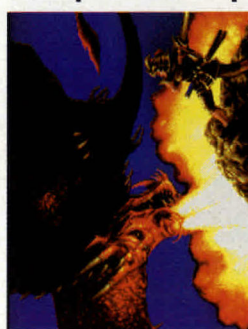
small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

yourself on the high score table and enter your name as IMMORTAL. Begin the game as you always would do and you should, if everything has gone according to plan, be playing with infinite lives.



### LEANDER

If last month's level codes weren't up to much, maybe this cheat will solve any outstanding snags. After you've typed in the appropriate level code, enter the letters LTUS. This will give you infinite lives and the ability to select any weapon you wish via the first five function keys.



Many thanks to all contributors. Many thanks to the Queen of England. And many thanks to Grundy TV for all those fab Australian soaps. Goodbye, God bless. See you next month... wherever you are. And remember, we don't want anymore Oh No! More Lemmings codes or for that matter any other Robocod cheats!





Total yardage: 7006 Par:71  
Competition: Federal Express St. Jude Classic  
Current title holder: Fred Couples - 269 round



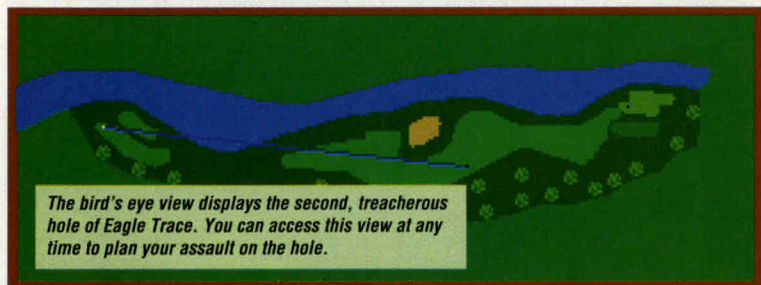
Total yardage: 7030 Par:72  
Competition: Honda Classic  
Current title holder: Steve Pate - 279 round



Total yardage: 6992 Par:71  
Competition: Phoenix Open  
Current title holder: Nolan Henke - 268 round

# PGA Tour Golf

## Tournament Course Disk



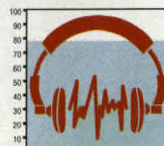
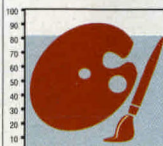
Tour Golf, or be prepared to buy it. All the new disk really does, is replace the course disk provided with the original unit, so there's no fuss whatsoever, it's just a matter of inserting the new data disk when prompted to enter the course disk.

The rest of the game remains absolutely identical, so the progression of any professionals, players, preferences or statistics that you've created and played with over the past year needn't be lost. If you've already mastered the original courses, fear not, the new ones are very similar in appearance, but equally as difficult to conquer.

The tour stops off at Eagle Trace, the host of the Honda Classic, Southwind which is famous for the Federal Express Classic and Scottsdale, host course of the testing Phoenix Open. Each and every one of them is hazardous in one way or another. For instance, the Scottsdale course is planted in the centre of the desert, so the surrounding area is like one giant bunker, while the Eagle trace is apparently the home of four holes ranked among the 60 toughest in the world today.

### ACTION INFO

**PGA TOUR GOLF DISK**  
ELECTRONIC ARTS £14.99  
TEAM: BLUESKY SOFTWARE



I'm a big fan of PGA Tour Golf, so in my humble opinion £15 for three complete and authentic golf courses is a more than reasonable price to pay. After all, this is probably the next best thing to actually playing the courses for real as all you're effectively doing is increasing the lastability of what is the definitive Amiga golf game. If I had a complaint, it would be that the Amiga operating system intrudes upon the otherwise flawless menu system too often. However, if you like pretending you're a professional golfer and you still enjoy the odd round of PGA Tour Golf then yes, buy it. **PETE**

### LEAGUE RATING

7 TV SPORTS FOOTBALL

8 PGA TOUR GOLF & DATA DISKS

9 MICROPROSE GOLF

S P O R T S I M

OVERALL  
SCORE  
**85%**

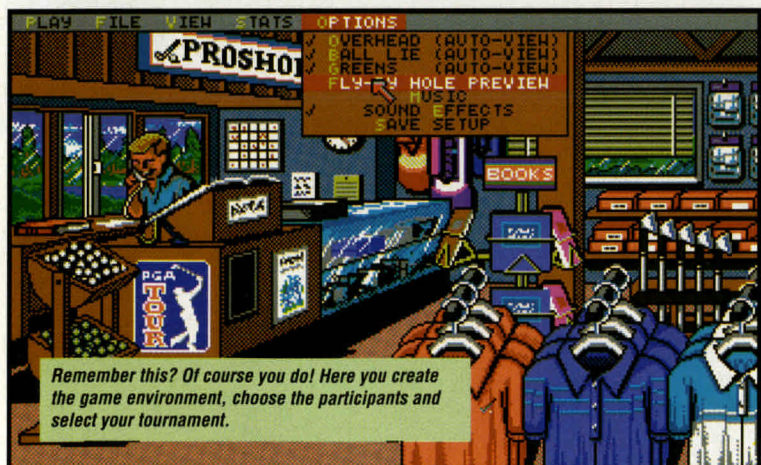


PGA Tour Golf has been available on the Amiga for about one year. In all that time it has successfully held its own, and left the opposition standing. Microprose Golf was quite easily the most notable competitor, being technically superior and a great deal more complex in the menus and options department. Unfortunately though, it failed to capture the enjoyment and competition feel, that PGA Tour Golf had created so effortlessly.

The first (they've promised more

in the near future, although we've had to wait a lot longer than expected for the first one) tournament data disk features three entirely authentic, and challenging courses. According to Electronic Arts, they were all designed with the help of original TPC (Tournament Player's Club) blueprints, so the accuracy of each course is beyond question, although it would be fairly difficult to gauge the validity of these claims.

To run the three new courses, you must already own the original PGA







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Foolishly driving head-on into a sturdy lamp post doesn't really increase your chances of success, but you will soon be back on the road from whence you skidded, even though your left front wheel can be seen careering erratically off into the distance.



Before each race you must participate in a qualifying session. Unfortunately, you only get a single lap of the circuit to make an impression on the grid, so you'd better make sure it's a fast one.

RACING



Geoff Crammond's outstanding Formula One Grand Prix simulation is currently riding high at the top of the Gallup computer charts (well, it was at the time of writing the Vroom review anyway). It's also quite easily the Amiga's best driving simulation. That's why I feel more than a little sorry for Lankhor.

In Vroom they've produced a fast and extremely playable arcade style racing game, which leaves the majority of the competition well and truly in its slipstream. Unfortunately though, it's not as impressive as Formula One Grand Prix and for that reason I'd buy the Microprose effort every time if I had a few spare quid in my pocket.

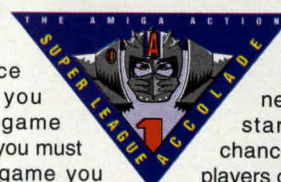
### CONFIGURE YOUR CAR

If however, you prefer the arcade style approach, look no further than Vroom. It's easy to get into, there's a fairly comprehensive world championship style event and you're not going to complete it after 15

# Vroom

minutes of play, unlike Storm's Big Run!

Before any race action takes place, you must define a few game characteristics. Firstly, you must decide what type of game you want to play. There are four options: arcade, race, train and demo. The latter two options speak for themselves, the first two need a little explaining. The objective of the arcade game is to overtake a set number of computer controlled cars.



If you fail to do so, the game ends, otherwise you'll progress onto the next of the six circuits and stand a much improved chance of joining the five best players of all time.

The racing mode is effectively a world championship tour of the world's most famous motor racing circuits (unfortunately, only six world circuits have been re-created). In racing mode, the aim is to gain as many points as possible, by finishing the race in the top six. Understandably, this can take an awfully long time, so a save game feature has been incorporated.

Once you've chosen a game mode, you can select a circuit (you cannot do this if you decided to race in a world championship series), select either an automatic or manual gearbox and pick the number of laps for each race. Possibly the best feature of all though, is the option to link two 16-bit machines via your



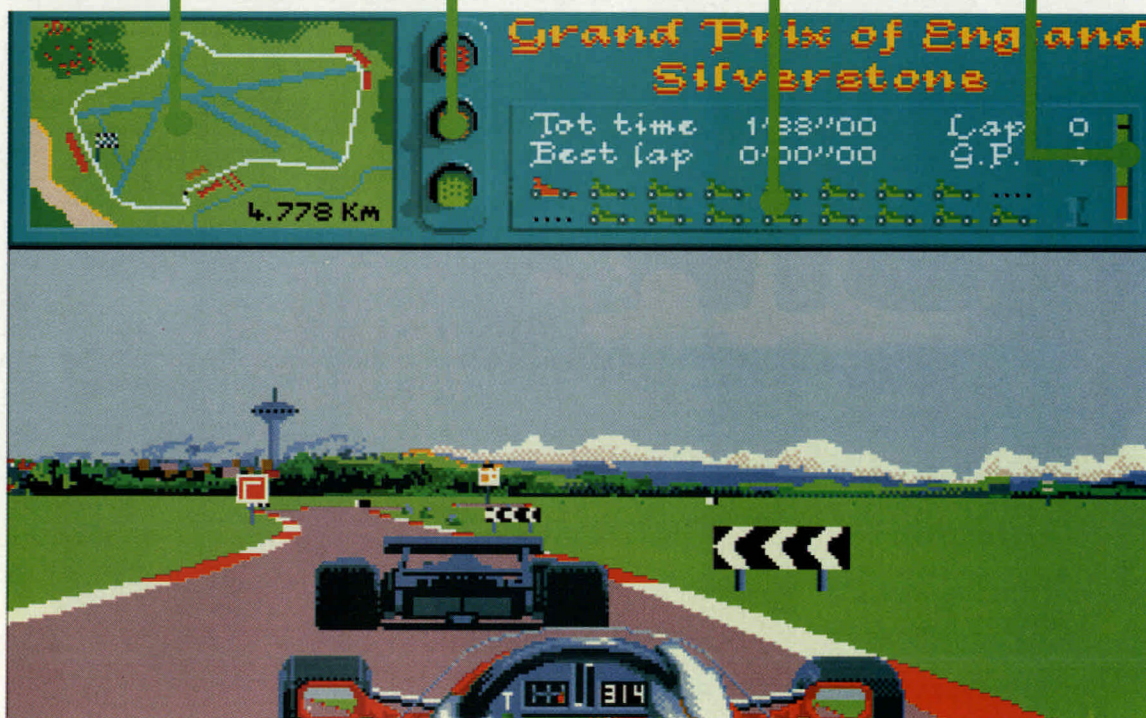
## MURRAY'S GUIDE TO FORMULA ONE

An overhead view of the current circuit. The location of your car is displayed as a white dot.

The starting lights only play a part at the start of a race.

The current race positions of the 16 cars. The red car represents yourself.

Monitors the level of gas in your fuel tank.



Tyre wear is indicated here. If it's green you're OK, if it's orange take a pitstop and if it's red, you're finished!

The currently selected gear is displayed here.

The absolute positions of your brake and accelerator displayed in real time.

In manual gearbox mode, you must tie-in your gear changes with the rev-counter.

Check your wing mirrors regularly to monitor the progress of trailing cars.



This may look like the Monaco tunnel, but believe me, it isn't. Tunnels and flyovers are common sights, although you're unlikely to witness any such obstacles if you paid a visit to the real life counterparts.

FORMULA 1 WORLD CHAMPIONSHIP															
Pos	Driver	Team	Points	Pos	Driver	Team	Points	Pos	Driver	Team	Points	Pos	Driver	Team	Points
1	Williams	Williams	10	10	Williams	Williams	1	19	Williams	Williams	1	28	Williams	Williams	1
2	Williams	Williams	9	11	Williams	Williams	1	20	Williams	Williams	1	29	Williams	Williams	1
3	Williams	Williams	8	12	Williams	Williams	1	21	Williams	Williams	1	30	Williams	Williams	1
4	Williams	Williams	7	13	Williams	Williams	1	22	Williams	Williams	1	31	Williams	Williams	1
5	Williams	Williams	6	14	Williams	Williams	1	23	Williams	Williams	1	32	Williams	Williams	1
6	Williams	Williams	5	15	Williams	Williams	1	24	Williams	Williams	1	33	Williams	Williams	1
7	Williams	Williams	4	16	Williams	Williams	1	25	Williams	Williams	1	34	Williams	Williams	1
8	Williams	Williams	3	17	Williams	Williams	1	26	Williams	Williams	1	35	Williams	Williams	1
9	Williams	Williams	2	18	Williams	Williams	1	27	Williams	Williams	1	36	Williams	Williams	1

Participating in a slightly reduced world championship series is possibly the most exciting thing to do. Sixteen budding world champions compete in six world famous circuits for the ultimate trophy haul.





**SWEDEN:** An incredibly fast circuit with a long starting straight and only two testing corners.



**FRANCE:** A new circuit which combines slow, first gear hairpins and fast, fifth gear corners.



**AUSTRIA:** A moderately fast circuit with few tight corners and plenty of overtaking opportunities.



**BRITAIN:** Silverstone has undergone a few alterations to make it slower, yet it's still a very quick stretch of tarmac.



**USA:** Four hairpin type bends make it slow in places. Overtaking is usually restricted to the single long straight.



**JAPAN:** A winding circuit with baron surroundings. Avoid the many trackside cacti.

computer's serial ports and race head to head!

## WATCH THE LIGHTS

The race can now commence. The action takes place from within the cockpit of the car. The dashboard, the wing mirrors and the two front wheels are displayed at the bottom, while the rest of the screen is used to portray the track, the surrounding buildings and countryside.

The top section displays an overhead view of the entire track and is positively

oozing with vital race information.

The three dimensional graphics are smooth and very fast. And, they've used regular bitmap graphics rather than vectors (such as those used in Formula One Grand Prix and Indianapolis 500). The actual track is a typical roller coaster affair, surrounded by lamp posts, trees, advertisements and road signs.

The computer opponents are also well drawn and they possess a fair degree of intelligence, although on certain occasions, they tend to drive incredibly slowly and cause all sorts of havoc in the process.

Collision with any of the aforementioned obstacles or cars will result

in a pretty nasty smash, and it takes the car a number of seconds to recover.

Usually, the race will continue as normal, although

occasionally the car may get damaged, so you'll have to take a pitstop to rectify the problems or change your tyres if you've been taking the corners too fast.

You control the car using either a mouse or joystick. Left and right steers the car, while up and down controls the speed. The mouse buttons, or a combination of vertical stick movements and the joystick button, changes the gears in manual mode.

The only time during the game you need access the keyboard is when you're in the pits, when it is necessary to select either fuel or tyres.

OVERALL  
SCORE  
**85%**

*The art of safe slipstreaming is difficult to master, and most of your early attempts will probably end in disaster. Maybe it's time to take a detour down the pit lane.*



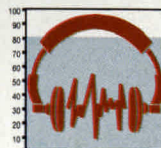
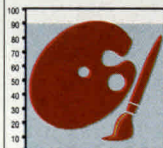
Chicanes are few and far between, yet narrow stretches of road are plentiful. If you want to overtake that car in front, you'll have to take a short cut over the grass verge.



Will you complete the race on a single set of slicks, or will you run out of gas on the final lap? For sure peace of mind, take a pitstop to maintain the performance of your car.

## ACTION INFO

**VROOM**  
LANKHOR £25.99  
TEAM: DAN MCRAE & LANKHOR



It's hard to fault Vroom. The graphics are smooth and breathtakingly fast, the sound is of a very high standard and the car handling is good, if a little sensitive. Even at the start of a race, when several cars jostle for position, the screen update remains really smooth! Unfortunately, it's not as realistic or as thorough as Formula One Grand Prix. The circuits aren't as intricate - there are only six, and the computer drivers don't act with as much authenticity. Definitely one of the Amiga's best 'normal' style racing games, which should appeal to non-sim freaks who found Grand Prix a little too realistic. **PETE**

## LEAGUE RATING

11 INDIANAPOLIS 500

12 VROOM

13 SUPER MONACO

R A C I N G

055  
AMIGA  
ACTION





# Reaching for

Although we reviewed the magnificent *Space Crusade* from Gremlin a little while ago, the game is only just ready for release and should be hitting the shops right now.

To coincide with this momentous occasion, Gremlin have decided to run a splendid competition to win a Satellite TV system.

As my old Grandfather once said: "If you don't buy a ticket, you won't win the raffle." So enter now!



Gremlin's *Space Crusade*, for those of you who are ignorant, is the follow up to the highly successful *Hero Quest* and is the conversion of the board game. You take control of a group of space marines who must infiltrate an alien-ridden space craft that has been deserted by its crew.

## SPACE CRUSADE

The conversion is very similar to the board game in that you must move your marines around a tiled floor while fighting aliens and solving puzzles.

There are three groups of space marines and it is basically the survival of the fittest. As with *Hero Quest*, characters can be saved and used in later missions.

## YOU CALLED?

So what's the plan? Gremlin have made themselves one of the most popular software houses around in the last two years with a string of Amiga hits including *Utopia*, *Hero Quest*, *Lotus I and II*, *VideoKid* and

the *Supercars* series. With such great success behind them we were only too glad to help.

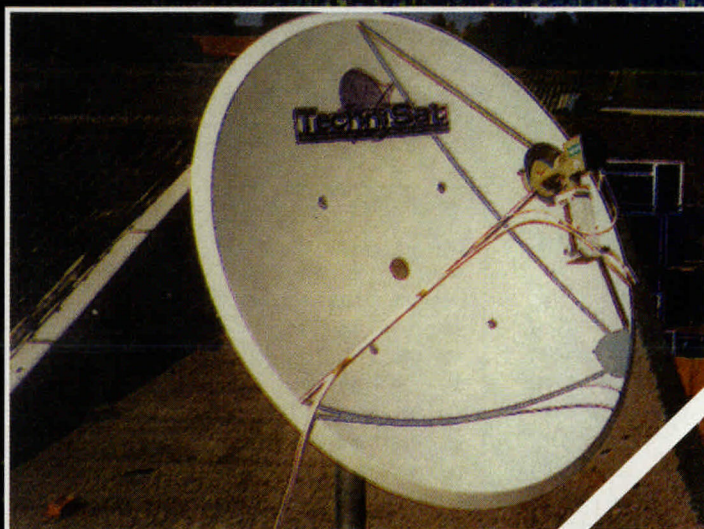
Within these pages you will see four muddled up screenshots of past Gremlin releases. We want you to suss out what the games are and write them down on the special coupon. Once you are happy with your entry you can send it to us at the address below.

The winner will receive a Satellite TV system and five runners-up will each receive a copy of *Space Crusade*. The address is:

**Reaching For The Stars Compo,  
Amiga Action,  
Europress Interactive,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.**

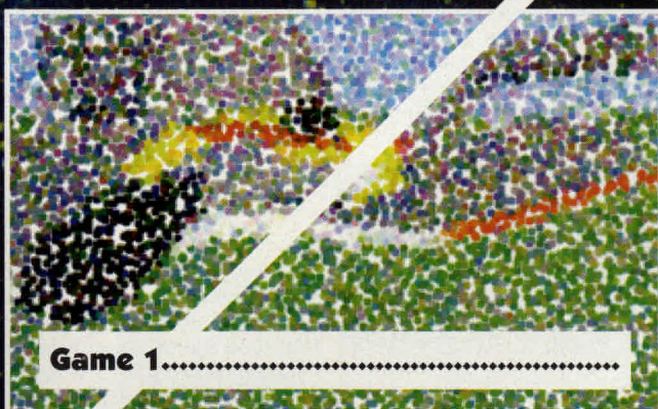
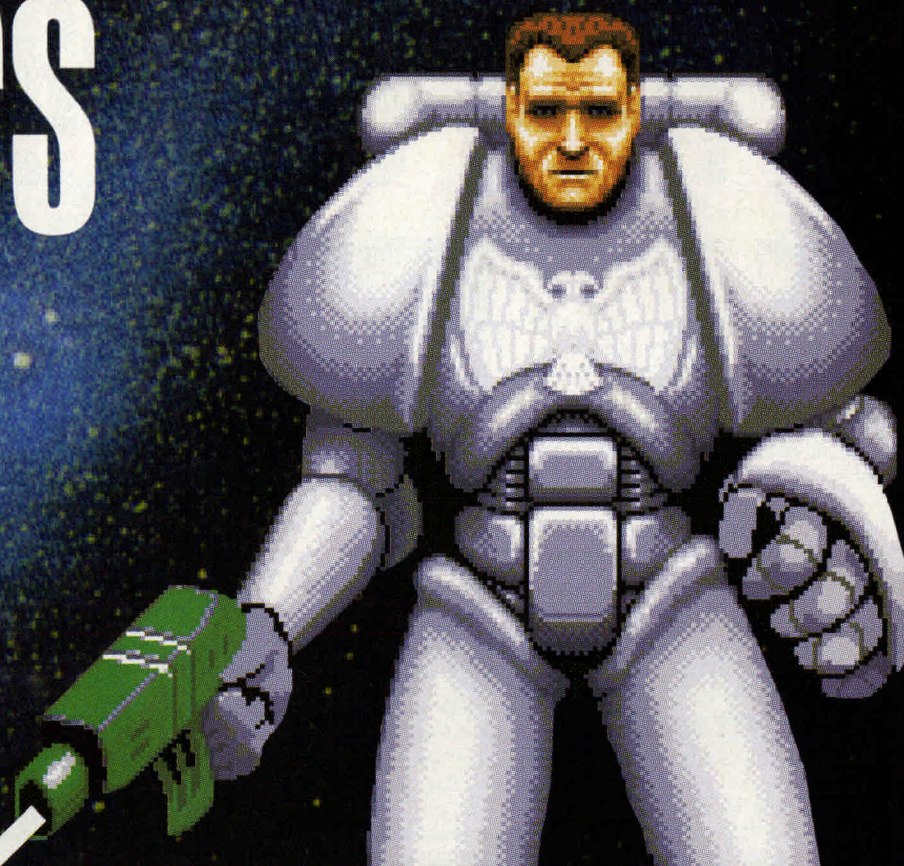
Your enthusiastic entries should reach us no later than 30th April 1992 otherwise we'll have to send round Peter 'Right Footed Casanova' Lee who will serenade you to death.

*Satellite system may not be identical to that shown here.*

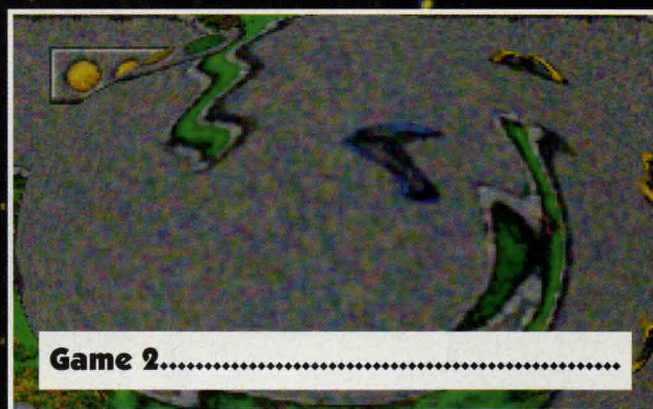




# The Stars



Game 1.....



Game 2.....



Game 3.....



Game 4.....

Name.....

Address.....

.....

☐ Please tick if you do NOT wish to receive promotional material from other companies.



Space Crusade Compo AA31



# Brides of Dracula

ARCADE ADVENTURE



Screams in the night, cowed figures and some serious blood-sucking occurrences can only mean one thing – the Amiga

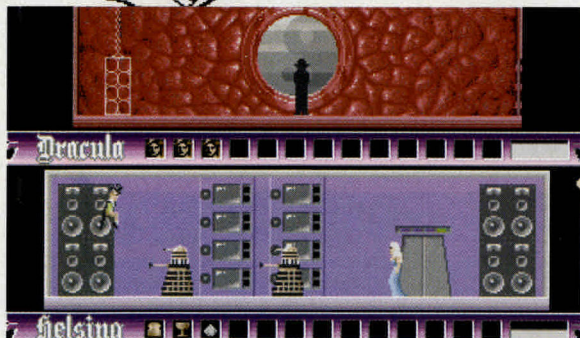
Action team have been let loose on the streets. Actually no, it means that Dracula is up and out again in the isolated regions of Transylvania.

Brides Of Dracula is the result of hard months of programming by Jason Green (Turrican, Golden Axe), Mark Hill (Turbo Out Run), Alan Botwright (Judge Dredd), Greg Modern (Hunt For Red October) and Eddie Haynes, all under the production skills of Paul Smith.

## LOST BOYS

I spoke to Paul some time ago when the game was in its early stages. This is how he explained the world they'd re-created on the home

computer scene: "Brides Of Dracula is a two player split-screen



By facing the window, Drac activates a magic elevator which will take him to greater heights! Van Helsing, however, is having a few problems with Daleks who obviously fancy a change in life.



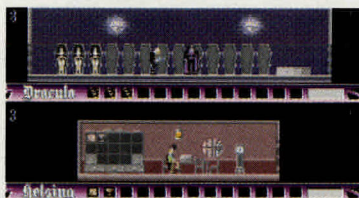
Unable to restrain himself, Drac begins his blood draining pleasures. Helsing seems to have acquired a posse with which to hunt Drac.

game. If you're playing Van Helsing, there are 13 objects dotted around the map; they're all hidden in little rooms or dungeons.

"On the other hand, if you're playing Drac, you've got to try and find the 13 brides. They're all scattered around the map." Once you approach a bride, strike her to the floor by pressing fire, then pull down on the joystick to sink your fangs into her soft flesh for the ultimate in Romanian delicacies.

Each time a character discovers part of their cause, they must return to their base and store the object or woman of passion until the collection is complete. The first person to do this will triumph.

Paul expanded: "The difference with Brides Of Dracula is that



Dracula sends his chicks to their coffins for marriage later, while Helsing gathers his utensils of death at his home. Neck biting stuff!

because you're both operating on the same map, if you encounter the other person, you can hinder him. The result is that Drac might lose his bride and if Helsing is attacked while taking an object back to his house, he loses it. Losing energy and lives is also part of the game."

## ROCKY HORROR

The various people wandering about the land have certain good or bad inclinations. Villagers brandishing guns will take pot-shots at Drac to reduce his energy bar displayed at the bottom right of his section of screen, while axe-wielding psychos and ray gun Riff Raff will attempt to dismember and fazzle Helsing to the ground. Gruesome, eh? The only defence is Helsing's kick and Drac's

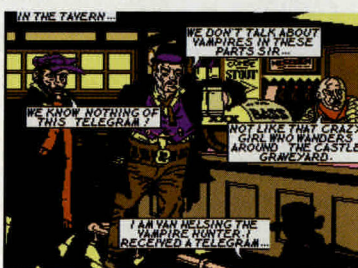


Drac's ability to transform into a bat isn't quite up to scratch. Instead, he has to wait for the ferryman to row him across the treacherous swampland. Hope the tare doesn't rise.

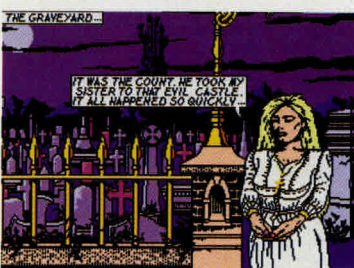
## WHATEVER HAPPENED TO MY TRANSYLVANIAN TWIST?



Thundering into Transylvania comes Helsing. He forgot his stake and garlic so he'll have to hunt for the desired items.



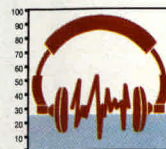
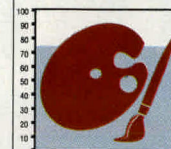
A less than helpful reception at the pub sends Van Helsing into the graveyard to search for the sender of the telegram help that he received. Somebody requires the service of a vampire killer!



And what is a fair maiden doing in the graveyard in the late hours? And why is she only wearing a nightgown in the chilly atmosphere? These are just two of the questions that must be answered.

ACTION INFO

**BRIDES OF DRACULA**  
GONZO GAMES £25.99  
TEAM: TOAST FACTORY



You have to approach the game in the spirit of things to make the most of its limited potential. The broody, eerie aura of Dracula is conveyed by the appropriately designed graphics but haunting music and gothic sound effects have been omitted. Returning to your base after each object/bride has been found becomes increasingly laborious, especially as the scrolling isn't particularly fast. As a two player adventure, the game's enjoyment is marginally improved. Brides Of Dracula results in being a formulaic arcade adventure escapade that won't thrill you and will struggle to fulfill you.

ALAN

## LEAGUE RATING

59 BOROBODUR

60 BRIDES OF DRACULA

61 NIGHTBREED (INTERACTIVE)

ARCADE ADVENTURE

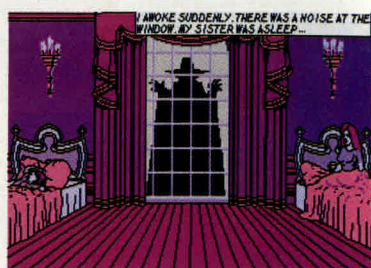
punch although both may attempt to leap out of trouble by pushing up.

Stairways may be negotiated by standing next to the first step, pressing fire and moving up. This places your character in the necessary position for him to then ascend or descend the steps.

You may also traverse bridges across swamps, plunge into the darkened depths of Drac's castle and gingerly set foot in the graveyard. Wherever you go, walk with haste and keep peering over your shoulder for you never know what may be lurking behind you.

Finally, just before I say goodbye, remember that Vampires aren't very common so don't have nightmares and sleep tight. Meh, heh, heh, heehh...

OVERALL  
SCORE  
**70%**



But instead, she tells you of the night when Drac appeared and whisked away her sister. Have they eloped or is her sister to become another of Drac's victims? You must save all vulnerable maidens!

058  
AMIGA  
ACTION



# Cavitas

SHOOT 'EM-UP



Yes, Cavitas is a budget title, and yes, it should have been reviewed in the budget section. But, we've decided to

give it a full review for two reasons. Firstly, it's an original game, unlike most other budget titles which tend to be old games re-released at less than half the price. Secondly, it's been written by virgin developers Nite Time Games, so we thought it right to give a fledgling new software house a little extra coverage.

Cavitas is set on an alien infested planet far, far away. To cut a long story short, you've got yourself stranded on the planet without any means of getting home. Using your one man spaceship, you must explore the various caverns in search of a space craft that is capable of going the necessary distance.

Of course, it's not just a simple matter of exploration. The planet is rife with alien activity and they're in no mood to give up any space hardware without the occasional altercation. They've also segmented the landscape using a series of anti-blast doors, each of which requires the right key to open them up.

So, Cavitas is a simple shoot'em-



Throughout the six levels, you'll encounter no less than 36 different types of aliens and hazards. Some creatures, such as this one, drop vital objects when they die.

up cum exploration game that boasts six huge levels of scrolling caverns, a host of weapon power-ups and full use of the Amiga's lesser used HAM and extra halfbright graphic modes.

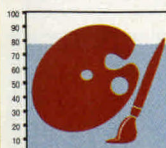
OVERALL  
SCORE  
**74%**



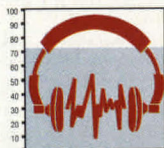
If you've got the necessary software, you can view a large section of the planet by simply logging on to one of the many computer terminals.

That gate won't open until you collect a key which looks identical to the keyhole. Not all the keyholes are opened by keys, some are operated by switches.

A C T I O N I N F O



**CAVITAS**  
NITE TIME GAMES £9.99  
TEAM: NTG/REALMS OF FANTASY



As an original budget title, Cavitas works extremely well. It's certainly not going to set the Amiga game world alight, but if you're after a no frills shoot'em-up with a little exploration thrown in, look no further. Graphically, it's not bad. The scrolling is a little jerky, so when the action becomes manic, it's a tad difficult to tell what's going on. In the long term, it should prove to be a challenge. The six maze type levels are maybe too big to begin with, and the variety of the aliens combined with the hardening puzzles should guarantee at least medium term interest. **PETE**

## LEAGUE RATING

47 BAAL

48 CAVITAS

49 ALIEN STORM

SHOOT 'EM UP

# The Addams Family



**ocean**





Just yesterday I was looking at a game called *The Dark Seed* by H. R. Giger. It was full of macabre graphics, rotting remains and horrific nightmares.

Today I am reviewing an incredibly cute platform game packed with fluffy bunnies and smiling teddy bears. Can you guess which made me feel sick, kids?

### SEQUEL CITY

The heroes of *Parasol Stars*, Bub and Bob, made their first appearance several years ago in the appropriately named *Bubble Bobble*. At the time they were trying to free themselves from an evil curse that had turned them into fluffy dinosaurs and save the world from the evil warrior, Chaostikahn.

Rainbow Islands saw them returning as far more normal (but still cutesy) human beings. Again Chaostikahn was doing nasty things to people and the twins took it upon themselves to sort things out. Needless to say they succeeded and as a reward they went on a well deserved holiday.

*You could be forgiven for thinking that Toy World is a happy and fun place where all of your favourite objects come to life and dance around in a joyous jig. In reality (?) killer teddies hunt you down and use their razor sharp claws to rip you to shreds.*

Not content with causing chaos and mayhem twice that evil little geek is back to unleash his devastating powers on the universe.

### GREAT EIGHT

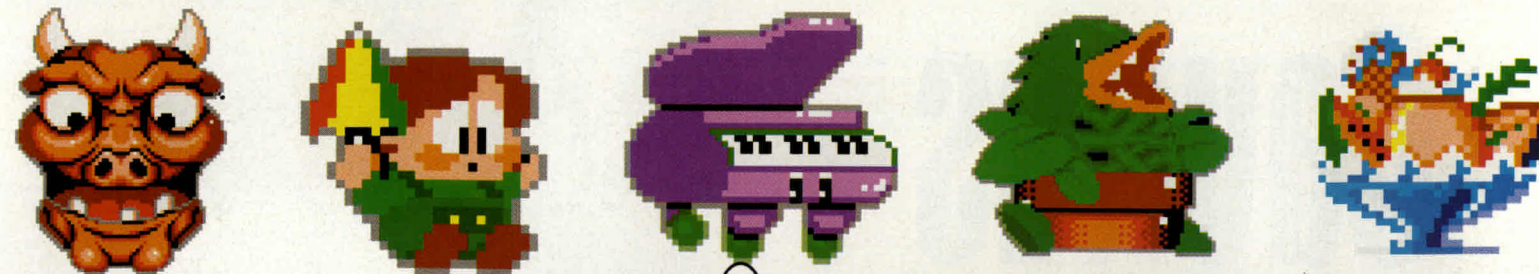
Cutting their holiday short, Bub and Bob return to rescue us once again

and this time they might just do the job properly. You and a friend take on the role of Bub and Bob and embark on a crusade over eight levels of intense arcade action located all around the universe. Each level, while all having a similar style of gameplay, is inhabited with its own individual creatures and cuties.

In Music World you must battle mutant grand pianos, accordions, trumpets and other musical

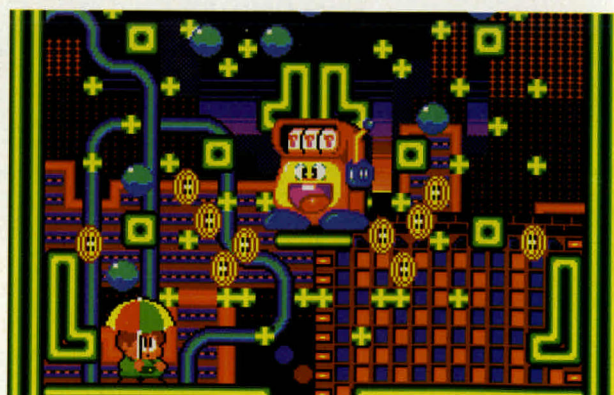
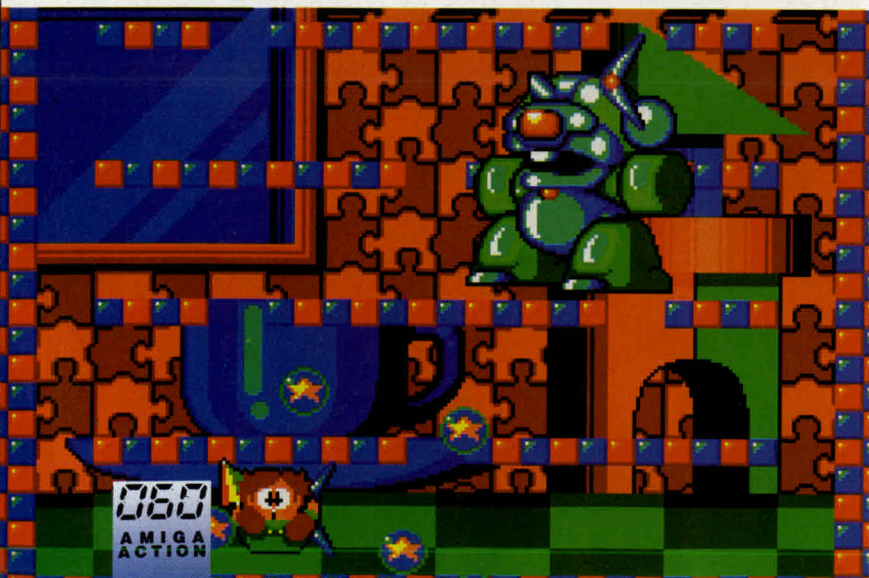
instrument in a cacophony of chaos. Woodland World pits you against innocent woodland creatures that have transformed into deadly monsters. Rising up from the deep in Ocean World are hordes of mutant crabs, seals and penguins. With wheels whirring and slicers spinning Machine World goes totally mad. Casino World brings slot machines,

*Piles of cash, gigantic slot machines, playing cards and chessmen all rise up against you in Casino World. Use your trusty broly to teach them a lesson.*



*The full power lightning bolt balanced on your head will easily dispose of any critters you may encounter. However, one slip or rash move and it's curtains for you.*

# Parasol Stars







Do you recognise these chaps? Any veteran player will know that the rather lovely helicopters previously occupied level two of Rainbow Islands.



When Lady Luck takes a shine to you your score will rocket sky high. With a whizz and a bang all of the nasties have transmuted into bonus objects! Run around and collect them all before someone steals any from you.



As tears stream from your eyes in mourning for the death of Bob, a massive creature leaps onto the scene to deal with you. Rush about attempting to avoid the gargantuan beastie while firing bolts of lightning to destroy it.

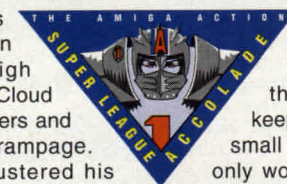
playing cards, mounds of gold and chessmen up against you. High above the ground in Cloud World planes, helicopters and satellites go on the rampage. Chaostikahn has mustered his most powerful forces in Giant World, the last stronghold. Finally you can return home but not even Rainbow Island is safe from attack.

### SINGING IN THE RAIN

Control of your characters is achieved with a joystick. Left and right will move your chappy in the appropriate direction while pushing up causes him to leap into the air. Pressing fire will open the parasol out in front of you, stunning anything nearby. Pressing fire and pulling down at the same time will open your brolly above your head. This will either stun anything above you or catch some magic rain drops to boost up your power. Once a creature has been stunned by your parasol it can be killed by either bouncing it off a wall or hitting it with an improvised missile.

### FOOD FOR LIFE

You begin the game with three lives and two credits. Killing nasties, collecting fruit and discovering bonus items will clock up your score. As you progress the value of points each item will increase



from a wimpy 10 up to a massive 100,000. While you rampage through the eight worlds keep your eyes peeled for a small gold coin. Although it is only worth a mere 100 points it will also confer an extra credit; well worth the detour to collect it.

### RAINING IN MY HEART

Rather unsurprisingly you will find a massive guardian waiting for you at the climax of each world. As usual they are a little tougher to kill than normal run-of-the-mill meanies. You must first collect the power flags that appear around the screen.

Droplets will then be generated on top of your umbrella, shoot them repeatedly at the guardian to deplete his energy and finally destroy him.

OVERALL SCORE  
91%



A C T I O N I N F O

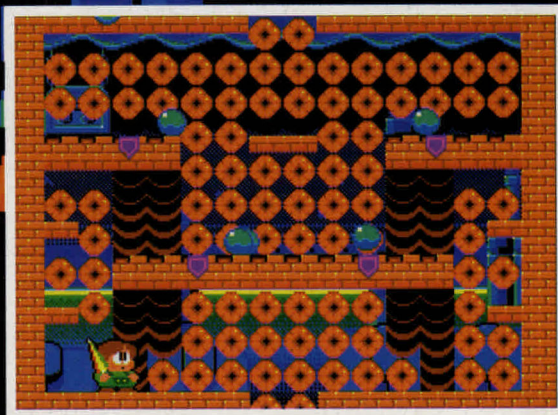
**PARASOL STARS**  
OCEAN £25.99  
TEAM: MICK WEST

The success of its predecessors means that Parasol Stars will sell by the lorry load. It would have been easy for Ocean to take the easy option and simply churn out a game to the old formula. Thankfully they haven't followed this road. The gameplay has been improved considerably and a lot of effort has been put into the development of the new product. The game's style is very much like a console product with bouncy tunes, plenty of colour and cute graphics all in a cartoonish environment. The result is an addictive game that will prove to be as popular as its parents. **JASON**

**LEAGUE RATING**

2 MAGIC POCKETS	
3 PARASOL STARS	
4 NEBULUS II	

P L A T F O R M



Scattered throughout the game you will find bonus rooms that are crammed with loads of wonderful things. The object is to rush around as fast as you can collecting the flowers as you go.

Bushes, leaves, trees, wood, flowers, fruit, bears, squirrels and birds are just some of the foresty type things you can expect find in the woods. I don't know where the cars have come from, they aren't even vaguely foresty.







ARCADE ADVENTURE



Starbyte have been jumping on a few band wagons lately. Last month featured an ace review of Supersoccer, a real turkey of a football management game, this month they've released a slightly dodgy Dungeon Master clone.

Medusa, the villain of the piece, has threatened to cause all sorts of havoc among peaceful lifeforms. Her domain is heavily protected, but if you can manage to find 13 keys, you'll be able to open up the stronghold and destroy her once and for all.

### DM TENDENCIES

The game plays in a very similar manner to Dungeon Master and its ilk. So, in true fashion, the keyboard is used to shift your party, while the

mouse handles general object manipulation and combat.

If you persevere for long enough, you'll escape from the dungeon to discover a whole new strategy game style. From here, you can visit various locations to buy and sell stock in the hope of making money to finance the creation and the transportation of armies.



Beware robots bearing fireballs. You can outrun them but it's best to blast them!

# The Return of Medusa



**A C T I O N I N F O**

**THE RETURN OF MEDUSA**  
STARBYTE £25.99  
TEAM: BUBECK & ZIMMERMAN

*In the face of stiff competition, The Return Of Medusa doesn't impress. The Dungeon Master sections are easily the highlight of what is a poor attempt to create a multi-style game. If they'd stayed with the dungeon scenes and improved upon it, they might be onto something half decent. Graphically, Medusa is okay, although it is a little slow between screens. The sound, in particular the music, is plain irritating. If you're that desperate for a decent Dungeon Master clone, there are other alternatives which are heaps more impressive.*  
**PETE**

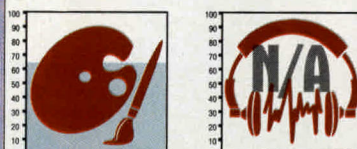
**LEAGUE RATING**

60 NIGHTBREED (INTERACTIVE)
<b>61 RETURN OF MEDUSA</b>
62 OMNICRON CONSPIRACY

ARCADE ADVENTURE

## ACTION INFO

**CHESS CHAMPION 2175**  
OXFORD SOFTWARES £24.99  
TEAM: C. WHITTINGTON



To the average person on the street most Chess games are very similar and unless you are an expert it doesn't really matter which particular program is the most competent in terms of playing ability, you will probably be beaten by all of them. Other games rely on animation and other little extras to increase their instant appeal but not in this case, because of this reason alone most of you will find Chess Champion unexciting and dull. Without a doubt when you buy CC you are paying for the things you can't see, playing ability and so on, and not such things as fancy graphics. For chess experts only. **JASON**

### LEAGUE RATING

39 TOWER OF BABEL

**40 CHESS CHAMPION 2175**

41 FIGHTER COMMAND

STRATEGY

# Chess Champion 2175



Are you one of those guys who spends his entire life searching for action and excitement? Well forget skydiving, unarmed combat and battling legions of aliens with only a swiss army knife (the model with a handy fold-out circumciser). The activity that all the cool dudes are indulging in is a little more dangerous, one slip and your cards could be available for all to take. If you think you can handle the pressure and strain of such a demanding pastime strap on your body armour, warm up the Uzi and prepare yourself for an intense game of Chess!

### DEATH BEFORE DINNER

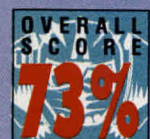
Chess Champion 2175 takes the 2150 edition and adds even more amazing features. Most of these wonderful options come in the form of added intelligence, things such as increased playing strength and an extended

opening library, but user friendliness has also been improved, making it easier for you to execute your moves and also to analyse the game in progress and previous moves.

As with the majority of modern chess games there are a few graphic options to improve the display but Chess Champion devotes the largest portion of its coding to gameplay rather than the likes of Battle Chess whose priorities are completely the opposite.

Ex-Master Chris Whittington has provided the moves and intelligence for the computer and, believe me, its a very tough cookie for you to crack.

You can view the board from above with traditional pieces or liven it up a little with different angles and more interesting pieces such as these from the toy cupboard.





# Big Run

RACING



There's very little to say about Big Run. If ever a game could be described in less than 20 words, this is the one: Big Run is a racing game where you vie for top position in the Paris to Dakar rally.

You could question me about the special features and characteristics of the game but there aren't any. Joystick controlled, you push the stick in the appropriate direction to move your car. The fire button switches between the 'Hi' and 'Lo' gears.

## DRIVING DISMAY

Promoted as consisting of 'six tough stages of an exciting rally in exotic locations' presents a number of queries. Why did three out of three reviewers who expressed a preference said they preferred not to go through the misery of playing it a second time? Why is it that three out of three reviewers completed Big Run on their first attempt? Why do the graphics look almost identical throughout and why are the sound effects so feeble?

Wait a minute, what's this? Surprisingly, there is something good to say! The scrolling is smooth – but that's probably because the



A map shows the next stage of the race – pointless really which is a shame as this is definitely the best part of the game.

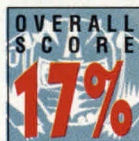


Yeah, relax man! Mmm, peace and tranquility away from the shockingly painful playing aspect of the game. Chill, baby, chill.

background graphics are sparse and the detail level and animation is limited. In other words, quality has been sacrificed to provide smooth scrolling; it makes you wonder what some computer programmers have learned over the past decade in the age of home computer entertainment.

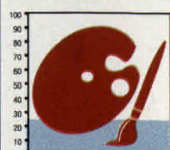
## SAVE YOUR SANITY

Each 'tough' stage has to be completed within a time limit. As the seconds tick by, you begin to think about the meaning of life. Why are you wasting 15 minutes of your life with this game? And more importantly, where is the sick bag when you need it?



The cornering manoeuvre can make Big Run appear action-packed. Don't be fooled!

A C T I O N I N F O



**BIG RUN**  
THE SALES CURVE £25.99  
TEAM: STORM

I really don't want to waste your or my time any further on this review. I beg that you listen to me – don't waste £26 on what has got to be considered one of the very worst racing games ever seen. No, no, please don't buy it! Keep away! I've cursed it – you'll catch the plague. You'll regret even booting the game into your Amiga. Aaagh! Trash it! Burn it at the stake! I can't take it any more, get it away from me. (He was such a good lad. Now I'll have to institutionalise the gibbering wreck, he's been tortured enough – Ed).

ALAN

## LEAGUE RATING

53 IRON TRACKERS

54 BIG RUN

\*\*\*IT'S THE PITS!\*\*\*

R A C I N G

# Storm Master

## get smart...



... and civilize the land of Eolia, a remote country where myth meets truth and constantly blowing winds are the means by which goods are moved and armies travel to war.

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Release: mid-March. ST-AMIGA-PC

"A great level of quality has been attained... a superb game."

AMIGA ACTION 90%

"Superb strategy product, the game has been very well thought out and is delivered with finesse."

ST ACTION 92%

"The screens are beautifully drawn, the presentation is excellent... you won't have more fun with a strategy/simulation game anywhere!"

C.U. AMIGA 89%

"Stunning graphics, slick animation and sound effects, mesmerising and thoroughly enjoyable to play, this one is really special!"

AMIGA POWER 86%



## get lost... ...in a world of

# fantasy



### CRYSTALS OF ARBOREA

Customise your own team of Heroes to find the four magic crystals of harmony and save the land of Arborea from the clutches of the evil Morgoth, Lord of Chaos.

"Beautifully drawn, Arborea exists at once within your imagination... you could play it for years and still enjoy the challenge."

C.U. AMIGA 91%

### COLORADO

Arcade, puzzling and strategy fun as you search for a long lost Indian gold-mine... all with a wild west theme!

"Addictiveness and long-lasting appeal... will keep you completely glued to the screen trying to solve the brain-taxing problems."

AMIGA ACTION

### BOSTON BOMB CLUB

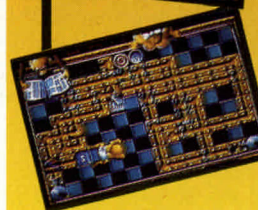
A Group of mad scientists meet in a nineteenth century Boston bar to create the ancestors of today's puzzle game...

"Boston Bomb club is a treat..." ZERO 85%.

"A fiendishly difficult but thoroughly enjoyable bit of brain-teasing... witty and ingenious."

C.U. AMIGA 84%

OUT: MID APRIL. ST-AMIGA-PC



# pak



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COMING SOON  
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OF THE  
FORTRESS





Here you are in your new job,  
The boss wants some coffee to pour down his gob!



Off you go to grab the java pot.  
Be careful Larry, it's bloody hot!

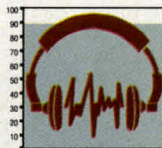


You've spilt the drink, you stupid berk,  
You must be a total jerk!

*Passionate Patti  
does a little  
undercover  
work!*



**LARRY 5**  
SIERRA £34.99  
TEAM: AL LOWE



*Leisure Suit Larry 5 is so impressive I just don't know where to start. The graphics are incredible, the sonics (especially the soundtrack) is equally impressive and all of this is coupled with classic Larry gameplay. As usual everything has some form of innuendo or perverted joke attached to it (parents beware, many are very close knuckle) and the manual had me in stitches before I had even loaded the game. My only complaint is that if you don't have a hard drive (Oh, the temptation) the game is slow and you'll need at least two drives. Otherwise very highly recommended!*  
**JASON**

#### LEAGUE RATING

2 SECRET OF MONKEY ISLAND

3 LEISURE SUIT LARRY 5

4 INDY & LAST CRUSADE

A D V E N T U R E

ADVENTURE



Bloomin' hell. The polyester prat is back, that nerd of nerds is here once again. Lounge lizards everywhere rejoice and prepare for another exciting, or even embarrassing, adventure and a gender-bending romp through the sleazy underside of the underworld.

#### THE DARING DORK

With that familiar title tune ringing in my ears I prepare myself for what promises to be the best Larry game to date. You are now a lowly video tape eraser at PornProdCorp and your chance to make it big has just turned up.

Silas Scruehall, your boss and the director of PPC, wants a complete berk and total loser to interview (hem, hem) America's sexiest women for a new steamy TV show. You, of course, fit the bill and are selected for the job.

Running alongside Larry's adventure are Passionate Patti's attempts to ferret out the corruption in the music industry. Working for the FBI you must bring the dirty record playing companies to their knees.

Whenever one of the characters embarks on a long journey the story will swap to their counterpart - you are in effect playing two games that ultimately meet up for an awesome earth shattering climax (if you'll pardon the expression).

#### CLICK AND GROPE

As with the majority of new Sierra Games, Larry 5 features the No-Typing approach for quick-feel, one-

hand action scoring. By clicking with the right mouse button you can cycle through the options available to you; Walk, look, talk, undress, use and item. You then place the cursor over the object in question and click with the left button.

So to look at a poster just select the eye icon and click on the poster. What could be simpler? To manipulate objects and operate them you must use a series of icons and items. To use the video camera you must erase the tape using the degauser, followed by dragging the icon of the tape over the camera. If you then click with the operate icon on the video you will be able to start filming.

In addition to the usual method of accessing the icons there is also a menu bar at the top of the screen which also allows you to save the game and look at your inventory.



OVERALL  
SCORE  
**92%**



Here you are in the waiting room. Don't use the chair you brainless loon!





Silas is struck with inspiration,  
You could meet some girls for social conversation.



For the job you were best,  
Now find some gear to help you on your quest.



My oh my, what's in there?  
The girls' resumes I do declare!



A battery charger is in the drawer.  
It's obvious what you use it for.



A look at the equipment menu,  
Shows you've discovered everything at this venue.



The airport isn't very far,  
Enjoy the trip in that expensive car.



Here you are at L.A.X.  
For a journey that will take you to the land of SEX!



Before you leave you'll need a ticket.  
Use the computer to get hold of it.



There's a plug socket in the wall,  
So charge your camera you stupid fool!



Show the lens your AeroDork card.  
That puzzle wasn't very hard.

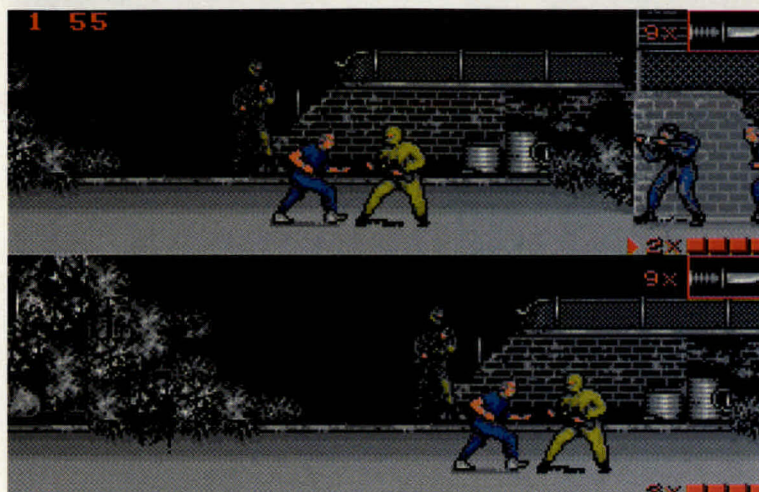
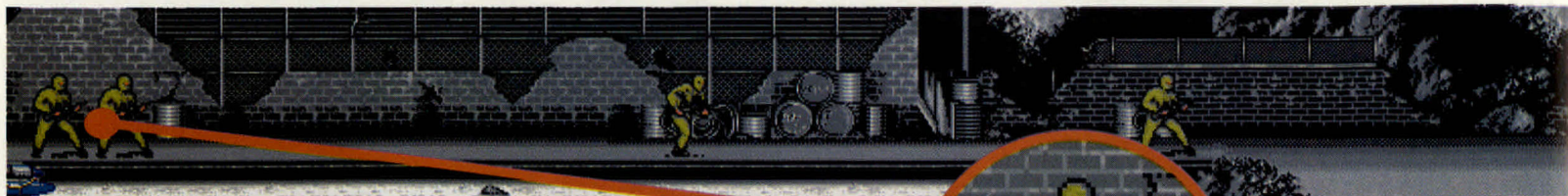


Now it's off to sunny New York, courtesy of the nice guys at AeroDork.



To pass the time our little fatty is having a dream about Passionate Patti.





Two players can control a team member each and launch an attack on the prison as a co-ordinated force. Although the extra soldier can help in tight situations it does mean that any bonuses and weapons you find will have to be spread around.

SHOOT 'EM-UP



If you are a veteran to the Amiga games scene you may remember a classic product that went by the name of

Hostages. It put you in charge of a crack special forces team and made you deal with the problems that such a unit would be faced with during a hostage situation in a built up city. The game was an instant success, its unique blend of gameplay made it popular with players of all ages and dispositions. After a long wait, a sequel has finally appeared and it promises to be even better than its renowned predecessor.

### MISSION PROFILE

The now derelict Alcatraz prison has been taken over by a drug baron and is being used as a base to ship narcotics all over the world.

Your team must penetrate the criminals' defences and eliminate

After navigating your way across the chilly waters surrounding the island you disembark and prepare to advance in to the enemy base.



# Alcatraz

their leader while at the same time gaining enough evidence to convict any survivors.

The game is divided into three separate stages that must be completed in order. Each has a different style of gameplay and your success at each affects your performance throughout the entire game.

Two characters are controlled during the entire mission by either a single player switching

between the two or the far more preferable method of two players commanding one of the characters each.

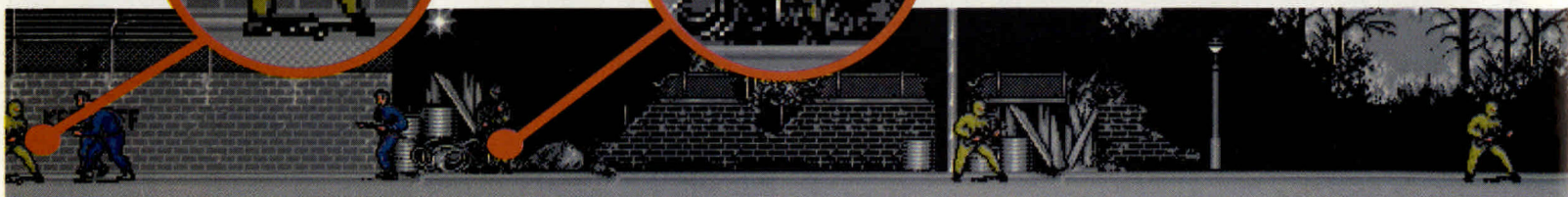
### INFILTRATION TACTICS

The first section depicts your movements through the exterior grounds of Alcatraz and a side-on view similar to that found in many beat'em-ups is used. As you move about you will come across guards and static defences (mines and so on). Using your athletic prowess and fighting ability you can somersault

When you eliminate a member of the gang he will drop his weapon. Collecting the grenades, flamethrowers, knives and rifles is essential.



You can avoid contact with the enemy by using stealth. Whenever you meet someone you don't like the look of simply withdraw into the shadows.







Mines are an extremely potent static defence but fortunately can be easily avoided by somersaulting over them.

Alcatraz is patrolled by plenty of guards. This early in your mission it is better to use silent methods of disposing of your opponents, with knives for instance.

## MISSION IMPOSSIBLE



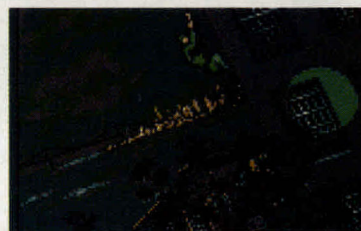
You must use a dinghy to approach the island. Remaining undetected at this stage is vital.



Penetrate the barracks building and search its interior for incriminating evidence.



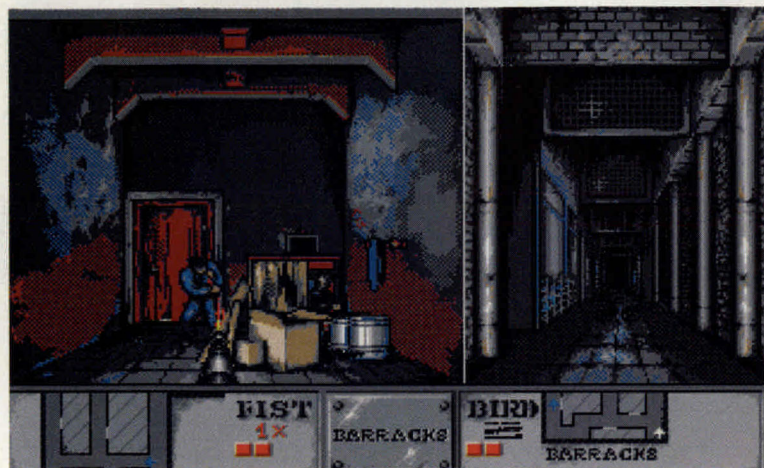
Locate and destroy the gangs caches of drugs and money before they manage to hide them.



Scale the jailhouse walls with grappling hooks. Capture or kill drug baron Miguel Tardiez.



Return to the beach for dust-off by helicopter. You have two hours to complete the mission.



Once you manage to infiltrate the barracks building, the view will switch to a first person perspective. As you search the rooms and corridors, men will ambush you in horrific fire fights. Often you will only get the chance to take a few snapshots at running figures who have been obscured by the gloom.

and leap past your attackers and dispose of them with a single blow.

At this early stage of your attack your primary objective is to remain undetected and not set off any alarms. Although assault rifles, grenades and flamethrowers can be found and put to good use in the correct situation, stealthier methods are considerably more preferable; hiding in the shadows and avoiding contact with the enemy for instance.

### URBAN COMMANDO

After moving through the grounds of the prison you will come across a series of three run down buildings that contain confidential papers and hordes of drugs which must be destroyed or collected.

The view changes to a first person perspective as you explore the corridors with an overhead map to allow you to keep an eye on what is happening around you.

As well as your machine gun, several pounds of explosives will help you to destroy the parts of the buildings containing the narcotics.

The drug baron has made his base inside the jail house; the final building you will visit. Unlike the other locations, you will find it is very heavily defended and impregnable if attacked by conventional means.

### SCALING NEW HEIGHTS

Using a grappling hook and rope you can scale the side of the building and avoid the deadly defences that have been prepared for you. As search lights sweep backwards and forwards over your position you must avoid being spotted and shot down.

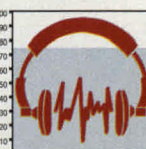
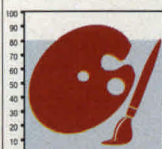
Finally you will get inside the building and can begin your hunt for the leader. He is hidden deep within the depths of the rotting jailhouse and is ready for you.

Watch out for the armed attackers hidden around every corner. Outside a helicopter is patiently hovering, waiting to pick you up but time is running short and you must be as quick as you possibly can.

OVERALL  
SCORE  
**81%**

### ACTION INFO

**ALCATRAZ**  
INFOGRADES £25.99  
TEAM: FRED O'ROURKE



Alcatraz isn't all that different from its parent game, *Hostages*. The style of gameplay, graphics and sound is similar throughout. This works for and against the game. If you were a fan of the original the new offering will be right up your street (or dark corridor with a blood-thirsty terrorist waiting at the end) but many people will find the gameplay outdated and will soon become bored with it. To summarise, Alcatraz isn't a bad game but because the gameplay hasn't been developed sufficiently over the years it won't be the massive smash that everybody has been expecting for so long.

JASON

### LEAGUE RATING

29 THE EXECUTIONER

30 ALCATRAZ

31 PEGASUS

SHOOT 'EM UP

Some defences are too strong to overpower using knives and guns. Take a few steps back and throw a grenade at your target to deal with the problem.





# Race Drivin'

faster proceedings along with the possibility of fine tuning your joystick or mouse control sensitivity.

If you're using the mouse, the left button accelerates/decelerates while the right changes gear. With the joystick, pushing up accelerates and shifting the stick into its diagonal positions utilises the four gears which, as you can probably imagine, may prove awkward at times.

Expect to negotiate loop-the-loops, corkscrew-like roads, open bridges, banked curves and more as

you strive to reach the next checkpoint before your time limit expires. Should your crazy driving result in a hefty bump or two, your efforts will be shown by an embarrassing replay system that is quite often incomprehensible and confusing to say the least.

Even when you're on the tarmac the view through your windscreen

can become utterly bewildering, leaving you to wonder where that cliff came from, never mind the sudden inclusion of an invisible wall.

As you waver about the circuit, it is inevitable that you will lurch off the track somewhere. This prompts a countdown from ten to appear on the screen. Should you fail to re-discover the road in that time, your race will end. However, if you manage to align your vehicle back onto the road, the countdown will reset in preparation for your next unscheduled fabulous journey..

OVERALL  
SCORE  
61%

Hitting oncoming vehicles can seriously damage your health but, thankfully, your car is fitted with the latest in hi-tech springs.

## WELL AND TRULY CORKSCREWED!



Your approach to the corkscrew is spot on. Try to forget the laws of gravity and the effects on the car after falling 200 feet to the ground!



Here you attempt the corkscrew. You're looking good. Drift her to the left... hold her... gently caress the controls... not long now...



...And here we see your pitiful effort from the outside camera view. That wasn't too clever of you now, was it?



The open bridge beckons but the thought of this terrifying feat is too much so instead you try to drive round it!

RACING



You've seen both Hard Drivin' and its sequel from Domark – now you've the chance to play the third in this 3D

polygon racing series. As the previous two aren't particularly stunning, Race Drivin' presents Domark with the chance to redeem themselves and ensure success third time around.

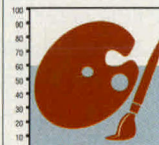
What new features can you expect to entice you to spend on this type of game once again? Is there a 4D label attached to signify realism? Of course not, Race Drivin' is beyond reality although the game's intro blurb says otherwise.

## TO BE OR NOT TO BE

Race Drivin' incorporates a number of stunt and race tracks or even a combination of both. You may then choose from a selection of cars. Finally, you are blessed with the ability to strike off buildings and fields from the trackside to create smoother and



A C T I O N I N F O



**RACE DRIVIN'**  
DOMARK ETBA  
TEAM: WALKING CIRCLES



Race Drivin' is in direct competition with Mindscape's 4-D Sports Driving, which is the better buy. Race Drivin' lacks technical merit and style with jerky scrolling and disappointing speeds. You will have difficulty controlling your car as it tends to over-react to your commands and the erratic scrolling reduces your gameplay to something ashamedly uncoordinated. Sound features a twanging guitar intro and minimal in-game effects. Comparing all games of this ilk, you'll quickly conclude that this ranks in the lower half of the lot.

ALAN

## LEAGUE RATING

33 CISCO HEAT

34 RACE DRIVIN'

35 MOONSHINE RACERS

R A C I N G



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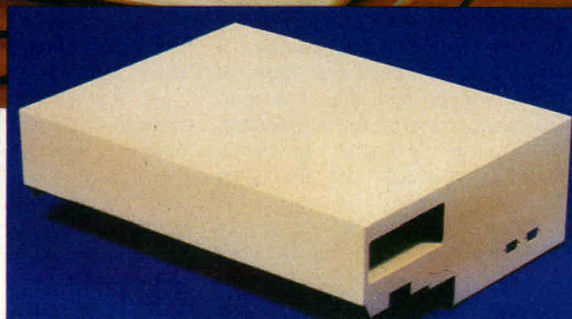
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# Shadowlands

ROLE PLAYING



Every time a new role playing game wanders into the huge world of Amiga gaming, everybody waits with baited breath for the action to start in the hope that, at long last, it's a game that'll knock Dungeon Master off its perch. We've seen it many times before, and although there has been some serious competition, all of the attempts have somehow failed.

Shadowlands is a genuine role playing game, although to look at it bares little resemblance to Dungeon Master or any DM clones. If I had to compare it to any other, I'd have to stick it on the same shelf as Heimdall, because the action is viewed purely in isometric 3D.

## WHAT'S THE SCRIPT?

You may be wondering at this stage however, how you managed to get yourself tangled up in this myriad of mystical lands and eerie dungeons. Well, it all began many years ago when a swarm of brutal invaders from the Shadowlands ransacked your home town and left all the occupants dead, including yourself.

A little later however, you awoke, your spirit very much alive and lusting for vengeance. Your supernatural abilities gave you the power to control and influence the minds of others. Gathering a party of four, you take control of their actions and send them into the Shadowlands to search for your natural remains which must be taken to an altar and re-united with your spirit.

Needless to say, this isn't an easy task. For a start, the Shadowlands are spread over five huge areas and there are several sub quests which must be solved en route. Then of course, there's a series of monsters, skeletons and other such horrors which must be overcome, not to mention the abundance of puzzles.

## SYSTEM ANALYSIS

In the hope of creating a friendly interface, Teque have devised a unique point 'n' click type control system, which limits the on-screen icons to four, one for each character. Each of these icons appear in various forms, though usually they display an outlined figure of the particular character. If you right-click on any of these icons you're immediately taken to the inventory screen where you can

perform such tasks as eating, sleeping and general object control.

Returning to the outlined figure and by clicking on the various limbs, you can instruct your character to perform various tasks.

For instance, if you click on his left leg, and then on an area of the landscape, that character will wander alone to the desired location. If you wanted to move the party as a whole, you'd click on his right leg instead. Picking up or using an object is just as simple, though in this case, you must click on the left arm and then on the object (which will flash) you wish to collect.

So yes, to a great extent the system works a treat, but there are a couple of faults which caused a lot of irritation. For instance, if you wanted your party of four to move from one side of the screen to the other, they'd stop if they encountered an obstacle, such as a tree. In specific situations this is useful (if, for instance, the obstacle is a pit or a monster), but it's very annoying to have to guide your party around a tree, when your intentions are so plainly obvious.

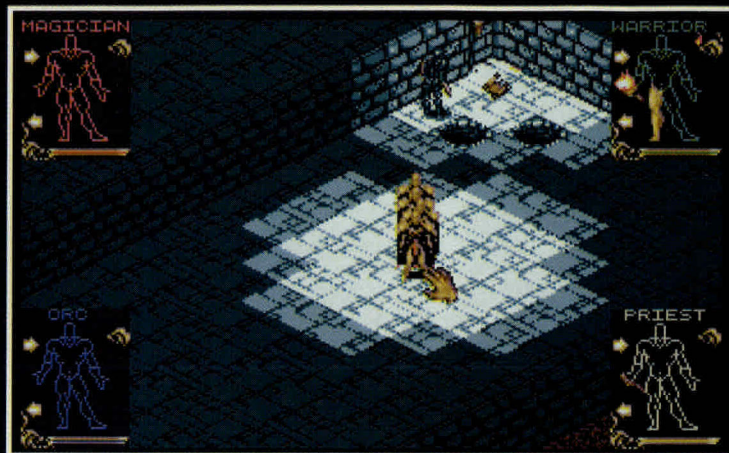
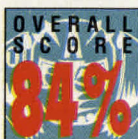
The scope of movement is also limited to areas of light, which is equally frustrating, because once you have moved into the desired location, that area would be illuminated.

## LIGHTS ALIVE

Another new feature that Teque have introduced is the Photoscape system, a lighting system which illuminates areas affected by light. This works particularly well in the dungeons and outside in the wilderness where daylight and night fall in the correct manner. The light can also be used to fend off the enemy, although in some cases this may backfire, because certain adversaries are attracted to light sources.

You also have the ability to control two different parties, and instruct your characters to perform their individual tasks simultaneously. This 'multi-tasking' facility allows two characters to, say, attack a creature, while the remainder solve puzzles or explore other regions.

If your party does split, you'll have to re-unite them in order to transfer objects. Therefore it's not possible to use another character's object unless the two characters are within touching distance.



(Above) Wandering further into the dungeons you stumble across two holes. Before dropping down the holes, you should save the game, you never know what dangers lie in wait.

Before you enter the dungeon, detach one of those torches from the wall. Without one, you'll see very little indeed.

The four characters are incredibly docile and they won't react in any situation unless they're under strict instructions.

## MAX VON SHADOW AT YOUR SERVICE

The Teque control interface is unique, limiting the amount of on-screen icons to only four! It is possible to instruct your four characters using these four icons, and you will never ever need to access the keyboard. The entire game is controlled via the mouse.

- 1) Click on the character's head to read messages, runes etc.
- 2) Highlight the right arm to activate the object your character is carrying.
- 3) Click on his left arm and instruct him to collect an object or activate a switch.
- 4) Click on his left leg to move him individually.
- 5) Highlight the right leg to move the party in formation.
- 6) The two arrows enable you to cycle through the objects held in the inventory.
- 7) Current hit points.







Before the game begins you can define the looks of each character. Unfortunately, it's not possible to decide character attributes – these are assigned at random by the computer.



Collecting food for the quest ahead is vital. At the start of your mission, there's a rather large orchard, so it's wise to pick up the fallen apples.



The first puzzles you encounter are fairly straight forward and in a sense, the first level is basically a tutorial to introduce you to the various aspects of the game.



(Left) Once you've instructed your party to attack an adversary, sit back and enjoy the blood spill. There's no frantic icon clicking here, just plenty of role playing.

Slip a silver coin into the jaws of that coin slot to reveal a helpful hint on the adjacent plaque.

Click this switch to open the door. A simple solution but it gets a lot harder to open doors later on.

A torch on the wall lasts forever. Torches carried by one of your characters only burn for limited periods of time.

Money plays an important role in your quest. Try not to be too generous though, not all the coin slots provide information.

For some unknown reason, there are several tome stones positioned above the dungeon. Maybe it's the resting ground for past explorers!

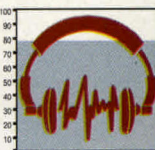
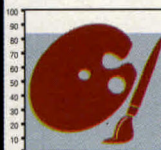
The statue has a message scribbled on the front of it. To read it, simply click on a character's head and then on the message.



- 1) The magician is unfortunately no longer with us.
- 2) Drag objects from one character to another.
- 3) Displays the statistics of the selected character.
- 4) Surprisingly, if you click on the disk icon, you get all the disk options, such as load and save.
- 5) Drag food over the character's mouth to feed him.
- 6) Click on the eye to instruct him to sleep.
- 7) This details the walking formation of your party. You can drag the characters or use the function keys to select one of the pre-defined formations.
- 8) The entire selection of objects, the current character is carrying.
- 9) Information about the objects held in the characters' hands.

## ACTION INFO

**SHADOWLANDS**  
DOMARK £29.99  
TEAM: TEQUE



Teque have obviously put a lot of thought into Shadowlands and they've come up with an intriguing RPG which is only marred by a couple of faults in the operating interface. It's therefore not always a joy to play and can get infuriating when your party of four is stuck between the walls of a narrow door. The other unique features, such as the Photoscape system and the multi-tasking characters, work a treat, and it must be said that they play a very important role in the game. It seems easy to begin with, because the first level is effectively a tutorial, yet it's an almighty challenge in the long term. **PETE**

## LEAGUE RATING

8 STARFLIGHT

9 SHADOWLANDS

10 HARD NOVA

ROLE PLAYING

071  
AMIGA  
ACTION



# Harpoon

## BattleSet 3

STRATEGY



Harpoon gave the armchair commander the opportunity to try his (or her) hand at modern naval warfare. The extremely precise, technical and complete manner of the simulation was designed to appeal to

hardened commanders while using a straightforward command system to allow casual play.

Now a second edition has appeared (with extra missions and the wrinkles ironed out) and following it up is a completely new campaign area. You may have been able to handle

the naval conflict around the well defended Greenland/Iceland/UK (GIUK) gap but the Mediterranean could prove an entirely different kettle of fish with war and nuclear exchange just moments away.

### MISSION BRIEFING

The new disks contains another 16 naval scenarios all of which are set in the Mediterranean area. The Arabs are fighting over the oil beneath their barren lands and the wealth it will bring while Libya and Israel flex their muscles and prepare for a fight. In the middle of this are the East and West superpowers with enough firepower to storm the entire area (The entire Syrian Air Force would be hard pushed to destroy even a single American Aegis cruiser).

### AT THE CON

Depending on the chosen scenario you control either a small patrol or up to an entire fleet. The missions range from short patrols to search and destroy to a full confrontation with

nuclear weapons armed and ready to be launched.

You give orders to your platforms (ships, submarines and aircraft) and battle groups via a simple menu system. Commands are given by answering a series of questions such as; *Do you want surface radar on?* that require the minimum of fuss.

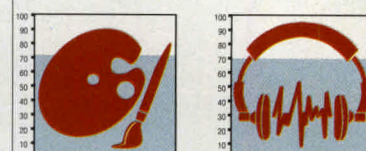
Your second-in-command will make recommendations, pointing out the best course of action.

When the missiles start to fly and all you can hear are warning sirens you must have the ability to make quick decisions with no mistakes or you will have to face the humiliation of defeat.

OVERALL  
SCORE  
**88%**

### ACTION INFO

**HARPOON BATTLESET 3**  
ELECTRONIC ARTS £14.99  
TEAM: DAVE ASHLEY



Harpoon has gone through several stages of evolution, from an advanced war game to a computer simulation, consistently hailed as the pinnacle of the genre. It tackles modern naval warfare in incredible depth with accuracy that has never before been attained. This accounts for a vast degree of its success; if you want to play boats and submarines this is by far the best option. The new campaign area and missions in this new Battleset can only help the game's longevity. If you are interested in naval warfare and you think that you know your stuff get out there and buy everything to do with this game!

JASON

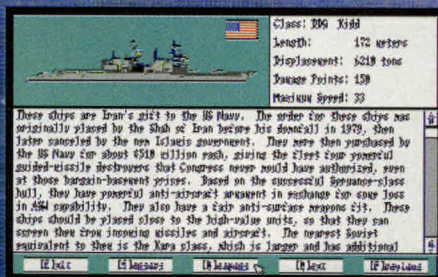
### LEAGUE RATING

15 BREACH 2

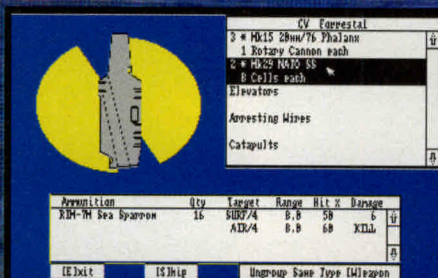
16 HARPOON & DATA DISKS

17 MURDER

STRATEGY



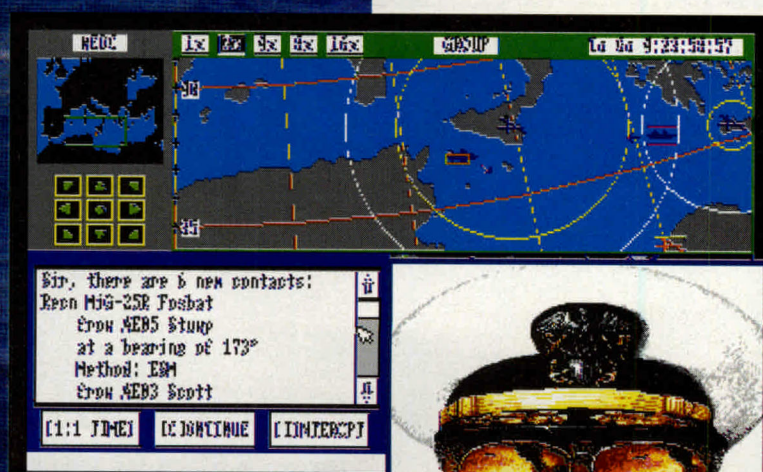
All craft and vessels in the game have detailed descriptions for you to employ them effectively.



An Aegis cruiser can simultaneously track and destroy over one hundred different targets.



This is the battle situation as the conflict starts to hot up. The Western task force, including several American carriers, has been mobilised against a deadly Middle Eastern collection that threatens to bring the world to its knees.



As missiles close on your fleet you can consult your tactical advisor for handy tips (a bit like the Amiga Action GTGA section!).







Clamber down the hole and pull the lever which, unsurprisingly, starts the ball rolling.



Leap over the spikes and into the low caves where the ball cannot follow you.



Collect the icon and bound up the platforms to return to the safety of the surface.



Thalamus aren't one of the more prominent software houses. With only the occasional release (compared to giants like Ocean and US Gold, that is), you could understand high expectancies as surely they must put more time and effort into their products.

Previous to Borobodur was Armalyte, a reasonably competent shoot'em-up that suffered from playability problems – it was too damn hard! Some will say Borobodur should be subjected to the same criticism.

### DEADLY PURSUITS

As a platform and blast adventure, you must progress through all levels by collecting the various icons scattered at the most inconvenient of places. Who put the required object on a platform that demands a super-hyper jump from a dangerously high-up ledge? Why, when you pull the lever to open the door, do you have to outrun a potentially bone-crushing steel ball? Why must you risk your life for the sake of a sparkly thingummy?

Why don't you just admit defeat and save yourself a painful experience?

Did I mention levers? Of course I did. Crouching down upon a lever will shift it to a new position. In turn, this will cause doors to open, allowing you to further your walkabout options. This does, however, add more risk to your venture for the levels are riddled with (mostly) indescribable foes.

### OF THE FOURTH KIND

To prepare for such unfriendly encounters, your hands are clasped around a gun. Pressing fire lifts your weapon so it points directly ahead of

*Just call me Indy as I manage to negotiate the treacherous waterfall by means of a rope. How incredibly brave of me!*



you and a quick laser shot follows. In all honesty, it may be quick to fire but the shot is exxxtreeemly slowwww – what an effective literary technique, eh? (No. – Prod. Ed.).

It's not all run, jump and shoot, though. Sub-levels include a puzzle game against the computer where you shuffle square blocks about a board in an attempt to recreate the original pattern. The time limit for this rather pointless exercise is not too stringent. There's also a turbo bike section, featuring an Outrun/Lotus perspective.

### BUY THE HARP FARM

Sustaining hits from enemies will decrease your energy. Needless to explain really, but when your energy becomes totally depleted, you can consider yourself utterly and unarguably dead.

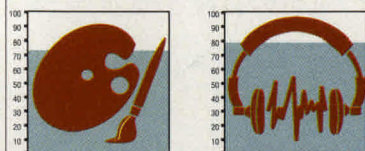
Thank the High Priestess of computer games for three continues.

And I would also like to take this time to thank Thalamus for conclusively showing us how not to do intro and end sequences.



### ACTION INFO

**BOROBODUR**  
THALAMUS £25.99  
TEAM: SOFT EYES



*Frustratingly slow and tedious with minimal action, Borobodur has you aching to find some excitement. While the puzzles aren't difficult to understand, they can be hard to negotiate. You know you have to jump at a certain place but you always seem to overstep the mark. I'm tempted to say this is because you start to rush things in a vain effort to inject some speed and vitality into the game. In-game music is satisfactory – some decent sound effects would have been better. I'm afraid Borobodur is one of those games that will soon be forgotten as you look to the more interesting new releases.*

ALAN

### LEAGUE RATING

58 GHOSTBUSTERS 2

59 BOROBODUR

60 NIGHTBREED (INTERACTIVE)

ARCADE ADVENTURE

# Borobodur



Set the wheel turning to move the trapdoor away from the hole.







Contrary to popular belief, Super Sprint has never seen the light of day on the Amiga. The official conversion was released several years ago on the ST and a string of 8-bit computers, but it was never converted onto the Amiga due to the then low popularity of the machine. The only decent alternative is Virgin's Super Off Road Racer, but as the title suggests, it didn't recreate the thrills 'n' spills of driving a high powered formula one type car around the tight bends and long straights of a specifically built racing arena.

### BURNIN' RUBBER

Indy Heat is the official sequel to Leland's Off Road Racer. You'd have bet your last buck that Virgin would once again take the licensing rights, but this time they were beaten to the chequered flag by Storm, or the Sales

Curve, or whatever else you may choose to call them.

Indy Heat is a straight forward Super Sprint clone. If you stood a few feet away from your monitor, it would be very difficult to differentiate between the two. If you're still in the dark,

Super Sprint is a single screen, viewed from above, racing simulation where four human or computer controlled racing cars take it upon themselves to race around a tight and twisty race circuit. There's no split screen action and no scrolling – it all

takes place on the one screen.

Storm have discovered this huge Super Sprint clone gap and have produced a solid conversion of what is a simple yet thoroughly playable coin-op. Admittedly, it's difficult to cock up a Super Sprint style game.

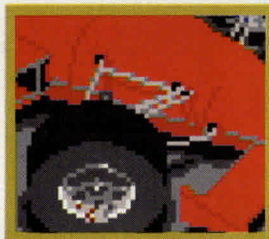
# Indy Heat

## TAKE ME DOWN TO THE GASOLINE ALLEY

**TURBOS:** Push forward on the joystick during the race to activate a turbo boost and speed past the opposition.



**BRAKES:** Believe it or not, the better brakes you possess, the faster your high powered car will grind to a halt.



**TYRES:** Most of the circuits are incredibly twisty, so a decent pair of slicks helps prevent unnecessary skidding.



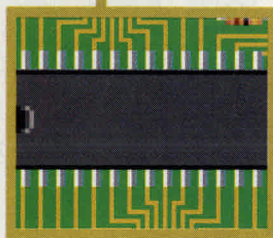
**M.P.G.:** Running out of fuel on the first lap doesn't increase your chances of success. Decrease your car's fuel consumption.



**ENGINE:** Buy a better engine to speed past your opponents on those rare long straights. Better engines use more fuel.



**CPU'S CHOICE:** Apparently, the trustworthy computer always buys the best stuff for the up and coming circuit!



**CREW:** To speed up your pit crew and reduce the chances of a wheel falling off half way down the pit lane, spend some of your cash here.



**START NEXT RACE:** Speaks for itself really. Once you're happy with your car configuration click on this icon to start the race.







Being placed at the rear of the starting grid is a major disadvantage, because the tight twisting circuits make overtaking your opponents an absolute nightmare.

After all, it's a very simple theme and in technical terms the Amiga is easily capable of moving four animated sprites across a static backdrop.

## QUALIFYING LAPS

As mentioned before, Indy Heat is a multi-player racing game. Once the game has loaded, up to a total of four cars can enter a race. Of these four cars, three can be driven by human opponents using two joysticks and the keyboard, while the fourth car, or any spare human cars, is controlled by the computer.

To enter a race you must press the accelerate button before the qualification time limit expires. Before the race begins, you must enter your name and choose a driver. The latter option doesn't affect your style of driving, or so we have been told.

The race can now begin. Each of the four cars take up their positions on the grid and, after a short time delay, they're off. Controlling the car is a stroll. Pushing left or right on the joystick rotates the car in the desired direction. Pressing fire activates the accelerator, while releasing the fire



The thick black tyre tracks clearly display the ideal racing line. Due to the sensitivity of the car however, you'll rarely stick to this line.



After each race, the four competitors take up their respective positions on the podium. If you fail to beat all of the computer opponents, the game will end.



- 1 Displays the driver's current lap count. F stands for final lap.
- 2 The current race consists of this many laps around the track.
- 3 The race has so far taken this much time.
- 4 A lone member of your pit crew advises you to take a pitstop.
- 5 As soon as you enter the pits, your crew leaps the wall and gets to work.
- 6 This bar indicates how many turbos are available for your use.
- 7 Measures your current fuel level.
- 8 The speedometer tells you how fast you're going!
- 9 Radio messages from the pit lane.

button applies the brakes. Pushing forward on the stick fires up your turbo and usually sends you speeding past your closest rival. There is an alternative control method but it's nowhere near as user friendly, so we won't bother with the needless description.

The third player, who must control his or her car via the keyboard, can choose between several key configurations.

## IT'S THE PITS

Sometimes during the race you'll have to enter the pits, to either refill your fuel tanks or extinguish an engine fire. If you're unfortunate enough to be affected by either of these snags while you're nowhere near the pit lane, you'll have to crawl around the circuit at a snail's pace, while all your opponents roar past at

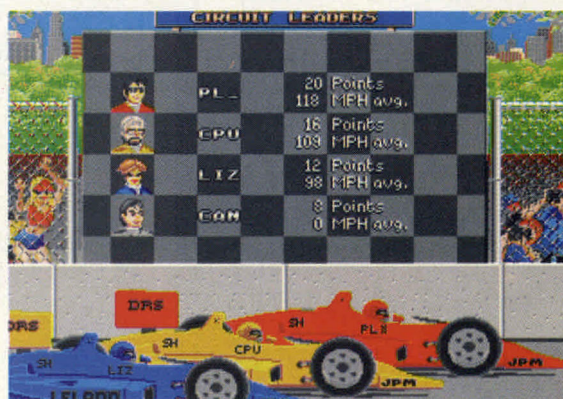
breakneck speed. After a set number of laps, the winners of the race are placed on a podium, given championship points and a large sum of money depending on their finishing position.

If any human opponents are beaten by the computer it's game over, although they can re-enter the season with a less than desirable car and no points. Using the money you've earned, you can upgrade your car in a variety of ways. Improved tires, powerful engines and turbos can all be purchased and are vital if you want to achieve future success, because the next race will be a lot tougher.

## DIFFICULT PROGRESSION

There are 10 circuits in total, each based on an American location, the last one is an Indianapolis 12 lap race! The tracks get more difficult and as the circuits improve, and so do the computer controlled participants.

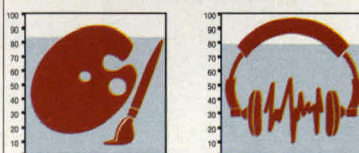
OVERALL SCORE  
**73%**



The second post race information screen seen above displays all the vital championship placings as well as your average driving speed from the previous race.

## ACTION INFO

**INDY HEAT**  
**STORM £25.99**  
**TEAM: JOHN CROUDY & NED LANGMAN**



Indy Heat is a bit of a disappointment. Apart from the in-race pitstop sequences, it offers nothing new whatsoever. The gameplay is okay, yet the narrow, winding circuits make it difficult to overtake and you'll probably resort to dirty tactics in most situations rather than skill or realistic driving techniques. The graphics are highly detailed, if a little on the small side and the in-game sound effects and samples work a treat. If you're really desperate for a half-decent Super Sprint clone then Indy Heat should suffice for the time being, but as driving games go it doesn't really make the grade. **PETE**

## LEAGUE RATING

20 OFF ROAD RACER

21 INDY HEAT

22 4D SPORTS DRIVING

RACING

075  
AMIGA  
ACTION



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### Amiga Action 4



# Pinball Dreams



TABLE ONE: "IGNITION" – An infinitesimal flip for a pinball-addicted man, a gargantuan table for Mankind.

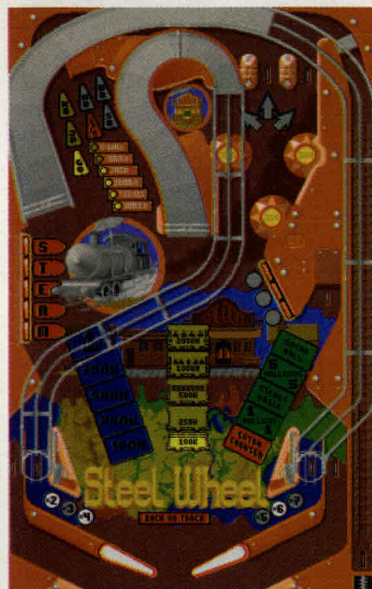
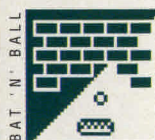


TABLE TWO: "STEEL WHEELS" – Stay on the tracks in a Yankee goods train to steam ahead in points.



TABLE THREE: "BEAT BOX" – Create a groovy boogie or a top tune and send your records soaring into the charts.



Conjure images of adolescent Yanks with hands firmly gripping cola cans, leaning against a hyper-active machine and you'll instantly know I'm talking about one of their all time favourite pastimes, Pinball.

Over here on the other side of the Atlantic, Pinball hasn't got the same prominence in the arcades. This is probably because adolescent English kids prefer to mug old grannies and sniff glue behind the bike sheds.

Still, 21st Century Entertainment feel you are more than overdue in experiencing the finest art in arcade history in the comfortable confines of your own home. As a result, they're launching Pinball Dreams!

## ROCKIN' AND ROLLIN'

This is a four table pinball simulator with flashing gizmos and gadgets to make you more bleary eyed than a night on the town. The two Shift keys on your keyboard activate the flippers while the Spacebar acts as a Tilt option. Needless to say (but I'll say it anyway), too much hammering of the Spacebar and you'll be warned of your misbehaviour courtesy of the messages strip, displayed across the top of the screen.

Although none of the tables are designed with more than one deck of playing area, the action is always fun, testing your Amiga's keyboard to almost breaking point with the thrashing you can't help but give it.

Pinball fanatics will freak out at the boppy tunes, whirrs, clicks and bouncy blips. Each table is also meticulously illustrated to give the marvellous impression of playing

**A** Light the R.I.P. icons to highlight a 'graveyard' letter. Complete the 'graveyard' sequence and millions of points beckon in the Mystery spin.

**B** Guide your ghostly ball along both ramps in less than 30 seconds to be awarded a bonus million points. This also means Midnight comes closer; when the Hurry-Up mode is activated. Travel along a ramp now and five million points will be added.

**C** Lock your ball in here then aim your next rounded rebel into the 'Jackpot' for big bonuses.

**D** Roll the ball over DIE to score multiplier bonuses which can increase your score from two to 10 times what it currently is.

**E** Bouncy balls will hopefully not come back to you. A ricocheting ball in this area can substantially improve your scoring position.

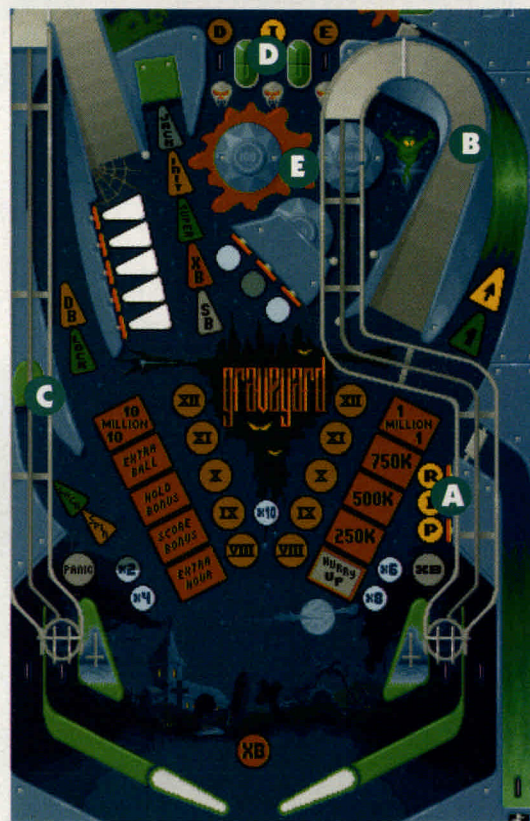


TABLE FOUR: "NIGHTMARE" – There are spooky goings on as you get nearer to midnight; the witching hour.

on the real thing. Aim for jackpots, bonuses and extra ball icons. Thrust the ball over a series of particular points to light them up and gain even more masses and masses of points. Almost everything from the arcades is here.

The initial springing of the ball onto the table is power adjustable. Pull back on the mouse or the appropriate key to force your launchpad back to the desired

position. Then click on the left mouse button to send your circular companion hurtling into the action.

## PINBALL WIZARD

Up to eight players can compete on the same table, every person taking each of their three balls in turn. Once every competitor has completely finished, the scores appear to indicate who is the winner.

Learning the techniques, the ramps and the tunnels, plus all the other points-awarding features, will invite you the higher reaches of the millions – veritable pinball wizardry.

OVERALL SCORE  
**87%**



Presenting the menu screen! Will it be spooks and spectres on the hardest Nightmare table?

**A C T I O N I N F O**

**PINBALL DREAMS**  
21ST CENTURY £25.99  
TEAM: DIGITAL ILLUSIONS

*Stupendously compelling and a gift for all fast action pinball lovers, Pinball Dreams is mercilessly conveyed by the Amiga to keep you rooted to your seat and eyeballing the screen. Most noticeable is the realistic ball movement which is as fast and extremely smooth as the vertical scrolling of the table. As an authentic alternative to the genuine article, this will save you plenty of money. The only concern is the shortage of tables: a table editor for your own set-ups would have been useful but you can sure play a mean pinball on the existing four.* **ALAN**

**LEAGUE RATING**

1	ARKANOID II
2	PINBALL DREAMS
3	LIGHT CORRIDOR

**B A T & B A L L**



Oh no! What's happening? There are so many outstanding budget titles around at the moment that it's difficult to keep track of them all. One day after we'd finished the first two pages of budget games, a load more Gremlin titles popped through the letter box. These games were of such a high quality, we decided to extend this month's budget feature to three pages. So, if you've got a few one pound coins in your pocket, track down to your local computer store and exchange them for a couple of quality budget titles!



# Budget

BUDGET SPECIAL

## TOYOTA CELICA GT RALLY GBH



**78**  
BUDGET RATING

**7.99**

RACING



Another in the long list of driving simulations from Gremlin, Toyota Celica

Rally was one of the first racing games to incorporate weather conditions which actually affected the car's overall performance.

The action is viewed from inside the Toyota cockpit, so an animated dashboard dominates the lower region of the screen, while the 3D track is displayed through the windscreen.

The co-driver, who cannot be seen, sits to your left and informs you of oncoming hazards. If the supplied co-driver doesn't suit your racing plan, it's possible to fine tune his actions using an overhead view of the track.

With over 30 circuits, played throughout three countries and featuring diverse weather conditions, Toyota Rally is well worth a look and must still be considered as the best Amiga rally simulation.



BUDGET SPECIAL

## VENUS THE FLYTRAP GBH



**83**  
BUDGET RATING

**7.99**

SHOOT 'EM-UP



Excessive use of a pesticides has caused insect extinction, so to replace them, a few dickie scientists have created cybernetic insects.

During their development somebody made a mistake and all the insects have become maniac killers. The same scientists have created a humungous killer fly, which can wipe out the deadly insects so long as it collects a few weapon power-ups and successfully negotiates a series of precariously placed platforms.

Taking control of Venus, you must battle your way through 50 insect infested levels. Overall, it's a pretty slick piece of code, and it looks particularly impressive even by today's standards.

The action itself is incredibly laid back, and you'll rarely find yourself in a fluster. Don't let that put you off, it's still an extremely playable and addictive blast.



BUDGET SPECIAL

## COMBO RACER GBH



**72**  
BUDGET RATING

**7.99**

RACING



Combo racer is the only game on the Amiga to simulate the thrills 'n' spills of sidcar

racing. In a bold attempt at realism, Gremlin included a two player option, where the second player controlled the leaning action of the pillion rider! Loners needn't worry, as in one player mode the computer does the job.

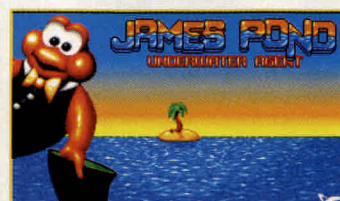
The action is viewed from behind with the roller coaster type circuits displayed in 3D. Technically, the 3D is fast but still a little dodgy. You don't really get to see a corner until you're literally right on top of it, so it's impossible to slow down or achieve any kind of racing line. The sound is quite realistic, particularly the change in engine tone when you enter a tunnel.

If the eight circuits prove insufficient, you can always enter the comprehensive track editor and create your own. Due to the lack of realism, Combo Racer is more of an arcade style racing game than a simulation.



BUDGET SPECIAL

## JAMES POND GBH



**89**  
BUDGET RATING

**7.99**

PLATFORM



James Pond, like its recent sequel, the long awaited Robocod, has console quality

graphics with the screen update so super-smooth throughout, but with a more polished finish. So, in that respect James Pond is the better of the two. The gameplay is of a similar quality. There are loads of tasks to complete, hoards of cute baddies and stacks of bonus objects.

As an underwater agent, James Pond is responsible for the well being of our environment, particularly those linked to polluted waterways. There are 12 complete missions, each named after James Bond movies. Information about each of the levels is displayed before you begin the game.

James Pond boasts some outrageously good technical achievements and incredibly cute graphics. It's playable, it sounds very good and, to be quite frank, it has to be one of the best budget titles around.





# Games Reviewed

CONTINUES OVER...



BUDGET SPECIAL

## OPERATION THUNDERBOLT THE HIT SQUAD



**81**  
BUDGET  
RATING

**7.99**



Every so often Ocean produce a storming arcade conversion.

Operation Thunderbolt was just that. Released in the late eighties, it received heaps of favourable reviews and sold by the lorry load.

Operation Thunderbolt takes the basic Operation Wolf skeleton and improves it immensely. Two players can participate in the action using either two mice, or a joystick and one mouse. The other major improvement is the addition of a few 3D scrolling sections which complement the familiar horizontal sections perfectly.

Unlike Operation Wolf, you begin the game without a gun sight, but it's possible to rectify this problem by collecting specific power-ups. The game is well worth eight notes, if this style of game turns you on with terrific graphics and exhilarating pace.



BUDGET SPECIAL

## MANIX GBH



**73**  
BUDGET  
RATING

**7.99**

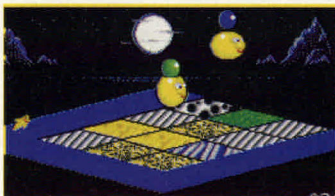


Manix is a simple puzzle game where you take control of a bouncy chap named Fat Filbert. The aim is to convert a destroyed landscape into the beautifully coloured one displayed in isometric 3D at the start of each game.

Every time you bounce on a tile, its colour will change, cycling through a sequence of set colours and patterns. When the desired colour is reached, the sequence will stop, unless it's disturbed by the various nasties which reside upon the surface.

Other obstacles and nasties make your life even more hazardous and sloping sections of landscape send you bouncing off in strange directions. You can play the game in various modes, but what we've effectively got is a memory test with arcade action thrown in for good measure.

Manix is typically addictive and challenging, marred only by unresponsive controls and a very steep difficulty curve.



BUDGET SPECIAL

## GHOULS 'N' GHOSTS KIXX



**68**  
BUDGET  
RATING

**7.99**



I remember thinking how wonderful this was when it was first released, and I can also recall how utterly superb the C64 version of Ghosts 'n' Goblins was. These days though, it's looking a bit dated.

Ghouls 'n' Ghosts is a horizontally scrolling shoot'em-up, with quite a few platform features thrown in to keep you interested. The aim of the game is to reach the end of the five levels and take out the ferocious end-of-level guardian.

Initially it's addictive because it's so damn irritating. There are a few technical faults which don't favour the player. The sprite collision, for instance, gives definite cause for complaint and the scrolling is tough on the eyes. But the most irksome aspect is being thrown back about ten screens when you lose a life.

Three years ago it would have been a classic – but too many faults ruin what would have been a worthy purchase.



BUDGET SPECIAL

## ULTIMATE GOLF GBH



**79**  
BUDGET  
RATING

**7.99**



It's seemingly impossible to produce a useless golf game. Ever since Access software devised the now standard issue Leaderboard control system, every software house in the land has produced a worthy golf simulation.

Ultimate Golf admittedly isn't the ultimate golf sim, but it's a good effort nonetheless. If you can't afford to get PGA Tour Golf then this is a cheap and decent alternative to it.

Graphically and sonically it shows its age, but in terms of content and playability it's all there. You can play on two exclusive courses with up to four players, determine the difficulty level, practice, participate in a tournament and save your player stats for future use.

It's all there! Just as good as several full priced Golf games, but not quite in the same league as Microprose Golf or the outstanding PGA Tour Golf. Try it if it's all you can afford!







# Budget

## Games Reviewed

BUDGET SPECIAL

### RAINBOW ISLANDS THE HIT SQUAD



**97**  
BUDGET  
RATING

**7.99**

PLATFORM



This classic arcade conversion should be sitting on the top of our platform league. Released after much controversy by Ocean in the late eighties, it's way ahead of other similar style games in the playability stakes.

The beauty of the whole affair lies in the incredible hidden object and bonus system which still seems to throw up new features even after years of play. Andrew Braybrook and the Graftgold team must be congratulated for cramming them all into the constraints of an A500 system and producing what is arguably the best Amiga game of all time.

The aim of the game is to kill the nasties by firing rainbows and to reach the top of each level, amassing as many points as possible. If you still don't own this cute and hugely playable platform romp, look up the word 'purchase' in the dictionary and follow the description to the letter.



BUDGET SPECIAL

### INTERNATIONAL CRICKET MIRAGE SOFTWARE



**27**  
BUDGET  
RATING

**7.00**

SPORT SIM



International Cricket is supposedly the ultimate in cricket simulations,

yet after playing the game for half an hour we can quite safely say that there's still a massive gap in the computer game industry for a half decent cricket sim.

International Cricket cosily combines management and arcade action. So, if you want to spend hours gazing at on-screen statistics you can, but at some time or other, you'll have to pick up a joystick and use your skill to gain as many runs or as many wickets as possible.

The wealth of listed features is pretty impressive, but the gameplay, and the graphics in particular, let the side down.

So, it goes without saying that the Amiga is still in desperate need of a realistic and fun to play cricket game. International Cricket does absolutely nothing to change this.



BUDGET SPECIAL

### MIDNIGHT RESISTANCE THE HIT SQUAD



**86**  
BUDGET  
RATING

**7.99**

SHOOT 'EM-UP



Midnight resistance is quite simply an awesome Ocean conversion. In

terms of control, the Amiga version is far better than the coin-op, which housed a couple of awkward rotating joysticks.

For those still in the dark, Midnight Resistance is a shoot'em-up of the highest calibre. As a crack resistance fighter, you and a possible second player must breach the stronghold of King Crimson and wipe out his minions.

He'll use every possible piece of military hardware in existence to stop you, so powering up your trusty machine gun is imperative. Each of your weapons can be fired in eight directions, by pressing the fire button and rotating the joystick.

At eight quid it's a veritable steal. It's easy to get into and the variation of each level will maintain your interest for weeks.



BUDGET SPECIAL

OTHER BUDGET TITLES  
RELEASED THIS MONTH

### RESOLUTION 101 GBH

**75**  
BUDGET  
RATING

**7.99**

Slick vector graphics ensure that the game looks and plays well, yet it fails to hold your interest for very long. If 3D blast'em-ups take your fancy, then yes, you'll probably enjoy it.

### THUNDERSTRIKE GBH

**69**  
BUDGET  
RATING

**7.99**

An average 3D shoot'em-up which is good fun for a short time, but it too fails in the lastability stakes, mainly because the difference between the various levels is minimal.

### THE UNTOUCHABLES THE HIT SQUAD

**77**  
BUDGET  
RATING

**7.99**

A surprisingly good film conversion, which is let down by a poor difficulty curve. The graphics and sound are OK and the variety of levels should be enough to hold your interest.



Hot Gossip is a new feature in Amiga Action which will be appearing once every two months. It will attempt to tackle taboo subjects that are concerned with our industry. These subjects will affect you in some way or another as well as the current state of the Amiga market. Read on...

## PROBLEMS WITH FLOPPIES

Many of you out there will have realised by now that the PC market is growing considerably. So how does this affect the Amiga market? Reliable sources tell us that the Amiga will still be the leading home computer for the next year, although the PC will probably eventually overtake the Amiga after that time. It is obvious that it is time for Commodore to start pulling their finger out and offering the dedicated Amiga user a more advanced machine that is totally compatible with previous software.

## KEEPING UP WITH THE JONESES

You may have noticed through the last six months that Amiga games

have been getting larger and more complex. We all know that the Amiga can handle quite complicated programs but what if those programs take up masses of disks or are for hard disk only? This problem has been occurring more frequently and is apparent with companies such as Sierra, Electronic Arts and Microprose and it is patently obvious that this trend will continue.

However, all these companies are trying to do is offer the Amiga user more advanced games that unfortunately require several disks when not installed onto a hard disk. The obvious answer is to go out and buy yourself a hard disk but this brings up one major problem – how can I afford one?

## GET IN LINE

This is where the root of the problem lies and unless Commodore alter the prices drastically the Amiga is going to disappear with the preferences aimed toward the rapidly growing PC market.

The obvious way out of this hard disk dilemma is for hard disk



*We all know of Larry's antics but how does he fare on floppies? Not good I'm afraid. Sierra tells us that although Larry will run from floppies it should really be installed on hard disk for maximum enjoyment.*

producers, especially Commodore, to drop their prices so that users can afford them. This would solve two major problems. Firstly, the Amiga user would be able to purchase a hard disk and therefore keep the market open for even better releases, thus halting the PC attack. Secondly, Commodore's A590 would sell greater numbers in the UK which can only be beneficial to the company.

Commodore seem to be pretty ignorant to what is happening to their machine. Yet, there is another twist to the story. Rumours abound that Commodore are to release the A600 in the near future. Not much is known about the new machine but it seems fairly sure that it will include an internal hard disk and modulator.

Before we begin to praise Commodore for coming out of the dark ages, let us wait and see just how much this machine will cost and whether it will be compatible with A500 software.

## JUST THE FACTS

It is clearly obvious from the chart that hard disks are extortionately expensive and it is no wonder that Amiga games players cannot afford them. The best value, however, is the Hobbyte with the maximum amount of memory at one of the cheapest prices. This is still way out of the price range of most Amiga users though.

## THE FINAL SAY

I think that most of you will agree that the above article is correct in its deductions. Remember, this is where the future lies for the Amiga.

If hard disks are to remain at such high prices the Amiga market will eventually fall and will be taken over by the PC and CD TV. Commodore have a major decision to make before it's too late.

20MB for the princely sum of £300 is absolutely ridiculous and is way out of the price range of most Amiga users.

Come on guys, support your users. Please send your comments to Hot Gossip at the address at the back of the magazine.



*Hare Raising Havoc comes on six floppies but cannot be run from these – it is hard disk only. Not a bad thing at all but what with the prices of hard disks the sales are bound to be severely reduced.*

## RACE AGAINST TIME

Although Commodore are the most widely recognised Amiga hard disk company, the A590 seeming very popular among those who can afford it, there are several other companies that offer a much better deal. Let's take a quick look at what's on offer:

TITLE	PRICE	SIZE	RAM BOARD
Commodore A590	£300	20MB	YES
HOBBYTE	£399	52MB	YES
XETEC FAST TRAK	£425	50MB	YES
SUPRADRIVE 500XP	£499	52MB	YES



# RAISING HOT



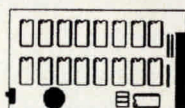
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## NEW! For the Amiga A500 Plus

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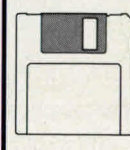
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# Boggit's Domain

Perhaps you shouldn't come any closer. I'm afraid I've got a little personal problem at the moment which is extremely embarrassing. Living here in the Great Wood has the advantage that there are lots of fruit and fresh vegetables for the picking all

the year round, and as you know I'm particularly partial to Home-made wine – Spiced Elderberry being my favourite. However I've found that there is a rather unfortunate side-effect with one of my newest alcoholic creations...

**C**abbage wine looks good, tastes good, but by golly it doesn't half make you fart! Even my good friend Archimedes has refused to sleep indoors this week. I've tried to lessen the impact by making gas-proof underpants out of old plastic carrier bags, but there still seems to be a leak somewhere. On the bright side, when I sit out in my forest glade in the evening, I'm not troubled by mosquitoes any more.

## Heart of China

This month I got stuck into one of the latest Sierra adventures entitled Heart of China. This is an adventure which lets you play the part of a 'Boy's Own' hero in an all-action plot involving wily Oriental villains and a strong-willed, beautiful American Heiress. Now I may not look like Tom Selleck, but I'm as willing to punch a sneering Chinaman on the

(Perfect type-casting – Ed.) If my memory serves me right this game is a perfect fit for a film called 'High Road to China' which starred Tom Selleck as a penniless pilot with a battered plane, scrabbling for a living between the wars by ferrying tourists, cargo or anything else around bandit-infested China.

I must confess that I was prepared to hate this game even before I started it. It's spread over nine disks and much of the game involves simply selecting the line of dialogue you want to use when conversing with the other characters – shades of 'Crud' for a Corpse. Once I managed to get over the fact that it is different from all of the games which I normally enjoy, and the fact that it looks like all the games which I hate, I found that I was loving it.

For a moment I stopped to admire the artwork and realised how far we have come in such a short time. The hardware can't as yet handle the game as swiftly as it should, and there are too many pauses as it struggles to load up each screen. But if it could cope then things must be going in the right direction. The all-American hero's dialogue grates on the Anglo-Saxon sensibilities, but it does make you feel that you are there alongside the big ape, prodding him in the right direction.

I would say that you will die of frustration if you don't have a hard disk to remove the pain of disk swapping, (and an accelerator card would not come amiss either) but if your hardware can live up to it then this game has got a lot to offer.

*It's 1930 and somehow you have to get this old crate off the ground and into the heart of China. Out here, men are men and the women are... glad of it!*



jaw as the next red-blooded American hero, so I decided to take the job. To help you rescue the kidnapped beauty you can team up with Zhao Chi who is a master of the martial arts.

Chi comes up with all of the clever ideas while you get on with punching everybody you can find and behave like a stupid gorilla in a China Shop.





# Boggit's Mailbag

Look out! Here comes the Goblin Postie loaded down with more sacks of mail for poor old Boggit to rummage through. 'There is no rest for the wicked', goes the old saying, and from the size of this month's mailbag Boggit must have had a terrible past.

## Follow your Nose

I recently bought *The Secret of Monkey Island* and up until now have been enjoying this great adventure. But now I desperately need help on how to find Le Chuck's Ghost Ship. I flicked back through my Amiga Actions and found that there is a Help Line which you can ring.

I rang the number and wasted my time completely because it only gives help for part one of the game. So please can you tell me the answer as I'm getting slightly fed up looking around in Hell just to find the ship.

Stephen Cobden, London

a Navigator's Head which acts like a compass. To find Le Chuck's Ship you must have this head, as it's the only way you'll follow the route. The natives will only part with the head if you give them the piece of paper which explains 'How to Get Ahead'. Once they realise that with this piece of paper they can always get 'A Head' when they need one, then they'll give you theirs.

## Cure for a Corpse?

I am writing to help clear up the confusion in *Cruise for a Corpse* as mentioned by you in the December edition. The clock stands at 10:20 after you take down the note from the bureau in the Study. When you open the jewel case you are blinded by the sparkling bracelet and if you then leave this you will get no further in the game as the Inventory cannot be accessed and the message, "I can't do this at the moment" is flashed on the screen.

To proceed, again open the jewel case and run the cursor "carefully" around the clasp. You will be shown a close-up of the clasp and be able to read some initials on it. This moves the clock to 10:30. I rang U.S. Gold and spoke to "a very nice man" who told me that there is a bug which loses the 'Save game' facility if you enter Fabiani's cabin between 10:30 and 10:50. You can return the disks and they will replace them.

I can see what you mean about Frog games, they are a bigger pain than Atari ST owners.

Chris Jackson, Torquay

Don't tell me the game controls should go strange just because you didn't inspect the clasp of the sparkler.

It only goes to prove what I have been warning you about for years my children, 'Don't trust the French'. Didn't you know that Frog programmers eat their young?

It's true! And to think that those wimps back in the Amiga Action office gave this French Farce the Number One spot in the Adventure League Table. It's a disgrace and I've a

good mind to take a stick to the lot of them!

# Star Letter

## A Winning Way

Here is a set of handy tips for the completion of *Deuterios*. After you have achieved Earth's orbital factory, construct one on the Moon. After this Venus and Mercury are your best bet as they are close and supply you with almost everything between them.

Try to make sure you have a large stockpile of minerals, especially aluminium and platinum, before completion of your 6th orbital factory, because as soon as it is finished the Methanoids will become a tad upset at the speed you are expanding and make war with you.

Research and begin production on your Drones as soon as you can and make sure all your factories are protected by a full 200 drones before you attack the Methanoids, and have each IOS Carrier commanded by an Admiral. It is best to use your shuttles to train your Pilots. The Methanoids have

bases on the following planets and bases: Jupiter, Uranus, Titania, Oberon, Neptune, Triton and Pluto.

Attack as soon as you can with a ship carrying 200 drones and controlled by an Admiral. Attack Jupiter first as it has least to offer and is expendable.

You will be unable to keep the first base that you capture as it will self destruct, so make sure you launch your ship as soon as you've had a peek at the Mechanism (by clicking on the 'PANIC' button).

Research the SDM before your next attack and put one in all of your factories. If one of your factories is captured you can just destroy it and rebuild it later though you will have to repair the ground base. Alternatively, if you want to keep a factory, do not destroy it, let the Methanoids take it but attack it immediately after.

There should only be about 50 drones guarding it but the station will have been emptied and some or all of your Derricks destroyed. On the other hand the station will have been equipped with a SDM and a Mass Transceiver. Attack Neptune and Uranus next and try to keep both.

Neptune can supply you with a good selection of minerals and Uranus has a valuable supply of Helium that you'll need later. As soon as you can, research and construct Mass Transceivers in all your factories. Have all your drones sent to the one planet to make things easier and have all minerals sent to two, three or four 'main' factories. Have these factories producing drones and the rest supplying them with minerals.

Finally, once you have eliminated the Methanoids from your Solar System get your full quota of factories (16) - making sure you have a good supply of Helium, Platinum, Silver and Aluminium - and protect each one with a full fleet of 200 drones before considering attacking any other Solar System. Go for Proxima first as it's the easiest, then Sirius, Lalande, Centauri and Procyon. Thankfully you only need to conquer six of the seven other Solar Systems to get all the apparatus.

Gary McEwen, Dundee

Well all that sounds fascinating (yawn!). I know that there are others who wanted to know this, so I suppose I must send you something. After all I did promise a prize and I'm not known for letting humans down, am I?



7591



Take a good look round this peaceful scene while you can. Soon you'll have pirates, cannibals and ghosts fighting over your liver in Lucasfilm's *Secret of Monkey Island*.

What you need is someone to show you the way. In short, a Navigator. The word 'Navigator' is Egyptian and it dates back to the time when the French employed teams of Irish Navvies to dig the Suez Canal in Egypt. To make sure that the route of the canal was dug over the shortest distance of the desert, the diggers were trained to watch the movements of the Nile Alligators which always lie in the waters of the Canal with their snouts pointing in the direction of the Red Sea, far to the South.

In this way, the man at the front of the team of diggers, whose job it was to keep the line of the canal on track in the wilderness, was referred to as the 'Navy-Gator'. (page 232 of Boggit's Bumper Book of Knowledge).

On Monkey Island, the natives have



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## NEW \*\*\* DIVISION ONE 92 REVISION ONE \*\*\* NEW



# DIVISION ONE 92 REV 1

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games." - The Guardian

**THE GAMES** Everyone has their own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

**SQUADS/TRANSFER MARKET** In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep an eye on the changing skills of your team.

**SKILLS** All players have a balance of 5 skills (no "skill levels") which you must develop by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of the match, and subsequently a season of football. Suitable training can develop/enhance skills.

### WHAT IS DIFFERENT ABOUT THIS GAME?

Division One 92 transforms the soccer management game. You can concentrate on the football. Experiment with players, formations, team styles. Build your dream squad and check it out in accurately simulated league/cup football. Match results are from a unique soccer match. Every pass, tackle, shot etc. is determined by the players involved. Your choice of skills thus influences match results. Mental arithmetic has been dumped. Football knowledge is the name of the game.

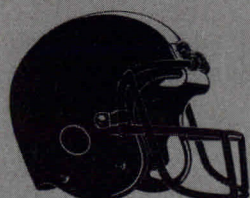
**MATCH/STATS** Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your talent and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goal scorers, possession breakdown and performance assessment.

### REVISION ONE.

The best just got better! All updates that have been made to Division One 92 over the last 6 months. In addition the match screen has improved, opposition team info expanded, a European transfer market added and a few more minor changes. An edit program and a customisation program have also been added. The manual has been expanded and the packaging improved.

**EDIT PROGRAM** Edit the team and players that make up Division One. Produce your own Division One, or Scottish League, British League, European League, German/Spanish/French/Italian etc. etc. Or even make up a league of all the best teams you've ever seen.

**CUSTOMISATION PROGRAM** Customise the 45 man starting squad. Use your favourite players, or your local side. How about a squad with Pele, Beckenbauer, Best, Cruyff, Maradona...?



# HEAD COACH V3

**HEADCOACH V3** has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best strategic elements of the real thing. You will call the plays, devise the gameplans and develop the team.

Use the first season (2 pre-season games, 16 regular season games, and the play-offs) to discover your 45 man squad of players. Then exploit the college draft to improve the team and expand your gameplay to beat the very best the NFL can throw at you.

Players will age and teams will fade (a player will last about 6 seasons), but you will stay and rebuild...

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### Dying for a Cosmic Forge Drink

I read with interest about Cap'n Matey in the January issue. I found the best way is to drink him under the table. Get your character with the best stamina and keep on buying rounds till the Cap'n goes to sleep then you can nick the 'bits and bobs' from the hook-handed pirate. I did have some trouble getting Smitty to fix my sprocket, but in the end I sussed it.

If you can't get him to say, 'Give it to me and let me take a look', say 'Goodbye'. When the next set of options come up select 'Give' and give the Smitty some gold coins then give him the sprocket and he will mend it.

Norman Hunt, Kingsbury

Aren't you supposed to ask me questions? If everyone gets as smart as you I'll have nothing to do but lie around in the sunshine drinking Cabbage Wine. And then think of the trouble we'll all be in!

them again when you have to enter a boat and paddle your way around a confined canal. It is very difficult to fight the sharks when you are in the boat and therefore it is not a good idea. Instead you must fight them at the first meeting place. The sharks cannot come out of the water and they can't surround you, so it is possible for your men to hack and retreat. You can keep sleeping to build up your strength between attacks, (remember to cast a REM spell first) and in this way you can kill all the sharks before you even reach the boat.

For those of you who reach the boat and then find yourselves at a dead end, inspect the top right section of the walls to find the round, pink switches which open up the secret doorways. I don't know anything about a Cottage located at the bottom of Nightmare's garden path, but there is most certainly a fairy at the bottom of mine.

### Take a Leaf out of Indy's Book

Could you tell me how to get to the casket in the tunnels under Venice in the Indiana Jones adventure? Could you

also tell me how to open the chest at Henry's house, and whether I have to get any books from the Library in Venice?

Simon Smith, Burton-on-Trent

My God, a letter from Simon Smith! How wonderful to hear from you. I've always wondered how you managed to get that bear to dance like that. I tried teaching Archie to tap-dance but he was bloody useless. I'm glad you mentioned this game because it's one of my favourites. It's tricky, but it does have

### Shark Fishing

You might think I'm a bit thick, but could you tell me if there is a specific way of killing the sharks in Nightmare? They don't give you a chance to throw anything at them as they slaughter you so fast! Is the Confuse spell any use to me in confusing the sharks? P.S. Is it true that there is a cottage down the wooded path in the Garden?

Jackie Meadows, Tarleton

My advice is that you don't push your luck any further, and keep well clear of the Confuse Spell as you are obviously confused enough. You will meet the sharks for the first time as you pass a small stretch of water in Quest 1.

If you ignore them and pass quickly on, you will encounter

Quickly, grab your mace and don your leather jerkin. The Dungeon's transporter beam is ready and waiting to whisk you into the depths of yet another monster-filled adventure in the Boggit's Domain.



Out of the gloom of the Cosmic Forge steps a wandering pedlar. If you have got the gold pieces, he has got the weapons and the information you may be seeking.

more than one solution to it which makes things very interesting. You don't have to get anything other than the painting from the bedroom in Henry's house, but you can do more. Push the Bookcase and you'll then be able to see some tape stuck to the back of it.

Pick up the sticky tape and return to your office. Use the sticky tape on the jar of fluid which you'll find on the shelf and this will reveal a key. Nip back to your old Dad's house and use the key to open the chest. In the Venetian Library there are a load of interesting books which could be useful to you.

You definitely need a copy of Mein Kampf by Adolf Hitler. Mein Kampf is German for 'My Atari', (which explains quite a lot!). My spies tell me that there is also a book which teaches you how to fly a plane which will come in handy later on, but I must confess I never saw it. I can't tell you easily how to get to the casket as it's a long trip and you haven't told me how far you've got.

There are quite a few puzzles to solve, so here are some hints. Firstly, leave the tunnels for a moment by climbing the ladder and go to the Cafe. Find the couple drinking wine and ask for the empty bottle. Return to the tunnels and pick up the skeleton's arm with the hook on it. You can use the bottle on the pool. Use the bottle with the torch, then pull torch. Use the hook on the wooden plug, then use the whip on the hook. There are some other problems to solve in the catacombs but these are the hardest.



75/1



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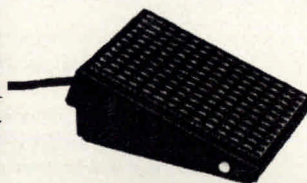


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DELTA 3A

Nigel Mansell could not have won at Kyalami if he had one switch to turn left and another to turn right. Steering a real car is analogue so real simulators use analogue controls. Of course, driving an analogue joystick is not so easy, it takes practice, but then if you want it easy, just watch the demo sequence and don't bother to run the program.

The Delta 3A analogue joystick is easily held in the hand with one thumb over the gear change button giving you proportional steering, acceleration and braking at your fingertips. The Delta 3A analogue joystick is U.K. made with 1 years guarantee and only costs £16.95. A1500 and A2000/3000 need a joystick port splitter :- available at just £3.00 extra

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### Stealth Quickie

*I never seem to see any letters from Ireland. I am stuck under the sea with the woman in Operation Stealth.*

*I can free myself by using the bracelet, but it won't let me off the screen. P.S. My name is Gary Furphy, not Murphy.*

**Gary Furphy, Dublin**

You don't have to tell me about a Furphy. I know what a Furphy is – it's a little Murphy. When I get a short letter from Ireland like yours I always say, 'Thank heavens for small Murphys.'

Swim towards the woman holding down the left mouse button and simply 'Operate Woman'.



*Once you've got yourself free from the cement boots it's time for you to rescue the girl. Apparently, this fiddly deed is still confusing some players of Operation Stealth.*

### Divine Intervention

After spending many hours swamping and fireballing little men in Populous II, the lands became tough and I seemed to gain experience very slowly. The only way I could see to gain sufficient experience was to constantly replay the early lands. This became boring and detracted from a fantastic game so I decided to crack the codes instead.

I have come up with the following code which gives maximum experience in all Divine attributes; A D K I U C K B Z N Z E F I W X. To prove that this is a maximum, the code gives one extra lightning bolt of experience, but there is nowhere to stick it. I hope this will help anyone who enjoys blasting little French men. Oops! I meant to say little Red men.

**D. Harrison, Chippenham**

### The Clean-up Squad

I have reached the headquarters of Scumsoft Software in Space Quest III. Having got inside I don't know what to do next. You are my only hope before I have to write to that idiotic Zero magazine which I see in the store.

**Julian Barthet, Malta**

You know why it's called Zero don't you? Because it refers to the average I.Q. of its readers!

There is a closet in the corridors which contains the janitor's overalls and

a trash zapper. Wear the overalls and then you will be able to move around the offices while you Zap the trash.

Okay, I've done my good deed for the month. Time to drag this scroll down to the crossroads and dump it into the Goblin Postie's box. I think while I'm out I'll leave all the windows of my tree house open and try and change the air!

### Rocketeer Solution

*If you accidentally shoot the airsack on the zeppelin, then it blows up and you have failed this section, but don't worry as you have not lost the game. On the third screen, you will now be in the zeppelin gondola, where Jane and the Prof are. After she says something to you, on the 'first' time you rescue them, you reply like this:- LOOSE UP DOLLFACE, I LIKE YOUR STYLE, I OUGHTTA TEACH YOU, I TOOK THE SCENIC ROUTE, CAN YOU USE SOME HELP.*

Once this has been entered, you automatically fly back to Fort Dix with Jane and the Prof. Later, the Nazis capture Jane and the Prof again, and you have to attack the zeppelin again. It happens three times in all. The second time you successfully get into the gondola your replies are:- I'M GLAD TO SEE YOU TOO, I JUST WANT TO HELP YOU, CAN YOU USE SOME

HELP. The third time your replies are:- I'D BE HAPPY TO LEAVE, I JUST WANT TO HELP YOU, CAN YOU USE SOME HELP.

These replies always work successfully if you enter them in the correct order, unlike some suggestions that I have seen in magazines concerning this game! The Temple base is nearly always in South America, whereas the Desert Base is nearly always in Africa, try these places for both bases: SOUTH AMERICA: VENEZUELA, COLUMBIA, etc AFRICA: MID-EAST, KENYA, EAST AFRICA, EGYPT etc.

If you blow up the zeppelin then you get a message saying shock, horror, they are going to get exterminated, and suggests you fly to Germany. Well I strongly advise you not too. If you forget about it, you later get another message saying they have been taken to the desert base (one of the Lunarium ones you are trying to find). If you ignore it again, they just get sent to the moon unharmed.

If you want to fly to Germany, when you get the message about Jane and the Prof, then you get the Shoot Planes screen. If you kill them, you land in Germany where you get captured and interrogated. You answer as in the Zeppelin screen. I told him that 'HITLER EATS BABIES' and I escaped to another country, but I did not free Jane and the Prof.

If you are unsuccessful, then you get the next message about them being taken to the Desert Base. Fly to it, (if you have found it!) and you get captured again. Which is why I ignored it as I could never get the answers right. It is not necessary to go through this bit. If you fly to Germany when Jane & the Prof are not there, you get a message saying well done, and Nazi efficiency has gone down by 5% (big Wow!).

**Julian Smith, Sheffield**

I knew that if I offered a prize for this information some human would come scurrying forward and rip

my hard won software out of my poor old hands. Begone, you rogue.

### Escaping the Grue

*In the adventure Zork III, I can't get the key from the dark cave and get back to safety before the Grue Repellent wears off. I also can't get past the Guardians in the Hall. Also, do you know of any Adventure Clubs where you can swap ideas and get help?*

**Stephen Lynch, Brent Cross**

It is extremely painful if you are grabbed by the Grues. It happened to me in my younger days and I had a limp for weeks. True, you can't return by the same route so you must go forward. Having reached the Key Room you should see in the dim light a key and a manhole cover.

Get the key, then move the manhole cover and go down. And here you are on an aqueduct. Since you can't go back, (the Grue repellent won't last that long) just head North and you will come to the Water Slide.

Go North down the slide, and guess where you are? In the Damp Passage! And there's the torch, so pick it up, because you're certainly going to need a light source. Especially when you think of where you're going next. The Guardians in the Hall will let nobody pass; you would need to be invisible to escape their notice. So that's what you will have to be. There is a spot in the game where you can look out to sea and watch the passing ships. Wait until a ship comes past with an old Sea Captain at the wheel and shout, 'Hello Sailor' (I'm surprised that someone who comes from Brent Cross didn't do that without thinking!).

As to your last question there are loads of Fanzines devoted to adventuring and the readers are endlessly contacting new friends to swap ideas or work together on writing games etc. The only club I have personally had any dealings with is the Red Herring magazine which is full of useful hints and tips for adventurers. Contact: **Sue Medley, 9 Warwick Rd, Sidcup, Kent DA14 6LJ.**

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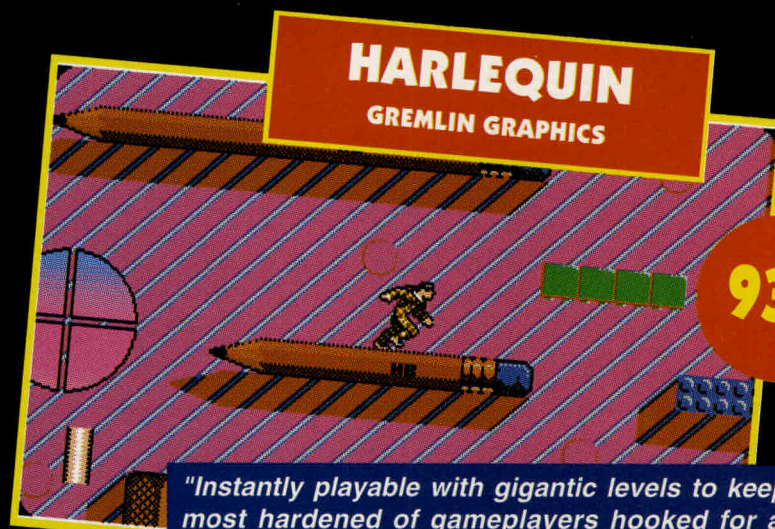
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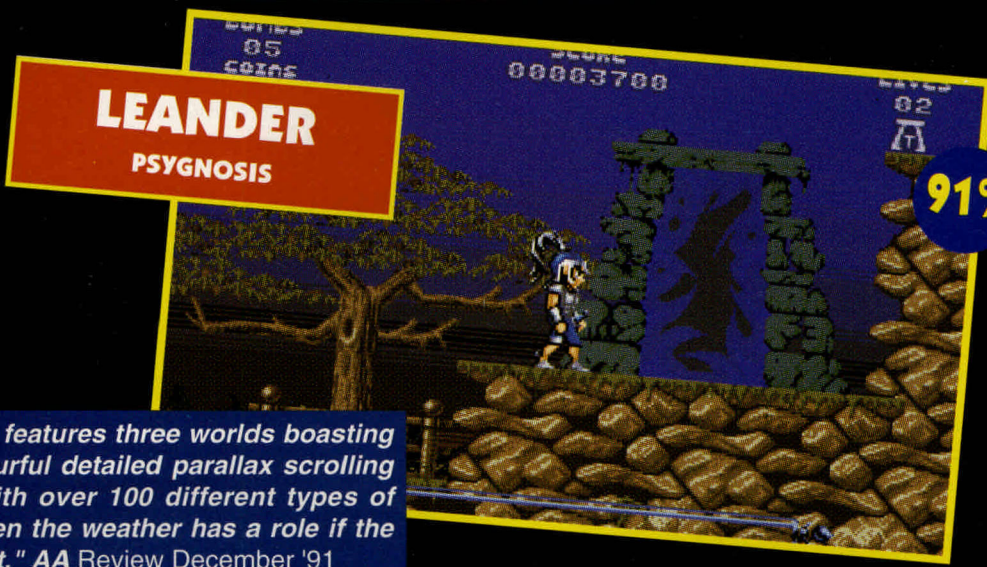
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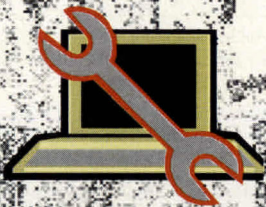
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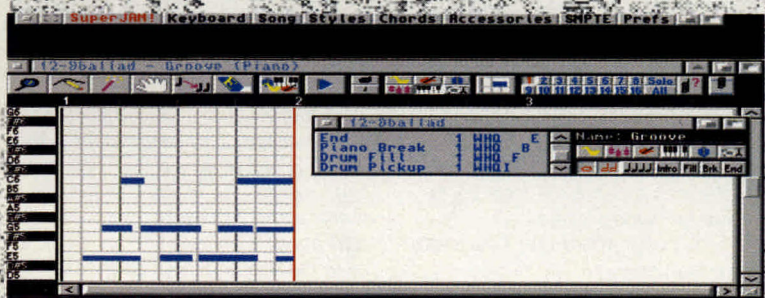


# TECH → SPEC

SuperJAM! 1.0c © 1991,1992 The Blue Ribbon SoundWorks, Ltd.



Songs, styles and SMPTE all in one place; life couldn't be simpler.



Edit the efforts of your musos in a matter of moments.

## JUST JAMMIN'

Let your Amiga make the music. Paul Austin looks at Super Jam, a package that gives the complete beginner a chance to create music in minutes...

If you've ever wanted to hit the stage and become the idle of countless adoring fans, Super Jam could be the program for you.

It's unlikely to make you a millionaire overnight, but it's almost certain to make those fantasies a little more real.

The first thing any would-be

rock star needs is talent. Obviously, Super Jam cannot affect your abilities, or lack of them, but it can

magnify what little you have whilst automating the rest of the band.

A close second to talent is the need for some partners in crime, drummers, guitarists, keyboard players and so on.

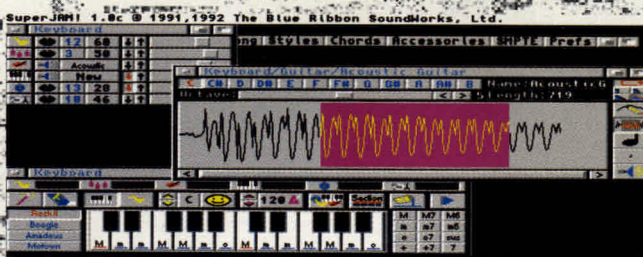
Here again the software supplies the goods in the form of five individual musicians who play their particular instruments in the style of your choice - while following pre-defined chords which add support to your solos.

Lastly comes technic, if you can barely play chopsticks but need some soul, Super Jam has just what you need ready and waiting. Simply select any style and the band strikes up a tune to suit you.

All you do is write or load a suitable chord progression and play a few solo notes for an instant designer melody...

**Super Jam is available from Zone Distribution on 081 766 6564.**

**Price £99 plus £3 p&p.**



The Turbo Sample editing screen; turn any IFF into a Turbo instantly.

## INSIDE THE SYSTEM

You can define the key, set the tempo, organise the band, record a section of music, add a fill, play the selected style or insert specialised or designer chords to the keys of your choice. Organising the band is the first job. After clicking the band icon a window appears complete with a list of the six members, what they're playing, whether it be through Super Jam's Turbo Sounds or external Midi instruments.

Clicking on a band members icon can have two distinct results. If the icon is followed by a speaker the click will produce Jam's sample editor which shows the Turbo Sample assigned to that particular musician. If no sample has been assigned, you can load one or convert an existing IFF. The editor is comprehensive and on a par with any stand alone editing software.

Once your musicians are suitably equipped, the next job is to select a style. Up to four separate styles can be stored on the right side of the on-screen keyboard and selected as required - even during a performance.

## BUILDING BRIDGES

At this stage all the essentials are in place, the band have their instruments and they know the style and the chords you want. It's here where the section icon comes into its own. Super Jam builds its songs from verses, choruses, middle eights and so on.

Once selected, the section window appears with a coloured strip for each musician. The strips run the entire length of the section and can be active or passive. Clicking above the track opens a miniature keyboard from which you select the root note. Once selected, a scrolling chord list prompts you to make your selection from the lengthy list of alternatives.

Now you can simply sit back and relax while the band "jam" the ever changing section together while you wait for inspiration, and the right moment to join in as their leader. When you're happy with the arrangement, clicking on the camera icon selects the snapshot which captures the music every time the section plays.

When you're happy with a particular performance, switch off the snapshot and the last rendition is captured for posterity. A lock icon runs beneath each bar so you can isolate the bits you really like and re-record others until you achieve the perfect performance.

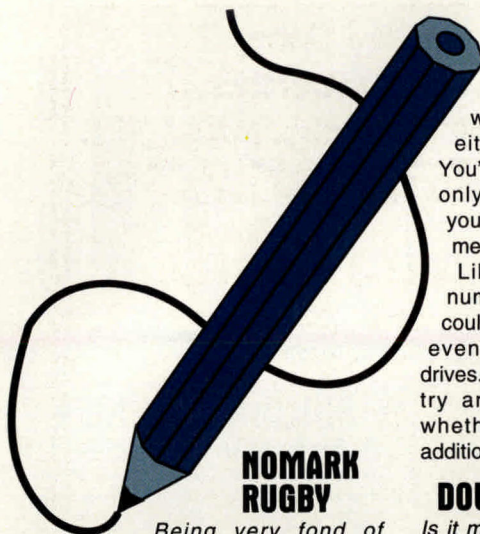
The only fault lies in the song construction section and a tendency for glitches as the software finishes one section and moves to the next. If you don't want to waste time writing sections, classic chord progressions come with the software along with a selection of example sections, not to mention the hefty list of styles.

We've only scratched the surface in the space available - there's a lot more to Super Jam than the basics listed above. It's an impressive program - ideal for those wanting to learn more about music. The internal Turbo sounds are okay but not great, the program being at its best when used with Midi instruments. Up to 16 instruments can play at one time without extra hardware - this does limit playback to a single channel. If you want a program to grow with you and your abilities it's ideal...

The complicated but clever system editor in all its glory.







## NOMARK RUGBY

Being very fond of Rugby, I was flicking through your magazine in the hope of finding a review of Domark's Rugby game. After reading your positive comments in the Late Kick Off section, I decided to purchase the game. However, I soon changed my mind and waited until I'd read the full review. To my horror, the person who reviewed the game said he didn't like Rugby and only gave it 63% Who should I believe, the person who wrote Late Kick Off, or the reviewer of the game?

**Stephen Woods, Cornwall**

The Late Kick Off section is merely a first impressions page. When we receive a game late in the month, we rarely have the space, or the time, to give it a full review. Therefore, we briefly look at the game and jot down our initial thoughts. Rugby - The World Cup is initially OK, but if you spend some time with the game, you'll discover a number of faults in the gameplay and soon realise that it's easy to win the world cup. In any case, Audiogenic's effort is the better of the two, so buy that one instead.

## DOUBLE DILEMMA NO 1

A few months ago I bought an extra disk drive, what with more and more games now having two or more disks. I thought it was a wise move. However, on checking through my games I discovered that out of the two disk games I own, the majority of them didn't acknowledge that I had an extra disk drive and wished to use it. Therefore, I would like to draw it to the attention of programmers. There are many people who own an extra disk drive expecting a £25 - £30 piece of software to cater for them. Surely it isn't too much to ask? I mean, compare the time it would take compared to the overall time you spend on the game. A drop in the ocean, eh?

**Richard Townsend, Keighley**

Couldn't agree more Richard, there's nothing more annoying than having to swap disks when you've got another disk drive sitting there completely redundant. However, it could be something to do with the following. The cost, in memory, of an extra disk

drive is about 20k. This is quite a large chunk of memory to a programmer, who would rather use it on either the graphics or sound. You'll find that certain games will only support two disk drives if you've got an additional 512k of memory.

Like you say though, quite a number of software companies couldn't give a damn and haven't even attempted to utilise extra drives. In future game reviews, we'll try and remember to point out whether or not they do support additional hardware.

## DOUBLE DILEMMA NO. 2

Is it me experiencing a severe case of deja vu or have you gone and re-printed the very same Space Crusade review? In your February Amiga Action you printed the same review that you printed in the January edition. The only difference between them is that you re-arranged the bloody pictures.

This was obviously intentional so I think everyone deserves an extra review next month. HA!

**Joe Earley, Teddington**

Take a look at the second review closely, and you'll probably discover a bright red message explaining our motives. We intended to give Space Crusade 91%, but, in the heat of the rush, we put a seven in place of the nine. Understandably, Gremlin weren't too chuffed, so we printed the review again just to put the record straight. However, we didn't omit any other editorial content to make space for it.

## TELEVISION ADDICTS

I must admit to being a big fan of Channel Four's computer game series, Games Master. I've watched every episode and have thoroughly enjoyed it. I heard however, that it's a one-off series only. Is this true? I couldn't bare Tuesdays without it.

**Alex Roach, Marple**

Apparently, the first series of Games Master has been an overwhelming success. According to Channel 4, over 2.5 million people have tuned in over the past couple of months.

Therefore, they do intend to produce a new series, hopefully this Autumn.

## A FOOL WRITES

I am writing this letter because recently whilst reading Games-X I noticed they had a game of the week award. I thought this may be a good idea in Amiga Action because of the amount of games you review it's difficult to choose between a number of the good ones. Please could you tell me if you have any plans to do this and when are we likely to see it.

**S Woods (again!), Cornwall**

We won't be introducing a game of the week award, because AA is a monthly. Besides, that's why we give games % ratings, recommended awards and accolades.

## WHAT IS ANALOGUE?

Please help! I am a recent convert to 16-bit computing, and I am very confused. I am a great fan of flight simulations, so as you can imagine, I read your review of Birds of Prey with great interest. I was, however, bemused by the comment 'you must use an analogue joystick'. I have three questions to ask regarding such hardware.

1. What is an analogue joystick?
2. Which is the best one to buy (value for money wise)?
3. And finally, where can I purchase them from?

I would be very grateful if you could sort out this little problem for me.

**Steven Bates, West Bromwich**

1: An analogue joystick allows you to make more accurate control adjustments. Depending on how far you push the joystick determines the influence it has upon your moves.

2: Voltmace appear to be the main manufacturers.

3: Voltmace can be contacted on 0462 894410, or via fax on 0462 894460.

## FATTY AGNUS

I have owned a 1.2 Amiga for a number of years and have frequently discovered quite a few limitations with the ageing hardware. Firstly, I was told by a fairly reliable source that if I upgraded to 1.3, I'd be able to access more than 512k of chip

memory. So, I bought the chip and fitted it myself. However, my problems persist. The computer recognises the 1.3 chip, but I am still having problems accessing more than 512k of chip memory. What's going wrong? Games such as Pro Tennis Tour 2 contain extra features for people with such configurations.

**James Williamson, Tytherington**

A 1.3 upgrade chip doesn't handle memory allocation I'm afraid, that's a job solely performed by the Fatter Agnus chip.

So, if you want to access more than 512k of chip memory, you'll have to fit one of these as well. Unfortunately, they cost around £70, but this should include any installation fees.

## AUSSIE RULES COMPOS

Hi to all you guys (and girls) up there in pommie land. Yes, it's another bloody Aussie here!

A valued Amiga Action reader, I am always annoyed to find out that all your competitions have passed their last mail date by the time I get your mag.

I just received your mag today, and that was the November 1991 issue: a lag of some two months. I can't expect you to have around four months for entries to come in, but how about a competition for those of us in the southern hemisphere?

Though this is so, I still get your fantastic magazine in perfect order, including your wonderful coverdisks! A real credit considering the distance they travel.

**Jay Cooper, Australia**

OK, let's make some arrangements. You write to us and tell us what's happening in Neighbours, and we'll wait for your competition entries. Paradise River sounds just beaut, so why don't you invite the AA team over for an all expenses paid trip, and we might think about fixing the odd competition or two.

Send your letters to:

**Peter Lee, Talkback, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**

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# AND FINALLY...

## ...IT'S GOODNIGHT FROM ME... ...AND IT'S GOODNIGHT FROM HIM!

Well, no... it's not quite that time because we have this final page to fill. We're going to try and hold your attention for just a little longer. As we haven't yet got screenshots from the Sales Curve's Covergirl Poker (only Doug's photo collection), you'll have to settle for the latest Microprose gossip.

### B17 FLYING FORTRESS

Piloting one of the most majestic bombers of all time through 25 perilous combat missions is the privilege Microprose are presenting to you. Developed by Vector Graphix, the team who brought Mirrorsoft's The Killing Cloud into this world (and to a hearty reception, it should be said), B17 is being labelled as "an excellent flight simulation and detailed strategy game".

With a full crew of 10 men aboard your aircraft, you are able to take the role of any one of them, swapping at appropriate moments. In the meantime, the computer will control the other crew members.

Mission briefings, intelligence reports and promotions are all incorporated into B17. Expect to see the finished version some time in the Summer.



hardware: F-23 fighter bombers, helicopters and a secret base in the thick of the Colombian rainforest.

A.T.A.C. is being described as "...a fully realised 3D world complete with hills, mountains, roads, towns, cities and jungle plantations." As for the opposition, "They can control politicians, the judiciary and can afford the best mercenaries, airplanes and missiles to fight back. If they find your base, be sure that they'll hit you with everything they've got!"

As a part flight sim and part strategy game, A.T.A.C. is definitely something to keep your ears and eyes open for in the latter half of this year.

F1GP, also responsible for Stunt Car Racer?

2) A.T.A.C. is all about top secret undercover work. Which other game did Microprose produce where you were another secret agent who'd been assigned by the President of the USA to dissolve a large terrorist organisation?

3) The Microprose label has a title firmly placed at the very top of one of our SuperLeagues. We want you to inform us of the name of this particular game.

Please send your answers to; Runway To Cloud Nine Compo, Europa House, Adlington Park, Macclesfield SK10 4NP.

All entries must be received by May 1st, 1992. Good luck!

### CLOUD NINE

Amiga Action, in conjunction with Microprose, are offering you the chance to win five tickets (two people per ticket) to the Boscom Down airshow in Salisbury on the 13/14th June, 1992. Guaranteed to be a fantastic day out, all you have to do is answer these three questions correctly to be entered into our grander than grand draw:

1) With the new Formula One racing season under way, Microprose have recently released Formula One Grand Prix, currently riding high in the software charts. Who programmed and developed

### A.T.A.C.

Now Birds Of Prey is complete and in the shops, Argonaut Software are placing their resources into Microprose's A.T.A.C. project.

Employed by the US Government to eliminate five Colombian drug barons, you are given 250 undercover agents along with a limited supply of military

### CREATED BY...

Europress Interactive Ltd, Adlington Park, Macclesfield, Cheshire, SK10 4NP  
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Editor: Steve White

Art Editor: Paul McIntyre

Features Art Editor: Fiona Howarth

Production Editor: Alex Lee

Production Gazette: Simon Kirrane

Staff Writers: Jason Simmons,  
Peter Lee, Alan Bunker

Coverdisk Editor: Doug Johns

Managing Director: Hugh Gollner

Advertising Department:

Tel (0625) 878888 Fax (0625) 876669

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Advertising Sales Executive:  
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Tel (0625) 878888

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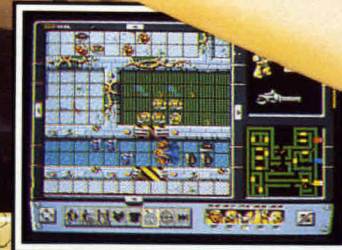
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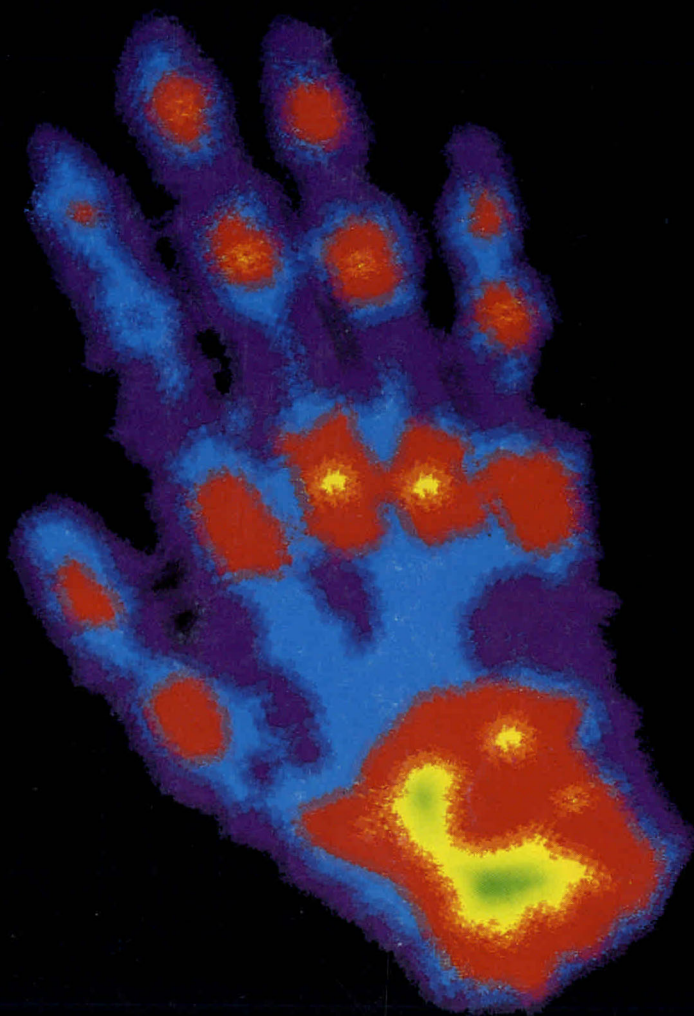
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