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AMIGA ACTION

#035 AUGUST 1992

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INTERACTIVE

GIVING THE GAME AWAY



MONKEY ISLAND II - The complete solution to the game begins in this issue

● **CARL LEWIS**

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SPORTS**

● **ESPAGNA '92**

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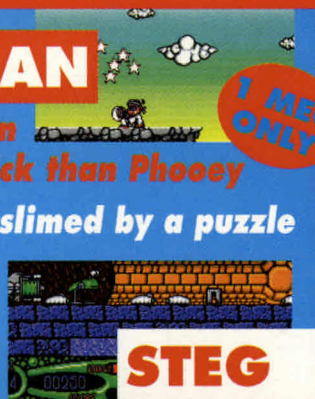
**THE HOTTEST
SPORTS GAMES
REVIEWED**

DOJO DAN

More chop than
suey - more kick than Phooey

Prepare to be slimed by a puzzle
solving slug

**AMIGA
ACTION**



STEG

Cripes! Where's my bloomin' free disk?
See that newsagent fella now...

D/GENERATION

MASSIVE PLAYABLE DEMO

A full megabyte of pure arcade
adventuring
- it's massive!

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'Er, excuse me newsie person but my
free disk seems to have done a runner'

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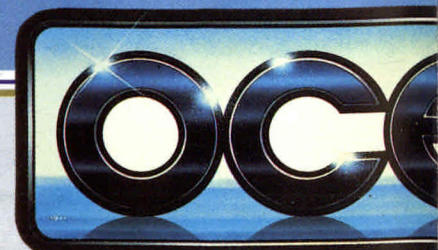
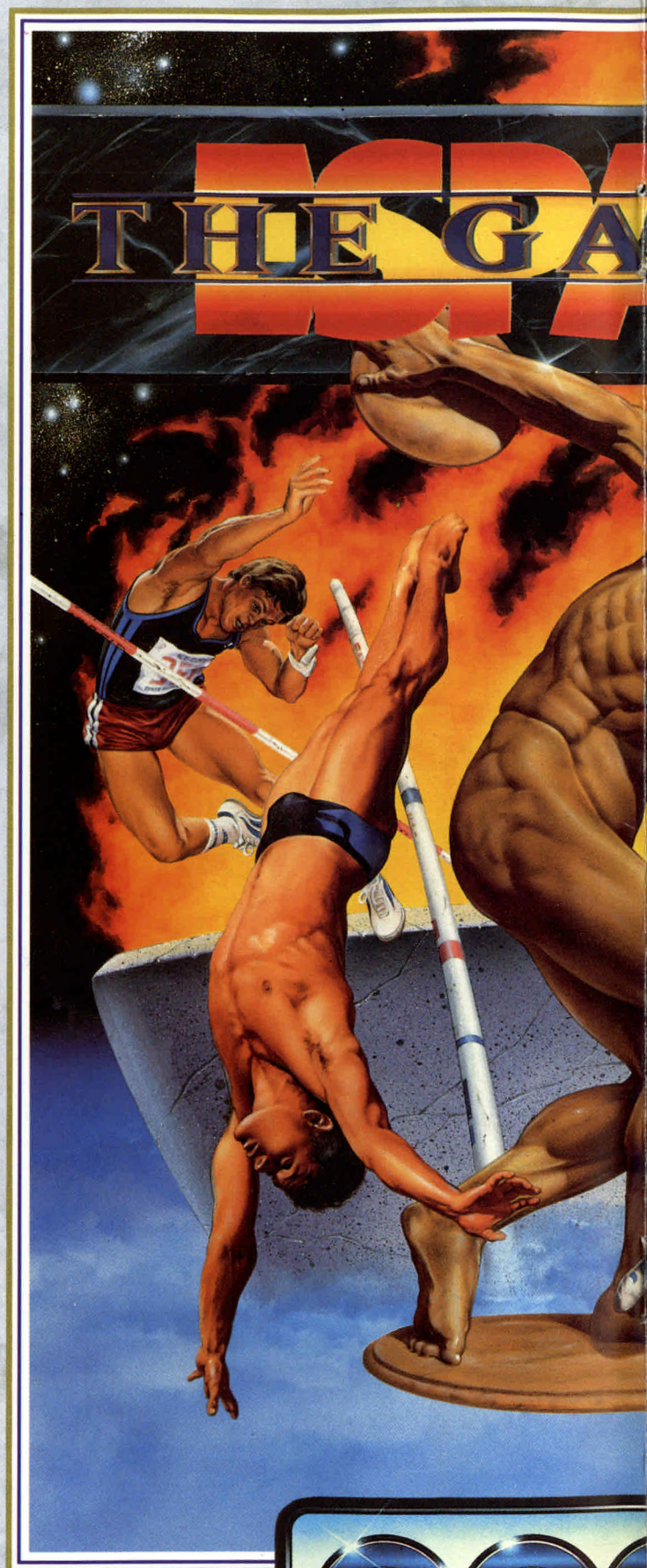
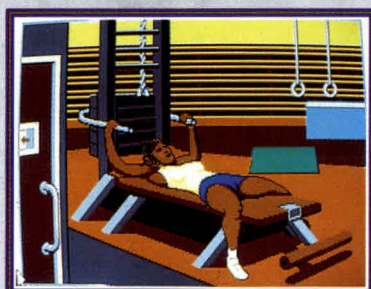


COMPETE
WITH THE
BEST



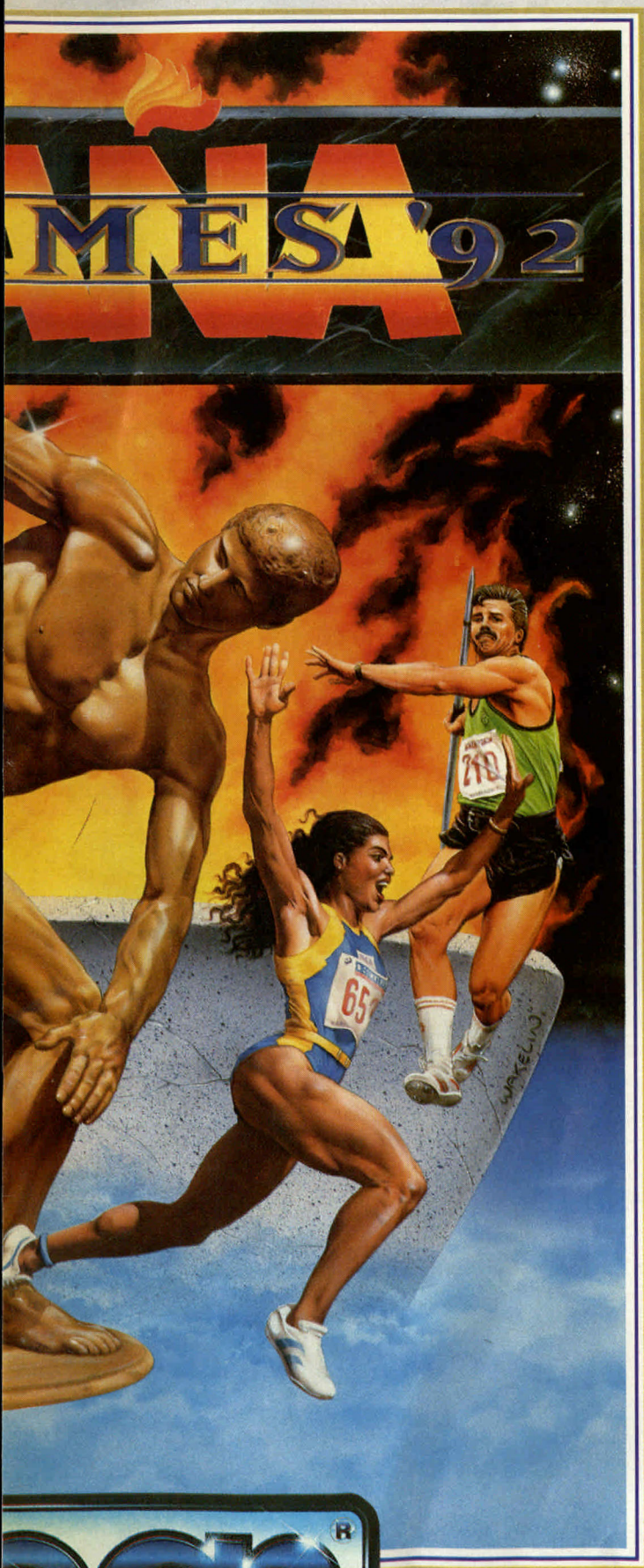
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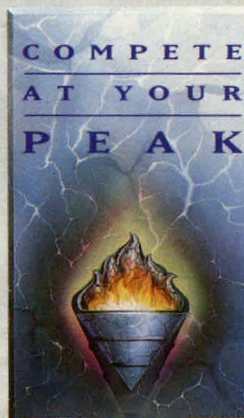
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SPORTS SENSATION



TEAM MANAGEMENT

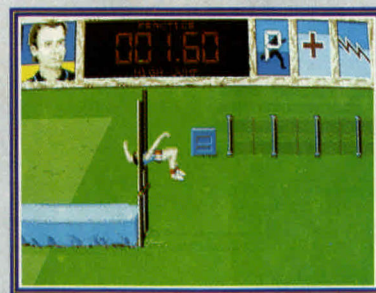
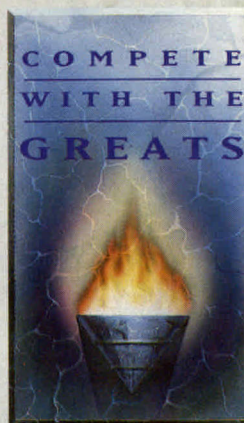
Put yourself in charge of training your squad for this summer's competition.



HALL OF FAME

Includes the history of the games and the winning contestants' achievements.

Compare your team members' performances to those of the all time greats as you attempt to break world records.



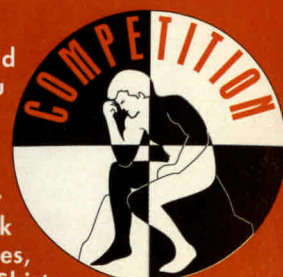
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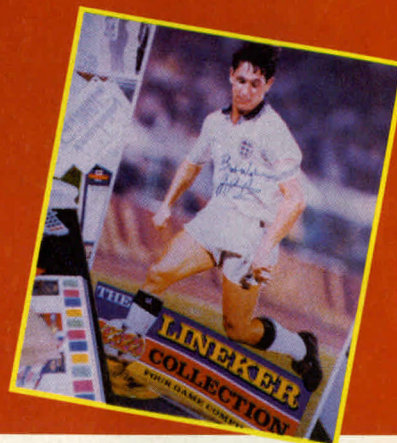
The Carl Lewis Challenge

Ever fancied being the greatest athlete of all time? You too can run the hundred metres in 9.86 seconds... from the safety of your own armchair!

A bag of US Gold goodies! If you fancy a 6ft signed photo of Gary Lineker, goodness knows how many of US Gold's back catalogue of games, lapel badges, T-Shirts and loads more stuff, then this compo's for you! Turn to page 82 and grab Gary before he turns Japanese!



82



AMIGA ACTION

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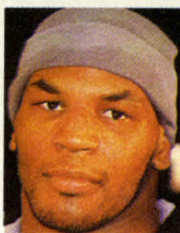
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Newstrade Distribution: COMAG

Question of Sport

85

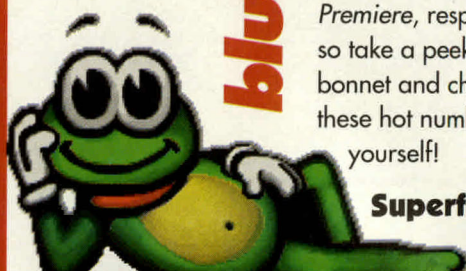
The history of sports games profiled, and those things the stars (might have) once said!



72

blue print

This month, we take a glimpse at the games under development from Psygnosis, Team 17 and Core! They've been slaving over *Beast 3*, *Assassin*, *Superfrog* and *Premiere*, respectively, so take a peek under the bonnet and check out these hot numbers for yourself!



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Premiere p76

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We take a look at *M*, the new RPG from SSI, *Great Naval Battles*, also from SSI, *X-Wing* from LucasArts and Domark's *ShadowWorld*, the sequel to *ShadowLands* and loads more!

Subscriptions.....80

Subscribe now! Why stand in a queue at your newsagents, in the rain, with Yugoslavia and the recession on your mind, when you could have the postie delivering Amiga Action to you instead?

Boggits Domain....97

Meet the gruesome one in his cave as Andy Mitchell summons the courage to talk to this foul creature. Don't know why he does it - we certainly don't pay him enough! Hints to *Knightmare* and the usual slugging off to the readers can be found here!

Budget Games.....100

Peter Lee casts his yellowing eyes over the latest budget releases. For those with no money, this is the page for you!

Talkback.....104

Peter Lee casts his yellowed drooping eyes (this time) over the postbag. This month: Do we mark too highly? And why a certain individual thought last month's *Liverpool* Coverdisk was too easy...

Competition.....180

Win a car! All you have to do is recite the Encyclopaedia Britannica backwards from memory in Swahili! (Only joking, by the way. You really think you'd get a car for that?!)



The Addams Family p90



90 giving the game away

Tired of struggling with **The Addams Family** and **Monkey Island II**? Struggle no longer as we totally ruin your gamesplaying enjoyment and start to give you the complete solutions to both games. Expect to see the rest of the solution to **Monkey Island II** next month.



Monkey Island II p92

COVER DISK

Dojo Dan p7



D/Generation: A massive fully playable demo of Mindscape's cracking arcade adventure game! Exterminate out of control bioweapons with a variety of lethal hardware! **Dojo Dan**: Europress Software delivers you into the world of the martial arts and gives you the chance to kill some weirdly named individuals. Go to your task

with relish! **Steg**: Steg's a cute slug who has to feed his starving family. Another great fully playable demo guaranteed to make you think twice about where you sprinkle the slug pellets this evening!

D/Generation p8

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More



STEG

Slug your way through this fully playable demo of Code Masters' latest puzzle romp!

Steg is a slimy, slippery slug. He's also the head of a one parent family and all of his kids are starving hungry and on the verge of physical collapse. Grubs are the main food source, but as expected, they're a bit reluctant to wander straight into the gaping jaws of a baby slug.

So, good old Steg must capture the grubs in bubbles and carefully steer each one of them to the desperate slugs who reside at the top of each level. Unfortunately, Steg's a bit hopeless in the manoeuvrability stakes, so catching the grubs is a little on the tricky side. This, however, is where the Acme bionic bitz 'n' pieces catalogue comes in. Simply pick up the relevant slug add-on hardware and you'll discover a much easier side to grub collecting.



To remove the lower section of the wall simply move over the toggle switch and pull down. The greedy grubs won't fall down the hole unless they were standing on the disappearing block.



Push the bubbles, complete with the grubs, into the spikes above the starving slugs. To complete the demo, satisfy the needs of three slugs only.



What's it all about?

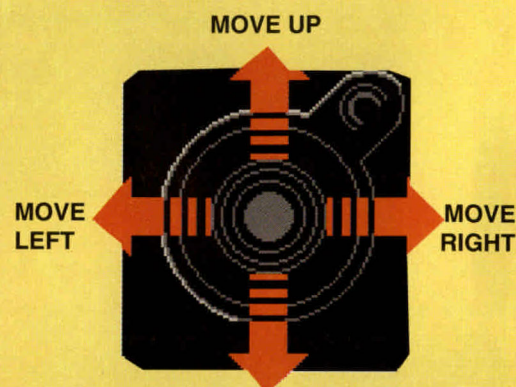
In standard slug mode, you can instruct Steg to walk left and right, climb walls and cling to ceilings. You can also make him blow big bubbles by holding down the fire button for a set period of time, measured by the 'blow' gauge in the control window. Holding down for too long will drain Steg's energy reserve.

So, once you've captured a grub in a bubble, you must guide it to the waiting T'yungunz (that's the family of baby slugs) at the top of the level by pushing them around. You must be careful not to push the bubbles into any sharp objects or they'll burst. Similarly, if you crush them between Steg and a wall, the bubble will burst and the grub will be freed.

Littered around the levels are bellows and blowing devices, which, when activated will push the bubbles, complete with grubs, away from them. It's possible to toggle various switches to alter the effects of such wind devices and to clear away blocked parts of the level.

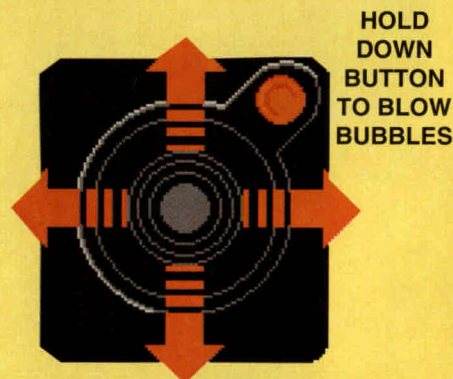
To pick up and activate a piece of the Acme bionic kit simply walk into the required icon and pull down on the joystick. The bionic legs allow you to tip toe across various obstacles, while the super genie rocket pack gives you the ability to shoot up shafts. There are others of course, but part of the game is discovering what each part of the kit does, so have some fun experimenting.

WITHOUT FIRE BUTTON PRESSED



MOVE DOWN/PICK UP OBJECT/ TOGGLE SWITCH

WITH FIRE BUTTON PRESSED



Key controls and other features:

M - Toggles between the in-game music and sound effects.

H - Pauses the game. Press it again to resume your slimy fun.

Little enter key - kills any baby slugs which are not asleep. This allows you to finish the level quickly, so long as you've collected the required number of slugs.

Return - Deactivates the current bionic add-on.

PUBLISHER: Code Masters

PROGRAMMER: Big Red Software

TRACK RECORD: Code Masters are renowned throughout the industry for their abundance of high quality budget titles. They've achieved massive success on just about every format imaginable and the popularity of their Amiga Dizzy titles is unparalleled. It appears as though Steg is set to continue this success.

GAME TYPE: Puzzle **PRICE:** £7.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

To load your Steg demo, simply insert the relevant coverdisk into your internal drive, turn on your Amiga and immediately hold down the right mouse button. After a few moments the game will run automatically.



DOJO DAN

Join Dojo Dan on a chop, kick and a jump, as he confronts the evil Valrog...

It's a fix! How on Earth, you ask yourselves, can we continue to provide such stunning demos of the latest and greatest Amiga software? Brought to you in conjunction with Europress Software, we present to you a huge, fully playable demo of their latest release, *Dojo Dan*.

Guide Dan through the evil infected land of Banzaari and vainly

attempt to rid the world of the inhumane Valrog. Armed only with a range of martial arts expertise second to none, you must take on the formidable forces of evil in this alive and kicking demonstration.

What's it all about?

Once the game has loaded, press fire to progress through the structured menu system which will, of course, play a much bigger part in the finished game. You get to sample the land of Botany, which includes a wide selection of baddies and a totally fearsome end-of-level guardian. Once you've destroyed the guardian, the game returns to the *Dojo Dan* main menu.

To complete the level, you'll need to use all of your martial arts fighting skills and a fair bit of wisdom to solve problems. To further increase the fighting potential of Dan, a number of

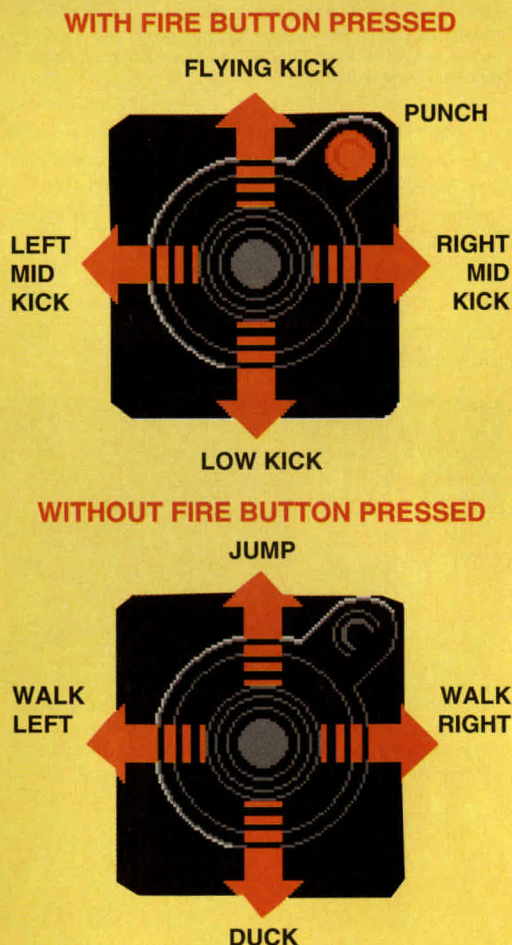
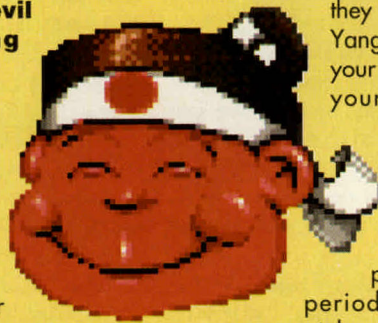
special items can be collected and utilised. Most importantly, you must kill as many minions as possible to gain their inner strength.

As each creature is destroyed, they release a set number of Yin Yangs. Collect these to replenish your energy reserve and increase your chi. If your chi power reaches a maximum, you'll be capable of performing unbelievably powerful feats, such as a thunder punch! Such special powers only last for a limited period of time, indicated by a

special on-screen meter. There are plenty of secret rooms, bonus objects and special items that need discovering, so you should be playing it for hours!

Key controls

F1 - Pause game. Press it again to resume play.
F2 - Toggles the music on/off.
F3 - Load a saved game. This feature doesn't function correctly, so if you hit the F3 key by mistake, press escape to resume play.
F5 - Show map. You can only access this facility if you have previously collected the map symbol.
F10 - Abort and return to the main menu.



In the finished game it's possible to guide Dan through the various worlds and choose your starting level. The demo concentrates on the land of Botany.



To release the hidden bonuses, kick the brown pots several times and run into the flying objects. Both power pods and extra lives can be found in these pots.

PUBLISHER: Europress Software
PROGRAMMER: Psionic Systems

TRACK RECORD: Psionic Systems was formed in July 1991 by its two current directors, Haydn Dalton and David Broadhurst. Both David and Haydn have highly impressive track records in the leisure games industry. Psionic Systems produced *Bubble Bobble*, *Ghouls and Ghosts*, *Sly Spy* and Haydn produced the graphics for *Gauntlet 3*.

GAME TYPE: Platform **PRICE:** £5.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

Loading the *Dojo Dan* demonstration couldn't really be much easier. Take your coverdisk, slip it into your Amiga's internal disk drive and power-up. The demo will now load and run automatically.



D/Generation

The genesis of bio-weaponry one meg full of futuristic thinking

All you lucky people, once again the cover disk crew bring you a massive megabyte of *D/Generation* fun, so none of this faffing about with half meg rubbish for our readers!

Set way in the future, large sinister corporations and corrupt Governments are a way of life. As we all know any science can be dangerous, especially if it's being used to develop weapons, bio-weapons to be exact, the creating of life for military use.

However, this has been banned for many years, yet the **Genoq** corporation still creates these



That lady won't leave her hiding place until the room secured, if only I could destroy that green nasty... but how, try using your lightning fast reactions.

terrible entities. The secret experiment is out of control and the building is in chaos with the internal security system blasting away at employees. The Trade Union has given up, so as an intercontinental courier you are given a package to deliver to **Derrida**, the **Genoq** labs head scientist (and famous philosopher! - Ed.)

Upon arriving at **Genoq** by jetpack you land on the 80th floor and as you walk through the reception area the

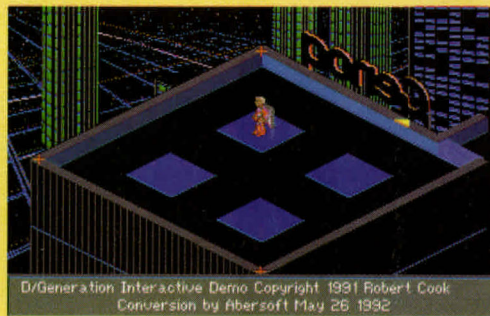
door locks behind you...

When you buy this game you'll be introduced to some of the **A/B/C Generation** bioweapons and eventually the top secret super lethal **D/Generation**. It doesn't bear thinking about...

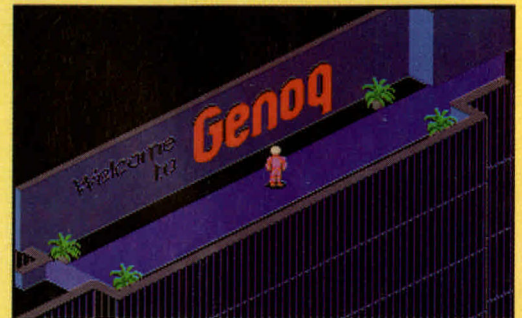
What's it all about?

All right, throw your joystick in port 1 and away you go. Your first objective is to find out what's going on. Once you have entered a room, if there are no enemies be it bio-weapons or internal security active in a room where there is an employee, approach them and press "Enter". This will start a conversation with them, so use the cursor keys to cycle through the various things you want to say. Only when a room is clear of danger is it possible to speak to a sweating survivor.

The advantage in rescuing employees is that every person freed gives you an extra life and sometimes even vital information, or better still



Our hero lands on the 80th floor, with only a package for his defence. However, that brown paper wrapped package holds the secret to the game!



If only the rest of the building, was as warm and friendly as the reception area, but I don't suppose it would be too much fun now would it.

an explosive surprise. Once a weapon is located simply walk over it to pick it up, and then just press fire to use it. To open a door, touch the yellow triangles. I won't give too much away because it'll spoil it for you.

This is only a demo version so you're gonna miss out on some brilliant traps, and violent creations... Still, at least this way you get a taste of things to come before you buy.



Hmmm, maybe if I accessed the computer terminal it could open the security door. If not, at least I could have a few games of *Space Invaders*.

PROBLEMS, PROBLEMS?

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to: **Amiga Action Duff Disks, PC Wise Unit 3, Merthyr Industrial Estate, Pentrebach, Merthyr Tydfil, Mid Glamorgan.**

PUBLISHER: Mindscape
PROGRAMMER: Robert Cook

TRACK RECORD: Mindscape have a massive track record which is far too big to list here. Some of the later and more memorable moments include Tony Crowther's *Nightmare* and *Captive*, and the current Role Playing Game *Legend*. Prepare to spend a good few minutes sorting out the bio-terrors from **Genoq's** deadly labs in this latest release.

GAME TYPE: Arc Adv. **PRICE:** £25.99 **RELEASED:** Out Now

LOADING INSTRUCTIONS

To load the *D/Generation* demo, insert the disk into your Amiga's internal drive and power up. Oh yes, don't forget to unplug any additional hardware such as external disk drives.

PREMIERE



Première is an eight-way scrolling platform adventure played over six levels which are represented as different movie sets.

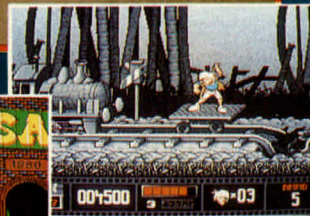
A young film editor has had his film stolen from his cutting room the night before the film's première. Your task is to search through the six different movie sets ranging from black and white, science fiction and horror levels through to cartoon, western and fantasy sets to retrieve the stolen canisters.



Will you find the stolen film before the
Première?



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As with past SSI RPGs *M* is full to the brim with nasty monsters and aggravated warriors

Is *M* The Best RPG Ever?

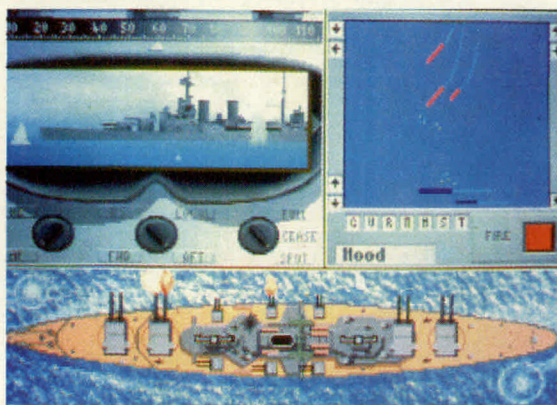
The planet Monsoon has been covered by a noxious cloud known as the Tarp, the land has been plunged into total darkness and you have been chosen to lead the Midnight Raiders and end the tyranny of evil.

M is a fantasy RPG which SSI are boasting to be their best ever. We won't go into great detail - if you've played SSI RPGs before you'll know what it's all about. We reckon you'll see *M* around October time.

SSI are also busy on *Dark Sun*, another RPG game in the usual style. The graphics have been improved considerably from past releases and although not much is known about the product at the moment, it is looking impressive. Stay tuned for more information as we get it...



Little is known about *Dark Sun* but looking at these shots, it promises much, utilising the same SSI engine but with considerably improved graphics.



The hunt for the Bismarck was one of the most prominent sea battles of World War II. The Hood shown here was the pride of the British Navy but it was sunk on the first salvo from the great warship, the pride of the German Navy!



GAZE AT NAVALS

Ever fancied yourself as the Admiral of a battleship during World War II? Well, here's your chance in *Great Naval Battles*, a naval war simulator set in the North Atlantic during 1939-1943.

Written by SSI of RPG fame and by the team which created *Silent Service II*, the game will have digitized graphics and animation as well as realistic sound effects. You can expect to see *Great Naval Battles* in October time although no price has yet been released.

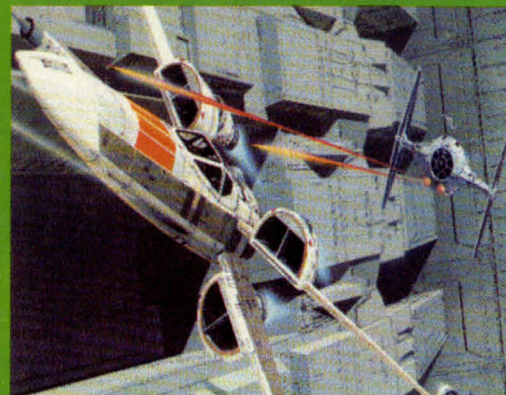


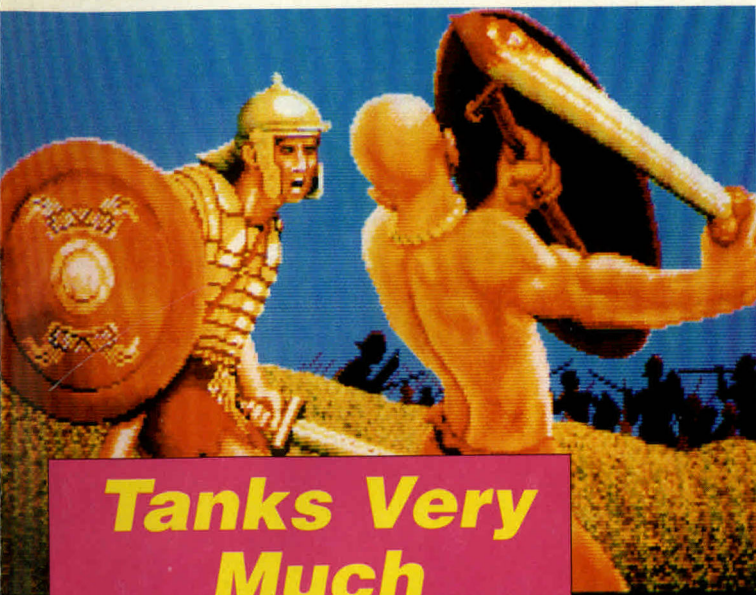
May The Force Be With You

Take your X-Wing Fighter through the Death Star trench avoiding the Imperial TIE Fighters and Star Destroyers before releasing your photon torpedoes into the exhaust port. Sounds exciting, doesn't it?

X-Wing from LucasArts depicts the Rebel Alliance's effort to abolish Darth Vader's Imperial Forces.

Created by designers Lawrence Holland (*Battlehawks 1942* and *Battle of Britain*) and Edward Kilham, *X-Wing* features 3D graphics and the iMUSE sound system. Expect to see the game around Christmas time.





Tanks Very Much

Simulations have long been a forte of the Amiga and keep going from strength to strength. *Campaign* looks set to continue that trend.

Campaign is a wargames simulator designed for 20th century wars. The current release is set in World War II. The game features most of the hardware available during the 1939-45 period, each weapon allocated its own statistics. Each vehicle can be driven directly when in battle. Alternatively, orders can be given on a larger scale to units which follow out their instructions.

Campaign from Empire will be available in September and will cost the mere sum of £29.99.



You can choose to control your side of the battles on the large scale map if you like. From here you can command individual units and they will then follow the orders allocated to them. You hope!



Each vehicle comes with its own attributes appropriate to those of the real thing at that time. The views can also be changed utilising the 3D engine that *Campaign* uses.

The ideas and principles of the Romans died with them but that particular time in history still fascinates and baffles. With the imminent release of *Caesar*, you are given the chance to find out just what it was like to live at that time.

You begin as an ambitious Roman official in charge of a grotty area of land. Depending on how well you maintain it, keep the peace and treat your people you

A STAB IN THE BACK

will (hopefully) be noticed and awarded promotion. You can then build up your Roman armies and kick the seven bells out of your enemies provided, that is, your armies are stronger enough in numbers and in ferocity.

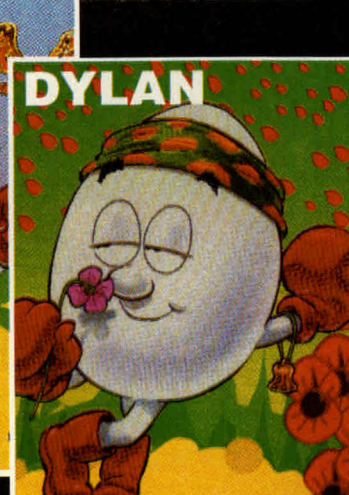
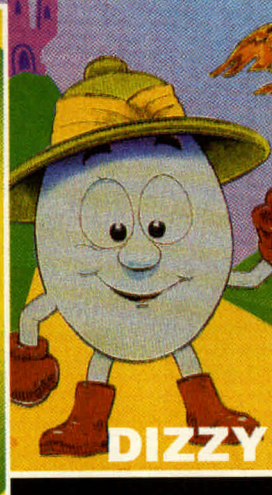
Caesar from Impressions will be available around September.



Dizzy's a Card

Dizzy's up to his usual tricks again and this time he's got full support from his bosom buddies and Codemasters. The little fellow just wanted us to tell you that you can now collect 16 Dizzy cards each one displaying a different character from the series of games. The cards are included in the game boxes. On the back is a little bit of information about the character on the card.

Those bloomin' Dizzy characters get everywhere! Now you can collect your own in any Codemasters release.



ACT NEWS



ShadowWorlds is the sequel to ShadowLands but has been improved considerably with a more user-friendly control interface and larger play area.

Shadow Warriors

Krisalis have snapped up the rights to the sequel of Domark's *ShadowLands* - *ShadowWorlds*.

Set in an Alienesque landscape, you control space marines who must infiltrate a base overrun by alien hordes. The sequel is larger than *ShadowLands* and many features have been improved. Expect it in December (in time for Christmas!).

The lighting effect that made *ShadowLands* so popular has been used to great effect in *ShadowWorlds* due to the dark and eerie atmosphere of the game.



Left: Players can beam down to planets where they will meet new and even more dangerous aliens than those already lurking in the complex.

THE LEAN MEAN DEATH MACHINE

If the Iranian Embassy raid by the SAS thrilled you to bits, you'll be happy to know that you can now lead your own squad of SAS crack troops in several different missions involving plenty of dangers.

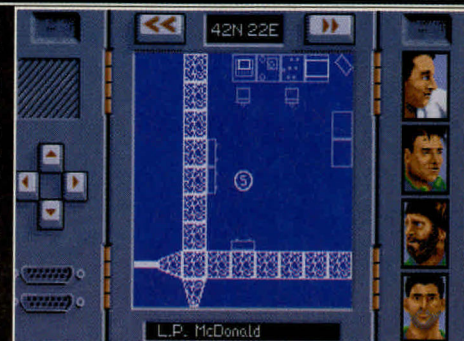
In the game *SAS Commando*, a working title, you are confronted by a 3D isometric perspective where you and your team must infiltrate the enemy and complete your mission. It uses a 'vision on' system in which characters can only see objects, buildings and other characters in their field of vision.

SAS Commando is by Krisalis Software will be available at some stage during November.



The maps are huge and will require a fair amount of mapping by hand. The soldiers cannot see anything out of their field of vision - the 'vision on' system.

Right: All the instruments and plans you will need for your missions are given by the government. Blue prints of the enemy complex can be called up at any time you desire.



Football Kid delivers a new twist to the platform romp. Not only must he get himself safely to the World Cup finals but also his football! Sounds like good clean fun!

Football Mad

In *Football Kid* you control a small boy who must kick his football around several different levels in an attempt to get to the World Cup final. However, each level is full of its own dangers such as fires and quicksand.

The game is in early development at the moment so changes may be implemented. We'll keep you informed if there are any changes. The product is planned for release in October time from Krisalis Software.

Napalm War

Ever fancied a no-holds barred, total destruction war game? Well, *Rookies* could be the game for you.

Written by Perfect Set for Virgin Games, *Rookies* offers the player plenty of missions but no rules - you can do whatever you want! The game is viewed in 3D isometric and boasts a multitude of different options.

Rookies will be out sometime during September.



The play area is viewed in 3D isometric which certainly seems to be the trend these days.

SHUTTLE

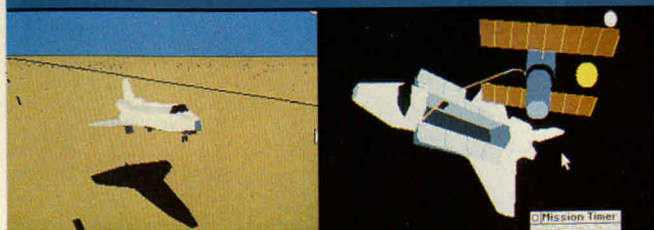
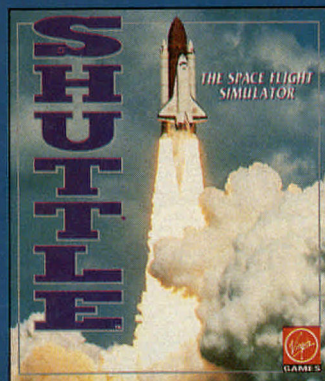
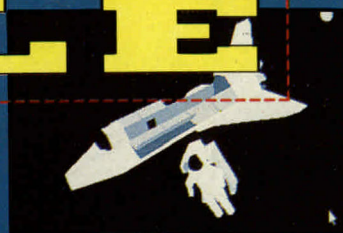
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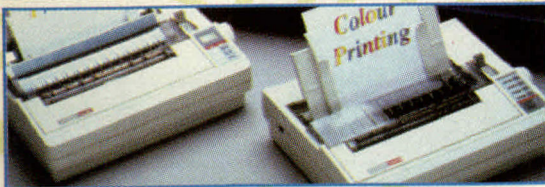
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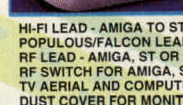


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ACTION REVIEWS

Welcome again to the best reviews section in the world! We hope you like our new designs – carefully selected (over a couple of beers last lunchbreak) to make our reviews even better! We start with *The Carl Lewis Challenge*, where you try to get Carl Lewis into the US 100 metres team!



Waggle your joysticks with *Carl Lewis* in this all-exclusive review of the game from the team at Psygnosis.

Break out the surfboards and hit the beach in another exclusive review, with US Gold's *California Games II*.



If you go into the *Risky Woods* today, they're sure of a big surprise, coz this time you're armed to the teeth!



Be your own deity and dictate the future course of human *Civilisation* in this strategy sim from those game gods at Microprose.

Also under the 'scope this ish is *Bane of the Cosmic Forge*, *TV Sports Baseball*, *Winter Supersports*, *Wizkid*, *Warriors of Releyne*, *Coal Croc Twins*, *Hoi*, *Gobliins*, *Red Zone*, *Dojo Dan*, *Epic*, *Graham Taylor's Soccer Challenge*, *Aquaventura*, *Cyberblast*, *Espania '92*, *Discovery in the steps of Columbus*, *Conflict Korea*, *Vikings*, *International Sports Challenge*, *Steg* and finally *Super Tetris*! If that lot isn't enough for you, we're all going home!

Reviews? We got 'em! The best games analyses?

We got 'em! Lousy "we got 'em" punchlines? We got 'em!

THE CARL LEWIS CHALLENGE

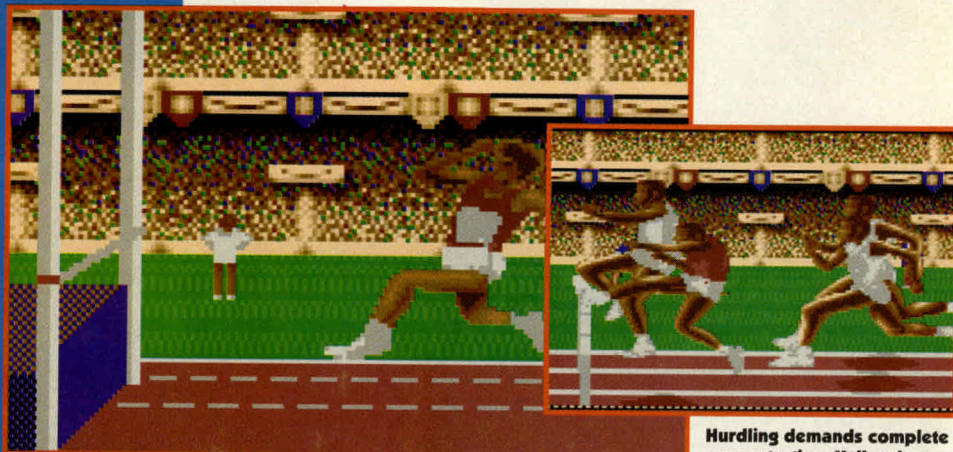
How Lewis needed the Brits to reach the Olympics!

He set the previous Olympic Games ablaze with his speed, strength and stamina. This year, he's lucky to make it to Barcelona. With this in mind, who better to endorse Psygnosis' forthcoming athletics game than Carl Lewis himself.

Err... actually, perhaps they were a little too hasty in putting the great man's name to the game, because it appears that this year, Desmond Lynam has a better chance of winning a medal than old Lewis does.

As a traditional joystick waggling, mouse shaking sports title, there is another element involved that's rarely seen in a game of this kind. A training and management aspect enables you to improve your squad, for ultimately, it is a team effort out there on the track and field.

Each member of your chosen nationality's group can enter into additional stretching exercises, weight training, sprinting, and more. You can alter gauges to determine the frequency, intensity and amount of time spent in the gym for each athlete. Good judgement will improve individuals' abilities (measured by a chart) but excessive work will cause certain people to deteriorate in fitness and health. It's all relatively simple but can have great influence on the outcome of an event.



Bouncing toward the high jump, again it's a problem of speed and angles. Burn your bum on the jumping mat... practice should make perfect, though (So they say!)

Hurdling demands complete concentration. Yellow bars at the bottom of the screen indicate the state of your opposition. Wimps!

Before boarding the plane in search of the famous flame, you must allocate five athletes to specific sports. Carl Lewis will pop up to offer textual advice but the final decision is all yours.

The actual graphics when throwing the javelin, sprinting, hurdling, long and high jumping, have been designed and recreated from live video footage. This is apparent when you first see the animation as it really is top notch. This does, however, mean the speed has had to be sacrificed somewhat, resulting in Lewis living up to his new reputation as a lolling loser.

Rhythm Method

In trying to provide a control system suitable for everyone, there are three methods to choose from. As well as waggling the joystick, you can rapidly move the mouse left and right to build up speed. Alternatively, there is a technique

called Rhythm Control - this presents you with a small bar containing a line shifting along from side to side. You must press the mouse button when the line reaches the centre in order to gain speed. Mistime your click and your pace will begin to reduce.

The *Carl Lewis Challenge* is a long way from being perfect. Five events just isn't enough - why can't we have a modern version of *Daley's Decathlon* or *Hypersports* where there is plenty of varying action? And the management side fails to travel in-depth enough to turn *Challenge* into a strategy or simulation style of game.

In effect, what we are left with is a mini game but one that is very well executed and professionally presented. Whether this is enough to justify the price is questionable, although Psygnosis seems to have a great deal of confidence in it. Which is more than the US qualifying committee has in Him...



You're under starter's orders. As you arch your back, all you're waiting for now is the sound of the gun. Boom! And they're off...



With one mighty heave, hurl your javelin. Keep your finger on the fire button until you reach the desired angle of elevation.

CARL LEWIS

PUBLISHER: PSYGNOSIS

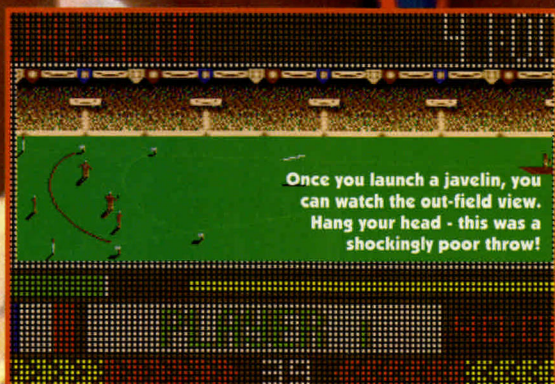
TEAM: TEQUE £25.99

SPORTS SIM

The most difficult of all events is the high jump. You must gain speed and then twist and turn your body to make it over.



During your run-up for the javelin, monitor the bar below you to judge when to start your skip and throw.



ANALYSIS

Excellent animation is let down by sluggish speeds, while the number of events is too few for my liking. The management side really isn't necessary as the enjoyment of *Challenge* is in the stadium, being part of the action. Perhaps not worthy of a Gold but jogs home for the Silver.

Alan Bunker

83%

GRAHAM TAYLOR'S SOCCER CHALLENGE

Think you could do Graham Taylor's job better? ("YES!" cries half the planet). Well, now's your chance.

Graham Taylor is without a doubt one of the best known people in British sport today. The England footy manager is the envy of millions of kids (both young and old!) nationwide (snigger!). It seems more than a coincidence that Krisilis have chosen now to release their Soccer Challenge game with the European Championships in Sweden lingering in the back of our minds. Maybe now they wish they'd waited...

So then, what do we have? Is it just your bog standard run-of-the-mill football management or will you be given control of a club side, have to achieve success with them before being plucked from obscurity to manage the pride of the nation - the national side?

Hard Graft

Yep, it's the latter of the two. A lot of people who buy this game will be expecting to go straight into the role of England team boss and start picking sides to face the likes of Denmark. Unlucky, because there's a great deal of hard graft to put in here before you get anywhere near that. It could well be getting on for the 1994 World Cup before you can go the routine of calling players into your squad!

Upon booting the game up, a small list of third division clubs who are currently managerless will come up. Choosing one of these

will start your league career and from then on your only objective is to get right up there in the Premier League and get yourself noticed.

The routine is standard: Pick team, train team, watch match, win or lose and maybe get promoted. The matches themselves contain the best graphics I've ever seen in a pure management game but you may start to get a bit bored. This is because there aren't highlights as is the norm, so you have to sit through and endure the whole thing which takes about five minutes. Multiply that by about 30 and you've a heck of time before the season finishes. And that doesn't include the three seasons (at least) to become national manager, so you can see what I meant earlier about putting the graft in!

It isn't as good as *The Manager*, but with a bit more in it, it could have been.

TEAM TALK

Congratulate
Praise
Commiserate
No Comment
Express Disappointment
Harsh Words
Reprimand

After each match you have to have a chat with your players and let them know your feelings on the last 90 minutes. Press conferences are also called occasionally.

The goal's in sight but will your boys be able to stick it in there when it counts. It's all about scoring at the correct time in the match Saint.

Choosing the formation that your side will play in is always an important aspect of managerial life. Get it wrong here and the results will show up on Saturday afternoon.

DALE BANTON



ROCHDALE OBSERVER, SATURDAY, 3RD AUGUST 1991

Observer
Sport



NEW CONTRACT FOR TAYLOR.

Sweet victory for Dale.

McCa

The main menu allows you to access sub-menus which let you examine all the players in your squad, fixtures, league tables and so forth.



The next day's papers tell the story of what happened. Was it disastrous or a very pleasing performance. Find out by glancing at these.

GRAHAM TAYLOR'S SOCCER CHALLENGE

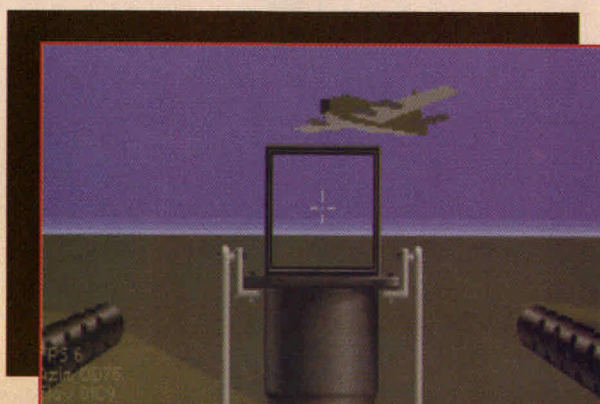
HOUSE: KRISALIS
TEAM: TEQUE £25.99

ANALYSIS

If a player-manager option had been dropped in here, it may have alleviated any feelings of boredom that can creep in during 0-0 draws. Then again, you don't have to watch the games, but that is half the fun! There's a long term challenge in becoming England manager, and if you're the type of person who's prepared to put the effort in, you will get your rewards from this game.

Paul McNally.

75%



B-17

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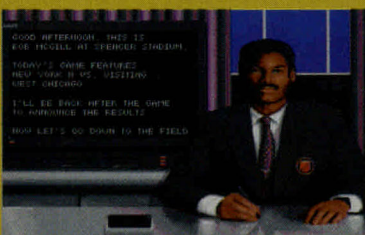
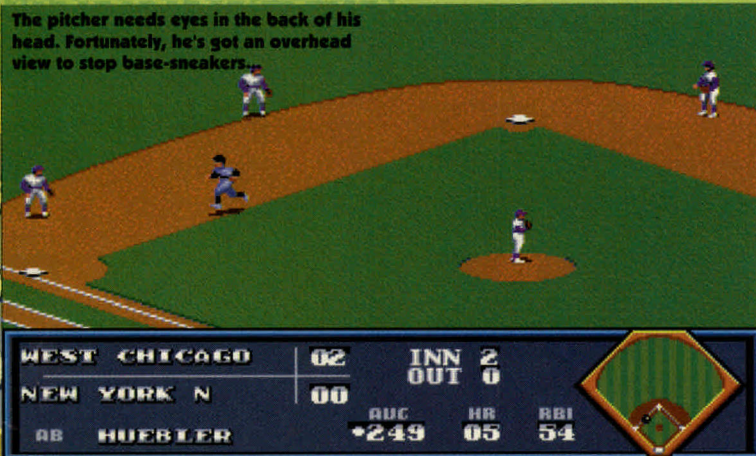


Enjoy running around in pyjamas? Some people do - you can watch them in this sports sim...

TV SPORTS BASEBALL

SPORTS

The pitcher needs eyes in the back of his head. Fortunately, he's got an overhead view to stop base-sneakers...



Erm, yes. It's the awfully sincere TV presenter preparing you for the evening's fun and games. Looks excited huh?



You get to choose your own ground but this is a largely fatuous decision because they're all the flippin' same.



Whoah! Even if the ball's miles away batsmen like to show off some flashy ground sliding. Base three ahoy...

If you're a fan of Mindscape's TV Sports games, you'll be drooling to know they've come up with another - Baseball.

There are only two things worth knowing about baseball. One is that it's barely understood as a game this side of the Statue of Liberty and the other is that it's played by men in their pyjamas. Very dubious...

Nevertheless, baseball is a good sport, and unlike our own favourite bat 'n ball game (cricket) it has the charming habit of converting pretty well to silicon.

For instance, Domark's *RBI 2* was more than a minor smash last year, and now it looks as though TV Sports Baseball might well hit a few home runs among the more sports-orientated gamers.

NEW YORK N									
NAME	PA	R	H	RBI	AVG	OPS	SLG	BB	SO
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0
JOHNSON	1	0	1	0	.000	.000	.000	0	0

Pick the team if you wish, but this is really for baseball nuts or chronic pedants. Most of you will skip it...

Only trouble is, despite this being a decent enough game, it still ain't in quite the same league as our old chum *RBI 2*. This is despite its release one year after the aforementioned.

Okay, so what's it all about? Essentially, you get to control a pitcher, a batsman and a bunch of fielders, depending on whether you're 'in' or not. With the pitcher you can angle the ball and its speed in order to 'strike out' the batsman. And as batsman you get to swing furiously at balls as they loop, hurtle and otherwise bumble towards you. The idea is to score runs. Simple eh?

Naturally, once this process gets underway, the fielders come 'into play'. If a batsman makes contact, control passes to a relevant fielder and you have to position him so he catches the ball, or have him hoofing after the ones that get away. He'll chuck it back to some guy on a base and it all begins once again.

Nice Legs...

Looks-wise, it's a touch bland, and there's little to inspire in the sound track. There's a tiny element of strategy (you can pick pitchers and the batting order) but even if you forget this hogwash, the computer will pick your line-up.

As a two-player affair it maybe has more to offer (sports sims usually do) but the computer opponents aren't unduly terrifying. Sure, there's a few hours fun in here, but it'll hardly inspire a generation of Brits to start wearing their pyjamas down to the park on a Saturday afternoon.

TV SPORTS BASEBALL

PUBLISHER: MINDSCAPE

TEAM: INHOUSE £29.99

ANALYSIS

Ho-hum. It's another sports sim with the emphasis on the sim rather than the sport. It's kinda fun in a simple fashion, but ultimately you feel as though you're repeating an asinine sequence of actions over and over again. At a time when sports sims are leading gaming, you have to feel disappointed. Even so, if it wasn't for *RBI 2*, I'd say this is the best baseball game yet. But I won't.

Donald Warren

65%

WIZKID**PUBLISHER: OCEAN****TEAM: SENSIBLE SOFTWARE £25.99****PUZZLE**

Opening the bathroom door reveals a vicious dog which 'Kid is obviously not going to tangle with. What wonderful device is used to keep him occupied? A newspaper of course!!

For those of you new to computers, *Wizkid* is the sequel the highly successful *Wizball* which was launched by Ocean back in 1987. This was a strange shoot-'em up involving recolouring a magical land and ridding it of all evil.

Wizkid is one strange product that incorporates just about every game style you could think of, which made it a pain to categorise, believe me! Once again you control a green, spherical character throughout the mission but this time around there are two modes of transportation.

Puzzling game...

There is the obvious flying mode where you manoeuvre yourself around the screen and knock blocks onto the various enemies that you can see. Plus you can also run collect a body which allows you to run around and try to solve many puzzles, some strange and

some logical (thank God). All of them will tax your brain to the fullest throughout.

There are nine sections in all for you to battle through and they don't go in the order you'd expect (1, 2, 3 and so on). The order totally depends on how you play the game but to complete a level successfully you must collect a cat at the end.

Control over the character is simple – if you want, there is a training camp section which teaches you the ropes, but there is nothing too complicated in here to worry you. It isn't often one can say a game is original but *Wizkid* is one fine example of a new idea.



WIZKID



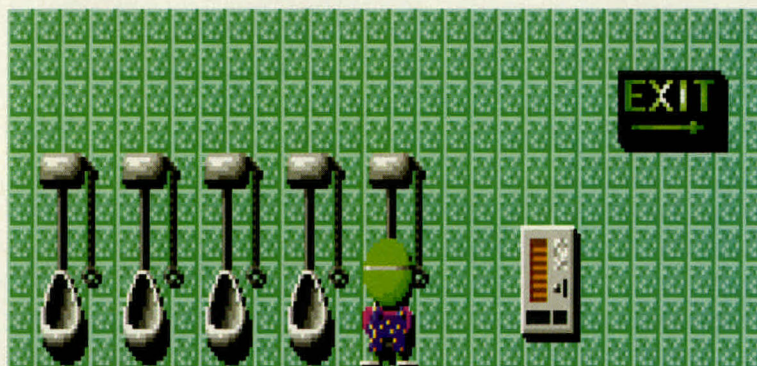
Most of the game involves smashing your head against bricks and using them to kill the enemies. A red nose allows you to bounce them on your head and the



Map screen



Inside Mount Wizamanjaro things begin to hot up. Three doors for you to enter in the background but where do they all lead? The only way to find out is to try them!



It's a little known fact but, yes, even computer game characters have to answer the call of nature like the rest of us!

ANALYSIS

I'm a bit unsure about *Wizkid*. It plays very well indeed and its silliness keeps in with Sensible's pedigree. However, some of the puzzles are too irrelevant and may put you off. On the graphical side, it is very impressive – the humour is set to a high level at all times and the same can be said for the sound. The tunes are jolly and you'll find them stuck in your mind in no time at all.

Brian Sharp.

88%

If you aren't a vegetable you soon will be thanks to a new game from Ocean and Sensible Software...



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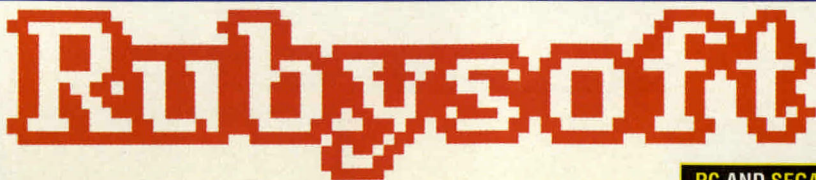
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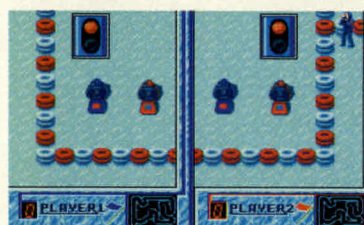
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WINTER SUPERSPORTS '92

PUBLISHER: FLAIR

TEAM: CHRIS ROBSON, PETER JOHNSON,
PHIL NIXON **£25.99**



And they're on the starting grid. Wait for the green light... Vroom, vroom... (Hold it a second... I thought this was a winter sports game! - Ed.)



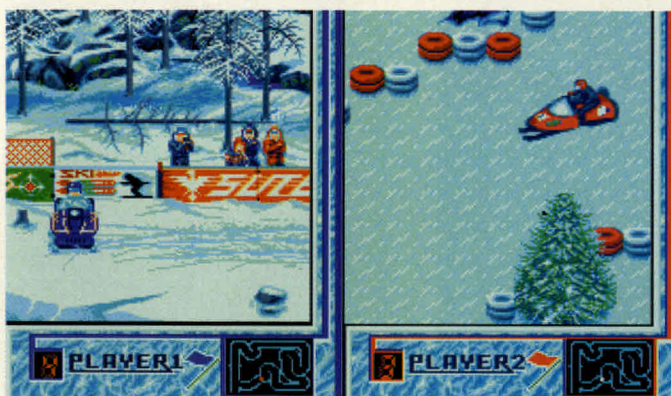
Wiggle your hips as you weave between the flags. Such grace, such finesse! The coloured circles in the centre indicate each skiers position.

WINTER SUPERSPORTS '92

If you can't stretch to St. Moritz this summer, how about going out on the Piste with Flair?



As red tries to pass, blue rams him into the tyres.



Victory for blue while red can only wonder what went so badly wrong. Sound familiar, the Great Britain Winter Olympic squad?

Over an eight-way scrolling, winding circuit, you skid around the track, bumping and bashing your opponent into the tyres as you attempt to take the lead.

Upset Stomach

Raced over a short number of laps, the effect is stomach churning as the engine drones, whirrs and chugs, and you're thrown all over the place. This event could've been made into a game on its own!

It may be the wrong time of year for a winter sports game, and the Après Ski may not be up to much, but when the game's of this quality, well, what the hell?

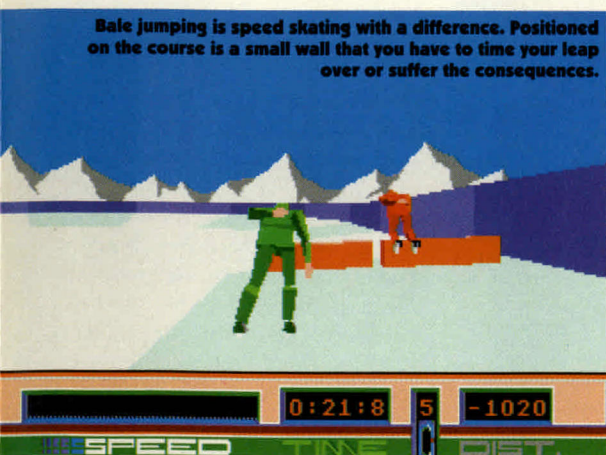
If you're going to launch a winter sports game, why do it at the height of Summer?

Supersports is by the company that brought *Elvira - The Arcade Game* to our screens and it's of a similar standard. The programmers have spent their time well.

With eight chilly events to compete in, there are sports previously untried on the Amiga. For example, when have you seen skiddoo racing between yourself and a speedy opponent?

Playing against the computer or a maximum of six human players, where you are paired to race on a split screen, you'll find the controls no problem at all. If I'm to criticise, I'd say the events are probably a little too similar. The

Luge and Bobsleigh adopt the same gameplay style, requiring the same controlling techniques. By far the best activity is the skiddoo



Bale jumping is speed skating with a difference. Positioned on the course is a small wall that you have to time your leap over or suffer the consequences.

ANALYSIS

It's unusual to see a seasonal game this time of the year. However, *Winter Supersports '92* will bring sunshine blooming with a good level of entertainment. Slickly presented, Flair won't set new standards but they do demonstrate what gamesplaying is all about - having fun and a laugh. If Flair continues to improve like this, the software giants will quake in their shoes.

Alan Bunker.

79%

**'It's All
Goblin-
degook
to me!'**



Where's the magic mushroom that you need? And that hunchback has immense negative effects on your 'fear meter'. Let's split up!



The magician casts a spell on a strange looking object, causing it to grow long and high. Now Asgard can scramble up there, if he wants.



Punching the sculpture's eye (Nice! - Ed.) lowers its tongue. In the meantime, Ignatius opens the sarcophagus with his tingling fingertips.



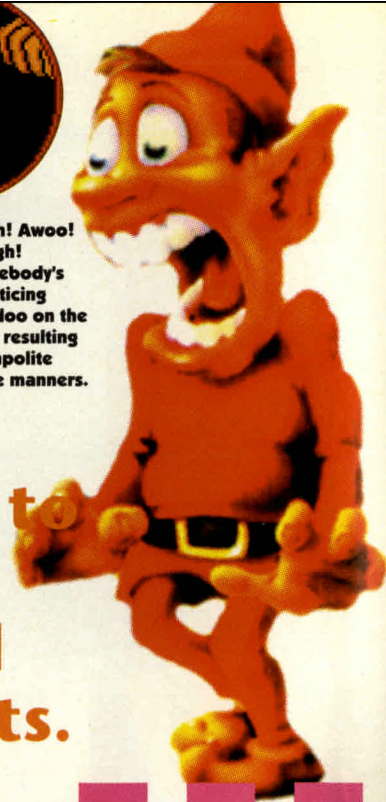
A zombie emerges to frighten away the hunchback. Fortunately, the tongue raises high enough to spirit you away from this ugly trouble.



Now you are able to take the mushroom and proceed further into the unknown. What lies beyond is sure to be even more nail-biting! (Surely 'claw biting'? - Pedantic Ed.)



Ouch! Awoo! Aaagh! Somebody's practicing voodoo on the King resulting in impolite table manners.



Here comes a trio of mischievous terrors sure to surprise you with their intelligence, bravery and rather idiotic looking hats.

GOBLIIN



Open the jar to release a buzzing bee. Now the plant will eat the flying insect rather than you. You hope...



With one almighty blow of the horn, a branch will come tumbling down from the tree. But now what? Good question...

Brill, I thought when Gobliiins arrived on my desk - a game based on my favourite steak and kidney puddings! What could it be about? Roaming around a nasty infested land in search of the tasty ingredients, perhaps? Zapping incoming bacteria in a specially equipped, photon blasting pie-plane, maybe?

But stand back, aghast! There's no pastry in this game, just three meaty chunks who look like Snow White's outcasts. And they're not even called silly names like Doc and Sneezy. Instead, they're called utterly stupid names: Oups, Ignatius and Asgard.

This trio of goblins can be instructed, within their capabilities, by yourself. Pointing and clicking orders them to do certain activities as you attempt to progress from each screen.

Oups is a clever chappie who can pick up, drop and use objects. Asgard can only punch things - you know, like England football supporters. Ignatius, on the other hand, is a miniature Merlin, casting spells on specific items with interesting results.

Using their various, unique talents, your ultimate aim is to 'escape' from each scenario to find a collection of potions. These potions are so potent, they'll free

GOBLIINS

PUBLISHER: DREAM FACTORY
TEAM: COKTEL VISION £25.99

Surrounded by spiders, you're bound to be given a few frights. This will cause your 'fear meter' just below the main screen to decrease. If this runs out, your antics will end.



your King from the evil spirit that is tormenting him day and night. Are you cunning enough to discover the whereabouts of the remedy? Only time will tell.

Believe me, you'll need lots of time, too. Some stages are relatively easy but a couple are almost impossible. One of the reasons for this difficulty is that the solution to the level isn't necessarily logical. It's more often than not a trial and error process. Unfortunately, the number of possible combinations when using this method are almost endless, which means just one particular location could take a few, long hours to fathom out.

PUZZLE

This is made more frustrating when the goblins don't always respond and react exactly how you told them to. For instance, you may command the magician to cast a spell on an object, but to your annoyance, he may do his wizardry off target and you're not sure whether it's just dodgy object detection or you're not positioned perfectly.

At other times, you'll click on someone to walk to a certain spot, but you may need a few more clicks around the vicinity and en route before the appropriate goblin responds in the way you wanted it to. Mind you, when have you ever known a goblin to behave obediently?

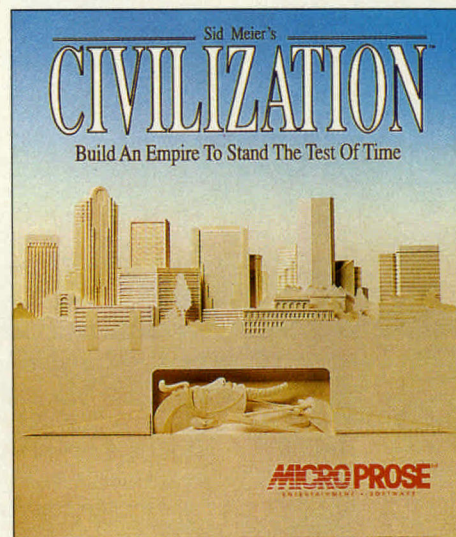
ANALYSIS

A while playing *Gobliins*, and your nerves will be shattered with hair prematurely falling out. It's too frustrating at times but contains plenty of witty sequences to soften the annoyance factor. Great graphics but poor sound symbolise this game – fun one minute, tedious the next. You'll want to keep going to the unexplored so value for money is there and this is where *Gobliins* scores.

Alan Bunker.

81%

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AQUAVENTURA

You'll never fear going into the water again if you're as heavily armed as you are in this aqueous adventure...

AQUAVENTURA**PUBLISHER: PSYGNOSIS****TEAM: BILL PULLEN & Co £25.99**

Send yourself back in time. A few years ago, a marvellous coin-op called *Buck Rogers* captivated thousands of fast action fanatics. Flying into the screen from a behind the craft perspective, your instincts and reflexes had to be sharper than sharp to survive the interplanetary onslaught.

Carrying on from this absorbing and magnificently executed idea is Psygnosis' *Aquaventura*. By skilfully guiding your water-skimming craft, seek and destroy enemy installations using your forward firing laser bolts.

Wrenching left and right on the stick, zoom in on alien activity with guns blazing. Adjust your speed by means of the 'F' keys, enabling you to trace, chase and take evasive action whenever necessary.

After being assigned a mission of destruction, storm forth to obliterate the ultimate target. Toward the end of your journey, once the defence systems have been knocked out, your piloting abilities will be fully tested inside the perilously narrow and treacherous AquaTunnel.

Rapidly roaring through a vectored tube, avoid the ceiling, floor and walls, shoot oncoming foes, and appear at the opposite end to tackle an end of level, and totally ferocious nasty!

When all is complete and well, return to base where you may be blessed with extra weapons. Although certainly welcome they bear little influence on the outcome of the game as your blaster is more than adequate.

Then it's on to the launchpad for another adventure where the aliens are more fearsome, the objective is further away and the pressure is even more crushing!

SHOOT'EM-UP

Left: On the launchpad and ready to fire up the engines



Above: Inside the cockpit, adrenalin begins to flow.

Left: Accelerating through the launch tunnel and into space!

Aquaventura of a lifetime

During your search for the solar panels defined as your first mission's objective, the aliens are plentiful.



With the panels destroyed, you can attack the power source of all the alien activity to open the tunnel leading to the final foe.



As end of level guardians go, this is one of the strangest. It consists of a number of spheres in the shape of a giant insect!



Frantically battle your way through the AquaTunnel to reach Base to refuel, re-energise and enhance your weaponry.

A N A L Y S I S

Buck's fizz and vigour is not apparent but instead, slow action and minimal graphical effects sink *Aqua* into the depths of disappointment. There is a certain attraction in having freedom to hunt down what you want, but this diminishes, leaving a product four years behind all the other games currently available. *Aqua* is not going to do Psygnosis' great reputation any justice.

Alan Bunker

70%

BAD NEWS FOR HEDGEHOGS



© Zool ©1992 Gremlin Graphics Software Ltd. Trademarks pending

From the darkest corner of the Nth dimension, comes the hippest cosmos dweller ever to take centre screen. Zool-Ninja alien and righteous dude is on his way. Hedgehogs beware!

“ Gremlin have produced a masterpiece. ”

Amiga action 96%

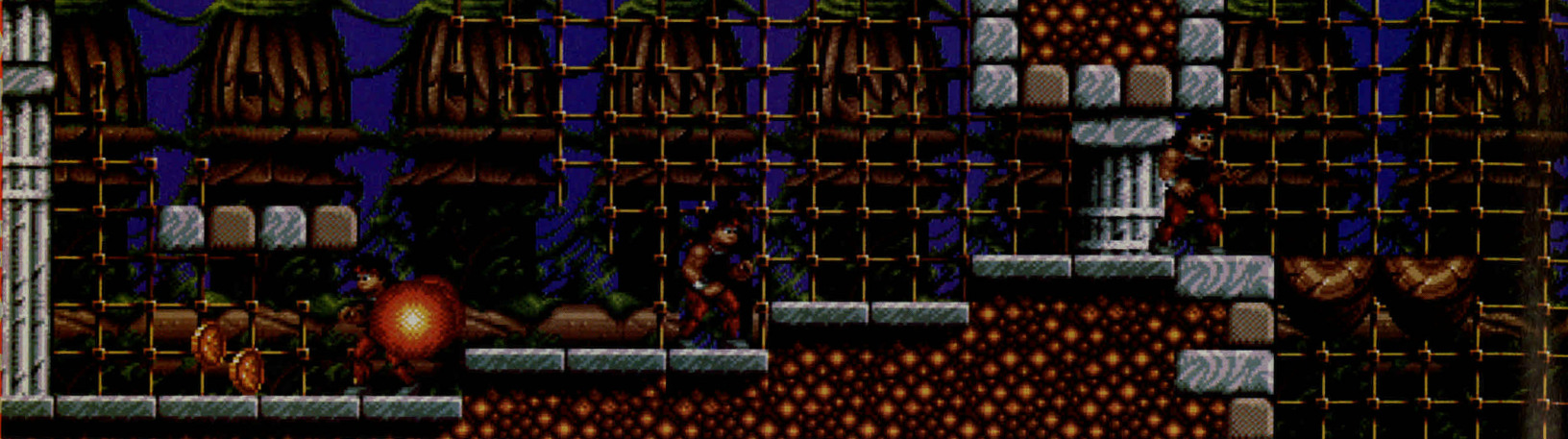
“ Fast, action-packed, challenging and highly addictive ”

The Sun

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RISKY WOODS

This level may look pretty darn easy but expect to be hassled on every platform. Most of the enemy will attack you from behind but beware as their attack patterns can be fairly random

PLATFORM

"If you go down to the woods today you're sure of a big surprise"...

Below: Rampaging skeletons and make no bones about it these guys hurt! Turn and blow him into skeletal dusk. Luvvly!



How many good platform games have we seen in the last few months? Exactly. So why are the guys at Dinamic so positive that *Risky Woods* is gonna be a big hit. Maybe because they've got their act together and spent a bit of time making

everything just right. As always, you're not jumping over pits of fire and fighting massive monsters for nothing, you're on a mission to rid the land of the evil Draxos, a demon from hell. So, what you've got here is a four level scrolling platformer with tasty graphics and fancy sounds.

Stone Me!

As we all know, with this type of game it's not just a question of travelling from left to right killing all the bad guys, because on each level you have to free two monks that have been turned into stone. You see, when all the holy men are freed together they will be powerful enough to banish the half-baked beelzebub from his hole. To release these men of celibacy from their imprisonment, it's just a question of shooting them, and eventually they'll crack and leg it, hurrah!

There's no lack of nasties either, not one cuddly sprite to be seen. However there are plenty of big evil dudes who want to suck your bones (chortle). You can also expect loads of icons to grab including the classic extra time, and who can forget those extra lives? Every time a baddie is killed he'll be good enough to leave the money he has stolen from nice honest people which can be used to buy weapons.

All in all, you'll need a steady hand and a decent joystick if you are to begin to consider defeating the tyrant Robber... And expect to have a good time while you do it!



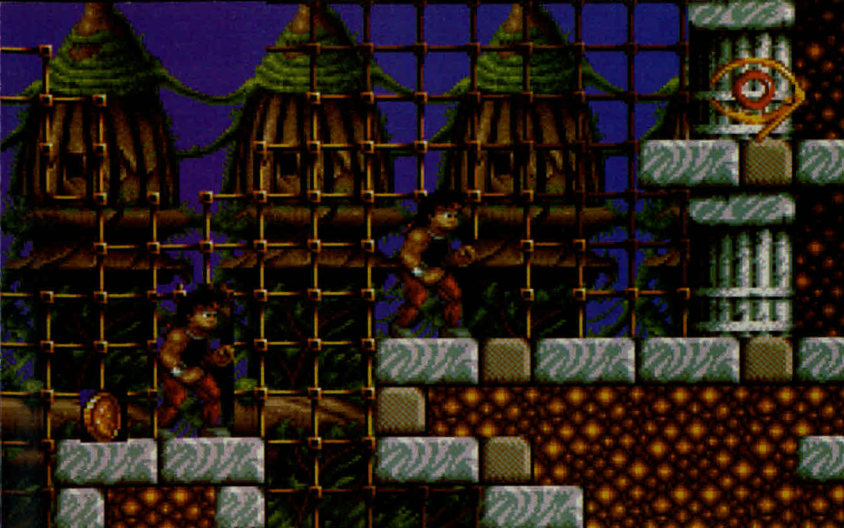
Above: The locations have been beautifully drawn creating a real spooky atmosphere for would-be adventurers.

Below: Unfortunately you have fallen foul to the demons of Risky Wood. Don't worry, it's not permanent so get back in there.



Below: Every now and then you will be able to pop into Ye Olde Shoppe and purchase some pretty lethal weapons.





RISKY WOODS

PUBLISHER: ELECTRONIC ARTS/DYNAMIC

TEAM: SID MEIER £25.99



Power to the people! There are plenty of icons that can be collected and these include power-ups, extra time and the most important of all — extra time!



Our little hero is armed not only with weapons but a pretty natty leap which he can use to gain access to platforms seemingly unreachable.



At the end of each stage you will be confronted by the usual end-of-level guardian packed with nasty fire power. Thinking ahead, you probably will have bought yourself a super-duper monster killing weapon. If you haven't then you're in trouble!

ANALYSIS

Generally, games programmed by Dynamics tend to be a little too difficult for us ordinary mortals. However, the guys have managed to find a nice balance as regards the difficulty level, so thumbs up for that. Everything about this game is decent and I can't find any major problems with it. Excellently executed, their best release to date. Nice one... Well done lads!

Brad Burton.

81%

The Addams Family

A CRASH Smash 91%

94%

AMIGA POWER 90%

1ST ACTION 93%

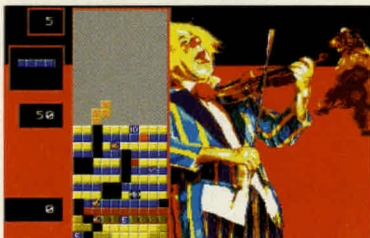
AT RATED

"The best Mario-style game on the Amiga to date, and most playable film license ever."

ocean



The mayhem begins on level 1 with an already filled well and plenty of blocks to keep you on your toes. Control can be either by mouse, joystick or keyboard.



There are plenty of bonus treasures to be collected although you'll have to reach them by destroying lines. These bonuses include additions to the pieces left in your store, extra bombs and special blocks.

If you've never heard of *Tetris* you must have been living in Siberia for the past year. Originally created by Alexey Pajitnov against pressure from the authorities, *Tetris* was an instant success all over the world and rapidly became one of the most successful computer games ever.

Since its original creation, *Tetris* has taken many forms from overhead to 3D but none on the Amiga have made much of an impact. In fact, most were pretty rubbish. Microprose have now jumped on the bandwagon and seem to have pulled off what no other software house could.

Block Head

Super Tetris remains faithful to the original but with a host of new improvements and special features. The basic idea is to drop shapes into a well and fit them together

SUPER

Yet another
block building
bonanza. Will
we see the
end of this
Russian
defector?

TETRIS

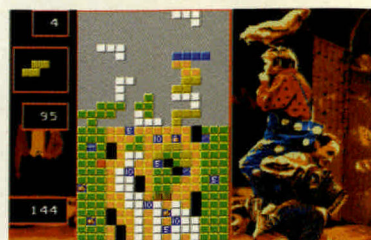
like a jigsaw. When a solid line is created it disintegrates and the pieces above fall down, so the objective to clear the well.

Every time a line disintegrates the player is allocated a set of cluster bombs which he can use to destroy blocks in the well. Bonus goodies can also be collected in this way.

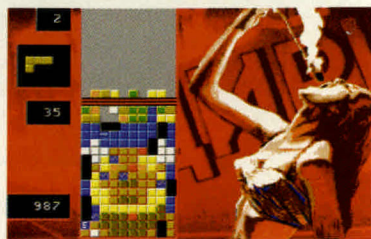
There are several different

from the standard game there are timed games of 5, 10 and 15 minutes, a cooperative where two players participate together, competitive played on a single game with two players fighting for the highest

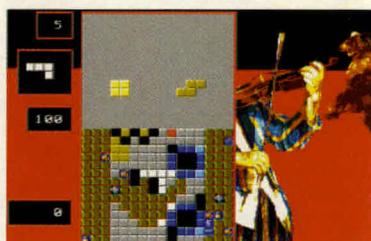
PUZZLE & QUIZ



The challenge is staged on a single well once again but this time both players are against each other with their own independent scores. You can mess up your opponent's half by adding blocks of your own that won't fit in.



When you manage to destroy a line you are allocated bombs depending on the size of the last block dropped. You can manipulate the cluster bombs in the same way as the blocks, using them to destroy blocks already in the well.



The cooperative allows you and a friend to play on the same well. Both of you are working together to destroy the blocks in order to achieve a high score.

score and a head-to-head link option. The only problem with a game like *Tetris* is that it has already had its best days and people may just be getting a little bored of the concept. If you haven't *Super Tetris* is the one for you.

SUPER TETRIS

PUBLISHER: MICROPROSE
TEAM: IN-HOUSE £29.99

ANALYSIS

Microprose seemed to have listened to the disheartened cries regarding past *Tetris* releases and come up with a game that is both faithful to the original yet full of new ideas. There are plenty of player options, although the head-to-head option should have been split screen and not a link. Still, if you're a *Tetris* fan, *Super Tetris* is definitely the best on the Amiga.

Steve White.

78%



Yeah! The level is completed and you are allocated a bonus on how many blocks are left remaining in the store. Watch those points rocket!

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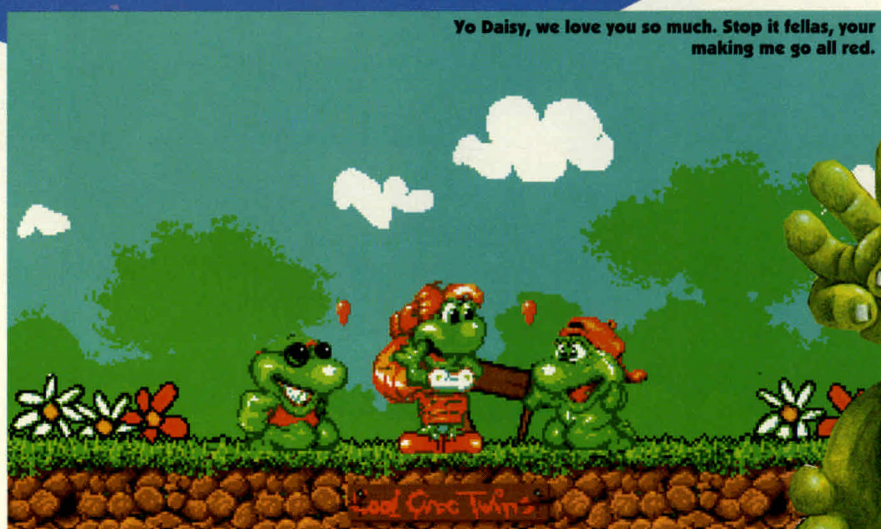
and in the VIRGIN MEGASTORES

PLATFORM



THE COOL CROC TWINS

Summertime fun, with Punk and Funk, on a chase that will take them all over the world!



THE COOL CROC TWINS

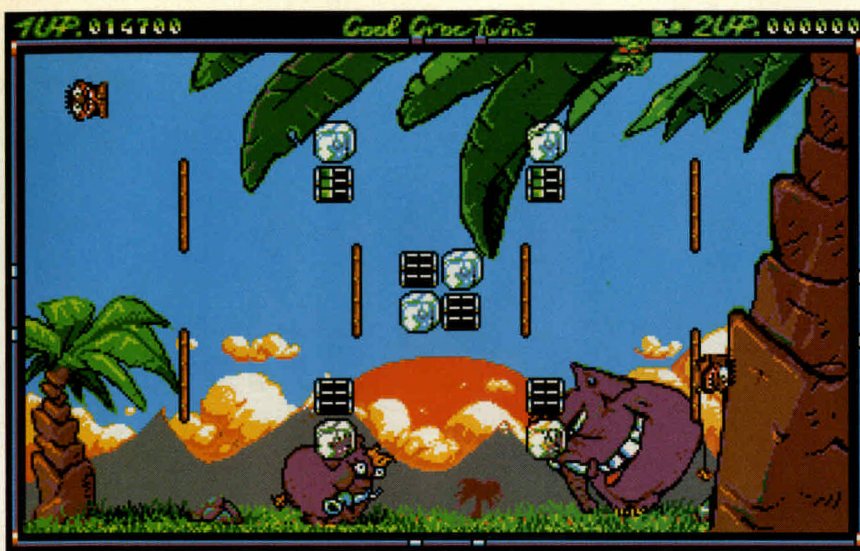
HOUSE: Arcade Masters

TEAM: Benoit Varrasse **£25.99**

...Our poor croc will be in tears if he doesn't win his true love 'Daisy'. He either gets the girl or gets made into someone's handbag... (Sniffle sniffle! - Ed.)

Take a pair of cuddly crocodile brothers, give them a cap and sunglasses, and hey, out with the cuddliness and in with the Cool. Yes indeed Cool Croc Twins is a platform game with a difference, well several differences to be honest. We've all seen and played a cuddly cutey game where the hero is always smiling as are the enemies, well this game approaches that subject head-on and implements a system which I call CWA - Cuddliness With Attitude, a graphics and sound style not previously witnessed on the computer front. More about that later...

As with most games nowadays an intro is presented to set the scene. It begins with the twins Funk



One of the 60 levels of platform fun, included in the game. Checkout Punk hanging from the top border.

'n' Punk both showing their love and affection to Daisy Crockett, the woman in their lives. Daisy cannot handle the pressure the bro's are putting on her so she makes good her escape for a life of celibacy, after letting loose some crocodile tears (*Groan! - Ed.*)

Totally Slammin' !

The game is set over 60 slammin' levels of jumping fun, with the action taking an unfamiliar slant. Gone is the usual platform game format where you bound from ledge to ledge with gravity being one of your major adversaries, because unlike conventional games when you reach the end of a platform instead of falling off, you cling onto it. Imagine a spider crawling from the top of a table to the underside - it's something like that. (Phew, I told you it was unconventional).

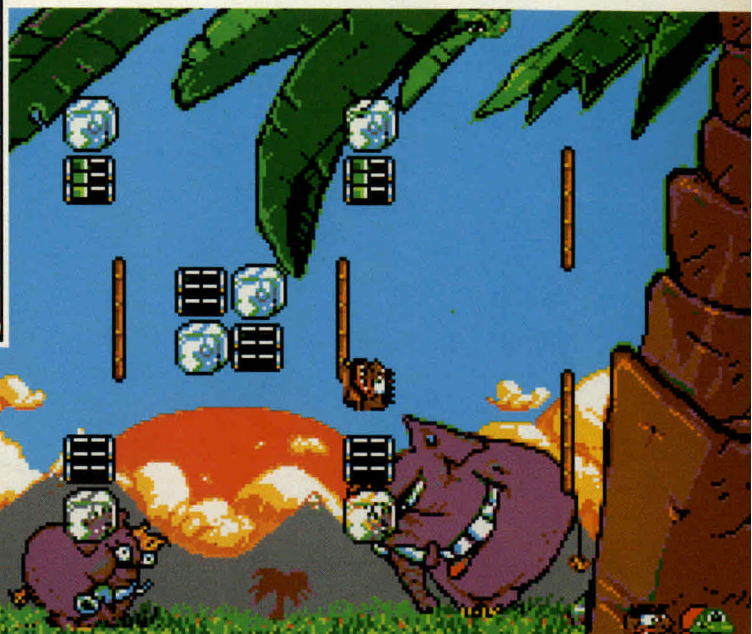
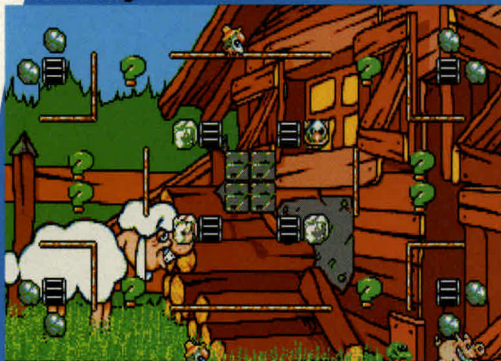
Instead of falling off, you have to press fire to propel yourself off your ledge on to the surface above, which ever way that may be.

Kriss Krox

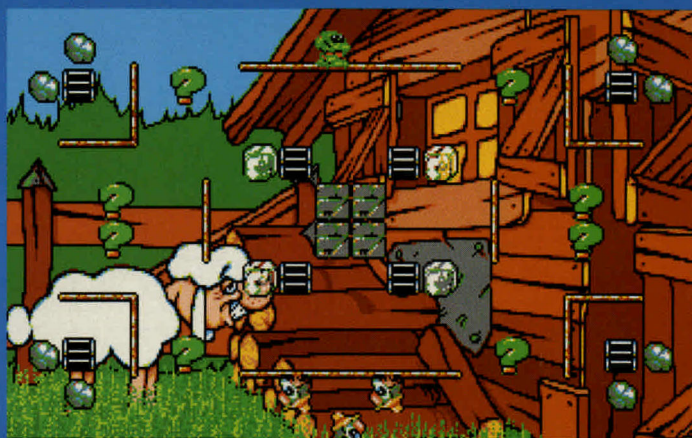
To actually complete a screen a certain number of lanterns must be butted to turn the power on. The amount of times these have to be hit depends on the number of players; if only one player then they have to be rammed three times, and if both the brothers are on screen then the lanterns have to be hit a total of six times- stands to reason I suppose. If it was just a question of jumping about and whacking the lanterns, it wouldn't be that difficult, but with a screen full of various animals and baddies with bad attitudes who are out to stop you, the difficulty is increased. Not only will they turn your lanterns off, touching them will prove deadly, so only by jumping onto them can you dispose of the troublesome little dudes.



Punk gives chase to a pig fat pig. How could he do such a thing.

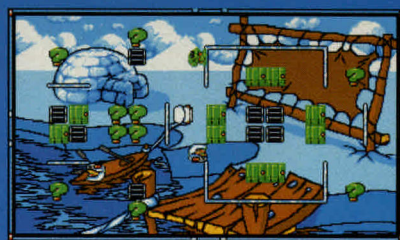


Cannibals, are the main enemy on this screen, If they catch you the'll skin you alive, cripes.



Cuddly farmer type crows are out to get you here, don't be deceived by thier passive appearance.

Half way around the world, and there's still no sign of Daisy. I wonder where she can be? (*Out for a pint? - Ed.*)



The game also features the ever- popular icons, which fly about the screen nonchalantly, but when one of these suckers is touched all sorts of weird and wonderful things can happen - level warps, smart bombs, shields the usual sort of thing. As for the graphics are small but the various characters in the game can be recognised without too much strain, the sound effects and in-game tunes are jolly but don't do much to enhance the CWA enviroment. All in all an average attempt at a brilliant idea, shame really.

ANALYSIS

Two crocodiles with more front than the Ninja Turtles, these dudes may well receive the same coverage in the computer circles as their half-shelled chums but is it a case of "don't believe the hype"? The graphics are dodgy as is the sound, but it's the game that matters and that plays quite well. I don't think the twins hit the mark this time, but maybe we'll see them again in another adventure. Brad Burton

69%

DISCOVERY

IN THE STEPS OF COLUMBUS

With the summer, you get sun, picnics and the Hollywood blockbuster. Things are no different on the games front, so we have what promises to be a busy few months for Christopher Columbus fans.

Impressions have leaped on the bandwagon with an interesting variation on the strategy game. I almost had hysterics when I saw the size of the manual, but luckily it's in German, French, Spanish and Italian as well. Wot? No Portugese? Columbus would not have been happy.

Your object is to achieve world economic domination, and the traditional way in the 1400's to do this was through war, colonisation, rape and pillage.

Jewel Thief

Having persuaded Queen Isabella to flog her jewels, you'll want to send out your colonisation and trading ships pretty quickly. Before you think "No problem, I'll be eating breakfast early today", there's building, maintaining, arming and defending your colonies, mutinies, pirates, unhappy locals and the rest of the world too to contend with.

The game seems complex at the start - I did find it hard to get going, but has a nice point and click interface (although sometimes I'd have preferred a printed word rather than trying to decipher an icon). In addition, there's a huge number of options, worlds and events to explore, in the event you do finish before breakfast.

The game's in real time, so be careful not to have too much going on all at once or you'll be stuffed when the Prussians attack!

STRATEGY

My new colony takes shape. The locals aren't going to be at all happy about this...



Checking out the opposition. An ugly bunch, apart from me (yes, that's me 2nd on the left). Whaddya mean 'where'?



Land Ahoy! Oh, the beaches, the tropical fruit, the native girls... Hmm... Wonder what those blokes with the spears want?

DISCOVERY IN THE STEPS OF COLUMBUS

PUBLISHER: IMPRESSIONS

TEAM: DAVID LESTER & SIMON BRADBURY

£24.99

ANALYSIS

A interesting variation on the strategy game, although hardened strategists may not find it involving enough. The graphics are nothing great - the characters are a bit crude, some of the still shots could have been animated and the sound is functional rather than flashy. If you're the nautical type, you'll probably enjoy the game - you can almost taste the lice in the biscuits!

Nick Merritt.

65%



Too late, it's the Prussians! Goodbye cruel world... (Glug glug)



With a crew suitably pressganged full of volunteers, it's time to hit that ocean!

GRAND PRIX WINNERS – START HERE



Grand Prix screenshot courtesy of Microprose

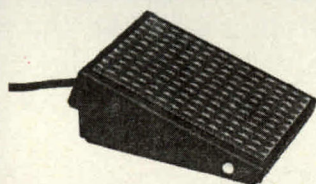
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Nigel Mansell could not have won four Grand Prix's in a row if he had one switch to turn left and another to turn right. Steering a real car is analogue so real simulators use analogue controls. Of course, driving an analogue joystick is not so easy, 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. The Delta 3A should be available from your local dealer, but if not, you can order direct from us. They say Grand Prix is probably the best game ever written for the Amiga – make it even better by running it with analogue joystick.



DELTA 3A



DIGIPEDS £19.95

DIGIPEDS – Digital Footpedal controls. Plug in up to five separate footpedals. Each steel pedal (85 x 65mm) has a slip resistant rubber back and can take over any joystick direction or the fire button

function. The kit has three pedals, the control box with 5 sockets and a joystick port splitter. The functions can then be operated by either joystick or pedal.

Digiped Three Pedal Kit £19.95

Extra pedals £14.95 per pair



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Footpedal unit: £19.00

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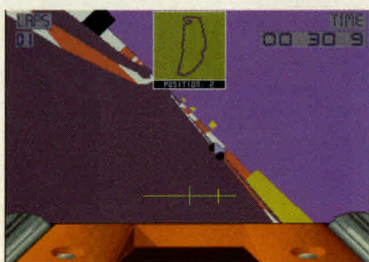
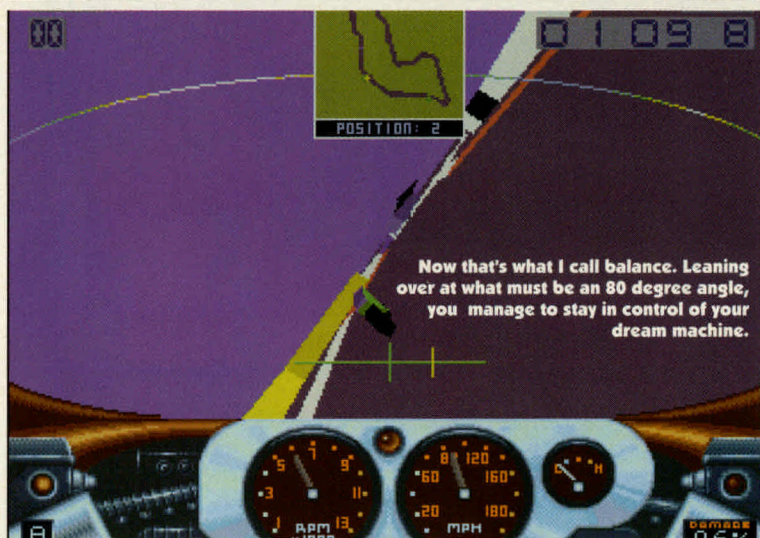
Telephone (0462) 894410



RACING

REDZONE

Open the throttle to hear the roar of Red Zone. Is it faster than *Team Suzuki*? Does *Hang On* fall off in comparison?



Left: For the totally insane among you, a rear view is available. However, this certainly is not recommended at speeds in excess of 100 mph! (Hey! I'm cool! - Lunatic Ed.)

using either wire-frame or vector filled graphics, and even more!

When your best time has been clocked, prepare to begin your race from the appropriate position on the grid. Following the racing line is as much a necessity as pulling into the pits to repair any damage to your bike.

Based around a points system, losing in one race doesn't necessarily

Out of all the biking games available, *Red Zone* is the most similar to *Team Suzuki*. Firmly placed on your seat, glaring through the windshield, race about the world's most famous tracks, from Silverstone to Brazil and six more.

Slip on your helmet and hold on tight to your joystick or mouse. Thrusting left and right, leaning over on the seat to gain that extra touch of balance and speed, you can flick between the manually operated gears or select the much safer automatic system.

Before zipping forth on your qualifying laps, alter the game options to suit. Changing the detail level affects the smoothness of the action and can also determine the difficulty level of your opponents, race

REDZONE
PUBLISHER: PSYGNOSIS
TEAM: DAN GALLAGHER & Co **£25.99**

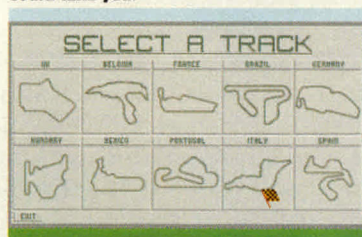
ANALYSIS

The general feeling is that *Red Zone* is a marginal improvement over *Team Suzuki*. For a fast race with minimum jerkiness, circuit detail has had to have been reduced, which is a shame, but this has to be expected. Adjustable sensitivity controls result in a personalised bike to satisfy your needs. Reasonable but possessing nothing special over its more illustrious predecessors.

Alan Bunker

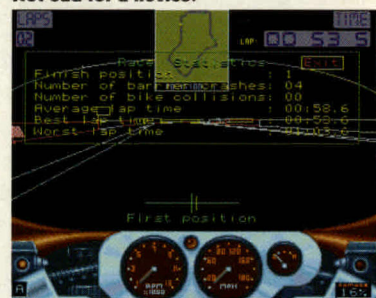
79%

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mean your future hopes are smashed - it's more like having a puncture that can easily be repaired in time for the next Grand Prix!

Details of your qualifying session and race are given once you cross the finishing line. Not bad for a novice!



Below: As you're about to begin your first qualifying lap, perhaps you should consider putting the bike into gear.



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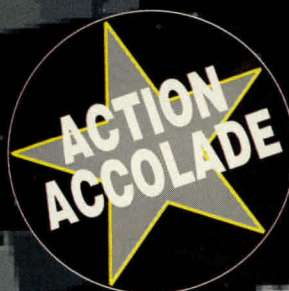
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- Load/save game feature

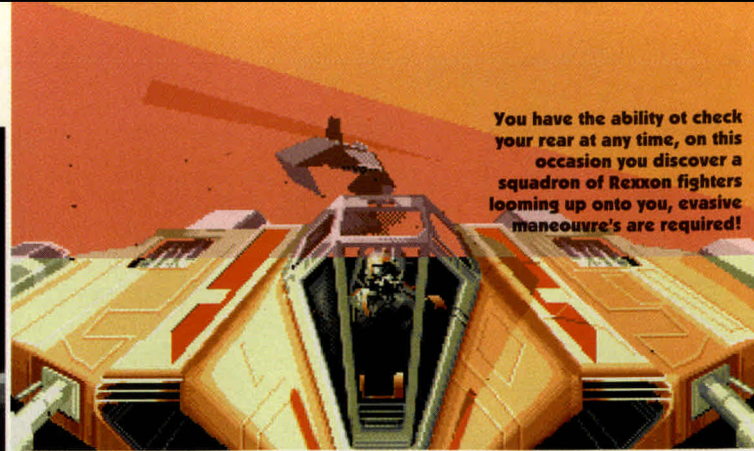
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Your fleet of ships is literally enormous, with a plethora of cruisers, battleships and carriers they are pretty much a sitting duck for the enemies



You have the ability to check your rear at any time, on this occasion you discover a squadron of Rexxon fighters looming up onto you, evasive manoeuvres are required!



EPIC

Can't afford \$50million to make the next *Star Wars*? D.I.D. come to the rescue with an (ahem) epic...

If you are heavily addicted to Sci-Fi films like *Battlestar Galactica* and the *Star Wars* Trilogy then Epic is the game you've been waiting for. And I mean waiting for—having been about three years in the making, it has finally been unleashed on an unsuspecting public. But can it have been worth the wait?

Basically the game involves lots and lots of killing, so all those closet psychopaths out there are going to have a pretty fulfilling couple of days. Your mission is to defend successfully a convoy of fleeing ships as they charge across the galaxy away from an approaching supernova of the sun (Phew!).

At the controls of the Epic class fighter you have to perform several missions that allow the fleet to pass unscathed. These will take you down onto planet surfaces and into massive space battles with the enemy ships.

You are armed with state of the art weaponry that includes four different powers of laser, plasma

Ooh, mummy! Look at all those ships being launched, the big problem is that none of them are on my side! Methinks it's brown trouser time!

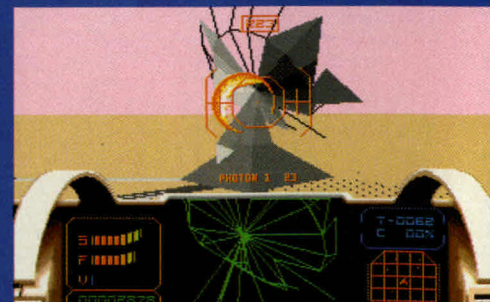
A Game Of Epic Proportions



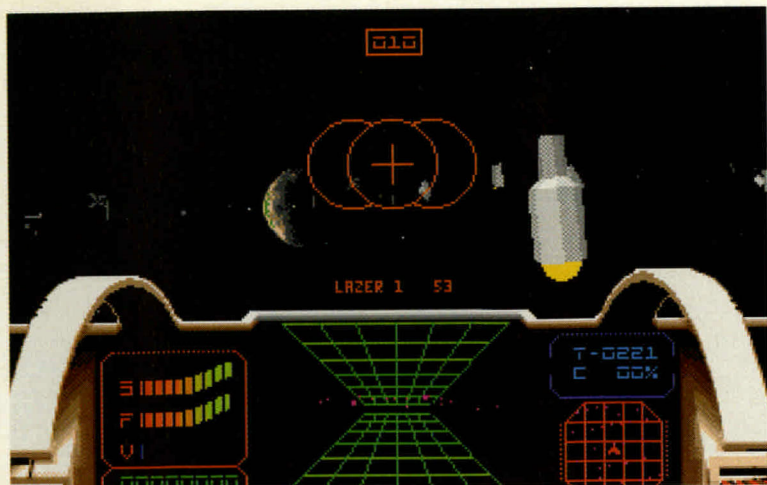
The second mission involves destroying the Rexxon radar on the planet surface. This cannot be performed straight away as the generator must be located and destroyed first.



With the generator successfully annihilated you can proceed back along the roads to the radar once again (and again... and again... Don't expect to finish this game before breakfast!)



...and blow the sucker to kingdom come! I should receive the highest honour for this feat of brilliance! (Calm down! What do you want— the Victoria Cross? We already pay you to work here! —Ed.)



The first mission is a fairly simple affair, all you are required to do is clear some mines out of the way of the oncoming fleet. This is the worst part of the game

guns and missiles. Each of these weapons performs their task brilliantly and there are two other special weapons which can only be used at certain times.

The Epic weapon is an extremely high powered laser bolt that destroys just about anything with the first shot. The other weapon is the Cobolt which only comes into play on the very last mission, this being a large missile which must be used to destroy the alien mother ship.

Get Mad

You control the Epic fighter using either the mouse or keyboard. On the mouse the left button makes you increase speed and the right button will fire the current weapon selection. There are also a number of keyboard commands to select the weapon and other such lethal alien exterminating activities.

During the game you'll be playing in first person perspective; this can be changed by pressing the various function keys. In front of you will be the cockpit controls with a direction bearing at the top of the screen and a scanner in the bottom right of the display.

One of the real beauties of Epic is the artificial intelligence on all other fighters and craft. Every enemy will fly in any way to make it difficult for you to shoot them. There are also plenty of ships on your side fighting in the mother battles as well so you'll have to watch where you are shooting.

If you are using a missile weapon and you look towards one of your ships a cross will appear over the target as though to say "Don't shoot!". If you do fire then all that happens will be that your

squadron will be one ship less and not much else!

It's obvious that D.I.D. (who also wrote RoboCop 3 and F29 Retaliator,) have spent a very long time perfecting Epic. The vector graphic routine is smoother than any of their other titles, and Robo 3 was incredibly smooth!

If you've been waiting for this game for three years you won't be disappointed (though you may be a bit hungry!) so a hefty round of applause goes out to Ocean and D.I.D. for a superb title!

EPIC

PUBLISHER: Ocean

TEAM: Digital Image Design **£29.99**

The large space battles take up the bulk of the game, here there are 200+ enemy ships to battle and it is far from easy to survive! (Unless you're a suicidal maniac.)



Cor that's a big gun innit!



- 1 Your shield, fuel and velocity are extremely important so keep a beady eye on them at all times!
- 2 This is the map of the current mission area - if you venture outside you'll be radioed to continue the mission.
- 3 This is the close range scanner- all moving friends and foes will be displayed here.
- 4 Each mission has a strict time limit in which you have to get the percentage to 100 so be quick.
- 5 Your target is in the centre of the display and if an enemy should venture into here then the odds are he'll die.
- 6 Pressing HELP will give you a bearing to the target and your current direction is shown here.
- 7 Your mission objective- blow this to kingdom come and everything will be fine and dandy.

ANALYSIS

After three days of solid playing I had completed Epic but it is still a game that I will return to time after time simply because of the depth of gameplay. The vectors are superb and the sound effects are excellent- a startling programming achievement. Some people may be put off by the long time it spent in development. Yet, the waiting has definitely been worth it.

Brian Sharp

90%

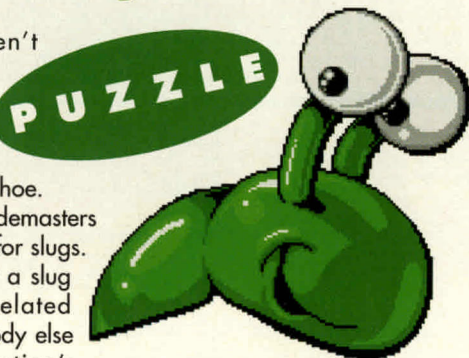
STEG

It's slime time on Steg's sticky trail!

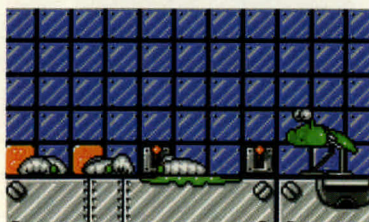
Ugly critters, aren't they? Slugs, I mean. And what purpose do they serve? They just make a mess on the sole of your shoe.

But wait a minute! Codemasters have actually seen a use for slugs. Yes, they've realised that a slug makes for a great pixelated hero. I wonder why nobody else thought of this? The nation's been crying out for another slimey star to replace Jeremy Beadle for a long, long time.

The slug to soon sweep across the country is *Steg*. And what a mighty slug he is, too. Unlike the repulsive blobs you find crawling



Strapping on your jetpack, you can now reach the grubs in the top corner. I don't think heading toward those spikes is a particularly good idea!



Da, daaa! Collecting a special token turns you into RoboSteg, the slug will bouncy, metal legs. Your move, creep!

in your garden, this one can blow bubbles, probably due to a diet of washing up liquid and salt.

Cast out bubbles to entrap grubs. Next, blow the captured, continually rising creatures to your family who are waiting somewhere for a life-saving meal. Should you fail to supply the food in time, they will die a gruesome death and the game ends abruptly.

To guide the bubbles, you'll have to climb walls and crawl along ceilings. Collecting jetpacks aid your travel while robotic legs enable you to jump. Other gadgets and gizmos can be found, all helping in some way or other.

Hindering the rising and direction of the bubbles are fan-like machines, spikes on the tunnel walls, fire and more. You'll have to display great agility to move around the caves quickly, emitting small huffs of air here and there to direct the grubs in their capsules.

The levels are progressively more difficult so sharpen your wits and do your family duty.



Aha! An apple and a lever. Can you guess which one you're supposed to eat and which to activate? A difficult problem, isn't it?

STEG

PUBLISHER: CODEMASTERS
TEAM: BIG RED SOFTWARE £7.99

He's mean, he's green



- A** Creepy, crawly grubs for you to blow bubbles at. There are also tokens to collect that will aid your progress.
- B** An imprisoned grub floats upwards to your eagerly awaiting fellow slugs.
- C** This wind machine influences the movement of bubbles as they drift to greater heights. This causes all sorts of problems.
- D** What a clever Steg you are. Sideways, upside down, you can do it all!
- E** Burst the bubbles on these spikes, thus causing the grubs to fall down to your goggle-eyed family members. It's supper time!

ANALYSIS

Squelching, slipping and sliding, *Steg's* gooey capers are sweet and smooth. For just a few pounds, *Steg* will keep you busy and amused.

Aan Bunker.

80%

ACTION-TEST

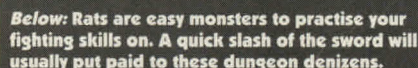


You are tasked with guiding a team of heroes through a series of monster-infested dungeons and over miles of desolate landscapes. In addition to hacking your way through blood and gore until your sword arm begins to wilt, you must also use your brain to solve quite a few puzzles. RPGs for the Amiga are becoming as thick on the ground as shoot'em-ups, so what has made *Bane of the Cosmic Forge* such a cult game throughout America and Japan? The answer is 'gameplay'.

The main screen looks similar to that seen in games such as *Dungeon Master* or *Eye of the Beholder*. The player has a champion's-eye view of the dungeon, plus portraits of the six heroes. It's when a monster is encountered that the difference with those other games appears. Instead of 'real time' fighting, *Bane* lets the player take as much time as he needs to decide what action to take.

During encounters, each fighter takes his turn to swipe at the enemy. If you are lucky these monsters will be dispatched before you rest and they take their turn to 'bat'!

ROLE PLAYING



Animated fireballs whizz through the air to smash chunks out of anything in their paths with a satisfying noise and a total disregard for the Laws of Nature!



Left: Before you set off on your quest you have a few initial skill points to allocate. Now is the time to begin training your heroes in those alternative skills which will become so essential later on in the game

PUBLISHER: US GOLD
TEAM: SIR-TECH £37.99





Whether you fight, run, or cast magical spells depends on your decision and your hero's capabilities.

Each battle takes place over a number of 'rounds' and continues until one side is defeated or runs away. So far this seems like pretty standard stuff. It could even be accused of being a little bit old-fashioned by gamers who are used to creatures leaping out of the darkness and removing their thinking gear from their necks! When you think about it though, it makes a nice change to consider your plan of action carefully then sit back and watch as it all goes horribly wrong.

What gives this monster-bashing epic the edge is that each of your heroes can be a very complex and it requires some thought to use their skills to the best advantage. There are 297 combination of races and professions to choose from, and each one of them has special talents. There are also oodles of weapons and spells to hack and conjure with, and legions of monsters who have their own charming little ways!

Bad Asses

As your heroes gain a reputation for being real 'bad asses' they will be awarded bonus points. Unlike other games which automatically deal with the allocation of experience points, you must decide where to use them. You could be forgiven for thinking that this might not be very interesting, but in fact it turns out to be quite a selling point. Because you have such an influence on how your characters develop, you grow attached to them. Just as in any a story, if you don't care about the characters then you soon lose interest in the plot. It's up to



The entrance to the dungeon stands before you. If you've got nothing else to do for the next month, then step forward fearlessly and try your luck.

Selecting a spell from your wizards spell book costs points. The stronger you make it, the more points it will cost.

you whether your fighter remains strong in the arm and thick in the head, or whether you send him to 'Knight' school.

There are some inhabitants of this mystical place who will respond to charm rather than a fireball in their underpants, so at least try to look friendly and keep your charisma high. You'll find a peddler selling weaponry and information, and there is a mad Frenchman who knows more than you'd think (*That's a first! - Ed.*). In cases such as these you are free to type in any question you like and see what kind of response you can squeeze out of them.

The monsters and the magic spells are adequately animated, but not in a particularly sophisticated way. There are however some nicely creepy sound effects which set the right atmosphere. Don't expect to get a great deal of sleep for the next couple of months!

STR	INT	WIS	DEX	CON	PER	CHA	EXP	HP	MP	SPD	DEF	RES	SKILL	REVIEW
14	9	9	9	9	9	9	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0
19	19	19	19	19	19	19	1526	33	33	100%	0	0	0	0

Alternative screens reveal your heroes statistics and inventory. You can also amend their names and change their portraits at any time during the game.

STR	INT	WIS	DEX	CON	PER	CHA	EXP	HP	MP	SPD	DEF	RES	SKILL	REVIEW
11	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0

It's a little known fact but Hobbits are closely related to Boggits. Heaven knows then, how this chap ever got the brains to become a level 5 mage!



Don't be in too much of a hurry to use a key when you find a locked door. A thief has a good chance of picking the lock if you give him enough training.

FINGERS

STR	INT	WIS	DEX	CON	PER	CHA	EXP	HP	MP	SPD	DEF	RES	SKILL	REVIEW
11	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0
13	13	13	13	13	13	13	1566	16	16	0%	0	0	0	0

Left: Bane is a maze of stairways. There is no automatic mapping facility in this game, so if you are not to spend your nights wandering up and down stairs you'll need some paper and pencils at the ready.

MAGICO : HELLO
HOW MAY I BE OF SERVICE?
MAGICO : WHAT IS YOUR NAME
I AM CALLED QUEEQUEG

A wander peddler is the first non-monster which you'll meet. If you've got money in your pouch prepare to spend it now, for he has lots of goodies that you'll find useful.

ANALYSIS

Here is a game which breaks the rules and still comes up looking good. 'Gameplay' is what makes all the difference, and this has it in spades. Wizardry's sound and graphics were fine when the game was originally released, but no-one would claim they're still the best. However you'll soon forget that as this holds you spellbound. This RPG is for the sharp-dressed!

85%

Andy Mitchell.

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Rule the world from home! This one's for armchair megalos out there...

One of man's basic instincts is to destroy his fellow man and while Microprose's *Civilization* allows you to live in harmony with your brothers, we guarantee you'll be itching to smash them to bits.

Already a huge hit on the PC, *Civilization* is the latest game to appear from the programmer of *Railroad Tycoon*, Sid Meier. As with all strategy games of this ilk, *Civilization* lets you choose the difficulty level you want to play at. This ranges from Chief (dweeb-like reviewer mode) to Emperor (god-like editor level). In addition you may also choose the number of computer-controlled races that inhabit the planet.

Back to Basics

Beginning in 4000BC your glorious civilization begins life as a tribe of wandering nomads. However, after scouting around the immediate countryside the computer will

The huge city of Washington. Growth can be accelerated by the building of certain key constructions. Always ensure you have a granary, temple and a barracks. For rapid growth in later stages, build an aqueduct.



Below: Throughout the millennia you'll be able to see a chart of the top civilizations on offer. Here we see the English in third position. Mmmm... Guess that will have to change pretty soon.



suggest a suitable spot in which you could form a settlement.

Whenever a new site is created your settlers will disband their wagon train in order to make suitable accommodation. This will allow you to concentrate on developing your new towns. To begin with you'll be limited as to

STRATEGY

you can create within your colony. As a rule you'll have two main choices, either to develop the community or to strengthen your military might.

As the years fly by, you will build various military units and improvements to your townships. However, while all this is going on your wise men will be uncovering new discoveries. At first they may seem minor advances but once you have developed the basics you'll soon find yourself working on the likes of nuclear fusion or robotics.

Whilst your scientific adviser will prompt you as to which field to study, you may choose to heed this advice or

decide to develop areas you feel will strengthen your population.

Sooner or later you'll begin to encounter other races. At first, meetings will be nice and peaceful with the possibility of knowledge sharing yet as you become stronger you may want to attack enemy cities.

Depending on the strength of both your invading force and his home guard, you may eventually get to occupy the settlement. If you manage to exterminate a civilization you'll acquire all their skills and grab their gold.

Civilization is always changing, always challenging. If you're looking for a megalomaniac's dream then this was made for you.

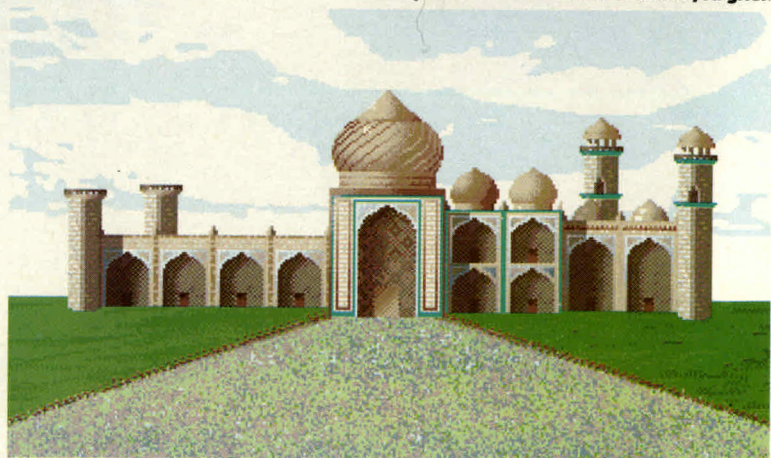
Your scientists are the key to a well developed society, so keep them happy! Here we see they have come up with a real belter of an idea. Who knows what this simple creation could lead to?



The end is nigh! Having conquered the majority of the planet you're ready to win the game. In your arsenal are a few tank divisions and a couple of nuclear ones. On the other hand the Russians do have one or two catapult units.

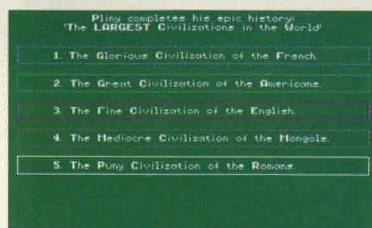


Below: Always remember to keep a home guard. You never know when an enemy force is due to land and cause you grief.

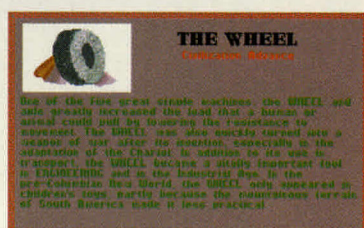


CIVILISATION

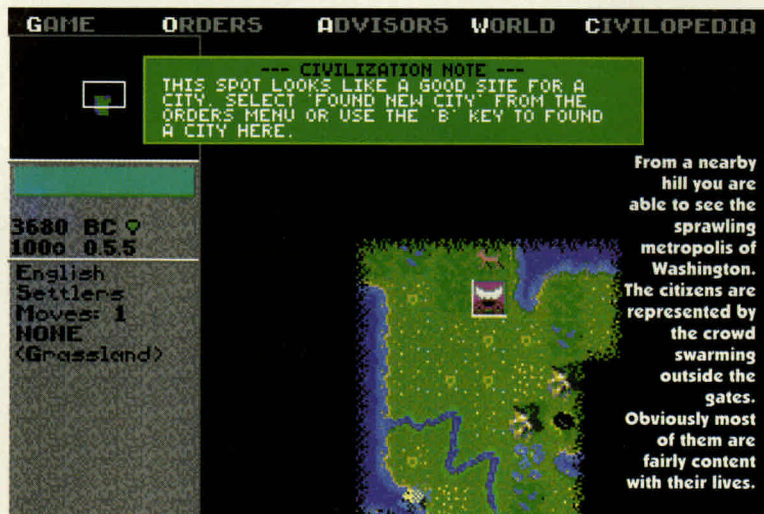
PUBLISHER: MICROPROSE
TEAM: SID MEIER £34.99



Having built a city it's time to explore the immediate area. If you discover a weak opponent why not eliminate him early?



From small acorns grow large oaks. The hamlet of London, if nurtured correctly, grows into an international trade centre.



ANALYSIS

Looking back at Microprose's last few releases it's easy to see why they were voted the Software House of the Year. *Civilization* is yet another absorbing masterpiece that hooks you like a hungry fish and just when you think you've sussed out how to steal the bait it pulls you in for more. Strategy at its best, the only problem is the lack of some sort of two-player link-up.

Nick Clarkson.

92%

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WARRIORS OF RELEYNE

Turellin the evil warlord is uniting the dark forces of Dharak, the land of chaos. Together they would be unstoppable. So when rumours of an impending attack on the small island of Reyleyne are heard, a small band of heroes gather up the physical support of their friends and allies. Gripping stuff I think you'll agree.

The strategy market is growing on a daily basis, and as we all know there are certain software houses that churn out strategy game after strategy game which look and feel very similar to their previous releases. As with washing-up liquids which claim to be "new and improved", a lot of these games also claim to include better control methods, graphics; you know the sort of thing. Does this one suffer from the "Nanette Newman" syndrome?

When the invasion begins it's up to you to use all necessary means to defeat the aggressors, using conventional armies and mystic powers to hold on to your position and ultimately your beloved homeland.

In the face of massive adversary, could you cope?

Included are three scenarios and a construction kit which allows you to alter almost every parameter of the world. The game itself is basically a small scale skirmish with a slight touch of fantasy roleplay chucked in.

When a character is viewed on the map he either represents an individual or a platoon of 20 beings. There are 22 races included here,

each with individual strengths and weaknesses and only by playing over a period of time will you deduce how to defeat the various enemies and at the end of the day the evil warlord.

The graphics and sound are all up to the usual strategy standard and to an ordinary gamer may well seem bland and unexciting. There seems to be no way of jumping straight in as loads of files need to be opened, a very slow and tiresome process. A pity.



Here we see the valiant townsfolk of Reylene preparing for the deadly assault by the furious warriors of Turellin. However I don't think these four guys are going to be able to hold off his bloodthirsty soldiers for very long...

WARRIORS OF RELEYNE

PUBLISHER: IMPRESSIONS

TEAM: IN-HOUSE £25.99

ANALYSIS

If you've have ever played an Impressions strategy game before you will know what to expect. It looks and feels just like all the other games of this ilk - maybe the same code is being used inside some of these clones, but it really isn't on. If the plot excites you, then the chances are so will the game. Strategy novices, take a risk. Strategy fans, take a look. But don't expect too much.

Brad Burton.

64%

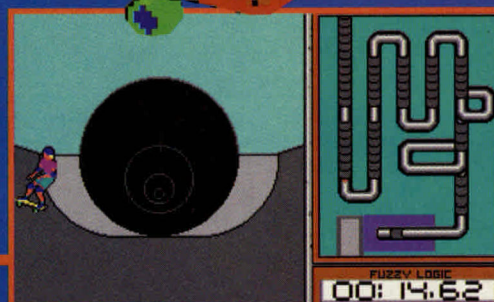
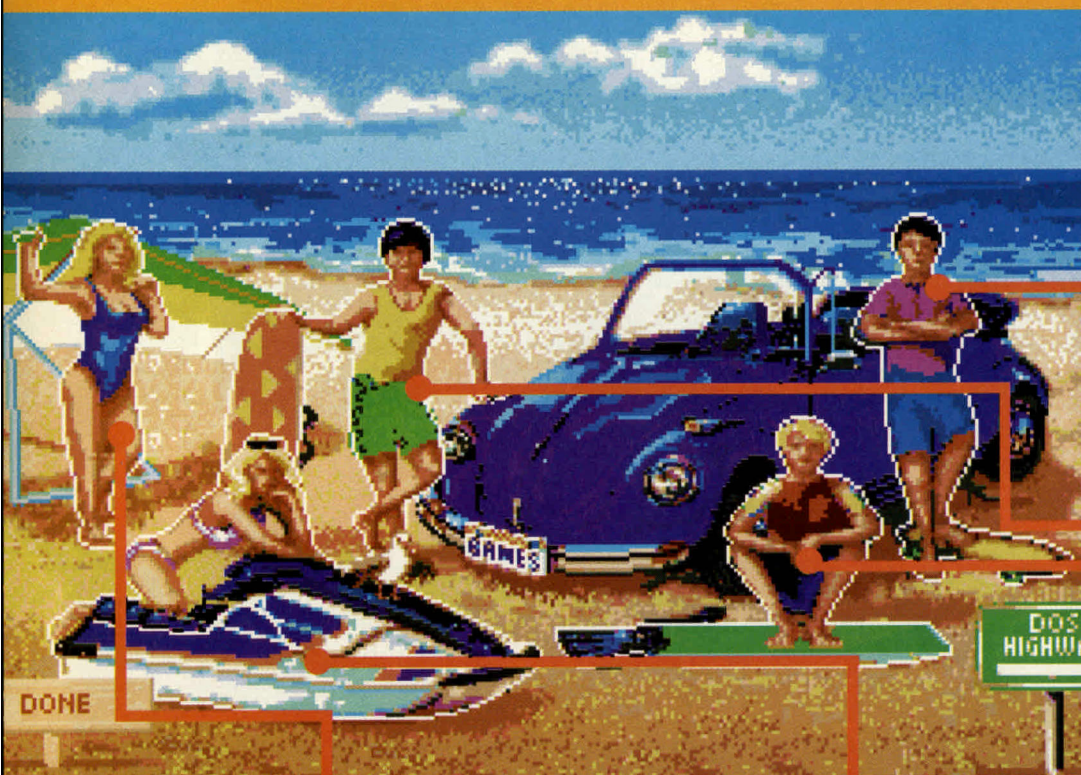


A view of Reylene, photographed by the American f117A stealth fighter. Well, so I was told. (Anything's possible in a land where the way to get around is by flying horse - Ed.)

CALIFORN GAMES II

The land of sand, surf and sunshine returns, as Epyx attempt to rekindle the old magic!

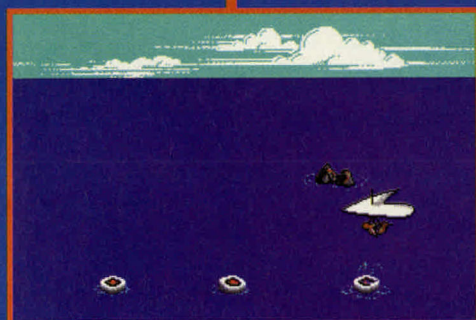
SPORTS SIM



While the rozzers take a break, grab your board, head for the Californian aquaduct and skate down the pipes at a nerve shattering rate of knots.



Get down mount Epyx as fast as you can and without sustaining any serious injuries. The entire course is split into three treacherous sections.



Drop five biodegradable water bombs on the floating pads for extra points and then perform the odd swoop, stall, or 540 turn to please the watching punters.



Simply zoom around the course in record breaking time, but don't stray beyond the floating buoys. One course contains ramps which must be jumped.



Surfin' was never this difficult. I thought that if I laid down on the board it might make my life a little easier. I was wrong, of course.

IA

CALIFORNIA GAMES II

PUBLISHER: US GOLD

TEAM: EPYX £25.99

In the heyday of the Commodore 64, Epyx were renowned for their stunning, multi-event sports simulations. Every addition to the 'Games' series was well received and it seemed unlikely that the massive success story would ever end.

For the first few years it didn't, and Epyx successfully simulated just about every single sporting activity imaginable, including such events as log rolling and hacky sack kicking.

On the Amiga, it's been a different story. The only additions to the series have been half baked and generally very average. So, in a vain attempt to rekindle the old magic, US Gold have jumped on the sequel bandwagon and devised a follow up to one of the most popular sports sims of all time, *California Games*.

8 Bit Throw-up

As expected, it's a serious throwback to the good old days of eight bit computing and it looks as though Epyx have made every effort to regain the old feel, by including a brief animated intro and a host of slickly presented menu options. It also includes, just as the prequel did, plenty of tacky American humour and over the top phrases, such as "Yo! Dude" and "Rad, Man".

Up to eight human players can compete in the action which spans five events straight from the land of

sand, sun, sea and large breasted women. Once you've enlisted the appropriate number of players you can decide whether to compete in one event, a chosen few, or a complete league based competition which covers all the possible events.

The five sports are commendable in a sense that they're all so very different. Each one strays away from the familiar joystick waggling theme, just as the old C64 classics did to much acclaim. Instead of frantic waggling, you must master intricate joystick movements and learn to time your actions with the on-screen graphic representations.

The first listed event is Hang Gliding at San Francisco's Fort Funston. The aim of this is to launch your glider, perform a few stunts - each of

which is accessed via a specific joystick action - water bomb a few targets and land safely. Points are awarded for each of the above aspects and the event ends for each competitor if he or she ditches the aircraft in the drink.

Entirely different is the Jet Surfing, where each player is required to speed around various circuits at breakneck speed. Essentially, you must travel as fast as you can and aim to stay within the tight constraints of the course. Each bike has a few varying angles of turn, so it's up to you to decide how tight each corner really is when approached at certain speeds.

Similarly, the Skateboarding event is a speeding trek through a drained Californian aqueduct. Obstacles include tunnels and water police, but if you manage to

find the time, you could perform a few skateboard type stunts to gain even more points.

Snowboarding sees each competitor wildly sliding down the side of a large mountain and it's the one event which is subject to the most criticism. Dodging the various natural objects is the main priority and we soon discovered that a simple jab of the fire button was all too effective, leaving the left and right slide options somewhat redundant.

Surf City

Last is the Bodyboarding. Similar to the surfing in *California Games*, the aim of the event is to gain points by performing various stunts on the crest of a wave. At the end of each event, the current scores and league placings are displayed and any significantly high scores are automatically dumped to disk for future viewing.



Between events the current list of players and their respective scores are displayed. This makes it easy to decipher who's in the lead and who's heading for the wooden spoon.



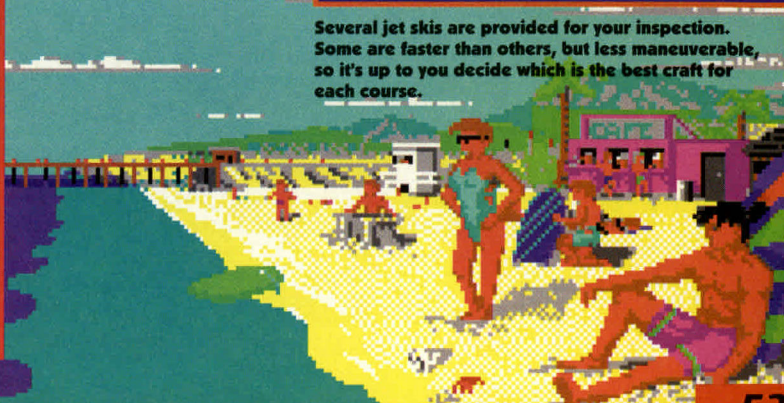
Several jet skis are provided for your inspection. Some are faster than others, but less maneuverable, so it's up to you to decide which is the best craft for each course.

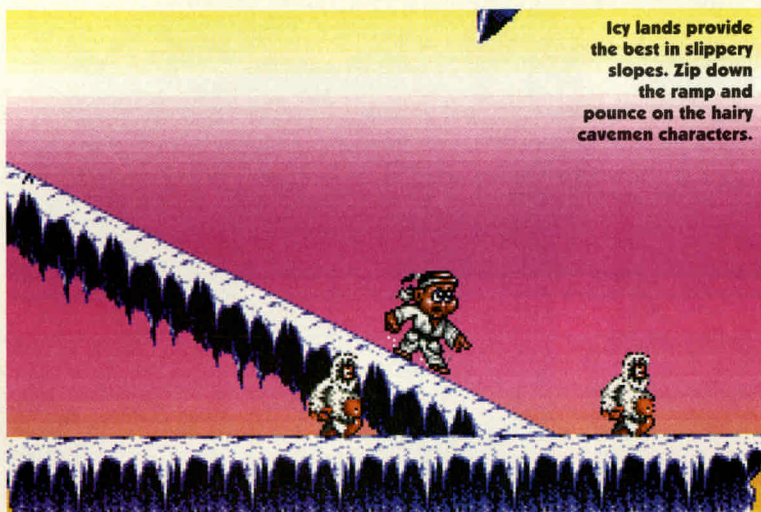
ANALYSIS

Once you've waded your way through the appalling documentation, this comes across as a slight disappointment. None of the events are spectacular and once you've mastered the basic principles, I very much doubt that you'll return to it, unless of course, you play the multi-player competition. Certainly not the huge return to form we'd all been hoping for.

Peter Lee.

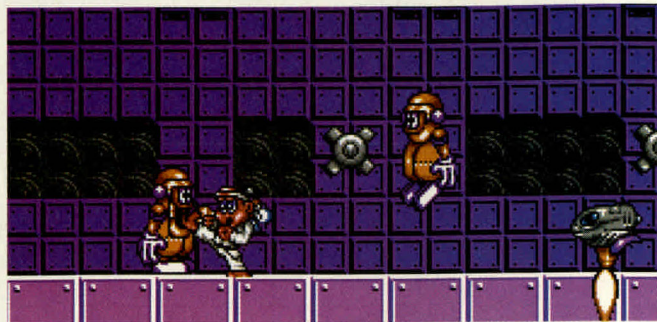
69%





Icy lands provide the best in slippery slopes. Zip down the ramp and pounce on the hairy cavemen characters.

Freaky bad guys need a good kicking before retreating into oblivion. Be mean, and keep punching and kicking your way forward.



DOJO DAN

PUBLISHER: EUROPRESS SOFTWARE
TEAM: PSYONIC SYSTEMS **£25.95**

A new hero comes bounding onto the Amiga with more kick than the England football team (*Not hard - Ed.*) and more punch than the best of parties. Needless to say, he's deadlier than a curry eaten at midnight, and compares to no-one else ever seen before!

Dojo Dan, the martial arts expert from far and unheard of lands, is about to embark upon a mission to dismiss the fearsome Valrog, a tough nut who's wreaking havoc among the locals with all his evil powers.

Clasping your joystick, you control Dan as he sets forth in search of the diabolically demonic Valrog. Exploring about twenty regions without a rickshaw is no easy task, so don your best walking sandals and prepare for a task of horrifically dangerous, Dolly Parton-like proportions.

Ninja Squirrels

Using your fighting manoeuvres, executed via combinations of joystick shifting and firebutton prodding, strike down ninja squirrels, spear-carrying cavemen, and many other types of energy draining foes. Not only this, but you'll have to leap from platform to precarious platform, negotiate



Do you enjoy games containing weirdly named people like Valrog? If not, buy this and kill them!

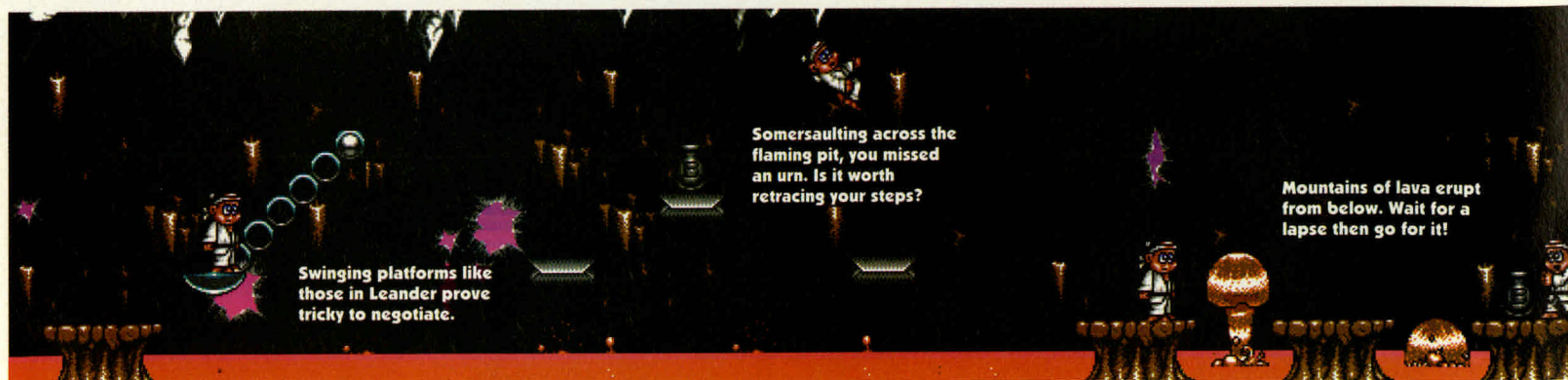
collapsing bridges, defeat end of level guardians, along with a smattering of other awesome features there to test you.

Once you defeat an enemy, it will leave behind a small, circular object. By collecting these, you can eventually power-up to obtain the thwacking Thunder Punch which

transforms Dan into the Italian Stallion for a limited time. This is useful, because no longer will your opponents be able to sustain a number of hits before dying but, instead, they'll crumple under one almighty well-placed blow. Oof!

PLATFORM

As well as the platform/ beat'em-up theme, you'll have to possess other talents. If you're not practising the art of skateboarding when away from your computer, you could be in trouble; one particular level requires that you zip along on the



Swinging platforms like those in Leander prove tricky to negotiate.

Somersaulting across the flaming pit, you missed an urn. Is it worth retracing your steps?

Mountains of lava erupt from below. Wait for a lapse then go for it!

Telling of a Tale



Left: While Dan's admiring the architecture, Valrog (yes, he of the strange name) is busy invading and pillaging the land.



Above: It's a big thumbs up when Dan accepts the mission to tackle Valrog.



Left: Dan practices a few killer moves on top of the hill. Deadly, or wot?

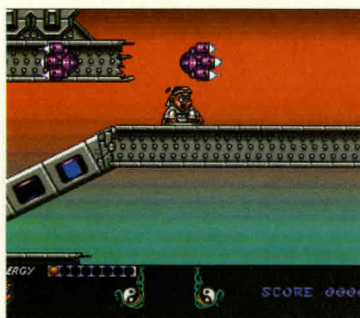
wheeled wonder, jumping gaps, dodging enemies and avoiding deadly laser bolts. There's also some buggy driving and a touch of flying, for the atmospheric types.

Brain Not Brawn

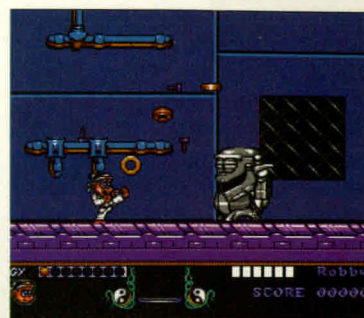
Occasionally, you'll have to use your brain rather than feet and clenched fists. (Painful! - Ed.) For example, you may come across a see-saw with a heavy weight resting on the platform above. Set the see-saw so when you push the weight onto it, the gadget will flip up. By dashing back to the see-saw before the weight makes impact, you'll feel the effect when it lands, launching you to a platform which would otherwise be out of reach. An elevator would have been much easier!

Emerging from the floors are ancient urns. This isn't a strange phenomenon to ignore, though, for in *Dojo Dan*, these containers are vital in maintaining your continued existence. By smashing them open, one can discover any number of possible items. From hearts that replenish your depleted energy levels to bonus points or, if luck runs out, poison may be revealed to sap your strength a little.

You may not be Bruce Lee but you could become his successor by proving yourself against Valrog and his multiple minions of mayhem. Who knows- television interviews, fish and chip shop franchises, cola commercials, an appearance on the Oprah Winfrey show - it could all be yours! Next stop, the World...



Boarding the speedy skateboard, you can't disembark until you reach the end of the level. Hair-raising action!



The metallic monster at the end of the level spews nuts and bolts in an attempt to stop you in your footsteps.



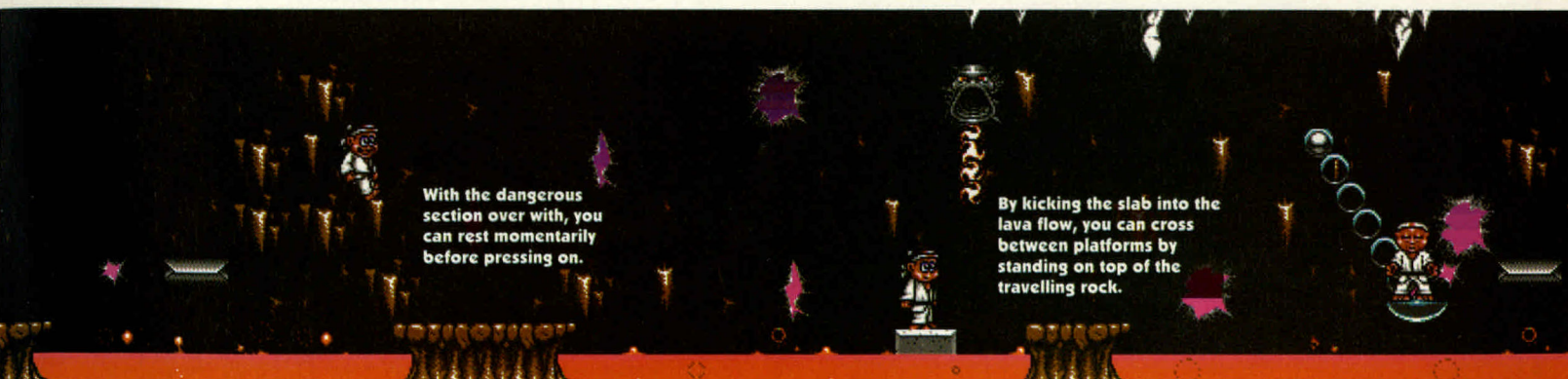
The spinning logs make bounding about them a highly treacherous exercise. Maintaining your balance is not easy.

ANALYSIS

Dojo Dan is a jolly platform affair with the emphasis on fun and frolics! The graphics are smooth and lush while the oriental melodies put a gloss on the whole scene. However, end of level guardians don't require much thought to defeat. *Dojo Dan* is a simple platform of middleweight class but certainly is not one to topple the Accolade heavyweights.

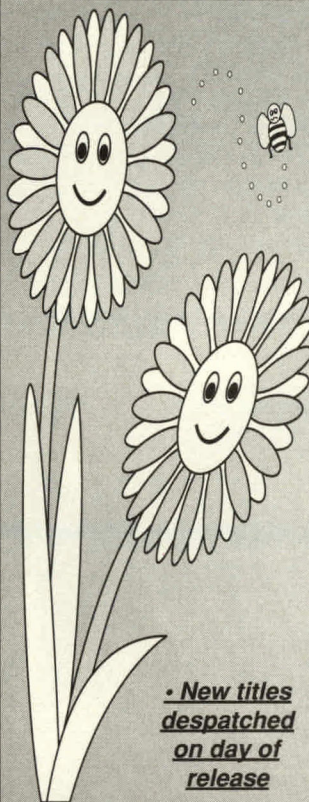
Alan Bunker

80%



With the dangerous section over with, you can rest momentarily before pressing on.

By kicking the slab into the lava flow, you can cross between platforms by standing on top of the travelling rock.



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As you progress deeper into the game, you'll find the enemies tougher and bolder. Hurrah, there's a better a super weapon if I can just pick that up, then I'll show 'em

It's a bloomin' good job that big thick metal wall is where it is otherwise we would be in for a space age "Benny Hill" type chase. Well, perhaps not... (I shudder to think! - Ed.)

CYBERBLAST
PUBLISHER: INNERPRISE SOFTWARE
TEAM: IN HOUSE £25.99



CYBERBLAST

Being the Corporation's top troubleshooter for many years, when the order came through to survey the military laboratories on the planet Fastrax, I knew it wouldn't just be a question of looking over the buildings, relaxing and taking a few holiday snaps.

'Gauntlet with a laser' is the best way to summarise this game, 64 scrolling levels of alien-blasting, blood-curdling fun. Forget the plot for now and envisage this, a maze viewed from above that scrolls eight ways and lots of alien monsters chasing you around. The object of each level is to find a designated number of crystals. When this task is complete you can quickly make for the exit.

Aliens? Far too eager to kill humans for our liking. Get your own back with this...

SHOOT'EM-UP



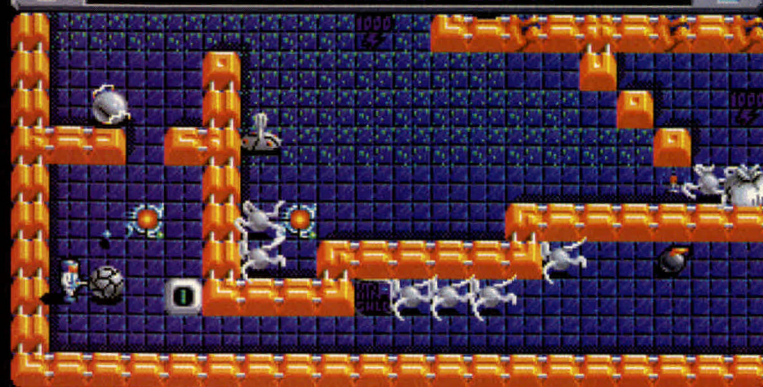
This is difficult in itself but a timer is also running down and when this reaches zero, if you're not off the level then a massive loss in energy is the penalty.

There are various items to be picked up. These vary from points, to explosive grenades, all of which should be grabbed as soon as they are located. An icon to be

avoided is the glue icon which sticks you to the point where you are standing - not very helpful when the aliens are advancing hungrily towards you. Some of the levels are just basically about shooting your way to the exit, and then come the trickier ones which use all sorts of strange scenery to make life hard - moving walls, teleports, that sort of thing.



Here we can see, all the items that can be picked up throughout the game and all the nasty aliens to avoid/destroy.

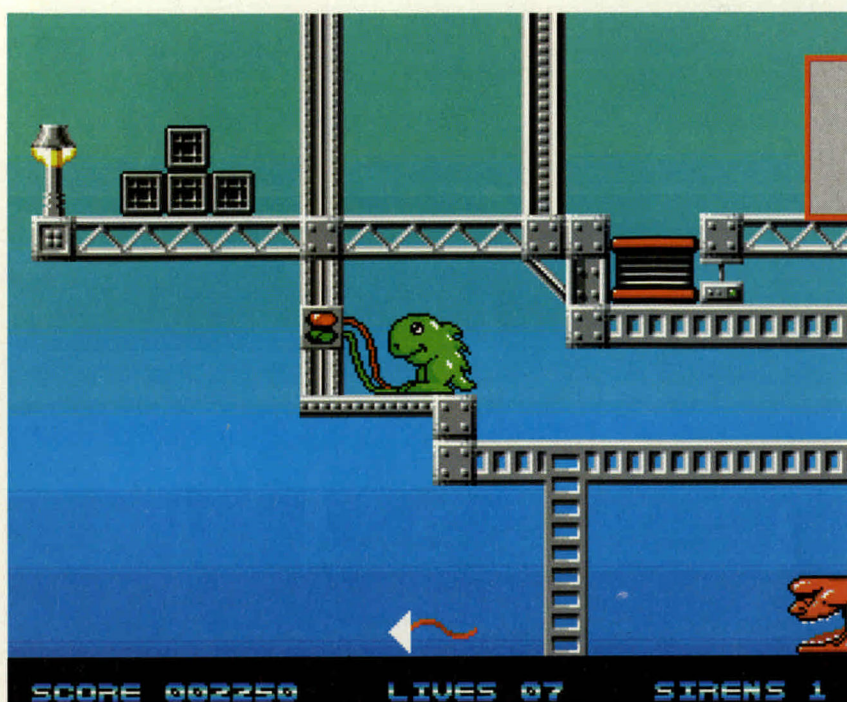


ANALYSIS

I love this game. Graphically it is not clever, nor is the sound much cop, but hey, that does not mean much when you've got a space-age Gauntlet clone as good as this! A bit pricey for what you get, but great fun nonetheless.

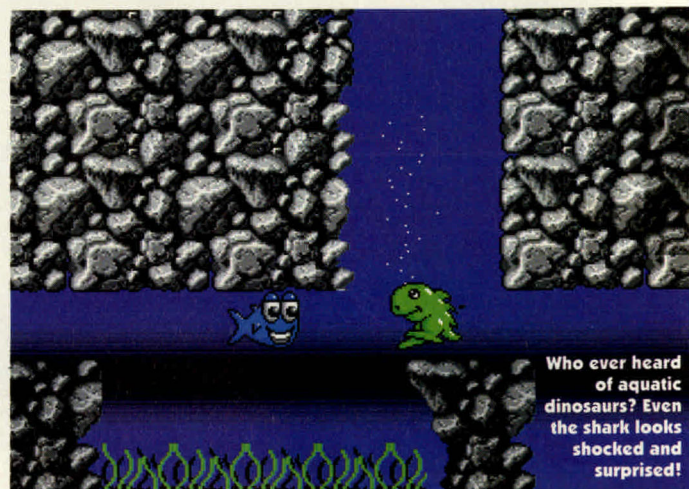
Brad Burton.

68%



What happens when you connect the two wires? There's only one way to find out!

HOI
PUBLISHER: SOFTWARE BUSINESS
TEAM: HOLLYWARE £25.99



HOI

Don't be a dinosaur! Get funky with Hoi from Software Business

Dinos and Ladders



H Just like the traditional platform caper, ladders are a common form of access between tunnels.

I Rising platforms take you to locations otherwise out of reach.

J Hunt down diamonds to help you gain extra and much needed lives.

K These act as restarting points should your little dino die.

L This is the star of Hoi - it's the courageous creature himself, in the flesh.

Friendly, cutesy dinosaurs have always had a strange appeal with people. Fred the funky Flintstone kept one as a pet while Dick Dastardly had one as a rival. Computer games are no different, so now we have *Hoi*, a tiddly thing that can hardly be called a powerful beast. In fact, his appearance is so puny, you can't help but think he must be on a Slim Qwik diet of some kind.

This simple platform adventure places you in the green shoes of Hoi. As a lonely dino in search of your loved one, she isn't, of course, just waiting around the corner for you. So how far is she away? Well, very far away! Never has the life of these extinct creatures been portrayed as one of so much hardship, for if you want to reach your female partner, you must journey through five treacherous levels of anti-dinosaur terrain.

The Hoi Polloi

Running and jumping (since when have 10 ton monsters been able to jump?), bounce between platforms, stretching your legs toward the end of the level. Bonus items can be collected along the tricky trek but you must avoid nasties of varying descriptions to save your dwindling numbered lives.

Special items can be gathered and utilised. The purpose of timebombs is obvious. Scanners can be sent hurtling into the unknown; the screen follows this unusual gadget, allowing you to see ahead without risking yourself. When the scanner disintegrates,

Where's Godzilla When You Need Him?

These buzzers really do float like a butterfly and sting like a bee.



PLATFORM

Activating this crystal-like object will cause you to be reincarnated here when you die.

Mr Bomb has an exploding trick up his fuse should you move too near to him.



Stepping on spikes will cost you one of your lives. No chiropractist can cure you from this potential disaster.

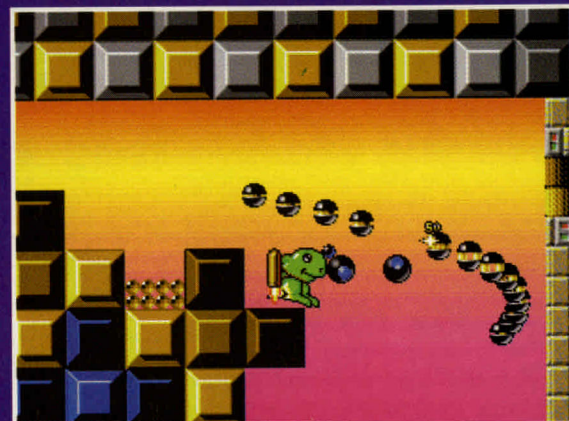


Jewels, as you would expect, increase your score upon collection.



Walk this way and that when trying to negotiate the conveyor belts.

Step onto some surfaces, like this one, and you'll go careering off the end!



Here, you are equipped with a jetpack and able to shoot. Now dispose of the flying creature with death-dealing destruction.

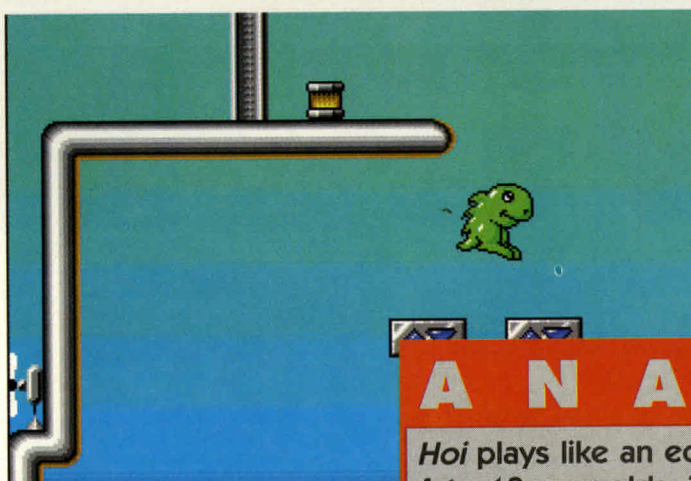
the screen scrolls back to your position. Switches and levers can also be activated, and weapons are infrequently available to help you knock out the bad guys.

Hoi adopts certain abilities where necessary. For example, on one particular level, you have to swim underwater but must carefully watch your oxygen level. When air is becoming sparse, a fast return to the surface will refill the meter.

Other times, donning a jetpack enables you to soar about the area which is vital for reaching exits and finding all the bonus items.

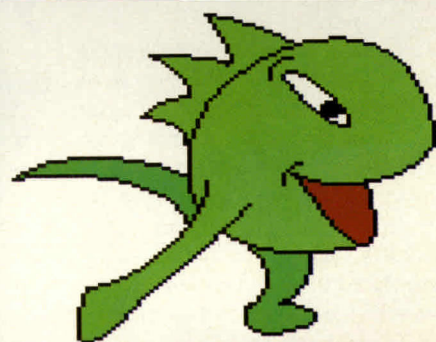
Seen it be-saur

Hoi sounds so basic and that's exactly what it is. No fancy graphics or over-exciting in-game music, no features that we haven't seen before with more detail and complexity. This concludes that Hoi is something best played as a swift



Moving platforms strongly affect your balance. A quick readjustment of the feet is extremely necessary.

break from the sweaty gamesplaying activities, but does this mean it's a worthwhile purchase? I can see the response from the buying public being a little unenthusiastic.



ANALYSIS

Hoi plays like an educational platform package for 4 to 10 year olds. The basics are implemented, all to a slick and purified degree, but a real challenge is missing. This is okay for beginners, but veterans should look elsewhere at platform games of a more intricate and qualified nature.

Alan Bunker.

76%



STRATEGY

Vikings is a game much in the *Defender of the Crown* mould. Graphically it is very impressive with an absolutely hugely detailed map of Great Britain to play upon. But this isn't just a game for the warmongers among us, it has plenty of strategy essential for victory.

The Viking Wars

Up to six human or computer players can participate and each has his own aims – to totally rule Great Britain and eradicate the threat of the Vikings. Each player must build his own kingdom. As there are another five opponents this includes amassing an army to fight into enemy territory.

Conquest isn't the only element of the game though. The people of the kingdom must be kept happy by keeping taxes at an affordable rate and increasing the standard of living through building. However, to do this the player must have enough money to enforce each county and also mine important materials essential to the creation of weapons and food stuffs.

Play is controlled through the mouse and icons. Each player starts with his castle and a few surround banner counties. He can move his armies into the counties at will but must be prepared to meet maximum resistance.

Most of the opponents will try and increase their kingdom through fair methods but the Viking enemy will increase theirs through, yes, you guessed it – rape, plunder and pillage. So keep your women closely guarded or you could find

Rape, plunder and plenty of pillage! Well, it may not be your cup of tea, but the guys at Krisalis are sure there has got to be murderous Viking blood buried in you!

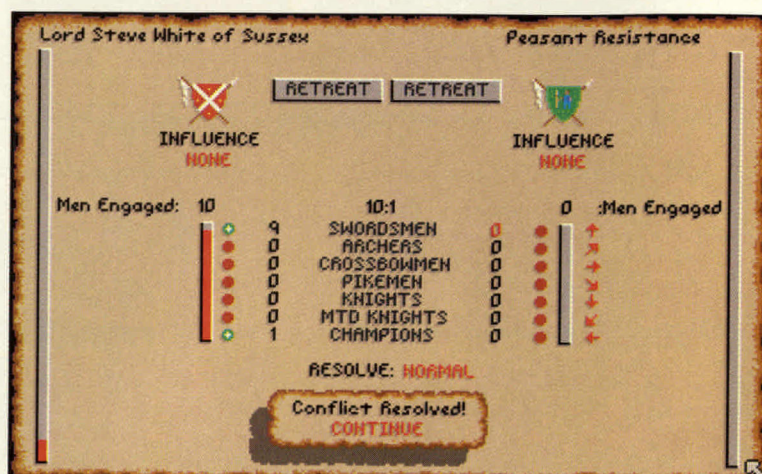
your house burnt down, your woman stolen away and a huge axe in your bonce! So much for the horned helmets!



The map of Great Britain is huge. You can scroll around it with the mouse and watch the enemy plan and implement their strategy. You can therefore prepare yourself for any attacks.

VIKINGS FIELD OF CONQUEST

PUBLISHER: KRISALIS
TEAM: IN-HOUSE £24.99



When you enter an opponent's territory you will have to fight for possession. You can see how well combat goes for you by studying the damage chart and any kills inflicted.



By clicking on your castle you will be presented with a menu displaying attributes about your kingdom. The population and wealth can all be gleaned from this menu.

VIKINGS

ANALYSIS

Although *Vikings* is restricted visually to the map display and a few menus it is still very enjoyable to play. The map of Great Britain has been beautifully recreated and enhances the atmosphere. As a strategy game it is quite in-depth without being over-complex. A few more varied graphics would have been nice such as a battle scene but *Vikings* still proves a definite challenge.

Steve White.

80%



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CONFLICT: KOREA

What happens when super-powers collide? Over thirty years later, a wargame is made.

Only five years after the big WW II (World War II) ended, the US was embroiled in yet another bitter conflict, this time against North Korea – and the million plus “volunteer” army of China!

Computer games are a bit like women, they always bring the up past and this game is no exception. The trouble with this type of game is that it does not allow newcomers into its circle. For example, after reading the manual for an hour, I was still struggling to understand the game! But I've played technical roleplaying games with the best of 'em, so how a complete novice can be expected to get started is totally beyond me.

Basically this is an example of how to appeal to a select audience. The graphics are very minimalistic, the regiments involved in the conflict are depicted as rectangles with small shapes in the center to distinguish them from each other – ie not particularly effective.

Deadly Battles

The play area is a map overlaid with hexagons and is used to measure movement. Yes, I'm fully aware that this method has been used for years, but if this was the case in fashion then I'd still be wearing an orange anorak and bell bottom jeans (*You still do!* – *Stylish Ed*). There has to be change, as much as die hard wargamers disagree.

As I played the game for an hour or so I found myself getting used to the idea of bell bottoms and abstract graphics as I executed some excellent strategies, including the text book pincer

movement technique to finally defeat the enemy. Don't labour under any mishap-prehensions in thinking you can just pick up the game and play for five minutes, because that is definitely not the case! As regards the scenarios included in the game they don't actually vary that much, and basically cover the same ground.

The sound level in the game is kept to a bare minimum and the only noise you actually hear is the disk drive whirring. Hardly adds any excitement or atmosphere.

I played the game using the mouse, and even though this is the best method to control games of this type it is slow and inefficient – every time you end your turn, the computer takes a minute or so to work out various mathematics. Unless you're a hardcore wargame fan, you would be miles better off saving your money.

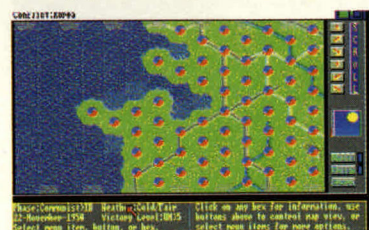


The rival armies close in for a deadly battle.

STRATEGY



An overall map can be called up, this allows you to plan way ahead and create ruthless ambushes for the un-suspecting enemy to walk into.



The deployment screen is used to place individual units in strategic positions.



Close up inspection of your planes, provides information on their armaments.

CONFLICT: KOREA

PUBLISHER: SSI

TEAM: NORM KOGER £29.99

ANALYSIS

Oh dear, we've seen it so many times before, the same wargame format as other SSI games, the same control method and graphics. It really is time for change. Let's get rid of this ugly wargames system, program some new routines, incorporate some nice graphics, even put in a unique small arms combat game, something different, and maybe they'll have a hit on their hands.

Brad Burton.

56%

INTERNATIONAL SPORTS CHALLENGE

SPORTS SIM

What with the advent of the Olympic Games it is clearly evident that software companies are taking advantage of this major sports event. In the past, athletics games have been received fairly poorly with lack of atmosphere and only a few events. With the imminent release of *International Sports Challenge* that looks set to change.

Joystick Waggler

The game is based around the marathon with the other events neatly timeshared. Up to four players can participate although not all events are competitive.

The players begin at the start of the marathon. The gun sounds and all the runners tear away from the start line at which point the player is taken to the strategy screen. From here you can alter your

runner's effort and rhythm as well as lining up drinks at the next refreshment stop. Once you are happy with your runner's gameplan you can exit and enter the second event. The marathon continues with your runner following the strategy planned for him earlier.

The other events, as mentioned before, are timeshared with the marathon and after each event control is returned back to the marathon where you can assess your man's performance. If he is not doing to well you can toggle his speed and rhythm keeping a close eye on the fatigue and fluids indicators.



The diving event implements a unique diving sphere. You must follow a sphere ball in the correct sequence to perform the dive accurately hopefully avoiding a full blown belly splash!

The first event to deal with is the diving which you can play at national or world championship level which acts as a difficulty factor. The diving system is very natty and utilises a movement

sphere. A ball rotates around the sphere indicating the movements of the diver. You must match your ball to those of the sphere to dive properly. Your diver will now enter the water correctly.

The show jumping is next – you must guide the horse around the course pressing the firebutton to leap over fences. Cycling is similar with pursuit and sprint races. The event is made difficult by waggling the joystick while still trying to steer left and right. Fortunately, you can look behind to see how close the opponent is.

The best event has to be the shooting range which features skeet, boar, target and double barrel blasting. Control a cross hair which you must line up with the targets as they appear.

The finale is the final stage of the marathon. Once the competitors reach the finish line you are presented with the overall standings and the scores for each individual competition as well as any broken records.

Wot? No tiddlywinks?



CYCLING



DIVING



SHOW JUMPING



RUNNING



SHOOTING



SWIMMING

NAL

Waggle away as you accept the Challenge of a lifetime! Be a sporting type today...



The swimming is similar to the marathon except it's in real time. You must move waggle the joystick from left to right to make your man swim.

Shooting has to be the most fun as it is so quick. There are four events including skeet, boar, double barrel and target shooting. It is played by shooting at the objects via a crosshair controlled by mouse or joystick.



The show jumping incorporates 3D and sprite based graphics. Move the joystick to guide the horse around the course and use the firebutton to jump the fences indicated by a direction arrow.

SPORTY FACTS

The principles behind the Olympics were started in Greece as early as the 9th century B.C.

In 393 A.D the games were banned by Emperor Theodosius due to Christianity and the moral attitudes behind competition. The site of the games, Olympia on the banks of the river Alpheus was eventually destroyed following floods, earthquakes and foreign invaders.

The 1916 games were cancelled for a very major reason - the outbreak of World War I.

1924 saw the first Winter Olympics which were held before the Summer games in Chamonix, Mont Blanc.



The route map can be called up at anytime to see exactly where your runner is. You can also locate refreshment points and order your runner to take water or glucose at the next stop. Phew!



At the end of all the events you'll feel totally exhausted. Now you can sit back and watch just how well, or how badly, you did. Mmm, I didn't do so well on the swimming.

INTERNATIONAL SPORTS CHALLENGE

PUBLISHER: EMPIRE

TEAM: HARLEQUIN £29.99

ANALYSIS

At present, *International Sports Challenge* has to be one of the best sports simulations around. Graphically it is superb and implements some very original control methods such as the diving sphere. However, not only are they unique but also very easy to get to grips with. The planning of the game is very considerate and works very well making this a definite one for the summer.

Steve White.

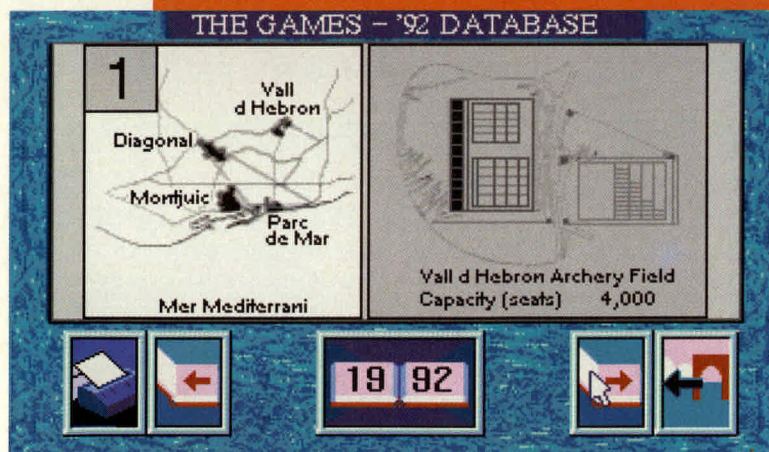
88%

THE GAMES ESPANIA

Ocean return to the decathlon theme with some Spanish practises...



The huge database provides information on each and every Olympics. To back up the facts and figures, there's also an abundance of digitised pictures and line diagrams.



Do you really want to know how many spectators a certain Olympic Stadium holds, or who won the field archery in 1892? If so, then access Ocean's fact filled database.



Altogether, there are three fencing events - sabre, foil and epee. The first person to knock his opponent's lights out takes the bout. Foiled again!

It's amazing how much hype is generated within the computer industry due to the Olympics. This month alone, we've seen enough athletic type sports games to last us a lifetime. And, just when you thought that the last competitor had entered the final straight, enter Ocean from the back of the field with the one challenger that might just pip the Carl Lewis's and the Summer Games's to the finishing tape!

Typically, Ocean have devised an epic simulation and once you've read some of the following game statistics, you'll probably be a little surprised to discover that it fits quite comfortably onto four 880K disks. So, what makes it so much bigger

than any other Olympic tie-in?

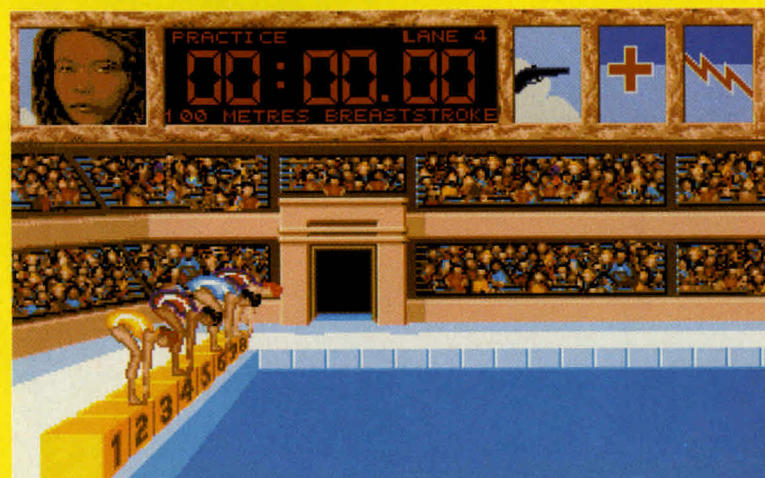
The scope of the presentation is mind-blowingly bewildering and you could quite easily spend a couple of days examining the abundance of facts, figures and diagrams, all of which are available from a user friendly database provided. All the facts from every Olympic games are provided. So, if you want to know who won the 100 metre sprint in 1912 (probably Carl Lewis! - Ed.) or discover that a terrorist attack ruined the games in 1972, you can, by simply accessing the plethora of stored information.

But surely the most important aspect of computer entertainment is the actual gameplay. Thankfully,

SPORTS SIM



They're under starter's orders. On your marks, get set, GO! They're off! In typically dramatic style, the Olympic Games gets under way with a quick 100 metre dash.



The start of any event is critical, not least in the swimming. A poor start could decide the outcome of the heat, so as soon as the gun sounds, hit that fire button.

Espania '92 is just as well endowed in this area. In total, there's about thirty events, which are split up in varying groups (track and field, swimming and diving, boxing, wrestling, judo and fencing). I say "about", because - to tell you the truth - I'm not entirely sure how many full single events are provided for you!

Before participating in any event you must decide whether to play the part of an athlete or take on the role of team manager. If you select the latter option, you can still take part in each sport, but you'll have to overlook all the others. If you don't want to take part in any of the events, you can simply sit back and hope that your training programme has been a success.

So, once you've chosen your country and what position you want to take up in the team, the action can commence. Well, almost. Firstly, you must check your diary and check the events listing. Every event is taken directly from the '92

games. Even the dates and times of each heat are incredibly accurate and up to date!!

A strict training program is also of vital importance, particularly if you're not prepared to waggle your way through the Olympic games. Once in the gym you can click on your athlete to increase the time he spends per day exercising.

Although there are plenty of events, the control system for each is fairly similar. Generally, if you're good at waggling the joystick or hitting keys in quick succession, you're in with a good chance.

The running events are straightforward waggling affairs, while the field sports, like the javelin, require good fire button timing combined with fast waggling. The more skilled the events become, the greater is the emphasis on intricate joystick controls. After each event or at the end of the day, the medals table is updated and displayed.

**ACTION
ACCOLADE**

THE GAMES ESPAGNA '92

PUBLISHER: OCEAN

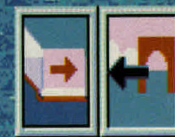
TEAM: CREATIVE MATERIALS £29.99



Some events are for the men only, so if you decided to play the part of a woman athlete you'll have to sit out some of the martial arts events, such as Judo. So for the boys out there, Gi up, get ready, and start throwing your weight around (or even better, somebody else's - always a good idea!).

THE GAMES - '92 STATISTICS

1928	E. ROBINSON	USA	12.2
1932	S. MALASIEWICZ	POL	11.9
1936	H. STEPHENS	USA	11.5
1948	F. BLANKERS-KOEN	HOL	11.9
1952	W. JACKSON	AUS	11.5
1956	B. CUTHBERT	AUS	11.5
1960	H. RUDOLPH	USA	11.0
1964	H. TVUS	USA	11.4
1968	H. TVUS	USA	11.0
1972	R. STECHER	GDR	11.07
..... CONTINUED			



For those of you who love numbers and statistics there are plenty for you to perspire over here. Screen after screen of seemingly worthless information for you to file away and spring on people the next time you gather for a quick game of Trivial Pursuit! And they say computer games aren't educational!

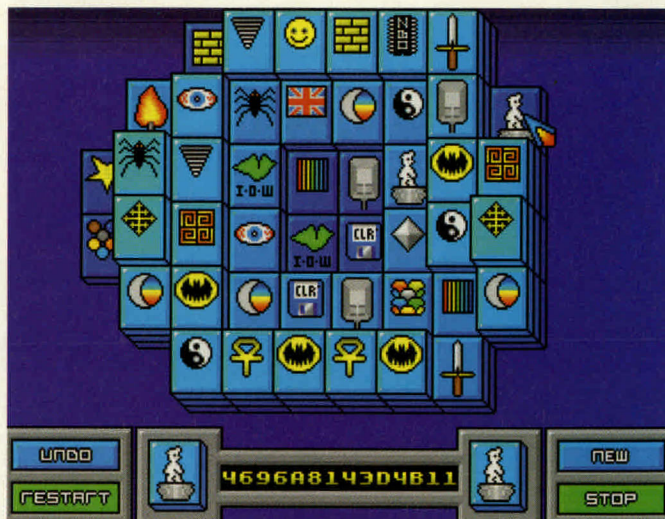
A N A L Y S I S

The sporting purists among you are certainly in for a treat, thanks to the bewildering depth of *Espania '92*. Never before have I seen an athletics game with so many intricacies, facts and figures. Coupled with the sheer abundance of events and the authenticity of the management element, *Espania '92* must go down as the most complete athletics simulation of all time. Excellent.

Peter Lee.

90%

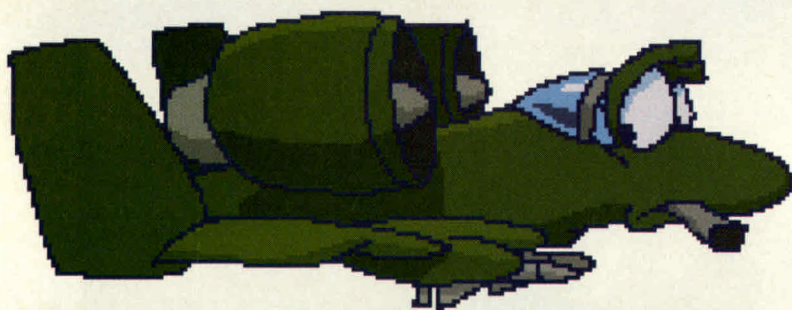
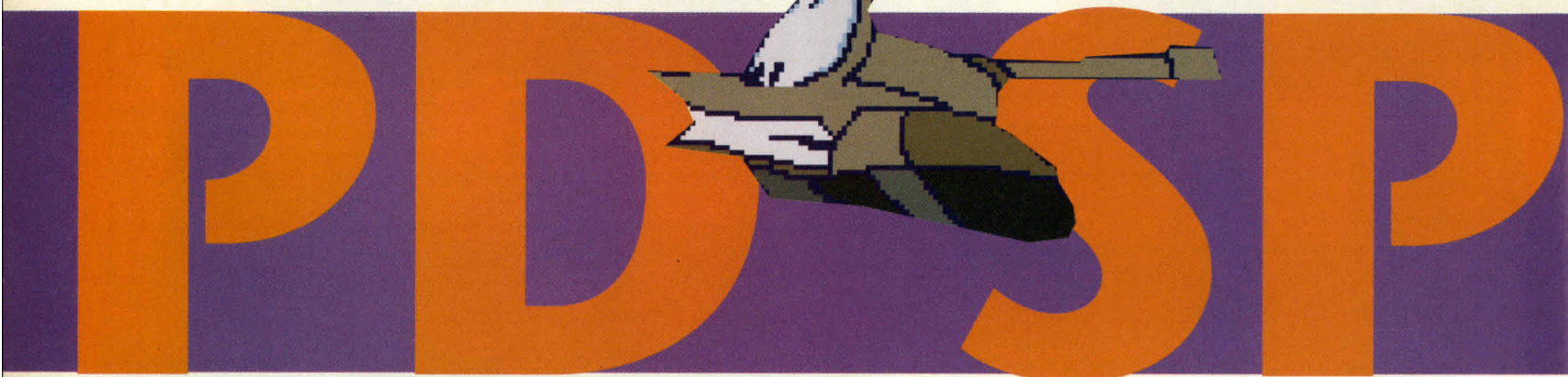
We take another look at what's on offer in the world of Public Domain software!



CLG - Disk 08 - Dragon Tiles. If a game is a few thousand years old and is still being played, it has to be good. *Dragon Tiles* is an ancient Chinese puzzle game, very similar to the full priced title *Shanghi*. Beautifully presented and teasingly addictive!



NBS - P066 - Unsporting. Another stunning animation from Eric Schwartz. Based upon the Gulf war theme, it features a USAF A10 taking out an Iraqi tank. Great graphics and some outrageous sound samples!



NBS - Disk G282 - Gameboy Simulator. This amazing Gameboy sim recreates the thrills and spills of hand held *Tetris*. A pixel perfect rip-off that definitely needs to be seen to be believed. Completely and utterly convincing!

NBS - Disk G281 - Raid Three. Another shoot-'em up written in SEUCK by the king of the construction kit, Andrew Fereday. It's almost identical to other SEUCK games and is slow, unplayable and too damn hard!

Public Domain is a piece of software donated to the public by the author. This software can be legally copied and distributed without his or her permission. Basically, you can do whatever you like with it.

Therefore, it's possible to obtain such software free of charge by simply picking it up off a mate, but because there's so much of it about, it's best to consult one of the many PD libraries found advertising in magazines such as *Amiga Action*. These libraries usually produce special catalogue disks to make ordering simple.

All you have to do is write down the number of the disk you require and send off the requested sum of money. This fee is minimal (usually about one pound, or even less) and supposedly covers the cost of the disk, the duplication, the postal charge and any other necessary packaging.

Get involved

So, you're a keen Amiga owner who's decided to learn how to program, or maybe you're a

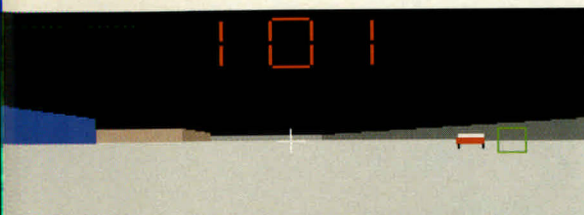
graphics genius crying out for a little attention.

All you need to do is send your creation to a specialist library and decide whether to charge the end user (shareware) or donate it outright to the public (public domain). You'll probably find that the person responsible for the library will advise you on the best distribution method. Send your creations to the listed addresses.

Shareware

Contrary to popular belief, Shareware is commercial software. There's one big difference though between standard commercial software bought off the shelves and Shareware. You only buy Shareware software once you're satisfied that you're going to use it sometime in the future.

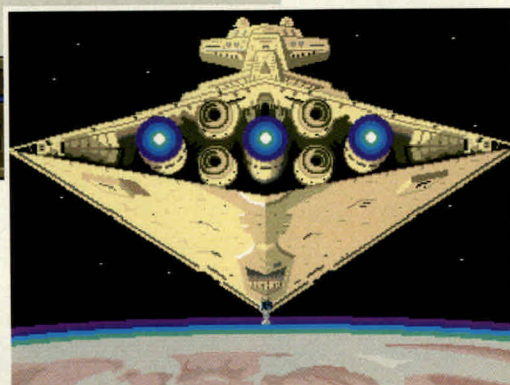
Needless to say, plenty of people never send any cash to the author whatsoever, even if they use the software on a regular basis. Usually the requested figure is very small, particularly when compared to the top commercial products sold in the traditional way. How do the



Left: CLG - Disk 09 - *Motor Dual*. Link two Amigas and take on a friend in this dual player, head-to-head hunt and kill game. Guide your car around a race arena and vainly attempt to destroy your opponent's super car. Good, two player action.



Right: Just to prove how easy it is to produce public domain standard software, here's an effort from our very own editor, Steve White. Based on the film *Star Wars*, it was solely produced using the animation features in *Deluxe Paint 3*.



AMOS PD - LPD 66 - *Hotel Manager*. A simple *Monopoly*-style board game based on the hotel and catering industry. Play against the computer or against your friends as you strive for commercial success. A bit tiresome with one player, but otherwise, good fun.

PECIAL

Shareware authors overcome this seeming dishonesty?

They generally offer the user regular updates, additional documentation and news on any future products that may be of interest. So once you've registered with the author (paid for the software), he or she will send you regular software updates and may even provide some sort of technical support service too.

Licenseware

The only difference between Shareware and Licenseware is that the supplying library must send a percentage of the price directly to the programmer. It's then up to the end user to send a registration fee to the programmer.

The way in which Licenseware is handled has just been changed. The Central Licenseware Register (CLR) has been formed to promote the Licenseware idea on the Amiga. CLR intends to give a better deal to the programmer and the distributor.

Up until now, the major organiser and distributor of

Licenseware on the Amiga was Deja Vu Software, but from the 1st of July, Deja Vu is changing its distribution rules. Where libraries were once allowed to duplicate their own disks, they will now have to purchase the disks, at wholesale prices, readily copied. Several libraries believe the new rules and conditions make the software a commercial product. At the moment there are only around 12 titles, but a lot more are planned.



17 Bit Software - 2008 - *War*. A neat strategy game from the team behind *Battlecars*. A highly impressive title which will no doubt appeal to all types of strategy game purists out there! Well worth a look.

CONTACT LIBRARIES

NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA.

Pentire PD, 10a Hag Hill Lane, Taplow, Maidenhead, Berks, SL6 0JH.

Ultimate PD, 44 Festiniog Road, Gabalfa, Cardiff, CF4 2QS.

17 Bit Software, 1st Floor Offices, 2/8 Market Street,

Wakefield, WF1 1DH.

Crazy Joe's, 145 Effingham Street, Rotherham, South Yorkshire, S65 1BL.

Neon Software, 106 Bordesley Road, Morden, Surrey, SM4 5LT.

AMOS PD, 1 Penmynydd Road, Penlan, Swansea, SA5 7EH.

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136...BOTTOM DEMO (X)
138...CRUSADERS/TOBIAS (2)
143...STAY FATHER OF THE BRIDE
152...DIGITAL NOISE RAVEUP
169...MENTAL HANGOVER
170...REBELLING REBELS
175...KYLE 6 MINUTE MIX (2)
182...NEIGHBOURS SLIDES & DEMO
185...JASPER CARROT 24 KARAT
188...PETE N DUD (X) (2)
198...IN WARNER WITH MADONNA!
199...MIAMI VICE REMIX
203...K-L-F (S-P-L-I-T-I)
214...PENDLE DEMOS
218...VIRTUAL WORLD
220...POPEYE & BEACHBOYS
223...VECTOR CNN CITY
225...RAF MEGAMIX
230...CELEB ANIMS
234...BLACKADDER IV
237...TECHNOMANIA
239...CDA DIGI ALBUM
240...END OF CENTURY 1999
242...HYPNOSIS MUSIC
244...SAMURAI PIZZA CATS
245...UTAH SAINTS DUBBED
247...P'S B'S SHED MIXES
251...REVIEW '91 (2)
255...DEPECHE MODE
256...ADAMS FAMILY '80's
258...LSD 46 MINUTE MIX
265...OPUS II
266...NEW! PET SHOP BOYS
267...LIZA MINELLI REMIX
281...JUSTIFY MY VOGUE
293...DIGITAL INNOVATION
274...ERASURE BREATH OF LIFE
308...EPIC GAME DEMO
322...KYLE FINER FEELINGS
342...ELECTION 1992 DEMO
347...ILLUMINATION MUSIC COLL.
349...2 UNLIMITED - WORKHOLIC
357...GLOBAL TRASH BY SILENTS

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263...STAR TREK/TOBIAS (2)
269...HARLEQUIN DEMO
271...AMOS COIN DROP
289...GAMES GALORE
316...HOLY GRAIL GAME
318...AMIGOPOLY
319...QUICK & SILVA
320...GOLDEN FLEECE
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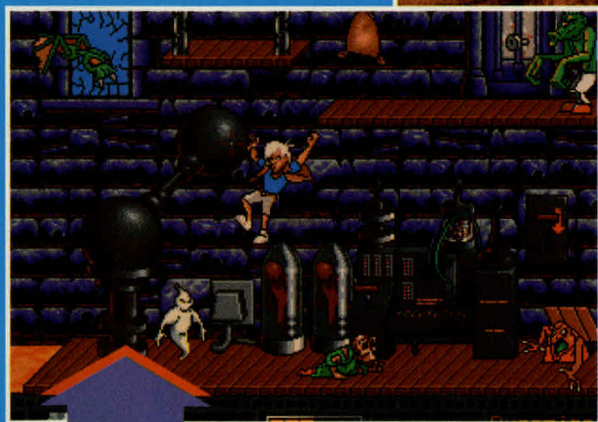
Once again, Amiga Action excels itself and comes up with previews of some of the hottest games to come! Look out for these soon...



Jump into the cockpit and yell 'chocks away' as you begin another Harrier-raising mission of destruction with the latest flight simulations from Microprose, *A.T.A.C.* and *Harrier Jumpjet*.

Do you wonder what creepy things happen in the darkest depths of the software houses? Which games are busy fermenting to be unleashed on an unwary public? Be unwary no longer, and get on the case of the hottest numbers soon to come to your local Amiga!

Get a frog in your throat with more top-quality fun from Team 17 as we preview *Assassin* and *Superfrog*, the latest games from the creators of our fave shoot-'em up *Project-X*.



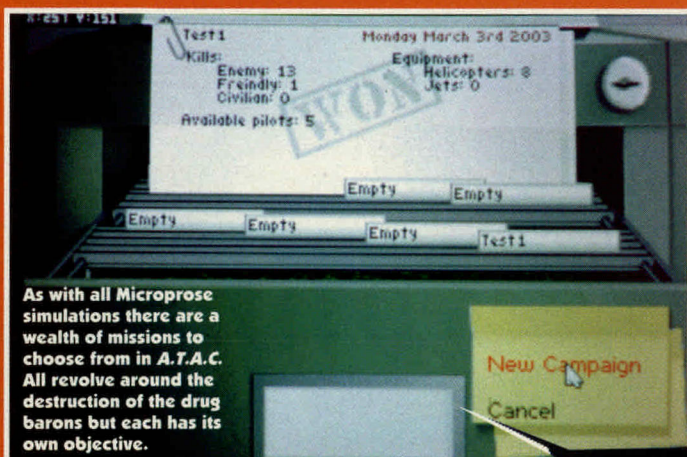
Your latest Hollywood *Premiere* is five minutes away from being released and the boss is going mad. Why? You've lost the film. You'd better find it with Core's help.

More beastly fun in *Beast 3* from Psygnosis in the latest (and best) part of the trilogy as you face the Beast Lord for the final time...



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BLUET



As with all Microprose simulations there are a wealth of missions to choose from in A.T.A.C. All revolve around the destruction of the drug barons but each has its own objective.

You can view the action from outside your F-22 using the special camera slots. This helps to find your bearings amongst all that scrummy ground detail.



A.T.A.C.

The Flight Sim market now belongs to Microprose but will ATAC and Harrier keep them at the top and the competition at bay?

Now that Microprose have brought up Vektor Grafix they seem to hold the monopoly on the flight simulation market and now they are out to kill whatever competition is left with two new releases due to hit the streets in the latter part of the year.

Both releases are flight simulators, one based around the Harrier Jumpjet and the other on a fictional warplane of the future entitled A.T.A.C which stands for Advanced Tactical Air Command. So now you bloomin' well know!

Future in your hands

A.T.A.C is set in the near future where the world is suffering at the hands of the drug barons from Columbia. Now that they have become so powerful and wealthy crime is rife in the cities. The government, under duress, have called upon your talents to command an elite team of 250 undercover agents and a tactical force of four F-22 fighter/ bombers, two helicopters and a base in a secret high-tec location in Columbia.

Including two games in one, A.T.A.C combines flight simulation with strategy. You are given the opportunity to plan and exercise the covert offensive that will put the five drug barons out of business.

Little more need be said as you might have already guessed that you have to plan your strategy, take to the skies and totally destroy the drug baron's evil operation.

A.T.A.C boasts a fully realized 3D world complete with hills, mountains, roads, towns and jungle plantations. The game will be released in November at the humble price of £34.99.

The F-22 implements a special 3D radar much like the one used in Elite. This gives advanced warnings of enemy vehicles and their distance from the plane



Although the F-22 is a fictitious plane, Microprose have taken great care in making a plane that handles realistically and looks impressive.



HARRIER JUMPJET

Anyone who remembers the Falklands War will recall the British Harrier Jumpjet which so skillfully protected the Navy...

In *Harrier Jumpjet*, the player can choose between flying for the RAF or the US Marine Corps. There are three planes to choose from; AV-8B equipped with radar, GR.7 for night attack and the special easy to fly 'Microprose' Harrier. The plane models have been accurately portrayed from footage and blue prints of the real thing.

The pilot can fly on his own or as part of a squadron, the rest of the planes being computer controlled. The computer wingmen have their own attributes and although some may seem excellent in combat their decisions may seem a little rash at times.

As the player develops he will have the opportunity to promote and control a group of six aircraft and pilots. This will enable him to make very important decisions of

who will fly with him and on which missions.

As the pilot progresses further with each mission the gameworld will change. Enemy forces will advance

"as the pilot progresses with each mission the game world will change"

A cheer sounds from the carrier as you manage to make your way back. Landing on a carrier is difficult but thanks to the hover feature it is made somewhat easier.



In between the action there are some beautifully atmospheric still screens in *Harrier Jumpjet*. This are most seen through the mission briefings and setup screens.

and retreat in a realistic fashion, while remaining influenced by the players actions.

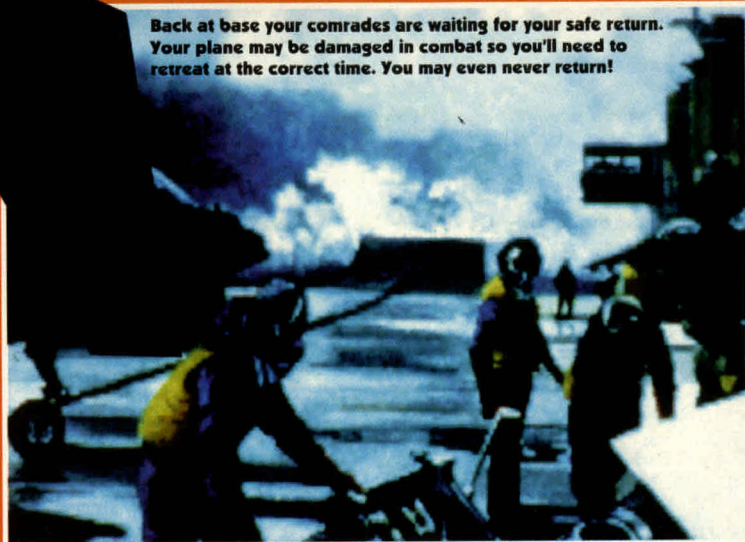
Harrier Jumpjet is a first for Microprose as it is the first flight simulation

written in-house in the UK. You can expect to see the game around the latter part of the year. The price, although not yet set, should be about £34.99. We wait with anticipation!

The Harrier Jumpjet is one of the most successful of British warplanes.



Back at base your comrades are waiting for your safe return. Your plane may be damaged in combat so you'll need to retreat at the correct time. You may even never return!



PROJECT: A.T.A.C./Harrier Jumpjet

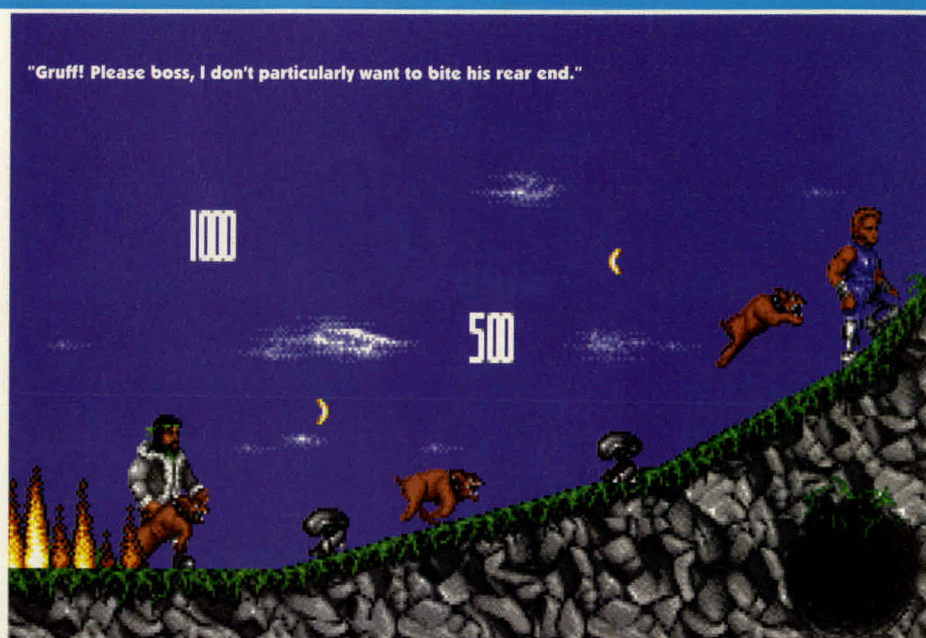
HOUSE: Microprose **RELEASE:** Sept '92

TEAM: Argonaut/Microprose UK **PRICE:** £34.99

COMMENTS: Now that Microprose have almost swept away any flight simulator competition they are ready to swamp the market with these new promising releases. A.T.A.C and *Harrier Jumpjet* look set to repeat Microprose's great successes in the flightsim market and could be their best simulations to date. Both games boast ultra fast 3D landscapes that have been contoured, as well as extremely realistic flight controls and plane models. There's also a wealth of play options - can't wait!

INSPECTED BY: Steve White

Assassin and Superfrog, presently in production, will have your Amiga thinking it's an arcade machine!



"Gruff! Please boss, I don't particularly want to bite his rear end."



With sticky fingers like those, who needs a rope and a grappling hook? Not me!

Assassin's the next title to come from Team 17 and is reminiscent of US Gold's *Strider*. Featuring a central character who redefines the word 'butch', you must rampage through five massive zones, resulting in approximately 1500 screens of fun-filled frolics.

Able to run, jump, duck, swing and climb to the sound of groovy tunes, sound effects and speech, the 32 colour graphics are sure to absorb you into the action like an oversized Pampers.

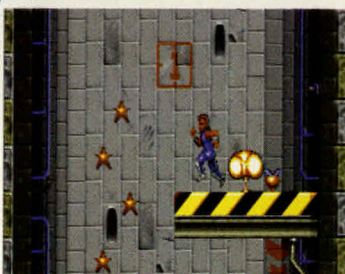
Where would you be without your killer boomerangs? Probably lying crumpled without even so much as a soft bumpity-bump from your heart. Not only can you do clever things with the Aussie contraption, such as dismissing opponents from the chaotic and bloody scene, but other means of firepower can be found and used along the way. Mercifully, enemies don't fight back with Rolf Harris records - the

boomerang is about as close to Down Under as Assassin gets.

Unusual in the fact that it's not actually programmed in-house, Assassin is being evolved from the creators of *Dojo Dan*, reviewed elsewhere in this issue. This worries me slightly as I've to see anyone outside Team 17 match their level of quality. Still, under Team 17's guidance, the final product should be another well-earned big success.



"There's 'tree' bonus stars behind me, but you have to fight me first." Hmmm... Time to duck out the back door!



Such athleticism! Such running action! Oh, you hero, you. (Thanks! It's nice to be recognised! - Ed.) Not you!

Below: Woof! Snap! Growl! Bark! Get back, you furry fearsome fiend.



ASSASSIN

"Buzz. Mom, mom! Buzz. Help, there's a flying frog following me."

Below: Can Superfrog save the day or is Miss Frog doomed to be imprisoned for ever?



SUPERFROG



Superfrog is a comical caper where the hero of the game is, of course, one of those manky green things that crawl out of stagnant ponds and across your living room floor. Yuck.

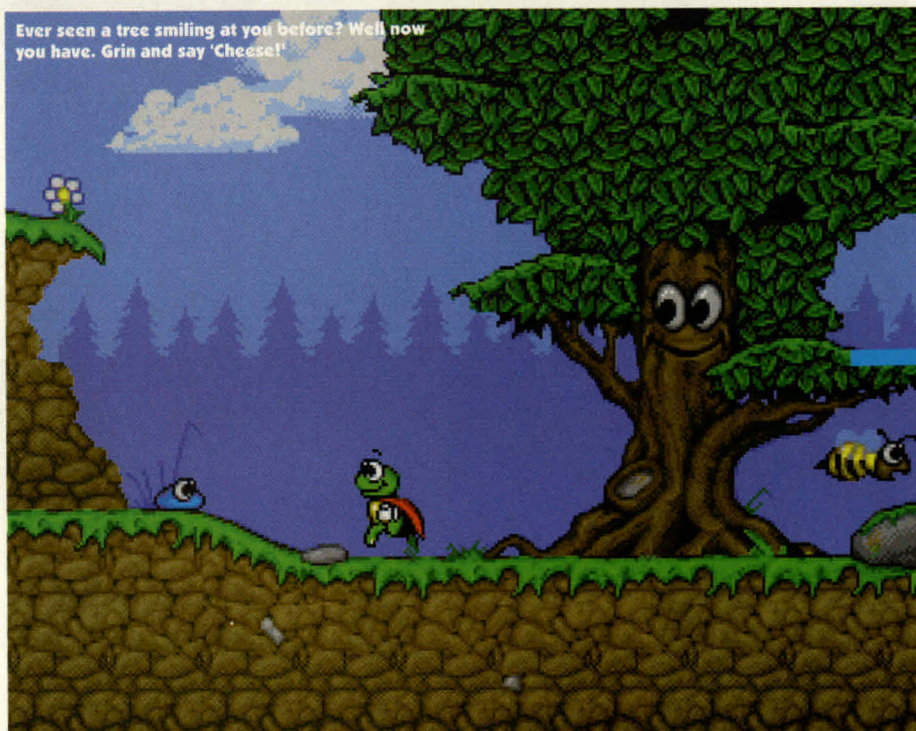
The star is supposedly 'the cutest character of all time'. Well, if Millennium can turn a fish into a legend, I guess Team 17 can make a frog of similar stature but there's only one way to find out...

As another multi-directional, fast-scrolling platform game, you must hop forth in search of fiancée frog who is being held by the wicked witch against her warty will. Boasting music, speech and sound effects, plus 24 stages spread over six different lands, *Superfrog* can also fly high when the circumstances demand such a bemusing talent from him.

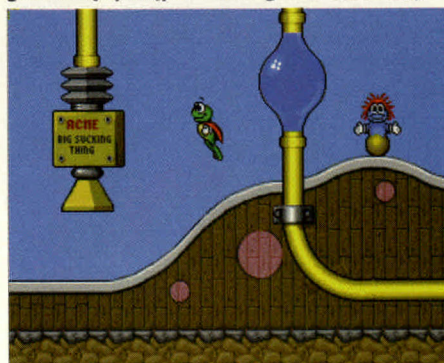
Team 17 stress that 'you too will believe a frog can fly'. Yeah, right. See flying frogs a lot then, do you guys? I don't know, these programmers can get so involved, they start believing their animated sprites and sketches really are alive. I was only saying this to Gnasher last night...

Well, you can forget the recession and the decline in the real value of your pocket money - doesn't life seem altogether better knowing *Assassin* and *Superfrog* will be appearing soon?

Ever seen a tree smiling at you before? Well now you have. Grin and say 'Cheese!'



Below: Hmm, sounds kinda rude, doesn't it? Lets give it a try! (Sorry, we couldn't get the staff! - Ed.)



PROJECT: Assassin and Superfrog

HOUSE: Team 17

RELEASE: Late '92

TEAM: Psionic Systems
Team 17

PRICE: £25.99

COMMENTS: Both *Assassin* and *Superfrog* look like upholding what Team 17 symbolise: top quality games from a top rated company. Without meaning to take anything away from *Assassin*, *Superfrog* appears to be the stronger product due to the *Alien Breed* / *Project-X* group of programmers developing it. With still quite some time to go before release, the measurement of entertainment to be gained from the two can only increase to even greater quantities. Nice one - we're impressed!

INSPECTED BY: Alan Bunker

PREMIERE

On the road to great success with Jaguar XJ220, you can soon expect to see another jaw-dropping smash from Core in the form of *Premiere*.



Howdy pardner, come awwwn inside, buy yerself ah few whiskeys and face the weird world of a whacky western.

You all know how films are created, but perhaps the person who receives the least credit for his hours of weary work is the film editor. He's the guy (or gal) who closely examines all the film to determine what to cut from existence. The final couple of hours that you watch in the cinema is courtesy of the editor's snipping scissors.

Highlighting the importance of this low-key Hollywood job, *Premiere* places you in the skin of a film editor whose material has mysteriously gone missing. With the first showing not too far away, your recovery

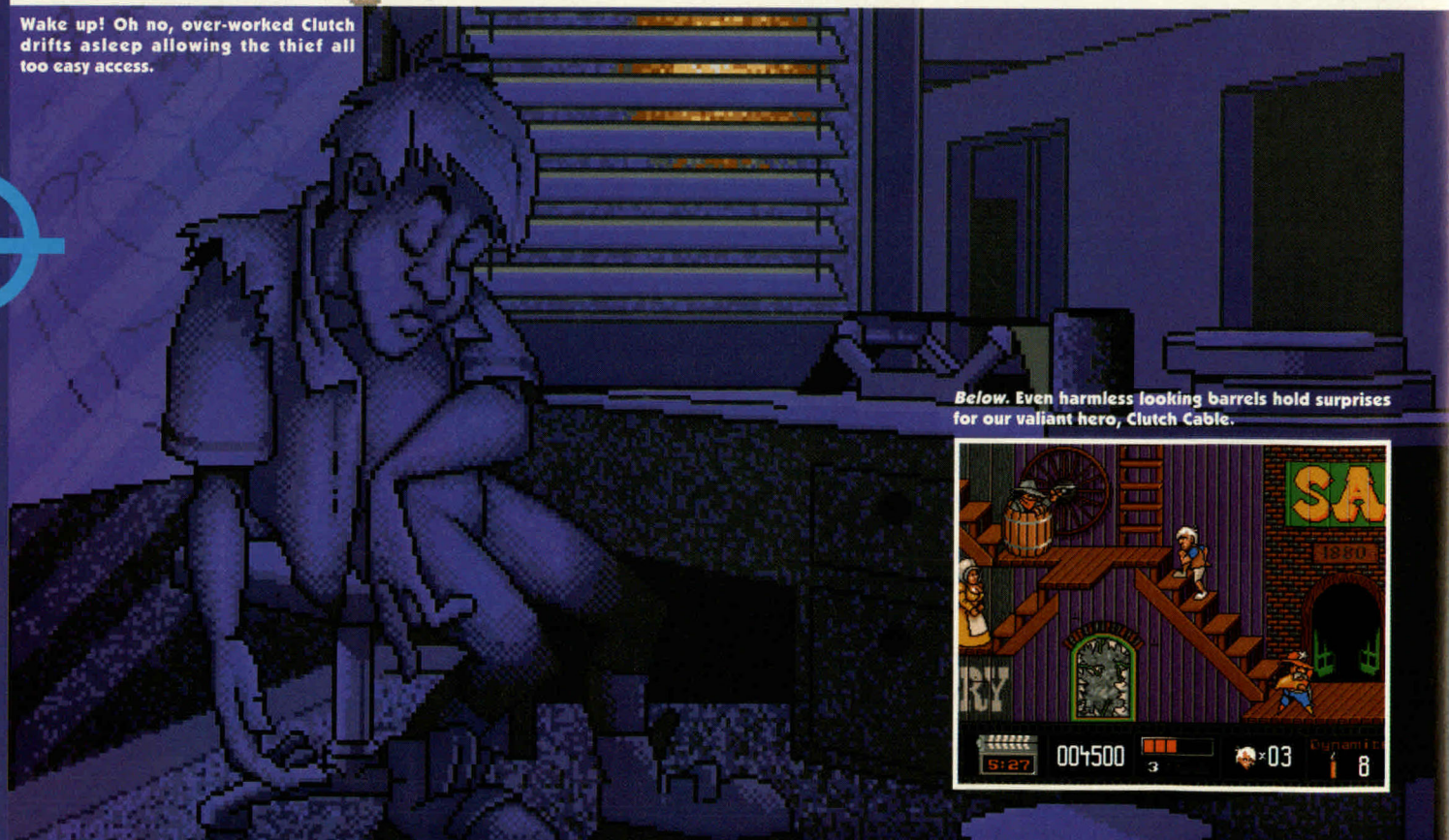
mission is of utmost urgency. The possibility of a Royal presence watching a blank screen could prove to be something of an embarrassment. Can you discover the film and piece it together before disaster strikes?

As an eight-way scrolling platform adventure, the graphics are a step higher than usual for this type of game. Responsible for the cartoony presentation is graphic artist Jerr O'Carroll. His past projects have included *Team Suzuki* and the visually smart *Heimdall*.

Your main character, Clutch Cable (*Sounds like someone out of KYTV! - Ed.*) must explore a number of areas to retrieve the film. This has enabled Jerr to fully exploit his own talents, designing sprites and animation sequences for the western, black and white, fantasy, cartoon, sci-fi 'B' and horror sets. With time running short and the unknown to be revealed, *Premiere* is sure to call upon your gamesplaying abilities like nothing else you've ever played before (well, maybe!).

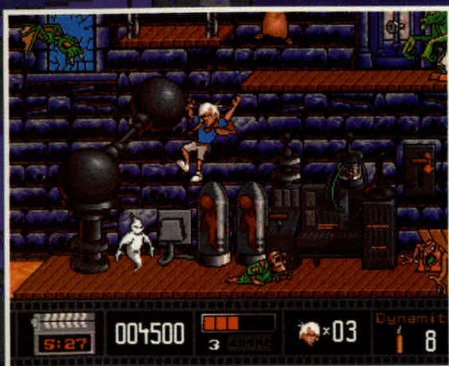
The typical features are incorporated: Switches that deactivate traps, enemies in their hungry hundreds, and food to replenish depleted energy reserves. In fact, cool dude Clutch has a strong stomach, tucking into pizza, hot dogs and burgers

Wake up! Oh no, over-worked Clutch drifts asleep allowing the thief all too easy access.



Below. Even harmless looking barrels hold surprises for our valiant hero, Clutch Cable.





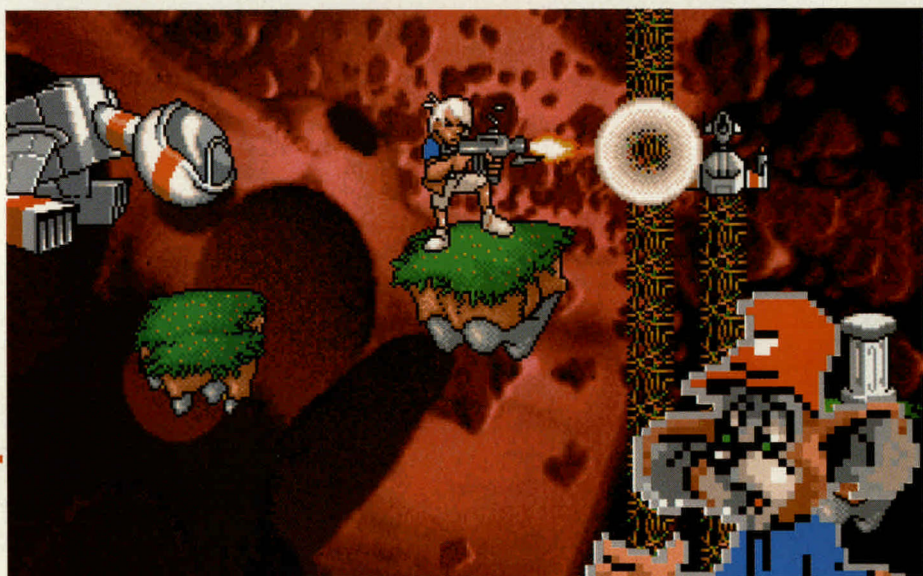
Above: Spooky, kooky occurrences as Clutch negotiates the set of a horror film.

Look out, Clutch! Someone is about to creep up on him to steal the film.

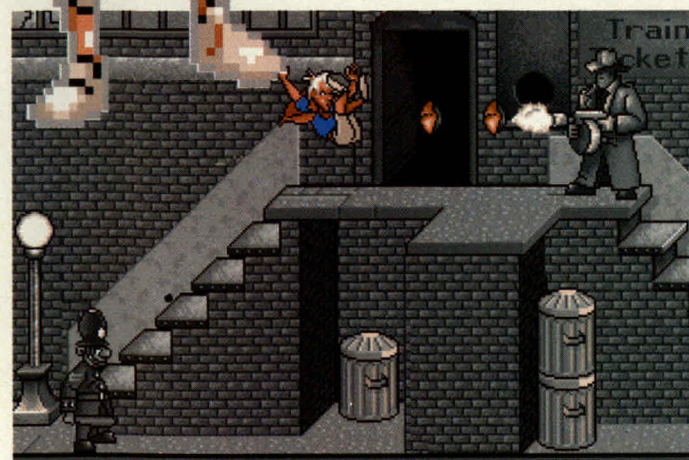
without relent. In saying this, with his task stretching far ahead, he needs all the sustenance he can get.

While kicking your way deeper into the action, you may find weapons. These can be utilised to fend off foes that attempt to put a stop to your progress. Weapons are appropriate to your location, meaning the western world contains dynamite while the

black and white allows you to throw custard pies. All good slapstick mayhem!



Above: With his gun blazing, Clutch battles hard to force his way onward. And what exactly is that contraption doing behind you - probably scanning your vital signs. Isn't that what alien life-forms do?



Keystone Cops and custard pie firing gangsters keep Clutch at bay. Splat! Now get back to your feet and tackle the fiend before he can kasplosh you again! And watch out for you never know what could be lurking in those trashcans.

PROJECT: Premiere

HOUSE: Core Design

RELEASE: TBA

TEAM: In House

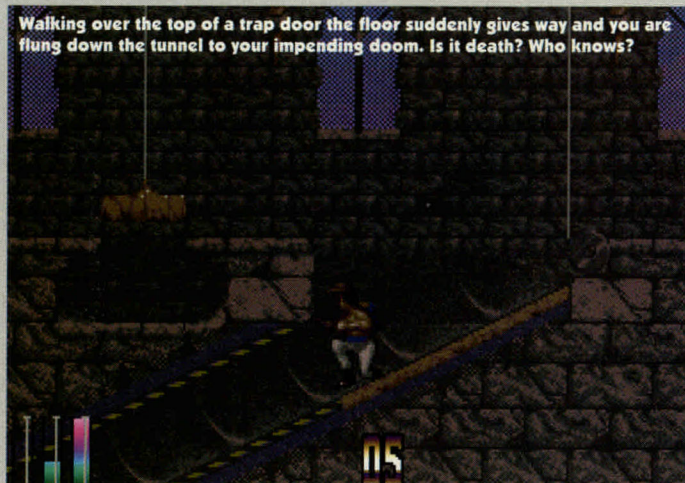
PRICE: TBA

COMMENTS: As a promising alternative to the top two platform games at the moment, *The Addams Family* and *Zool*, *Premiere* could well be the one to set a new benchmark in this area of gamesplaying entertainment. The theme gives the game plenty of scope and depth, providing a strong long term interest factor. Graphically superior to its predecessors, Core hopes to have fine tuned the playability and gameplay to perfection by the time of release. Is *Premiere* going to be Number One? It's a strong possibility!

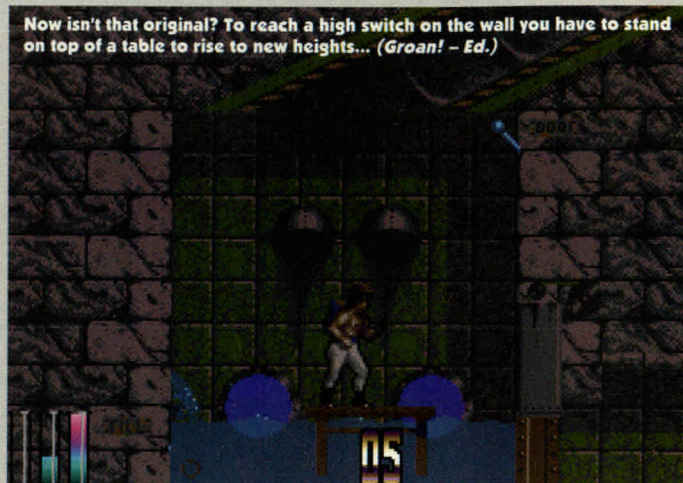
INSPECTED BY: Alan

90°

Walking over the top of a trap door the floor suddenly gives way and you are flung down the tunnel to your impending doom. Is it death? Who knows?



Now isn't that original? To reach a high switch on the wall you have to stand on top of a table to rise to new heights... (Groan! - Ed.)



BEAST

Having proved they can successfully combine platform with adventure in the brilliant *Leander*, Psygnosis try once again with the third and final game in the *Beast* trilogy. This time it will be more of a platform romp than before but should still contain those vital adventure undertones you'd expect from a *Beast* game...

Picture the scene if you will: You have escaped the clutches of the beast lord and returned to rescue a child in peril. The last thing you'd want to do is go in against him for one more time, but at least this time the end result will be his death! Unless the subtitle "The Final Conflict" has some hidden meaning which we don't know about!

"This time the game will be more of a platform romp than before"

Reflections have once again been left in charge of this project after handling the first two *Beast* games, which admittedly did have their noticeable flaws. Now our hero is finally back to his original self and is a fully fit, athletic human in his prime!

Kitted out in the clothing that Indiana Jones would feel right at home in, he sets out across large levels of platforms to overthrow the beast lord once

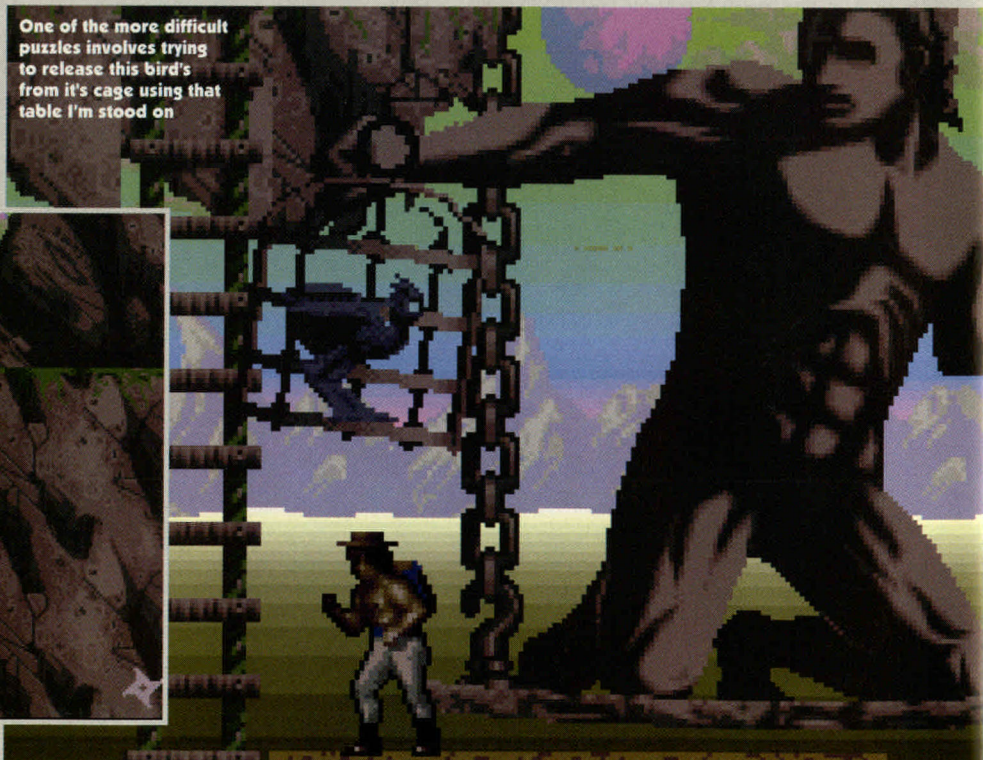
and for all (yes, again!) in a graphical treat that promises a great deal in the ever-important gameplaying stakes!

"...a graphical treat that promises a great deal in the gameplay stakes"

This time around there are actually levels with a distinct beginning and end to them

instead of one long game with a few different sections to it. Each level here will have a graphical style of their own so they're easily recognisable from each

One of the more difficult puzzles involves trying to release this bird's from it's cage using that table I'm stood on



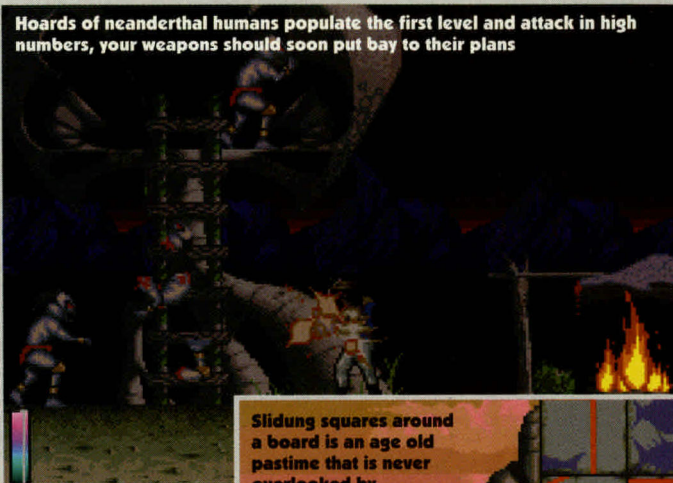
Leaping up a cliffside using branches you suddenly disturb a bird's nest and the inhabitant is not too pleased about it



What better way to barge through a strong wooden door than by using a large battering ram? (How about the head of your worst enemy? - Sicko Ed.)



Hordes of neanderthal humans populate the first level and attack in high numbers, your weapons should soon put bay to their plans



Sliding squares around a board is an age old pastime that is never overlooked by programming teams...



3 If big ugly beasties are your thing then Psygnosis' latest might be right up your alley...

other. At the end of each one, there's a large guardian to defeat as in so many other similar games.

The best way to approach it all is to leg it along the various levels killing foes with whatever weapon that comes to hand. Now there is obviously a lot more to it than that as there are plenty of puzzles for solving along the way, some of which promise to be extreme mind ticklers!

"But what about the typical platform scenarios?" I hear you cry. Well, there is plenty of what you'd expect on the leaping and bounding side of things. Expect to find a great number of lifts, crumbling walkways, swinging blocks - the usual thing!

If you've been put off by the first two games, don't be influenced as the final installment looks like being a stormer. Fans of games like *Leander* and *First Samurai* will definitely have something to look forward to this September.



At the end of the first level you are attacked by this beastie, this is extremely tough to beat and is brilliantly animated. Not!

Using this unique winch you must attempt to catch the fish and place them in the other tanks but which goes where?

Occasionally harmful things cannot be seen until you are right on top of them, this flamer is one such case as it tries to fry you to a crisp



PROJECT: Beast 3

HOUSE: Psygnosis

RELEASE: Sept '92

TEAM: Reflections

PRICE: TBA

COMMENTS: *Beast 3* is looking the best game in the trilogy by far. The puzzles are challenging and the graphics are excellent. Whereas the first two games were graphical masterpieces, neither of them were really the type of thing you'd play for days on end and *Beast 3* looks like being the game to break that mould. Expect more layers of parallax scrolling than one human can count on his fingers and the sound will be atmospheric too. Watch out for a review of *Beast 3* in the next issue.

INSPECTED BY: Brian Sharp

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PINBALL DREAMS

21ST CENTURY

90%



"Stupendously compelling and a gift for all fast-action pinball lovers, mercilessly conveyed by the Amiga to keep you rooted to your seat and eyeballing the screen. An authentic alternative to the genuine article." AA Review April '92

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JAGUAR XJ220

CORE DESIGN

98%



"Core have excelled themselves with Jaguar XJ220 and I don't think we're going to see anything better in the car racing genre on the Amiga. Consider it an integral part of your software collection" AA Review June '92

ADDAMS FAMILY

OCEAN

94%



"There is no denying The Addams Family ranks in the top three movie conversions ever written. Graphics are humorous and a joy to watch. This is a game everyone should own." AA Review July '92

OKAY! - You've got yourself a deal! I've ticked my choice of FREE GAME.

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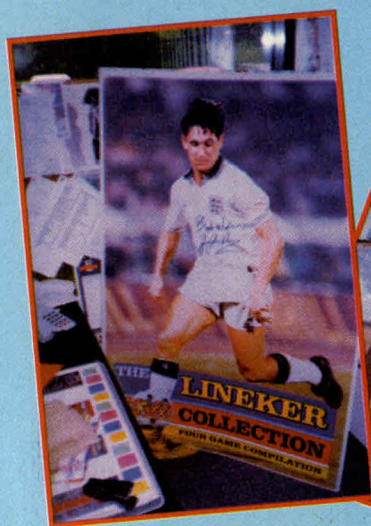
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RIDE THE WILD SURF

Ah! The summer is now upon us and all that goes with it – trips to the beach, gorgeous tans, plenty of ice cream and the essential ingredient, the ever-present Amiga Action competition!



Win Lots of Goodies!



As this issue is such a sporty one we have decided to give away some pretty fit prizes. In conjunction with the release of *California Games II* and *Mega Sports* compilation, US Gold have decided to offer all of their back stock of games, t-shirts, badges and a signed, six foot cardboard cutout of Gary Lineker to this prestigious compo as well as plenty of other surprise goodies just for your pleasure. Read on to find out how...

There Is Only One

This month's competition is in two parts. In the first you must cut and rearrange the Scatterbox so that it makes up scenes from two of US Gold's past releases. You can photocopy your Scatterbox in case you don't wish to cut up your copy of Amiga Action. The best way to complete the Scatterbox is to



Solve the Scatterbox

photocopy it, cut the pieces out and then stick them onto card in the correct order. You must also name the two games.

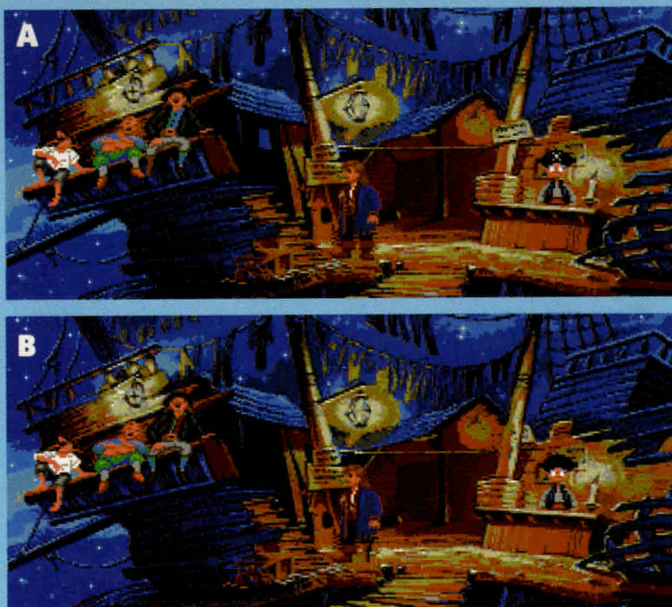
The second part of the competition is a straightforward Spot the Difference. In this scene taken from *Monkey Island II* picture B is different from picture A in 10 ways. Circle the changes on picture B if you can.

After you think you have completed the Scatterbox and Spot the Difference, fill in the competition entry and send it off along with your Scatterbox card cutouts to the following address:

In the Summertime Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP

Any entries that reach us any later than 31st of August 1992 will miss the surf. So there.

Spot the Difference



Circle the 10 differences between the above two pictures. If you can!

I'm no scatter brain
and I'm ready to
receive my goodies!

Name.....

Address.....



Something to think about...

Games are great fun, and the Amiga is superbly equipped for handling the action.

But games are only part of the Amiga story.

There comes a time when you want something in addition to the excitement of the latest shoot-'em-up or role-playing game from your £400 investment - but where do you start?

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Get the picture? Yes? Then get the mag!



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The complete Amiga magazine

Olympic fever is sweeping across the country as fast as Carl Lewis being chased by a lion in a Ferrari. Now is the ideal time to learn all about this ancient sporting ritual.

QUESTION OF SPORT

OLYMPIC FAX

Olympic athletes have a lot of funny quirks! Champion U.S. swimmer Matt Biondi, for instance, took with him a carving of a baby dolphin to bring him luck in the last Olympics. It obviously worked as he returned home with five Gold medals, plus Silver and a Bronze!

Just before games of the sports kind evolved, the world was filled with *Adam And The Ants*, *Dirty Harry* movies and various other pastimes. Then from out of a scientific workshop crawled a cumbersome machine to alter the future. This creature cohabited with a TV to entertain viewers. Short sticks could be moved up and down the screen, tapping a square blob back and forth. The dawn of Sports Game had begun.

Soon after, home entertainment underwent drastic changes again. Originating from Cambridge, a Spectrum was seen emerging from the area. They were quick to multiply, spreading uncontrollably into the nation's homes.

From this moment, Professor Ocean started to study this remarkable creation. Shortly, he had made history. Professor Ocean was the first man to understand Spectrum properly, developing a foodstuff for it that would be



OLYMPIC FAX

The Mexican Wave was first universally seen at the Los Angeles Olympics in 1984 and not during the Mexican World Cup in 1986.

➡ cultivated and fertilised over the coming years to produce similar results of a much higher quality.

Studying in Manchester, Professor Ocean introduced *Match Day*, a fantastic footballing achievement. Not only this, but *Decathlon* was gratefully accepted by Spectrum owners. Often seen attached to Spectrums were joysticks. Wagging them hard would please Spectrum, particularly while digesting *Decathlon*.

Wagging Away

All this activity encouraged the growth of the Sports Game. Offspring gathered together where they would be collectively called arcade machines. Strange individuals in anoraks congregated around them, so the games demanded much greater quantities of food. A game called *Track And Field* became their favourite wagging luncheon. Nowadays, *European Football* is more to their liking.

Since then, the Sports Game has continued to improve. Professor Ocean has been joined by other scientists who explore the possibilities: Doctor Gold, Professor Psynosis and many more. Their work has been invaluable in helping these games continue to evolve.

As other species appeared (Amstrad, ST, Amiga), the realisation of what fantastic things could be achieved by experimenting with sporting game genetics, shone through. With all that's happened now, who knows where it could all lead to in another few years?

OLYMPIC FAX

Decathlete and Lucozade frontman, Daley Thompson, has won two Olympic Gold medals; one in Moscow (1980) and the other in 1984 (Los Angeles).

A - Z of Sporting Heroes

There's a lot of funny ol' games so here is Alan's definitive guide to every sporting event in the universe and on your Amiga.

American Football. A shotgun of Yankee roughly, toughy stuff is available, mainly on mail order, but the one to penetrate for a touchdown is EA's *John Madden's* with its array of options in both defense and offence.

Boxing. *Final Blow...* Oof! *4D Boxing...* Ouch!

And even, I suppose, *Pitfighter...* Ow! This goes to show that nobody's yet done a decent boxing game.

Cricket. It's not easy converting a boring sport into an interesting computer game.

Ian Botham's, Robin Smith's... yeah, right. *Amiga Cricket* is reasonably well presented but, unfortunately, plays poorly.

Dog Hurling. Not yet a recognised sport

but it has to be more enjoyable than *John Lowe's Darts and 180*.

Egg and Spoon. Now this takes me back a while. Imagine Linford Christie and Carl Lewis trying this at the Olympics. Maybe we should campaign for it.

Football. We all know about *Kick Off 2* and the inferior *Striker*, *Sensible Soccer*, *Man Utd Europe*, and so forth. But where's the head-butting, over-acting, and rampant fans?

Golf. A series of hole in ones for this category. *Microprose Golf* with all its technicalities, *PGA* and its immense playability, *Links* with superb graphics, *World Class Leaderboard* which is simply great fun, and there are even more very successful competitors.

Hockey. Apart from Wayne Gretzky and his lousy graphics, what else is there? Oh, and there was some dubious



Daley's Decathlon was the ultimate in the Eighties. Now it's Psynosis' *Carl Lewis*. Happy wagging!

Karate. Three player *IK+* possesses all the kicking and punching moves,

remaining as the best alongside Futura's *Panza Kick Boxing*. Stunning sound effects in both, too.

Lice hunting. Popular among heavy metal fans but banned by members of Hari Krishna.

Motor racing. *F1GP* is the most

authentic but the fastest is undoubtedly *Lotus*. Look out for Gremlin's *Nigel Mansell*, coming soon.

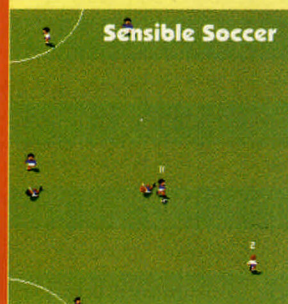
Nit-picking. Your Mother's worst habit, am I right?

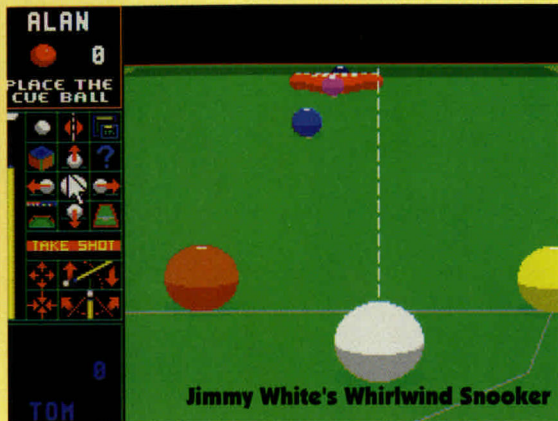
Oggy, oggy, oggy. Sure to be adopted as the Olympic anthem by drunken English followers.

Pole vaulting. An Olympic sport where you can't wait for the pole to snap. Check out a decent version in *España '92*.

Quick retreat. An intriguing sport that Hussein and Gadaffi practise when within 100 miles of an American or British warplane.

Rugby. Only one game worth mentioning here, and that's Audiogenic's *World Class Rugby*. WCR is great entertainment, marvellously executed. You can certainly forget Domark's pitiful effort.



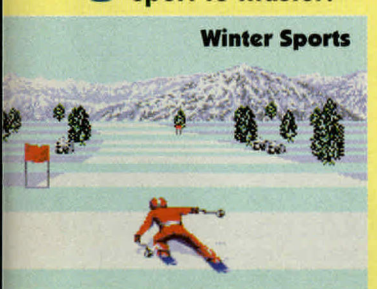


Skiing. Often done with varying degrees of success. The two leaders are *Superski 2* (viewed from behind the skier) and *Winter Supersports* (from above the player).



best but now looks a little dated.

Umbrella opening. A very difficult sport to master.



its kind, featuring adjustable power, realistic eye level view, and plenty more. Nothing else comes near in the world of snooker games.

Xmas shopping. Wintry sport where you must find the best buys but avoid annoying obstacles such as other shoppers and dodgy men selling tacky Santa Claus bobble hats.

Yachting. I think there was a yachting game, once. What boring fool programmed that?

Zapping. Every computer gamers favourite sport!

OLYMPIC FAX

Scots lassie, Liz McColgan, failed to achieve a Gold medal at last year's Olympics but hopes are resting high for here this time around. Look out for her in the long distance running events, particularly the gruelling 10,000 metres.

OLYMPIC FAX

The Olympics were last held in Britain in 1948. Manchester is currently putting forth a strong bid to hold the Games for the year 2000. And did you know that Manchester's Olympic village will be in the same town that Alan lives? Interesting, eh?

Alan's just come out of deep research to bring you some of the finest non-spoken comments by sporting celebrities.

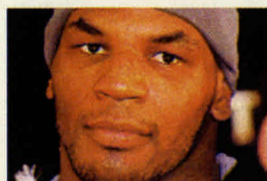
"I hit him Harry but then he hit me back, and that was all too much for me."

Frank Bruno



"I would have won but my nose stopped me from seeing the ball."

Steffi Graf



"Let me out of here."

Mike Tyson

"The more I play, the bigger my beer belly seems to get."

Eric Bristow



"At last, I've figured my sport out. If I go faster than the opposition, I can win."

Nigel Mansel

"It was so unfair. I couldn't score because the goalie kept getting in my way."

Gary Lineker



"Hah so. Hya wya owa awa ha."

Michael Chang



Mega Sports features a collection of the good and not so good, including *Games: Summer Edition*, *Winter Games*, *California Games*, *Summer Games I* and its hectic sequel for your enjoyment.

The two strongest titles are *Summer Edition* and *California*, both ageing games but entertaining nonetheless. Between them, you'll find yourself riding the surf, performing stunts you thought only arrogant Aussies could do. Back on solid ground, archery is sure to be a favourite. Cycling, impressive or embarrassing stunt riding on a BMX, skateboarding – it's all here, and more, for you to test your sporting skills.

Games I and II have never been previously released on the Amiga, even though they've been available on the 8-bits for years. Their conversion isn't particularly credible but the immense variety of events will prolong your interest.

As for *Winter Games*, although out of season, this is a solid addition to the exhausting bunch. Ice skating, skiing, and a host of other appropriate activities are reasonably enjoyable to perform.

Obviously capitalising on the Olympics and recent warm weather, US Gold have covered nearly all the world's existing sports in one swift swoop. Whether they're all represented to a great standard of quality is another question with a mixed answer.

MEGA SPORTS



Skilfully guide your kayak between the gates. Missing any of them will add penalty seconds to your overall time.



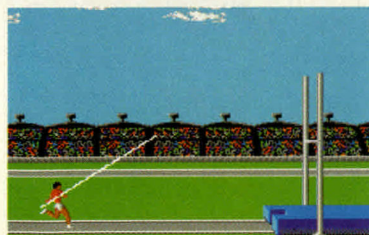
Giddy up, you hairy beast! Adjust your speed for each jump, including fences, walls and large water traps. Send an Ascender to the top platform which will shove the Tumbler. This falls, rebounds from the Blocker and, hey presto!



Alb CAN PRACTICE
Jabbing right a couple of times on the joystick and then pulling left at the precise moments throws your athlete into a massive jump.

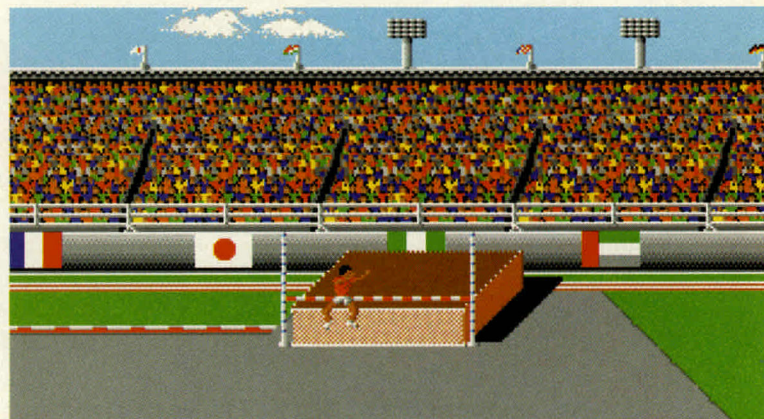


After 10 metres, you realise the remaining 90 metres seems farther than you originally anticipated! Aaargh!



Choose the height to jump and then go for it. A combination of joystick movements will see you soar to qualifying heights.

What better way to end than with a huge sports compilation by US Gold?



ALB CAN SECOND ATTEMPT 1.20M
In the high jump, you'll find it easier to duck under the bar than bounce over it. Shame this sort of thing isn't allowed, though. It's something the IOC should look into!

MEGA SPORTS

PUBLISHER: US GOLD

TEAM: VARIED £25.99

ANALYSIS

Thorough but inconsistent, the *Mega Sports* compilation will come as a real delight to sports and athletics fans and followers around the nation. Unfortunately, neither game in the package excels but the overall group collates to form a respectable package at a more than reasonable price. Expect a fair few hours of gameplay but certainly don't expect the world.

Alan Bunker.

81%

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THE ADDAMS FAMILY



Few film conversions ever reach the quality set by Ocean's latest attempt. If you are having trouble with the game then prepare to read the most comprehensive guide to the game you'll ever see.

It wouldn't be right to tell you how to do the levels as there is no real method to them, so instead we'll let you know a few secrets and how to kill the end of level nasties. Will that be enough for you?

Your first stop should be the old tree, first door on the left, as here you can gain yourself an extra hit point by killing the bird. The most difficult bit here is the ascending of the tree so if you get to the top you're well away. Jumping in the air and landing on his head is the order of the day here so memorise the pattern, which isn't too difficult. After the final crushing blow you'll be awarded with an extra heart. Yippee!



The Games Room

At the end of this relatively simple section you'll come face to face with the Executioner. Around him you'll see five rotating blades – as the nasty moves up and down these will spin around him and when it stops they'll fire out in set patterns. When this happens it is your opportunity to leap out off a high ledge

and get him. Do this twice from the right of the screen and then proceed over to the left to finish him off.

The Picture Gallery

This is one of the hardest end of level guardians to kill. Using Fester's bounce as a launch pad you must land on top of the witch to kill her. This is very difficult as all the time she is moving horizontally and firing back at you. Try to keep bouncing on Fester as this give the projectiles less chance of hitting you which is basically what you want. When you do kill her, Fester will regain his memory...

The Stove

After battling through the most enjoyable section of the game you'll come face to face with the dragon. By now you should have gained four hit points so you ought to survive this confrontation. Don't land anywhere on the creature – besides, the head is as deadly as the tail. Every now and again this nasty'll dive into the lava so the best time to attack is as he reappears from the burning liquid.

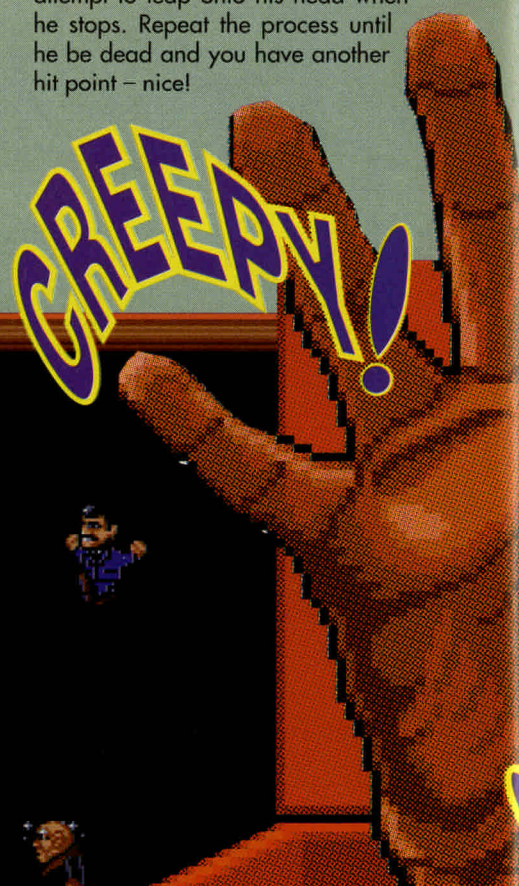


The Fridge

To gain yourself an extra heart (yes, another!) you can kill the snowman buried deep in the realms of the fridge. When he appears he'll throw two snowballs at you, one high one low, and then turn into a large ball and roll at you. Jump over him as he does this and attempt to leap onto his head when he stops. Repeat the process until he be dead and you have another hit point – nice!



SPOOKY



THE ADDAMS FAMILY

The Conservatory

The third and final heart is found by killing these snakes halfway through the level. They loop around the place and to stay safe keep pulling to the right of the screen. When a snake approaches you leap into the air and make sure that you land on the tail as the heads will hurt poor Gomez. When they are all dead continue on your merry way as this route will also take you to the Crypt.

The Crypt

To rescue the final family member, Wednesday, you'll have to kill this ugly looking chap. Thankfully his helmet doesn't do him much good and you kill him by, as before, leaping onto his head. Use the two platforms on either side of him to perform this act but watch out for the six skulls he fires at you (three from each side). These must be either jumped

over or ducked under. Now return to the music room to begin the final section of the game.

The Vault

Funny, isn't it, that the final guard of the whole game is actually the easiest to kill. The Judge stands on top of a pedestal and leaps off occasionally, in a pattern. Left, right then the centre. When he jumps spikes will fall from the roof so avoid these and jump onto his head as he rises once again. Repeat this a few times and you'll eventually kill him and rescue Morticia. All that remains for you to do is to nip into your kitchen and grab a celebratory drink!



KOOKY



Shhhhhh! Wanna know a secret?

The secret rooms are bountiful to the venturer who finds them but if you want to obtain a bucketful of lives follow these steps:

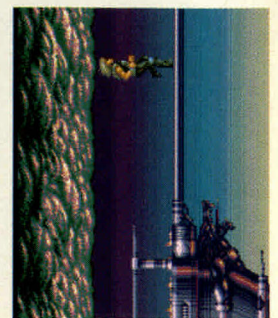
1 Go to the bottom left of the staircase, that's right, under the stairs, and push up on the joystick to enter a secret door. Voila, three more lives, but that's not all as there is also a secret door at the top of this screen on the left.

2 Head to the right collecting dollars as you go and enter the door situated on the furthest right. Inside you'll find a training shoe. Pick this up and you'll now be able to run faster. Exit the door and go into the next door on the left, leap over the gap and collect the Heli-hat.

3 Quickly exit the room, zoom up to the next door and go through. If you haven't taken too long you'll now be able to fly up to the top floor. Collect all the dollar signs and go through the door. You'll now be confronted with 19 more lives for the grabbing. So grab 'em!



small tips



eating pull the string, then open the box and take the startled rat.

8 Go to the kitchen and use the rat on the pot. Now go to the bartender and ask him how the stew is. He'll fire the cook. Go up on deck, read the "Help Wanted" sign then go back to the bartender and ask him about getting a job. Agree to work for him and take the 420 gold pieces. Leave the kitchen via the window and re-enter the bar to get fired (you'll get to keep the cash).



9 Walk to the cartographer's ship and grab the monacle when Wally rubs his eye. Now walk to the peninsula and talk to Captain Dread. Give him the monacle and charter his ship. Choose Booty Island on the map. When aboard the ship, pick up the parrot seed and enter the cabin.



Part 2 - The Four Map Pieces

10 On Booty Island talk to the old man and find out his name. Walk to the antique store and buy the pen, the ship's horn and the polished old saw.



Walk up to Captain Kate and take a leaflet. Now walk to the spitting contest and approach the flags that mark 1st, 2nd and 3rd. Use the horn and when the Spitmaster walks off pick up the flags.

11 Having done this, you can return to the Jolly Rasta and sail to Phatt. You'll get arrested no matter what you say. Once in jail, push the mattress and pick up the stick. Use the stick on the leg bone of the skeleton in the neighbouring cell. Give the bone to the dog. Take the keys and open the door. Take a look at the envelopes on the shelf. Take and open them both.



12 Walk to the library and look up "Disasters" in the card file. When filling out your library card details make sure you give your age as 21 (the legal drinking age). Then take out any old book except the "The Joy of Hex". Walk to the miniature lighthouse near the door and open it. Take the lens.

13 Walk to the alley closest to the Jolly Rasta and watch the guy gambling. Follow him, then knock on the door and ask for the next number. Count the number of fingers he holds up when he says "If this is..." and give your reply when he asks "How many is this...?"



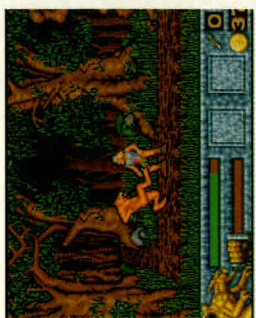
MONKEY ISLAND 2

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

so that may explain the problem. Anyway, type in the word SOULPSYCHEDELICIDE on the title page to gain infinite extends and try THE PERFECT KISS for infinite ammunition.

Barbarian 2

Vicky Hill of Abersoch provided the following cheat, so blame her if it doesn't



work. To replenish any lost energy, simply hold down the HELP, M and E keys simultaneously.



The Manager

Take out a massive £500,000 bank loan at the start of the game and buy a few decent players. This should, of course, improve your team and increase profits. If you encounter any other financial difficulties, take out another loan.

Populous 2

To possess a God with maximum attributes in every department, simply type in the following code in the usual place:

ADKITAKDVZLRGWZ.

MONKEY ISLAND 2



14 Go and gamble and when you win ask for the invitation. Repeat this winning strategy until you have all three prizes. Walk to the Governor's mansion. Tell the guard that there's a fire in the kitchen then run upstairs. Use the book from the library on the book on the bed.



15 Return to Scabb and watch Kate get arrested. Go to the bar ship and order a Blue Whale and Yellowbeard's Baby. Use the blue drink on the yellow drink to make a green spit-thickener. Use the banana from the envelope on the metronome, then pick up the Jojo. Go to the laundry and saw the peg leg off the sleeping pirate. Now go to the woodsmith's shop and he won't be there. Take the hammer and the nails.

16 Go to Booty. Go to Stan's Previously-Owned Coffins and ask about buying one. Ask him to sit it in. Close the coffin lid and use the nails on it. Grab the crypt key and use the hammer on the cash register. Go to the contest and have a go, but use the straw on the green drink first. Use different combinations of spitting terms until you win. Go to the



antique dealer and ask about the map. He'll now tell you that he might trade it for the figurehead of the mad monkey. Sell him the spitting plaque and tell him it's the spit of the killer of LeChuck. He'll give you 6000 pieces of eight for it.

17 Now look at the book on disasters and find the coordinates of the mad monkey (write them down). Go to Phatt, then go to the jail and take the envelope on the shelf and free Kate. Go



back to Booty and charter Kate's boat. Once you're there, dive in and pick up the figurehead. Then pull the anchor. Go to the antique dealer and swap the figurehead for the map.

18 Go to the costume store and show the man your invite to the Mardi Gras. He'll give you a costume. Walk to governor Marley's mansion. Show your ticket to the guard then walk to the mansion. Push the trashcans and let the cook chase you around the house twice. When you have a good enough lead on him open the door near the trashcans and enter. Pick up the fish and leave.

19 Walk to the front of the mansion and pick up the dog. Go to Phatt and walk to the pier. Make a bet with the kid and win it by giving him the fish. He'll lie about his catch and make him know it. Now he'll give you his fishing pole. Go to the waterfall and walk



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small tips

Titus The Fox

Thanks to everyone who supplied the following codes, which, I must add, varied from letter to letter. Apparently though, the game will accept a variety of codes, so here we go:

1: 2625
2: 2845
3: 3559
4: 1015
5: 1933
6: 0738
7: 2665
8: 5648
9: 1331
10: 1802
11: 0791
12: 1350
13: 2290
14: 5052
15: 2045
16: 2578

The Addams Family

The following codes will start you off in certain places. Type them in the usual manner.

&1Y1M - 3 Hearts (after the big tree)
?191D - Hearts (after fridge in kitchen)
B919R - 5 Hearts (after conservatory)
V1S14 - Pugsley (Games room)
V919B - Fester (Picture gallery)
BG9K& - Wednesday (Crypt)
BLUK# - Granny (Kitchen)

Rainbow Islands

This has recently been released on the Hit Squad budget label and needless to say, it sold by the sack weight. So, here are the cheat



to the top of it. Use Jojo on the pump. Now walk down and enter the tunnel. Once at the cottage, open Kate's jail envelope (you'll now have some near-grog). Go inside and demand the map.



20 When you are given your mug, use it on the tree. Use the mug with the near-grog. When the man has passed out, open the window to the left of the door. Go to Booty, then go to the mansion and enter. Walk upstairs, take the oar above Elaine's bed and leave for the big tree. Pick up the plank and use it on the hole farthest left. Walk on top of it and use the oar in the next hole. Walk to the oar. Watch the dream (make sure Guybrush writes down the lyrics).

21 Then, once you've awoken, pick-up the pieces and take them to the woodsmith on Scabb. Give the pieces to him and he'll fix them. Go to



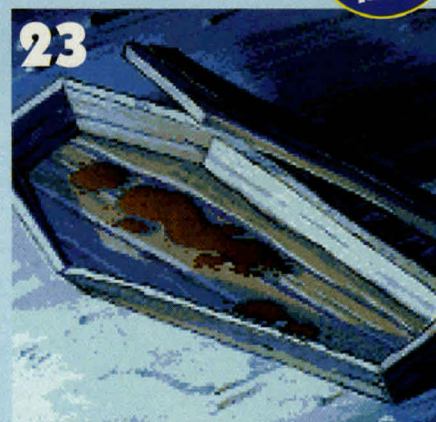
the cliff on Booty and use the fishing pole on the map piece. A bird will steal it and take it to the big tree. Now go to the big tree and walk to the plank. Pick up the stuck in one of the holes. Guybrush should eventually cotton on and do this automatically. Once at the top, go to the farthest little building and pick up the telescope. Go to the closest hut and walk to the door. Look at the maps and use the dog on the maps. Now you have another map piece.

22 Go to the antique store and use the parrot chow on the hook where the sign used to be. Buy the mirror. Go to the cottage on Phatt and enter it. Use the mirror on the mirror frame. Exit and use the telescope on the monkey



statue in front of the cottage. Take note of which brick the light strikes and then go inside, get the mirror and push the brick the light hit. Take the map piece from the skeleton and leave for Scabb.

23 Go to the cemetery and open the crypt. Once inside look at the coffins and look at the book of famous quotations. Match Rapscllion's quote with the coffin's inscription and open it. Take the ashes. Go to the voodoo lady and look at all the bottles. When you find Ash-2-Life pick it up. The voodoo lady will ask you for some ashes so she can whip up the proper potion. Get the Ash-2-Life from her and go back to the crypt. Use the Ash-2-Life on the ashes. Offer to turn off the gas at the weenie hut. Go to the beach and open the hut. Turn off the gas and return to the crypt. Use Ash-2-Like on Rapscllion and he'll give you the map. Now you have all of the four pieces. Go to the cartographer, give him the lens from the lighthouse and the map pieces. Go to the voodoo lady for him (to get the Love Bomb). Then go back to Wally. Look at the writing on the table and open the bag marked Juju, then go to the swamp. Jump in the box.



**PART 2
NEXT
ISSUE**

MONKEY ISLAND 2

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codes for all you newcomers. On the title screen type in any of the following:

BLRBSSBJ - Permanent fast shoes
RJSBJSBR - Permanent double rainbows
SSLLRRS - Permanent fast rainbows
LBSURLSL - Continue after island five
RRLBBSJ - Hidden food turns into money bags

Epic

Apparently, this one's quite easy to complete, but here's the full list of level codes nonetheless:

- 1 - AURIGA
- 2 - CEPHEUS
- 3 - APUS
- 4 - MUSCA
- 5 - PYXIS
- 6 - CETUS
- 7 - FORNAX
- 8 - CAELUM
- 9 - CORVUS

Eye of the Beholder 2

On the wasp level, stand on the spot where the two rooms join (the room to the south which has the crack in the wall - the hornet's nest) and rest. This should generate four wasps which can be killed easily to gain experience pts.

A massive thank you to all contributors. Your chosen games are in the post (or so we say!). Please send all your hints, tips and cheats to: GTGA Small Tips, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

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Boggit's Domain

Would you talk to a strange individual in a dark cave? Andy Mitchell took the challenge...

O There is a land far from the world of men where a great forest lies nestled in the arms of a surrounding mountain range. Dragons soar on leathery wings through air which is crisp and clear. This is a land ruled by magic and adventure. Welcome to Boggit's Domain.

No-one knows what race the Boggit evolved from, but he appears to be part Hobbit, part Dwarf and part 'miserable git'. There is however one human who has been befriended by this irascible creature, and he knows the Boggit as well as he knows himself. He is Andy Mitchell.

Today it has been revealed that Mitch is none other than the mysterious Goblin Postie who acts as the link between the Amiga Action team and that far-off forest glade, and this month he has brought back an exclusive interview with the world's greatest authority on adventure and RPG's.

Mitch: Do you get lots of mail from adventurers?

Boggit: On average I reckon I get about 10 letters a day. Which is about... Blooming millions each year!

Mitch: Why do you do it?

Boggit: Just how else do you think that I'm going to get free Amiga software? And of course you mustn't forget about 'The Curse'.

Mitch: What curse is that?

Boggit: When I was young and foolish I did pick up an Atari ST. How was I to know the thing was cursed? Let that be a lesson to everyone. Don't touch the damn things.

Mitch: What would you say were your greatest dislikes?

Boggit: Well I hate the French for a start. Great hairy things who smell of garlic and keep trying to slither up your leg to kiss your cheeks. Yuck! Atari users irritate me as well. I bump into flocks of them at computer shows and their endless bleating of, "Atari Good, Amiga Baaad" tends to set my teeth on edge.

Mitch: Don't you think that you should show a greater tolerance to others?

Boggit: Look, you humans have to say nice things about each other. If I hate something then I say so.

Mitch: Living so close to nature I suppose you are a bit of an animal lover.

Boggit: Well I my best friend is an owl called Archimedes, but he wouldn't thank you for calling him an animal. In fact he's extremely intelligent. I've asked him if there is anything about me which isn't just perfect - and he has never said a word. He would be perfect too if only I could stop him stealing my liver-sausage sandwiches!

Mitch: Well then, are there any animals you don't like?

Boggit: Hmmmm... the only animals I really dislike are dogs, but that's only because they tend to pick me up and bury me in my compost heap.

Mitch: You're very rude, aren't you? Aren't you afraid someone's going to come looking for you?

Boggit: The chances are that they'll find you before they find me.

Mitch: Thanks a lot! One last thing. How is it that you do such a good job of keeping yourself hidden, yet I have no trouble finding you?

Boggit: Now that is a hard question. I think your best bet is to have a word with your doctor. Oh, by the way, keep taking the tablets!



Boggit's Mailbag

And still the mail keeps pouring in. We're not sure why people put up with the ravings of the bad tempered guru. But here we go again....

Can't see the Answer to Black Crypt's Invisible Monsters? So far I have done without the help of the manual (mostly!), Levels 1,2 and 4. I am now having trouble on Level 3. This level as I'm sure you know is where you meet the unseen foe. I have gained the Mask of True Sight, but my problem is getting the damn thing to work, because every time I enter Level 3 the unseen monsters attack me and I am soon killed off.

Wayne Hopkins, Scunthorpe.

I admire your determination not to cheat by reading the manual, but you can take things too far you know - **YOU ARE ALLOWED TO READ THE DAMN INSTRUCTIONS!** The trap you have fallen into is forgetting that you are not looking at things through your own eyes. You must remember that you are looking through the eyes of the party's leader. You select the leader by pointing and clicking on the square on the far right of the lights below Mage's portrait. If it wasn't for the fact that I made the same mistake I would think you were a proper dork.

Flicking like Crazy in Nightmare's Dizzy Room.

Please help with a problem I have in Quest 4 of Nightmare. I have found my way into Dunhelm's Castle and in the search for the three staffs I can't find my way through the dizzy rooms. After crossing the swamp I can't find my way through the moving passages either although I've pressed enough buttons to last a lifetime.

M. Fellows, West Midlands.

Well here I had to turn to that stalwart team who man the Mindscape's telephone technical support and threaten them with

a severe beating until they gave the following solution:- There are four switches. Call them 1 to 4 from left to right. Flick switch 4, turn around, go through the left door, follow the path and find a key. Flick 4 4 2 2 2 get a key and put it in the keyhole. Flick 2 3 4 4 2 4 and get a key. Flick 4 2 2 4 4 3 3 1 1 2 and put key in keyhole. Flick 1 3 3 3 1 1 1 3 1 and put the key in the keyhole to get another key. Flick 2 4 4 2 2 1 1 1 3 3 3 4 and flick the hidden switch. Walk onto the pad over the now covered hole and flick the hidden switch on the wall to the left. Turn around and face the way you came in. You will notice that your entrance has been blocked. Throw an item at this new wall and it will land on the pad. Turn around and walk onto the pad. Two squares to the right (assuming you are facing away from the entrance) is a wall switch. Flick this then walk to the door. Two places to the right of the door is another wall switch. Flick this then find the key. Open the door with this key. Flicking the hidden switch will let you out. Flicking Heck! (That's it, I'm retiring - Ed.)

Mindscape's Help-Line Strikes Back.

Just a quick note to put things straight. The technical support line is not in fact a Nightmare Help Line. After the release of this game my colleague and I were swamped with calls. This was the main reason for bringing out the hint book. The puzzles in this game are really dumbfounding some players and we had certain gamers ringing us up every five minutes. By the end of the first week I was on first name terms with a posse of die-hard RPG fans. This in turn was blocking out the real reason we were on the phone, to support our customers all over the world who might be having problems with their machines such as compatibility, loading and general technical information. So there we were, just the two of us, with the telephone smoking. Can you imagine explaining how to get out of The Prison over a hundred times a day, or how to kill the mean mothers in front of the shovel! We were becoming physically and mentally strained so it had to stop. So thanks to our saviour 'POG' we released the hint book. I apologize to all the gamers who lost their sanity, hair, wives, girlfriends, but we had to go through it as well. Any court summons, death threats and poison pen letters will be courteously passed on to Tony Crowther (only kidding Tony!) Lastly I'd like to apologize deeply to the customer who had his letter published in your column regarding his Nightmare with Nightmare. If he still can't finish the game I'll send him a hint book - or maybe even CAPTIVE 2.

Aron Phelon, Mindscape Technical Support.

Did you say Captive 2? Oh no! I hope that was a joke on your part. If that rotter Tony Crowther is working on a sequel to that game, then I am leaving the country. My mailbag almost doubled when the first game came out, and as each of these games gets sneakier I'd hate to think what the next one would be like. I would send you a game for your interesting letter, but then Mindscape reckon they've already got all the best games, so tough luck!

Robin Hood Hints:

When Robin says there is a smell of burning in the air it means that dragons are about. Use the crystal ball to find out where the dragon is. Go to the

dragon and speak to him. The dragon will tell you that he has a thorn in his foot (Well that's blooming original! - Boggit). Pull out the thorn and he will give you the power to breathe fire. When you see Maid Marion (walking from the Monastery dressed in white) talk to her three times and she will give you a ring which will let you read people's abilities. In the lake which is to the west of the map, or near the castle, there is a duck. Speak to the duck then shoot it. (Well so far I'm really impressed with this guy! - Boggit). You will now have the ability to look all over the landscape. Occasionally you will see a bald monk walking from the monastery to the castle. When it looks as if he is carrying money you should rob him. Move away for a moment then return and you will find him sitting down. Talk to him and he will join your band (or punch your thieving head if he has any sense - Boggit). He will give you a monk's habit. If you are captured by the soldiers you can easily escape by using the disguise.

Joseph Leiper, Aberdeen.

I didn't like the sound of this game when I first heard about it and now I'm sure I must have been right. Robin Hood talking to ducks and breathing fire! What a load of old bed-socks. And you bought this? I thought people from Aberdeen were careful with their money. I've heard that the only difference between a Aberdonian and a coconut is - you can get a drink out of a coconut.

★★★★★ **STAR LETTER** ★★★★★

Maddog Williams Finally Crosses Over.

You should advise the demented Italian who is having trouble with Maddog Williams to refrain from doing strange things in caves with his magic staff and large salami. He would do much better to show it to the old man in the tavern in Lakeville - Oooer! To cross the stone bridge:- Simply stand at the edge of the chasm next to the bridge and type 'LOOK UNDER BRIDGE'. He will now find some hidden rungs. Enter, 'CLIMB RUNGS' to swing safely across the chasm.

D. Newman, Huddersfield.

★★

Knightmare Corner

If you are playing Mindscape's great game Nightmare then here are a few interesting facts which may have escaped your notice.

Dicing with Death: There are a few dice to be found lying around in the game, and you may wonder what use they are. The simple answer is that they are no good for anything. Blooming typical!

Cool Shades: Here's an odd fact that you may not wish to know. The sun-glasses were originally going to be called Bit-Map Shades as a tribute to the Bit-Map brothers, but in the rush to get the game to the market they didn't have time to get the OK to use the name. As it is the sun glasses provide a low head protection.

Jest a Minute: Now here is a piece of info which is really useful. There is a wand which can be found which has the head of a jester on it. The correct use for this object is to throw it at the full size jester and he will thank you by



Mindscape have had success with their RPGs last year. Which was good news for games players, but we've been hearing tales of woe from their beleaguered Technical Helpline.

Well, I did promise a prize to the first human to answer this question so I suppose I'll have to come up with the goodies.

Still 'Corpsed' with Cruise?

After reading your last snippet of advice, I advanced throbblingly into Cruise for a Corpse. However, my joy was short-lived as I have now ground to a complete halt at 3.20. The code I get from the mermaid is 13c. If you answer me I vow never to speak to a Frenchman ever again, and let's hope we give them a thorough stuffing in the European Championships like we did at Wembley and the Parc des Princes. Rule Britannia!

Steven Bates, West Bromwich.

If my notes are correct you should now be in Suzanne's cabin after being sent there by her to fetch her cosmetic case. At least you will be if you rescued her from drowning. While in the cabin, search the top right hand corner of the room to find a jewel case. Examine it and then insert the small key in the case and turn it to make the ballerina dance. While the ballerina is dancing, block its movement to stop it. Turn the key again and a secret compartment will open. Get the evidence it contains and examine it. Now you can toddle off to the bar. One last thing I should mention. You just can't come in here and be rude about the French! There is a queue you know! And to J. Dawson who needs code 8C. I suggest you walk down the deck outside Rebecca's cabin. Look through the porthole and find out what Tom's up to. Oooo!

Matthew Apers used to live in the Netherlands, but one day during a Geography lesson he was nauseated to find that it was only Belgium that separated him from France. He very wisely decided to move - and he now lives in New Zealand. Anyway he too needs help with 'Corpsed' as he is stuck at 10:20am. He needs to have been to Nickos' Office, opened the desk and got the thankyou note, and opened the jewelry case and examined the clasp. Now go to the Dining Room, open the drawer and take the Engagement Invitation. Matthew also complains that New Zealand readers can't take part in competitions because the closing dates don't allow for the fact that overseas readers get their magazine late. It's the editor he should be writing to, not me. Of course if every overseas reader were to

write to Steve White personally and complain, maybe he would do something about it. I think Whitey should be sacked if he doesn't immediately offer a 'Mega' prize which is only open to overseas readers. That's only fair isn't it? (You're fired! - Ed.)

Going Underground with Indy.

I have a problem with Indiana Jones and the Last Crusade. Having got into the catacombs by breaking through slab 'V' and solving the torch problem I got stuck at the plug. Therefore I was delighted to read your helpful hints on how to get the wine bottle. But behold, when I try to get back into the catacombs, every slab I break is the wrong one, including slab 'V'. What am I doing wrong? P.S. There is a book on flying in the library, but it takes a long time to find it.

Clare Hilton, Bognor Regis

I reckon you are about as bright as a Toc H lamp - whatever that means! I know an elf who always says that when I make a mistake, (which isn't very often.) However, back to your mistake. You got out of the catacombs through the manhole, so why the blue-blazes don't you go back in that way? I believe you can also get the bottle before entering the catacombs, simply leave the library, get the bottle and then return. Either way there is no problem.

Dungeon Master - Still Battling On.

Dear Half pint! I have a handy hint for killing monsters in Dungeon Master and Captive. If you teleport to a spot where another monster is standing, the monster will be instantly destroyed. To thank me for this information, please tell me how to kill Lord Chaos in Dungeon Master. I try to kill him with the Firestaff, but he won't die. If you don't answer me I will feed your owl to my killer cat, Ginger the Flesh Eater.

Ben Hlavaty, USA

If you would like to 'Meet me in St. Louie' then we'll see whether your cat is a match for my bird. I guarantee you'll only need a matchbox to bury him with! To destroy Chaos you must use the staff to create a cage around him then quickly fuse it shut. You won't have time to create a four-sided cage before he moves, so do this in a corner of a room where you can use the walls for two sides of the trap. The walls must be more than one thickness or Chaos will teleport through them. There is a little room on the level of the fire pits and two-headed demons which is the best place to try this trick. In answer to Raymond Aird's problem:- Turn off the transporter, place something heavy in the place where the transporter was. Turn the transporter on again.

Mixing up a Storm with Legend's Magic System.

Last month I only had space to give a brief mention to Mindscape's latest role-playing game - *Legend*. This month I'd like to remedy that sad state of affairs and elaborate a little further on this game's unique spell-making system. *Legend* is the first RPG in which you can discover and use magic spells which



Use for Legend letter. Legend's 3D isometric screen allows you to control individual members of your team, which makes for easy viewing but tricky puzzles.

the game's designer didn't even think of. The game has 16 magical runes which you can put together in any order you like. For example, if you were to mix together the Missile, Healing, Surround and Damage runes you'd have a pretty strange concoction. In fact, this can be very useful. Imagine your fighter is surrounded by a ring of monsters who are hacking lumps out of him. The wizard could aim this spell at your hero and the following would happen: The 'Missile' rune would propel the spell into the center of the circle where it would blast the hero with 'Healing' to build up his hit points. Next the spell would 'Surround' the hero with a circle of power which would then inflict 'Damage' on all the monsters that were bashing your friend's delicate bits.

Kwik Kwip

Why do Atari users travel around in threes? Because one can usually write, one can read, and the other one likes to hang around with intellectuals!

Mark Webb, Australia.

(Hey! I used to own an Atari! Bang goes your subscription! - Ed.)

Final Thought

Do you realise that in two days time tomorrow will be yesterday. Frightening isn't it?

If you have the guts, write to the Miserable One at:

**Boggit's Domain,
The Old Blackthorn
Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent
ME20 6NR**



The Knightmare castle is still proving to be a real nightmare for hack-'n'-slash fans. There are more wrinkles in this than can be found in Boggit's socks.

disappearing and leaving you the coin which is used to pay the ferryman. However you can beat the jester to death by simply punching him senseless. (Don't throw things at him or he will throw them back even harder!). You will get the coin and still keep the jester stick which has a very useful purpose. The jester wand can cast a 'Smile' spell which looks like a 'Bird' spell, but it is more powerful and travels low across the ground, making it perfect for shark zapping.

BUDGET

ITALY 1990

Kixx
£7.99

Being the only person in the entire world who dislikes Kickoff 2, I find most other football games a blessing. Football games generally give you a plethora of options, but none can give you the option to join the 1990 World Cup, apart from this one (*Gosh! - Ed.*). The problem with them nowadays is that they



try to be to flash and lose most of their gameplay and this is where the two year old differs. None of this faffing about with nice graphics, sound or options for that matter. Sadly the gameplay has not taken advantage of that sacrifice. Sad, simple and crap. Even if you have got eight quid burning a hole in your pocket, you would be far better off avoiding this one.



52

SLEEPING GODS LIE

Touchdown
£9.99

Strange? I played this for a good hour, and the only thing I managed to achieve was picking some red berries and beating up an old bloke! Forget dungeons, dragons, caves etc - this game should have been retitled "Walking in a field simulator", because most of the action (if that's what you can call it) takes place in what appears to be a field. I don't care if the game is viewed in first person perspective 3D if all you can see is a view of bushes (fnar, fnar).



Maybe if you are a keen walker, you may find this quite enthralling, especially when it's too wet to go outside. Sadly though there is not an option to take your dog with you on your travels, more's the pity. Short term - awful, long term - awful (probably). A marvellous example of why you should try a game before you buy it.



49

EMLYN HUGHES INTERNATIONAL SOCCER

Touchdown
£9.99

If you like watching 22 hot sweaty men all chasing after some leather, (*Tacky! - Ed.*) the chances are you'll love this. The first thing that'll strike you about it are the tens of options available using a mouse and a series of pull down windows, virtually every option a footy fan could ever want. Once you've played with the various

parameters and you start the game, you'll find a brilliant side-on view footy number complete with headers and back heels. A couple of things are lacking - the graphics are not brilliant and are a bit blocky, compared to today's standards, and an explanation why the chirpy scouser "Emlyn" is wearing a chunky knit V-neck on the cover. Tells most other footy games to "Kick off".

Emlyn's Haircut:- 72% a bit rosey, with thick side boards, and dodgy bouffant.



78

TEAM SUZUKI

G.B.H.
£7.99

Riding motorbikes has never been harder! *Team Suzuki* takes the motorbike racing game one step forward with an original attempt to reproduce the way a bike would feel and look through the eyes of the rider using 3D polygons to set it off. Several options are available as are view points, the graphics are superb, fluent and un-jerky. Soundwise, throughout the game you'll hear the whining sound of what is supposed to be a



powerful engine, so turn down the volume. Also the level of difficulty is set way too high. Three different bikes are available: 125, 250, 500cc. I couldn't even ride the puffy 125cc without banging into bill boards and grandstands (*Maybe that's because you're crap! - Sympathetic Ed.*). Maybe. (*Definitely! - Ed.*)



70

HORROR ZOMBIES FROM THE KRYPT

G.B.H.
£7.99

A lot of people will make the same mistake that we all do... judging a game by the cover. A lot of people will pass this by because of the dodgy artwork, and suspect plot. Beware, because if you miss this you could well be sorry. Basically what you've got is a platform cum puzzle game, on a horror tip. 400 screens of spooky platform fun. Scary graphics, plenty of revolving



fireplace fun to be had, as well as various other secret features. Eerie B-movie-esque music and sound complement the excellent gameplay – a hell (excuse the pun) of a lot of people passed this by first time around, don't make that mistake twice or you could find yourself turning in your grave. A grave error...?

81

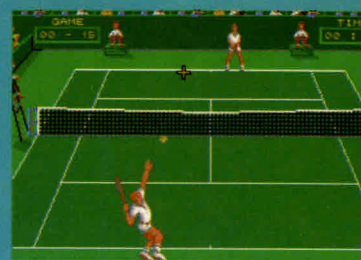


PRO TENNIS TOUR

The Hit Squad
£7.99

Pro Tennis Tour 2 is undoubtedly the ultimate Tennis simulation on the Amiga, so when the prequel poked its nose through the AA letter box, I was quite looking forward to playing a game with similar playability, but perhaps a little bit less polish.

Surprisingly enough, I'm disappointed. When compared to its unparalleled sequel, this effort is far from being authentic, and is hugely inferior. OK, so there's plenty of tournaments to take part

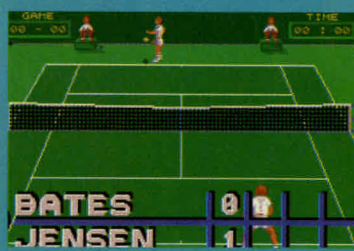


in and a host of game options, but the realism within the actual match is well below par.

You don't appear to have any directional control over your shots and occasionally, the graphical effect of hitting the ball is completely unconvincing.

Good fun, but there are better tennis sims around, even if they're more expensive.

54



PANG

The Hit Squad
£7.99

It's a well known fact that the simplest of games are often the most addictive and fun to play. Pang sums up this theory perfectly, and yes, I'm hooked, in a big, big way.

The gameplay is loosely based on the old classic Asteroids. You've got to guide the Pang through 17 different countries shooting large, balloons. It sounds simple, and it is in theory, but once you've shot the biggest balloon, it divides itself in half until it reaches its smallest size.

As you can well imagine, the



going gets very frenetic as you desperately attempt to wipe the screen of all the small balloons. Luckily, help is provided in the form of power-ups, such as rapid fire weapons and smart bombs.

If you can only afford one budget game this month, buy this one. It's the perfect conversion of a coin-op which was wickedly ignored, but at the same time, so maddingly addictive. An ace game!

92



NIGHT BREED

The Hit Squad
£7.99

Every now and then, Ocean land themselves with a real duffer of a license. Nightbreed is one such acquisition, yet Ocean considered it strong enough to produce two games around.

The Action Game is a fact, a straightforward arcade adventure, complete with a seemingly dominant beat-'em up element. Your task is to save the Nightbreed, a race older than Man, yet in grave danger of being wiped out thanks to man's



curiosity and jealous nature.

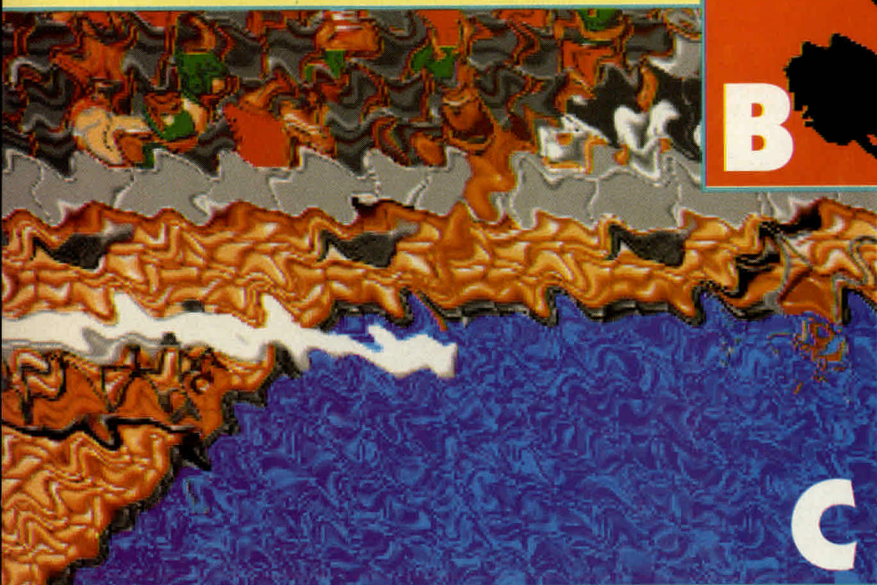
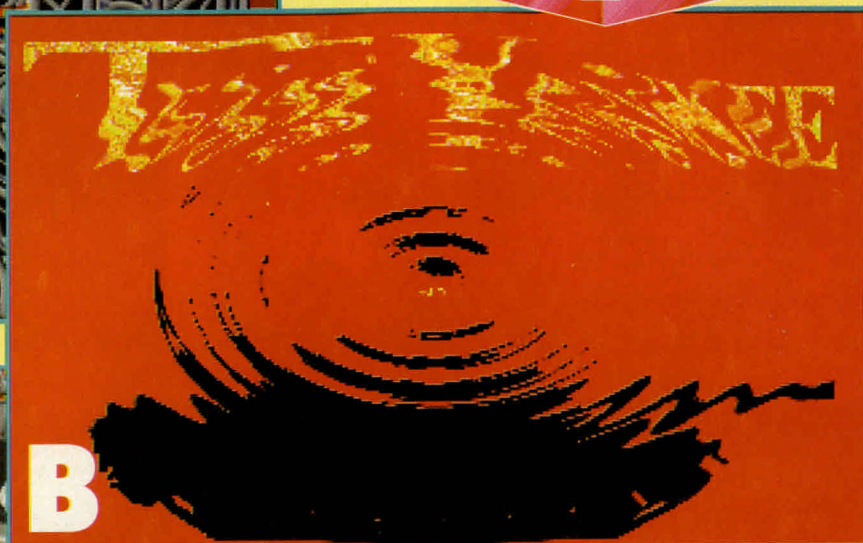
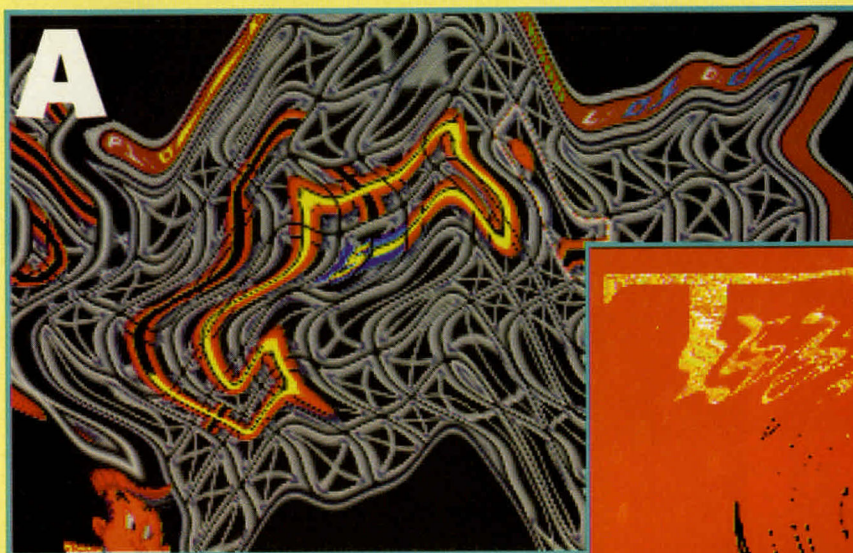
The plot doesn't really tie-in with the film and the actual game is downright dull, being very reminiscent of the old style eight bit arcade adventures. The strong beat-'em up aspect lowers the enjoyability stakes even more so and after five minutes of play, I found myself desperately scrambling for the electricity on/off switch.

37



BUDGET

COMPETITION



Yes, that's right people! It's compo time once again! To celebrate the release of several top quality Empire budget titles, reviewed elsewhere in this month's budget section, we're giving away 20 Touchdown T-shirts and six mini American Footballs.

Budget Quality

Touchdown is the name of Empire's new budget label. Empire, who are best known for their top quality full priced titles, such as *Team Yankee*, *Pipemania* and the recently released (reviewed in this very issue) *International Sports Challenge*, have entered the budget arena with the superb footy game *Emlyn Hughes' International Soccer* and *Sleeping Gods Lie*. Both of these titles and many more future releases will be available for a mere £9.99 from all good

computer games stores.

To enter the competition and stand some (miniscule) chance of winning the excellent goodies on offer, all you need to do is identify the three distorted pictures elsewhere on this page and match the relevant picture letter with the name of the game.

The first six correct entries pulled out of the hat will win a T-Shirt and a mini American football, while the following 14 correct entries will receive just a T-shirt. Entries that reach us any later than the end of August 1992 will be introduced to the dustbin almost immediately. I mean it's not as if we take pleasure in doing this (well, not much, anyway!)

So, examine those piccies, fill in the entry form and get your backside down the post office pretty sharpish! Oh and remember to post the form...

ENTRY FORM

International Sports Challenge is picture

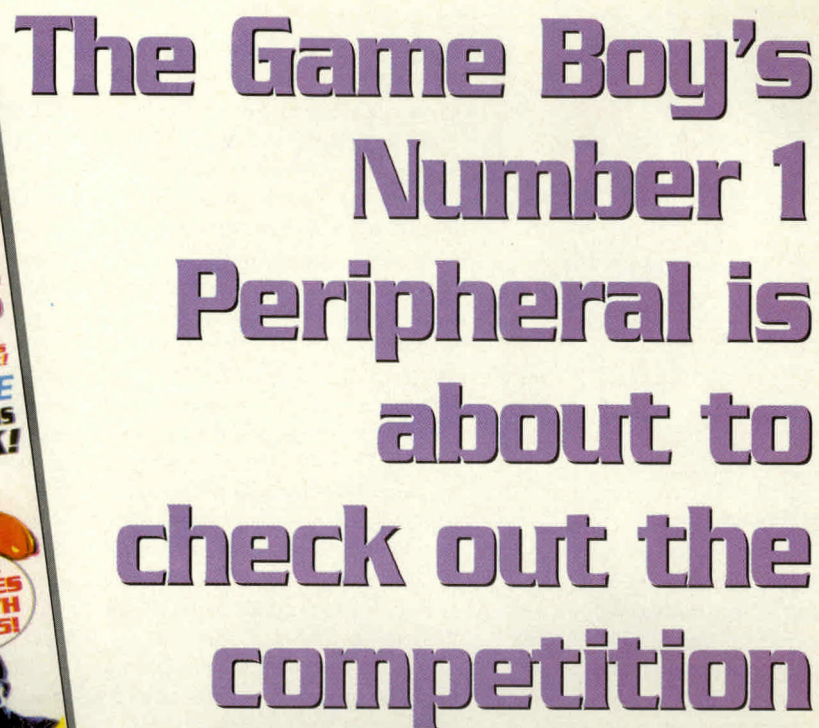
Team Yankee is picture

Pipemania is picture

Name

Address

.....



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16 page
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Issue 3

***Out July
27th!***





Lighten Up!

I buy Amiga Action every month and I find it interesting and generally very trustworthy. However, I disagree with the way you put down some of the games you review. Imagine the heartbreak for programmers of great games, such as Samurai, when you insult the fruits of their hard labour with a measly one page review and a disgraceful 55%.

You stated that some strategy fans may enjoy the game, yet I'm not a strategy fan at all and I think it's brilliant. Many people would probably agree with me if they actually bought the game, but who's gonna buy a game after seeing such a lame review in a credible magazine such as yours.

One more thing, in the free handbook Tetris was listed on the page depicting the ten worst games of all time, so if it's that bad, why is it placed 7th in the puzzle and quiz league with an 'Accolade' award?

Gabriel Flemming, London.

You seem to be alone in thinking our reviews are too harsh. Most people suggest a much stronger approach is needed and that we rate too many games too highly. If you don't believe me, read the following letter.

At the end of the day, if a game's not up to standard, it doesn't matter how much hard work has gone into it, we'll advise you to give it a miss.

Tetris is actually an office favourite and any half-decent Tetris clone (Gameboy and Macintosh versions being particularly notable) is usually played to death by every member of the AA team. The Infogrames version, however, is an insult to the great game it claims to be, so we included it in the top ten worst games for that reason only.

On The Other Hand

I read with interest the letters from Clement O'Regan, Patrick Hogan and James Byrne in the June edition. It is inevitable that the reviews you give to games will involve a great deal of subjective judgement, opinion and accordingly, you must expect that there will be readers who will disagree with your increasingly abused league tables. Just as individual readers should not be so naive as to imagine that they must be right and you must be wrong, if they don't like a game which you have rated highly. So, I believe you should not take it that your opinion is gospel.

A truly great game is one which the mass of gamers really enjoy playing and continue to do so over a long period of time. I don't believe that sales of games are a good guide because the hype you sometimes give to new releases will result in them selling in much greater numbers than the standard of the game justifies.

Ideally, your tables should be based on a mass vote by the users of games, but I am honest enough to admit that, where this is possible, the resulting league table would not be so different to yours. In recognition of the probable truth of this, I rely heavily on your reviews to decide which games I will buy and, so far, I have only been disappointed twice with Flight of the Intruder (not a patch on Falcon) and Jimmy White's Snooker (just too slow and too difficult to retain interest).

Like Mr Hogan I believe that you give out 'Accolade' and 'Recommended' awards much too easily and it's plain silly to withdraw them later on. But, I recognise that these are personal views and not necessarily representative. On the whole, I feel you perform a useful service and I value it highly even if I, like everybody else, will occasionally disagree with it.

Graham James, Andover

We don't truly believe that our opinion is gospel, but we do have a much better idea than most of what makes a good, playable computer game. After all, we do see an awful lot of games across a wide range of formats. And, while a number of readers disagree with the odd percentage here and there, the

general opinion of the public is not dissimilar to ours.

Promises, Promises

There is one aspect of your magazine that I must complain about. I find it very annoying when you don't review a game that you promised to review in the previous issue. You always say "look out for a full review next month" then fail to produce the goods. Chaos Engine, Smash TV, Jim Power and Fireforce are all examples. Apart from this, your magazine is most definitely top of my shopping list.

Matthew Brown, Southampton

We often get promised review copies of games for the following month, but sticking to deadlines is seemingly impossible. Programmers encounter all kinds of problems late on in development, so the finished product is nearly always delayed. And, I'm quite sure that you wouldn't want us to review a game prematurely, would you?

A600 Blues

Like a lot of people, I have just heard about the new Amiga 600 and to be quite honest, I'm not too sure whether I like it, or consider it to be a worthy upgrade.

So, why did Commodore introduce this machine? To me, anyway, it seems to boast an incredible number of disadvantages. For instance, you cannot upgrade it and there's no external expansion port. But, the thing that annoys me most is the loss of the numeric keypad. An awful lot of games, such as flight simulations and RPGs, take full advantage of the keypad and now they're simply rendered incompatible.

G Lasfyrn, Clwyd

In certain areas, the A600 is a worthy upgrade. For your average home user, who wants to store a few games on hard disk and who doesn't want to spend an arm and a leg, it's a winner. But, if you intend to take your computing a little bit more seriously and indulge in graphics or development you'll probably find the lack of processor power and restricted expansion port to be a massive stumbling block.

The loss of the numeric keypad is obviously a problem, but only a

temporary one. Software developers, will of course, bypass the problem. In the meantime, some publishers are already upgrading their existing titles which are currently unusable.

PD Or Not To Be

I have always read your letters page with great interest and your replies are usually very honest, bringing up important issues. However, a letter I read recently disgusted me. How on Earth could you say that all PD games are crap? You obviously haven't played stuff like Drip, Quick and Silver, Zeus and Obliteration. Those and many others are a lot better than many full price titles.

Besides, I cannot afford to spend £25 or even £8 every time I want a new game. Without PD games I would be driven to piracy and that's the last thing I want.

Johann Hari, Edware

I certainly don't recall such comments and neither does anybody else. We may have put down a few individual titles, but our opinion on many PD games is just as high as that of anyone else. In fact, if the demand is big enough, we hope to put a few more PD titles on our coverdisks in the coming months. Your thoughts on this matter would be greatly appreciated.

Seen it all before

On a recent trip to my local computer store, I was shocked when the man behind the counter pointed out the latest bundle of Amiga games. In the last three weeks there had been nine new titles released, each over £25. This didn't, of course, include the month's abundance of budget releases.

How on Earth is your average Amiga owner expected to keep up with this unless he or she is prepared to spend at least £200 per month? To make matters worse, most of the games are unoriginal and very similar to quite a few titles I already own.

For instance, one platform game is very much the same as another, so why do software houses keep on producing them? So come on boys, get your brains in gear and think of something original and well worth the £25 asking price.

D Meredith, Workstop.

Original game ideas are very thin on the ground and I'm quite sure that if you sat down for a couple of minutes and tried to think one up, you'd fail miserably. It's not really the fault of the software industry either. If they had the ideas in the first place, they'd be very willing to implement them. So, if you've got any original game ideas, send them off to a few software houses and you'll probably make quite a bit of money.

Budget is best

I've noticed that more and more software houses are beginning to release budget titles. And, although some are undoubtedly poor, there are plenty of others which are well worth the cheap asking price. Take *Rainbow Islands*, for instance, which is far better than any other Amiga platform game, including those which are sold at full price. *Anarchy* is another fine example of cheap, quality software.

The hours of pleasure I get from playing such budget games has influenced my decision to boycott full priced software altogether. I'm quite sure that other people feel the same way and it's only a matter of time before full priced titles are ignored altogether.

P Sullivan, Reading.

*While some games, such as *Rainbow Islands*, work well as budget titles, it's very unlikely that the likes of *Microprose* will release a top notch flight sim, complete with a 400 hundred page manual and keyboard overlay, for less than a tenner. I can also say with a similar amount of certainty, that the demand for such richly produced software will continue to rise.*

Liver-fool

I am writing to complain about last month's Liverpool coverdisk which I found desperately disappointing. The computer opposition were terrible and I beat them on every occasion I played the game. After playing this demo for a couple of hours, I cannot see myself purchasing the finished product.

G Buckell, Harley

You complete and utter fool. If you'd taken the time to read our informative coverdisk pages, you might have discovered that the Liverpool demo is for two players only. You've been playing

absolutely nobody, so no wonder you kept winning.

Frozen Freebies

Last year you gave away no less than two full games on your coverdisks at no extra charge to the reader. Other magazines offered similar freebies and it seemed as though the number of complete games on coverdisks was likely to increase.

Unfortunately, completely the opposite has happened. I've searched high and low for magazines featuring free games to no avail. Surely a free game on the front cover of your magazine would increase you sales figures, so why don't you do it from time to time.

M Holland, Tinsley

*A free game on the front cover would certainly increase our circulation and at the same time, land us in a lot of bother. Last year *ELSPA* banned any publication from putting free, full priced games on their disks, simply because it was affecting software sales in general, particularly in the budget area of the market which featured games of a similar quality to those on the coverdisks.*

Bug Bother

I am still having problems loading last month's coverdisk demonstration, *Bug Bomber*. Upon inserting the disk and turning on my Amiga, the prompt appears but nothing else happens. All of the public domain games work fine, so it's unlikely that there's a duplication problem with the disk. What am I doing wrong?

D Mitchell, Bognor Regis.

*Glad you asked me that, it may reduce the ridiculous number of phone calls we've received in the past few weeks. It was our error, we cut the loading instructions by mistake. All you need to do is type: *BUGBOMBER* and press return. If you're still having problems, send it to the address listed on the final coverdisk page.*

Jag's not that good

The other day I went out and bought *Jaguar XJ220* on your recommendation and after playing it I was compelled to write in. Sure, the game is good, but don't you think that 98% is going a little over the top? Nowhere in the review did

it mention that the loading time for each circuit was far too long or that the difficulty level was slightly too low. Despite this, I still think it's the best driving game on the market.

It seems that the marks in *Amiga Action* have been getting far too high recently. I remember when it was rare for a game to get over 90%. Are your scores going to continue to rise in this manner and what percentage will *Lotus 3* get if it's better than the seemingly unsurpassable *Jaguar XJ320*?

J Fletcher, Southampton.

*Reviews are based on personal opinions and Steve felt that *Jaguar* was the final word in sprite based, car racing simulations. If *Lotus 3*, or any other 'normal' style racing game surpasses the quality of *Jaguar*, I'm sure Steve will be the first to eat his words.*

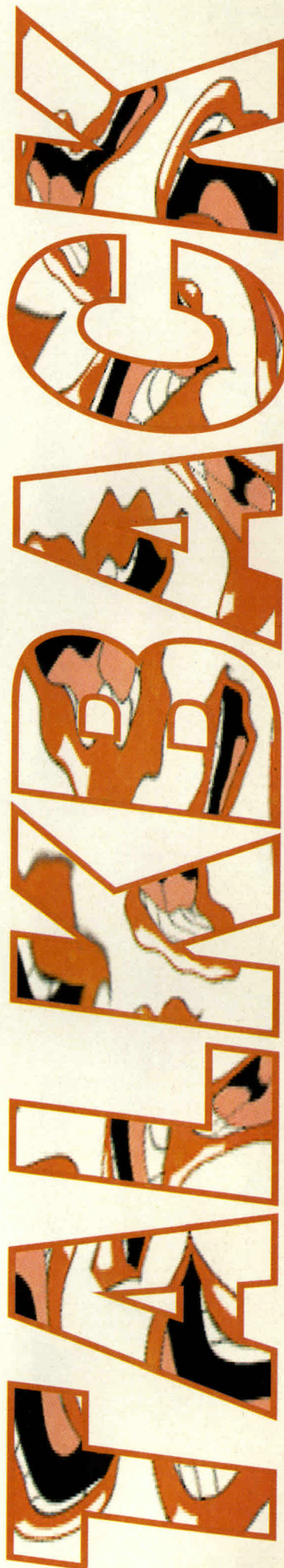
Crapus Gamus Playus

It has come to my attention that the majority of Amiga games are far too difficult to master. I've bought quite a few games recently and I can only manage to get about a quarter of the way through most of them. *Monkey Island 2* for instance, is a stunning game, yet some of the puzzles are just too hard! Am I alone, or are there other people out there facing similar difficulties? Please recommend a few simple to complete games.

J Allen, Bristol.

*The *Addams Family* from Ocean is a great game and decidedly easy to beat, so I recommend you give it a go. Having said that, there are plenty of people out there who can complete these so called tough games, because we received the complete solution to *Monkey Island 2* about three days after its release! Anyway, if you're still stuck, take a look at page 90 where *GTGA* will set your mind at rest.*

Send your snotty letters to:
Peter Lee,
Talkback, Amiga
Action, Europress
Interactive Ltd.,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.



**For all you
skinflints
who didn't
buy the last
12 Amiga
Actions,
here are
the reviews
you missed!**

arcade adventure

THE SIMPSONS

Ocean ARCADE ADVENTURE
£25.99

No, it's not the greatest game of all time, but it has its moments even if you're not charmed by the beige boy from Bloomfield. Plenty of running, jumping and avoiding baddies.

CRIME DOES NOT PAY

Titus ARCADE ADVENTURE
£29.99

Woeful attempt to recreate Goodfellas/Godfather atmosphere. Even less fun than a night in with a horse's head.

BLADE WARRIOR

US Gold ARCADE ADVENTURE
£25.99

Delicious looks and challenging gameplay combine to bring the avante-garde to arcade strategy. Nevertheless, there are times when this simply doesn't hang together.

HEAD OVER HEELS

Ocean ARCADE ADVENTURE
£7.99

Wonderful 16-bit version of an old Speccy game. Nostalgia freaks will love this, and newer gamers are guaranteed something good.

BARBARIAN 2

Psygnosis ARCADE ADVENTURE
£25.99

Arcade action with numerous puzzles, the game grabs you from the beginning. Another winner from Psygnosis.

ROBOCOP 3

Ocean ARCADE ADVENTURE
£25.99

A vector graphic arcade adventure where Chase HQ meets Operation Wolf in the only Robocop game truly worthy of acclaim.

SPACE CRUSADE

Gremlin ARCADE ADVENTURE
£25.99

Space age small arms firefight in this ace binary version of the Games workshop board game.

ANOTHER WORLD

Delphine ARCADE ADVENTURE
£25.99

Another World took 2 years to create, but sadly only 5 hours to complete. Absolutely fantastic graphics but far too easy.

SPACE ACE 2 - BORF'S REVENGE

Readysoft ARCADE ADVENTURE
£34.99

The most expensive computer demo I have ever seen. Whaddya mean it's not a demo? Nice graphics, thats your lot. Yawn.

MOONSTONE

Mindscape ARCADE ADVENTURE
£30.99

Imagine having a sword and being able to hit people with it. Moonstone gives you this violent option in this totally unique arcade adventure. 1 to 4 players can take part in this violent bloody quest. An excellent buy for psychopathic nutcases.



ELF

Ocean ARCADE ADVENTURE
£24.99

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean. And it's not a movie licence, either!

THE NEVERENDING STORY II

Lincol ARCADE ADVENTURE
£25.99

Pass the sick bucket please.

MERCENARY III

Novagen Software ARCADE ADVENTURE
£29.99

More of the same in this 3D exploration game. A bit boring.

BLACK CRYPT

Electronic Arts ARCADE ADVENTURE
£25.99

Has Dungeon Master met its match? You decide with this Classic dungeon game.



THE RETURN OF MEDUSA

Starbyte ARCADE ADVENTURE
£19.99

Futuristic Dungeon Master clone. We've seen it all before.

HARE RAISING HAVOC

Disney Software ARCADE ADVENTURE
£34.99

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.

STORM MASTER

Silmaris ARCADE ADVENTURE
£29.99

Very weird, very different strategy game. None the less an excellent release.

ASHES OF AN EMPIRE

Mirage ARCADE ADVENTURE
£29.99

Civil wars have never been so much fun! Basically a crossover of arcade adventure and strategy. Wicked man.



LEGEND

Mindscape ARCADE ADVENTURE
£30.99

Dungeons and dragon games tend

to be too complex for the beginner, yet too easy for the expert. Not with Legend. Suave, fresh, cool.

EYE OF THE BEHOLDER II

US Gold ARCADE ADVENTURE
£32.99

The sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. An essential so run to your software store and buy it now. Numero uno.

D-GENERATION

Mindscape ARCADE ADVENTURE
£25.99

Initially the graphics may not appeal, due to the fact that there isometric. I can assure you after a couple of games you'll be hooked.

INDIANA JONES AND THE FATE OF ATLANTIS

US Gold ARCADE ADVENTURE
£25.99

Indiana goes for it again in this slick arcade adventure game, based on the script of a film not as yet released.

adventure

FLAMES OF FREEDOM

MicroProse ADVENTURE
£34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.



CRUISE FOR A CORPSE

US Gold ADVENTURE
£27.99

Beautiful murder / mystery adventure in delightful Agatha Christie style. Just brilliant.

MADDOG WILLIAMS

SMG ADVENTURE
£29.99

Sierra type thingy with more in the

gameplay department than graphics. Not bad at all.

MAUPITI ISLAND

Ubisoft ADVENTURE
£25.99

Good-looking adventure from the Frenchies, but you'll often find yourself back where you started. Good characterisation, but the plot's somewhat weedy.

SUSPICIOUS CARGO

Gremlin ADVENTURE
£25.99

Often amusing and brain-treasing adventure set in cyberish environment. Benefits from being just different enough to be off the wall. A winner.

WILLY BEAMISH

Dynamix ADVENTURE
£34.99

Cartoon-style point 'n' click game, excellent once you get into it but beware, without a hardrive you're wasting your time.

HEART OF CHINA

Dynamix ADVENTURE
£34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this epic adventure game. Suberb, buy it now.

LEISURE SUIT LARRY 5

Sierra ADVENTURE
£34.99

The man in the dodgy suit is back, and he's still after one thing - dirty fun. Adults only.

MONKEY ISLAND 2

US Gold ADVENTURE
£12.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Class, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.



LURE OF THE TEMPTRESS

Virgin ADVENTURE
£29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this - it also has great gameplay! If you haven't got the money, tough!



HOOK

Ocean ADVENTURE
£25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.

DUNE

Virgin ADVENTURE
£29.99

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.

shoot'em-up

G-LOC

US Gold ADVENTURE
£25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em up, nothing more, nothing less.



THE EXECUTIONER

Hawk SHOOT'EM-UP
£19.99

Thrust-style affair that brings to life an old fave with admirable alacrity. Nothing new, but who cares? It's lots of fun anyway.

ARMALYTE

Thalamus SHOOT'EM-UP
£19.99

Annoying R-Type rip-off that rarely gets off the ground. Amazingly irritating in just about every way.

GAUNTLET 3

US Gold SHOOT'EM-UP
£25.99

Disappointing sequel to a great series. The 3D routine is sadly unconvincing and despite a reasonable level of playability, it doesn't live up to its name.

ALIEN STORM

US Gold SHOOT'EM-UP
£25.99

It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

ZONE WARRIOR

Electronic Arts SHOOT'EM-UP
£25.99

A bit like Turrican although not nearly so impressive or addictive. There are better games of this ilk, and you'd do well to save your pennies for those.

TERMINATOR 2

Ocean SHOOT'EM-UP
£25.99

Straightforward action game with plenty to remind you of the movie. In the final analysis though, it's not all that much cop.



ORK

Psygnosis SHOOT'EM-UP
£25.99

Another well presented and eminently playable game from Psygnosis. Great monsters and some delightfully gaudy graphics.

THUNDER JAWS

Domark SHOOT'EM-UP
£19.99

Competent gameplay and addictiveness. Parts of the game seem rushed though - an average conversion of mediocre arcade game.

ALIEN BREED

Team 17 SHOOT'EM-UP
£24.99

Graphically excellent spook'em up game. Great atmosphere, a classy professional product from a talented team.

WRECKERS*Audiogenic* SHOOT'EM-UP**£24.99**

An intriguing storyline enhanced by truly atmospheric graphics and sonics is ruined by over-simplistic gameplay. Nearly but not quite.

THE GODFATHER*US Gold* SHOOT'EM-UP**£30.99**

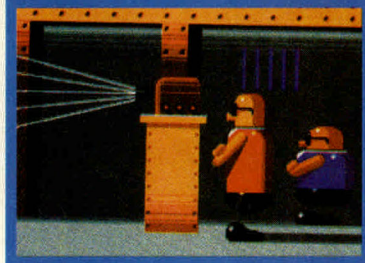
Stunning graphically, and more than reasonable in term of playability. It manages to capture a great deal of hoodlemness. A masterpiece we reckon.

WOLFCHILD*Core Design* SHOOT'EM-UP**£24.99**

Strider might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot'em up.

BONANZA BROTHERS*US Gold* SHOOT'EM-UP**£30.99**

Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.

**ROBOZONE***Image Works* SHOOT'EM-UP**£19.99**

A blithering idiot of a game. Slow, dull and not much good at anything.

SUPER SPACE INVADERS*Domark* SHOOT'EM-UP**£24.99**

Yes indeed the classic game has been revamped and it still manages to retain its original buzz. Of course, we like it for reasons other than the original having created the whole games industry and given us our jobs...

DRAGON FIGHTER*Idea* SHOOT'EM-UP**£25.99**

Flying about on a suspect dragon sprite which takes up a quarter of the screen is not my idea of fun.

AMNIOS*Psygnosis* SHOOT'EM-UP**£24.99**

Multi-directional shoot'em up with spectacular effects to offer you.

**AGONY***Psygnosis* SHOOT'EM-UP**£25.99**

An owl with an attitude. Graphically brilliant shoot'em up.

VIDEO KID*Gremlin* SHOOT'EM-UP**£25.99**

Cuddly kid action with this platformy shooty number. A bit of an between game really.

FANTASTIC VOYAGE*Centaur Software* SHOOT'EM-UP**£25.99**

Novel approach to the shoot'em up genre, flying around the inside of a body in a mini-sub destroying anti-bodies. Body good game.

RUBICON*21st Century Entertainment*

SHOOT'EM-UP

£25.99

Superb graphics, decent sound, sadly lacking in gameplay.

**SPACE GUN***Ocean* SHOOT'EM-UP**£25.99**

Aliens meets Operation Wolf in this classy space-age blast'em up.

STEVE McQUEEN - WESTPHASER*Loriciel* SHOOT'EM-UP**£25.99**

What has this got to do with old Stevie, but basically what you've got here is an enjoyable cowboys and injuns Operation Wolf ripoff.

ALCATRAZ*Infogrames* SHOOT'EM-UP**£25.99**

Alcatraz, the prison, has been converted into a hiding place for a top drug baron, complete with mercenary guards. A crack team of armed police must penetrate the prison, and kidnap him to bring him to justice. Class game.

HOSTILE BREED*Palace* SHOOT'EM-UP**£25.99**

Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

sports simulation**BILLIARDS II***Infogrames* SPORTS SIMULATION**£24.99**

Mad French way of approaching the baize, and more than a little baffling. Not even much of a programming job. Avoid.

CRICKET*Soundware* SPORTS SIMULATION**£24.99**

Snoozesome approach to a sport which has yet to be given justice by the Amiga. A stinker.

WILD WHEELS*Ocean* SPORTS SIMULATION**£24.99**

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. One that Ocean should forget.

ATHLETICS*Hawk* SPORTS SIMULATION**£19.99**

Generally despised all-round athletics game featuring some incredibly poor animation and gameplay. How they had the nerve to charge £20 for this is a miracle.

ROBIN SMITH'S INTERNATIONAL CRICKET*Challenge* SPORTS SIMULATION**£25.99**

Only so-so, even if you like cricket.

SUPER LEAGUE MANAGER*Audiogenic* SPORTS SIMULATION**£25.99**

Standard fare for footie management nuts.

MICROPROSE GOLF*MicroProse* SPORTS SIMULATION**£34.99**

No detail overlooked in this 'almost as good as PGA' game. Good fun.

**4D SPORTS BOXING***Mindscape* SPORTS SIMULATION**£25.99**

A good attempt at a game that really never could have been. If only the Amiga was more powerful, ho hum.

TIP OFF*Anco* SPORTS SIMULATION**£25.99**

A case of resting on your laurels if you ask me, with the basketball version of Kick Off. Well disappointing.

ADVANTAGE TENNIS*Infogrames* SPORTS SIMULATION**£25.99**

A nice tennis game with nothing else to add. What more can I say?

WWF WRESTLEMANIA*Ocean* SPORTS SIMULATION**£25.99**

Sweaty bodies and face paint is the order of the day in this dodgy rendition of the popular TV show. They can get away with style over content in the ring but not here, I'm afraid. Sad.

WORLD CLASS RUGBY*Audiogenic* SPORTS SIMULATION**£29.99**

Underrated. A tremendous game based on the Rugby Union of 91, grab it now and give the Aussies a good hiding.

WAYNE GRETZKY ICE HOCKEY*Bethesda* SPORTS SIMULATION**£25.99**

Basically Ice Hockey with a violent streak, good un-clean fun.

THE MANAGER*US Gold* SPORTS SIMULATION 81%**£12.99**

A football manager-type.

SUPER SOCCER

Star Byte SPORTS SIMULATION
£25.99

You must be kidding. What a joke. At £26, we're not laughing.

PGA TOUR GOLF

Electronic Arts SPORTS SIMULATION
£25.99

Golf is so boring... Zzzz. Uh, oh yes, one of the best golf sims available, but if you don't like golf, forget it.

JOHN MADDENS AMERICAN FOOTBALL

Electronic Arts SPORTS SIMULATION
£12.99

American football games have been pretty dire in the past but EA managed to change all that! If you're an American Football fan, buy it. If you're not, buy it. Absolutely faultless.



JOHN BARNES EUROPEAN FOOTBALL

Krisalis SPORTS SIMULATION
£25.99

Run of the mill football game. Although cheaper than buying Sky next year...

SUPER SKI 2

Microids SPORTS SIMULATION
£24.99

Several average wintry type sporting events in this middle of the road game.

REBEL RACER

Starbyte SPORTS SIMULATION 60%
£12.99

Tron light cycles ripoff on an original 3D tip. I like it, not a lot of other people will.

CHAMPION MANAGER

Domark SPORTS SIMULATION
£29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there.

STRIKER

Rage SPORTS SIMULATION
£25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable kick about.

SENSIBLE SOCCER

Renegade SPORTS SIMULATION
£25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this is for you.

LINKS

Access SPORTS SIMULATION
£29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?

EUROPEAN FOOTBALL CHAMP

Domark SPORTS SIMULATION
£25.99

You may have seen this in the arcades... It's memorable because this is the game where not only can you tackle the players, but kicking and punching is a far more effective (heh heh).

FACE OFF ICE HOCKEY

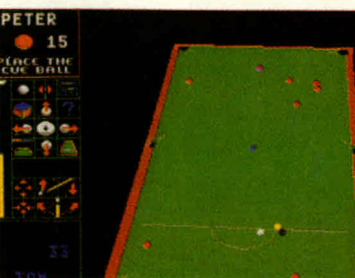
Krisalis SPORTS SIMULATION 30%
£25.99

A program that somehow manages to make Ice Hockey look more like Curling. Dismal.

JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin SPORTS SIMULATION
£29.99

Unless you despise snooker, this is a must. Uncanny gameplay, delicious looks, stunning and extremely fast 3D and one of the most praiseworthy icon systems ever. Archer Maclean does it again. If only all simulations were this realistic. Steve Davis eat your heart out!

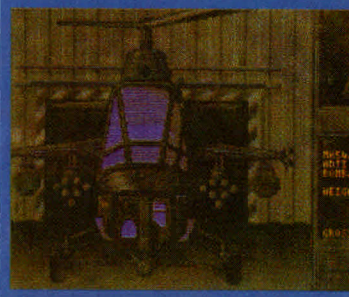


flight simulation

THUNDERHAWK

Core FLIGHT SIMULATION
£12.99

Bad-assed chopper sim that lets you loose with some serious hardware. Programmed to perfection. Speed fiends love Thunderhawk.



MIG 29M SUPER FULCRUM

Domark FLIGHT SIMULATION
£39.99

Detailed but nonetheless dull flight simulation that manages to get it right in the technical department, but is still on the runway when it comes to good old fashioned fun.



KNIGHTS OF THE SKY

Microprose FLIGHT SIMULATION
£34.99

Chocks away and all that, so get your flying goggles on for the best World War 1 fighter plane sim to date. Spiffing.

BIRDS OF PREY

Electronic Arts FLIGHT SIMULATION
£34.99

The flight sim with the choice of more planes than you can shake a stick at. A classic.

RED BARON

Dynamix FLIGHT SIMULATION
£34.99

Crash and burn with this WW1 fighter sim. The game certainly did

A320 AIRBUS

Thalion FLIGHT SIMULATION
£35.99

Never in my days have I played a passenger plane simulator as good as this. Forget bombing missions, this is much more technical and difficult. Original.

SHUTTLE

Virgin FLIGHT SIMULATION
£44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

A-10 TANK KILLER V1.5

Dynamix FLIGHT SIMULATION
£34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10's on the other hand have to fly dangerously low bombing runs. Quite original in that respect. Slick game.

racing

LOTUS TURBO CHALLENGE 2

Gremlin RACING
£25.99

Quite superb rear-view driving game that breathes some life into what had been a fading genre. Great for head-to-head racing.



OUTRUN EUROPA

US Gold RACING
£25.99

A variety of vehicles and some lush graphics fail to enliven what ultimately doesn't pass the test. Even so, much better than its Out Run predecessors.

CISCO HEAT

Image Works RACING
£25.99

Police cars racing each other with 3D routines. Forget it.

CHAMPIONSHIP DRIVER

(Not known) RACING
£25.99

Drive five different types of car in this birdseye-view racing game. Hmmm... So so.

4D SPORTS DRIVING

Mindscape RACING
£25.99

Ever fancied wrecking a car on a dirt track? Now's your chance! More options than you can shake an exhaust pipe at, boy racers will be in their element.

INDY HEAT

Storm RACING
£25.99

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.



RACE DRIVIN'

Domark RACING
£24.99

This game was an unofficially sponsored by Lada (Joke). Scrap it.

BIG RUN

The Sales Curve RACING
£25.99

It should have been re-titled Big Rip-off. Do not buy.

VROOM

Lankhor RACING
£25.99

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy.

JAGUAR

Core Design Ltd RACING
£25.99

Vrooom... where did it go? Classic speedy racing game.



beat'em-up

FINAL FIGHT

US Gold BEAT'EM-UP
£25.99

Chunky graphical beat'em up incorporating all the ace violence and colourful mayhem of the arcade original. Bit of a classic this one, we think.



DINOWARS

Magic Bytes BEAT'EM-UP
£25.99

Someone somewhere will one day become unimaginably rich by inventing computer games based on everyone's perennial favourite monster, the dinosaur. The guys behind Dinowars missed the boat badly. A pity.

LAST NINJA III

System 3 BEAT'EM-UP
£25.99

Stupendous graphical beat'em up with more action in it than a roomful of LA riot videos and more than a few nifty puzzles to solve along the way. Still state of the martial, um, arts.



DARKMAN

Ocean BEAT'EM-UP
£25.99

Yet another progressive beat'em up with a few arcade sequences chucked in for good measure. The baddies are just too easy to dispose of. In all, great film, shame about the game. Next, please!

PIT FIGHTER

Domark BEAT'EM-UP
£24.99

The arcade original got by without much gameplay because of its graphics. The Amiga version doesn't even have that going for it.

HUDSON HAWK

Ocean BEAT'EM-UP
£25.99

Neat beat'em up based on the film turkey. Extremely addictive- Ocean have paid more attention to the film than the Director did.

FIRST SAMURAI

Imageworks BEAT'EM-UP
£25.99

Classy platformy beat-em up with some gorgeous graphics. Difficult to beat. Impossible to put down.

FINAL BLOW

Storm BEAT'EM-UP
£25.99

The only way you're likely to get brain damage with this game is by beating your head against the wall in frustration. Boxing has never been so boring. Avoid it or you'll be sorry.

TURTLES 2

Imageworks BEAT'EM-UP
£25.99

Being green is certainly no fun, and this is not the exception to the rule. Yuck.

KNIGHTMARE

Mindscape BEAT'EM-UP
£30.99

Not much to do with the TV program of the same name, fortunately, but this game will put down most others of the Dungeon Master genre.



DOUBLE DRAGON3

Storm BEAT'EM-UP
£25.99

The saddest episode of the twins fight for justice to date. It's a pity really.

MYTH

System 3 BEAT'EM-UP
£25.99

Freaky number with all the ingredients of a excellent game. Mix 'em all together, put in the oven for 30 mins (gas mark 6) and hey presto! An excellent game in anyone's eyes.

strategy

BATTLECHESS II

Electronic Arts STRATEGY
£25.99

This game is great if you like chess - in fact, one of the best. Dullsville if you don't...

UTOPIA

Gremlin STRATEGY
£29.99

Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



HALLS OF MONTEZUMA

Electronic Arts STRATEGY
£29.99

Convincingly nasty game based on the exploits of our chums the US Marines through a century or so of blood 'n' guts. Groo...

CONFLICT MIDDLE EAST

US Gold STRATEGY
£30.99

Samey wargame that really should have dealt with this area of the genre more convincingly. Bog-standard stuff unfortunately.

AFRIKA KORPS

Impressions STRATEGY
£29.99

Another tiresome wargame that offers nothing new to gamers and wargamers who like a touch of novelty.

CHAMPION OF RAJ

PSS STRATEGY
£19.99

Dreadful strategy affair that moves along at the pace of a dead elephant. A couple of good points on the graphical front but otherwise dismal.

THE CHARGE OF THE LIGHT BRIGADE

Impressions STRATEGY
£29.99

Now we know for sure that they should have stayed in camp. Come on Impressions, quit boring us.

MEGA-LO-MANIA

Imageworks STRATEGY
£30.99

A brilliant piece of software. Where do we start? Addictive, fantastic, inspiring? Just buy it.



NAPOLEON I

Interneccine STRATEGY
£29.99

Typical strategy game based on the Napoleonic Wars. Usual presentation, and usual lack of gameplay.

SEIGE MASTER

Vulture STRATEGY
£25.99

Battlemaster clone that owes rather more to the original than to originality. Thankfully forgotten.

VOLFIED

Empire STRATEGY
£25.99

Not bad at a budget price, but still nothing to shout about. It's just another shoot-'em up.

BATTLEISLE

Ubisoft STRATEGY
£30.99

Military strategy the way it should be. Looks good, plays well, and it's pretty darned violent.

CELTIC LEGENDS

Ubisoft STRATEGY
£30.99

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



FORT APACHE

Impressions STRATEGY
£29.99

Get off your horse and drink ya milk, plenty of that in these mediocre strategy war game set in the wild west.

POPULOUS II

Electronic Arts STRATEGY
£29.99

A massive game that puts you in the shoes of God! Easy to get into, hard to complete.

REALMS

Craftgold STRATEGY
£29.99

Tired of being a God, or a Mayor? Well, why not be a warlord. Yes, Realms gives you that opportunity. Nice one.



SPACE 1889

Empire STRATEGY
£29.99

The year is 1889, the great space race is already underway and steam-powered rockets fly to the moon. It gets worse, or better depending how you look at it. Strange strategy game.

FIGHTER COMMAND

Impressions STRATEGY
£29.99

Bombing raids against Tripoli and all the other strategic targets, interception missions, the lot. Underrated Strategy.

TRADERS

Linel STRATEGY
£25.99

Being an interplanetary trader can be a barrel of laughs. Not this time though.

MEDIEVAL WARRIORS

Merit Software STRATEGY
£24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive strategy game. I'd fight too if I was trapped in this turkey.

CRIME CITY

IF STRATEGY
£29.99

Nefarious dealings, and shady underworld going ons in this strategy game. plenty of James Bond thrills as well as a good healthy portion of death and destruction Fancy yourself as a Mafia man? Well this may well be your cup of cappuccino. (Safer too, I think! - Ed.)



CHESS CHAMPION 2175

Oxford Softworks STRATEGY
£19.99

Nice version of chess, plenty of options.

VENGEANCE OF EXCALIBUR

Virgin STRATEGY
£29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

DREADNOUGHTS

Turcan Research STRATEGY
£29.99

3D naval warfare game based on battles from the beginning of the century. No radar and guided missiles here! Atmosphere and gameplay in abundance.

SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY
£24.99

Wooden armor and razor sharp katanas meet horsemen with bows in this very bland strategy wargame.

FLOOR 13

Virgin STRATEGY
£24.99

The British have there own secret service specializing in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10. Scary, sinister, frightening.

PERFECT GENERAL

Ubi-soft STRATEGY
£30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. If you like strategy games, you'll like this.

SIMANT

Ocean STRATEGY
£34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

arcade strategy

COVERT ACTION

MicroProse ARCADE STRATEGY
£34.99

Crime-busting sim from the Prose boys that attempts to break new ground, but probably failed to break even. We're looking forward to more games of this ilk, only better.

HEIMDALL

Core Design ARCADE STRATEGY
£34.99

One of last years best releases. A truly amazing 3D Dungeon Master-type game that nobody should be without.



ROBIN HOOD

Millenium ARCADE STRATEGY
£25.99

Amusing adventure that lures you into a pseudo- Sherwood tale of goodies and baddies. Scrolling seems jerky, but still lots of fun.

GALACTIC EMPIRE

Tomahawk ARCADE STRATEGY
£25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared.

STRIKE FLEET

Electronic Arts ARCADE STRATEGY

£25.99

Modern warfare sim that fails to stay afloat.

RULES OF ENGAGEMENT

Mindcraft ARCADE STRATEGY

£25.99

Great presentation, but the time delays on the standard Amiga make you want to bite bits out of a sofa. They've tried too hard on this one.

SPECIAL FORCES

Microprose ARCADE STRATEGY

£34.99

Control four Dogs of War in the unofficial sequel to Airborne Ranger. Get your webbing and Dr Martins on and away you go. Arcade and strategy action working as one. Massive.



platform

NEBULOUS II

21st Century PLATFORM

£25.99

Superbly wonderful in a quite brilliant way. Sure, we love this game, and so will you. No reason to update its rating - so we won't!

MONSTER BUSINESS

Eclipse PLATFORM

£19.99

Bland arcade game best kept buried in the garden.

ROBOCOD

Millenium PLATFORM

A cracker that puts so-called console classics to shame. Colourful and playable.



THE BLUES BROTHERS

Titus PLATFORM

£25.99

Surprisingly excellent platformer with a lovely soundtrack. There are hours of enjoyment here, and you won't be satisfied until you've completed the game.

BUILDERLAND

Loricel PLATFORM

£24.99

Sweet enough cutesy game initially, but that soon turns to frustration. Lacks any lastability.

MEGA TWINS

US Gold PLATFORM

£25.99

Sickly cute but still lots of laughs anyway. Not in the same league as Rainbow Islands, but a giggle nonetheless.

RODLAND

Sales Curve PLATFORM

£25.99

Another platform game- but a top notcher. Neat graphics, gameplay and sound- worth checking out.

LEANDER

Psygnosis PLATFORM

£25.99

Scrummy character designs and silky smooth scrolling combine to make an exceptional game. A worthwhile purchase.

BABY JO

Loricel PLATFORM

£25.99

At first it all seems terribly childish, but this emerges as one of those games that you can't put down. Difficult to pinpoint why it's good... It just is.

FUZZBALL

System 3 PLATFORM

£19.99

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant.

HAGAR

Kingsoft PLATFORM

£25.99

Basically a platform game, with nothing big or clever about it. Shame really

CAPTAIN PLANET

Mindscape PLATFORM

£25.99

Hmmm. An environmental game. Be Green- don't pollute your Amiga with this rubbish.

HARLEQUIN

Gremlin PLATFORM

£25.99

Freaky diamond catsuits in this wickedly tricky platform game.

TOP BANANA

Hex PLATFORM

£25.99

With a title like that, how can it possibly fail? Quite drastically, as it turned out.

FIRE & ICE

Renegade PLATFORM

£25.99

Sigh, not another platform game... Erm, this one is different.

PARASOL STARS

Ocean PLATFORM

£25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)



DELIVERANCE - STORM LORD 2

21st Century PLATFORM

£25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys.

JIM POWER

Loricel PLATFORM

£25.99

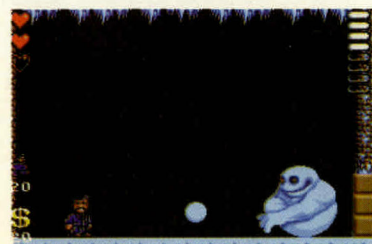
Fantastic gameplay and graphics really sell this amazing platform shoot-'em up game.

THE ADDAMS FAMILY

Ocean PLATFORM

£25.99

They're crazy and they're kooky. Yep, I'm sure they are - over a thousand screens of platform fun, a must for all platform fans.

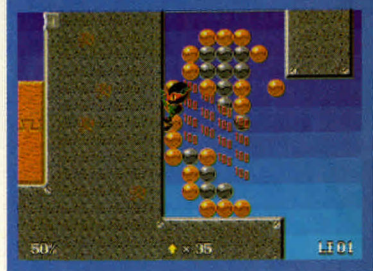


ZOOL

Gremlin PLATFORM

£25.99

Psychadelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



ELVIRA - THE ARCADE GAME

Flair Software PLATFORM

£25.99

Errr, nice game, good graphics and... Oh, what the hell - Big bits. Grab it quick.

puzzle and quiz

ATOMINO

Psygnosis PUZZLE AND QUIZ

£25.99

Yup, it's atoms and dominoes squigged into one. It works as a reasonably engaging puzzler, but only just. Limited lastability.

SLIDERS

Palace PUZZLE AND QUIZ

£25.99

A.N. Other shape-based puzzle without much originality, charm or appeal. Might just keep your interest on a really wet Sunday afternoon in January (and we stress the 'might').

MONOPOLY

Virgin PUZZLE AND QUIZ

£19.99

You know what to expect. Personally, we wouldn't pass Go.

SARAKON

Virgin PUZZLE AND QUIZ

£19.99

Far too easy game based on ancient symbols and bits of rock. A bit of a let down.

SWAP

Palace PUZZLE AND QUIZ

£25.99

Swap coloured shapes around until they hit each other and disappear. It seems like a good idea until you actually play the thing.

SUPAPLEX

Digital Integration PUZZLE AND QUIZ
£25.99

Boulderdash derivative, but addictive nonetheless. Improved gameplay, but graphics really not up to scratch.

BOSTON BOMB CLUB

Palace PUZZLE AND QUIZ
£25.99

Graphically and on the sound front, not really up to its nearest rival, Logical. The more you play, the less you want to. A pity.

KWIK SNAX

Code Masters PUZZLE AND QUIZ
£7.99

Any egg that wears sunglasses is all right by me (Hmmm... Ed.). Nice little cheap budget game.

TILT

Soundware PUZZLE AND QUIZ
£20.99

An original computer version, of an unoriginal game. Different.

CASTLE OF DOCTOR BRAIN

Sierra PUZZLE AND QUIZ
£34.99

Complicated, taxing, impressive. Puzzle fans will be in their element.

PUSH OVER

Ocean PUZZLE AND QUIZ
£25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

CATCH 'EM

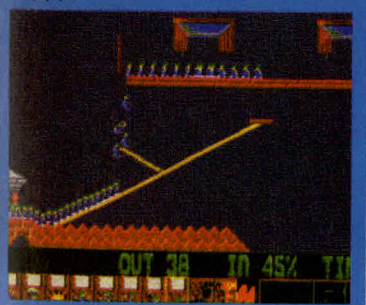
Prestige PUZZLE AND QUIZ
£25.99

Dodgy game with puzzle elements thrown in for good measure.

OH NO! MORE LEMMINGS

Psygnosis PUZZLE AND QUIZ
£25.99

On the rodent to hell, yes indeed, those dodgy cult characters are back with more suicidal fun. Die happy, man.



BUGBOMBER

Kingsoft PUZZLE AND QUIZ
£24.99

Strangely addictive puzzle bomb-'em up. Check it out.

role playing

SECRET OF THE SILVER BLADES

US Gold ROLE PLAYING
£30.99

Hard-core role-playing in all its glory. If you know about RPGs you probably own this already. If you're not an RPGer, this offers little to tempt you into the fold.

DEATH KNIGHTS OF KRYNN

US Gold ROLE PLAYING
£30.99

More quality fare fromSSI. RPG fans will like this.

STARFLIGHT 2

Electronic Arts ROLE PLAYING
£25.99

Space trading ahoy. There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

HARD NOVA

Electronic Arts ROLE PLAYING
£25.99

Incredibly intricate adventure that'll keep you happy if you've an IQ the size of Olympia. For the rest of us it's all a tad baffling. (Speak for yourself! - Brainy Ed.)

THE LORD OF THE RINGS

Electronic Zoo ROLE PLAYING
£25.99

Wasted opportunity to make good with an RPG. Clichéd, slow and pretty dire all round.

SHADOWLANDS

Domark ROLE PLAYING
£29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect.

POOLS OF DARKNESS

US Gold ROLE PLAYING
£30.99

Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye?

ISHAR

Silmarils ROLE PLAYING
£29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this gigantic roleplaying game become apparent, but are you willing to wait that long?

MIGHT AND MAGIC 3

US Gold ROLE PLAYING 92%
£40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.



Ethereic blurs dosh about on the otherul erted battle field, yielding their ueopons eat skill. Train with the incorporeal knight

land and sea sim

GUNBOAT

Accolade LAND AND SEA SIM
£29.99

River-based battle action gets bogged down by limited gameplay, and dodgy graphics. Steer clear unless you're an Apocalypse Now nut...

SILENT SERVICE II

MicroProse LAND AND SEA SIMS
£34.99

Thought-provoking and often spooky underwater wargame that pits you against the Japanese (WWII). Excellent for those of us who don't mind gaming for days on the trot. Not much fun for joystick clatterers.

bat and ball

PINBALL DREAMS

21st Century BAT AND BALL
£25.99

If you're the kind of drooling simpleton that runs to the new pinball machines down the amusement arcade just because you fancy playing with little balls, then this one is undoubtedly for people like yourself...

CHUCK AND NANCY GOING STEADY...

HOW DO YOU
FANCY A NICE ROMANTIC
MEAL TONIGHT,
DARLING?

BUT HUN...I'VE JUST
GOT THE NEW COOL
EDITION OF AMIGA
ACTION TO READ!

...WHAT HAS
THAT MAG GOT
THAT I HAVEN'T?

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solutions to **Myth, Risky Woods**
AND the rest of the solution to
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expect the rest of the solution to
ShadowLands too! (At last!)

WHY?

Because we'll be featuring **flight**
sims - including **B-17** from
Microprose!

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Guide - the best, the coolest
guide to the previous 12
month's releases!

WHY?

Because we'll be profiling those
individuals who spend all their
days hunched over computer
keyboards dreaming up new
ideas for your games enjoyment
- the programmers!

WHY?

Because of the biggest and best
competitions around!

WHY?

Because they pay us lots of
money to say these things!
(You're fired! - Ed.)

So be first in the queue for your
all-new Amiga Action!

AMIGA ACTION

The Ultimate War Machine

MEGAFORTRESS is ready when you are . .

It's the enemy's worst nightmare; a nearly invincible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Mega fortress is in a class by itself; a radically modified B52H Stratofortress, with radar-absorbing fibresteel skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

Flying Mega fortress isn't easy, you're a Pilot, Navigator, Electronic Warfare Officer and Gunner all rolled into one!

Mega fortress' multi-position bomber features complete electronic countermeasures technology, terrain guidance radar, multiple missions, and a massive arsenal at your disposal. Full colour VGA graphics and Sound Blaster/Adlib sound boards support brings the reality of long-range strategic air assaults into your home.

Available for Commodore Amiga, IBM PC and compatibles, and CD ROM.

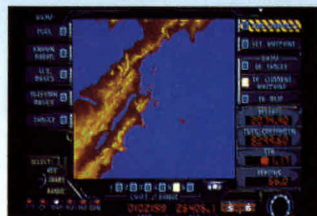
MEGAFORTRESS



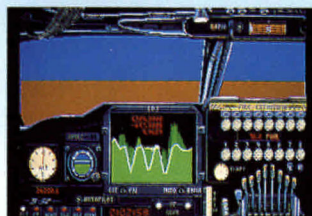
Electronic Countermeasures



Offensive Weapons Station

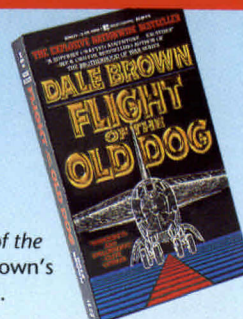


Navigator's Station-Global Display



Pilot's Station

Based on 'Flight of the Old Dog', Dale Brown's best selling novel.



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"THE BEST PLATFORMER SINCE RAINBOW ISLANDS." The One 92%

"A MUST BUY." 90% CU Amiga Screenstar



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Creative Software